

FOUNDERS

THE PALADIN

FOUNDER OF THE LEGENDARY HEROES

NAME

+2 IRON

0 GLASS

+1 SULPHUR

-1 MERCURY

 BLOOD

HARM

WEAPON

Choose one:

Fists (tags: stun, close)

Greatsword (tags: cleave, unstable).

You're brave and bold, and where your fellows faltered you inspired them to press on. Now the regent stands before you, and they will answer for the evils they have brought to the land.

HISTORY

One of the other founders risked great danger to save your life. Say what they did and give their bloodline 2-pact on you. They say how you're still wounded.

Looks: Gleaming chivalric plate; basic peasant garb; rugged travelling gear.

Name: Joseph, Gerda, Ambrose, Faysal, Fatima, Katerina, Zlatomir.

THE TAINTED

FOUNDER OF THE HALF-DAMNED

NAME

+1 IRON

-1 GLASS

2 SULPHUR

0 MERCURY

 BLOOD

HARM

WEAPON

Choose one:

Claws (tags: tether, close)

A rapier (tags: piercing, grazing).

Maybe the castle almost claimed you, and it was only thanks to your fellows that you remained human. Maybe the darkness was always inside you, and your struggle to stay in control is even harder now the castle has given it physical form. Either way, it's time to put these gifts to use.

HISTORY

One of the other founders is helping you keep control. Give their bloodline 2-pact on you. You say how they're keeping you sane, they say what will happen if they stop.

Looks: Half-human, half-beast; undead pallor; grotesque chaos.

Name: Willem, Annah, Petra, Mico, Amelia, Lyko, Tali, Haruto.

THE SAINT

FOUNDER OF THE HOLY CHURCH

NAME

+1 IRON

+2 GLASS

-1 SULPHUR

0 MERCURY

 BLOOD

HARM

WEAPON

Choose one:

Ceremonial staff (tags: holy, brace)

A sling (tags: ranged, ammo).

You may not be trained in occult lore, or mortal combat. But you know evil, and you know good. And so long as good people stand against evil, you will be there with them to keep them safe.

HISTORY

One of the other founders joined your flock and helped spread your healing truth. Give their bloodline 2-pact on you. You say how you blessed them, they say what doubts remain.

Looks: Ancient and venerable; young and naive; grizzled survivor.

Name: Irene, Timothy, Marija, Dobroslav, Zhang, Costin, Malina.

THE MASTERMIND

FOUNDER OF THE HIDDEN HAND

NAME

0 IRON

+1 GLASS

-1 SULPHUR

2 MERCURY

 BLOOD

HARM

WEAPON

Choose one:

Sharp dagger (tags: piercing, close)

A crossbow (tags: ranged, reload).

You're not here out of the goodness of your heart, but raw pragmatism. Frankly, hordes of monsters are liable to ruin your plans for wealth, prestige and power. At least your talent for command has come in useful managing this ragtag band of 'heroes'.

HISTORY

One of the other founders helped you find a wondrous treasure. Give their bloodline 2-pact on you. They say what form the treasure took, you say how it's liable to taint its owner.

Looks: Young and ambitious; portly and arrogant; spindly and scheming.

Name: Sigismund, Mohana, Livonia, Ciannait, Vigi, Kwame, Halim.

THE RITUALIST

FOUNDER OF THE MAGI

NAME

-1 IRON

+1 GLASS

+2 SULPHUR

0 MERCURY

 BLOOD

HARM

WEAPON

Choose one:

Blood whip (tags: flexible, painful)

Pyromancy (tags: ranged, reload).

Ancient lore and improvised cantrips have got you this far, but you can feel the power rolling off the Regent in the next chamber. You'll set your soul alight if that's what it takes to burn this place down.

HISTORY

One of the other founders is a lynchpin in your ritual to keep the Regent's power contained. Give their bloodline 2-pact on you. You say what they had to sacrifice to empower the ritual, they say what insight it's given them into the Regent.

Looks: Robes covered in sigils; a bandolier of charms; tattooed with occult sigils.

Name: Morgan, Imar, Jabir, Vyasa, Virgil, Albertus, Ramon, Pietro, Ursula, Isobel.

THE LEGENDARY HEROES

CHALICES



WANDS



RELICS



SWORDS



COINS



SHELTER MOVE

When your explorer finds *Shelter* in **the castle**, they can inspire the others with tales of selfless heroism. The next time their allies would **mark contamination** while trying to aid or protect another explorer, they ignore it.

MAKING YOUR HEROES

STATS

Pick one:

Chalices 1 Swords 1 Coins 0 Wands -1 if fate and coincidence keep bringing your bloodline to the castle despite their ignorance of mystical matters.

Chalices 0 Swords 1 Coins -1 Wands 1 if your bloodline is tested from childhood for martial aptitude and trained to face the castle.

Chalices 0 Swords 1 Coins 1 Wands -1 if your bloodline are world travellers with a fortune built on castle raids.

TRADITIONS

Pick one from each or write one of your own:

Style: Stylish contemporary fashion; family crests and heirlooms; rustic or utilitarian clothing.

Lore: Picking it up as they go along; ancestor's crumbling journals; oral history passed from parent to child.

Name: A noble title; an inherited naming convention; bearers of the _____.

HISTORY

One bloodline's legends taught you how to be heroes. Set your pact with them to 1. You say what legend you've heard, they say what secret failure the legend left out.

SPECIALISTS

Pick one to have at each safe camp your bloodline controls:

A Chronicler: Anyone can tell them a story of their expedition: write it down.

Later generations can strike off a story to get fleeting Advantage on a related roll.

A Civilian: They'll have up-to-date information on the state of the world outside.

A Weaponsmith: Anyone can spend 2 Relics to add another perk to a weapon, or 4 Relics to remove a flaw.

BLOODLINE MOVES

Pick two:

■ AUDACIOUS

When your explorer confronts the Regent, roll +Swords. On a 7-9 pick 1, on a 10+ pick 2:

- They'll talk for a time before attacking or leaving.
- They let slip a weakness of their plans.
- They focus on your explorer and ignore the others.

■ DEFEAT MEANS FRIENDSHIP

When your explorer would inflict the killing blow on an Acolyte, they may stay their hand.

If you do, roll +Chalices. On a 7-9 pick 1 they get enough control to tell you:

- How the Regent's ritual can be set back.
- How the Acolyte can be saved.
- A secret weakness of another Acolyte.

Then they retreat into the maze-like corridors of **the castle**.

On a 10+ they gain enough control to change sides and work alongside you, though they cannot act directly against the Regent.

■ OUR TOWN

When you call on your reputation in a community that knows your legend, roll +Chalices on Reinforcements instead of +Coins.

■ SECRET TECHNIQUE

There's a particular fighting style passed down your bloodline through training, genetics, or mystical empowerment. Pick one:

- **Cheating Death:** The first time your explorer triggers their Death Move, they survive hanging onto the barest thread of life.
- **Consecrated Blood:** Any monster that consumes your blood is feels agonising pain. Your explorer can take 1 Harm to give their weapon the Holy tag for one strike.
- **Accelerate Perceptions:** Can take 1 Harm to move incredibly fast for a few seconds, at the cost of being exhausted and unable to move for a few seconds after.

■ THE WILL TO FIGHT

Your bloodline has a tenacity that lets them cheat death so long as they have something to fight for. All of your explorers start with +1 Armour. *Whenever they take a blow for another explorer*, they can refresh the Armour box.

PACT: THE WAY OF GOLD

You prize heroism and valour. At the end of each play session, pick the explorer whose heroism most impressed you and raise their pact with your bloodline by 1.

While at one of your camps, members of other bloodlines can spend 1-pact to gain a weapon from your stores. Give it two perks and a flaw, and describe its history.



CONTEXT

Each generation, pick one from each or make your own:

REFUGE

A inn or cafe where your sister plays music.

A general shop run by your grandfather.

A club, park or back alley where friendly gangs hang out.

DRIVE

Your love, kidnapped by the Regent.

Your parent, cursed to waste away

A neighbourhood, devastated by monsters.

BREACH

A grand door and a sturdy boot.

A great stained glass window and a hefted brick.

A high wall and a knotted rope.

BLOODLINE

PACT WITH THEM

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THE HALF-DAMNED

CHALICES



WANDS



RELICS



SWORDS



COINS



SHELTER MOVE

When your explorer finds **Shelter** in **the castle**, they can use the power of the blood to push back death. Anyone in the party can **mark contamination** to heal 1d6 Harm.

MAKING YOUR HALF-DAMNED

STATS

Pick one:

Chalices 0 Swords 1 Coins -1 Wands 1 if your bloodline is cursed with obvious signs of damnation and must live on the fringes of society.

Chalices -1 Swords 1 Coins 1 Wands 0 if your bloodline is cursed with terrible hungers or a lingering blight, even as they appear completely human.

Chalices 1 Swords 0 Coins -1 Wands 1 if one bloodline member in each generation shows the physical gifts of the curse, while the rest suffer the frailties imposed.

TRADITIONS

Pick one from each or write one of your own:

Style: ragged fabrics and animal skins; fastidiously clean and modern clothing; anonymous peasant or low class clothing.

Lore: Ancient immortals with flawed memories; a voice whispering in your nightmares; religious texts that damn you but offer advice.

Name: A shared mark or feature; after your progenitor; what zealots and bigots call you.

HISTORY

One bloodline hunted you as monsters before you forged a treaty. Set your pact each other to 1. You say how you proved your humanity, they say how they made amends.

SPECIALISTS

Pick one to have at each safe camp your bloodline controls:

An Apothecary: Sacrifice a relic to create a healing salve - 1 use, heals 4 Harm.

A Scout: They'll have information on the monsters seen in neighbouring areas.

A Lure: Can take them with you when you leave. They can make enough noise to attract all monsters in an area, letting you sneak by or set up an ambush.

BLOODLINE MOVES

Pick two:

■ DARK LEGACY

All your explorers bear the curse of **the castle**, but have learned to resist its corruption. Each explorer starts with a Blood Move; when using it, you may choose to take 1 harm instead of marking contamination.

■ MORE THAN HUMAN

When you make an explorer, choose one:

- They have natural weapons: claws, spines, etc. Give them a perk and a flaw.
- They have resistance to harm: fur, chitin, thick skin etc. Get 1 Armour.
- They have unnatural agility. They can climb walls, run on water or leap dozens of metres, and get advantage on Dodge.

■ IN THE SHADOWS OF HUMANITY

Human society may recoil from you, but that doesn't mean you're powerless. If you intimidate people into helping you or appeal to their baser urges, roll **+Swords** on Reinforcements instead of **+Coins**.

■ ONE OF THE HORDE

When you send your family members to blend in with **the castle's** denizens, roll **+Wands**. On a 7-9 hold one, on a 10+ hold three. Spend the hold 1-for-1 to get them to:

- Strike from within a group of castle denizens, sending them into disarray.
- Help you navigate, giving you 1 **Travel the Labyrinth** hold.
- Smuggle you a useful item.

■ VOICE OF THE REGENT

Add the following option to Resist Doom:

- Give your explorer a one-time ability to command the castle's denizens.

When they use this, the denizens become their loyal servants. When they fight alongside you, your attacks gain the cleave tag. When you send them to act independently of you, the GM will decide how well they do. When you take Harm, you can choose to have the denizens be destroyed instead.

PACT: THE WAY OF RED

You prize integrity and sacrifice. At the end of each play session, pick the explorer whose mercy most impressed you and raise their bloodline's pact with you by 1.



While at one of your camps, other bloodlines can spend 1-pact to transfer a point of contamination to a member of your bloodline. Say how the recipient is further twisted.

BLOODLINE	PACT WITH THEM

CONTEXT

Each generation, pick one from each or make your own:

REFUGE

A graveyard where your peers shelter.

An aerie overlooking the land.

Underground tunnels forgotten by man.

DRIVE

The beast that turned you, working for the Regent.

Your sibling, called to **the castle** by an irresistible compulsion.

A mob whipped into a frenzy by fear of the Regent.

BREACH

The regent's menagerie, using yourself as bait for the game wardens.

The servant's quarters, and a stolen uniform.

The barracks, and notes on the patrol schedule.

THE HOLY CHURCH

CHALICES



WANDS



RELICS



SWORDS



COINS



SHELTER MOVE

When your explorer finds *Shelter* in **the castle**, they may lead the group in prayer. They each hold 1: spend the hold to miraculously avoid a curse, spell or mystical attack.

MAKING YOUR CHURCH

STATS

Pick one:

- Chalices 1 Swords 0 Coins -1 Wands 1** if you act as a mystery cult, revealing deeper truths only to those who have shown the ability to handle it.
- Chalices 1 Swords 0 Coins 1 Wands -1** if you are an offshoot of a grander church, giving you temporal influence but limited ability to dabble in the occult.
- Chalices 1 Swords 1 Coins -1 Wands 0** if you're a scattered group of devotees resisting persecution in pursuit of righteousness.

TRADITIONS

Pick one from each or write one of your own:

- Style:** A simple symbol of your faith, fastidious clerical robes, joyous flowing colours.
- Lore:** The whispers of martyrs in your dreams, a holy book filled with ecstatic visions, accumulated folklore from your congregations.
- Name:** The virtue you follow, the mark you wear, your hope for the future.

HISTORY

You *saved another bloodline from falling to darkness*. Set your pact with them to 1. They say what dark temptation was twisting them into servants of **the castle**; you say what you did to redeem them.

SPECIALISTS

Pick one to have at each safe camp your bloodline controls:

- Oracle:** Sacrifice a Relic to see what the Regent or an Acolyte is currently up to.
- Purifier:** Spend a Relic to get a bag of salt that keeps away evil, letting you succeed on Shelter as if you'd rolled a 10+.
- Medics:** Each time you visit the camp, one Explorer can heal their least severe wound.

BLOODLINE MOVES

Pick two:

■ STROKE THE FLAME

When an explorer on the verge of death is brought back to one of your camps, roll +Chalices. On a 7-9 the deadly wound is stepped down to a major wound; on a 10+ it's gone entirely. On a 6- their soul gutters out entirely, replaced by something dark: they'll die and become an undead Acolyte, unless 1 Relic is sacrificed to stop it.

■ SHIELD OF FAITH

So long as your camps maintain a constant vigil of prayer, they will not come under attack.

When your explorer attempts to manifest this shield, roll +Sulphur. On a hit, radiant light prevents creatures of **the castle** from coming within a few metres of you. On a 7-9 pick two, on a 10+ pick one:

- You cannot move without breaking the shield.
- You cannot attack without breaking the shield.
- No-one else can shelter under the shield.

■ MARTYRDOM

When you Resist Doom, your character can sacrifice some of their lifespan to channel greater power. You may substitute a minor wound for 1 relic, a major wound for 2 relics, or a deadly wound for 3 relics.

■ THE FLESH IS WEAK

With prayers and unguents, you can concentrate **the castle's** corruption in one part of an explorer's body. Actions using the corrupted body part have Advantage, but so long as this ritual continues the explorer marks an additional point every time they mark corruption. Amputating the node of corruption deals the explorer a major wound, and they lose a point of Blood and a Blood Gift. The removed body part counts as 1 relic.

■ SANCTUARY

When you offer your bloodline's aid to a group of civilians, roll +Chalices when you bring in Reinforcements to protect them.

PACT: THE WAY OF WHITE

You prize self-sacrifice. At the end of each play session, pick the explorer who risked the most to help others and raise their bloodline's pact with you by 1.

While at one of your camps, other bloodlines can spend 1-pact on you to take a Relic from your stores. Describe it, and suggest how it came to be owned by your order.



CONTEXT

Each generation, pick one from each or make your own:

REFUGE

- An old church still warded against malign influences.
- A memorial remembering the dead of the last great war.
- The home of a believer, where the faithful are waiting out the horrors.

DRIVE

- A saint's relics stolen from a desecrated grave.
- A great demon only vulnerable to the righteous.
- A sin that can only be washed clean through great heroism.

BREACH

- The tainted chapel, and the supply wagons that bring in sacraments.
- The burial catacombs, and a crevasse that's opened them to the world.
- A marble-floored museum, and its ornate skylights.

BLOODLINE

PACT WITH THEM

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THE HIDDEN HAND

CHALICES



WANDS



RELICS



SWORDS



COINS



SHELTER MOVE

When your explorer finds *Shelter* in the castle, they may upgrade and reinforce their party's gear. They each hold 1: spend the hold to get fleeting advantage on *Strike* or *Endure*.

MAKING YOUR HIDDEN HAND

STATS

Pick one:

Chalices 1 Swords 0 Coins 1 Wands -1 if you live lives of luxury and try not to think too hard about the source of your wealth.

Chalices -1 Swords 1 Coins 1 Wands 0 if you act as a mercenary group, guiding the world's conflicts in a direction that benefits you.

Chalices 0 Swords -1 Coins 1 Wands 1 if you've suborned the world's elite into a secret society bound by occult rituals and mutual blackmail.

TRADITIONS

Pick one from each or write one of your own:

Style: Formal wear and subtle marks of membership, opulent clothes and impractical accessories, state-of-the-art arms and armour.

Lore: Reports from agents scattered around the world, an iron grip on the rare book market, a private institution of scholars probing the boundaries of knowledge.

Name: a mythical creature, an alchemical process, a feudal role.

HISTORY

You split the fabulous wealth you found with another bloodline. Gain 1 pact on them. They say what they used the wealth for; you say how entropy and betrayal robbed them of it.

SPECIALISTS

Pick one to have at each safe camp your bloodline controls:

Soldiers: You may take them with you when you leave. Send them against a mob of the regent's minions to take them out.

Engineer: You may take them with you when you leave. They have enough gear to collapse a corridor, bridge a narrow gap or create a route between different floors.

Armourer: Performs repairs, giving each explorer fleeting Advantage on *Withstand*.

BLOODLINE MOVES

Pick two:

■ AVARICE

The strange byproducts of the castle's intrusion into our reality retain their power, if you let them feed from you. When you would spend a relic, you may mark **contamination** to keep it in your bloodline's stocks.

■ EXPERIMENTAL WEAPONRY

Your family's resources are devoted to the creation of new weapons to be used against darkness. Once a generation, you can gain one of these weapons for your struggle.

When your scholars bring their most recent creation to your camp, roll +Coins.

On a 7-9 pick one, on a 10+ pick two:

- You can sacrifice it to *Strike* without needing an Opening.
- If you sacrifice a relic to it, it gains the holy tag for the rest of the fight.
- It has three perks and a flaw, or two perks and no flaw.

■ BODYGUARD

Your explorer has a skilled companion to back them up in the castle. Pick one when you create your explorer:

Your companion fights beside you, giving your attacks the *cleave* tag. Your companion protects you, giving you advantage on *Withstand*.

Your companion heals you: whenever you Shelter, heal 4 Harm.

■ OPULENCE

When you shower luxury on party of explorers, you may roll +Coins to give them *Rest & Relaxation*.

■ A WEB OF INFLUENCE

Your contacts stand ready to support your war against evil. When you roll a 7+ on *Reinforcements*, you may pick one extra option.

PACT: THE WAY OF SILVER

You prize *entrepreneurship*. At the end of each play session, pick the explorer who most increased their wealth or power and raise their bloodline's pact with you by 1.

While at one of your camps other bloodlines can spend 1-pact on you to get access to more luxurious supplies, giving them advantage on *Shelter* until they return to a safe camp.



CONTEXT

Each generation, pick one from each or make your own:

REFUGE

A mansion filled with helpful servants.

A watch station, barricaded up against the darkness.

A scholar's laboratory, fizzing with strange chemicals.

DRIVE

A rumoured treasure that might bring eternal life.

Your political rival, empowered by the regent's corruption.

Rare reagents created by abhorrent rites.

BREACH

The deeper vaults, and a brace of explosives.

A grand soiree, and a forged invitation.

The clock tower, and a zip line anchored to a nearby belfry.

BLOODLINE

PACT WITH THEM

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THE MAGI

CHALICES



WANDS



RELICS



SWORDS



COINS



SHELTER MOVE

When your explorer finds *Shelter* in **the castle**, they may lead the group in a ritual of controlled corruption. Each explorer may transfer 1 point of contamination to another explorer, with that explorer's consent.

MAKING YOUR HIDDEN HAND

STATS

Pick one:

Chalices 0 Swords -1 Coins 1 Wands 1 if you're a selective academic institution teaching occult rituals to those that can afford your fees..

Chalices 0 Swords 1 Coins -1 Wands 1 if you're hands-on learners, extracting occult wisdom from the beasts and devils you hunt.

Chalices 1 Swords 0 Coins -1 Wands 1 if you're occultists without borders, travelling the world and pushing back blights wherever you find them.

TRADITIONS

Pick one from each or write one of your own:

Style: Skin covered in arcane glyphs, thick robes of strange fabrics, bags and bandoleers loaded with reagents.

Lore: A bag full of scholarly texts, drilled-in mnemonics, a chorus of spirits bound into your gear to offer advice.

Name: The name of your school, The ____ Way, The Path of ____ .

HISTORY

You taught another bloodline how to use **the castle's** power safely. Gain 1 pact on them. They say what the ritual allows them to do; you say what it costs them instead of their souls.

SPECIALISTS

Pick one to have at each safe camp your bloodline controls:

Occultist: Spend 1 Relic and mark 1 Blood to learn a simple spell, as per *Drink Deep*.

Alchemist: Can convert a Relic into a potion of vigour. Consume it to give yourself fleeting advantage.

Mapmaker: Name a destination you've been to and spend the appropriate Travel the Labyrinth hold. The resulting map will take whoever holds it there for 0-hold.

BLOODLINE MOVES

Pick two:

■ DIMENSIONAL RELOCATION

When you warp space to move explorers between two safe camps, roll +Wands. On a hit, they make the journey successfully; on a 7-9, pick one:

- They leave something important behind.
- They bring something nasty with them.

■ ARCANE LIBRARY

While at your safe camps, any explorer can archive a spell (learned via *Drink Deep*) and receive a Relic in return. At any later point anyone can spend a Relic to learn a spell from the archive. Choose two spells to have in your archive already:

- See your foes with perfect clarity.
- Charge your weapon with lightning (add perk: stun).
- Float gently down instead of falling.

■ EMPOWERED WARDS

When you roll 10+ on Resist Doom, your ritual lingers providing active opposition to the Regent. The next time their clock would tick down, it's stopped from doing so.

■ ELDRITCH INSIGHT

You have learned how to turn **the castle's** burgeoning power towards your own ends. Whenever the Regent's clock ticks down, gain a Relic.

■ A MIRACLE OF SCIENCE

When your explorer dissects a defeated Acolyte, gain 1-organ. With a few minutes of preperation, they may spend 1-organ to:

- Craft a healing salve and remove a minor or major wound.
- Merge it with a weapon and give the weapon a new perk.
- Graft it on and raise Blood by 1.
- Inspire those around them, restoring 4 harm to all explorers nearby or rejuvenating any wraiths.

PACT: THE WAY OF BLUE

You prize *arcane insight*. At the end of each session, pick the explorer who wielded the most supernatural power and raise their pact with your bloodline by 1.

While at one of your camps, other bloodlines can spend 1 pact on you to get an item of power from your stores. They can destroy it to cast a spell as per *Drink Deep*.



CONTEXT

Each generation, pick one from each or make your own:

REFUGE

A caravan on the city's outskirts selling charms and occult paraphernalia.

A visionary doctor's surgery-laboratory.

A cafe where the intelligentsia gather and debate.

DRIVE

A celestial conjunction promising great power - or great doom.

An opportunity to rectify a mistake made in your apprenticeship.

An unnatural plague sweeping through the city's slums.

BREACH

A garden of perfect geometric statuary, and a hole in its iron fence.

A pocket dimension outside reality, and a ritual to transport you there.

An alchemical storage vault, and the combination for the vault door.

BLOODLINE

PACT WITH THEM

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THE BONDED



IRON



GLASS



SULPHUR



MERCURY



BLOOD

Pick one when Blood increases:

Get +1 to a stat (max 3).

Get +1 to a stat (max 3).

Get a Blood Gift.

Get a Blood Gift.

Retire your character; they may

return as an Acolyte of the Regent.

BLOOD GIFTS

BLINK

When your spirit is away from you thanks to *Astral Projection*, you may **mark contamination** to swap places with it.

APOTHEOSIS

Your spirit reveals its true form, though it taxes your body to host it. **Mark contamination** to channel its full power into an attack, giving it Advantage and a tag of your choice.

HALF-DEAD

The spirit's connection to your body is pushing your mortality away. Gain 1 Armour against physical attacks, but take 1 more harm from magical/spiritual attacks.

MEDIUM

You can **mark contamination** to summon a spirit of place, the unquiet dead, or a lesser imp or seraph. They won't be hostile - at least, at first.

HARM



Minor Wound
Major Wound
Deadly Wound

DEATH MOVE

As your life fades, the spirit reveals why it was bound to you and reveals a choice:

Transfiguration: The spirit merges with you. You stand back up, burning with power, and you're immune to harm for the rest of the fight. Then you die.

Guardian Angel: As you die the spirit vows to continue your mission. For the rest of this generation, it'll follow the other players and provide whatever aid it can.

Damnation: The spirit is banished, but **the castle** takes its place. Mark contamination for each point of Harm you heal. From then on, any time you would take Harm you mark corruption instead.

BONDED MOVES

Pick two:

ASTRAL PROJECTION

With force of will you can send your spirit out to act in **the castle**. As long as you concentrate you can see through its eyes and - with effort - pull switches, open doors, move small object, etc.

BLOODY INSIGHT

When you take harm from an adversary, hold 1. Spend 1 to reveal a weakness in their fighting style and give an ally advantage against them. Spend 3 to create an Opening.

SOUL BLADE

Your spirit has its own weaponry. Pick a perk and a flaw for it. When the spirit fights, roll **+Sulphur** to *Strike* and *Face the Horde*. If you have *Astral Projection*, the spirit can fight with the weapon when distant from you; otherwise, it must stand beside you as it fights.

SPIRITUAL FUSION

When you fuse with your spirit, roll **+Sulphur**. On a 7-9 hold 2, on a 10+ hold 3. On a 6- hold 1 but **mark contamination**. Spend a hold to use the spirit's power. Work it out with the GM, but it should be about the level of a spell from *Drink Deep*: rapid healing, temporary invulnerability, a burst of flight, etc. When all hold is gone the spirit's power is spent, and you can't fuse again until you use *Shelter* or *Rest and Recreation*.

SPECTRAL KNOWLEDGE

When you ask your spirit for advice, roll **+Glass**. On a hit, ask a question and the GM will answer honestly... for the most part. On a 7-9 pick two, on a 10+ pick one:

- The spirit will confuse parts of its past for the present.
- The spirit cannot perceive some significant detail.
- The spirit will ask you to agree to something before it answers.

COVENANTS

EXPLORER	STRENGTHEN WHEN...	WEAKEN WHEN...	RATING

MAKING YOUR BONDED

STATS

You start with this array; add 1 to a stat of your choice.

Iron ±0 Glass ±0 Sulphur +1 Mercury -1

Blood starts at 0.

LOOKS

Ambiguous, Concealed, Feminine, Masculine.

Maimed body, lithe body, muscular body, stout body.

Bound to an ancient human ghost, an angel, a demon, an elemental spirit.

Asian or South Asian, Black, Caucasian, Hispanic/Latino, Indigenous, Middle Eastern, _____

Kujo, Aamir, Malkhazi, Aretha, Temperance, Christa, Camilla, Sebastian, Drahomíra, Annette.

COVENANTS

Go around the table, introducing your explorer.

Pick a covenant you have with the player to your left. Examples:

- *You grew up together.*
- *You used to be close friends or lovers.*
- *You have a grudge between you.*

Add extra details and context for the covenant the player to your right has chosen.

MOTIVATION

Cure your condition, prove your worth, find a challenge, test your powers.

GEAR

Start with a weapon (1 benefit, 1 drawback).

In addition, pick one:

Martial arts training (tether, close).

Reinforced coat (1 armour vs physical attacks).

Spiritual aura (Advantage on attacks against intangible foes).

You always have enough gear to maintain and repair your weapons and armour. In addition, pick two:

Survivalist gear.

Old journals of past encounters with the castle.

A hip flask of spirits, skin of wine or pouch of tobacco.

As many rations as you need.

THE RECKONER



IRON



GLASS



SULPHUR



MERCURY



BLOOD

Pick one when Blood increases:

- Get +1 to a stat (max 3).
- Get +1 to a stat (max 3).
- Get a Blood Gift.
- Get a Blood Gift.
- Retire your character; they may return as an Acolyte of the Regent.

BLOOD GIFTS

JUST YOU AND ME

If you're within arm's reach of a foe, you can **mark contamination** to reshape **the castle** and trap you both within an empty room. The previous state is restored when you will it, or when you take a major wound.

WORLDS AWAY

If a foe's within arm's reach of you, you can **mark contamination** to reshape **the castle** such that you are separated by a deep chasm, a barricade or a surging river (of what?).

CHAOS EYES

The shifting chaos of **the castle** bleeds out of your mind and into those that meet your gaze. Your eyes are a weapon with *ranged, piercing, unstable*.

PSYCHOPOMP

Within **the castle**, dreamlands and myths and stranger realms besides find physical form. You can mark corruption and spend 2 *Travel the Labyrinth* hold to guide your group to or from: an individual's psyche, the land of the dead, where **the castle** comes from.

HARM



Minor Wound
Major Wound
Deadly Wound

DEATH MOVE

As you die, you command one final effort of will to enforce order on **the castle**. The current ward locks down - your allies have unlimited *Travel the Labyrinth* hold there. It's harder to affect more distant areas, but you can lock the regent and their acolytes into their respective wards and rewrite the connections between them.

RECKONER MOVES

Pick two:

BEND TIME

When you roll 10+ on *Dodge*, time seems to slow for everyone except you. If you can perform your next action within a few seconds, it'll have Advantage.

RESHAPE CHAOS

The shifting nightmare of **the castle** bends to your will. You may spend *Travel the Labyrinth* hold, 1-for-1, to uncover one of these details in your environment:

- A mechanism that will close off a passage.
- A secret passage or trapdoor to shelter from harm.
- An environmental hazard (caustic vat, rockslide, fuel tank, etc) ready to be set off.

TRUE SIGHT

You can always recognise an illusion or supernatural deception as what it truly is. In addition, you get Advantage on *See Clear*.

PINNING FIRE

Your shots are precise and lethal. When you attack a foe with a *ranged* weapon, the foe must choose: remain where they are, or be taken out (if they're a minion) or provide an Opening (if they're an adversary).

AND NEXT YOU'LL SAY...

When you tell an opponent what they'll do next, roll +Glass. On a hit, they pick one:

- They do exactly what you predicted.
- They stumble, hesitate or flinch.

On a 10+, reveal a trap you set up to take advantage of your prediction. If they go through with the predicted action, the trap creates an immediate Opening or takes out a minion.

COVENANTS

EXPLORER	STRENGTHEN WHEN...	WEAKEN WHEN...	RATING

MAKING YOUR RECKONER

STATS

You start with this array; add 1 to a stat of your choice.
Iron -1 Glass +1 Sulphur 0 Mercury 0
Blood starts at 0.

LOOKS

Ambiguous, Concealed, Feminine, Masculine.
Spindly body, stout body, athletic body, out-of-shape body.
A brace of elaborate lenses and telescopes, a slate of sketched equations and a wrist-mounted abacus, camouflage and dull colours, bags full of scrolls and tomes.
Asian or South Asian, Black, Caucasian, Hispanic/Latino, Indigenous, Middle Eastern, _____

NAME

Hector, Taniqua, Lamia, Oscar, Arsene, Richter, Sypha, Kasi, Joseph, Grant.

COVENANTS

Go around the table, introducing your explorer. Pick a covenant you have with the player to your left. Examples:

- You're working together to find a lost treasure.
- You're heavily in debt to them.
- You've hunted many monsters together.

Add extra details and context for the covenant the player to your right has chosen.

MOTIVATION

Understand the nature of reality, push back chaos, test your will, guide allies safely home.

GEAR

Start with a weapon (1 benefit, 1 drawback).

In addition, pick one:

- A crossbow (ranged, reload).
- Protective gear (armour 1 vs cold, heat and corrosion).
- An old map (sacrifice to get 2 *Travel the Labyrinth* hold).

You always have enough gear to maintain and repair your weapons and armour. In addition, pick two:

- Long-burning glow sticks.
 - Chalk, paints and dyes to mark the corridors.
 - A theodelite and a spirit level.
- As many rations as you need.

THE MYSTIC



IRON



GLASS



SULPHUR



MERCURY



BLOOD

Pick one when Blood increases:

Get +1 to a stat (max 3).

Get +1 to a stat (max 3).

Get a Blood Gift.

Get a Blood Gift.

Retire your character; they may

return as an Acolyte of the Regent.

BLOOD GIFTS

EYES ON THE INSIDE

You can **mark contamination** to perceive the intangible and immaterial. When you Assess or See Clear with this sight, you can roll +Mercury instead of +Glass.

GHOST EATER

You can consume the spirits trapped in your Soul Vessel. When you do, **mark contamination** but heal your last wound.

THE UNQUIET FLESH

Your body is shifting to become something ancient. You may **mark contamination** to grow an organ or limb - arms, tentacles, wings, eyes, mouths or similar.

THE BLOOD IS LIFE

Your blood is a medium for spirits. When you intentionally shed it, roll +Harm taken. On a 7-9 pick 1, on a 10+ pick 2 about the spirit that forms a body from it: they follow your commands, they remember useful information, you can banish them at will.

HARM



Minor Wound

Major Wound

Deadly Wound

DEATH MOVE

As death takes hold, you perform one final work - an alchemy of the soul. Each explorer with you may transfer one point of Blood to you, losing a Blood Advance of their choice but keeping the stat advance or blood gift. For each, one part of your body becomes a Relic usable in arcane rites.

MYSTIC MOVES

Pick two:

CAST THE RUNES

When you **scry into the future**, describe your ritual and ask the GM a question that can be answered with yes or no. Then roll +Water. On a hit, they'll answer truthfully; get fleeting advantage acting on the answer. On a 10+ you may ask a follow-up question.

SOUL VESSEL

When you **defeat a minion of the Regent**, you can catch its spirit. If you do, roll +Sulphur. On a hit, you catch it; on a 7-9, it taints you and you **mark contamination**. So long as a spirit is contained, you can freely use one of its moves. When you **mark contamination** you can shift it onto the vessel, destroying the spirit. You must destroy your currently trapped spirit to catch another.

BINDING

When you **land a Strike on an adversary**, choose one:

- It must not cross a specified boundary.
- A specified explorer gets Advantage to Dodge its attacks.
- You can use the wound as a sympathetic weapon: *ranged, piercing, painful*.

ARCANIST

When you **use a spell learnt via Drink Deep**, pick one:

- The spell's effects linger as long as you like.
- The spell affects more or fewer targets than normal.
- The spell doesn't take effect now, but when a condition you set out is met.

BLOOD REINFORCEMENT

When you **perform rites to manipulate the castle's power**, roll +Relics sacrificed. On a 7-9 pick one, on a 10+ pick two:

- Add a perk to a weapon.
- Remove a flaw from a weapon.
- Raise the armour value of an outfit.
- Crystallise the power in a fragile gem: consume it to heal all harm but mark enough corruption to raise Blood.

COVENANTS

EXPLORER	STRENGTHEN WHEN...	WEAKEN WHEN...	RATING

MAKING YOUR MYSTIC

STATS

You start with this array; add 1 to a stat of your choice.

Iron -1 Glass ±0 Sulphur ±0 Mercury +1

Blood starts at 0.

LOOKS

Ambiguous, Concealed, Feminine, Masculine.

Slim body, athletic body, stout body, frail body.

Scholar's robes, exotic jewellery and accessories, occult tools and a mask, simple and unassuming travel gear.

Asian or South Asian, Black, Caucasian,

Hispanic/Latino, Indigenous,

Middle Eastern, _____

Reuben, Harland, Maria, Ume, Emilio, Mercurio, Abaris,

Julia, Hugh, Miles

COVENANTS

Go around the table, introducing your explorer.

Pick a covenant you have with the player to your left. Examples:

- *You're afflicted with the same curse.*
- *You're studying their dreams.*
- *You follow different faiths.*

Add extra details and context for the covenant the player to your right has chosen.

MOTIVATION

Pursuit of wisdom, removing a curse, searching for eternal life, laying a spirit to rest.

GEAR

Start with a weapon (1 benefit, 1 drawback).

In addition, pick one:

A protective amulet (destroy to avoid having to mark corruption).

Purified salt (1 armour when you stand within a circle of it).

A last-ditch ice burst (stun, painful).

You always have enough supplies to maintain and repair your weapons and gear. In addition, pick two:

Crystals that glow like candles.

Bandages and healing salves.

A pouch of alchemical samples.

As many rations as you need.

THE PACKRAT



IRON



GLASS



SULPHUR



MERCURY



BLOOD

Pick one when Blood increases:

Get +1 to a stat (max 3).

Get +1 to a stat (max 3).

Get a Blood Gift.

Get a Blood Gift.

Retire your character; they may

return as an Acolyte of the Regent.

BLOOD GIFTS

TITAN'S MIGHT

You can **mark contamination** to augment your strength and stability, letting you carry any weight. Leverage may still present issues.

PARADOX BAG

When you reach into your sack, you can **mark contamination** to pull out something it'd be impossible to have in there - e.g something too big, or too dangerous, or on the other side of the world, or in your antagonist's hands.

MAW OF THE VOID

If you can fit something into your bag, it cannot escape without your say-so. You can **mark contamination** to turn the void inside the bag into a powerful vacuum (*tether, close*) that will keep sucking until something (or someone) has been entirely consumed.

JUNK HOMONCULUS

When you assemble the various odds and ends in your pack into a rough human form, bound together with spit and blood and twine, you can **mark contamination** to give it life. It will follow your commands faithfully to the best of its ability, but cannot leave **the castle**.

HARM



Minor Wound

Major Wound

Deadly Wound

DEATH MOVE

As you die, you reveal a final pouch - one packed full of explosives. Pick one: the explosion destroys one of your adversary's Qualities, or the smoke gives your allies Advantage on **Dodge** and **Rescue** for the rest of the fight.

PACKRAT MOVES

CORNUCOPIA

You carry with you endless satchels, packs, pouches and bandoleers. Within them - somewhere - is anything your party might need as they explore **the castle**. You start with 5-stock, and reset to 5 every time you return to a safe camp. Spend 1-stock to pull out a utility item from the bag: matches, rope, a pocket mirror, pitons, chalk, etc.

Pick one:

WALKING ARMOURY

Your bags are bristling with weaponry and armour. Spend 1-stock to:

- Pull out a basic weapon (one perk, one flaw)
- Repair/rearm a fragile or ammo-using weapon.
- Patch someone's gear giving them +1 armour against the next hit they take.

APOTHECARY

Whatever's in your sacks can be ground, chewed and mixed up into a cure for what ails you. You can spend 1-stock to create a poultice that can heal a minor wound, or a draught that will heal 1d6 harm. In addition, you can break down a Relic into 1-stock in the field.

HIRELINGS

You have servants to help you carry your gear. Your base level of stock is 8 instead of 5, and your staff can perform other useful duties: lift something heavy, staunch your wounds, barricade a door, etc. When they fight alongside you get Advantage on **Strike** and **Face the Horde**, but Disadvantage on **Lurk**. If you ever lose them, your maximum stock drops to 5 until you can replace them.

LUCKY CIGARETTE CASE

The many layers of gear, salvage and bric-a-brac surrounding you serve as protection in a pinch. When you would take harm, roll +stock spent (minimum 1). On a hit, the harm is negated; on a 7-9, the GM will name one other piece of equipment you have that is destroyed in the process.

COVENANTS

EXPLORER	STRENGTHEN WHEN...	WEAKEN WHEN...	RATING

MAKING YOUR PACKRAT

STATS

You start with this array; add 1 to a stat of your choice.

Iron ±0 Glass +1 Sulphur -1 Mercury ±0

Blood starts at 0.

LOOKS

Ambiguous, Concealed, Feminine, Masculine.

Burly body, bent body, stocky body, weasally body.

Entrepreneurial merchant, put-upon quartermaster,

superstitious hoarder, surprisingly deep pockets.

Asian or South Asian, Black, Caucasian, Hispanic/Latino,

Indigenous, Middle Eastern, _____

Yasmin, Vyasa, Cathaoir, Aleksander, Cecilia, Angela,

Clement, Krister, Orinth, Elizabeta.

COVENANTS

Go around the table, introducing your explorer.

Pick a covenant you have with the player to your left. Examples:

- *You healed them up from a mortal wound.*
- *They're heavily in debt to you.*
- *You've sworn loyalty to them.*

Add extra details and context for the covenant the player to your right has chosen.

MOTIVATION

Get rich, complete your collection, support your allies, cleanse a cursed item.

GEAR

Start with a weapon (1 benefit, 1 drawback).

In addition, pick one:

Homemade Explosives (lingering, ammo).

Enchanted shirt (armour 1 vs sorcery, enchantment and illusion).

Extraordinary wine (when you find **Shelter**, sacrifice to pick an extra option).

You always have enough gear to maintain and repair your weapons and armour. In addition, pick two:

A musical instrument.

Antitoxins and miracle cures.

A bag of shiny metal coins, in hundreds of denominations.

As many rations as you need.

THE SLAYER



IRON



GLASS



SULPHUR



MERCURY



BLOOD

Pick one when Blood increases:

Get +1 to a stat (max 3).

Get +1 to a stat (max 3).

Get a Blood Gift.

Get a Blood Gift.

Retire your character; they may return as an Acolyte of the Regent.

BLOOD GIFTS

FRENZY

When you roll a miss on Strike, you can **mark contamination** to immediately make another Strike.

LUPINE

Your teeth and fingernails gain a keen edge. You always have access to them, as a weapon with Piercing/Close.

BURNING BLOOD

Your blood burns as it leaves your body. You may **mark contamination** to create a wall of fire most monsters won't willingly cross.

VOICE OF COMMAND

When an Adversary is bearing down on an ally, you can **mark contamination** to force them to target you instead.

HARM



Minor Wound

Major Wound

Deadly Wound

DEATH MOVE

As the final blow comes down you choose not to defend yourself, instead using your attacker's momentum to drive your weapon home. Now it's lodged in them, slowing them down and creating a weakness your allies can use to take revenge. Until they take advantage of the embedded weapon as an Opening, your allies take Advantage on Dodge and Stand With Me.

SLAYER MOVES

Pick two:

LIGHTNING SWIFT

You're incredibly fast. Your attacks always have the cleave tag, and you have Advantage on *Dodge*.

REGAIN MOMENTUM

Flesh and blood is less important than confidence. When you land a successful *Strike*, heal the last Harm you took.

TRICK WEAPON

Your weapon is versatile, enchanted or a marvel of engineering. Pick two perk/flip sets for it: you can switch between the two at a moment's notice.

BLOOD TRAIL

You're merciless in pressing your advantage. Once you've landed a *Strike* on a target, get Advantage on future *Strikes*.

TROPHY

You know secret rituals to preserve an enemy's power in a severed part of their body. When you draw on the power of a trophy carved from an Acolyte, roll +Iron on *Drink Deep* instead of +Fire.

COVENANTS

EXPLORER	STRENGTHEN WHEN...	WEAKEN WHEN...	RATING

MAKING YOUR SLAYER

STATS

You start with this array; add 1 to a stat of your choice.

Iron +1 Glass ±0 Sulphur ±0 Mercury -1

Blood starts at 0.

LOOKS

Ambiguous, Concealed, Feminine, Masculine

Maimed body, lithe body, muscular body, stout body.

Fur-collared greatcoat, austere robes, heavy armour, loose and simple fabrics.

Asian or South Asian, Black, Caucasian,

Hispanic/Latino, Indigenous,

Middle Eastern, _____

Lilianna, Isidor, Ayako, Farhana, Laura, Peter, Simon,

Julian, Laurens, Jiddu

COVENANTS

Go around the table, introducing your explorer to the group.

Pick a covenant you have with the player to your left. Examples:

- *You're teaching them to fight.*
- *They nursed you back to health.*
- *You're monster-hunter partners.*

Add extra details and context for the covenant the player to your right has chosen.

MOTIVATION

Pursuit of excellence, death wish, righteous justice, fierce loyalty, avenging a grudge.

GEAR

Start with a weapon (1 benefit, 1 drawback).

In addition, pick one:

A backup pistol (ranged, reload).

Breastplate or mail shirt (1 armour vs physical attacks).

A shield (Advantage on Withstand, Disadvantage on Dodge).

You always have enough supplies to maintain and repair your weapons and gear. In addition, pick two:

Torches and fire lighting kit.

Bandages and healing salves.

Anti-venoms and stimulants.

As many rations as you need.

EXPLORATION MOVES

TRAVEL THE LABYRINTH

When you attempt to navigate the labyrinthine twists of the castle, roll +Blood. If you choose, you may mark contamination to roll with advantage. On a hit, hold 1 and describe your insight into the ward's purpose or layout.

- On a 7-9, the area you arrive at contains castle denizens or traps.
- On a 10+, the area you arrive at contains something valuable or useful.
- On a 6-, this ward's Acolyte ambushes you.

When you leave the area, spend 1 hold to retreat to a safe camp, 2 to find an exit to another ward, and 3 to find the Acolyte's sanctuary. One person rolls each time you navigate, and the group's hold from multiple rolls is pooled together.

FACE THE HORDE

When you assault a group of castle denizens, roll +Iron. On a hit, you tear through them - say how. On a 7-9 pick 2, on a 10+ pick 1:

- They hit back - suffer harm.
- You get some on you - mark corruption.
- You end up in a risky position.
- More are coming.

LURK

When you attempt to avoid notice, roll +Mercury. On a 10+, the danger you are hiding from passes. On a 7-9, choose one:

- You are separated from something important.
- You have to hide in a perilous place.
- You raise suspicion.

SEE CLEAR

When you try to read a dangerous situation, roll +Glass. On a hit, you can ask the GM questions. Get fleeting advantage when you act on each answer.

On a 7-9 ask 1, on a 10+ ask 3:

- Which exit will take me to my goal?
- What here is valuable?
- What can the enemies here do?
- What should I be on the lookout for?

On a miss, ask 1 but prepare for the worst.

DRINK DEEP

When you draw on the power in a potent item or ritual site, roll +Sulphur.

On a hit, mark contamination and learn a spell - the GM says what it does.

When you cast it, pick 1:

- Mark contamination.
- Forget the spell.
- Take 1 Harm.

On a 10+, you don't need to pick an option on your first cast.

SHELTER

When you look for a safe space to recover, roll +Mercury.

On a hit, each explorer picks 1:

- Tend to another explorer: they heal 2 Harm, or remove their lightest Wound.
- Encourage another explorer - they get fleeting advantage.
- Use your bloodline's Shelter move.

On a 7-9, advance the Regent's clock. Whenever you rest outside a safe camp, mark contamination.

COVENANT MOVES

HELP OR HINDER

When you try to help or hinder another explorer's actions, roll with an appropriate stat, giving the roll Advantage if you spend a point of your Covenant with them. On a hit, you give their roll Advantage or Disadvantage. On a 7-9, you're exposed to harm, danger or an unexpected cost.

SUMMON AID

When you call on your covenants for help, distant (or dead) characters can answer. If they do, they step from the shadows near you as a wraith. They take action as normal, but don't roll Endure. The first harm they take weakens them and the second harm banishes them, weakening their covenant with you by 1.

BETRAYAL

Why let your sentiments hold you back when the castle will give you power in return for betrayal? Each covenant sets out a way the bond between you is weakened: whoever hits that trigger marks contamination, and the covenant's rating is weakened by 1.

CONFRONTATION MOVES

STRIKE

When you take advantage of an Opening with...

- *Stealth and guile*, roll +Mercury.
- *Physical force*, roll +Iron.
- *Precise insight*, roll +Glass.
- *Sorcery or sacrifice*, roll +Sulphur.

On a hit, you damage one of the foe's qualities - if you destroy its final quality, it's dead. The Opening's now gone. On a 7-9, the GM picks 1:

- The foe lashes out at you: take Harm appropriate to the enemy.
- The foe separates you from the others or puts you in a spot.
- The foe frenzies, dealing +1 Harm for the rest of the fight.

DODGE

When you try to avoid incoming danger, roll +Mercury.

On a hit pick 1, on a 10+ pick 2:

- You avoid taking harm.
- You avoid getting separated from the others or losing something valuable.
- The foe's heedless in pursuit of you: create an Opening.

LINE IT UP

When you size up the enemy to locate a weak spot, roll +Glass. On a hit you find an Opening. Say where it's coming from - the environment, a chink in their armour, a flaw in their fighting style. On a 7-9, pick 2, on a 10+ pick 1:

- The foe makes you its highest priority.
- The Opening only lasts a few moments.
- Attempts to use the Opening without one weapon perk have Disadvantage.

WITHSTAND

When you confront danger head-on, roll +Iron.

On a 7-9 pick 2, on a 10+ pick 3:

- You take 1 less harm.
- You throw the foe off-balance, creating an Opening.
- You don't mark contamination.

STAND WITH ME

When you heal, encourage or aid an ally, roll +Sulphur.

On a hit, pick 1:

- They're rescued from danger: a precipice, poison, a curse, etc.
- They heal down their lightest wound.
- They heal 1 harm.

On a 10+ the camaraderie shown gives your ally fleeting Advantage.

VICTORY

When the foe is defeated, everyone still living may raise Blood and add 1 to their Covenant with each other. The foe's sanctum becomes a place of power, usable for Forward Base.

FLEE

When you use an Opening to retreat, any and all characters can flee the battle. Advance the regent's clock by one.

WOUND MOVES

When you take harm, you can reduce it by suffering an unmarked wound.

MINOR WOUNDS: -1 HARM

When you take a minor wound, choose one:

- Get infected and mark contamination.
- Fall back and recuperate, healing 1 Harm.

MAJOR WOUNDS: -3 HARM

When you take a major wound, choose one:

- Frenzy and get fleeting advantage on your next attack.
- Play possum, making foes focus on someone else.

THE EDGE OF LIFE

When you mark your fifth harm box, you're on the verge of death. Pick one:

- Expend the last of your energy: trigger your playbook's Death Move, then die.
- Collapse unconscious until the current danger has passed. Heal all harm but mark your Mortal Wound box: so long as it's marked, you can't take action unless another explorer is assisting you.

BLOODLINE MOVES

RESIST DOOM

When you work a grand ritual, spend 1+ Relics on occult resources and ceremonial paraphernalia and roll +Wands. On a hit, choose one for each Relic spent:

- Reduce the Regent's clock by 1.
- Bless a weapon to strike true against one Acolyte, giving it the Holy perk.
- Reduce a character's Blood track by one.

An option can be picked multiple times.

On a 7-9, the Regent weaves a counter-spell; you'll need to defeat an Acolyte before anyone can work further rituals.

REINFORCEMENTS

When your family calls on outside allies for assistance, roll +Coins. On a hit, pick 1:

- Authorities will ignore your actions in the mortal world.
- They send you resources worth 1 Relic.
- They send forces to protect a region of the mortal world.
- They highlight a weakness of the Regent or one of their Acolytes, useful as an Opening.

On a 10+ they send you a special gift - a piece of utility gear, a weapon with two perk tags, or an enchanted item (as per *Drink Deep*).

FORWARD BASE

When you claim a place of power as a forward base in the castle, roll +Swords. On a 7-9 pick 2 things that still needs to be done to make it safe; on a 10+ pick 1.

- Supplies must be escorted in from another base.
- An evil aura must be exorcised.
- Defences need to be set up.

Once those are done, it counts as a safe camp for the purposes of *Rest and Relaxation* and *Travel the Labyrinth*.

REST AND RELAXATION

When you provide aid to characters in a safe camp, roll +Chalices.

On a 7-9, pick 2; on a 10+ pick 3.

- Each explorer may heal all harm.
- Each explorer may heal all wounds.
- Each explorer can repair and resupply their weaponry.
- Each explorer may form a new covenant, or raise an existing covenant by a step.
- The regent's clock doesn't tick down.

LEND AID

When you help another bloodline, roll +Pact with them. On a hit, give them fleeting advantage. On a 7-9, you'll share in any retribution or cost they suffer from that move.

GENERATION MOVES

DARKNESS FALLS

When the regent's clock fills, they blight the mortal world. The GM marks one:

- A section of the region's population is cursed and made monstrous.
- Day is short and nights are starless.
- Monsters walk the world every full moon.
- Weather becomes unnatural and devastating.
- Plagues strike a section of the population.

If all are marked, the castle claims the mortal world and all is lost.

Each player picks how their bloodline responds to the blight, and adjusts their stats:

- **You stayed safe, at the cost of withdrawing from the world.** Say which of your connections suffered in your absence. +1 Chalices, -1 Coins.
- **You fought to push it back, but your best mystics lost their lives.** Say what their sacrifice achieved. +1 Swords, -1 Wands.
- **You took some of the taint into your family.** Say what lingering malady the blight has left you with. +1 Wands, -1 Chalice.
- **You waged a shadow war keeping society safe at great cost to your warriors.** Say which settlement still stands thanks to you. +1 Coins, -1 Swords.

GNOSIS

When the Regent is slain, the explorer with the highest Blood can choose to inherit the Grail. If they do, they increase a bloodline stat by 1 but reduce their Pacts with the other bloodlines by 1. They get one wish from the Grail:

- **Life Everlasting:** Your character can return in each subsequent generation, and they will never truly die.
- **The Resurrection of the Dead:** One person of your choice is returned to life.
- **Insight From Beyond:** Gain a new bloodline move.
- **Wealth of Kings:** Your bloodline gains 5 Relics.
- **Peace on Earth:** Each bloodline gains 1 Relic; you gain 1-Treaty on the others.
- **Purification:** Remove a Blight infected by a previous Regent.

The castle then takes you with it as it leaves reality behind. You will return as its next regent unless you chose Life Everlasting - in which case the next regent is Death Itself.

THE NEW GENERATION

Once the group has resolved these moves, you skip forward to the next time the blood moon rises. Follow these steps:

1) WHERE DOES THE CASTLE EMERGE?

Is it somewhere it's haunted before, or a new location? Each bloodline picks a *refuge* option from their playbook to flesh out the surrounding area.

2) HOW HAS THE EVIL MANIFESTED?

Blood calls out to blood, and each bloodline is drawn to the castle by misfortune or curse. Each bloodline picks a *drive* that brought them here, and says what they suspect the drive says about the regent's plans.

3) HOW DO YOU BREAK IN?

You're ready to break into a ward of the castle. Each bloodline picks a *breach* option and says what they've seen of the ward they're preparing to assault.

4) MAKE EXPLORERS

Each player picks an explorer playbook and builds them up, picking stats, looks, motivation, covenants, moves and gear. Start with the first explorer breaking in, with the other explorers assisting them as wraiths or in the flesh.

SPOILS OF VICTORY

If you leave the castle without claiming the grail, pick one of the choices unlocked by your Explorer's Blood.

BLOOD 0+

- **Your explorer loots the castle for valuable trinkets.** Say what they spend the rest of their life doing with their fortune, and start the next generation with 1 more Relic.
- **Your explorer devotes their life to preparing the next generation.** Choose one other bloodline - say how you helped train their next explorer, and increase your Pact with them by 1.
- **Your bloodline works to heal the wounds left in this community** when the castle leaves. Gain advantage on all Coins moves if the castle returns here.

BLOOD 2+

- **Your explorer instils their skills into a piece of gear.** Describe how they pass it down to the next generation: when they use it, they can access one of your current explorer's moves, but it gains the *heirloom* tag.
- **Your explorer forces permanent order on the castle.** One ward will remain in its current form for the rest of time, and your bloodline gets Advantage *Travelling the Labyrinth* there.
- **You invest in improving your bloodline's resources.** Sacrifice 3 Relics to raise a bloodline stat by 1.

BLOOD 4+

- **You let the corruption sink deep into your bloodline,** controlled but ever-present. Your future characters start at Blood 1, with a Blood Advance to match.
- **You form a bond with the castle.** Your explorer can always mark *contamination* to get a vision of what the regent is doing at the moment, and ask one follow-up question the GM must answer truthfully.

WEAPON TAGS

PERKS	FLAWS
Cleave Can slice through many foes in a single swing.	Ammo or Fragile If any dice on an attack come up 1, the weapon's useless until you <i>Shelter</i> or get R&R.
Flexible It wraps around defences and can be redirected mid-swing.	Brace You need to stand on steady ground to use it.
Hefty Knocks an enemy back on a hit.	Close You need the enemy to be within arm's reach to use it.
Holy Causes intense pain against a particular foe. <i>This tag is only accessible via moves.</i>	Grazing It only deals surface harm, not deep wounds.
Lingering It causes ongoing pain: if you hit someone with it they'll try to stay away from you.	Heirloom If you lose it, get Disadvantage on bloodline moves until you get it back.
Piercing Can penetrate armour and thick hide.	Painful Each time you attack, take 1 Harm.
Ranged Can attack any foe in eyesight.	Reload You need to take action to attack again after using it.
Stun Makes enemies slow and sluggish on a hit.	Thrown Once you attack with it, you need to recover it.
Tether After you hit, you can easily hold onto/keep pace with the foe.	Unstable You're vulnerable and unable to move after using it.

EXAMPLE WEAPONS

Warhammer: hefty/brace.

Harpoon: tether/thrown.

Greatsword: cleave/unstable.

Bareknuckle boxing: stun/close.

Rapier: piercing/superficial.

Flintlock: ranged/ammo.

Blood whip: flexible/painful.

EXAMPLE COVENANTS

ONE OF YOU NURSED THE OTHER BACK TO HEALTH.

When one of you protects the other from harm, strengthen the covenant.

When one of you recklessly puts the other in danger, betray the covenant.

ONE OF YOU IS TEACHING THE OTHER TO FIGHT.

When the trainee gets a killing blow, strengthen the covenant.

When one of you shows concerning brutality, betray the covenant.

YOU'RE HUNTING DOWN A LOST TREASURE TOGETHER.

When you find a clue to the treasure's location, strengthen the covenant.

When you lie to or mislead the other, betray the covenant.

YOU USED TO BE CLOSE FRIENDS OR LOVERS.

When you share stories of the good times, strengthen the covenant.

When you act as you did when you broke up, betray the covenant.

YOU'RE AFFLICTED WITH THE SAME CURSE.

When you help the other manage the curse, strengthen the covenant.

When you willingly embrace the curse's benefits, betray the covenant.

YOU'RE LONG-TIME MONSTER HUNTER PARTNERS.

When one of you saves the other from danger, strengthen the covenant.

When one of you embraces the castle's corruption, betray the covenant.

ONE OF YOU HAS STRANGE DREAMS THE OTHER IS STUDYING.

When one of you benefits from an insight gained from the dreams, strengthen the covenant.

When one of you is hurt because they followed the dreams, betray the covenant.

THERE'S A GRUDGE OR RIVALRY BETWEEN YOU.

When one of you risks danger or cost to aid the other, strengthen the covenant.

When one of you shows off their superiority over the other, betray the covenant.

YOU GREW UP TOGETHER.

When you take time out to catch up, strengthen the covenant.

When you turn your back on the ways of your youth, betray the covenant.

YOU FOLLOW DIFFERENT FAITHS.

When one makes sure the other has time for their observances, strengthen the covenant.

When you preach the superiority of your faith's teachings, betray the covenant.

ONE OF YOU IS HEAVILY IN DEBT TO THE OTHER.

When one of you forgives or pays back the debt, strengthen the covenant.

When you take the other's gear without permission, betray the covenant.