



**At their best**, the Fool is inquisitive, courageous and honest, showing people new ways and unseen alternatives.

**At their worst**, the Fool is reckless and proudly ignorant, risking things important to them when they should know better.

## RANK



**Nurture this covenant when...** you do something spontaneous together, at your prompting or theirs.

**Betray this covenant when...** they ask you to do something foolhardy and you refuse, or you abandon them when they need you.

### HANGOUT

When you hang out with the Fool, the Architect will describe a strange coincidence that strikes nearby. If you get to the truth of what happened, you'll discover something that refreshes a clock or gives information on the Vassal or their Victims.

### CITY MOVE

Sometimes things just work out, against all odds. When you go over the top to fix a problem in your life, roll a single dice. On a 4+, it somehow works - clear out the appropriate trouble track. On a 1-3 things go very wrong - max out the track instead.

### CASTLE MOVE

You live a charmed life. When you search for a way out of lethal danger, roll +Fool. No matter what, you'll be removed from the situation; on a 10+ you say what state you're in when you return, on a 7-9 the Architect will. On a 6- we'll next see you in the Vassal's company.

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THE FOOL

# THE MAGICIAN

**At their best**, the Magician is inspiring, resourceful, and driven.

**At their worst**, they're manipulative, egotistical and power-hungry.

## RANK



**Nurture this covenant when...** you collaborate with the Magician to create something better than either of you could make on your own.

**Betray this covenant when...** you use the Magician's work without crediting them, or you sabotage their efforts.

### HANGOUT

When you help the Magician with a project of theirs, they teach you a mundane skill you didn't know before (lockpicking, painting, mixing music, etc). The next time you use it, roll with advantage.

### CITY MOVE

The Magician inspires you to go beyond. When you put extra effort into finishing a project, check against Stability. On a hit pick one:

- It's impressive - refresh Standing.
- It's appreciated - raise the Rank of a covenant with a coworker.
- It's enticing - someone you pick who sees it wants to meet.

On a weak hit, the extra effort hurts - check Health or Stability.

### CASTLE MOVE

When you improvise a ritual with bits of the castle, pick 1: it'll protect from harm, it'll grant a supernatural ability, it'll create a potent weapon (two perks, one flaw). Then roll +Magician. On a hit, it works! It'll last for this delve. On a 7-9 the Architect will twist your magic a little - give it a weakness, a quirk, or unintended side effects.

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THE MAGICIAN

# THE HIGH PRIESTESS

**At their best**, the high priestess is empathetic, insightful and intuitive, helping you understand your motivations.

**At their worst**, the high priestess is withdrawn, secretive and indecisive, disregarding facts and trusting in gossip.

## RANK



**Nurture this covenant when...** you reveal something significant to them about your dreams, hopes or ambitions.

**Betray this covenant when...** you value the material over the spiritual, or are too busy with your mundane obligations to heed their advice.

**HANGOUT** *When you let the High Priestess show you a hidden place in the city, their player will describe what makes it beautiful, and how it's in danger. When you magnify its beauty or protect it from danger, refresh a Trouble clock.*

**CITY MOVE** *Once per investigation, you can declare that you had a dream about your current situation. Ask the Architect a question in the form of 'What will happen if I \_\_\_\_\_' - they'll relate an element of your dream that answers your question. If you go ahead with your proposed action, roll with advantage.*

**CASTLE MOVE** *When your make your faith manifest, roll +High Priestess. On a hit, radiant light prevents creatures of the castle from coming within a few metres of you. On a 7-9 pick 2, on a 10+ pick 1:*

- You cannot move without breaking the shield.
- You cannot attack without breaking the shield.
- It only shields you.

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**THE HIGH PRIESTESS**

# THE EMPRESS

**At their best**, the Empress gives others a supporting, nurturing environment that lets them grow into their true potential.

**At their worst**, the Empress constructs stifling relationships, quashing potential so that it doesn't threaten their authority.

## RANK



**Nurture this covenant when...** you grow into greater beauty or strength with their support, or cultivate a person (or creature) to a significant milestone following the Empress' example.

**Betray this covenant when...** you ruin your own chances out of spite, or try to control another's growth.

**HANGOUT** *When you visit the Empress, they give you something impractical but important; a book, an accessory, a pot plant, etc. Making it part of your life becomes another obligation (see DUCK OUT), but when you tend to it or understand it better you refresh a trouble clock of your choice.*

**CITY MOVE** *When you spend a few hours tending to someone, they refresh clocks of your choice equal to your Empress rank. There's a cost - pick one:*

- You use up something that'll be hard to replace - tick Stability.
- You resent them a little for needing this - tick Contamination.
- You grow protective of them - the next time they mark a wound, get lasting Disadvantage until you tend to them.

**CASTLE MOVE** *The Empress haunts you, gauzy and insubstantial. When you ask the spirit for advice, roll +Empress. On a hit, ask a question and the Architect will answer. On a 7-9 pick one:*

- They confuses parts of their life for your situation.
- They cannot perceive some significant detail.
- They ask you to promise something before it answers.

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THE EMPRESS



# THE EMPEROR

**At their best**, the Emperor brings structure, stability, and wisdom into other's lives.

**At their worst**, the Emperor is inflexible in their opinions and seeks to control the actions of others.

## RANK



**Nurture this covenant when...** you teach the Emperor something new, or thank them for the success their advice has brought you.

**Betray this covenant when...** you respect someone else's advice over the Emperor's, or suffer by doing something they told you not to.

### HANGOUT

*When you spend time with the Emperor, they can offer you a job to help their organisation. They get to decide what it is, you decide if you want to take it. If you carry it out, you both refresh Standing or Stability on top of any other outcomes.*

### CITY MOVE

*You draw a strong sense of structure and certainty from your relationship with the Emperor. When you comprehensively reject a group identity society has placed on you in favour of one you have found for yourself, remove notches in Contamination equal to your Emperor rank.*

### CASTLE MOVE

*When you have an opening on an Adversary, roll +Emperor. On a hit, remove the opening and gain 3-Insight. So long as you have Insight, that Adversary's attacks cannot hurt you. Spend a point of Insight to:*

- Redirect the Adversary's attack towards you.
- Reveal their weakness and give an ally fleeting advantage.

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THE EMPEROR

# THE HIEROPHANT

**At their best**, the Hierophant passes down wisdom and initiates their wards into a higher station.

**At their worst**, the Hierophant is a gatekeeper, only passing down wisdom to those who meet their biases or standards.

## RANK



**Nurture this covenant when...** you let the Hierophant teachings guide you in making a significant decision.

**Betray this covenant when...** you spurn tradition, or burn bridges with an institution you're a member of.

### HANGOUT

*When you go to the Hierophant asking for their advice with a problem, they can tell you what to do. While you are following this advice, you roll with advantage.*

### CITY MOVE

The Hierophant has given you access to a exclusive group. When you use your membership of this group to open doors, gain advantage on any Standing check. If you miss the check, the Architect will say how this ends up hurting the group.

### CASTLE MOVE

With the Hierophant's influence you can better understand the nightmare physics of the castle. When you use Drink Deep to warp the castle, also gain 1 Trace.

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THE HIEROPHANT

# THE LOVERS

**At their best**, the Lover is a reliable partner and paramour, helping their companion be the best they can be.

**At their worst**, the Lover may be needy or distant, but always frames the problems in their life around their partner.

## RANK



**Nurture this covenant when...** you take time to bond with The Lover, making them feel valued.

**Betray this covenant when...** you let the Lover down on a promise, or make them feel like a resource instead of a partner.

### HANGOUT

*When you spend time with the Lover, ask them: what do you most love about me? When you act in line with the vision of you they see, roll with fleeting advantage.*

### CITY MOVE

*With The Lover held close, you gain a better understanding of what others hold precious. For every five minutes you watch someone socialise, you can ask one of these questions: Are you in love? Are you satisfied with your life? What is most precious to you? Who here do you most rely on? Their player will answer honestly.*

### CASTLE MOVE

*The Lover gives you the resolve to endure. When you mark off a wound, roll +Lover. On a hit, you draw strength from your relationship; erase a less severe wound or get fleeting advantage. On a 7-9, promise the Lover something you'll do for them when you get out of here. If you break it, you betray the covenant.*

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THE LOVERS

# THE CHARIOT

**At their best**, the Chariot is independent and self-contained, fully determined to achieve their goals.

**At their worst**, the Chariot is either pig-headed and stubborn, or all too willing to move on when things get tough.

## RANK



**Nurture this covenant when...** you go somewhere new together, somewhere neither of you have gone before.

**Betray this covenant when...** you realise you don't know what you want, or give up on achieving a goal because it's too hard.

### HANGOUT

When you hang out with the Chariot, they can dare you to do something dangerous. If you go through with the dare, raise the covenant's rank; if you stand your ground and refuse, they'll respect it but the next dare will be riskier.

### CITY MOVE

When you need to get somewhere *fast*, the Chariot can speed you along. As you begin your sprint, gain Hold equal to your Chariot rank. Spend 1 hold to dodge around an obstacle in your path, evade a pursuer, or gain definite hold of a means of transportation.

### CASTLE MOVE

Against an unbeatable foe, you become an unstoppable force. When you charge an enemy, roll +Chariot. On a hit, you crash into them and push them far away from where they were. If you had an opening, exhaust it to pick one:

- Smash them into something, dealing damage as per Strike.
- Hurl them far away, giving your group breathing room.

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**THE CHARIOT**



# STRENGTH

**At their best,** Strength knows which challengers they can overcome and brings endless determination to bear against them.

**At their worst,** they have lost confidence in their ability to make changes to their world, and sink into a depressive funk.

## RANK



**Nurture this covenant when...** you overcome a great obstacle through stamina and persistence.

**Betray this covenant when...** you use your strength without intention, lashing out and causing suffering.

### HANGOUT

When you hang out with Strength, you can bring up an intense emotion you're struggling with. The next time you miss a move while indulging in that emotion, you can collect yourself and upgrade the result to a weak hit/7-9.

### CITY MOVE

Strength teaches you how use the solidarity of your allies. *So long as you are standing side by side with allies,* you pick an extra option on **Make a Stand** - two on a weak hit, three on a strong hit.

### CASTLE MOVE

You have the strength to be there when your friends need you most. *When another rebel is hit by a blow that would take off their last point of harm,* you can take the blow instead. You have Armour against this blow equal to your ranks in Strength.

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**STRENGTH**

# THE HERMIT

**At their best**, the Hermit has used their isolation to gain perspective and self-discovery, sharing their insights with a select group of friends.

**At their worst**, the Hermit disdains broader society, viewing themselves as superior and ignoring the broader social fabric they rely on.

**RANK**



**Nurture this covenant when...** you give them something that helps them follow their interests, or help them cope when a social situation becomes too much.

**Betray this covenant when...** you invade their privacy, or share with others something they meant for you alone.

**HANGOUT**

When you hang out with the Hermit, in-person or online they'll tell you something interesting they spotted recently - about a location, a local celebrity, or a new social trend. Get fleeting advantage when you make use of the lead.

**CITY MOVE**

The Hermit's shown you how to spot hidden truths. When you search for a hidden entryway, exit, or hiding place, spend a rank of this covenant to immediately find it.

**CASTLE MOVE**

When you use a distraction to escape an opponent's attention, roll +Hermit. On a hit you can put a safe distance between you and them. On a 10+ pick one: you're hidden from all foes until you next take action, or your disappearance confuses the foe giving your allies breathing room.

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THE HERMIT

# WHEEL OF FORTUNE

**At their best**, the Wheel of Fortune is frugal in times of plenty and giving in times of trial.

**At their worst**, the Wheel of Fortune is passive and unwilling to act, trusting in destiny to fix their problems for them.

## RANK



**Nurture this covenant when...** you find a way to turn a tragedy into victory, or find dreadful failure despite your best efforts.

**Betray this covenant when...** you hold onto a plan when it time and again results in failure, or refuse to help a friend who has fallen on hard times.

**HANGOUT** When you hang out with the Wheel of Fortune, flip a coin. On heads, they show you an opportunity you hadn't considered. On tails, they show you how the course you're on might lead to disaster. Gain fleeting advantage acting on their insights.

**CITY MOVE** When you help someone in need, hold 1. Spend 1 hold to declare that someone offers you unexpected charity or camaraderie, giving you fleeting advantage on **Gearing Up** or **Letting Your Hair Down**.

**CASTLE MOVE** When your roll result is within [Wheel of Fortune ranks] of a lower success category, you may downgrade your result and hold 1.  
When your roll result is within [Wheel of Fortune ranks] of a higher success category, you may spend 1 hold to upgrade your result category.

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**WHEEL OF FORTUNE**

# JUSTICE

**At their best,** Justice gathers power so that they can help others and bring low those that use society's structures to cause pain and misery.

**At their worst,** Justice trusts in and supports the structures of society without recognising the institutional harm they propagate.

**RANK**



**Nurture this covenant when...** you get them evidence or a lead that helps them fight injustice.

**Betray this covenant when...** you avoid responsibility for the suffering you have caused.

**HANGOUT** *When you spend time with Justice, you can help them talk through the details of their current case or sit in on a meeting with community members. Pick one to learn about: the vassal's current activities, a potential new covenant, a threat to another rebel's role.*

**CITY MOVE** *The systems of this city are unjust and perpetuate inequality, but with Justice you can – for a moment – force them to work towards their putative lofty goals. When you have bureaucratic leverage over a public servant, you can **Make a Stand** checking against Contamination instead of Infamy.*

**CASTLE MOVE** *Where a community comes together to support each other and correct the scales, Justice is there with them. When you use an adversary's crimes to spur your allies to action, spend a point of Justice rank to get a 10+ on **Stand With Me** without rolling.*





# THE HANGED MAN

**At their best**, the Hanged Man is calm, collected and observant. They never rush into things, but their perspective is often valuable.

**At their worst**, the Hanged Man is passive and apathetic, unwilling to risk the disruption action might bring.

## RANK



**Nurture this covenant when...** you find peace or insight by surrendering to the whims of fate.

**Betray this covenant when...** you demand they change when they don't want to, or suffer burnout from pushing yourself too hard.

### HANGOUT

When you hang out with the Hanged Man, you can tell them about a dilemma you're facing. Whether through the Hanged Man's advice or otherwise, the Architect will tell you what the immediate consequences of each choice would be.

### CITY MOVE

The Hanged Man gives you the patience to watch and wait. When you stake out a target, you can spend **Rebel Eyes** hold to ask questions without having to interact with the target.

### CASTLE MOVE

The Hanged Man teaches you serenity in pain. When you take harm from an adversary, hold 1. Spend 1 to reveal a weakness in their fighting style and give another Rebel advantage against them. Spend 3 to create an Opening.

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**THE HANGED MAN**



**At their best,** Death shows you which parts of your life are causing pain or holding you back, and helps you let go of them.

**At their worst,** Death is brutal and callous, pressuring you into changes so that you can be who they want you to be.

## RANK



**Nurture this covenant when...** you show willingness to make significant changes to your life.

**Betray this covenant when...** you cling to your status quo even as it causes you pain or misery.

### HANGOUT

*When you spend time with Death, they can ask you one of these: what's your biggest regret, who do you wish wasn't in your life, what's your biggest worry about the future. You don't have to answer honestly, but both of you will know if you lie.*

### CITY MOVE

*When you confront someone with evidence that their way of life is hurting them, pick options up to your Death rank:*

- They're driven to change things.
- They don't resent you.
- There's a clear route to a better life.
- They have the support they need to make the change.

### CASTLE MOVE

*Sometimes part must die for the whole to live. When you perform surgery on someone, you may concentrate the castle's corruption in one part of a rebel's body and then amputate it. If you do, they take a Major Wound and lose a point of Contamination. The amputated part returns in the city - but the scar lingers.*

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DEATH

# TEMPERANCE

**At their best,** Temperance is a moderating force in other's lives, bringing them balance, patience and stability.

**At their worst,** Temperance ignores the root causes of other's joy and sorrow, instead pushing them to stop harshing Temperance's mood.

RANK



**Nurture this covenant when...** you reconcile a conflict between friends, or your patience and vision bears fruit.

**Betray this covenant when...** an excess of emotion leads you into disaster, or you alienate a friend by holding firm to your beliefs.

HANGOUT

*When you hang out with Temperance, they help you balance out the worries in your life. Move a tick from the stress gauge with most ticks to the one with least; work out with the Architect what advice Temperance gave you to effect this change.*

CITY MOVE

*Temperance teaches you... well, temperance. When you **Let Your Hair Down**, the Architect doesn't pick a downside on a weak hit. When you **Vent**, get advantage on the Contamination check if you picked fewer options than your Shadow score allowed for.*

CASTLE MOVE

*When you act as a mediating force between your friends, you can work a strange alchemy. Add up the static or the harm between everyone who talks to you, subtract your Temperance rank, and distribute it equally back to them.*

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TEMPERANCE

# THE DEVIL

**At their best**, the Devil's temptations show you a part of yourself you were in denial over - rejecting society's conditioning to embrace who your truly are.

**At their worst**, the Devil seeks to break down your self-image so that they can be the one who defines who you are.

## RANK



**Nurture this covenant when...** you realise something life-changing about yourself - and follow through on it.

**Betray this covenant when...** you place the needs of others or society as a whole above your own self-actualisation.

### HANGOUT

When you hang out with the Devil, they test your boundaries. The Architect secretly picks if they're helpful or hurtful; you secretly decide if you're receptive or dismissive. If you're receptive and they're helpful, refresh Contamination and raise Shadow. If you're receptive and they're hurtful, mark Contamination and lose your ranks in this covenant. Otherwise, it's a pretty normal hang.

### CITY MOVE

The Devil teaches you to recognise and reject the influences and attachments weighing you down. When you **Duck Out**, you get to pick what your consequences are instead of the Architect. If a miss costs you the last point of Bond in a covenant, you can choose to erase the covenant to strengthen your Devil covenant.

### CASTLE MOVE

The Devil wants you to embrace your Shadow, no matter what others say. When you mark static, you can mark extra points equal to your Devil rank.

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THE DEVIL



# THE TOWER

**At their best**, the Tower is a resolute and steadfast friend when things are going bad - they've seen it all.

**At their worst**, the Tower is a constant drain on their friends, always having a new sob story to explain why their life is off track.

## RANK



**Nurture this covenant when...** you meet the Tower on their own terms, without judgement or condescension.

**Betray this covenant when...** you do something to try and fix their life without their consent, or abandon them in a moment of need.

**HANGOUT** When you hang out with the Tower, they say what they're looking for: escapism or assistance. If you provide what they're looking for, rank up. If you let them down - and especially if you push for the one they didn't pick - they may not push it but they won't be there for you next time you need them.

**CITY MOVE** When you're at your lowest point, the Tower is there to let you know you're not alone. Once per investigation when you max out a trouble gauge, the Tower will appear and help with your problems - refresh ticks in the affected gauge equal to your Tower Rank.

**CASTLE MOVE** There's power in destruction, even when it's indiscriminate. When you accept pain in order to achieve your goals, you can mark your Deadly Wound box to automatically succeed at a move as if you'd rolled a 10+.

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THE TOWER

# THE STAR

**At their best**, the Star is a creative genius, their raw potential shining through their unsophisticated art and bringing hope and life to those around them.

**At their worst**, the Star is naive and amateurish, and unwilling to accept other's advice or instruction.

## RANK



**Nurture this covenant when...** you bring a change of perspective to someone's life and help them find a new way to be happy.

**Betray this covenant when...** you see someone in crisis and hoard resources you could have used to help them out of it.

### HANGOUT

*When you hang out with the Star, they'll say what they're creating. It might be a new project, or the next stage of a familiar one. At some point in the scene they'll ask you what you think; answer honestly, and connect your response to another of your Covenants, to gain a point in that Covenant as you understand the bond better.*

### CITY MOVE

*The Star lets you find unexpected paths when you think you're lost. If you find yourself unsure where to go or can't see a way out, spend a point of Bond in this Covenant. The Architect will give you a possible way forward or way out, and you get fleeting advantage acting on it.*

### CASTLE MOVE

*The Star awakens inner potential. Once per delve when you spend some moments meditating on who you want to be, pick a Castle Move from a playbook no-one else is using. You can use that move a number of times equal to your current Star rank, and then you lose it.*

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THE STAR

# THE MOON

**At their best**, the Moon brings subconscious insights to the fore and puts you in touch with something larger than yourself - primal, vast and mysterious.

**At their worst**, the Moon offers only illusions and doubts, trapping you in your own anxieties.

## RANK



**Nurture this covenant when...** you trust in your instincts in the face of danger and your common sense.

**Betray this covenant when...** you wallow in the Moon's illusions and weirdness to the point it harms your mental health.

**HANGOUT** *When you hang out with the Moon, anything can happen. It might be a hallucination, a vision, or the world's wonders becoming visible. Either way, stick with the Moon and you'll see things you never saw before.*

**CITY MOVE** *When you consult your dreams for guidance, toss a coin. On heads, the Moon is present in your dreams, and will show you something important. Gain fleeting advantage acting on their message. On tails, the dreams are nightmares. Pick one: gain fleeting disadvantage the next game, or realise something uncomfortable about yourself.*

**CASTLE MOVE** *When you push your body beyond humanity, describe how it twists and changes. Gain hold equal to Moon, and spend it to:*

- Gain 1 Armour against a single hit.
- Go somewhere it'd be impossible for you to go normally.
- Turn your limbs into weapons (tether, flexible, close).

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THE MOON



**At their best**, the Sun brings clarity and optimism to your life and clears out your doubts and uncertainties.

**At their worst**, the Sun is idealistic and uncompromising, showing an almost childlike stubbornness to deviate from their ideals.

**RANK**



**Nurture this covenant when...** you join the Sun in enthusiastically celebrating their ideals through art, protest, celebration or labour.

**Betray this covenant when...** you compromise your ideals in service to the 'greater good'.

**HANGOUT**

When you spend time with The Sun, at any point in the conversation you can ask them one of these questions: *Who's really behind \_\_\_\_\_?, What's the connection between \_\_\_\_\_ and \_\_\_\_\_?, or Who's keeping \_\_\_\_\_ a mystery?* The Sun will do their best to answer, and their answer will be more right than wrong.

**CITY MOVE**

When you speak truly and honestly to someone with power over you, pick an extra option from the Make a Stand list.

**CASTLE MOVE**

When you bring out the light within, roll +Sun. On a hit, you fill the area with warm light. On a 7-9 pick one, on a 10+ pick two:

- You burn away illusions and shadows.
- The light illuminates something useful to you.
- Hostile creatures may only see you.
- You can wield the light as a weapon (ranged, stun, grazing).

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THE SUN



# JUDGEMENT

**At their best,** Judgement calls on you to move beyond the mundane and seek a higher power.

**At their worst,** Judgement is disdainful of the day-to-day lives of regular people, only seeing them as raw materials to be refined by their fire.

**RANK**



**Nurture this covenant when...** you cast aside a large part of your life to become something greater.

**Betray this covenant when...** you put off making a choice until it's too late, or return to a situation or relationship that was harmful to you.

**HANGOUT**

*When you meet with Judgement, it'll be in a liminal space only lightly touching the mundane world. If you ask them to, they can perform a ritual to change one of your Castle Moves (or Shadow Moves) for another.*

**CITY MOVE**

Judgement lets you peer into the disposition of souls. The Architect will let you know when someone you're talking to has been empowered by the castle, and you may spend a point of Judgement Bond to isolate your target from the castle's influence.

**CASTLE MOVE**

Judgement encourages you to take the long view and see the greater good. When you intentionally betray a covenant in order to teach them a hard lesson, gain advantage on the roll to Risk the Covenant.

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JUDGEMENT

# THE WORLD

The World is what surrounds you. It's the city, but not its bricks and mortar and tarmac. It's what those buildings and streets mean to the people who live in them. This covenant represents your growing connection to those people – your understanding of their desires and hopes, and their increasingly active participation in your revolution.

**RANK**



**Nurture this covenant when...** you take significant steps to improve the lives of people in a neighbourhood of the city, giving them self-determination and salving their hurts.

**Betray this covenant when...** you treat the people who have come to depend on you as expendable resources, or build your own systems of control around them.

**RANK 1** *When you're desperate and your back is against the wall, you can call on the world for help. If you do, pick one:*

- The person who helps you suffers greatly for it.
- The castle taints the area you flee through.
- You leave something valuable behind.

**RANK 2** *You know hidden paths through the city. When you lead the group down these secret ways, you can shake any pursuer, and the backstreets will hold shops, clubs and hostels that would astound the city's everyday inhabitants.*

**RANK 3** *You can use the World's reality to reject the invasion of the void. While you're in the Castle, you can forcibly bring everyone around you back to reality. Minions and adversaries will be stripped of their powers and made very mortal, but so will your fellow rebels. If a Vassal's avatar is killed in the city, the Vassal dies with them. If minions or adversaries escape and cause harm in the City, lose a point of Bond in this Covenant.*

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THE WORLD

# THE VOID

The Void covets our world. It is entropy and hunger. It is spite and rage. It is endless, anhedonic consumption that cannot ever be satiated. It is your enemy, and also the source of your powers.

## RANK

**Nurture this covenant when...** you accept the castle's power after ousting a vassal (see [Rivers in the Desert](#)), or sacrifice the well-being of someone you care for while you intentionally call out to the void.

**Betray this covenant when...** you give up power and authority willingly and freely.

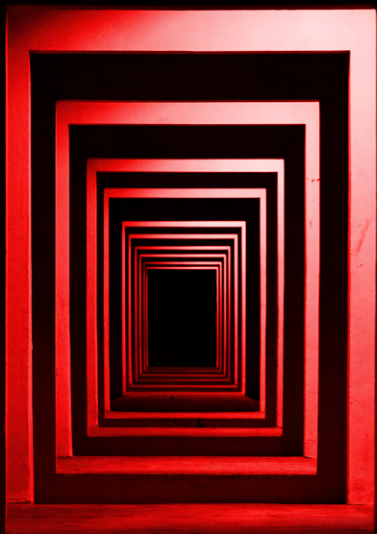
**RANK 1** The darkness erodes moral codes and social contracts. When you Vent, you can choose not to lose a point of Shadow, and you may select this option:

- Someone here stops worrying about guilt, obligation or propriety. They'll do what they want and nothing else.

**RANK 2** The void builds hierarchies of consumption where the greatest eat their lessers. You can participate in this. When someone accepts that you are their superior, pick a move or resource of theirs; you can freely use that as if it were your own. If they ever disobey or betray you, you must punish them severely or else lose the move or resource and the ability to ever gain any more from them.

**RANK 3** When you would mark your final harm box with another rebel in arm's reach, you can declare they suffer it instead. Also, add these options to Vent:

- All shackles, restrains or restrictions on your free movement fall away.
- Creatures of void and hunger emerge from the shadows to do your bidding.



**THE VOID**