

The GameMaster's Apprentice:

Horror

Instructions

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Special Thanks

This project was backed on Kickstarter by more than 360 supporters, listed at the end of this document (or not, in accordance with their wishes). Without their help, The GameMaster's Apprentice would never have been more than a pet project in my own home games. Thanks so much!

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Table of Contents

INTRODUCTION	3
What this deck is	3
What these instructions are	3
What is on the cards: The Randomizer Breakdown	4
HOW TO USE THESE CARDS	8
"Fairness"	8
Genre and Tone	8
Primary Systems	9
Answering Yes/No Questions	9
Creating NPCs	10
Creating Random Events	11
Creating Story Seeds	12
The Little Engine: Running NPCs or encounters on the fly	13
Icon Systems	14
Norse Runes	14
Tag Symbols	18
Elements	19
Scatter Die	19
THE DECK AS A GAME ENGINE	20
Making "fair" decisions	20
Starting a Game	20
Playing a GM-Free Game: What Happens Next?	20
The Basic Loop: The Heart of the Engine	22
Tracking plot and character developments	23
Wrapping up a plot	23
FINAL WORDS	24
Adventure Guides	24
Genre Mashups	24
Make your own materials!	24
Backer Names	25

INTRODUCTION

What this deck is

The GameMaster's Apprentice: Horror deck is a set of tools meant to be helpful for anyone running a roleplaying game. The randomizers on the cards aren't linked to any particular game system or setting, but are intended to support any sub-genre of horror.

The general purpose of this deck is to create and arbitrate the sort of story ideas and decisions often made by a GameMaster, but which can sometimes be randomized--perhaps to make the decision more 'fair,' or maybe just to help the GM come up with something totally new.

Each of the 120 card faces in this deck contains a set of fourteen randomizers. While each randomizer has a specific purpose for which it was designed, I did my best to make the cards as flexible as possible. How each randomizer, or the deck as a whole, is used depends entirely upon the needs of the group, Game Master, or player using them.

I created these cards for many reasons, but the most important points can be boiled down into two functions. First, I wanted to make it easier (as a GM) to access random tables, and I find a deck of cards faster than hunting through books and comparing them to the results of dice rolls. Second, as my group's usual GM, I wanted a system that could let me play a solo game with the 'fairness' of an outside arbiter, while avoiding the limited options found in most computer- and game-book-based RPGs. With a bit of imagination, a sense of fun, and maybe a character sheet from a game system of your choice, this deck should let you play through an adventure entirely without a human Game Master.

What these instructions are

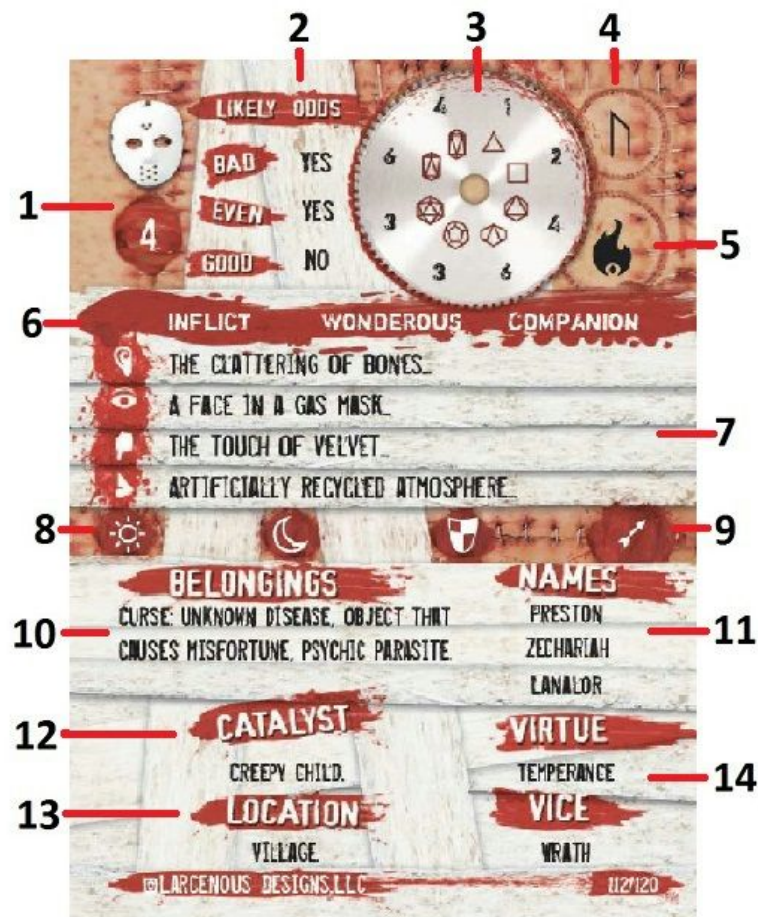
Because the GameMaster's Apprentice is meant to be flexible, there isn't a right or wrong way to use the cards. For the same reason, while these instructions describe each of the randomizers on the cards, I can't really tell you 'how' to use them; it will be up to you to determine your favorite ways to put them to work. My notes are a framework for you to work within. I'll give you some examples and explain my thinking, but if you're the sort of gamer who is interested in randomizer cards at all, chances are that you're already thinking of ways they might be helpful.

However, if you want a little push in the right direction, these instructions include suggestions aimed at gamers in several specific situations:

- 1) You're a GM looking to spice up your plans with new ideas.
- 2) You're running a game and need to generate some information on the fly.
- 3) You're a solo-player (or a group with no GM) and want to run a game with the cards as an engine.

What is on the cards: The Randomizer Breakdown

While more detailed descriptions of how I use these randomizers together come later, here is a brief overview of each of them, with a few suggestions for use.



1) Difficulty Generator

2) Likely Odds

3) Dice

4) Norse Runes

5) Elemental Symbols

6) Random Event Generator

7) Sensory Snippets

8) Tag Symbols

9) Scatter Die

10) Belongings

11) Names

12) Catalyst

13) Location

14) Virtue and Vice

1) Difficulty and Reaction Generator

This one is often referenced just as the Difficulty Generator, but it serves many purposes. Between the comedy and tragedy masks we have the results of a bell-curved 1-10 number generator. This is great for anything which is probably going to be “average:” the relative difficulty of picking a given lock, how friendly a random stranger is to the PCs, or even how powerful that random stranger happens to be. Most results will fall in the 5-6 or 4-7 range, so plan accordingly!

2) Likely Odds

When you need the answer to a Yes/No question, you can draw here for a “fair” random result. Yes, you could just roll a die and decide that ‘evens’ mean ‘yes’ and ‘odds’ mean ‘no,’ but that actually takes longer--and for me, at least, after I roll I can never remember whether odds were yes or no.

Also, the possible answers here include ‘critical’ results; the range is: YES!/Yes/No/NO!

The three sub-categories (Bad, Even, and Good) stand for how likely the answer is to be positive (YES! or Yes). ‘Bad’ means there is only a 25% chance of a positive answer; ‘Even’ gives a 50% chance; and ‘Good’ indicates a 75% chance of positive results.

3) Dice

Exactly what they appear to be--the results of randomly rolled dice, ranging from d4-d00. These are handy for a quick number without revealing what dice you are rolling, or when dice are inconvenient for some reason. However, they have one major flaw: dice pools. Unless you shuffle and redraw for each die in a roll, the draw isn't going to be as random as it should be; for one to three cards, the statistics will still be very random, but after that you should probably return all cards to the deck and shuffle.

4) Norse Runes

The 24 runes of Elder Futhark, commonly represented in fiction and fortune-telling as 'the' Norse runes, are here for when you feel like some symbolic interpretation. Like the more commonly-seen Tarot deck, these runes can serve to suggest ideas and concepts. Their presence is inspired by classic games like *Everway*, which use Tarot-like interpretation as a primary resolution mechanic. See the Icon Systems section, below, for more details.

5) Elemental Symbols

The four elements (at least, those most often seen presented in fantasy fiction) of Earth, Fire, Air, and Water have been imbued with cultural and cross-cultural connotations over the years. While you will probably not draw for them on their own very often, I use them to color my interpretations of the other randomizers, suggesting mood or style; "Disaster Strikes/City Suburbs" can mean something very different if flavored by Earth (an earthquake) rather than Fire (...a fire), for example.

6) Random Event Generator

Generating random situations is at the heart of the GameMaster's Apprentice. These three keywords (a verb, adjective, and noun) combine into one of 1.7+ million (if you draw a new card for each word) possible phrases; with the phrase and the current in-game situation in mind, you decide what the cards are suggesting happens next. For example, "Discover/Obscure/Sanctuary" could suggest the players just stumbled into a lost temple or a hidden panic-room, depending on your sub-genre. Just keep the context in mind and apply common sense!

7) Sensory Snippets

Four types of brief description exist on the cards: something to hear, see, feel (physically or otherwise), or smell/taste. A simple way to use these is to draw one card when the players do anything related to observation (searching a room, keeping watch at night, etc) and consider if any of the snippets apply. However, these can also be very useful when generating random content; what a person or place smells like can tell you a lot about them!

8) Tag Symbols

Here you find three out of ten images that exist in a different combination on each card ('10 choose 3' is the mathematical operation). These symbols can tell you a lot if you want to use them, but they are best when you have created a list for what they mean in a given situation.

For example, in an investigative game, each symbol might represent a different kind of discovery during a search for clues; in a fantasy dungeon crawl, they could be used with multiple tables to first populate a room with baddies (each symbol suggesting a monster, trap, or dungeon feature), and then their treasure trove (another table could show what value, type, or power level of loot is found for each symbol).

9) Scatter Die

This shows 8 directional arrows, a direct hit (explosion or star), and a miss (a single "-" dash line). Traditionally used for the direction a grenade misses in, it can also be used to map out random dungeons (showing the direction of the next door, with hits and misses being dead ends, staircases, or similar), tell you where that screaming sound is coming from, or anything else directional. This makes it useful in a solo dungeon-crawl scenario.

10) Belongings

Initially conceived of as a way to make pickpocketing and looting more interesting, the Belongings field can also be used as part of the random character generator. Each card has a different category listed first; the three examples that follow the category are just meant to help clarify the intent and give you some ideas! The categories should be setting neutral enough for you to use them in any situation.

11) Names

One of the simplest generators, and the one that started it all. Each card has three names, intended to represent a variety of real and fantastical naming conventions and cultures; and while the cultural setting of a game does indeed play a role in what names will be associated with what genders, the names are meant to include one probably-masculine, one probably-feminine, and one potentially-gender-neutral name per card.

12) Catalysts

The random event generator mentioned above is something I love, but it is intentionally vague and relies on interpretation. The Catalyst box is meant to be a much more specific (but, of course, more limited) way to trigger ideas for story seeds and random encounters. While there are only 120 different Catalysts, if you combine one with a Location and/or a Sensory Snippet or a Difficulty draw, you can still create a large number of different seeds.

13) Locations

Best used during prep or when the players hear about a distant location (because the one you draw may not mesh with the current location of the party if you use it when they are exploring), these can help you come up with places to adventure that you wouldn't have immediately thought of.

Because the Locations are specific enough to sometimes clash with an ongoing game's needs, consider modifying the drawn location with an adjective from the Random Event Generator, or a sensory snippet, to give it a fresh tone or further detail. "Orphanage" plus the adjective "Mystical" might become a home for wayward fey children, a place a young sorcerer has been hidden away, or simply fairy-tale-like in how awesome it is (perhaps being run by a fairy godmother turned to public service).

14) Virtue and Vice

These are primarily to help flesh out character personality, but any time you want to suggest a motivation (for a villain, hero, or random NPC), you can draw for one or the other (or both). For example, if someone hires the party to go clear out the nearby goblin camp, they might be motivated by revenge (Wrath), or desire for a particular treasure the goblins have (Envy), and the difference can be significant to your ongoing story if the players try to figure it out.

However, there is one mechanical issue here: while each individual Virtue and Vice appears equally throughout the deck, the combinations on the cards are not equally distributed, which is why they are on the cards in separate fields. What this means, practically speaking, is that if you draw one card for both the Virtue AND the Vice, you wind up with a result that slightly favors certain combinations--for true randomness, draw one card for each.

HOW TO USE THESE CARDS

However you want. Seriously, go to town. But if you want to hear how I use these cards, here are my thoughts.

"Fairness"

First, a note on fairness. Whether you are using the cards to generate a story for an upcoming session, randomizing answers on the fly, or running a solo game for yourself, you may sometimes be tempted to replace a card you draw with a second one. Or a third. Or a fourth...

Is this 'cheating?'

That depends.

The golden rule in these cases is that the cards should keep things fun and interesting, and should NEVER spoil your enjoyment of your game.

For some people, this will mean that redrawing the occasional card is totally fine, if the results would otherwise drag the story down. To help reduce the likelihood of this (since it still takes up time), I strongly recommend this guideline: If there is a possible result or option that will ruin the game, eliminate it BEFORE rolling a die or drawing a card. If character death would spoil your fun, replace that outcome with capture, maiming, loss of gear, or some other consequence, and THEN roll or draw. That way, you won't have to retcon anything.

However, for some people, the "real" danger of losing a character, or being sometimes unable to alter the outcome of an event, is important to the experience. If you fall into this category, I suggest you set a specific rule beforehand. Some games already include a karma/fate/plot/benny point system that lets players make rerolls, change the story, and so on; if your game does, make rules for yourself about how those points can or cannot let you redraw cards (or simply alter the results without redrawing). If your game doesn't have anything like that, perhaps consider allowing one redraw of one card per game session, in-game night, or chapter of a story--but whatever it is, make the rule first, and THEN start play.

As long as you are following your own rules, then there is nothing 'unfair' about how you use The GameMaster's Apprentice. And even if you break your own rules, I promise not to call you on it.

Genre and Tone

The GameMaster's Apprentice: Horror is intended to be an aid that can work for many sub-genres of horror. Whether your game is set in a slasher flick, a sci-fi transhuman dystopia, or a Lovecraftian nightmare, and whether your tone is grim, serious, or even silly, the deck should be able to support your play.

However, the curse of neutrality is that it is, by nature, sometimes going to be too generic for your tastes. Alternatively, it may present something badly-tuned for what you wanted.

There are two fairly obvious solutions: either draw again, or reinterpret the card you drew.

Drawing again can be frustrating, and while I sometimes go that route, I suggest the second option as the better of the two.

The GameMaster's Apprentice is designed to give you direction and guidance, but it relies on you to at least fill in the gaps. If you draw a result that is inappropriate for a reason of genre or tone, but you want to 'play fair' and keep the card, simply go with the most similar, but appropriate, idea you can think of.

For example, if a card suggests that a character exploring a new planet smells 'Fresh Popcorn,' you could say to them, "You smell something rich, almost buttery, in the air." On the other hand, if the character is in a medieval marketplace and you don't think popcorn would be available, simply saying "The delicious smell of buttery treats fills market square" covers the same idea.

Also, if the basic idea of a card is plausible but a detail or the tone of the description was wrong, consider ignoring those details and drawing for an adjective from the Random Event Generator, a sensory snippet, or one of the other content modifiers to replace them.

Primary Systems

These are the things I most often use the cards for. They can be used on the fly, before play, or in any combination. Though they are all vital to using the deck as a solo game engine, that situation gets its own section, further below.

Generally, these systems require the use of more than one field from the cards, and not all fields are used equally (or at all) in the systems I describe. All of the systems are meant to work together, though, and you can combine and interweave them with any of the fields in any way you wish. Remember that these are all just *my* way; do as ye will.

Answering Yes/No Questions

The GameMaster's Apprentice is so-called because, like a true GameMaster, it can supply a lot of information about the game; this is one of the simplest and most common ways it does that.

If you need the answer to a Yes/No question, draw a card for the answer and look at the 'Even' Likely Odds field.

That's the easiest version, but it can get a bit more complicated if you want it to; you can decide that the critical results of YES! and NO! have particularly spectacular results, and you can refer to the 'Bad' Likely Odds if there's only a 25% chance of the answer being 'yes,' or to the 'Good' odds for a 75% chance of 'yes.'

There are many situations that might call for a draw here; let's talk about a few of them.

1. **Player curiosity:** If the players want to know the details of something you haven't planned, but which isn't critical to the game, consider drawing for it with whatever odds you think would make the game most fun for the players. Examples: Is the bartender bald? Is it a nice day out? Can I find a four-leaf clover?

2. Suddenly-necessary details: If the question has a potential impact on the game, but making the decision yourself would feel like you were cheating or biasing the result, you need to be a little more careful. Don't word the question in a way that ruins the game if you get the 'wrong' result, and carefully consider whether you should have Bad, Even, or Good odds of drawing a 'yes.' Examples: Does the guard happen to be looking in this direction? Is the backup generator fully fueled when the power gets cut? Is there a real doctor in this village?
3. Modifying cards: If you've just drawn for something else, and you have an idea that sounds a bit too implausible, or you have more than one strong idea of what could happen, then you can draw for an answer to clarify things. I do this a lot when building important NPCs or story seeds ahead of time. Examples: Does being Charitable and Fraudulent mean that this character is like Robin Hood? Does 'Destroy/Nearby/Government' mean the city government, as opposed to the kingdom, is overthrown? Does combining the Catalyst 'Naked Man' with the Location 'Museum' mean that there is one of those performance-art installations? If *No*, then I guess a patron is just VERY drunk....

Even in a planned game, using a pre-written adventure, I find plenty of opportunity to draw for Yes/No answers. Sometimes players are curious about details that would never have occurred to a GM to prepare for; sometimes they pursue a line of reasoning before the GM has a chance to sort it out; and, of course, sometimes the GM simply won't have prepared enough adventure for ambitious players.

Creating NPCs

Experienced GMs are probably accustomed to creating the NPCs they need for an adventure, but I find that I tend to fall into easy patterns and reuse tropes more often than not when my players decide to encounter an NPC I **didn't** need for the game, and thus did not spend time thinking about. There are a few standard barkeepers, stealthy rangers, and slightly-mad wizards that my adventuring parties just seem to keep running into....

So, to mix things up a bit (either when planning a game or when the party approaches someone for whom you have little detail), I use this quick method.

1. Draw a card for a Virtue and Vice combination (draw one card for each if you want to be truly random). This tells you a little about their basic motivations, but will have to be tempered by context.
2. Draw a card for Belongings, to see what sort of thing they either have on them or are strongly associated with (for example, a Military Weapon suggests the character may be a soldier, but if you encounter them as a prisoner in a dungeon, they probably don't have that weapon on them right now).
3. Draw a card for names, and pick one to go with the character; sometimes names can add to the picture, if they are particularly meaningful.
4. Try to fit the draws together in context, and you're done!

NPC Generation Optional Expansions:

Personality and appearance: Draw for Sensory Snippets, and consider all four on one card; pick one that calls out to you as appropriate. Often, the way someone smells or looks, or a sound or feeling you associate with them, will help flesh out a character significantly.

Random descriptor: Draw for an adjective (from the verb/adjective/noun trio of words in the Random Event Generator), and apply it to the character.

Reaction: If you want to randomly decide how the NPC reacts to the party, draw and look at the Difficulty and Reaction Generator; 5-6 is neutral, 1 is love at first sight, and 10 is a fight--of course, the specific reaction at high or low levels should be adjusted to fit your situation, but you get the idea.

Power level: If you don't know how strong this NPC should be, you could again draw from the Difficulty Generator, and decide if this is an absolute or relative comparison. In a relative draw, 5-6 means they are about the same strength as the PCs, while 10 represents a massively more powerful character, and 1 someone very weak. In an absolute draw, 1 represents a starting-level character, 5-6 is mid-level, and 10 is a demigod.

Creating Random Events

I love writing plot-heavy adventures and stories for my players, but sometimes I get stuck, or I find myself unintentionally copying a pattern I know well, from fiction or previous games. I created the primary Random Event Generator as a way to solve those issues, as well as to help me run solo-games.

I've gone through several different iterations of the generator, experimenting with different combinations of randomizers, and the current version (a verb, adjective, and noun on each card) is the simplest and most effective I've come up with. Which isn't to say it is perfect--I'm always looking for the next, better idea--but it works well enough that between it and some of the decks' other fields, I've run complete solo campaigns without feeling either bored or that the story was incoherent (which is more than I can say for some campaigns I've planned out entirely on my own).

Here are the steps I follow the majority of the time:

1. Draw two cards, first for a verb, and then a noun. This produces results like "Discover Plan" or "Heal Treasure."

2. Consider the results in context. Any flashes of insight? In a game with an important artifact already broken, "Heal Treasure" could indicate the first clue in how to repair it; alternatively, it could indicate the discovery of some vast source of healing, like a fountain of regenerative water.

3. If nothing occurs to you, draw a third card for the adjective and apply it to the noun ("Discover Ancient Plan" or "Heal Terrifying Treasure"). If you prefer, you can of course draw for all three right away, but I find that sometimes the extra information actually diverts me from a more sensible course. Either way, be sure to consider the context!

4. Work the suggested event into the story in a way that makes sense--it doesn't have to occur instantaneously, or immediately nearby. "Destroy Government" could indicate a coup in the nearest city or kingdom, which would have an impact on the players only when they hear about it--they could return home to find it occupied, or encounter deserting soldiers on the road, or similar.

5. If I have an idea that I'm not sure about (usually because I think it might be either too unlikely, or it would be too helpful to my character in a solo game and I don't want to feel like I'm cheating), I draw for a Yes/No answer to make up my mind.

6. If you were trying to create a random event on the fly, but nothing at all leaps out at you from the cards (or the only things you can think of would break the game/the story/your enjoyment), either redraw one or more cards or, officially, nothing happens--no random event occurs! Don't waste time agonizing over it.

Random Event Generator Optional Expansions:

Importance Level: If you want guidance about how important the event should be, draw for the Difficulty Generator. 5-6 indicate the event is as serious as a level-appropriate combat encounter (even if it isn't dangerous itself); higher numbers indicate more serious, game-changing results, while lower numbers indicate fluff, window-dressing, or minor descriptive vignettes.

Descriptions: Sometimes, the event's key words make more sense if you have a concrete description of something to start with. Draw a card and read all four Sensory Snippets to see if they spark any ideas; incorporate one or more of them into the event.

Catalysts: These can be used for random events in their own right, but since there are only 120 of them, you'll get more mileage out of combining them with the Random Event Generator. As with the Descriptions option above, you might need something concrete to spark an idea--so draw for a Catalyst and see what happens!

Creating Story Seeds

The difference between a random event and a story seed is one of scale, rather than necessarily one of technique. A random event is usually something you try to work into an ongoing story in a way that doesn't completely change it (because you don't want to *randomly* disrupt the plot); a story seed is where you can have more important, world-or-game-changing results, since you are launching a new tale, adventure, or even campaign.

I suggest two possibilities:

First, you could use the exact same steps as the Random Event Generator, above, but also draw for a Location and work it into the story (usually as either a starting place or a place the players must go to right away). Don't be afraid to let your imagination really run wild, since you don't have to work the event into an ongoing story!

Second, if that doesn't work and you want some more particular information without drawing a ton of cards:

1) Draw three cards and set them in a row.

2) Read all three sets of Catalysts and Locations. Pick one of each, in whatever combination seems best (even if they are both on the same card). This describes the kicking-off point for the story, and may tell you a good deal about what is to come.

3) Read the Sensory Snippets on the first card; pick one or more to use and apply them to the Catalyst/Location combo. This should help you add some detail to what is going on.

4) Look at the Virtue and Vice combinations on each card; pick one set to represent the character who first gets the players involved (they could be a victim, antagonist, or quest-giver); also pick a Belongings set and a Name for them from within the options presented, and use the Sensory Snippets on the second card to flesh them out a little more.

If that tells you what you need to know, jot down the details and go with it! If you want more specifics, with these things in mind, ask Yes/No questions and draw for answers to flesh the seed out a bit.

Story Seed Optional Expansions:

-Villain, Victim, Visitor: Skip Step 4 above and draw additional cards expressly to create a villain, then a victim, and then a 'visitor' (a friend or acquaintance for the PCs). This gives you a lot more randomness and also can really launch a story rich with detail.

-Tag Symbols: Especially if you are already planning on using them with a table you have created, the Tag Symbols (the three icons in circles, next to the scatter die) can give you some interesting detail. If you haven't got a table to use, there is an example of one in the Tag Symbols section below.

-Style: Draw an Elemental symbol and plan on the first part of the game having a play-style focus based on the result: Fire = Combat, Water = Intrigue, Earth = Mystery, Air = Exploration.

The Little Engine: Running NPCs or encounters on the fly

In order to keep things moving, sometimes I use the cards to make decisions quickly, even when I could make them myself just as easily. If you want to use the cards to run an NPC or make decisions about how an encounter plays out, I suggest you can use the Difficulty Generator and Likely Odds fields to sort out many issues very quickly.

Because you are acting as the GM and just drawing cards for some additional support, this is probably the easiest way to use them. You can veto any nonsensical results, redraw if you wish, and just move on whenever you need to, so I actually find myself drawing for 'suggestions' practically every time a player asks a question, just to see if the results are more interesting than whatever I had planned.

However, one important tip is to let common sense reign. If you are starting with a blank-slate NPC, almost any action or decision of theirs can be explained; but once they have an established personality and goals, answers usually suggest themselves, and you won't need to draw any more.

A few other tips for deciding what happens when you have an unplanned NPC or encounter on the field:

- 1) Naturally, you can start by drawing Difficulties for how powerful or hostile the NPC or situation is, and Likely Odds to answer questions about them.
- 2) If you have no idea where to start, draw a card and look at the Sensory Snippets; use at least one of them to generate something (the sound of chains might indicate an arrest being made).
- 3) Draw for the Tag Symbols (see the next section, on the icon systems) and use the results to indicate what is going on; the example table in that section could work for this.

As an example, let's say the party camps for the night in a forest, and you want to have something happen that night, but you can only think of the same things you've done before: They are startled awake by something that turns out to be harmless; bandits or other monsters attack; or a weary traveler shows up. So, instead, you draw the Tag Symbols, and get a Skull (Impending loss), Shield (Protection), and Target (A distant goal).

If you can't think of any other 'impending loss,' to me that often reads as danger of some kind (because danger begets loss). So some kind of danger, plus protection and a distant goal... while you could interpret this in many other ways, my mind goes to a sudden change in the weather that indicates an onrushing storm (possibly even a hurricane, tornado, or magical disaster). The party senses the weather changing, and they know that the only safe haven within miles is a distant... cave? Or perhaps they can see a run-down mansion at the top of that distant hill, and they just might be able to make it there in time to shelter safely....

That sounds much more interesting than another bandit attack.

Icon Systems

While the text fields of the cards are relatively simple to interpret, the images in the icon fields might take a little more practice, at least in some cases. If you find that the images and symbols are unhelpful, just remember: There is no wrong way to use the cards, so do what you want--and that includes skipping parts of them entirely.

Norse Runes









I usually bring these into the game when I want yet another, different way to randomize the details, tone, or direction of something. They aren't necessary for any of the core systems of the GameMaster's Apprentice, but you could use them in any game to give you suggestions, or you could base a narrative game system entirely around them as a primary mechanic.

To modify or enhance your content the way I usually do, draw one card and apply its meaning to the current situation as sensibly as you can. If you want to do more with them, you'll need to treat them like Tarot cards: a set of symbols that need to be interpreted in combination with each other and the current situation.









The Elder Futhark alphabet is itself very old, but (as far as I can learn) other than one or two runes and words that poems and inscriptions indicate had symbolic uses (such as carving them onto amulets or swords), there isn't actually any solid evidence for their original use being fortune telling in the modern manner (which is basically an invention of the late 20th century, and was intentionally based on Tarot-style interpretations).

So, because there is no 'original meaning' to draw on, and to avoid violating anyone's copyright, the version I give here is my own, and is based loosely on versions I've been introduced to by those better versed in those modern runic systems than I am. If you prefer to give the symbols different interpretations, that is entirely up to you!









The First Eight (Freyja's Aett)

	Fehu	Livestock/Wealth: Property, prosperity, fertility, increase, social success. In-Game: Treasure found, quest rewards doled out, or a great opportunity for success (meeting or helping someone powerful, an easy quest, etc).
	Uruz	Auroch/Wild Ox: Energy, health, strength, tenacity, and courage. In-Game: A character of great physical prowess; a situation that requires strength or courage; an ability that boosts health, energy, or strength.
	Thurisaz	Thor/Giant: Reactionary, defensive destruction. Instinct, willpower, and regeneration; lightning, electricity. In-Game: A powerful but protective force or character; lightning or electrical power; an actual giant; thorns, or armor that damages attackers.
	Ansuz	Ancestral Spirit/A God: Revelation, insight, communication, truth, power of words and names; divine intervention. In-Game: Contact from a spirit or god; priest or cleric; temple; holy relic.
	Raido	Wagon/Journey: Travel, evolution, moving forward, gaining perspective. In-Game: A quest! A journey for the sake of some greater objective, leveling up or gaining power, learning an important secret, or other forms of evolution.
	Kenaz	Beacon/Torch: Creativity, inspiration, harnessed power, world-changing ability. In-Game: Gaining powers, creating new technology, discovering or researching something powerful. Artifacts, ancient forces, etc.
	Gebo	Gift/Exchanges: Generosity, balance, contracts, relationships, partnerships. In-Game: A good deal, a boon in exchange for fair work, the beginning of a new team, relationship, or business venture; charity.
	Wunjo	Joy/Happiness: Harmony, spiritual reward, pleasure, comfort, glory. In-Game: A reward in the form of a spiritual boon, the gaining of fame and glory, or luxuries and pleasures, as opposed to treasure or power.

The Second Eight (Heimdall's Aett)

	Hagalaz	<p>Hail/Weather: Uncontrollable forces, such as nature, the unconscious mind; crisis that comes before harmony.</p> <p>In-Game: Terrible weather or other natural (or unnatural) disaster strikes; powers or abilities are blown out of control; devices or artifacts malfunction.</p>
	Naudiz	<p>Need/Distress: Resistance, requirements to be met, endurance, patience, survival, a trial or test.</p> <p>In-Game: A random encounter or other situation that delays the quest; being forced to deal with bureaucracy or red-tape; the discovery that your almost-complete quest requires an extra step, waiting, or backtracking.</p>
	Isaz	<p>Ice/Frustration: Mental blocks; confusion needing to be unravelled; cannot progress until more knowledge is gained.</p> <p>In-Game: A puzzle, riddle, or confusing situation casts doubt on what the next step must be. A question must be answered, a guide must be found, or similar.</p>
	Jera	<p>Good Year/Harvest: Effort realized, fruitful results, an end to stagnancy, hope, earned success, cycles of time and life.</p> <p>In-Game: Some kind of recent effort pays off (or pays off MORE); the next step is made clear, or a roadblock is removed.</p>
	Eihwaz	<p>Yew Tree/Reliability: Dependability, trustworthiness; defense and protection; honesty; well-chosen goals that will be accomplished.</p> <p>In-Game: Something low-level in importance is accomplished easily or even automatically; friends and allies come through for you.</p>
	Perthro	<p>Dice Cup/Mystery: Chance, secrets, hidden things, the occult; initiation, sense of destiny; setting out on the path.</p> <p>In-Game: Discover of a mystery or a secret; magical or unknowable powers get involved; it seems the character(s) have a destiny that is yet to be realized, be it political, spiritual, or arcane.</p>
	Algiz	<p>Elk/Protection: Shield, shelter, defense, wards against evil, a guardian; connection to the gods or higher states of being.</p> <p>In-Game: A place of shelter is discovered, or a protector offers their services; rescued in the nick of time, or saved by what seems to be some kind of divine force.</p>
	Sowilo	<p>The Sun/Life-Force: Success, honor, life, positive changes, victory; cleansing fire, power.</p> <p>In-Game: Good triumphs over evil, either within a person's warring loyalties/psyche, or in terms of the quest itself; something evil is redeemed, or at least set on that path.</p>

The Third Eight (Tyr's Aett)











	Tiwaz	<p>Tyr/Leadership: Authority, justice, rationality, success in competition of all kinds, self-sacrifice.</p> <p>In-Game: A just authority gets involved, or the characters are granted authority; legal or competitive victory; or self-sacrifice is required, but will complete an epic quest.</p>
	Berkano	<p>Birch Tree/Birth: Fertility, birth, growth, liberation; renewal, new beginnings, love, family, connections.</p> <p>In-Game: Romantic or personal relationships are advanced, or second-chances are given, prisoners pardoned, or similar.</p>
	Ehwaz	<p>Horses/Travel: Physical transportation; slow but steady progress; teamwork, trust, ideal marriage or partnership.</p> <p>In-Game: Travel or vehicular problems are overcome; trust is built; an already-ongoing partnership or relationship proves to be more successful than first imagined.</p>
	Mannaz	<p>Mankind/The Self: The individual, intelligence, forethought, skill, ability; the human race, social order, friends and enemies.</p> <p>In-Game: Personal skill or cunning wins the day; one person is isolated and forced to work alone to solve a problem; or society gets involved, and status, nobility, and privilege come into play.</p>
	Laguz	<p>Water/Regeneration: Healing, rest, renewal; dreams, the underworld, the imagination.</p> <p>In-Game: Something allows the characters to heal and rest. Dreams and desires and ultimate goals might be unexpectedly advanced. It is even possible that someone is 'brought back from the dead' (literally or metaphorically).</p>
	Ingwaz	<p>Monarch/Seat of Power: Control and power, answering to nobody; authority without implying justice.</p> <p>In-Game: An absolute ruler gets involved, possibly causing problems (especially if the characters refuse to do what they want).</p>
	Dagaz	<p>Dawn/Day: Awakening, clarity, breakthrough; discovery, a new venture, transformation for the better; hope, security.</p> <p>In-Game: A new opportunity or quest, or the solution to an old problem is suddenly found. A mystery may be solved (or at least partially untangled).</p>
	Othala	<p>Birthright/Home: Inheritance, property passed down, house, home, spiritual heritage, fundamental rights, source of safety, that which is most important.</p> <p>In-Game: A character's bloodline, family, estate, or inheritance is brought into play. Alternately, these things may be threatened by a physical, legal, or spiritual force.</p>

Tag Symbols

My love of random lists should be pretty obvious, so the fact that the Tag Symbols are for using a random list to pick results from another random list should be unsurprising (List-ception? Yo dawg, I heard you liked tables? Wow, such random, so tables?). With 120 card faces, each card face shows a unique combination of symbols, and every possible combination is represented.

If you have a pre-generated list that shows what each icon means in a given situation, drawing for the Tag Symbols is a good way to introduce a combination of elements to a scene, and it ensures that you always get three different results from your list. Whether you are creating the treasure horde for a dragon, deciding what sorts of things a detective finds while investigating a crime scene, or selecting plot elements to work into the Story Seed you are creating, the Tag Symbols can keep things interesting.

Of course, this all requires that you create a table ahead of time. Here's an example.





Tower 	Significant obstacle; probably static in nature.	Moon 	Confusion or misunderstanding.
Crown 	An important individual, with power over you.	Sword 	Conflict; not always physical.
Heart 	Family, friendship, or romance.	Shield 	Protection; not always physical.
Skull 	Impending loss, predictable but hard to avoid.	Target 	A new goal; a distant or dynamic objective.
Sun 	Clarity or revelation.	Wand 	Powerful technology or magic.

On the other hand, if you don't want a table at all, then you can still use the Tag Symbols; you just need to be quick on your mental feet. Acting as a relatively simple set of 10 runes, the Tag Symbols can be drawn for a symbolic interpretation; for example, if you want to spruce up a random event and draw a Skull, you might decide to add the undead, the discovery of a corpse, or a sudden sickness to the situation.

Elements

The 'classic' four elements, Air, Fire, Earth, and Water, are represented on the cards here; I was inspired to include them partly as a nod to old games like *Everway*, which boiled everything down to an interpretation of these ideas. I most often find use for them as modifiers to other things; an NPC who gets Fire might be energetic and aggressive, while one who gets Air could be curious and constantly moving. A random encounter flavored with Earth might indicate earth-associated themes (defense, nature) or a more literal idea (an earthquake, an earth elemental).

What I view as a 'standard' interpretation of the meanings of the four elements can be found below, but you should feel free to ignore that in favor of your own views.

Air 	Movement, curiosity, exploration; life in its most dynamic form. Chaotic but friendly; social.
Fire 	Aggression, energy, destruction; empowered but unchecked. Chaotic and dangerous; combat.
Earth 	Survival, determination, defense; slow but steady and impervious. Orderly and unchanging; health.
Water 	Intelligence, knowledge, eloquence; adaptable and understanding. Orderly but shifting; intellect.

Scatter Die

The concept of a scatter die comes from wargaming, when a character throws a grenade or missile that has a strong chance of missing slightly. The die tells you if the missile lands in a given direction away from the target, or (at least in this case) in a complete miss or dead-on-target hit. The miss is indicated by a single dash ('-'), and the direct hit by a tiny explosion of arrows.

Other ways to use the Scatter Die might include:

1. Creating a dungeon or similar area (with directions indicating passages, and misses and hits indicating stairs, dead ends, or similar).
2. Mapping out a tactical set-up, indicating the disposition of enemy forces.
3. Selecting a random player to target with an effect (based the 'direction' they have from the GM, as if the card is placed down in the center of the table).
4. To indicate time of day, treating the arrow as a the hour hand of a clock; a miss might indicate Midnight or Dusk and the hit might suggest Noon or Dawn.

THE DECK AS A GAME ENGINE

Taken together, the same systems I use to make decisions or randomize content in a traditional GM-and-party RPG can be used to run a GM-free game. This may not be everyone's cup of tea, but if you like choose-your-own-adventures or game books like the classic *Lone Wolf* series, these cards can help you build an adventure!

Of course, there are some big differences. Using the cards as a literal apprentice GM means that you have to supply questions for them to answer, add details to the direction the cards give you, and so on; but what you get in return is a game that not only continues well past when a game book would come to an end, but which can literally take you in any direction, on any quest, and to any result you can imagine.

I think the added effort is well worth the results.

Making "fair" decisions

I've already discussed what 'fair' means to the GameMaster's Apprentice, but this becomes even more important when dealing with a GM-free game. Whether you are running solo or with a group of friends, decide how to handle interpretations and redraws before you start play--even if that means you just shrug to yourself and think, "Meh, I think it's fine to redraw if I want to."

The real trick is to be sure that no one in the group will feel cheated or disappointed at any time; find out your preferences before you start, and plan accordingly!

Starting a Game

Step 0 is to begin with a character you will have fun playing. If you already have an adventure in mind (whether personally made up, or taken from a published module), be sure it fits that adventure; if not, make the character first, and then make an adventure that fits *them*! If necessary, use the Story Seed generator, above, and throw yourself into the game!

It really is as simple as that. Describe the setup, and then ask yourself, "*What do I do now? What happens next?*"

Playing a GM-Free Game: What Happens Next?

With the GameMaster's Apprentice as a GM, things work most smoothly if you treat the deck like it really is a new GM and you want to help them get the hang of things, while still having a fun time yourself: you **ask the deck 'leading questions' and then deal with the results.**

If you have no idea what should happen, you can always ask "*What happens next?*" and generate a story seed or random event.

On the other hand, if you walk into a 10'x10' square room in a dungeon, you can probably be more specific. "*Are there monsters guarding treasure here?*" works pretty well.

But what if you ask that and get a No?

Rather than try and ask question after question after question, I suggest you default to this rule: Ask a question about what you think is the most likely OR best-for-the-story result, and if the answer is 'no,' either go with the next most obvious/story-related option, or generate a random event and use it as guidance.

So, in this instance, if the cards say that No, there are no monsters guarding treasure in this 10'x10' square room, the next most obvious thing is for it to be simply empty--which could mean it is trapped. Roll perception!

Or, if there are indeed monsters, go with the most likely kind and use your game system's rules to determine how powerful they are and what loot they might have. If you are running a pre-written adventure, use their notes; if not, you can (for example) draw a Difficulty to decide how tough the combat should be, and have the monsters either act in the most obviously pragmatic way, or draw Yes/No answers to decide what they do.

Speaking of combat... in some parts of a game, dealing with a large group of players is fairly simple; most combat systems already use turn order and initiative to handle questions of who gets to act when. However, in situations where no GM exists to move the story forward, and yet no clear initiative order exists, the fact that the narrative control resides with the players could lead to some intra-party conflict. Consider these suggestions:

1) Everyone should either have equal say in what happens, or have agreed to another arrangement ahead of time. There is a big difference between *letting* someone ask all the leading questions, and *having* someone ask all the leading questions.

2) The goal is to have fun, so while using the GameMaster's Apprentice as a GM, only ask questions that the whole group can accept its answers to.

3) If you discover a need for rules to govern who asks questions and in what order, write them down and follow them until you agree to change them.

And there is one more important detail to keep in mind, whether you are playing solo or with a party: If someone has an idea for what should happen, or they want to jump forward in time to move on, and it just sounds right to everyone involved, there is no reason to force a draw. **Just say it happens, and move forward from there.** Perhaps it costs an out-of-game resource, or you modify it with a draw just to see what happens, but there is no harm in moving the game in the direction the players want, or 'fast forwarding' time to skip the boring parts of the story. This is the equivalent of telling the GM, "I know it might change the game, but what if we'd rather skip this bit and spend play time on...?"

The Basic Loop: The Heart of the Engine

Once the game is started and you have a basic idea of how to use the deck as a GM, you can move ahead as the plot demands. You can follow a pre-written adventure, or you can make it up as you go along. But, either way, I like to mix things up with what I call 'the basic loop' of play.

A large part of playing a role playing game, for me, is the interaction between the shifting challenges and the player or players facing them. If the challenges become predictable or stale, they become boring... and even with the randomizers to make my 'random encounters' and plot twists more interesting, if I am the one deciding exactly when to draw for a random encounter or a plot twist, that doesn't exactly seem exciting to me.

So, in order to keep things interesting, I follow these rules:

- 1) At the beginning of a game (or scene, if you feel like changing it mid-game), select a method for Tension (see below)
- 2) Whenever you draw for a Likely Odds result to answer a Yes/No question, ALSO look at the Difficulty Generator.
- 3) If the Difficulty is lower than the current Tension, a Random Event occurs, and you have to draw for it and resolve it right away.

This way, the game changes in ways I as a player couldn't predict--BUT, because the Random Events still involve interpretation, I can avoid spoiling the fun of the game by preventing results that would be silly, stupid, or boring.

So how do we decide what the Tension rating is? I have three methods I bounce between.

The first is a static number. If I just want to keep things simple, I select a number based on how likely things are to go crazy in this scene (and then it changes at each scene break). A day of rest in a guarded temple might be a 1 or a 2, while if anyone says "I have a bad feeling about this..." it gets ramped up to a 7 or an 8.

My second method is a scene-by-scene build. Starting with a 1 for the first scene of a session, the number increases at each scene break until you have more than one random event in a given scene. At that point, it decreases back down to 1. This method makes it easy to start out 'safely' and keeps the rising level of chaos in check (though you can reset the Tension less often to keep things at a frenetic pace).

The third method I use is a draw-by-draw build. This is, in many ways, my favorite version. At the start of the session, the Tension is 1. After each draw for the Likely Odds that fails to trigger a random event, the Tension increases by 1; when a random event is triggered (at most every 11 draws), the Tension drops back to 1. This method may be the hardest to track mentally, but for me is the most satisfying--it results in a fairly high number of random events, but if you give yourself the freedom to let some of them be helpful or merely cosmetic (adding flavor to the game, but not acting as disasters), then this high volume of them keeps things interesting without destroying the plot.

Tracking plot and character developments

When playing a GM-free game with the GameMaster's Apprentice, I suggest keeping written notes about the randomly-generated plot elements. These can help you not only remember what happened, but can make it much easier to tie the plot together (as we'll talk about in the next section).

If you generate an NPC, note down the details you create, even if at first they don't seem relevant in the long run. For settings, encounters, and similar, note descriptions and sensory information; perhaps they will combine to mean something more to you later on.

And if you really find your stories picking up in excitement, consider keeping a narrative journal for them. Fleshing out the tale both makes it more interesting, and also helps you keep track of possible hooks for continued adventures!

While this may seem more relevant in an intentionally plot-heavy game--mystery, investigation, or similar--keeping detailed notes can also serve hack-n-slash games very well. Who have you been hacking, and what about their friends? If you turned left at that last sewer junction, but then hit a dead end, can you just go back and take a right instead? Notes, maps, and drawings can add significantly to the thrill of a game.

Wrapping up a plot

Let's talk briefly about how to end a story.

The first rule is, of course, that no matter what the end actually is--whether the players 'win' or 'lose,' or just stop--it shouldn't ruin anyone's fun. Winning and losing can both ruin a game if handled badly. Just ask the teams responsible for triple-A video game trilogies that rely on story decisions and player choice to 'influence' the end result....

Which means: when creating the 'final encounter' or revealing the solution to a mystery, **anything that would spoil the game is automatically off the table** even before you draw a card. If a random event suggests betrayal, but the only possible traitor would be a silly choice in a serious game, skip it; if the draw indicates that the big bad in a gritty drama that has been building to an epic fight is actually a whiny little goblin with no real power, skip it unless you can make it fit the tone.

Also, importantly, if you find yourself already in possession of an idea for what should happen at the conclusion to a game, and you feel like anything else would be disappointing, then start there! Yes, I do mean that you should assume that you are right... but then ask: "And what *else* is going on?" Draw a random event or a set of tag symbols and use them to modify your assumptions.

This works for mysteries as well as hack-n-slash games. Take the clues generated over the course of the game and try to put them together ("We found scales, claw marks, and a smell of sulphur--it could be a dragon!"), decide how likely you are to be correct and also what the next most likely option is ("This is a fantasy world, so it probably is a dragon, yeah.... but it COULD be a demon!"), and then draw Yes/No. If you were right, great! If not, go with the second option.

And then, in either case, ask yourself, "But what *else* is going on?" and again draw a random event or a set of tag symbols to modify your situation, providing additional detail.

FINAL WORDS

Just a few things I haven't covered, or which bear repeating!

Adventure Guides

Adventure Guides are short, targeted genre support supplements that are meant to work with the deck, to either get you started or to enrich your experience, depending on your needs. They supply several basic things, including notes on the genre, suggestions for partially-built story seeds and characters, and tables to supplement the deck (including examples of the tag symbol charts and various uses for them). If you're having trouble figuring out how to use the cards in practice, these can be a help. They will be available as PDFs from the same source(s) as the GameMaster's Apprentice deck.

Genre Mashups

I built the base GameMaster's Apprentice deck to be genre-neutral, but that doesn't necessarily mean it is always the best fit for a situation. Thanks to incredible Backer support, there will be genre-specific decks and Adventure Guides to follow the release of the base deck. These are naturally going to provide tailored results, but you can also combine them in unusual ways! Combining the Sci-Fi deck with the Fantasy Adventure Guide could produce adventures suitable for a world of strange wonders and lost technology; combining the Age of Sail deck with the Sci-Fi Adventure Guide might lend itself to the adventures of a Star Navy.

Of course, the Adventure Guides aren't actually required to use one deck with a different genre of game; just tailor the results on your own initiative if you prefer. Personally, I try to avoid needing an extra set of reference tables, so rely on the deck alone as much as possible!

Make your own materials!

Why stick with my tables? These are for **your** games! Either in combination with the Adventure Guide tables and starters that you have, or beginning entirely from scratch, you can easily create a custom Adventure Guide suited for your setting and play-style of choice. Grab one of the standard Adventure Guides to take a look at the outline, and then have at it!

Backer Names

Once again, thanks so much! Without these backers, and the approximately 250 others, The GameMaster's Apprentice would never have made it this far!

And, if you ever need even more names to draw upon, consider this list as a set of suggestions.

1soni, Aaron Killeen, Adam Benedict Canning, Akiazo, Albey Amakiir, Alice Peng & Brandon Powers, Andrea Hinkle, Andreas Walters - Metal Weave Games, Andrew C, Andrew Eakett, Andrew Ring, Andrew Stobie, Arkane Loste, Armin Sykes, Arun Shankar, Atzix, Barlowe, Benjamin & Lauren Rieker, Brent Lyon, Brian Horstmann, Brian Iraheta, Brian Ostrander, Caleb Burley, Carly Robertson, Charles Brokaw, Charles Kersey, Chris Pickler, Christopher Ruthenbeck, Cody A. Campbell, Craig S Janssen, Dan Cetorelli, Dan Suptic, David Carrus, David Korabell, Davis Silverman, Dennis Appell, Devin La Salle, Eben Alguire, Eddie Meshach Sells, Eden Brandeis, Erik "Kiraki" Schaeffer, Ewan A Dougall, Galit A., George & Brenda Anderson, Gnome Archivist, Greg G., HavenWorth, Hershco, Hilary B. Bisenieks, Ian McLaughlin, Harbinger of Plague, James 'Great Old One' Burke, James "Dregg" Carpio, Jay Baris, Jazzy Bear Brown, Jeremy Tuck, John Kane, Joseph Schutte, Josh Chunick, Josh Wilson (sohjsolwin), Joshua Jones, Katrina Clark, Keith Preston, Kenny the Solo Roleplaying Sage, Kjaskar Swafnildson, Kyle J. Wilson, Laura Pinson, Lauren McLemore, Lord Marlith, Lucas Bell, MadLad Designs, Mark Cox-Palmer, Mark Leymaster of Grammarye, Mark the Encaffeinated ONE, Matthew White, Matthias 'Yolgie' Holzinger, Myles Corcoran, Nathan Gilliam, Neil J. Roberts, Nicholas Hutchind, Nicholas Stice, Paul de Haan, Paul Goddard, Penni Walker, Pete Petrusha, Philipp Dopichaj, Pier Antonio BIANCHI, recrispi, Rick Sardinas, Robert Sweeney, DM, Roy Romasanta, Sasaki Chasofito, Scott Pinnow, Sean, Sean Chvatal, Sean West Money, ShadowCub, Simone Maisen, Snider, Sophia Brandt, Stanley Jack Slater, Stefan Leonhardt, Stelio Passaris, Stephen Stalker, Steven K. Watkins, Suzette Mariotti, Talaes, Teppo Pennanen, The John Blair, The Roach, Thor, Tim Thompson (Streetmonk Studios), Timothy J. Watkins, Tina & John Tipton, Troy Small, Tuomas Kuusniemi, Umberto Lenzi, Vincent Arebalo, Virginian John, William D. Sharpe III

LIKELY ODDS
BAD NO
EVEN YES
GOOD YES

2

CREATE EMPOWERED JOURNEY
 THE BARKING OF ALERTED DOGS...
 A VISION OF THOSE LONG DEAD...
 FINGERS WRAPPED AROUND...
 SICKLY-SWEET DECAY...

BELONGINGS DOMESTIC PAPERS: BABY SCRAPBOOK, CALLING CARD, OLD FLOORPLANS.
NAMES CHEN, MANDY, SNARE
CATALYST A GRUESOME DELIVERY.
VIRTUE CHASTITY
LOCATION STATION.
VICE ENVY
 @LARCENOUS DESIGNS.LLC 1/120

LIKELY ODDS
BAD NO
EVEN YES
GOOD NO

6

FIND HOPELESS DISPUTE
 GRINDING GEARS...
 MOVEMENT JUST OUT OF SIGHT...
 SWEAT BREAKS OUT...
 WET FUR...

BELONGINGS HAIR CARE: HAIRBRUSH, ELASTIC BAND, AN UNUSUAL WIG.
NAMES PIOTR, AKULINA, QUINN
CATALYST HOSTAGE SITUATION.
VIRTUE LOYALTY
LOCATION RESTAURANT.
VICE ENVY
 @LARCENOUS DESIGNS.LLC 10/120

LIKELY ODDS
BAD NO
EVEN YES
GOOD YES!

6

FAIL PRODIGIOUS RELIEF
 A STIFLED CURSE, FOLLOWED BY A CRASH...
 A WEAPON HELD CASUALLY...
 AN UNEXPLAINABLE SHIVER...
 SKUNK SPRAY...

BELONGINGS ARTWORK: ROLLED PAINTING, ORNATE MASK, HIDEOUS IDOL.
NAMES GRANT, CLARA, ANICON
CATALYST A STRANGE BIRTH.
VIRTUE LOYALTY
LOCATION LIGHTHOUSE.
VICE TREACHERY
 @LARCENOUS DESIGNS.LLC 100/120

LIKELY ODDS
BAD YES
EVEN NO
GOOD YES

7

LEARN ELDRITCH MENTOR
 WET, CHOKING COUGHS...
 MOVEMENT BENEATH THE SURFACE...
 A TEAR TRAILING DOWN YOUR CHEEK...
 STALE FEET...

BELONGINGS INVESTMENT: INVESTMENT SHARES, GOLD BAR, CORPORATE PLANS.
NAMES AKACHI, MASHA, RAVNI
CATALYST SOMEONE VANISHES.
VIRTUE CHASTITY
LOCATION TORTURE ROOM.
VICE TREACHERY
 @LARCENOUS DESIGNS.LLC 101/120

LIKELY ODDS
BAD YES
EVEN YES
GOOD YES

3

COMMUNICATE IRONIC EVIDENCE
 BANGING THAT MIGHT JUST BE THE PIPES...
 A BLOODY MOON...
 A CRUSHING GRIP...
 SAVORY DELIGHTS...

BELONGINGS INCREDIBLE DISGUISE: REPLACEMENT EYEBALLS, REALISTIC FACE, VOICE CHANGER.
NAMES GRIGORI, CLEMENTINA, HAERAN
CATALYST EVIDENCE FOUND.
VIRTUE TEMPERANCE
LOCATION CITY.
VICE TREACHERY
 @LARCENOUS DESIGNS.LLC 102/120

LIKELY ODDS
BAD NO
EVEN NO
GOOD YES!

4

SNEAK RURAL ADVICE
 NOISE IN THE VENTS...
 A SLIVER OF MOON...
 CLOTH LIKE GOSSAMER...
 THE MILDEW OF ABANDONED SPACE...

BELONGINGS PERSONAL SECRETS: STRANGE HOSPITAL RECORDS, IDENTITY CHANGE, TRUE HERITAGE.
NAMES CONRAD, NINETTE, VOSTA
CATALYST SHARED DREAMS.
VIRTUE CHARITY
LOCATION REFUGEE CAMP.
VICE TREACHERY
 @LARCENOUS DESIGNS.LLC 103/120

LIKELY ODDS
BAD NO
EVEN NO
GOOD YES

5

REARRANGE **HELPFUL** **SOLUTION**
 THE FRIGHTENED NEIGHING OF HORSES...
 DISCARDED CLOTHES, TORN AND BLOODY...
 PINS AND NEEDLES...
 ABRASIVE, EYE-WATERING BLEACH.

BELONGINGS **NAMES**
 LIE DETECTOR, TRUTH SERUM, PIRIPI
 POLYGRAPH MACHINE, MENTAL PROBE. XIU
 TANTIS

CATALYST **VIRTUE**
 SECRET ORDERS UNSEALED. DILIGENCE

LOCATION **VICE**
 EMBASSY. TREACHERY

@LARCENOUS DESIGNS,LLC 104/120

LIKELY ODDS
BAD NO
EVEN NO
GOOD NO

9

TRAP **GRACEFUL** **PANDEMIC**
 SOMETHING SLITHERING...
 HATCHED EGGS...
 KNOCKED TO THE GROUND...
 SPOILED, FERMENTING FRUIT.

BELONGINGS **NAMES**
 SCANDALOUS EVIDENCE, LINK TO CRIME, NIEMAHN
 RECORDS OF PAYMENTS, PAST LIFE. UPASANA
 ATROPOS

CATALYST **VIRTUE**
 FORTUNE-TELLER'S PORTENT. MERCY

LOCATION **VICE**
 SHOP. TREACHERY

@LARCENOUS DESIGNS,LLC 105/120

LIKELY ODDS
BAD NO
EVEN NO
GOOD YES

6

REPLACE **FRAUDULENT** **WILDERNESS**
 ON THE FLOOR ABOVE, SOMETHING MOVES...
 STRANGELY CAPTIVATING EYES...
 THE GROWING HEAT OF DESIRE...
 A CLOUD OF TOBACCO SMOKE.

BELONGINGS **NAMES**
 CONTACT INFO: FENCE'S NAME, RELATION SAUL
 TO HIGHLY PLACED OFFICIAL, FRIEND OF EVIE
 A STAR. VOLOS

CATALYST **VIRTUE**
 BURIED ALIVE! COMPASSION

LOCATION **VICE**
 DUNGEON. TREACHERY

@LARCENOUS DESIGNS,LLC 106/120

LIKELY ODDS
BAD NO
EVEN NO
GOOD YES

7

DEGRADE **DRAINED** **FREEDOM**
 MUFFLED, STEALTHY FOOTSTEPS...
 A STRANGE CITY IN THE DISTANCE...
 A WAVE OF DIZZINESS AND NAUSEA...
 RED-HOT IRON.

BELONGINGS **NAMES**
 ACCESS PASS, SECURED BORDER, ANTON
 MILITARY BASE, CORPORATE FACILITY. TAMORA
 DISMAS

CATALYST **VIRTUE**
 LOST A BET. HUMILITY

LOCATION **VICE**
 COLONY. TREACHERY

@LARCENOUS DESIGNS,LLC 107/120

LIKELY ODDS
BAD NO
EVEN NO
GOOD YES

4

DEFENESTRATE **SACRILEGIOUS** **DEVICE**
 A REVVING MOTOR...
 MOUNTAINTOPS OBSCURED BY CLOUDS...
 SQUIRMING UNDER YOUR SKIN...
 A CLINICAL, HOSPITAL QUALITY.

BELONGINGS **NAMES**
 SMUGGLED GOODS, BODY PARTS, BURLEY
 DANGEROUS DRUGS, STOLEN CORPORATE SECRETS. SEEMA
 EMORY

CATALYST **VIRTUE**
 AN OLD ACQUAINTANCE. HONESTY

LOCATION **VICE**
 CASTLE. TREACHERY

@LARCENOUS DESIGNS,LLC 108/120

LIKELY ODDS
BAD YES
EVEN YES
GOOD YES

4

BLESS **STEALTHY** **WARD**
 THE DOOR CREAKING OPEN...
 THE TWISTED LIMBS OF AN ANCIENT TREE...
 A COLD COMING ON...
 A DOCKSIDE WHARF.

BELONGINGS **NAMES**
 BIOHAZARD, DISEASED CORPSES, SALTIL
 RADIOACTIVE WASTE, BIO-WEAPON. LEAH
 BELLON

CATALYST **VIRTUE**
 MALFUNCTIONING ABILITIES. COURAGE

LOCATION **VICE**
 UNDISCOVERED LAND. WRATH

@LARCENOUS DESIGNS,LLC 109/120

LIKELY ODDS
BAD NO
EVEN YES
GOOD YES

FIX **DISTANT** **RAGE**

📍 MOURNFUL HOWLING.
 👁️ A PILE OF BONES AND VISCERA.
 🗣️ A CRUNCH UNDERFOOT.
 🗡️ COPPERY BLOOD.

BELONGINGS **NAMES**
 EYE CARE, MONOCLE, GLASSES, VISION
 XIAN
 ENHANCEMENT CHIP.
 LUCILE
 JANUS

CATALYST **VIRTUE**
 UNNECESSARY VIOLENCE.
 CHASTITY
LOCATION **VICE**
 ROADHOUSE.
 ENVY

@LARCENOUS DESIGNS,LLC 11/120

LIKELY ODDS
BAD NO
EVEN YES
GOOD NO

WISH **TEMPORARY** **LEADER**

📍 THE SKITTERING OF A MANY-LEGGED THING.
 👁️ SUSPENDED IN A TANK.
 🗣️ LUNGS BURNING WITH EXERTION.
 🗡️ ALMOND OIL.

BELONGINGS **NAMES**
 POSH INVITE, ROYAL CHRISTENING.
 ELWOOD
 DIPLOMATIC DINNER, SECRET INITIATION.
 IGRINE
 CALLUM

CATALYST **VIRTUE**
 BACK FROM THE DEAD.
 LOYALTY
LOCATION **VICE**
 WAREHOUSE.
 WRATH

@LARCENOUS DESIGNS,LLC 110/120

LIKELY ODDS
BAD NO
EVEN NO
GOOD YES

ELIMINATE **TRAUMATIC** **PURITY**

📍 LOW NOISES OF APPRECIATION.
 👁️ KNUCKLES TIGHT WITH TENSION.
 🗣️ LIFTED OFF THE GROUND.
 🗡️ THE ELDERLY.

BELONGINGS **NAMES**
 BLESSING, BODYGUARD, SECRET
 DAMODAR
 GOVERNMENT TECH, UNBELIEVABLE JOB
 MRIDULA
 OFFER.
 KEYELE

CATALYST **VIRTUE**
 VILLAIN VS VILLAIN FIGHT.
 CHASTITY
LOCATION **VICE**
 SHIP.
 WRATH

@LARCENOUS DESIGNS,LLC 111/120

LIKELY ODDS
BAD YES
EVEN YES
GOOD NO

INFLECT **WONDEROUS** **COMPANION**

📍 THE CLATTERING OF BONES.
 👁️ A FACE IN A GAS MASK.
 🗣️ THE TOUCH OF VELVET.
 🗡️ ARTIFICIALLY RECYCLED ATMOSPHERE.

BELONGINGS **NAMES**
 CURSE, UNKNOWN DISEASE, OBJECT THAT
 PRESTON
 CAUSES MISFORTUNE, PSYCHIC PARASITE.
 ZECHARIAH
 LANA'LOR

CATALYST **VIRTUE**
 CREEPY CHILD.
 TEMPERANCE
LOCATION **VICE**
 VILLAGE.
 WRATH

@LARCENOUS DESIGNS,LLC 112/120

LIKELY ODDS
BAD NO
EVEN NO
GOOD NO

PREVENT **BROKEN** **TENSION**

📍 A STONE SLAB SLAMMING TO THE GROUND.
 👁️ A HALF-SEEN FIGURE BECKONS.
 🗣️ UNREASONING, UNRELENTING ANGER.
 🗡️ A TRACE OF SPICE.

BELONGINGS **NAMES**
 FAIRY-TALE GIFT, A 'GUARDIAN ANGEL,' A
 XOLANI
 BABY, 'MIRACLE' BEAUTY MAKEUP.
 WILLA
 CAMERON

CATALYST **VIRTUE**
 ACCUSED OF A CRIME.
 CHARITY
LOCATION **VICE**
 BARN.
 WRATH

@LARCENOUS DESIGNS,LLC 113/120

LIKELY ODDS
BAD NO
EVEN NO
GOOD YES

ANTAGONIZE **ANCIENT** **RELATIVE**

📍 MURMURING IN A UNKNOWN LANGUAGE.
 👁️ ROILING, OTLY SMOKE.
 🗣️ AN INSATIABLE HUNGER.
 🗡️ PUTRID FLESH.

BELONGINGS **NAMES**
 SUFFICIENTLY ADVANCED: REANIMATION,
 AGNI
 INCREDIBLY MINIATURIZED TECH, TRUE
 SOFIYA
 AI.
 CIARE

CATALYST **VIRTUE**
 LOST THE ABILITY TO SPEAK.
 DILIGENCE
LOCATION **VICE**
 FOG-BANK.
 WRATH

@LARCENOUS DESIGNS,LLC 114/120

LIKELY ODDS
BAD NO
EVEN NO
GOOD YES

6

BARGAIN **ARROGANT** **AURA**

📍 GROTESQUE, GRISTLY CHEWING.
 👁️ DEAD, SUN-BLEACHED BRANCHES.
 🗣️ TIRED AND IRRITATED.
 🏠 BILGEWATER.

BELONGINGS **NAMES**
 MASSIVE INHERITANCE, VAST ESTATE. HASSAN
 FORTUNE 500 COMPANY, MUSEUM OF CURTOS. ZURI
 KAI

CATALYST **VIRTUE**
 OUT-OF-BODY EXPERIENCE. MERCY

LOCATION **VICE**
 MISTY HOLLOW. WRATH

@LARCENOUS DESIGNS,LLC 115/120

LIKELY ODDS
BAD NO
EVEN YES
GOOD NO

7

JUDGE **HOPEFUL** **HAVEN**

📍 THE HISS OF ESCAPING GAS..
 👁️ AN OBJECT IS MISSING FROM ITS PLACE.
 🗣️ STRANGELY TEMPTED..
 🏠 A DUSTY CELLAR.

BELONGINGS **NAMES**
 ARCANIC WEAPON, CURSING MIRROR. GUSTAVE
 UNDETECTABLE GUN, MIND-CONTROLLER. CAMILLE
 NAVARRE

CATALYST **VIRTUE**
 IMPOSSIBLE CRIME. COMPASSION

LOCATION **VICE**
 ESTATE. WRATH

@LARCENOUS DESIGNS,LLC 116/120

LIKELY ODDS
BAD NO
EVEN NO
GOOD YES

5

PARDON **BENEVOLENT** **DAEMON**

📍 THE CREAKING AND GROANING OF..
 👁️ A BLACKENED SKULL..
 🗣️ A PHLEGMY COUGH WRACKS YOUR BODY..
 🏠 STRANGE INCENSE.

BELONGINGS **NAMES**
 ULTIMATE QUEST, INFERNAL DEMAND. DHAVAL
 CLUE TO HUMANITY'S DOOM, ANCIENT PROPHECY. HORTENSE
 MAX

CATALYST **VIRTUE**
 FAMILY TROUBLE. HUMILITY

LOCATION **VICE**
 CLOCKTOWER. WRATH

@LARCENOUS DESIGNS,LLC 117/120

LIKELY ODDS
BAD YES
EVEN YES
GOOD YES

6

CONVINCE **COMPLEX** **LEGEND**

📍 A DYING ENGINE..
 👁️ STRANGE FUNGUS COVERS..
 🗣️ LIKE YOU HAVEN'T SLEPT IN DAYS..
 🏠 STAGNANT WATER.

BELONGINGS **NAMES**
 PROOF POSITIVE, DEATH CERTIFICATE. PRAKASH
 DNA RESULT, INCRIMINATING PHOTOS. CORSONIA
 PERUN

CATALYST **VIRTUE**
 TIME RUNS OUT. HONESTY

LOCATION **VICE**
 SURVIVAL SHELTER. WRATH

@LARCENOUS DESIGNS,LLC 118/120

LIKELY ODDS
BAD NO
EVEN NO
GOOD YES

8

MEET **IMPRESSIVE** **MAGIC**

📍 A DRUNKEN SCUFFLE..
 👁️ ANCIENT AND BLOCKY ARCHITECTURE..
 🗣️ BLIND, STINKING DRUNK..
 🏠 RANCID OIL.

BELONGINGS **NAMES**
 VALUABLES, RELIGIOUS ICONS. BURTON
 EXPENSIVE WATCH, PROTOTYPE TECH. TIA
 JESSIE

CATALYST **VIRTUE**
 WAKE UP BOUND. COURAGE

LOCATION **VICE**
 FREIGHTER. WRATH

@LARCENOUS DESIGNS,LLC 119/120

LIKELY ODDS
BAD YES
EVEN YES
GOOD YES

6

RETURN **IRKSOME** **SKILL**

📍 A BESTIAL ROAR..
 👁️ A CHILD'S TOY SITS..
 🗣️ YOUR RESISTANCE CRUMBLING..
 🏠 RANK SWEAT AND SOUR BODIES.

BELONGINGS **NAMES**
 SNACKS, SAVORY MEAT PIES, BAG OF TRAIL MIX, NUTRIENT CHIPS. HAKEEM
 VEDA
 SCARUS

CATALYST **VIRTUE**
 UNUSUAL INHERITANCE. TEMPERANCE

LOCATION **VICE**
 DOCKS. ENVY

@LARCENOUS DESIGNS,LLC 120/120

LIKELY ODDS
BAD NO
EVEN YES
GOOD YES

UNCOVER **DISASTEROUS** **ESTATE**

SLURRED SPEECH.
 ROW UPON ROW OF GLYPHS AND SIGILS.
 OVERCOME BY MEMORIES.
 NOXIOUS CHEMICALS.

BELONGINGS THE UNKNOWNABLE: ELDRITCH TRUTH, HORRIBLE SECRETS, ALIEN GEOMETRY.
NAMES WASSWA
 ELATNE
 HUNTER
CATALYST IT FOLLOWED YOU HOME.
LOCATION DESERT.
VIRTUE LOYALTY
VICE WRATH

@LARCENOUS DESIGNS,LLC 120/120

LIKELY ODDS
BAD NO
EVEN NO
GOOD YES

GATHER **NEW** **CONTRACT**

A SLOW TAP, TAP, TAP..
 A SPREADING POOL..
 SOMETHING LANDS ON YOUR HEAD..
 A VAGUELY NARCOTIC SMELL..

BELONGINGS TREATS: SWEATBREADS, COOKIES, FOREIGN CANDIES.
NAMES EARNEST
 MORGANE
 CARDEA
CATALYST BEING FOLLOWED.
LOCATION WORKSHOP.
VIRTUE CHARITY
VICE FEAR

@LARCENOUS DESIGNS,LLC 13/120

LIKELY ODDS
BAD YES
EVEN NO
GOOD YES!

HEAL **HOLY** **ROMANCE**

SOMETHING DRIPPING..
 A SPRAWLED FORM..
 A PUSH FROM BEHIND..
 BEER AND PISS..

BELONGINGS LIGHT READING: TRASHY ROMANCE, CRIME NOVEL, GHOST HUNTER WEBSITE.
NAMES GAFAR
 HEDWIG
 PHRIXUS
CATALYST ECCENTRIC PARTY.
LOCATION CABIN.
VIRTUE DILIGENCE
VICE FEAR

@LARCENOUS DESIGNS,LLC 14/120

LIKELY ODDS
BAD NO
EVEN YES
GOOD YES

MERGE **OBVIOUS** **VAULT**

AN ELECTRICAL HUM..
 A CRUDE DRAWING, SUBTLY WRONG..
 A PROD IN THE BACK..
 ANCIENT, DRY DUST..

BELONGINGS NEWS MEDIA: OLD NEWS REEL, PODCAST ON PDA, GRUESOME CRIME REPORT.
NAMES KENTA
 ASUKA
 ALEX
CATALYST INEXPLICABLE SUICIDE.
LOCATION MANOR HOUSE.
VIRTUE MERCY
VICE FEAR

@LARCENOUS DESIGNS,LLC 15/120

LIKELY ODDS
BAD NO
EVEN YES
GOOD YES!

LOSE **ERRATIC** **TECHNOLOGY**

FRANTIC POUNDING..
 A CARVED SYMBOL..
 THE REALIZATION OF A TERRIBLE MISTAKE..
 FALLEN AUTUMN LEAVES..

BELONGINGS COMMON MEDICATIONS: HERBAL TEA, ASPIRIN, BURN SALVE.
NAMES TRENLOE
 CORINE
 BLAIR
CATALYST WAR!
LOCATION INN.
VIRTUE COMPASSION
VICE FEAR

@LARCENOUS DESIGNS,LLC 16/120

LIKELY ODDS
BAD NO
EVEN NO
GOOD NO

FOLLOW **PANDERING** **AFFLICTION**

SHOCKED BLASPHEMIES..
 CRACKLING ARCS OF ELECTRICITY..
 SHUDDERING BENEATH YOU..
 A CAMP-FIRE..

BELONGINGS EXPENSIVE MEDS: MEDICINAL FLOWERS, NARCOTICS, PROTOTYPE GENE-THERAPY PILLS.
NAMES AHMED
 ADANNA
 BEDWYR
CATALYST DEMONIC CARNIVAL.
LOCATION LOCKUP.
VIRTUE HUMILITY
VICE FEAR

@LARCENOUS DESIGNS,LLC 17/120

LIKELY ODDS
BAD NO
EVEN YES
GOOD NO

5

UNEARTH **HALLUCINATORY** **CONFLICT**

SHUFFLING STEPS.
 STRANDS OF VISCOUS GOO.
 CRAWLING INSIDE YOUR MIND.
 SHARP OZONE.

BELONGINGS
 ILLEGAL DRUGS, EXOTIC TINCTURE,
 OPIUM, EXPERIMENTAL STIMS.

CATALYST
 SUMMONED.

LOCATION
 BOARDING HOUSE.

NAMES
 WEI
 HESTER
 BOWERS

VIRTUE
 HONESTY

VICE
 FEAR

@LARCENOUS DESIGNS,LLC 19/120

LIKELY ODDS
BAD YES
EVEN YES
GOOD YES

6

TAKE **DISRUPTIVE** **POVERTY**

THE FAINT CREAKING OF THE STAIRCASE.
 THE FLASH OF A KNIFE.
 THE PINCH OF A HYPODERMIC NEEDLE.
 INDUSTRIAL GREASE.

BELONGINGS
 CLIMBING GEAR, MOUNTAINEERING AXE,
 SPEED HARNESS, NYLON ROPE.

CATALYST
 WITNESS TO.

LOCATION
 THE BACK ROOM.

NAMES
 JIANG
 ISABELLE
 JAMIE

VIRTUE
 COURAGE

VICE
 FEAR

@LARCENOUS DESIGNS,LLC 19/120

LIKELY ODDS
BAD NO
EVEN NO
GOOD NO

6

ABSOLVE **PSYCHOLOGICAL** **CIVILIZATION**

A SCREAM.
 A SPLASH OF RED.
 SOOT MAKES YOUR EYES ITCH.
 DYING FLOWERS.

BELONGINGS
 SMALL CHANGE, STRANGE COINS,
 EMBOSSED TOKEN, NEARLY EMPTY CREDIT
 CHIP.

CATALYST
 LONG LOST SIBLING RETURNS.

LOCATION
 MOUNTAIN.

NAMES
 SHAKHEEL
 GAWAHIR
 ZOOMA

VIRTUE
 TEMPERANCE

VICE
 ENVY

@LARCENOUS DESIGNS,LLC 21/120

LIKELY ODDS
BAD NO
EVEN NO
GOOD YES

6

DEFEAT **GAUDY** **DEFENSE**

RUNNING FEET, CLOSER AND CLOSER.
 FLAMES IN THE DISTANCE.
 BILE RISING IN YOUR THROAT.
 BURNING HAIR.

BELONGINGS
 COMMUNICATIONS, SCRIBBLED PHONE
 NUMBER, BURNER PHONE, WALKIE-TALKIE.

CATALYST
 MORAL DILEMMA.

LOCATION
 WILDERNESS TRAIL.

NAMES
 CHINWE
 MADELEINE
 ROACH

VIRTUE
 LOYALTY

VICE
 FEAR

@LARCENOUS DESIGNS,LLC 20/120

LIKELY ODDS
BAD NO
EVEN YES
GOOD YES

8

ALTER **DIABOLICAL** **TRAP**

TICK, TOCK, TICK, TOCK.
 A SILHOUETTE IN THE FOG.
 A STOMACH-TILTING LURCH.
 AN ODD FRAGRANCE.

BELONGINGS
 TRAVEL ACCESSORIES, TRAVELER'S
 PHRASE BOOK, TICKETS, SELF-INFLATING
 NECK PILLOW.

CATALYST
 CHILDREN IN DANGER.

LOCATION
 GARDENS.

NAMES
 MARVIN
 HAJAR
 BOULT

VIRTUE
 CHASTITY

VICE
 FEAR

@LARCENOUS DESIGNS,LLC 21/120

LIKELY ODDS
BAD NO
EVEN NO
GOOD NO

4

REWARD **FRIGHTFUL** **SOURCE**

THE SOUNDS OF A FIGHT.
 A MOUND OF FRESH EARTH.
 AN ELECTRICAL JOLT.
 FRESHLY TURNED EARTH.

BELONGINGS
 SMALL GAME, DICE IN A CUP, PLAYING
 CARDS, HANDHELD ELECTRONICS.

CATALYST
 AN ANIMAL ATTACK.

LOCATION
 LIBRARY.

NAMES
 FERDINAND
 SHAKTI
 MABON

VIRTUE
 TEMPERANCE

VICE
 FEAR

@LARCENOUS DESIGNS,LLC 22/120

LIKELY ODDS
BAD NO
EVEN YES
GOOD YES

5

TRICK **GHOSTLY** **GRUDGE**

A WET, MEATY THUMP...
 BLOOD STAINS...
 DEEP, THROBBING HEADACHE...
 DAMP, WRETCHED AIR...

BELONGINGS CRUDE WEAPON: BATTERED CLUB, SHARD OF GLASS, WOODEN STAKE.
NAMES CLIFFORD
 ISRA
 WEAVER
CATALYST METEOR STORM!
LOCATION SMUGGLER'S DEN.
VIRTUE CHARITY
VICE FEAR

@LARCENOUS DESIGNS,LLC 23/120

LIKELY ODDS
BAD NO
EVEN YES
GOOD NO

6

RELEASE **UNLIKELY** **WRECKAGE**

MOVEMENT JUST BEHIND YOU...
 A HORROR ONLY YOU CAN SEE...
 A RUSH OF ADRENALINE...
 PETRICHOR--RAIN ON DRY EARTH.

BELONGINGS HUNTING WEAPON: BOW AND ARROWS, RIFLE, SPEAR GUN.
NAMES KADE
 JIA
 FRANCIS
CATALYST A PROPHECY FULFILLED.
LOCATION MAUSOLEUM.
VIRTUE DILIGENCE
VICE FEAR

@LARCENOUS DESIGNS,LLC 24/120

LIKELY ODDS
BAD NO
EVEN YES
GOOD YES

4

DISTRACT **ELUSIVE** **LOCALS**

THE REPEATED THUD OF AXE-BLOWS...
 A DARTING SHAPE...
 SOMETHING DRAGGING AT YOUR FEET...
 MOLDERING VEGETATION...

BELONGINGS FANCY ACCESSORY: AWESOME HAT, RUNE-CARVED RING, BONE CUFFLINKS.
NAMES BAHADUR
 FANNY
 WURABUNGE
CATALYST A DISTANT EXPLOSION.
LOCATION ATTIC.
VIRTUE MERCY
VICE FRAUD

@LARCENOUS DESIGNS,LLC 25/120

LIKELY ODDS
BAD YES
EVEN NO
GOOD YES

4

WEAKEN **IMPENDING** **AGENT**

FAINT BUZZING...
 BLOODSHOT EYES...
 DROPLETS SPLATTER YOU...
 CLOYING PERFUME...

BELONGINGS DISGUSTING TRASH: USED HANDKERCHIEF, SNAKE-LIKE SHEDDINGS, BLOODY CLOTHES.
NAMES BURKE
 VELMA
 ORLA
CATALYST EARTHQUAKE!
LOCATION CROSSROADS.
VIRTUE COMPASSION
VICE FRAUD

@LARCENOUS DESIGNS,LLC 26/120

LIKELY ODDS
BAD NO
EVEN YES
GOOD NO

5

PUNISH **DEFIANT** **ILLNESS**

HEAVY BREATHING...
 STORMY CLOUDS...
 CLAMPED TIGHT AROUND YOUR WRISTS...
 RIPE DUNG.

BELONGINGS SCHOOL WORK: INTERRUPTED VIDEO LOG, TEXTBOOKS, HALF-FINISHED RESEARCH REPORT.
NAMES HISHAM
 BASIRA
 KUMARA
CATALYST ODD WEATHER.
LOCATION BRIDGE.
VIRTUE HUMILITY
VICE FRAUD

@LARCENOUS DESIGNS,LLC 27/120

LIKELY ODDS
BAD NO
EVEN NO
GOOD YES

6

REGENERATE **DESPONDENT** **SUPERSTITION**

A SHARP SNAP...
 BOUND WITH STRAPS...
 GROWING PARANOIA...
 THE DUST OF ANCIENT BOOKS...

BELONGINGS LIGHTING: TORCH, FLASHLIGHT, NIGHT-VISION GOGGLES.
NAMES KADE
 ANNANOELLE
 SKELD
CATALYST UNCANNY ART APPEARS.
LOCATION BATTLEGROUND.
VIRTUE HONESTY
VICE FRAUD

@LARCENOUS DESIGNS,LLC 28/120

LIKELY ODDS
BAD NO
EVEN YES
GOOD NO

DESTROY COMMON GOVERNMENT

ANGRY WHISPERING.
 ODD MARKS ON THE WALLS.
 SWEATY AND FEVERISHLY HOT.
 NEW LEATHER.

BELONGINGS MUSIC: ORIGINAL SHEET MUSIC, DIGITAL PLAYER, CREEPY MUSIC BOX.
NAMES HORACE
 NAOMI
 DARYL

CATALYST WANTED POSTERS OF J
LOCATION ASYLUM
 @LARCENOUS DESIGNS,LLC 29/120

LIKELY ODDS
BAD NO
EVEN NO
GOOD YES

REVEAL CAUTIOUS CAPTIVITY

FAINT, CHOKED GURGLING.
 LIVE VIDEO FEED OF YOU, FROM NEARBY.
 A CHILL RUNS DOWN YOUR SPINE.
 SULFUR AND BRIMSTONE.

BELONGINGS PETTY JEWELRY: MILITARY LAPEL PIN, CARVED BEADS, ANTIQUE BRACELET.
NAMES VERNON
 JASMINE
 ALCIPE

CATALYST A BATTERED PACKAGE.
LOCATION HEADQUARTERS.
 @LARCENOUS DESIGNS,LLC 31/120

LIKELY ODDS
BAD NO
EVEN YES
GOOD YES

DISCOURAGE UNHOLY CREATURE

FERVENT PREACHING.
 A GATHERING CROWD.
 A BLOODY KNOT ON YOUR HEAD.
 SWEATY BEASTS OF BURDEN.

BELONGINGS CRAFT TOOLS: CHEMIST'S KIT, ELECTRONICS, WOODWORKING TOOLS.
NAMES HIDEAKI
 JALILA
 BILE

CATALYST OFFER YOU CAN'T REFUSE.
LOCATION ORPHANAGE.
 @LARCENOUS DESIGNS,LLC 30/120

LIKELY ODDS
BAD NO
EVEN YES
GOOD YES

DECIMATE INFINITE CRIME

LONG-DORMANT MACHINES WHIR TO LIFE.
 A BLURRED MOTION.
 YOUR GRIP SLIPPING.
 BUREAUCRACY AND RED TAPE.

BELONGINGS ART SUPPLIES: STONE CHISELS, DRAWING TABLET, PHOTOGRAPHER'S BAG.
NAMES EBERARDO
 LAVINA
 MORTIFEROUS

CATALYST INACCURATE MAPS.
LOCATION TENEMENTS.
 @LARCENOUS DESIGNS,LLC 31/120

LIKELY ODDS
BAD NO
EVEN YES
GOOD NO

GROW UNCERTAIN PATH

AN INSISTENT DRUMMING.
 GLISTENING FANGS.
 MUSCLES SEIZE UP.
 STRONG ALCOHOL.

BELONGINGS WRITING SUPPLIES: PENS AND INK, RECORDED INTERVIEWS, NOTES FOR TRAVELOGUE.
NAMES THEO
 AIMEE
 ARTHEN'NIS

CATALYST HINT OF CONSPIRACY.
LOCATION ALLEY.
 @LARCENOUS DESIGNS,LLC 32/120

LIKELY ODDS
BAD NO
EVEN YES
GOOD NO

CLEANSE CREEPY BELIEF

A BONES-DEEP THRUMMING.
 EXPOSED CIRCUITRY.
 THE URGE TO SNEEZE.
 FORMALDEHYDE.

BELONGINGS PET SUPPLIES: ANIMAL CALL, DISGUSTING PET FOOD, CHAIN CHOKER COLLAR.
NAMES ALEYEI
 ELYSIA
 PESTILOUS

CATALYST RUMORS OF TREASURE.
LOCATION MARKET.
 @LARCENOUS DESIGNS,LLC 33/120

LIKELY ODDS
BAD NO
EVEN YES
GOOD YES!

5

EXHAUST **ADVANCED** **PARENT**

A BEATING HEART...
 A PALLID AND BLOODLESS FACE...
 AN OILY COATING...
 AN AURA OF MOTHBALLS...

BELONGINGS **NAMES**
 MUSICAL INSTRUMENT: LYRE, DELICATE
 FLUTE, ELECTRIC VIOLIN.
 MARCEL
 JUDITH
 ZAQ

CATALYST **VIRTUE**
 LETTER FROM LAWYER.
 DILIGENCE

LOCATION **VICE**
 SHOPPING CENTER.
 FRAUD

@LARCENOUS DESIGNS,LLC 34/120

LIKELY ODDS
BAD NO
EVEN NO
GOOD YES

4

RESTORE **PHYSICAL** **FOE**

HEART-RENDING SHRIEKS...
 IT GROWS DARK...
 RUBBERY AGAINST YOUR SKIN...
 AN ODD AROMA TO YOUR DRINK...

BELONGINGS **NAMES**
 SMALL PET: SNAKE, BOUND IMP FAMILIAR,
 BLACK CAT.
 GORDON
 JACQUETTE
 TIMANDRA

CATALYST **VIRTUE**
 WEAPON INEFFECTIVE.
 MERCY

LOCATION **VICE**
 TAXIDERMIST'S.
 FRAUD

@LARCENOUS DESIGNS,LLC 35/120

LIKELY ODDS
BAD NO
EVEN NO
GOOD YES

4

BESTOW **FRINGE** **TEMPLE**

A TAPPING AT THE WINDOW-PANE...
 DINGY AND DUSTY...
 YOUR EYELIDS GROW INEXPLICABLY HEAVY...
 A DISINFECTANT TANG...

BELONGINGS **NAMES**
 LUCKY CHARM: RABBIT'S FOOT,
 HORSESHOE, A LOVED ONE'S PICTURE.
 GILBERTO
 OGECHI
 MEADOWS

CATALYST **VIRTUE**
 HEALTH WORSENS.
 COMPASSION

LOCATION **VICE**
 SOCIAL CLUB.
 FRAUD

@LARCENOUS DESIGNS,LLC 36/120

LIKELY ODDS
BAD NO
EVEN YES
GOOD NO

6

INTERRUPT **MATERIAL** **TOOL**

THE SOFT SNICK OF A SWITCHBLADE...
 OPEN WOUNDS BLEED FREELY...
 AN UNSEEN PRESENCE...
 THE REEK OF VOMIT...

BELONGINGS **NAMES**
 THREAT: OMINOUS VIDEO RECORDING,
 EVIL-EYE CHARM, BEHEADED DOLL.
 DAIKI
 ADELINE
 GABRIEL

CATALYST **VIRTUE**
 OUT OF FUEL!
 HUMILITY

LOCATION **VICE**
 FORTRESS.
 GLUTTONY

@LARCENOUS DESIGNS,LLC 37/120

LIKELY ODDS
BAD NO
EVEN YES
GOOD YES

7

EXPLORE **ABERRANT** **ABILITY**

SCRATCHING IN THE CEILING...
 BIZARRE BITE MARKS...
 GRIT IN YOUR TEETH...
 BURNED FLESH...

BELONGINGS **NAMES**
 WRITING PROJECT: MANUSCRIPT, DRAFT
 OF A PLAY, PHILOSOPHICAL ESSAY.
 CLARENCE
 LOUISETTE
 JEAN

CATALYST **VIRTUE**
 NEW RELIGION FOUNDED.
 HONESTY

LOCATION **VICE**
 MONASTERY.
 GLUTTONY

@LARCENOUS DESIGNS,LLC 38/120

LIKELY ODDS
BAD YES
EVEN YES
GOOD YES!

5

STEAL **FAIR** **MONUMENT**

A DISTINCTIVE CA-CLICK...
 FLESH RUNS LIKE WAX...
 LEATHERY WINGS BEAT AGAINST...
 MOLDY BREAD...

BELONGINGS **NAMES**
 RELIGIOUS OBJECT: BRONZE CENSER,
 HOLY SYMBOL, HIDEOUS STATUETTE.
 ALPHONSE
 DANITYAH
 MELANTHOS

CATALYST **VIRTUE**
 DRUNKEN COLLEGE PARTY.
 COURAGE

LOCATION **VICE**
 SECRET SOCIETY.
 GLUTTONY

@LARCENOUS DESIGNS,LLC 39/120

LIKELY ODDS
BAD NO
EVEN NO
GOOD YES

TRESPASS **INCONVENIENT** **RESEARCH**

WET, SQUISHING SOUNDS...
 A HORRIFIED EXPRESSION...
 A FRIGID DRAFT...
 THE GAS LEFT ON...

BELONGINGS **NAMES**
 PERSONAL PAPERS: OLD LETTERS, RAMBLING DIARY, SUICIDE NOTE.
 MADALITSO
 ANKRUTI
 ACANTHA

CATALYST **VIRTUE**
 MAD RANTINGS.
 DILIGENCE

LOCATION **VICE**
 PIT.
 ENVY

@LARCENOUS DESIGNS,LLC 4/120

LIKELY ODDS
BAD NO
EVEN YES
GOOD YES

IDENTIFY **MALEVOLENT** **CHILD**

CRESCENDOING PURSUIT...
 THE DOOR-HANDLE TURNING SLOWLY...
 DRIPPING ONTO YOUR FACE FROM ABOVE...
 ROTTING MEAT...

BELONGINGS **NAMES**
 CAMP GEAR: FIRE STARTER, BUG REPELLENT, THERMAL SHEET.
 ABDUL
 BERNADETTE
 RHYS

CATALYST **VIRTUE**
 SCANDAL.
 LOYALTY

LOCATION **VICE**
 RESORT.
 GLUTTONY

@LARCENOUS DESIGNS,LLC 40/120

LIKELY ODDS
BAD YES
EVEN NO
GOOD YES

ATTEMPT **TIMID** **LIES**

A NUMBERS STATION BROADCAST...
 A DISMEMBERED LIMB...
 AN INTENSE COLD SPOT...
 TALCUM POWDER AND RUBBER...

BELONGINGS **NAMES**
 STIMULANT: TEA LEAVES, ENERGY DRINK, STIMPACK INJECTOR.
 ALBERT
 MARGUERITE
 MITHRA

CATALYST **VIRTUE**
 A SUDDEN ECLIPSE.
 CHASTITY

LOCATION **VICE**
 HALL.
 GLUTTONY

@LARCENOUS DESIGNS,LLC 41/120

LIKELY ODDS
BAD YES
EVEN NO
GOOD NO

ASSUAGE **THEORETICAL** **DESPAIR**

SLOSHING LIQUID...
 A GLIMPSE INTO STRANGE REALMS...
 YOUR CHEST TIGHTENS...
 NEWSPRINT...

BELONGINGS **NAMES**
 FORTUNE-TELLING: GUTTING KNIFE, VISION-INDUCING DRUG, TAROT DECK.
 LISANDRO
 YVONNE
 JAYDEN

CATALYST **VIRTUE**
 RITUAL PERFORMED.
 TEMPERANCE

LOCATION **VICE**
 RALLY.
 GLUTTONY

@LARCENOUS DESIGNS,LLC 42/120

LIKELY ODDS
BAD YES
EVEN YES
GOOD YES

PONDER **SPIRITUAL** **WEALTH**

STRAINS OF A HAUNTING MELODY...
 ENVELOPED IN SHADOW...
 A TWISTED ANKLE...
 THICK, ASHY SMOKE...

BELONGINGS **NAMES**
 GHOST-HUNTING GEAR: PARAPSYCHOLOGY TEXTS, OUIJA BOARD, EMF DETECTOR.
 TSUBASA
 LIZAVETA
 REGAN

CATALYST **VIRTUE**
 CULTURAL PREJUDICE.
 CHARITY

LOCATION **VICE**
 ARCHIVES.
 GLUTTONY

@LARCENOUS DESIGNS,LLC 43/120

LIKELY ODDS
BAD NO
EVEN YES
GOOD YES

REFRESH **CALLOUS** **SALVATION**

A THRASHING STRUGGLE...
 THE LIGHTS DIE, AND WHEN THEY RETURN...
 SAND AND DIRT IN YOUR EYES...
 WAFTING FUMES OF SEWAGE...

BELONGINGS **NAMES**
 THIEVES' TOOLS: PURSE-SLITTING KNIFE, LOCKPICKS, COMPACT LASER DRILL.
 LAWRENCE
 CORALIE
 CARMEN

CATALYST **VIRTUE**
 SIDE-TRACKED.
 DILIGENCE

LOCATION **VICE**
 CASINO.
 GLUTTONY

@LARCENOUS DESIGNS,LLC 44/120

LIKELY ODDS
BAD NO
EVEN NO
GOOD YES

4

BEGUILE RESTRAINED LOOKOUT

HORRIBLE GRINDING AND GNASHING.
 REFLECTED BEHIND YOU IN THE MIRROR.
 SQUELCHING STEPS IN SOMETHING NASTY.
 A RIOT OF CONFLICTING SCENTS.

BELONGINGS NAMES
 WEAPON CARE: WHETSTONE, CLEANING KIT, MAINTENANCE MANUAL. KURO
 VERONICA
 STRAF

CATALYST VIRTUE
 PLAGUE SPREADS. MERCY
LOCATION VICE
 HOUSE OF ILL REPUTE. GLUTTONY

@LARCENOUS DESIGNS.LLC 45/120

LIKELY ODDS
BAD NO
EVEN YES
GOOD YES

6

HALT ETERNAL UNDERLING

HARSH STATIC.
 TATTERED YELLOW ROBES.
 TICKLING ON THE BACK OF YOUR NECK.
 A SURPRISING LACK OF SCENT.

BELONGINGS NAMES
 TRAVEL AID: MAP, COMPASS, TRAIN SCHEDULE. JAIME
 ATIENO
 ABHORSON

CATALYST VIRTUE
 PEOPLE DISAPPEARING. COMPASSION
LOCATION VICE
 EXPEDITION SITE. GLUTTONY

@LARCENOUS DESIGNS.LLC 46/120

LIKELY ODDS
BAD YES
EVEN NO
GOOD YES

7

DISCUSS MEDICAL GOODNESS

ZAP..
 DIRTY, GRIME-SMUDGED GLASS..
 AS INSUBSTANTIAL AS MIST..
 SOMETHING ALMOST LIKE SMOKED HAM.

BELONGINGS NAMES
 WEATHER GEAR: HOODED OILCLOTH - CLOAK, RATTY PONCHO, SELF-WARMING BOOTS. NISHANT
 RIDWANA
 GARICK

CATALYST VIRTUE
 CORPSE GOES MISSING. HUMILITY
LOCATION VICE
 ACCIDENT SITE. GLUTTONY

@LARCENOUS DESIGNS.LLC 47/120

LIKELY ODDS
BAD NO
EVEN YES
GOOD YES

5

CONFUSE ARCAINE CONTAINER

SMASHING POTTERY..
 MANY PIERCINGS AND STUDS..
 ABRUPTLY FEELING NAKED AND EXPOSED..
 TEA BREWED STRONG.

BELONGINGS NAMES
 CHILD'S TOY: EERIE DOLL, BOOK OF NURSERY RHYMES, FOAM-RUBBER VAMPIRE STAKE. ARTHUR
 MAYU
 HAZARD

CATALYST VIRTUE
 HEARTBREAK & BETRAYAL. HONESTY
LOCATION VICE
 STORAGE UNIT. GLUTTONY

@LARCENOUS DESIGNS.LLC 48/120

LIKELY ODDS
BAD NO
EVEN NO
GOOD NO

5

TRAVEL UNCLEAR TRAINING

SHATTERING GLASS..
 PACING BACK AND FORTH..
 CLAWS RAKE ACROSS..
 FRUIT-FLAVORED CHAPSTICK.

BELONGINGS NAMES
 SPORTS EQUIPMENT: WOODEN RACKET, KNEE PADS, PELLET GUN. NKOSANA
 LUCRETIA
 SERPENTINE

CATALYST VIRTUE
 A HOME TRASHED. COURAGE
LOCATION VICE
 SCHOOL. GREED

@LARCENOUS DESIGNS.LLC 49/120

LIKELY ODDS
BAD YES
EVEN NO
GOOD YES

3

REMEMBER REPULSIVE STOCKPILE

A MOTION SENSOR'S OMINOUS PING..
 A ROOM HASTILY RANSACKED..
 COLD STEEL PRESSES..
 NERVOUS SWEAT.

BELONGINGS NAMES
 FOODSTUFFS: TRAVEL RATIONS, ODDLY FLAVORED JERKY, DRIED FRUIT. MILTON
 ADNEZE
 SAROSH

CATALYST VIRTUE
 FRIGHTENED ANIMALS. MERCY
LOCATION VICE
 STABLEYARD. ENVY

@LARCENOUS DESIGNS.LLC 51/120

LIKELY ODDS
BAD YES
EVEN YES
GOOD NO

FORGET **MINOR** **KNOWLEDGE**

TERRIFIED WHIMPERING...
 GLISTENING WETLY...
 SUDDEN WEIGHTLESSNESS...
 THE STINK OF DEATH.

BELONGINGS SCIENTIFIC DATA, RESEARCH NOTES, SAMPLES IN TUBES, CRYPTOZOOLOGICAL TREATISE.
NAMES MOSTAFA, LAN, SERAPHIN

CATALYST IT'S A TRAP!
VIRTUE LOYALTY
LOCATION GUARD STATION.
VICE GREED

@LARCENOUS DESIGNS,LLC 50/120

LIKELY ODDS
BAD NO
EVEN NO
GOOD YES

AVENGE **FERAL** **PAIN**

RAPIDLY APPROACHING STRENS...
 SPIKED AND DYED HAIR...
 A RUMBLE IN THE GROUND...
 HOT ASPHALT.

BELONGINGS COOKING SUPPLIES, BUTCHER'S KNIFE, TENDERIZING HAMMER, SUSPICIOUS MEAT.
NAMES THABO, KATIA, MELCHIOR

CATALYST WHISPERS OF EVIL
VIRTUE CHASTITY
LOCATION CONCERT.
VICE GREED

@LARCENOUS DESIGNS,LLC 51/120

LIKELY ODDS
BAD YES
EVEN YES
GOOD YES

STRENGTHEN **DESPERATE** **FOOD**

AN UNEXPECTED KNOCKING...
 AN AGE-FADED TATTOO...
 A BURST OF FROST AND ICE...
 GASOLINE FUMES.

BELONGINGS AWARDS: UNIVERSITY HONORS PIN, CLASS RING, MEDAL FROM A HATE GROUP.
NAMES HAROLD, KALO, CURIO

CATALYST KIDNAPPED!
VIRTUE TEMPERANCE
LOCATION BACKSTAGE.
VICE GREED

@LARCENOUS DESIGNS,LLC 52/120

LIKELY ODDS
BAD NO
EVEN NO
GOOD YES

DELAY **TENDER** **GAME**

SCREECHING TIRES...
 CHISELED STONE...
 SOGGY, CRUMBLING GROUND...
 THE OBSCENE STINK OF ROAD KILL.

BELONGINGS BRAIN TEASER, BOOK OF RIDDLES, NUMBER GRID, UNCANNILY IMPOSSIBLE MAZE.
NAMES SPENCER, MASEGO, ZYDOS

CATALYST ODD RELATIVE ARRIVES.
VIRTUE CHARITY
LOCATION CONSTRUCTION SITE.
VICE GREED

@LARCENOUS DESIGNS,LLC 53/120

LIKELY ODDS
BAD YES
EVEN NO
GOOD YES

DETECT **TREACHEROUS** **DEITY**

THE SCRAPE OF A BLADE ON A STONE...
 MURALS DEPICTING HORRIFIC SCENES...
 DRY BLASTS OF FURNACE AIR...
 BURNING CANDLES.

BELONGINGS ESPIONAGE GEAR, CODED MESSAGE, PEN-CAMERA, WIRELESS BUG.
NAMES THOKO, PRATIBHA, TRACY

CATALYST HUNTERS ARE HUNTED.
VIRTUE DILIGENCE
LOCATION MUSEUM.
VICE GREED

@LARCENOUS DESIGNS,LLC 54/120

LIKELY ODDS
BAD NO
EVEN YES
GOOD YES

DEACTIVATE **AMICABLE** **DEATH**

EMERGENCY BROADCAST TEST PATTERN...
 YOUR VISION GROWS DIM...
 A VICIOUS, STABBING PAIN...
 SNOW.

BELONGINGS HACKING EQUIPMENT: CYPHER FOR A CODE, WIFI SCANNER, AUTO-HACK TOOL.
NAMES TENDAJI, ANASTASIYA, ENDYMION

CATALYST QUARANTINED!
VIRTUE MERCY
LOCATION CAMPUS.
VICE GREED

@LARCENOUS DESIGNS,LLC 55/120

LIKELY ODDS
BAD NO
EVEN YES
GOOD NO

6

SPOIL AGGRESSIVE PUZZLE

AN ARTIFICIALLY DISGUISED VOICE.
 SOME KIND OF DISGUSTING NEST.
 IRON-HARD AND UNYIELDING.
 POLLUTED WATER AND DEAD FISH.

BELONGINGS
 FIRST AID: BANDAGES, BEER, MEDICAL SCANNER.

NAMES
 ELMER
 HYACINTHE
 LAVERNE

CATALYST
 STRANGE HALLUCINATIONS.

LOCATION
 ON THE WATER.

VIRTUE
 COMPASSION

VICE
 GREED

@LARCENOUS DESIGNS,LLC 56/120

LIKELY ODDS
BAD NO
EVEN NO
GOOD YES

7

PLAN FUNDAMENTAL HIVE

SPLITTING, SPLINTERING WOOD.
 WRIGGLING AND WORM-LIKE.
 FRANTICALLY GRASPING.
 HOT TALLOW.

BELONGINGS
 SMALL TRINKET: DRIED SNAKE RATTLE, PEWTER FIGURINE, PRESERVED EAR.

NAMES
 DUNCAN
 DUNYA
 DUSON

CATALYST
 DRAFTED!

LOCATION
 POPULAR HANGOUT.

VIRTUE
 HUMILITY

VICE
 GREED

@LARCENOUS DESIGNS,LLC 57/120

LIKELY ODDS
BAD NO
EVEN YES
GOOD NO

6

VIOLATE HOSTILE EXPOSURE

DRAGGING ACROSS THE FLOOR.
 DEAD FLOWERS.
 YOUR HANDS SHAKING.
 DRY HAY.

BELONGINGS
 ILLEGAL WEAPON: SHIV, BLACKJACK, INJECTION PEN.

NAMES
 CHETAN
 ANGIE
 KAMALA

CATALYST
 A GATHERING MOB.

LOCATION
 PLAYGROUND.

VIRTUE
 HONESTY

VICE
 GREED

@LARCENOUS DESIGNS,LLC 58/120

LIKELY ODDS
BAD NO
EVEN NO
GOOD YES

7

ASSIST OCCULT LOVE

A SERIES OF EXPLOSIONS.
 A MASS OF TANGLED WIRES.
 PULLING YOUR HAIR.
 OVERWHELMING AIR FRESHENER.

BELONGINGS
 MEDIA KIT: OFFICIAL STATEMENTS, LOGOS, PRESS RELEASES.

NAMES
 ARKADY
 DESTA
 DRETHUL

CATALYST
 VEHICLE BREAKS DOWN.

LOCATION
 UNDER WATER.

VIRTUE
 COURAGE

VICE
 GREED

@LARCENOUS DESIGNS,LLC 59/120

LIKELY ODDS
BAD NO
EVEN YES
GOOD NO

9

INJURE BRAZEN FOREIGNER

THE SCREAM OF POWER TOOLS.
 SLOWLY TRACKING SEARCHLIGHTS.
 YOUR HAIR STANDS ON END.
 CEDARWOOD.

BELONGINGS
 BEVERAGES: TEPID CANTEEN, FLASK OF MOONSHINE, THERMOS OF COFFEE.

NAMES
 EMEKA
 MADISON
 ROWAN

CATALYST
 VINDICTIVE AUTHORITIES.

LOCATION
 MOTEL.

VIRTUE
 COMPASSION

VICE
 ENVY

@LARCENOUS DESIGNS,LLC 6/120

LIKELY ODDS
BAD NO
EVEN YES
GOOD YES

3

ABJURE INTACT SERVANT

THE THIN PIPING OF A FLUTE.
 AN ABOMINATION IN STAINED GLASS.
 WRACKED BY CONVULSIONS.
 GUNSMOKE.

BELONGINGS
 COLLECTORS' ITEMS: KILLING JAR, COINS, STRANGE ANIMAL TEETH.

NAMES
 LEWIS
 YAMUNA
 SHANT

CATALYST
 LOST!

LOCATION
 DISASTER SITE.

VIRTUE
 LOYALTY

VICE
 GREED

@LARCENOUS DESIGNS,LLC 60/120

LIKELY ODDS

BAD YES
EVEN YES
GOOD YES

3

SILENCE **URBAN** **SCUM**

THE RAPID-FIRE CLATTER OF TYPING.
DARK CRYSTALS GLINTING IN CANDLELIGHT.
SPLINTERS CATCH ON YOUR ARM.
ALIEN WIND AND DUST.

BELONGINGS KEYS: KEY RING, RFID ACCESS CARD, VIP AREA PASS-PHASE.

NAMES FAIZEL
ANUPAMA
BALDER

CATALYST THREATENING NOTE.

VIRTUE CHASTITY

LOCATION DRIFTING WRECK.

VICE LUST

@LARCENOUS DESIGNS,LLC 61/120

LIKELY ODDS

BAD YES
EVEN NO
GOOD YES

4

CONTROL **ARTISTIC** **EVIL**

CHILDLIKE GIGGLING.
A FACE PEERING IN THE WINDOW.
BARBS CATCH YOUR CLOTHING.
DRYING PAINT.

BELONGINGS HOBBY GEAR: BLOOD SAMPLES FROM VICTIMS, SHIP IN A BOTTLE KIT, BINOCULARS.

NAMES PARTH
GRACIE
THANATOS

CATALYST FOOD SUPPLIES RUINED.

VIRTUE TEMPERANCE

LOCATION PRISON.

VICE LUST

@LARCENOUS DESIGNS,LLC 62/120

LIKELY ODDS

BAD NO
EVEN NO
GOOD YES!

5

OBSERVE **RARE** **MURDER**

ONE LOUD, ABRUPT SPLASH.
A MALICIOUS GRIN.
STABBING INTO YOUR FOOT.
SALTY OCEAN SPRAY.

BELONGINGS VEHICLE MAINTENANCE GEAR: HARNESS REPAIR KIT, JUMPER CABLES, SPARE BATTERY.

NAMES JAIDEV
MEI
MELUS

CATALYST DEPENDENT IN DANGER.

VIRTUE CHARITY

LOCATION CAVERNS.

VICE LUST

@LARCENOUS DESIGNS,LLC 63/120

LIKELY ODDS

BAD NO
EVEN NO
GOOD YES!

6

IMPROVE **STANDARD** **PRISON**

CHAOTIC SPLASHING.
RODENTS DEVOURING.
SEARING THE PALM OF YOUR HAND.
SWAMPY MUD.

BELONGINGS FANCY GIFT: WINE, CHOCOLATES, STRANGELY HYPNOTIC PAINTING.

NAMES VENKAT
DJAMILA
SHANDAR

CATALYST DISTURBING MURDER.

VIRTUE DILIGENCE

LOCATION MINESHAFT.

VICE LUST

@LARCENOUS DESIGNS,LLC 64/120

LIKELY ODDS

BAD NO
EVEN YES
GOOD NO

8

HUMILIATE **OPPORTUNE** **SECRET**

LOW MOANING.
HANGING FROM A ROPE.
CHAPPED LIPS.
UNEARTHLY SPICES.

BELONGINGS COSTUME: PARTY MASK, MASCOT OUTFIT, ROBES WITH ODD EMBROIDERY.

NAMES ARMAK
HARRIETT
JZERA

CATALYST ACCIDENTAL ATTACK.

VIRTUE MERCY

LOCATION HOTEL.

VICE LUST

@LARCENOUS DESIGNS,LLC 65/120

LIKELY ODDS

BAD NO
EVEN YES
GOOD YES

5

ENTERTAIN **MOMENTARY** **PORTAL**

VOICES CHANTING.
ANXIOUSLY CHECKING THEIR WATCH.
CLAMMY SKIN.
FECES AND URINE.

BELONGINGS FAMILY MEMENTO: FAMILY CREST SIGNET, PICTURES, ANCESTRAL DNA LOCKET.

NAMES DWIGHT
SIOBHAN
MATHAZAR

CATALYST A PORTAL OPENS.

VIRTUE COMPASSION

LOCATION HOUSE.

VICE LUST

@LARCENOUS DESIGNS,LLC 66/120

LIKELY ODDS
BAD YES
EVEN NO
GOOD YES

6

DESTABILIZE **FETID** **SUSTENANCE**

A CRACK OF THUNDER...
 A CLUMP OF TWIGS AND DEBRIS...
 COARSE-GRAINED PLANKS...
 LONG-UNDISTURBED FOREST...

BELONGINGS **NAMES**
 EVENT ACCESS, TICKETS, LOCATION OF A SECRET CLUB, VIP PASS WRISTBAND. MOHAMMED
 GERTIE
 MONNRYDER

CATALYST **VIRTUE**
 MAJOR ROUTE BLOCKED. HUMILITY

LOCATION **VICE**
 CATHEDRAL. LUST

@LARCENOUS DESIGNS,LLC 67/120

LIKELY ODDS
BAD NO
EVEN YES
GOOD YES

8

GUIDE **DECEPTIVE** **FLAME**

A SOUND BENEATH YOUR BED...
 A SHAPELESS THING...
 SMOOTH, AGE-WORN MAHOGANY...
 THE SMELLS OF LUBRICANT AND SWEAT...

BELONGINGS **NAMES**
 LETTER OF CREDIT, BONDS, TRAVELER'S CHECKS, ACCOUNT AUTHORIZATION. KALIDAS
 WANDA
 AETHERUS

CATALYST **VIRTUE**
 LOST ALL MEMORY. HONESTY

LOCATION **VICE**
 FARMHOUSE. LUST

@LARCENOUS DESIGNS,LLC 68/120

LIKELY ODDS
BAD NO
EVEN NO
GOOD YES!

9

FOIL **FALLEN** **NETWORK**

A HARSH ALARM KLAXON...
 PULSATING DISTURBINGLY...
 DAMP, CLINGING CLOTHING...
 A GANGRENOUS, FESTERING WOUND...

BELONGINGS **NAMES**
 TREASURE MAP, OLD MAP, UNUSUAL TATTOO, ENCODED COORDINATES. JOAQUIN
 INDIRA
 MORIKAI

CATALYST **VIRTUE**
 PERSONALITY SHIFT. COURAGE

LOCATION **VICE**
 FIELD. LUST

@LARCENOUS DESIGNS,LLC 69/120

LIKELY ODDS
BAD NO
EVEN NO
GOOD YES

6

FIGHT **PAINFUL** **SOUL**

CROWS CAWING...
 THE LIGHT FLICKERS BRIEFLY...
 SOMETHING SMALL SCUTTLES UP YOUR...
 A SULPHUROUS AURA...

BELONGINGS **NAMES**
 EATING UTENSILS, CAMPING, SHARPENED MELLON-BALLER, HAND-CARVED. HERCULE
 LAURETTA
 AVERY

CATALYST **VIRTUE**
 HORRIFYING LOCAL TRADITION. HUMILITY

LOCATION **VICE**
 CELLAR. ENVY

@LARCENOUS DESIGNS,LLC 71/120

LIKELY ODDS
BAD NO
EVEN YES
GOOD YES

4

SHATTER **RECENT** **HEALTH**

RETCHING AND VOMITING...
 VISIBLE BENEATH TORN FLESH...
 SLICK, PLASTIC SURFACES...
 CHALK DUST...

BELONGINGS **NAMES**
 CEREMONIAL WEAPON, RITUAL DAGGER, PARADE SWORD, UNIFORM PISTOL. BISHOP
 IRINA
 CARROLL

CATALYST **VIRTUE**
 A FAVOR CALLED IN. LOYALTY

LOCATION **VICE**
 WEDDING. LUST

@LARCENOUS DESIGNS,LLC 70/120

LIKELY ODDS
BAD YES
EVEN NO!
GOOD YES

5

AMBUSH **DELICIOUS** **REPUTATION**

A BROADCAST SEEMS TO ADDRESS YOU...
 SNARLING, WITH FLECKS OF SPITTLE...
 PULSING INSIDE YOUR CHEST...
 TAR AND OIL...

BELONGINGS **NAMES**
 SCENT: INCENSE STICKS, PERFUME BOTTLE, EXPENSIVE COLOGNE. ROLAND
 MING
 PIRRI

CATALYST **VIRTUE**
 POSSESSED! CHASTITY

LOCATION **VICE**
 FUNERAL. LUST

@LARCENOUS DESIGNS,LLC 71/120

LIKELY ODDS
BAD NO
EVEN NO
GOOD NO

4

DECREASE SCIENTIFIC WORLD

A PHONE RINGING, AND RINGING, AND...
 A DARK BIRD, WATCHING...
 EYE-STINGING DRIPS OF SWEAT...
 CHEAP DINER FOOD AND BAD COFFEE...

BELONGINGS
 FAKE ID, PASSPORT, DRIVER'S LICENSE,
 SHIPOWNER'S DOCUMENTS.

CATALYST
 A STRIKE OR PROTEST.

LOCATION
 FESTIVAL.

NAMES
 RIKU
 GENEVIEVE
 VIRULUS

VIRTUE
 TEMPERANCE

VICE
 LUST

@LARCENOUS DESIGNS,LLC 72/120

LIKELY ODDS
BAD YES
EVEN YES
GOOD NO

6

DISTURB ABANDONED BARRIER

POUNDING, DISCORDANT MUSIC...
 ONE-EYED...
 THE FLOOR GIVES WAY...
 CLEAN BREEZE...

BELONGINGS
 CHEATER'S GAME, WEIGHTED DICE, MARKED
 CARDS, GAME HACK.

CATALYST
 ABDUCTED!

LOCATION
 OUTPOST.

NAMES
 TATENDA
 LENORA
 MALTGNAR

VIRTUE
 CHARITY

VICE
 PRIDE

@LARCENOUS DESIGNS,LLC 73/120

LIKELY ODDS
BAD NO
EVEN NO
GOOD YES

7

ENSLAVE PERSONAL CHAOS

A CONSTANT BUSY SIGNAL...
 MASKED AND ROBED...
 AIR SO HUMID YOU CAN HARDLY BREATHE...
 COAL SMOKE...

BELONGINGS
 PLANTS, BULBS, VEGETABLE SEEDS,
 UNNATURAL CUTTINGS.

CATALYST
 BEING SPIED ON.

LOCATION
 TOWN.

NAMES
 GWANDOYA
 DEMI
 MARCADE

VIRTUE
 DILIGENCE

VICE
 PRIDE

@LARCENOUS DESIGNS,LLC 74/120

LIKELY ODDS
BAD NO
EVEN YES
GOOD YES

5

HIDE AMBITIOUS STRUCTURE

DISTANT DRUMS...
 MEETING AT IMPOSSIBLE ANGLES...
 SLIMY GOO...
 CAT PISS...

BELONGINGS
 TOOLS OR WEAPONS: PRYBAR, FIRE AXE,
 PLASMA-WELDER.

CATALYST
 EQUIPMENT SABOTAGED.

LOCATION
 LODGE.

NAMES
 ALOYSIUS
 AMALA
 SPARVIERE

VIRTUE
 MERCY

VICE
 PRIDE

@LARCENOUS DESIGNS,LLC 75/120

LIKELY ODDS
BAD NO
EVEN NO
GOOD YES

5

ALLOW CONSUMING TRIAL

HEARTFELT SOBBING...
 A SUSPICIOUS HESITATION...
 A POUNDING RHYTHM...
 DESPERATION AND CHEAP BOOZE...

BELONGINGS
 FRESH GAME, DRESSED PHEASANT,
 GUTTED FISH, MOST DANGEROUS.

CATALYST
 STRANDED IN THE WILD.

LOCATION
 SWIMMING HOLE.

NAMES
 BOLESILAV
 SIMONE
 VALENTINE

VIRTUE
 COMPASSION

VICE
 PRIDE

@LARCENOUS DESIGNS,LLC 76/120

LIKELY ODDS
BAD YES
EVEN YES
GOOD YES

5

DEVIATE IMMACULATE VEHICLE

AN OMINOUS CHUCKLE...
 SWAYING IN A WIND YOU DON'T FEEL...
 DRY AND SCALY...
 SPOILED MILK...

BELONGINGS
 HORRIBLE EVIDENCE: BLOODY TOOLS,
 VAT OF ACID AND BONES, PSYCHIC
 IMPRESSIONS.

CATALYST
 MENTOR SLAIN!

LOCATION
 TRAIN.

NAMES
 CLINTON
 AMINA
 RONAN

VIRTUE
 HUMILITY

VICE
 PRIDE

@LARCENOUS DESIGNS,LLC 77/120

LIKELY ODDS
BAD NO
EVEN YES
GOOD YES

3

IMITATE **BYGONE** **AGREEMENT**

THE RATTLE OF DICE...
 FOLLOWING YOU FOR HOURS, WATCHING...
 BONES BREAKING...
 ROTTEN EGGS...

BELONGINGS
 TRADE GOODS: SILK, TEA-BLOCKS.
 INHUMANLY BEAUTIFUL JEWELRY.

NAMES
 DORTAN
 LAMYA
 ARBOGAST

CATALYST
 A TRAITOR DISCOVERED.

VIRTUE
 HONESTY

LOCATION
 OCEAN-LINER.

VICE
 PRIDE

@LARCENOUS DESIGNS,LLC 79/120

LIKELY ODDS
BAD NO
EVEN YES
GOOD YES

3

MESMERIZE **FAMOUS** **TEAM**

SCRAPE... SCRAPE... SCRAPE...
 A RUNNER CARRYING A MESSENGER BAG...
 A SURGE OF JEALOUSY...
 DIESEL EXHAUST...

BELONGINGS
 BABY CARE: DIAPERS, DIRTY BOTTLE,
 INFANT NUTRITION SUPPLEMENTS.

NAMES
 JUMANE
 ROSEMONDE
 DAGAN

CATALYST
 NEW SPECIES FOUND.

VIRTUE
 COURAGE

LOCATION
 SWAMP.

VICE
 PRIDE

@LARCENOUS DESIGNS,LLC 79/120

LIKELY ODDS
BAD NO
EVEN YES
GOOD NO

7

DIVIDE **ORDERLY** **COUNCIL**

THE WHISTLING OF WIND THROUGH...
 A FLASH OF TEETH...
 COBWEBS TANGLE IN YOUR HAIR...
 OVERHEATED ELECTRONICS...

BELONGINGS
 HANDY TOOLS: SLEDGEHAMMER, MOTION
 SENSOR, MULTITOOL.

NAMES
 EINGAR
 PADMA
 HAUKOOS

CATALYST
 A TRAGIC ACCIDENT.

VIRTUE
 HONESTY

LOCATION
 TEMPLE.

VICE
 ENVY

@LARCENOUS DESIGNS,LLC 81/120

LIKELY ODDS
BAD NO
EVEN NO
GOOD YES

6

SUCCEED **SIMPLE** **GOAL**

FIRE CRACKLES AND POPS...
 THE SYMBOL OF AN OBSCURE RELIGION...
 WARM AND WET...
 INTENSE VINEGAR...

BELONGINGS
 ODD TRINKET: IRIDESCENT SCALE.
 SMOOTH RIVER STONE, OLD COIN.

NAMES
 VIPUL
 CLARICE
 BASTET

CATALYST
 HIT BY A VEHICLE.

VIRTUE
 LOYALTY

LOCATION
 JUNGLE.

VICE
 PRIDE

@LARCENOUS DESIGNS,LLC 80/120

LIKELY ODDS
BAD NO
EVEN NO
GOOD YES

7

UNSEAL **MANIACAL** **STUDENT**

THE PING-PING-PING OF COOLING METAL...
 A MANY-POINTED STAR...
 SLIGHTLY TIPSY...
 FRAGRANT HERBS COVERING BITTER...

BELONGINGS
 RESTORATIVE: PATENTED PANACEA,
 POISON ANTIDOTE, HOME-BREWED REMEDY.

NAMES
 CASIMIRO
 KAMARIA
 AMON

CATALYST
 NOISES IN THE WALLS.

VIRTUE
 CHASTITY

LOCATION
 HOSPITAL.

VICE
 PRIDE

@LARCENOUS DESIGNS,LLC 81/120

LIKELY ODDS
BAD NO
EVEN YES
GOOD NO

4

ISOLATE **SLOVENLY** **WORK**

A BABY CRYING...
 WRITHING TENTACLES...
 THE THRILL OF FEAR...
 FEAR AND ADRENALINE...

BELONGINGS
 DEADLY SUBSTANCE: ARSENIC, JAR OF
 ACID, CAUSTIC BLOOD.

NAMES
 YAKOV
 GOWRI
 AVIRAGUS

CATALYST
 WRITINGS IN A JOURNAL.

VIRTUE
 TEMPERANCE

LOCATION
 DINER.

VICE
 PRIDE

@LARCENOUS DESIGNS,LLC 82/120

LIKELY ODDS
BAD NO
EVEN NO
GOOD NO

5

DENY **ACTIVE** **DREAM**

TALL GRASS AND UNDERBRUSH RUSTLING.
 HIDEOUSLY SERRATED TEETH.
 SPARKS OF RAGE.
 THE ODD, DUSTY SCENT OF SNAKE-SKIN.

BELONGINGS
 LEGAL DOCUMENTS: WILL AND TESTAMENT, BILL OF SALE, MARRIAGE AGREEMENT.

NAMES
 KATO
 BALA
 BELDARANN

CATALYST
 UNNATURAL PREGNANCY.

VIRTUE
 CHARITY

LOCATION
 BUTCHER.

VICE
 PRIDE

@LARCENOUS DESIGNS,LLC 83/120

LIKELY ODDS
BAD YES
EVEN NO
GOOD YES!

5

MOVE **ARTIFICIAL** **TIME**

AN AUTOMATED DISTRESS CALL REPEATS..
 BACKED INTO A CORNER..
 A MOMENT OF DEJA-VU..
 THE DANK OF A TOMB..

BELONGINGS
 JEWELRY: WHITE-GOLD NECKLACE, EMERALD RING, BLACK PEARL EARRINGS.

NAMES
 SANDEEP
 MITTIE
 ORVAR

CATALYST
 A LOOKALIKE APPEARS.

VIRTUE
 DILIGENCE

LOCATION
 EXHIBIT.

VICE
 PRIDE

@LARCENOUS DESIGNS,LLC 84/120

LIKELY ODDS
BAD NO
EVEN NO
GOOD YES

3

JOIN **BEWILDERING** **PROPHECY**

A CACOPHONY OF ANIMAL CALLS..
 SOMETHING OPEN THAT SHOULD NOT BE..
 A GUT-WRENCHING ACCELERATION..
 THE GORE OF A SLAUGHTERHOUSE..

BELONGINGS
 RARE TOMES: ILLUMINATED MANUSCRIPT, ANCIENT TEXTS, SIGNED COPIES.

NAMES
 ROSCOE
 GWENDOLYN
 DAMOCLES

CATALYST
 A HORRIFIC NIGHTMARE.

VIRTUE
 MERCY

LOCATION
 LABORATORY.

VICE
 SLOTH

@LARCENOUS DESIGNS,LLC 85/120

LIKELY ODDS
BAD NO
EVEN YES
GOOD YES

3

EXCHANGE **RELIGIOUS** **FEAR**

A RECORD SKIPS, STUCK IN A GROOVE..
 A BRAND BURNED INTO SKIN..
 YOUR STOMACH DROPS..
 AN OVERPOWERING, MUSKY ODOR..

BELONGINGS
 MILITARY WEAPONS: GREATSWORD, ASSAULT RIFLE, GRENADES.

NAMES
 DIMITRI
 TESSIE
 LIMBO

CATALYST
 DREAMS COMING TRUE.

VIRTUE
 COMPASSION

LOCATION
 CAMP.

VICE
 SLOTH

@LARCENOUS DESIGNS,LLC 86/120

LIKELY ODDS
BAD YES!
EVEN NO
GOOD YES!

10

DISCOVER **WIDESPREAD** **WEAPON**

A ONE-SIDED CONVERSATION..
 FLANKED BY DOCTORS AND ORDERLIES..
 A MENTAL FOG LIFTS, LEAVING YOU..
 AN ONCOMING STORM..

BELONGINGS
 PORTABLE ASSISTANT: DETAILED DAY-PLANNER, TABLET DEVICE, SPIRIT FAMILIAR.

NAMES
 KALYAN
 DARSHANA
 TRISTAN

CATALYST
 HAUNTED BY THE PAST.

VIRTUE
 HUMILITY

LOCATION
 TOWER.

VICE
 SLOTH

@LARCENOUS DESIGNS,LLC 87/120

LIKELY ODDS
BAD NO
EVEN NO
GOOD YES!

2

PACIFY **MENTAL** **LAIR**

SOMETHING IN THE WALLS..
 A GRIMY, BROKEN CROWN..
 AWAKE BUT PARALYZED..
 MOSS AND OLD EARTH..

BELONGINGS
 STEALTH DEVICES: NOISEMAKER, SOFT-SOLED SHOES, HANDYMAN'S UNIFORM.

NAMES
 KARL
 GERALDINE
 DAKOTA

CATALYST
 STUPID KIDS.

VIRTUE
 HONESTY

LOCATION
 REST STATION.

VICE
 SLOTH

@LARCENOUS DESIGNS,LLC 88/120

LIKELY ODDS
BAD YES
EVEN NO
GOOD YES

5

BEFRIEND TRAGIC TRUTH

THE TICK-TICK-TICK OF A PROJECTOR...
 ODD FOOTPRINTS LEADING...
 A SUDDEN LOSS OF BALANCE...
 SMOKE AND BLOOD...

BELONGINGS
 ROYAL DECREE: ARREST WARRANT, ROYAL PARDON, DISINHERITANCE OF AN HEIR.

NAMES
 OMAR
 NGAIRE
 SABLE

CATALYST
 EERIE COINCIDENCES.

LOCATION
 QUARANTINE ZONE.

VIRTUE
 COURAGE

VICE
 SLOTH

@LARCENOUS DESIGNS,LLC 89/120

LIKELY ODDS
BAD NO
EVEN NO
GOOD YES

5

CURSE PROFITABLE SCHEME

BANG...
 A SWARM OF FLIES...
 OVERWHELMING DESPAIR...
 DRY-ROT...

BELONGINGS
 COSMETICS: BELLADONNA EYEDROPS, EYE LINER, CURIOUSLY EFFECTIVE SKIN CREAM.

NAMES
 WINFIELD
 SUNITHA
 ION

CATALYST
 FIRE!

LOCATION
 JUNKYARD.

VIRTUE
 COURAGE

VICE
 ENVY

@LARCENOUS DESIGNS,LLC 91/120

LIKELY ODDS
BAD YES
EVEN YES
GOOD NO

6

CORRUPT CURIOUS MYSTERY

AN INHUMAN BABBLING...
 TURNING A WEAPON ON THEMSELVES...
 A LIGHT TAP ON THE SHOULDER...
 CRISP WINTER WIND...

BELONGINGS
 DEED: COLONY PLOT, OLD MANSTON, A BATTERED SHIP.

NAMES
 MAYNARD
 NUO
 ECHO

CATALYST
 FRAMED!

LOCATION
 GRAVEYARD.

VIRTUE
 LOYALTY

VICE
 SLOTH

@LARCENOUS DESIGNS,LLC 90/120

LIKELY ODDS
BAD NO
EVEN YES!
GOOD YES

7

AVOID TERRIBLE CONTRABAND

URGENT, DESPERATE PLEADING...
 A DILAPIDATED ROAD SIGN...
 SUDDENLY YANKED BACKWARDS...
 A HEADY WHIFF OF PERMANENT MARKER...

BELONGINGS
 EXOTIC PET: IMPORTED ANIMAL, ELECTRONIC LIFE, CRYPTID CREATURE.

NAMES
 SHIRO
 JEANNE
 ELIN

CATALYST
 LOCKED IN WITH A BEAST.

LOCATION
 HOME.

VIRTUE
 CHARITY

VICE
 SLOTH

@LARCENOUS DESIGNS,LLC 91/120

LIKELY ODDS
BAD NO
EVEN NO
GOOD YES

4

CONDEMN INFAMOUS PEACE

A WARNING GROWL...
 CLAW MARKS IN WOOD AND STONE...
 STICKY WITH CONGELLING BLOOD...
 TEPID WATER AND POND SCUM...

BELONGINGS
 TREASURE: GOLD BARS, ANCIENT SILVER COINS, CRYPTOCURRENCY WALLET.

NAMES
 RADOMIR
 LAKSHMI
 PARKER

CATALYST
 NEW ABILITY MANIFESTS.

LOCATION
 THEATER.

VIRTUE
 TEMPERANCE

VICE
 SLOTH

@LARCENOUS DESIGNS,LLC 92/120

LIKELY ODDS
BAD YES
EVEN NO!
GOOD YES

2

RAISE PERMANENT EMOTION

COMMUNICATIONS SUDDENLY CUT OFF...
 A MAJESTIC, GLASS-FRONTED CASE...
 A PRESSURE ON YOUR EARS...
 A PUBLIC TOILET...

BELONGINGS
 ARMOR: CHAINMAIL, RIOT GEAR, ARMORED POWER-SUIT.

NAMES
 ALBEY
 MAYBELLE
 ARCITE

CATALYST
 DRUGGED INTO A STUPOR.

LOCATION
 BASE.

VIRTUE
 CHARITY

VICE
 SLOTH

@LARCENOUS DESIGNS,LLC 93/120

LIKELY ODDS
BAD NO
EVEN NO
GOOD YES

SEAL **HUMBLE** **OBSTACLE**

SOMEONE SLURPING GREEDILY.
 A FINELY-TAILORED SUIT.
 SCALDING BREATH ON YOUR NECK.
 THE MIDDEN BEHIND A PLAGUE WARD.

BELONGINGS DEFENSE: ENVIRONMENT SUIT, BAG OF SALT, SYMBOL OF PROTECTION AND WARDING.
NAMES CLAYTON
 NUAN
 JARL

CATALYST SEES DEAD PEOPLE.
LOCATION RETREAT.
VIRTUE DILIGENCE
VICE SLOTH

@LARCENOUS DESIGNS,LLC 94/120

LIKELY ODDS
BAD NO
EVEN NO
GOOD YES

EXECUTE **UNFAIR** **RESOURCE**

IMPISH, MANIACAL GIGGLING.
 LURID COLORS.
 EYES WATCHING YOU.
 A STRANGELY ALLURING SCENT.

BELONGINGS EMERGENCY GEAR: DEFIBRILLATOR, BUG-OUT BAG, DEPLOYABLE SHELTER.
NAMES BALDEV
 MAIA
 AEDAN

CATALYST A TAINTED GIFT.
LOCATION GATED COMMUNITY.
VIRTUE MERCY
VICE SLOTH

@LARCENOUS DESIGNS,LLC 95/120

LIKELY ODDS
BAD NO
EVEN NO
GOOD YES

CONFRONT **VAGUE** **RESURRECTION**

A DOOR SLAMS SHUT AND LOCKS.
 IRON-BOUND OAK.
 STRANGELY TEMPTED.
 EXPENSIVE DRINKS.

BELONGINGS ASSASSIN'S WEAPONS: GARROTE WIRE, SILENCED PISTOL, CERAMIC KNIFE.
NAMES ODHIAMBO
 SHANI
 LARS

CATALYST AN APPARENT HAUNTING.
LOCATION AMUSEMENT PARK.
VIRTUE COMPASSION
VICE SLOTH

@LARCENOUS DESIGNS,LLC 96/120

LIKELY ODDS
BAD YES
EVEN YES
GOOD YES

BEGIN **DORMANT** **NIGHTMARE**

EERILY QUIET.
 A SLOW, STately PROCESSION.
 LOSING CONTROL OF YOUR LIMBS.
 FETID BREATH TAINTED WITH OFFAL.

BELONGINGS ARCAINE KNOWLEDGE: ADVICE ON MAGIC, SECRET SOCIETY INFO, RECENT DISCOVERY.
NAMES FEODOR
 ANISA
 KIERAN

CATALYST HIT BY A STRAY SHOT.
LOCATION BASEMENT.
VIRTUE HUMILITY
VICE TREACHERY

@LARCENOUS DESIGNS,LLC 97/120

LIKELY ODDS
BAD NO
EVEN YES
GOOD YES

WARN **NEARBY** **MONSTER**

GRUNTING AND SNORTING.
 A SMILE BENEATH DEAD EYES.
 A SUDDEN IMPACT.
 GARLIC.

BELONGINGS ANCIENT ARTIFACT: GENETIC RELIC, ARCHAEOLOGICAL FIND, PREHUMAN MACHINERY.
NAMES RANGI
 CONSTANCE
 REECE

CATALYST AN EVIL CURSE TO BREAK.
LOCATION FOREST
VIRTUE HONESTY
VICE TREACHERY

@LARCENOUS DESIGNS,LLC 98/120

LIKELY ODDS
BAD NO
EVEN YES
GOOD NO

POISON **HAPHAZARD** **BEAST**

LOW-BATTERY WARNING CHIRPS.
 ALMOST-CONCEALED BRUISES.
 ICE IN YOUR VEINS.
 DECAYING SEAWEED.

BELONGINGS EXPENSIVE ACCESSORY: POCKET WATCH, SILK CRAVAT, ELECTRONIC TATTOO.
NAMES MICHEL
 SARALA
 ATZIX

CATALYST A PARTY GONE WRONG.
LOCATION ISLAND.
VIRTUE COURAGE
VICE TREACHERY

@LARCENOUS DESIGNS,LLC 99/120