The GameMaster's Apprentice

Instructions

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Special Thanks

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INTRODUCTION

What this deck is

The GameMaster's Apprentice deck is a set of tools meant to be helpful for anyone running a roleplaying game. The randomizers on the cards aren't linked to any particular game system, setting, or even genre.

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

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

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

What these instructions are

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

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

1) You're a GM looking to spice up your plans with new ideas.

2) You're running a game and need to generate some information on the fly.

3) You're a solo-player (or a group with no GM) and want to run a game with the cards as an engine.

What is on the cards: The Randomizer Breakdown

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



1) Difficulty Generator
2) Likely Odds
3) Dice
4) Norse Runes
5) Elemental Symbols
6) Random Event Generator
7) Sensory Snippets
8) Tag Symbols
9) Scatter Die
10) Belongings
11) Names
12) Catalyst
13) Location
14) Virtue and Vice

1) Difficulty and Reaction Generator

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

2) Likely Odds

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

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

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

3) Dice

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

4) Norse Runes

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

5) Elemental Symbols

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

6) Random Event Generator

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

7) Sensory Snippets

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

8) Tag Symbols

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

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

9) Scatter Die

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

10) Belongings

Initially conceived of as a way to make pickpocketing and looting more interesting, the Belongings field can also be used as part of the random character generator. Each card has a different category listed first; the three examples that follow the category are just meant to help clarify the intent and give you some ideas! The categories should be genre and setting neutral enough for you to use them in any situation. In order to help make this clear, the examples are meant to represent items appropriate to fantasy, modern, and sci-fi settings on each card, in that order.

11) Names

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

12) Catalysts

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

13) Locations

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

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

14) Virtue and Vice

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

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

HOW TO USE THESE CARDS

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

"Fairness"

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

Is this 'cheating?'

That depends.

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

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

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

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

Genre and Tone

The GameMaster's Apprentice is intended to be a genre-neutral, tone-neutral aid. Whether your game is set in a fantastical, modern, or futuristic world, and whether your tone is grim, serious, or silly, the deck should be able to support your play.

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

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

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

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

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

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

Primary Systems

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

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

Answering Yes/No Questions

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

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

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

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

1. Player curiosity: If the players want to know the details of something you haven't planned, but which isn't critical to the game, consider drawing for it with whatever odds you think would make the game most fun for the players. Examples: Is the bartender bald? Is it a nice day out? Can I find a four-leaf clover?
2. Suddenly-necessary details: If the question has a potential impact on the game, but making the decision yourself would feel like you were cheating or biasing the result, you need to be a little more careful. Don't word the question in a way that ruins the game if you get the 'wrong'

result, and carefully consider whether you should have Bad, Even, or Good odds of drawing a 'yes.' Examples: Does the guard happen to be looking in this direction? Is the backup generator fully fueled when the power gets cut? Is there a real doctor in this village?

3. Modifying cards: If you've just drawn for something else, and you have an idea that sounds a bit too implausible, or you have more than one strong idea of what could happen, then you can draw for an answer to clarify things. I do this a lot when building important NPCs or story seeds ahead of time. Examples: Does being Charitable and Fraudulent mean that this character is like Robin Hood? Does 'Destroy/Nearby/Government' mean the city government, as opposed to the kingdom, is overthrown? Does combining the Catalyst 'Naked Man' with the Location 'Museum' mean that there is one of those performance-art installations? If *No*, then I guess a patron is just VERY drunk....

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

Creating NPCs

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

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

1. Draw a card for a Virtue and Vice combination (draw one card for each if you want to be truly random). This tells you a little about their basic motivations, but will have to be tempered by context.

2. Draw a card for Belongings, to see what sort of thing they either have on them or are strongly associated with (for example, a Military Weapon suggests the character may be a soldier, but if you encounter them as a prisoner in a dungeon, they probably don't have that weapon on them right now).

3. Draw a card for names, and pick one to go with the character; sometimes names can add to the picture, if they are particularly meaningful.

4. Try to fit the draws together in context, and you're done!

NPC Generation Optional Expansions:

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

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

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

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

Creating Random Events

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

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

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

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

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

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

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

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

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

Random Event Generator Optional Expansions:

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

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

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

Creating Story Seeds

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

I suggest two possibilities:

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

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

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

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

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

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

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

Story Seed Optional Expansions:

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

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

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

The Little Engine: Running NPCs or encounters on the fly

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

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

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

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

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

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

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

That sounds much more interesting than another bandit attack.

Icon Systems

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

Norse Runes

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

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

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

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

The First Eight (Freyja's Aett)

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

The Second Eight (Heimdall's Aett)

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

The Third Eight (Tyr's Aett)

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

Tag Symbols

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

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

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

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

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

Elements

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

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

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

Scatter Die

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

Other ways to use the Scatter Die might include:

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

THE DECK AS A GAME ENGINE

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

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

I think the added effort is well worth the results.

Making "fair" decisions

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

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

Starting a Game

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

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

Playing a GM-Free Game: What Happens Next?

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

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

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

But what if you ask that and get a No?

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

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

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

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

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

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

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

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

The Basic Loop: The Heart of the Engine

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

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

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

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

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

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

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

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

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

Tracking plot and character developments

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

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

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

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

Wrapping up a plot

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

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

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

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

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

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

FINAL WORDS

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

Adventure Guides

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

Genre Mashups

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

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

Make your own materials!

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

Backer Names

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

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

1soni, Aaron Killeen, Adam Benedict Canning, Akiazoth, Albey Amakiir, Alice Peng & Brandon Powers, Andrea Hinkle, Andreas Walters - Metal Weave Games, Andrew C, Andrew Eakett, Andrew Ring, Andrew Stobie, Arkane Loste, Armin Sykes, Arun Shankar, Atzix, Barl0we, Benjamin & Lauren Rieker, Brent Lyon, Brian Horstmann, Brian Iraheta, Brian Ostrander, Caleb Burley, Carly Robertson, Charles Brokaw, Charles Kersey, Chris Pickler, Christopher Ruthenbeck, Cody A. Campbell, Craig S Janssen, Dan Cetorelli, Dan Suptic, David Carrus, David Korabell, Davis Silverman, Dennis Appell, Devin La Salle, Eben Alguire, Eddie Meshach Sells, Eden Brandeis, Erik "Kiraki" Schaeffer, Ewan A Dougall, Galit A., George & Brenda Anderson, Gnome Archivist, Greg G., HavenWorth, Hershco, Hilary B. Bisenieks, Ian McLaughlin, Harbinger of Plague, James 'Great Old One' Burke, James "Dregg" Carpio, Jay Baris, Jazzy Bear Brown, Jeremy Tuck, John Kane, Joseph Schutte, Josh Chunick, Josh Wilson (sohjsolwin), Joshua Jones, Katrina Clark, Keith Preston, Kenny the Solo Roleplaying Sage, Kjaskar Swafnildson, Kyle J. Wilson, Laura Pinson, Lauren McLemore, Lord Marlith, Lucas Bell, MadLad Designs, Mark Cox-Palmer, Mark Leymaster of Grammarye, Mark the Encaffeinated ONE, Matthew White, Matthias 'Yolgie' Holzinger, Myles Corcoran, Nathan Gilliam, Neil J. Roberts, Nicholas Hutchind, Nicholas Stice, Paul de Haan, Paul Goddard, Penni Walker, Pete Petrusha, Philipp Dopichaj, Pier Antonio BIANCHI, recrispi, Rick Sardinas, Robert Sweeney, DM, Roy Romasanta, Sasaki Chasofito, Scott Pinnow, Sean, Sean Chvatal, Sean West Money, ShadowCub, Simone Maisen, Snider, Sophia Brandt, Stanley Jack Slater, Stefan Leonhardt, Stelio Passaris, Stephen Stalker, Steven K. Watkins, Suzette Mariotti, Talares, Teppo Pennanen, The John Blair, The Roach, Thor, Tim Thompson (Streetmonk Studios), Timothy J. Watkins, Tina & John Tipton, Troy Small, Tuomas Kuusniemi, Umberto Lenzi, Vincent Arebalo, Virginian John, William D. Sharpe III


Likely Odds
BAD No
EVEN Yes
GOOD Yes
2
Create
Empowered
Journey
The clank of chain...
Glinting metal...
Your foot catches on...
Sickly-sweet decay...
Belongings
Domestic papers: Recipes, shopping lists, notes.
Names
Bernard
Aisha
Snare
Catalyst
A naked man.
Virtue
Chastity
Location
Thicket.
Vice
Envy
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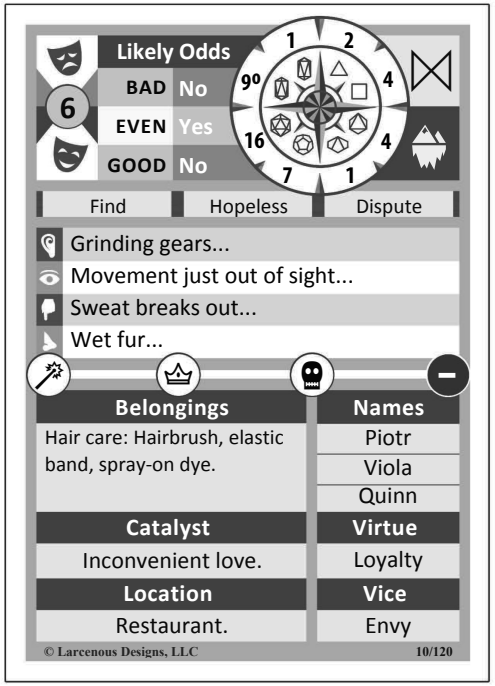
1/120


Likely Odds
BAD No
EVEN Yes
GOOD No
6
Find
Hopeless
Dispute
Grinding gears...
Movement just out of sight...
Sweat breaks out...
Wet fur...
Belongings
Hair care: Hairbrush, elastic band, spray-on dye.
Names
Piotr
Viola
Quinn
Catalyst
Inconvenient love.
Virtue
Loyalty
Location
Restaurant.
Vice
Envy
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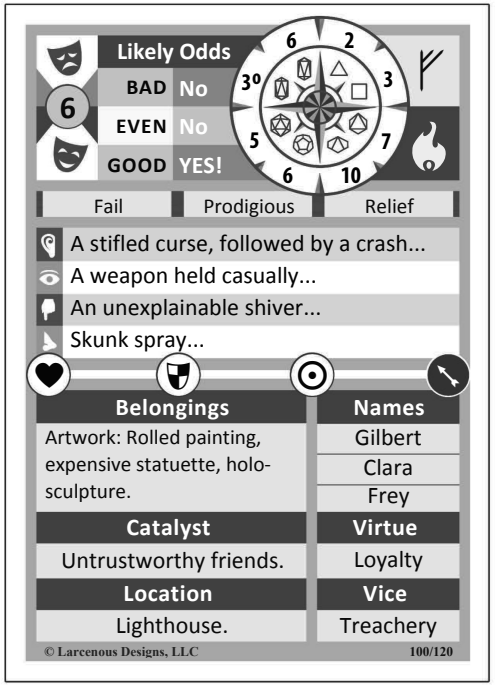
10/120


Likely Odds
BAD No
EVEN No
GOOD YES!
6
Fail
Prodigious
Relief
A stifled curse, followed by a crash...
A weapon held casually...
An unexplainable shiver...
Skunk spray...
Belongings
Artwork: Rolled painting, expensive statuette, holo-sculpture.
Names
Gilbert
Clara
Frey
Catalyst
Untrustworthy friends.
Virtue
Loyalty
Location
Lighthouse.
Vice
Treachery
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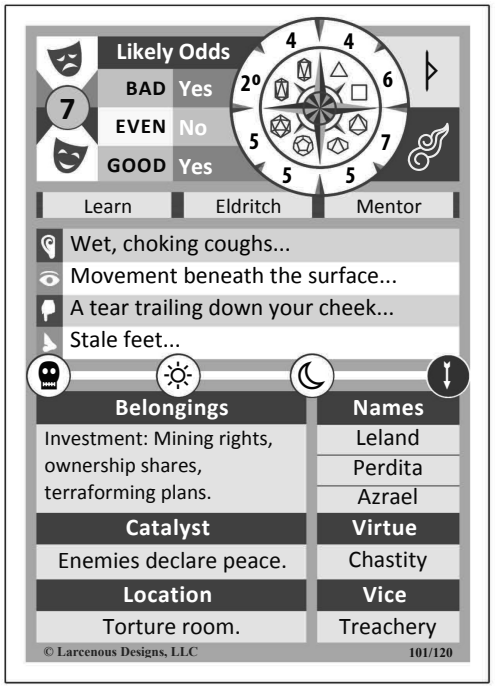
100/120


Likely Odds
BAD Yes
EVEN No
GOOD Yes
7
Learn
Eldritch
Mentor
Wet, choking coughs...
Movement beneath the surface...
A tear trailing down your cheek...
Stale feet...
Belongings
Investment: Mining rights, ownership shares, terraforming plans.
Names
Leland
Perdita
Azrael
Catalyst
Enemies declare peace.
Virtue
Chastity
Location
Torture room.
Vice
Treachery
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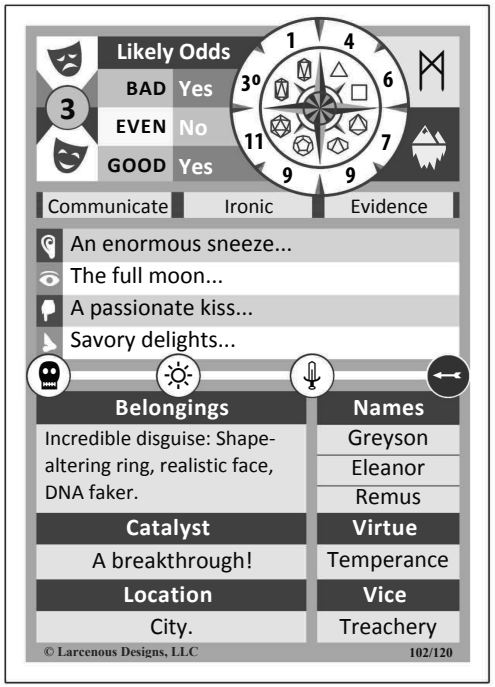
101/120


Likely Odds
BAD Yes
EVEN No
GOOD Yes
3
Communicate
Ironic
Evidence
An enormous sneeze...
The full moon...
A passionate kiss...
Savory delights...
Belongings
Incredible disguise: Shape-altering ring, realistic face, DNA faker.
Names
Greyson
Eleanor
Remus
Catalyst
A breakthrough!
Virtue
Temperance
Location
City.
Vice
Treachery
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102/120


Likely Odds
BAD No
EVEN No
GOOD YES!
4
Sneak
Amusing
Advice
Awed whispering...
A sliver of moon...
Crushed in a bear hug...
The mildew of abandoned space...
Belongings
Personal secrets: Secret Society membership, password, identity change.
Names
Tobias
Diana
Vosta
Catalyst
The situation escalates.
Virtue
Charity
Location
Refugee camp.
Vice
Treachery
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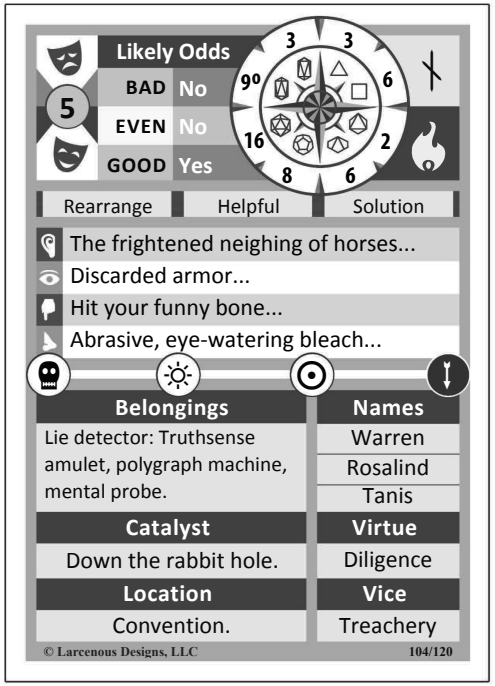
103/120


Likely Odds
BAD No
EVEN No
GOOD Yes
5
Rearrange
Helpful
Solution
The frightened neighing of horses...
Discarded armor...
Hit your funny bone...
Abrasive, eye-watering bleach...
Belongings
Lie detector: Truthsense amulet, polygraph machine, mental probe.
Names
Warren
Rosalind
Tanis
Catalyst
Down the rabbit hole.
Virtue
Diligence
Location
Convention.
Vice
Treachery
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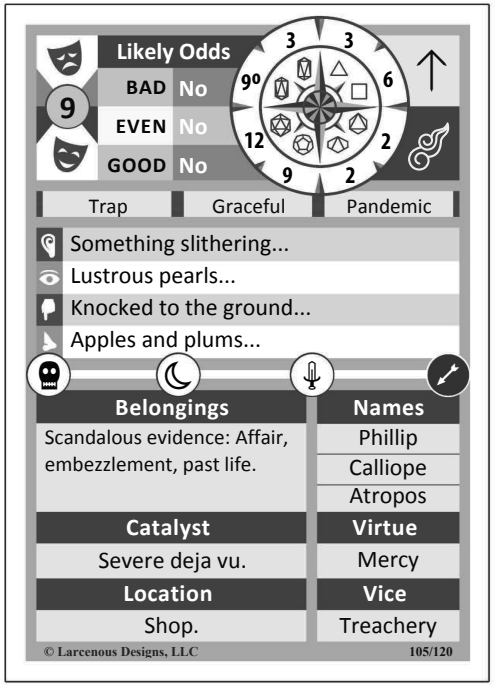
104/120


Likely Odds
BAD No
EVEN No
GOOD No
9
Trap
Graceful
Pandemic
Something slithering...
Lustrous pearls...
Knocked to the ground...
Apples and plums...
Belongings
Scandalous evidence: Affair, embezzlement, past life.
Names
Phillip
Calliope
Atropos
Catalyst
Severe deja vu.
Virtue
Mercy
Location
Shop.
Vice
Treachery
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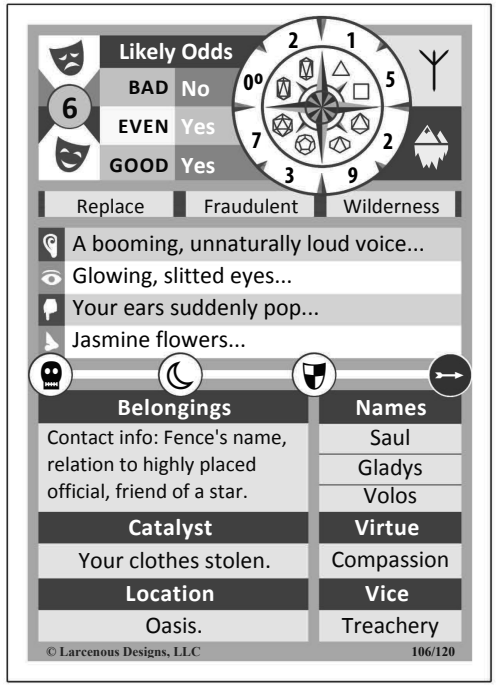
Likely Odds
BAD No
EVEN Yes
GOOD Yes
6
Replace
Fraudulent
Wilderness
A booming, unnaturally loud voice...
Glowing, slitted eyes...
Your ears suddenly pop...
Jasmine flowers...
Belongings
Contact info: Fence's name, relation to highly placed official, friend of a star.
Names
Saul
Gladys
Volos
Catalyst
Your clothes stolen.
Virtue
Compassion
Location
Oasis.
Vice
Treachery
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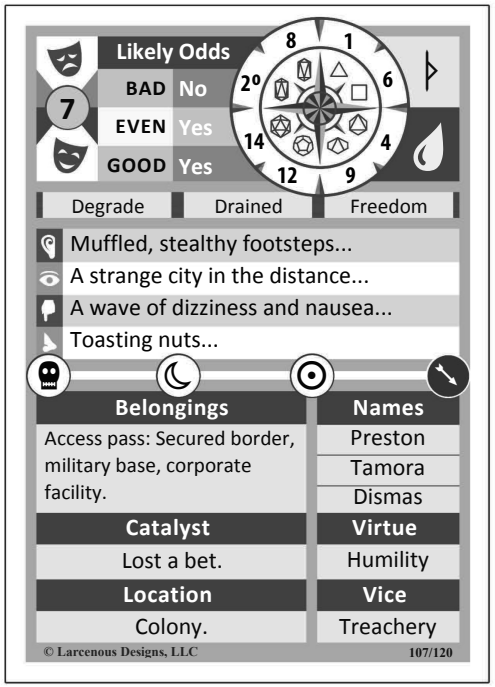
Likely Odds
BAD No
EVEN Yes
GOOD Yes
7
Degrade
Drained
Freedom
Muffled, stealthy footsteps...
A strange city in the distance...
A wave of dizziness and nausea...
Toasting nuts...
Belongings
Access pass: Secured border, military base, corporate facility.
Names
Preston
Tamora
Dismas
Catalyst
Lost a bet.
Virtue
Humility
Location
Colony.
Vice
Treachery
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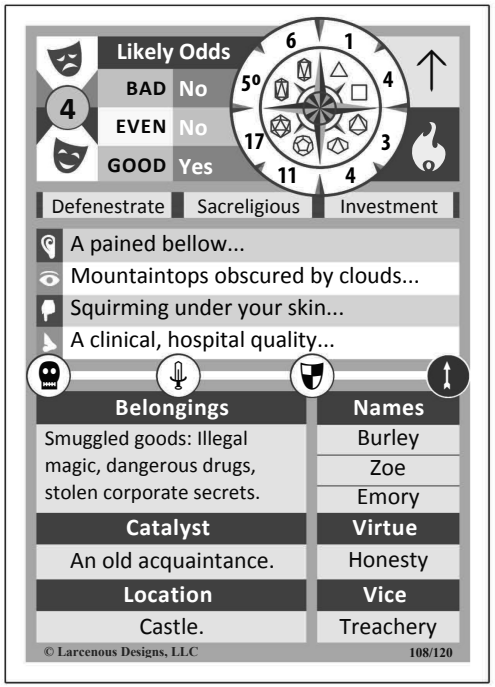
Likely Odds
BAD No
EVEN No
GOOD Yes
4
Defenestrate
Sacreligious
Investment
A pained bellow...
Mountaintops obscured by clouds...
Squirming under your skin...
A clinical, hospital quality...
Belongings
Smuggled goods: Illegal magic, dangerous drugs, stolen corporate secrets.
Names
Burley
Zoe
Emory
Catalyst
An old acquaintance.
Virtue
Honesty
Location
Castle.
Vice
Treachery
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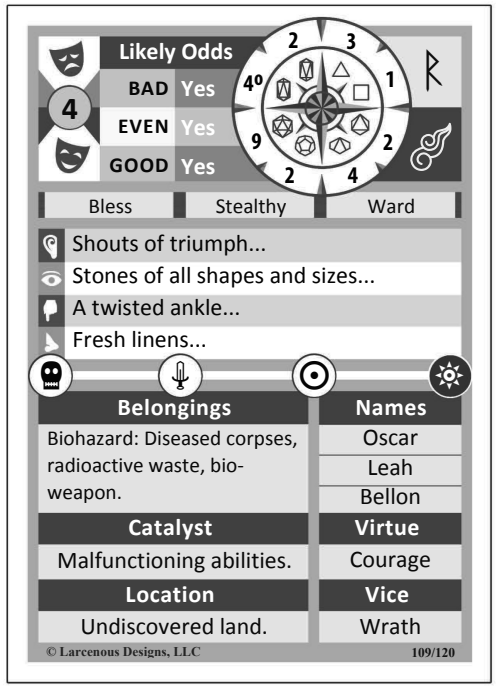
Likely Odds
BAD Yes
EVEN Yes
GOOD Yes
4
Bless
Stealthy
Ward
Shouts of triumph...
Stones of all shapes and sizes...
A twisted ankle...
Fresh linens...
Belongings
Biohazard: Diseased corpses, radioactive waste, bio-weapon.
Names
Oscar
Leah
Bellon
Catalyst
Malfunctioning abilities.
Virtue
Courage
Location
Undiscovered land.
Vice
Wrath
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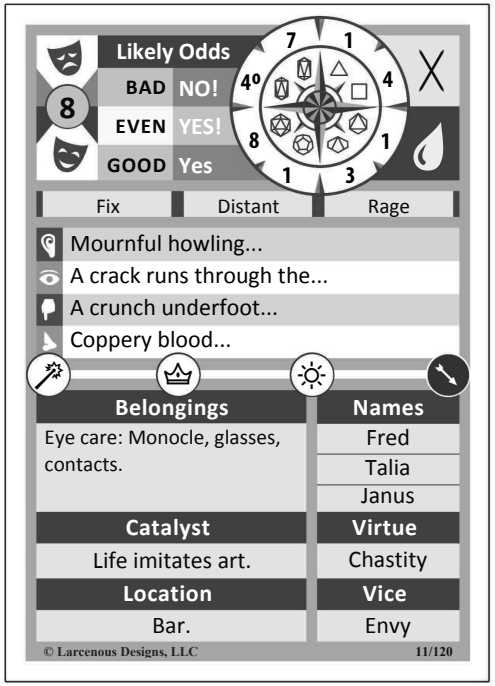
8
Likely Odds
BAD NO!
EVEN YES!
GOOD Yes
Fix
Distant
Rage
Mournful howling...
A crack runs through the...
A crunch underfoot...
Coppery blood...
Belongings
Eye care: Monocle, glasses, contacts.
Names
Fred
Talia
Janus
Catalyst
Life imitates art.
Virtue
Chastity
Location
Bar.
Vice
Envy
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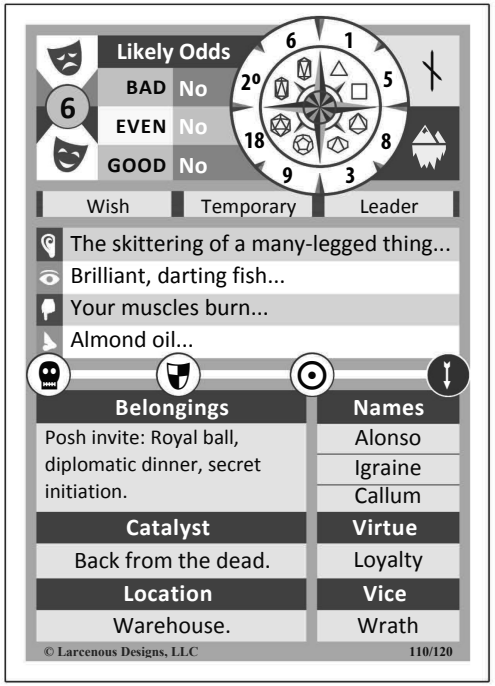
6
Likely Odds
BAD No
EVEN No
GOOD No
Wish
Temporary
Leader
The skittering of a many-legged thing...
Brilliant, darting fish...
Your muscles burn...
Almond oil...
Belongings
Posh invite: Royal ball, diplomatic dinner, secret initiation.
Names
Alonso
Igraine
Callum
Catalyst
Back from the dead.
Virtue
Loyalty
Location
Warehouse.
Vice
Wrath
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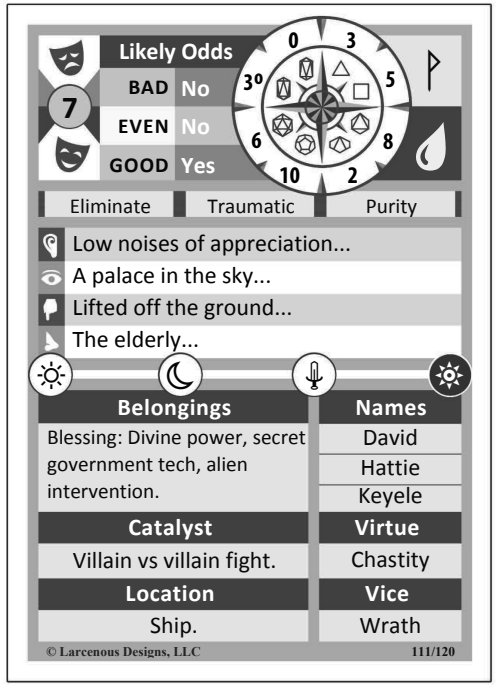
7
Likely Odds
BAD No
EVEN No
GOOD Yes
Eliminate
Traumatic
Purity
Low noises of appreciation...
A palace in the sky...
Lifted off the ground...
The elderly...
Belongings
Blessing: Divine power, secret government tech, alien intervention.
Names
David
Hattie
Keyele
Catalyst
Villain vs villain fight.
Virtue
Chastity
Location
Ship.
Vice
Wrath
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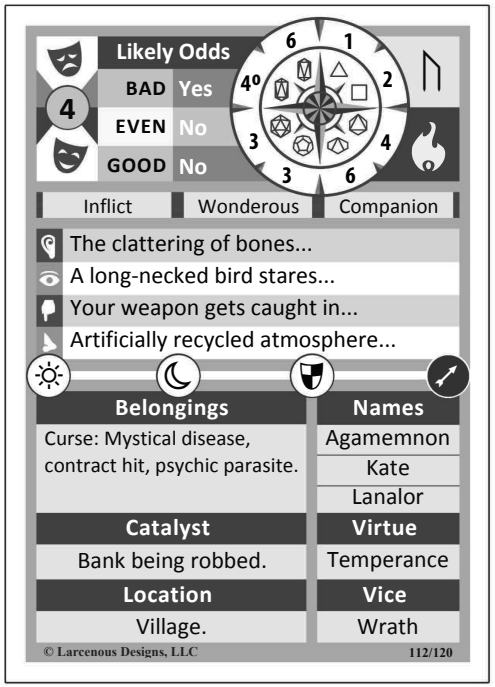
4
Likely Odds
BAD Yes
EVEN No
GOOD No
Inflict
Wonderous
Companion
The clattering of bones...
A long-necked bird stares...
Your weapon gets caught in...
Artificially recycled atmosphere...
Belongings
Curse: Mystical disease, contract hit, psychic parasite.
Names
Agamemnon
Kate
Lanalor
Catalyst
Bank being robbed.
Virtue
Temperance
Location
Village.
Vice
Wrath
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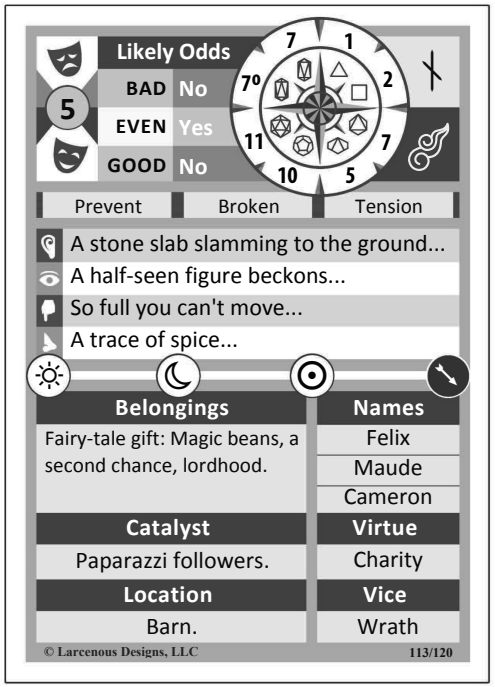
5
Likely Odds
BAD No
EVEN Yes
GOOD No
Prevent
Broken
Tension
A stone slab slamming to the ground...
A half-seen figure beckons...
So full you can't move...
A trace of spice...
Belongings
Fairy-tale gift: Magic beans, a second chance, lordhood.
Names
Felix
Maude
Cameron
Catalyst
Paparazzi followers.
Virtue
Charity
Location
Barn.
Vice
Wrath
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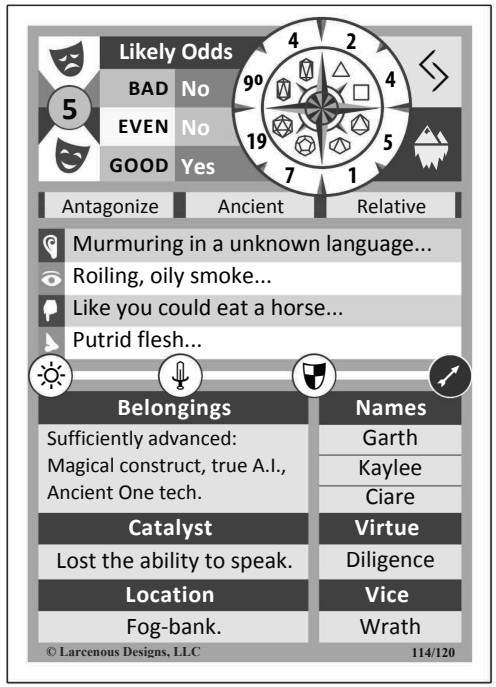
5
Likely Odds
BAD No
EVEN No
GOOD Yes
Antagonize
Ancient
Relative
Murmuring in a unknown language...
Roiling, oily smoke...
Like you could eat a horse...
Putrid flesh...
Belongings
Sufficiently advanced: Magical construct, true A.I., Ancient One tech.
Names
Garth
Kaylee
Ciare
Catalyst
Lost the ability to speak.
Virtue
Diligence
Location
Fog-bank.
Vice
Wrath
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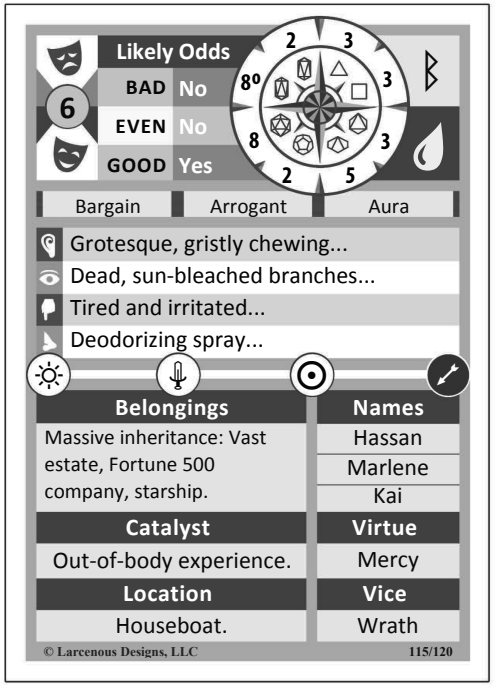
Likely Odds
BAD No
EVEN No
GOOD Yes
6
Bargain
Arrogant
Aura
Grotesque, gristly chewing...
Dead, sun-bleached branches...
Tired and irritated...
Deodorizing spray...
Belongings
Massive inheritance: Vast estate, Fortune 500 company, starship.
Names
Hassan
Marlene
Kai
Catalyst
Out-of-body experience.
Virtue
Mercy
Location
Houseboat.
Vice
Wrath
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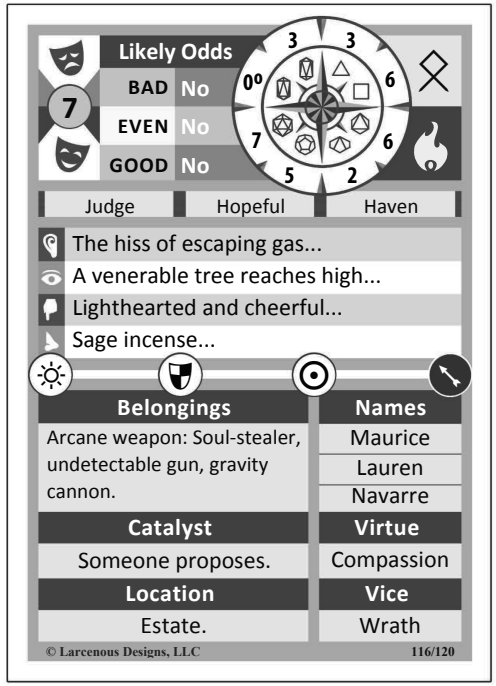
Likely Odds
BAD No
EVEN No
GOOD No
7
Judge
Hopeful
Haven
The hiss of escaping gas...
A venerable tree reaches high...
Lighthearted and cheerful...
Sage incense...
Belongings
Arcane weapon: Soul-stealer, undetectable gun, gravity cannon.
Names
Maurice
Lauren
Navarre
Catalyst
Someone proposes.
Virtue
Compassion
Location
Estate.
Vice
Wrath
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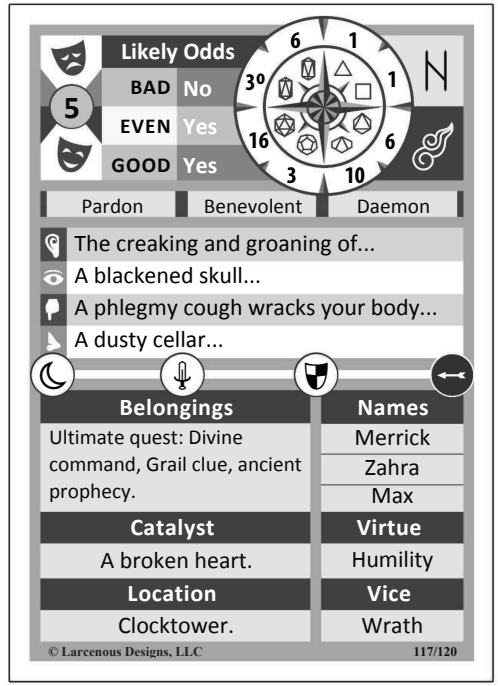
Likely Odds
BAD No
EVEN Yes
GOOD Yes
5
Pardon
Benevolent
Daemon
The creaking and groaning of...
A blackened skull...
A phlegmy cough wracks your body...
A dusty cellar...
Belongings
Ultimate quest: Divine command, Grail clue, ancient prophecy.
Names
Merrick
Zahra
Max
Catalyst
A broken heart.
Virtue
Humility
Location
Clocktower.
Vice
Wrath
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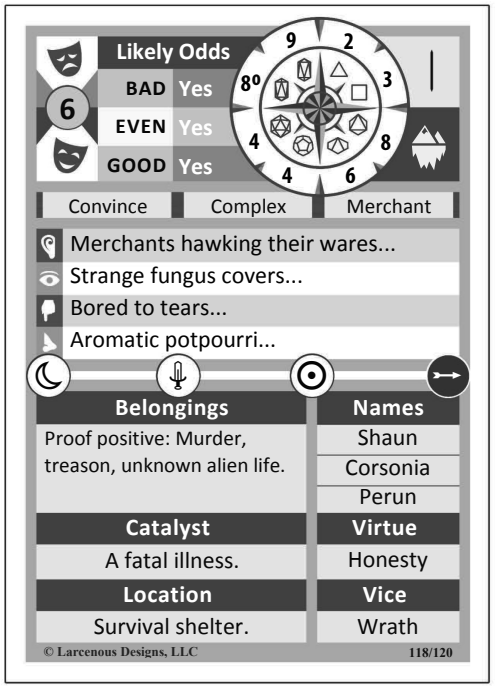
Likely Odds
BAD Yes
EVEN Yes
GOOD Yes
6
Convince
Complex
Merchant
Merchants hawking their wares...
Strange fungus covers...
Bored to tears...
Aromatic potpourri...
Belongings
Proof positive: Murder, treason, unknown alien life.
Names
Shaun
Corsonia
Perun
Catalyst
A fatal illness.
Virtue
Honesty
Location
Survival shelter.
Vice
Wrath
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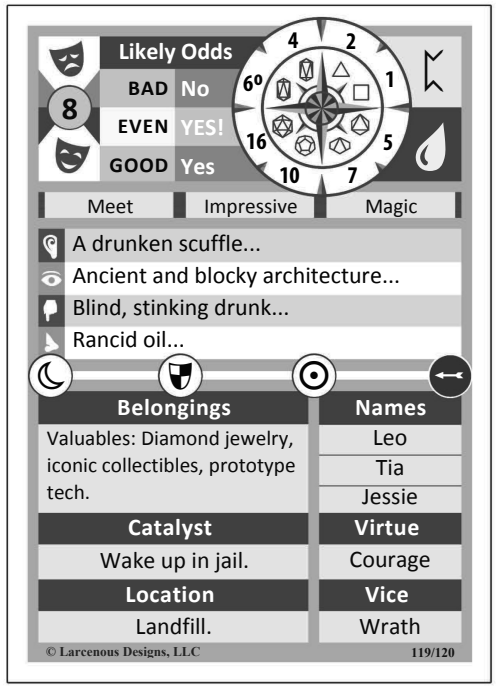
Likely Odds
BAD No
EVEN YES!
GOOD Yes
8
Meet
Impressive
Magic
A drunken scuffle...
Ancient and blocky architecture...
Blind, stinking drunk...
Rancid oil...
Belongings
Valuables: Diamond jewelry, iconic collectibles, prototype tech.
Names
Leo
Tia
Jessie
Catalyst
Wake up in jail.
Virtue
Courage
Location
Landfill.
Vice
Wrath
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Likely Odds
BAD Yes
EVEN No
GOOD Yes
6
Return
Irksome
Skill
A bestial roar...
A child's toy sits...
A thud against your side...
Rank sweat and sour bodies...
Belongings
Snacks: Fresh fruit, bag of trail mix, nutrient chips.
Names
Otis
Jodie
Scarus
Catalyst
Unusual inheritance.
Virtue
Temperance
Location
Shipyards.
Vice
Envy
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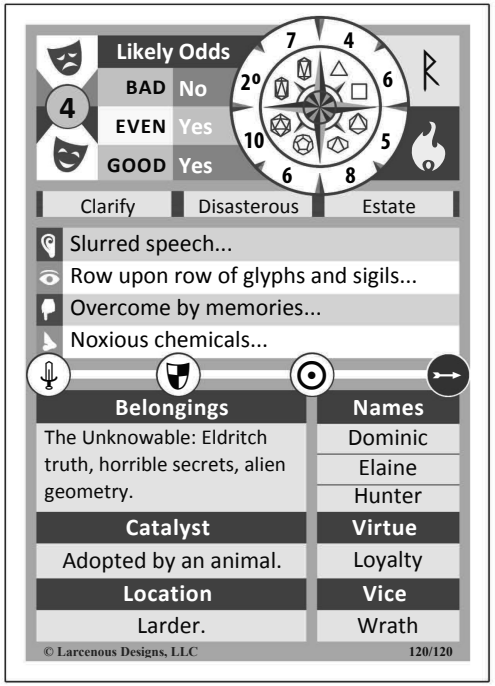
Likely Odds
BAD No
EVEN Yes
GOOD Yes
4
Clarify
Disasterous
Estate
Slurred speech...
Row upon row of glyphs and sigils...
Overcome by memories...
Noxious chemicals...
Belongings
The Unknowable: Eldritch truth, horrible secrets, alien geometry.
Names
Dominic
Elaine
Hunter
Catalyst
Adopted by an animal.
Virtue
Loyalty
Location
Larder.
Vice
Wrath
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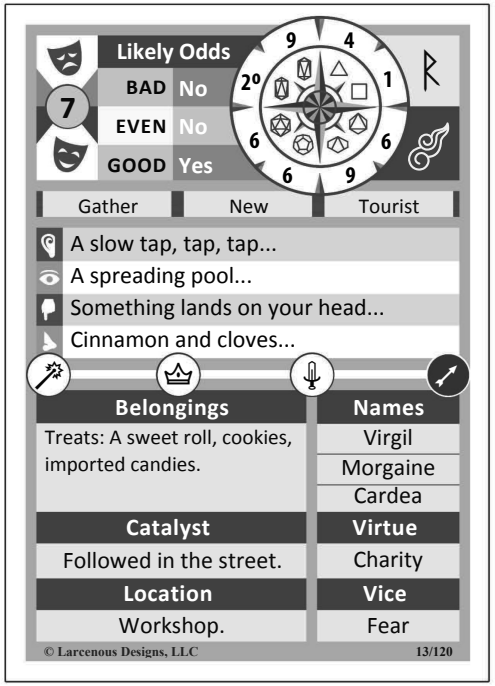
Likely Odds
BAD No
EVEN No
GOOD Yes
7
Gather
New
Tourist
A slow tap, tap, tap...
A spreading pool...
Something lands on your head...
Cinnamon and cloves...
Belongings
Treats: A sweet roll, cookies, imported candies.
Names
Virgil
Morgaine
Cardea
Catalyst
Followed in the street.
Virtue
Charity
Location
Workshop.
Vice
Fear
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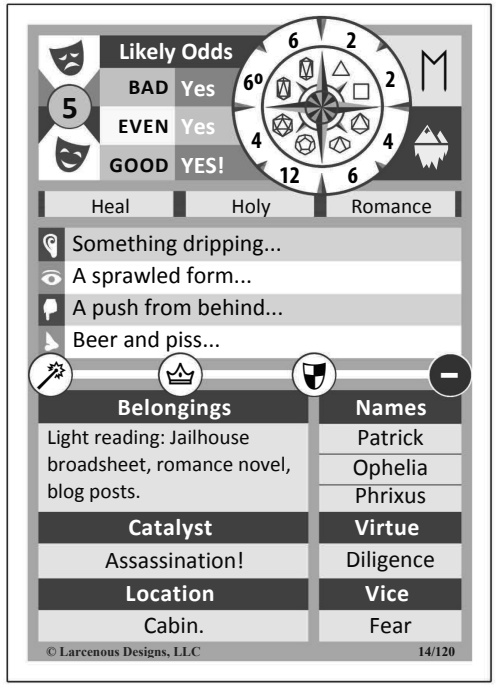
Likely Odds
BAD Yes
EVEN Yes
GOOD YES!
5
Heal
Holy
Romance
Something dripping...
A sprawled form...
A push from behind...
Beer and piss...
Belongings
Light reading: Jailhouse broadsheet, romance novel, blog posts.
Names
Patrick
Ophelia
Phrixus
Catalyst
Assassination!
Virtue
Diligence
Location
Cabin.
Vice
Fear
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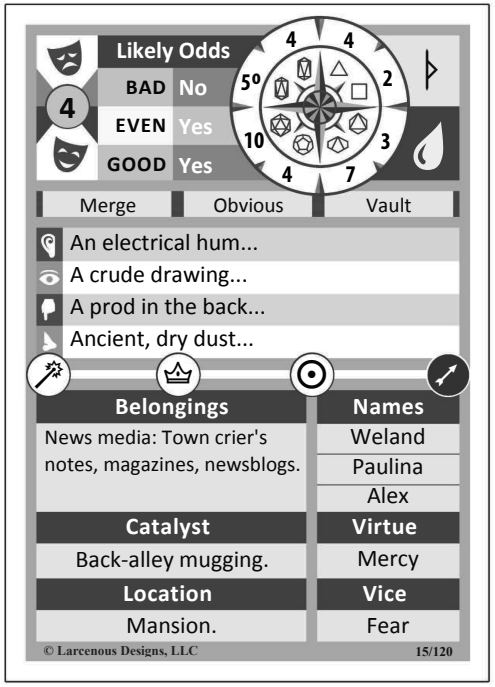
Likely Odds
BAD No
EVEN Yes
GOOD Yes
4
Merge
Obvious
Vault
An electrical hum...
A crude drawing...
A prod in the back...
Ancient, dry dust...
Belongings
News media: Town crier's notes, magazines, newsblogs.
Names
Weland
Paulina
Alex
Catalyst
Back-alley mugging.
Virtue
Mercy
Location
Mansion.
Vice
Fear
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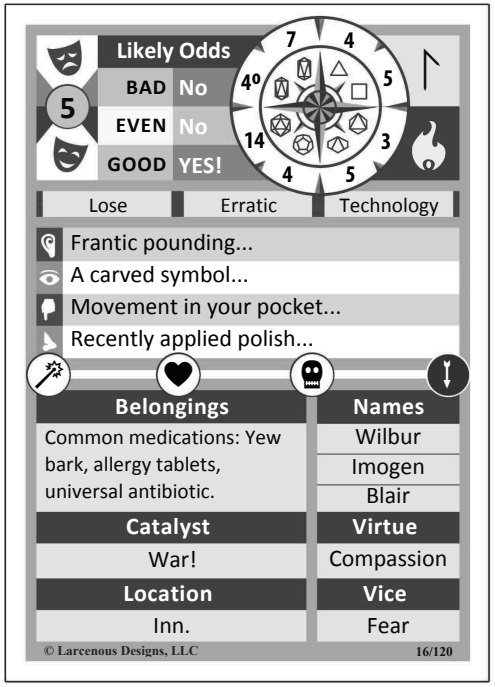
Likely Odds
BAD No
EVEN No
GOOD YES!
5
Lose
Erratic
Technology
Frantic pounding...
A carved symbol...
Movement in your pocket...
Recently applied polish...
Belongings
Common medications: Yew bark, allergy tablets, universal antibiotic.
Names
Wilbur
Imogen
Blair
Catalyst
War!
Virtue
Compassion
Location
Inn.
Vice
Fear
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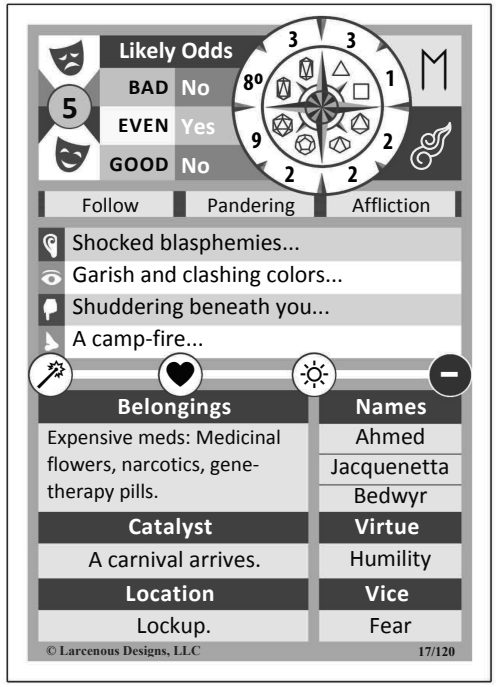
Likely Odds
BAD No
EVEN Yes
GOOD No
5
Follow
Pandering
Affliction
Shocked blasphemies...
Garish and clashing colors...
Shuddering beneath you...
A camp-fire...
Belongings
Expensive meds: Medicinal flowers, narcotics, gene-therapy pills.
Names
Ahmed
Jacquenetta
Bedwyr
Catalyst
A carnival arrives.
Virtue
Humility
Location
Lockup.
Vice
Fear
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Likely Odds	
BAD	NO!
EVEN	Yes
GOOD	No

5

Unearth	Hallucinatory	Conflict

- Shuffling steps...
- A familiar face...
- Muscle spasms cramp...
- Flowered water...

Belongings	Names
Illegal drugs: Exotic potions, medicinal herbs, power-enhancers.	Alberich
	Bethany
	Bowers
Catalyst	**Virtue**
Summoned to court.	Honesty
Location	**Vice**
Highrise.	Fear

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Likely Odds	
BAD	Yes
EVEN	No
GOOD	Yes

6

Take	Disruptive	Poverty

- The step-clop-step-clop of...
- The flash of a knife...
- A surprising pinch...
- Industrial grease...

Belongings	Names
Climbing gear: Rope and spikes, carabiners, microtooth grip-gloves.	Drew
	May
	Jamie
Catalyst	**Virtue**
Witness to a crime.	Courage
Location	**Vice**
The back room.	Fear

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Likely Odds	
BAD	No
EVEN	NO!
GOOD	No

6

Absolve	Psychological	Civilization

- A scream...
- A splash of red...
- Soot makes your eyes itch...
- A light, delicate bouquet...

Belongings	Names
Small change: A few coins, small bills, nearly empty credit chip.	Langdon
	Kirsten
	Zooma
Catalyst	**Virtue**
Long lost sibling returns.	Temperance
Location	**Vice**
Mountain.	Envy

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Likely Odds	
BAD	No
EVEN	Yes
GOOD	Yes

6

Defeat	Gaudy	Defense

- Running feet, closer and closer...
- Flames in the distance...
- The urge to sneeze...
- Burning hair...

Belongings	Names
Communications: Mindspeech amulet, phone, emergency beacon.	Lewis
	Brandi
	Antenor
Catalyst	**Virtue**
Accidental poisoning.	Loyalty
Location	**Vice**
Palace.	Fear

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Likely Odds	
BAD	No
EVEN	No
GOOD	Yes

8

Alter	Diabolical	Trap

- Tick, tock, tick, tock...
- Thick fog...
- A stomach-tilting lurch...
- An odd fragrance...

Belongings	Names
Travel accessories: Belt pouch, tickets, self-inflating neck pillow.	Michael
	Miranda
	Boult
Catalyst	**Virtue**
Children in danger.	Chastity
Location	**Vice**
Gardens.	Fear

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Likely Odds	
BAD	No
EVEN	Yes
GOOD	No

4

Reward	Frightful	Source

- The sounds of a fight...
- Dense black smoke...
- An electrical jolt...
- Moist earth...

Belongings	Names
Small game: Dice in a cup, playing cards, handheld electronics.	Milton
	Charlotte
	Mabon
Catalyst	**Virtue**
A rabid animal.	Temperance
Location	**Vice**
Dangerous ground.	Fear

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Likely Odds
BAD No
EVEN Yes
GOOD Yes
5
Trick
Ghostly
Grudge
A wet, meaty THUMP...
Blood stains...
Deep, throbbing headache...
Damp, wretched air...
Belongings
Crude weapon: Battered club, dull knife, poorly-made gun.
Names
Arthur
Nell
Weaver
Catalyst
Talking animals.
Virtue
Charity
Location
Canal.
Vice
Fear
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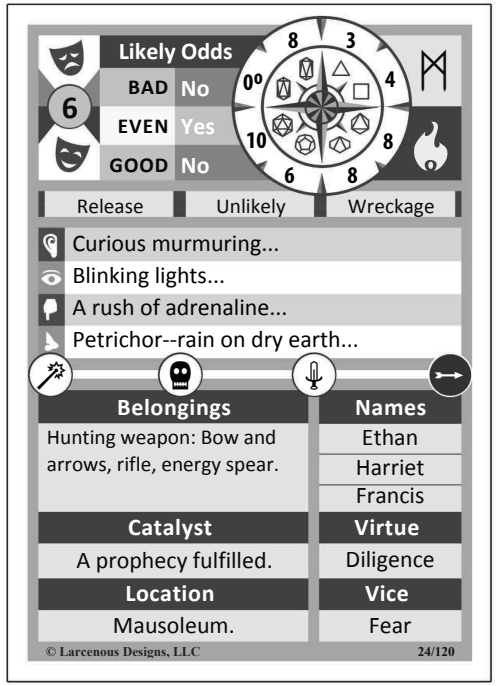
Likely Odds
BAD No
EVEN Yes
GOOD No
6
Release
Unlikely
Wreckage
Curious murmuring...
Blinking lights...
A rush of adrenaline...
Petrichor--rain on dry earth...
Belongings
Hunting weapon: Bow and arrows, rifle, energy spear.
Names
Ethan
Harriet
Francis
Catalyst
A prophecy fulfilled.
Virtue
Diligence
Location
Mausoleum.
Vice
Fear
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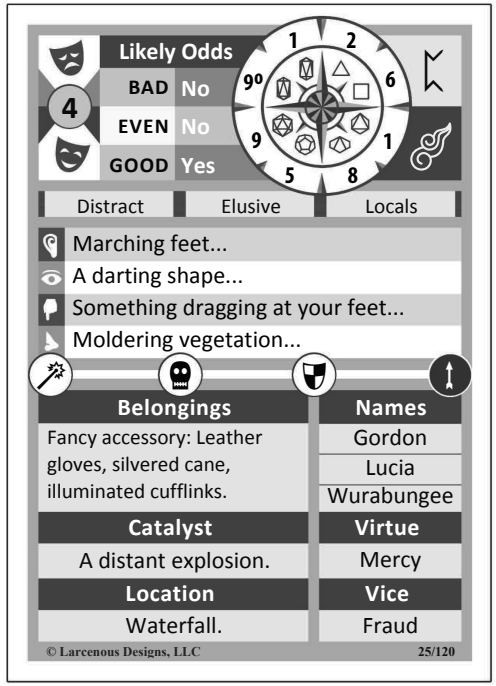
Likely Odds
BAD No
EVEN No
GOOD Yes
4
Distract
Elusive
Locals
Marching feet...
A darting shape...
Something dragging at your feet...
Moldering vegetation...
Belongings
Fancy accessory: Leather gloves, silvered cane, illuminated cufflinks.
Names
Gordon
Lucia
Wurabungee
Catalyst
A distant explosion.
Virtue
Mercy
Location
Waterfall.
Vice
Fraud
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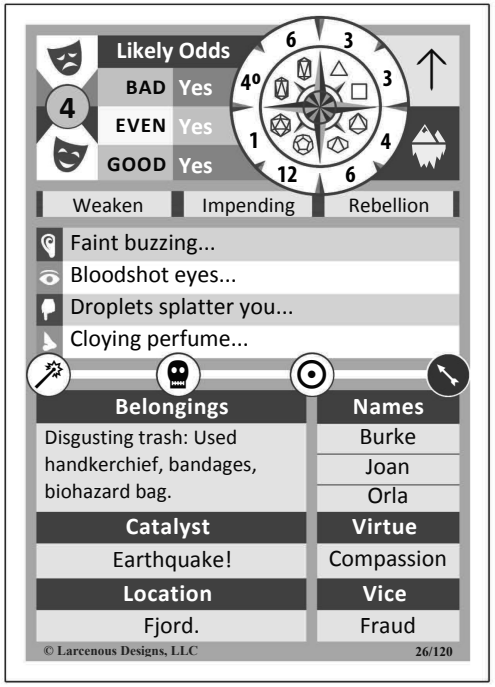
Likely Odds
BAD Yes
EVEN Yes
GOOD Yes
4
Weaken
Impending
Rebellion
Faint buzzing...
Bloodshot eyes...
Droplets splatter you...
Cloying perfume...
Belongings
Disgusting trash: Used handkerchief, bandages, biohazard bag.
Names
Burke
Joan
Orla
Catalyst
Earthquake!
Virtue
Compassion
Location
Fjord.
Vice
Fraud
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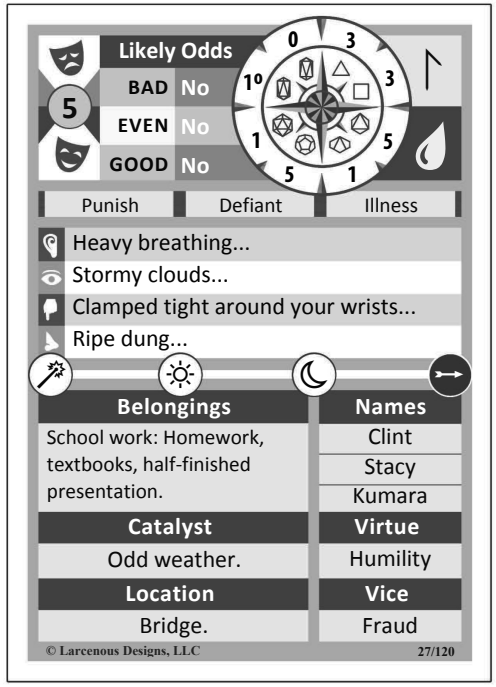
Likely Odds
BAD No
EVEN No
GOOD No
5
Punish
Defiant
Illness
Heavy breathing...
Stormy clouds...
Clamped tight around your wrists...
Ripe dung...
Belongings
School work: Homework, textbooks, half-finished presentation.
Names
Clint
Stacy
Kumara
Catalyst
Odd weather.
Virtue
Humility
Location
Bridge.
Vice
Fraud
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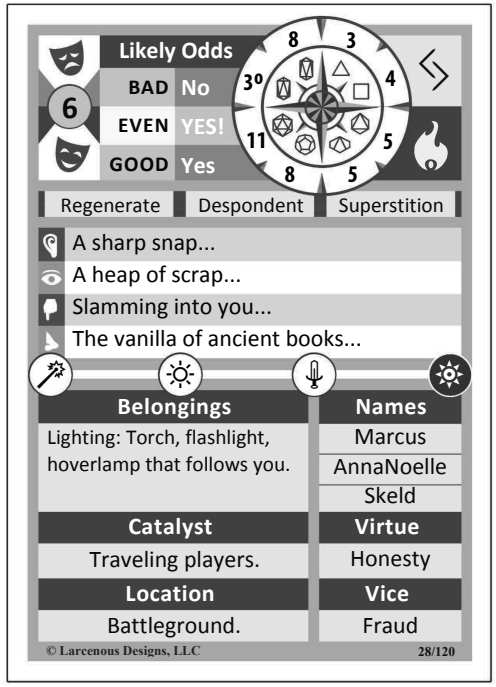
Likely Odds
BAD No
EVEN YES!
GOOD Yes
6
Regenerate
Despondent
Superstition
A sharp snap...
A heap of scrap...
Slamming into you...
The vanilla of ancient books...
Belongings
Lighting: Torch, flashlight, hoverlamp that follows you.
Names
Marcus
AnnaNoelle
Skeld
Catalyst
Traveling players.
Virtue
Honesty
Location
Battleground.
Vice
Fraud
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Likely Odds
BAD NO!
EVEN Yes
GOOD No
8
Destroy
Common
Government
Angry whispering...
Lazily spinning wheel...
Sweaty and feverish...
New leather...
Belongings
Music: Sheet music, digital player, archive of personal compositions.
Names
Bates
Savannah
Daryl
Catalyst
Wanted posters of...!
Virtue
Courage
Location
Asylum.
Vice
Fraud
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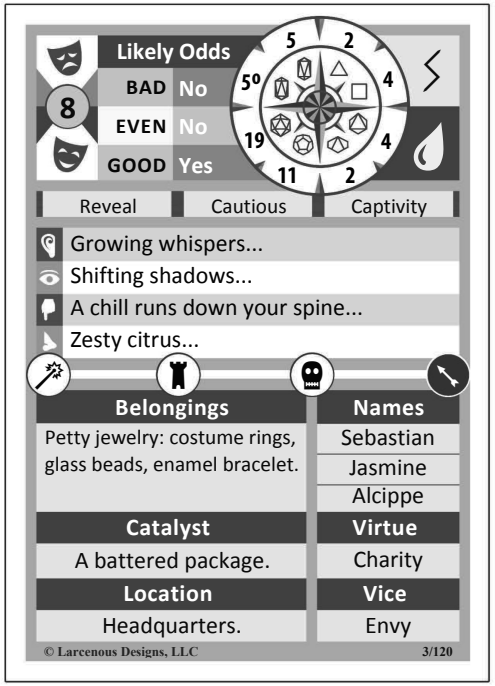
Likely Odds
BAD No
EVEN No
GOOD Yes
8
Reveal
Cautious
Captivity
Growing whispers...
Shifting shadows...
A chill runs down your spine...
Zesty citrus...
Belongings
Petty jewelry: costume rings, glass beads, enamel bracelet.
Names
Sebastian
Jasmine
Alcippe
Catalyst
A battered package.
Virtue
Charity
Location
Headquarters.
Vice
Envy
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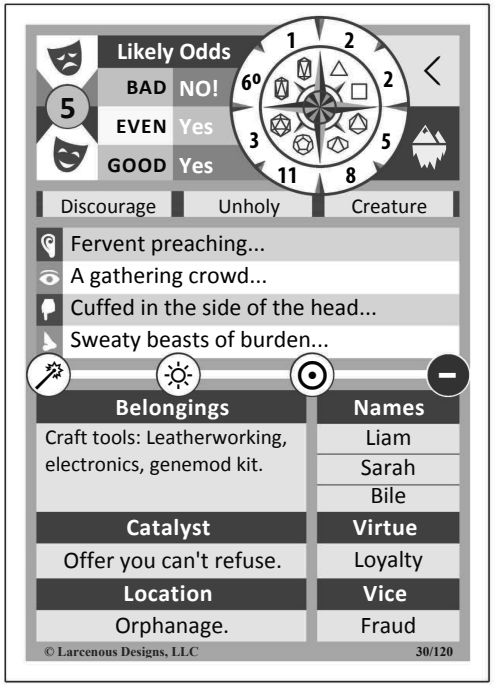
Likely Odds
BAD NO!
EVEN Yes
GOOD Yes
5
Discourage
Unholy
Creature
Fervent preaching...
A gathering crowd...
Cuffed in the side of the head...
Sweaty beasts of burden...
Belongings
Craft tools: Leatherworking, electronics, genemod kit.
Names
Liam
Sarah
Bile
Catalyst
Offer you can't refuse.
Virtue
Loyalty
Location
Orphanage.
Vice
Fraud
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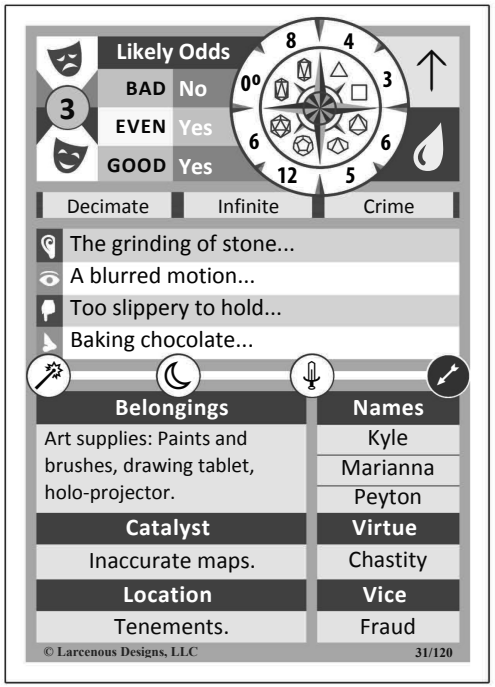
Likely Odds
BAD No
EVEN Yes
GOOD Yes
3
Decimate
Infinite
Crime
The grinding of stone...
A blurred motion...
Too slippery to hold...
Baking chocolate...
Belongings
Art supplies: Paints and brushes, drawing tablet, holo-projector.
Names
Kyle
Marianna
Peyton
Catalyst
Inaccurate maps.
Virtue
Chastity
Location
Tenements.
Vice
Fraud
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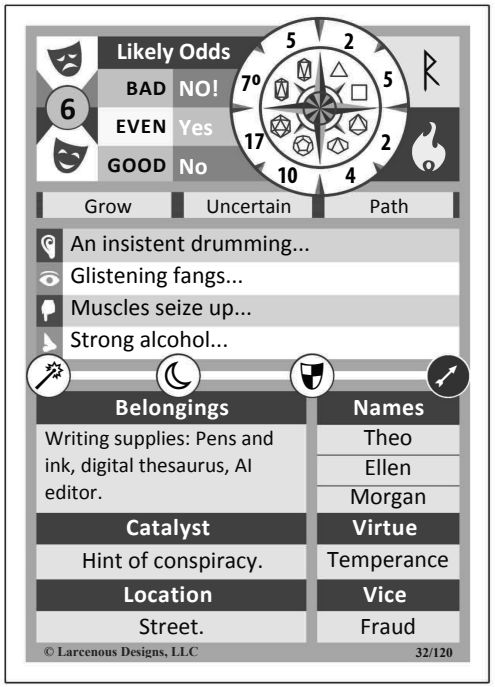
Likely Odds
BAD NO!
EVEN Yes
GOOD No
6
Grow
Uncertain
Path
An insistent drumming...
Glistening fangs...
Muscles seize up...
Strong alcohol...
Belongings
Writing supplies: Pens and ink, digital thesaurus, AI editor.
Names
Theo
Ellen
Morgan
Catalyst
Hint of conspiracy.
Virtue
Temperance
Location
Street.
Vice
Fraud
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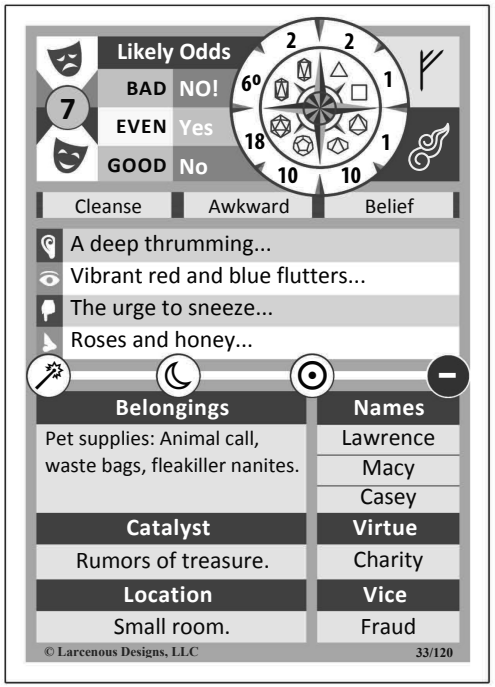
Likely Odds
BAD NO!
EVEN Yes
GOOD No
7
Cleanse
Awkward
Belief
A deep thrumming...
Vibrant red and blue flutters...
The urge to sneeze...
Roses and honey...
Belongings
Pet supplies: Animal call, waste bags, fleakiller nanites.
Names
Lawrence
Macy
Casey
Catalyst
Rumors of treasure.
Virtue
Charity
Location
Small room.
Vice
Fraud
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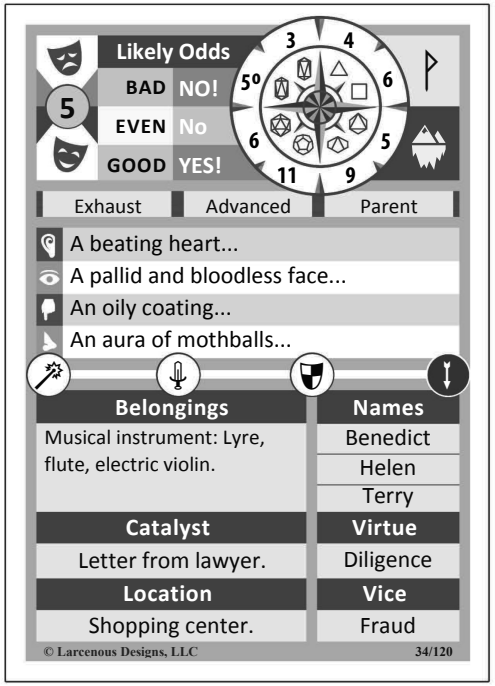
Likely Odds
BAD NO!
EVEN No
GOOD YES!
5
Exhaust
Advanced
Parent
A beating heart...
A pallid and bloodless face...
An oily coating...
An aura of mothballs...
Belongings
Musical instrument: Lyre, flute, electric violin.
Names
Benedict
Helen
Terry
Catalyst
Letter from lawyer.
Virtue
Diligence
Location
Shopping center.
Vice
Fraud
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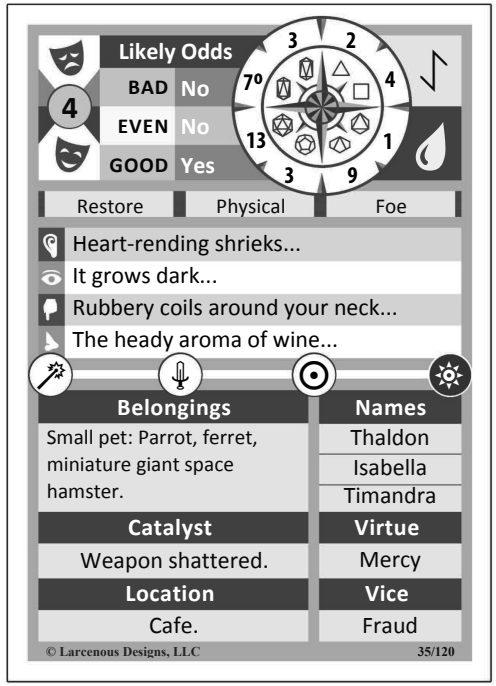
Likely Odds
BAD No
EVEN No
GOOD Yes
4
Restore
Physical
Foe
Heart-rending shrieks...
It grows dark...
Rubbery coils around your neck...
The heady aroma of wine...
Belongings
Small pet: Parrot, ferret, miniature giant space hamster.
Names
Thaldon
Isabella
Timandra
Catalyst
Weapon shattered.
Virtue
Mercy
Location
Cafe.
Vice
Fraud
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Likely Odds
BAD No
EVEN Yes
GOOD Yes
4
Bestow
Metaphorical
Temple
Pained cries...
Dingy and dusty...
A feathery touch...
A disinfectant tang...
Belongings
Lucky charm: Rabbit's foot, four-leaf clover, a loved one's picture.
Names
Isaac
Laura
Meadows
Catalyst
Wounds fester.
Virtue
Compassion
Location
Social club.
Vice
Fraud
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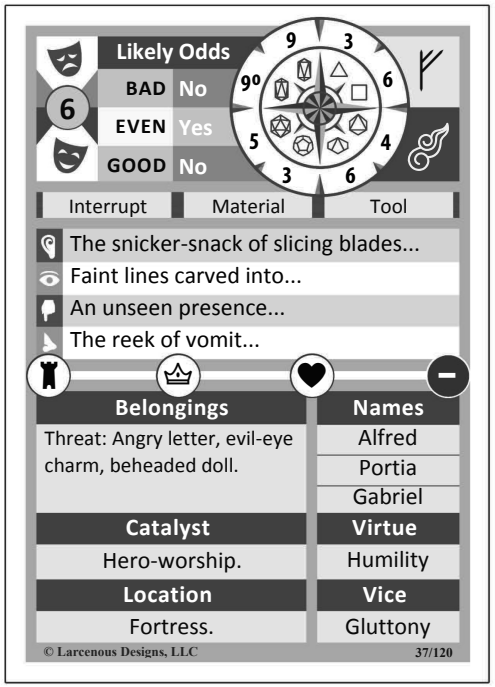
Likely Odds
BAD No
EVEN Yes
GOOD No
6
Interrupt
Material
Tool
The snicker-snack of slicing blades...
Faint lines carved into...
An unseen presence...
The reek of vomit...
Belongings
Threat: Angry letter, evil-eye charm, beheaded doll.
Names
Alfred
Portia
Gabriel
Catalyst
Hero-worship.
Virtue
Humility
Location
Fortress.
Vice
Gluttony
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Likely Odds
BAD No
EVEN Yes
GOOD Yes
7
Explore
Aberrant
Ability
The clash of metal on metal...
Flashy clothing...
Grit in your teeth...
Fresh-brewed tea...
Belongings
Writing project: Manuscript, draft of a play, philosophical essay.
Names
Ben
Abigail
Jean
Catalyst
Stampede!
Virtue
Honesty
Location
Supply depot.
Vice
Gluttony
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Likely Odds
BAD Yes
EVEN Yes
GOOD YES!
5
Steal
Fair
Monument
A distinctive ca-click...
Faded and worn...
Leathery wings beat against...
Nutmeg and warm spices...
Belongings
Religious object: Prayer book, holy symbol, pamphlet.
Names
George
Desdemona
Melanthos
Catalyst
Rising fame.
Virtue
Courage
Location
Secret society.
Vice
Gluttony
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Likely Odds	
BAD	No
EVEN	No
GOOD	Yes

4

Trespass | Inconvenient | Research

- Glass clinking...
- Bouncing across the...
- A frigid draft...
- Dark coffee...

Belongings	Names
Personal papers: Letters, legal summons, daily itinerary.	Andrew
	Aakruti
	Acantha
Catalyst	**Virtue**
Mad rantings.	Diligence
Location	**Vice**
Square.	Envy

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Likely Odds	
BAD	No
EVEN	No
GOOD	Yes

6

Identify | Malevolent | Child

- Crescendoing pursuit...
- Gaudy ornaments...
- Silky strands brush your face...
- Rotting meat...

Belongings	Names
Camp gear: Fire starter, bug repellent, thermal sheet.	Abdul
	Thaisa
	Rhys
Catalyst	**Virtue**
Growing infamy.	Loyalty
Location	**Vice**
Resort.	Gluttony

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Likely Odds	
BAD	Yes
EVEN	NO!
GOOD	Yes

8

Attempt | Timid | Lies

- Demanding tones...
- Gloomy atmosphere...
- Unpleasantly lumpy mattress...
- Violets...

Belongings	Names
Stimulant: Tea leaves, energy drink, stimpack injector.	Aaron
	Nimue
	Mithra
Catalyst	**Virtue**
A sudden eclipse.	Chastity
Location	**Vice**
Hall.	Gluttony

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Likely Odds	
BAD	Yes
EVEN	Yes
GOOD	No

5

Assuage | Theoretical | Despair

- Sloshing liquid...
- A glossy sheen covers...
- Dozens of pinpricks across your back...
- Newsprint...

Belongings	Names
Fortune-telling: Gutting knife, 'magic' sphere, Tarot deck.	Ernest
	Betty
	Jayden
Catalyst	**Virtue**
Religious persecution.	Temperance
Location	**Vice**
Rally.	Gluttony

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Likely Odds	
BAD	Yes
EVEN	Yes
GOOD	Yes

6

Ponder | Spiritual | Wealth

- Strains of a haunting melody...
- Enveloped in shadow...
- A twisted ankle...
- Thick, ashey smoke...

Belongings	Names
Ghost-hunting gear: Holy symbol, Ouija board, EMF detector.	Robert
	Iris
	Regan
Catalyst	**Virtue**
Cultural prejudice.	Charity
Location	**Vice**
Archives.	Gluttony

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Likely Odds	
BAD	NO!
EVEN	No
GOOD	Yes

7

Refresh | Callous | Salvation

- Teeth chattering...
- The grimy floor...
- Sand and dirt in your eyes...
- Wafting fumes of sewage...

Belongings	Names
Thieves' tools: Purse-slitting knife, lockpicks, network-cracking device.	Wart
	Chloe
	Carmen
Catalyst	**Virtue**
Mistaken identity.	Diligence
Location	**Vice**
Casino.	Gluttony

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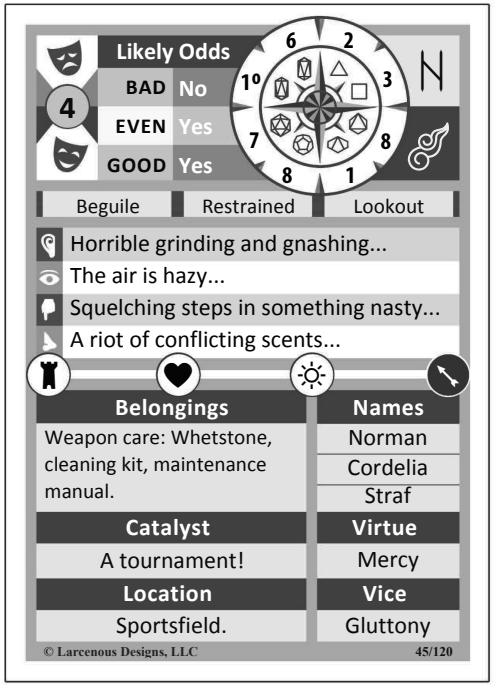
Likely Odds
BAD No
EVEN Yes
GOOD Yes
4
Beguile
Restrained
Lookout
Horrible grinding and gnashing...
The air is hazy...
Squelching steps in something nasty...
A riot of conflicting scents...
Belongings
Weapon care: Whetstone, cleaning kit, maintenance manual.
Names
Norman
Cordelia
Straf
Catalyst
A tournament!
Virtue
Mercy
Location
Sportsfield.
Vice
Gluttony
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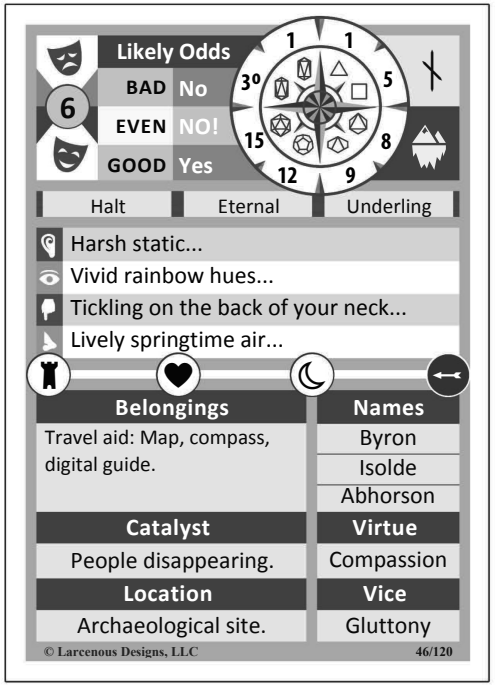
Likely Odds
BAD No
EVEN NO!
GOOD Yes
6
Halt
Eternal
Underling
Harsh static...
Vivid rainbow hues...
Tickling on the back of your neck...
Lively springtime air...
Belongings
Travel aid: Map, compass, digital guide.
Names
Byron
Isolde
Abhorson
Catalyst
People disappearing.
Virtue
Compassion
Location
Archaeological site.
Vice
Gluttony
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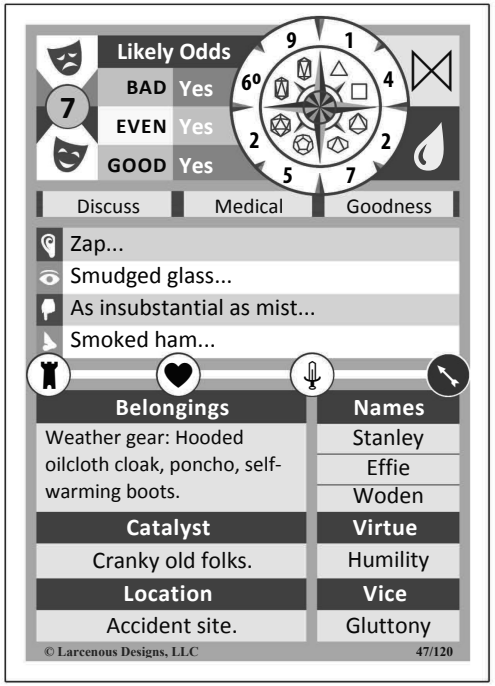
Likely Odds
BAD Yes
EVEN Yes
GOOD Yes
7
Discuss
Medical
Goodness
Zap...
Smudged glass...
As insubstantial as mist...
Smoked ham...
Belongings
Weather gear: Hooded oilcloth cloak, poncho, self-warming boots.
Names
Stanley
Effie
Woden
Catalyst
Cranky old folks.
Virtue
Humility
Location
Accident site.
Vice
Gluttony
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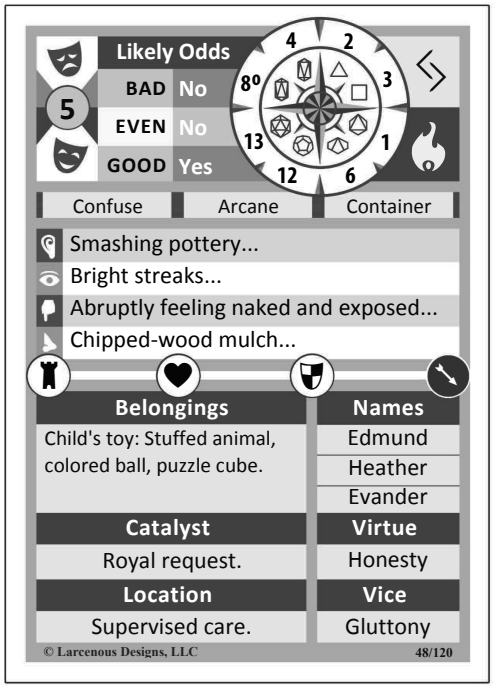
Likely Odds
BAD No
EVEN No
GOOD Yes
5
Confuse
Arcane
Container
Smashing pottery...
Bright streaks...
Abruptly feeling naked and exposed...
Chipped-wood mulch...
Belongings
Child's toy: Stuffed animal, colored ball, puzzle cube.
Names
Edmund
Heather
Evander
Catalyst
Royal request.
Virtue
Honesty
Location
Supervised care.
Vice
Gluttony
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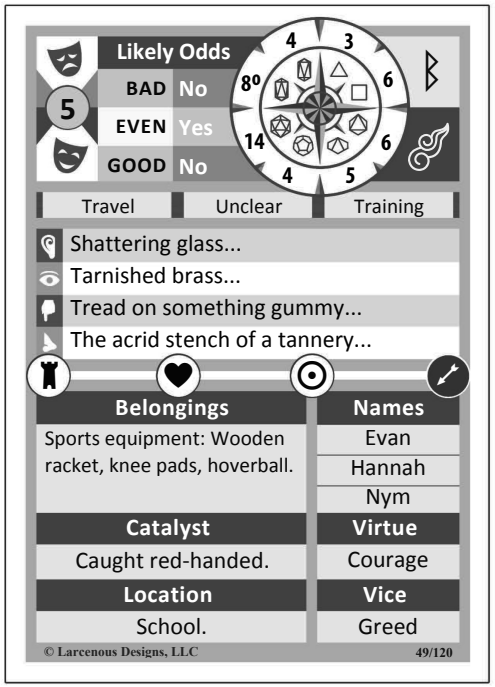
Likely Odds
BAD No
EVEN Yes
GOOD No
5
Travel
Unclear
Training
Shattering glass...
Tarnished brass...
Tread on something gummy...
The acrid stench of a tannery...
Belongings
Sports equipment: Wooden racket, knee pads, hoverball.
Names
Evan
Hannah
Nym
Catalyst
Caught red-handed.
Virtue
Courage
Location
School.
Vice
Greed
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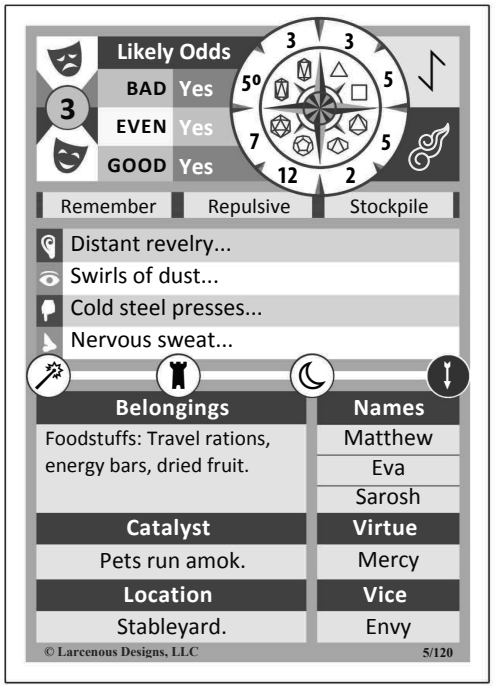
Likely Odds
BAD Yes
EVEN Yes
GOOD Yes
3
Remember
Repulsive
Stockpile
Distant revelry...
Swirls of dust...
Cold steel presses...
Nervous sweat...
Belongings
Foodstuffs: Travel rations, energy bars, dried fruit.
Names
Matthew
Eva
Sarosh
Catalyst
Pets run amok.
Virtue
Mercy
Location
Stableyard.
Vice
Envy
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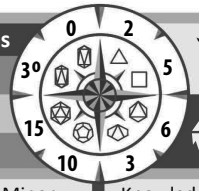
Likely Odds	
BAD	Yes
EVEN	No
GOOD	No

5



Forget	Minor	Knowledge

- Terrified squealing...
- Glistening wetly...
- Warm woolly fabric...
- The stink of death...

Belongings	Names
Scientific data: Alchemical notes, samples in tubes, planetary surveys.	Russell
	Celia
	Tyr
Catalyst	**Virtue**
It's a trap!	Loyalty
Location	**Vice**
Guard station.	Greed

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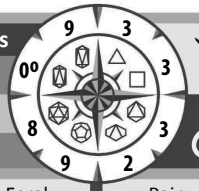
Likely Odds	
BAD	No
EVEN	YES!
GOOD	Yes

1



Avenge	Feral	Pain

- Rapidly approaching sirens...
- Shining chrome...
- A rumble in the ground...
- A pungent fart...

Belongings	Names
Cooking supplies: Dried goods, measuring tools, offworld spices.	Rory
	Brooke
	Melchior
Catalyst	**Virtue**
Whispers of evil.	Chastity
Location	**Vice**
Concert.	Greed

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Likely Odds	
BAD	Yes
EVEN	No
GOOD	Yes

6



Strengthen	Disappointing	Food

- The blast of a horn...
- An age-faded tattoo...
- A burst of frost and ice...
- Lemon and soap...

Belongings	Names
Awards: Symbolic pin, certificate of achievement, marksman badge.	Niall
	Yasmin
	Curio
Catalyst	**Virtue**
Kidnapped!	Temperance
Location	**Vice**
Backstage.	Greed

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Likely Odds	
BAD	No
EVEN	No
GOOD	Yes

8



Delay	Tender	Game

- Screeching tires...
- Chiseled stone...
- Soggy, crumbling ground...
- Frying sausage...

Belongings	Names
Brain teaser: Book of riddles, number grid, self-evolving puzzle.	Thomas
	Samantha
	Zydos
Catalyst	**Virtue**
Bridge washed out.	Charity
Location	**Vice**
Winery.	Greed

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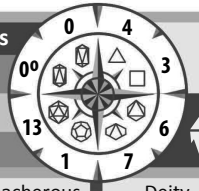
Likely Odds	
BAD	Yes
EVEN	Yes
GOOD	Yes

6



Detect	Treacherous	Deity

- The scrape of a blade on a stone...
- Tapestries depicting mythic scenes...
- Dry blasts of furnace air...
- Burning candles...

Belongings	Names
Espionage gear: Coded message, pen-camera, comm-tech interceptor.	Ross
	Georgia
	Tracy
Catalyst	**Virtue**
Hunters are hunted.	Diligence
Location	**Vice**
Museum.	Greed

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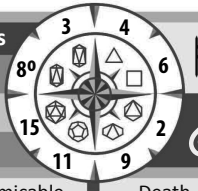
Likely Odds	
BAD	No
EVEN	Yes
GOOD	Yes

7



Deactivate	Amicable	Death

- A snatch of song...
- Waving lines of sparkles...
- A vicious, stabbing pain...
- Snow...

Belongings	Names
Hacking equipment: Cypher for a code, wifi scanner, auto-hack tool.	Stafford
	Michelle
	Endymion
Catalyst	**Virtue**
Quarantined!	Mercy
Location	**Vice**
Campus.	Greed

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Likely Odds
BAD No
EVEN No
GOOD NO!
6
Spoil
Aggressive
Puzzle
Raucous laughter...
Floor-length, braided hair...
Grabbing your arm...
Polluted water and dead fish...
Belongings
First aid: Bandages, ointments, medical scanner.
Names
Umberto
Britney
Laverne
Catalyst
Strange hallucinations.
Virtue
Compassion
Location
On the water.
Vice
Greed
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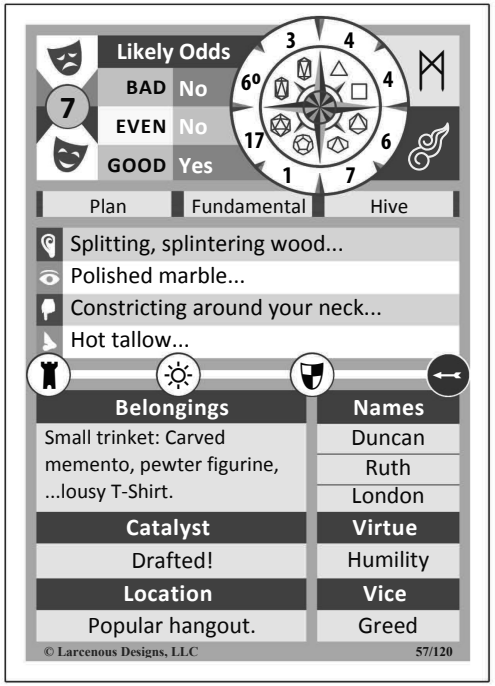
Likely Odds
BAD No
EVEN No
GOOD Yes
7
Plan
Fundamental
Hive
Splitting, splintering wood...
Polished marble...
Constricting around your neck...
Hot tallow...
Belongings
Small trinket: Carved memento, pewter figurine, ...lousy T-Shirt.
Names
Duncan
Ruth
London
Catalyst
Drafted!
Virtue
Humility
Location
Popular hangout.
Vice
Greed
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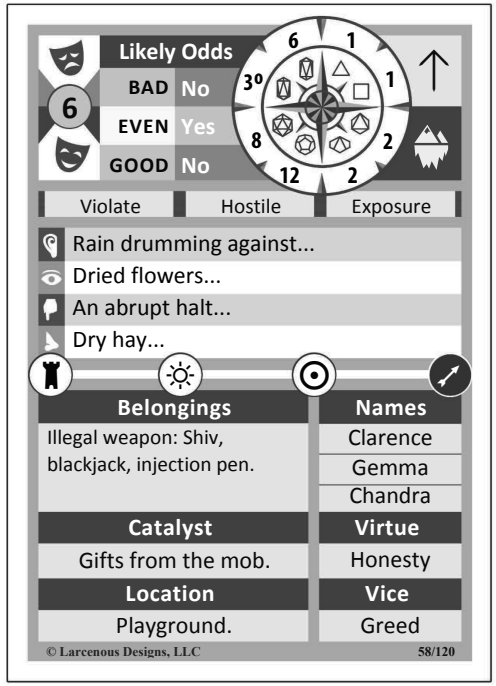
Likely Odds
BAD No
EVEN Yes
GOOD No
6
Violate
Hostile
Exposure
Rain drumming against...
Dried flowers...
An abrupt halt...
Dry hay...
Belongings
Illegal weapon: Shiv, blackjack, injection pen.
Names
Clarence
Gemma
Chandra
Catalyst
Gifts from the mob.
Virtue
Honesty
Location
Playground.
Vice
Greed
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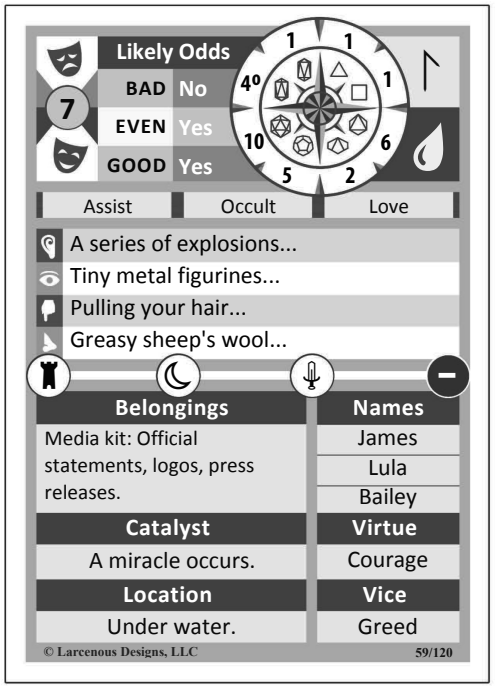
Likely Odds
BAD No
EVEN Yes
GOOD Yes
7
Assist
Occult
Love
A series of explosions...
Tiny metal figurines...
Pulling your hair...
Greasy sheep's wool...
Belongings
Media kit: Official statements, logos, press releases.
Names
James
Lula
Bailey
Catalyst
A miracle occurs.
Virtue
Courage
Location
Under water.
Vice
Greed
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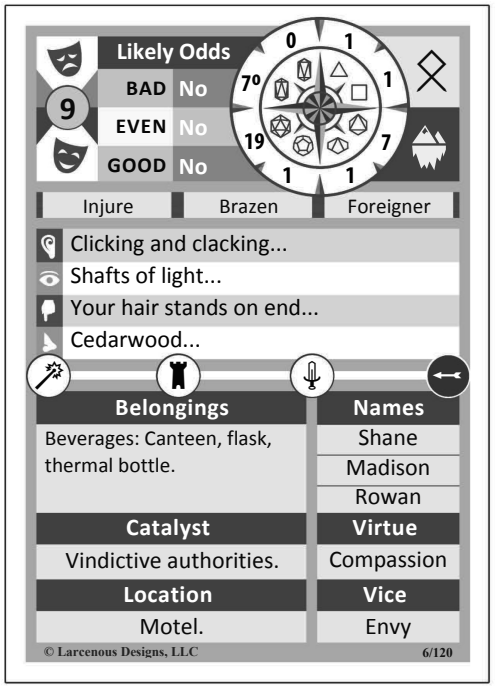
Likely Odds
BAD No
EVEN No
GOOD No
9
Injure
Brazen
Foreigner
Clicking and clacking...
Shafts of light...
Your hair stands on end...
Cedarwood...
Belongings
Beverages: Canteen, flask, thermal bottle.
Names
Shane
Madison
Rowan
Catalyst
Vindictive authorities.
Virtue
Compassion
Location
Motel.
Vice
Envy
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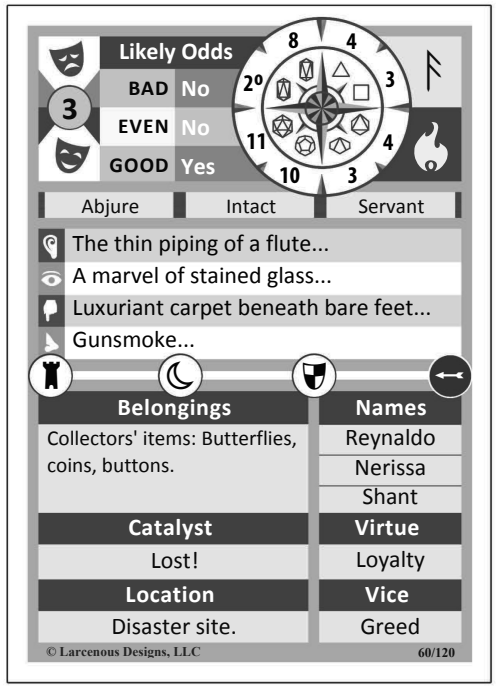
Likely Odds
BAD No
EVEN No
GOOD Yes
3
Abjure
Intact
Servant
The thin piping of a flute...
A marvel of stained glass...
Luxuriant carpet beneath bare feet...
Gunsmoke...
Belongings
Collectors' items: Butterflies, coins, buttons.
Names
Reynaldo
Nerissa
Shant
Catalyst
Lost!
Virtue
Loyalty
Location
Disaster site.
Vice
Greed
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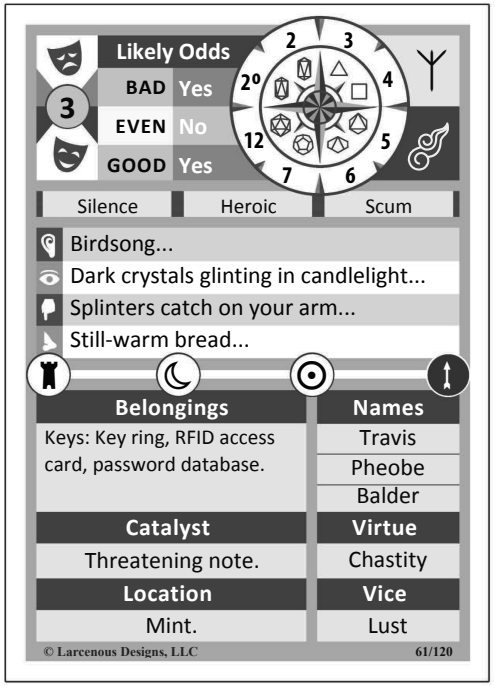
Likely Odds
BAD Yes
EVEN No
GOOD Yes
3
Silence
Heroic
Scum
Birdsong...
Dark crystals glinting in candlelight...
Splinters catch on your arm...
Still-warm bread...
Belongings
Keys: Key ring, RFID access card, password database.
Names
Travis
Pheobe
Balder
Catalyst
Threatening note.
Virtue
Chastity
Location
Mint.
Vice
Lust
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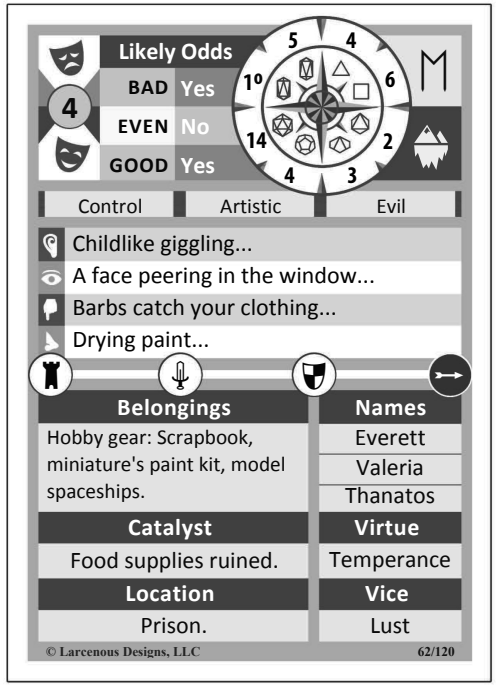
Likely Odds
BAD Yes
EVEN No
GOOD Yes
4
Control
Artistic
Evil
Childlike giggling...
A face peering in the window...
Barbs catch your clothing...
Drying paint...
Belongings
Hobby gear: Scrapbook, miniature's paint kit, model spaceships.
Names
Everett
Valeria
Thanatos
Catalyst
Food supplies ruined.
Virtue
Temperance
Location
Prison.
Vice
Lust
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Likely Odds
BAD No
EVEN Yes
GOOD YES!
5
Observe
Rare
Murder
One loud, abrupt splash...
A malicious grin...
Stabbing into your foot...
Salty ocean spray...
Belongings
Vehicle maintenance gear: Harness repair kit, car jack, digital reader.
Names
Lysander
Scarlet
Melus
Catalyst
Dependent in danger.
Virtue
Charity
Location
Caverns.
Vice
Lust
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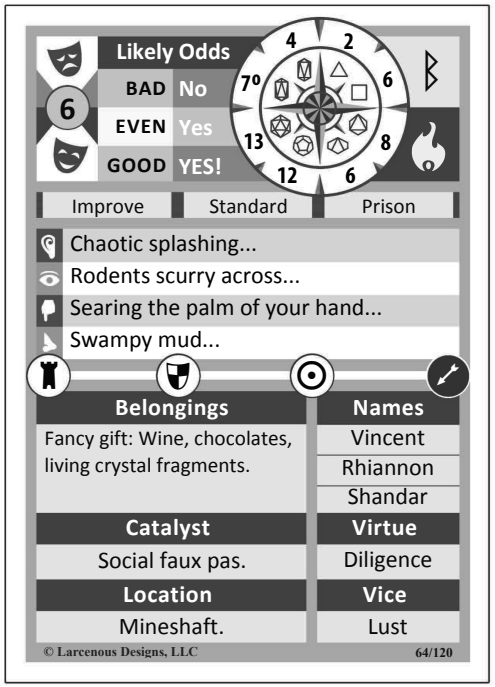
Likely Odds
BAD No
EVEN Yes
GOOD YES!
6
Improve
Standard
Prison
Chaotic splashing...
Rodents scurry across...
Searing the palm of your hand...
Swampy mud...
Belongings
Fancy gift: Wine, chocolates, living crystal fragments.
Names
Vincent
Rhiannon
Shandar
Catalyst
Social faux pas.
Virtue
Diligence
Location
Mineshaft.
Vice
Lust
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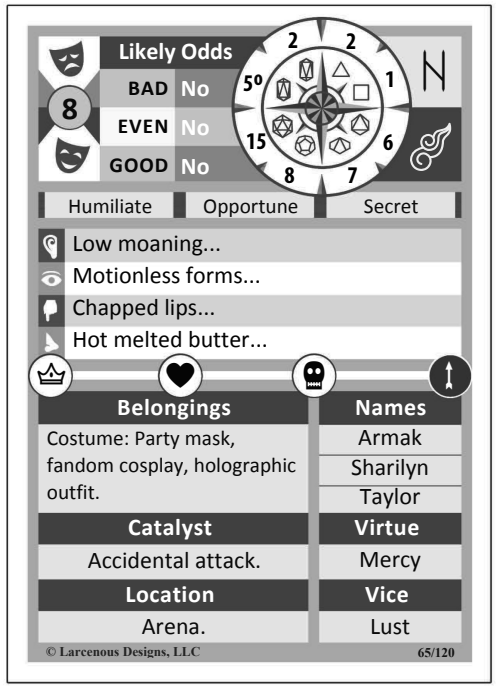
Likely Odds
BAD No
EVEN No
GOOD No
8
Humiliate
Opportune
Secret
Low moaning...
Motionless forms...
Chapped lips...
Hot melted butter...
Belongings
Costume: Party mask, fandom cosplay, holographic outfit.
Names
Armak
Sharilyn
Taylor
Catalyst
Accidental attack.
Virtue
Mercy
Location
Arena.
Vice
Lust
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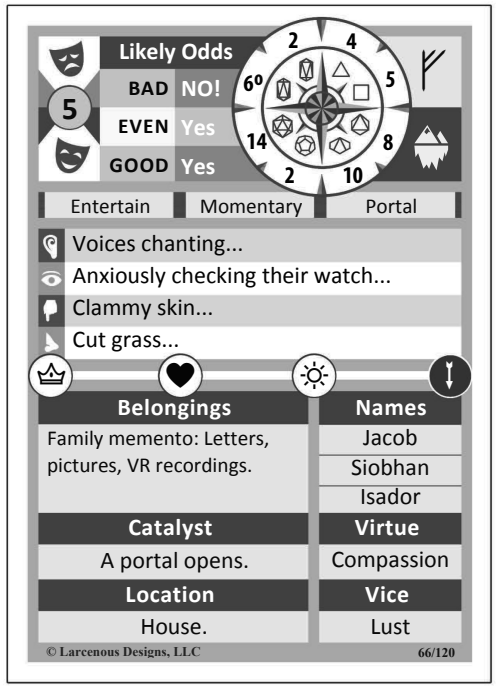
Likely Odds
BAD NO!
EVEN Yes
GOOD Yes
5
Entertain
Momentary
Portal
Voices chanting...
Anxiously checking their watch...
Clammy skin...
Cut grass...
Belongings
Family memento: Letters, pictures, VR recordings.
Names
Jacob
Siobhan
Isador
Catalyst
A portal opens.
Virtue
Compassion
Location
House.
Vice
Lust
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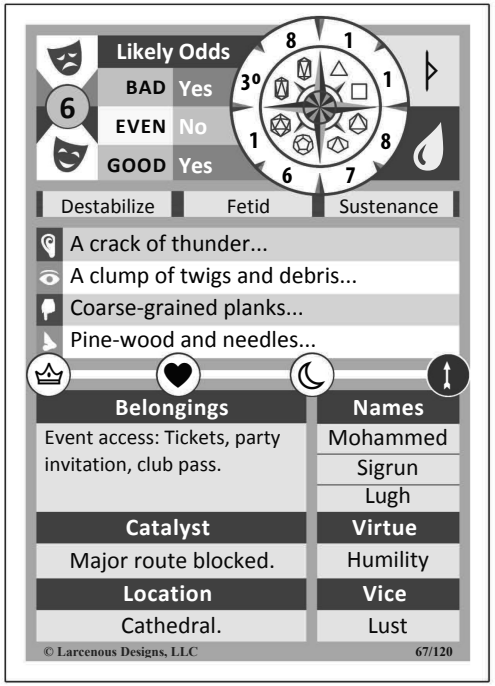
Likely Odds
6
BAD Yes
EVEN No
GOOD Yes
Destabilize
Fetid
Sustenance
A crack of thunder...
A clump of twigs and debris...
Coarse-grained planks...
Pine-wood and needles...
Belongings
Event access: Tickets, party invitation, club pass.
Names
Mohammed
Sigrun
Lugh
Catalyst
Major route blocked.
Virtue
Humility
Location
Cathedral.
Vice
Lust
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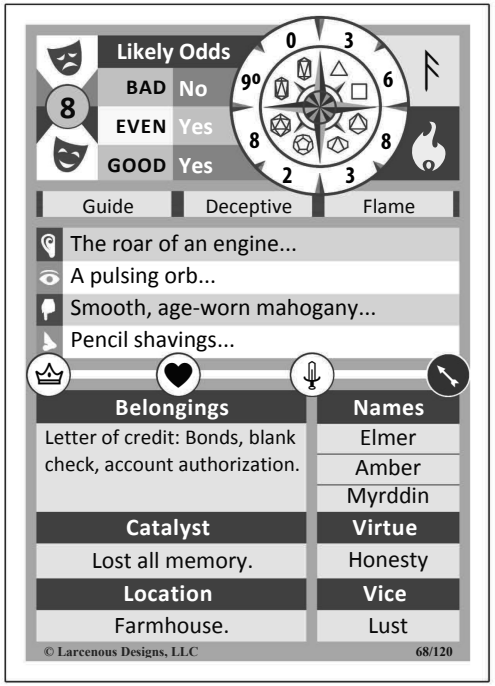
Likely Odds
8
BAD No
EVEN Yes
GOOD Yes
Guide
Deceptive
Flame
The roar of an engine...
A pulsing orb...
Smooth, age-worn mahogany...
Pencil shavings...
Belongings
Letter of credit: Bonds, blank check, account authorization.
Names
Elmer
Amber
Myrddin
Catalyst
Lost all memory.
Virtue
Honesty
Location
Farmhouse.
Vice
Lust
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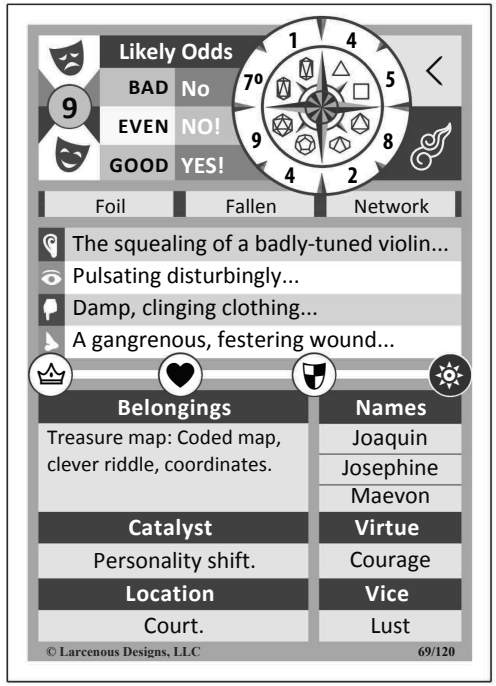
Likely Odds
9
BAD No
EVEN NO!
GOOD YES!
Foil
Fallen
Network
The squealing of a badly-tuned violin...
Pulsating disturbingly...
Damp, clinging clothing...
A gangrenous, festering wound...
Belongings
Treasure map: Coded map, clever riddle, coordinates.
Names
Joaquin
Josephine
Maevon
Catalyst
Personality shift.
Virtue
Courage
Location
Court.
Vice
Lust
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Likely Odds
6
BAD No
EVEN Yes
GOOD Yes
Fight
Painful
Soul
A sharp accusation...
The light flickers briefly...
Something small scuttles up your...
A sulphurous aura...
Belongings
Eating utensils: Camping, silver in need of polish, hand-carved.
Names
Cade
Kendiara
Avery
Catalyst
Petty theft gone awry.
Virtue
Humility
Location
Wine cellar.
Vice
Envy
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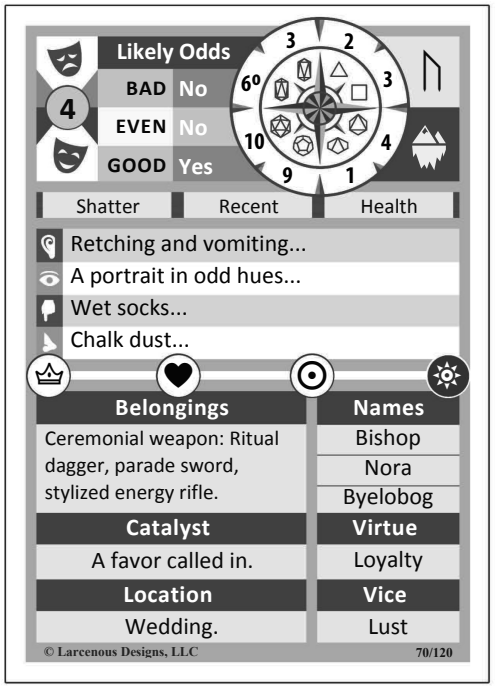
Likely Odds
4
BAD No
EVEN No
GOOD Yes
Shatter
Recent
Health
Retching and vomiting...
A portrait in odd hues...
Wet socks...
Chalk dust...
Belongings
Ceremonial weapon: Ritual dagger, parade sword, stylized energy rifle.
Names
Bishop
Nora
Byelobog
Catalyst
A favor called in.
Virtue
Loyalty
Location
Wedding.
Vice
Lust
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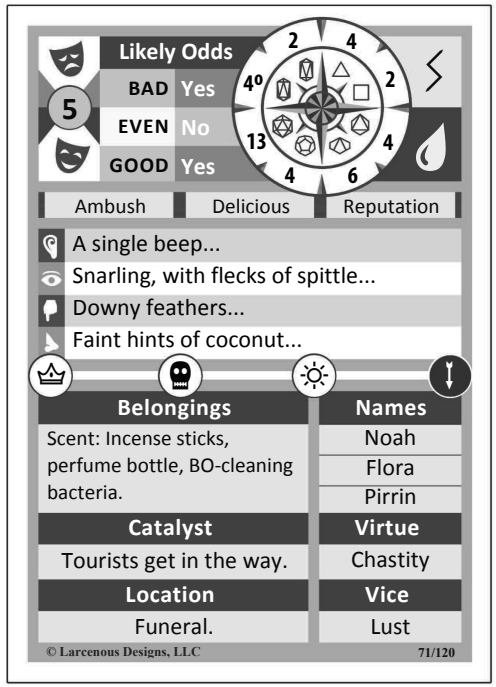
Likely Odds
5
BAD Yes
EVEN No
GOOD Yes
Ambush
Delicious
Reputation
A single beep...
Snarling, with flecks of spittle...
Downy feathers...
Faint hints of coconut...
Belongings
Scent: Incense sticks, perfume bottle, BO-cleaning bacteria.
Names
Noah
Flora
Pirrin
Catalyst
Tourists get in the way.
Virtue
Chastity
Location
Funeral.
Vice
Lust
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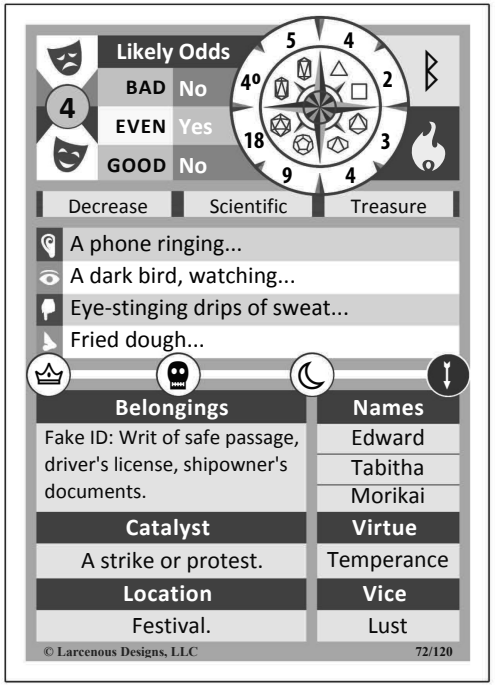
Likely Odds
4
BAD No
EVEN Yes
GOOD No
Decrease
Scientific
Treasure
A phone ringing...
A dark bird, watching...
Eye-stinging drips of sweat...
Fried dough...
Belongings
Fake ID: Writ of safe passage, driver's license, shipowner's documents.
Names
Edward
Tabitha
Morikai
Catalyst
A strike or protest.
Virtue
Temperance
Location
Festival.
Vice
Lust
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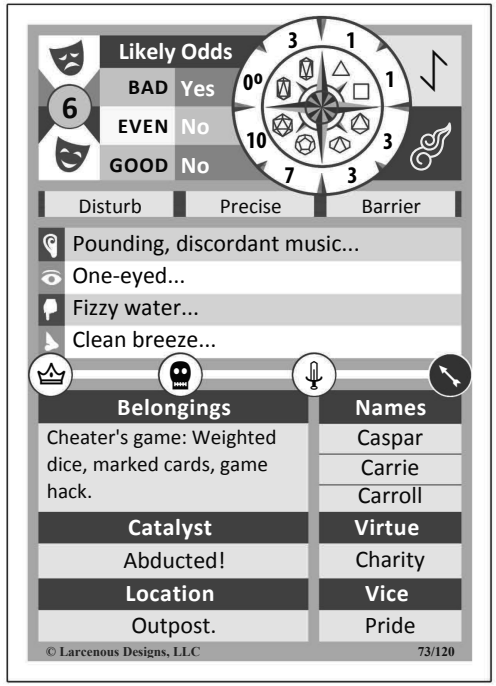
Likely Odds
6
BAD Yes
EVEN No
GOOD No
Disturb
Precise
Barrier
Pounding, discordant music...
One-eyed...
Fizzy water...
Clean breeze...
Belongings
Cheater's game: Weighted dice, marked cards, game hack.
Names
Caspar
Carrie
Carroll
Catalyst
Abducted!
Virtue
Charity
Location
Outpost.
Vice
Pride
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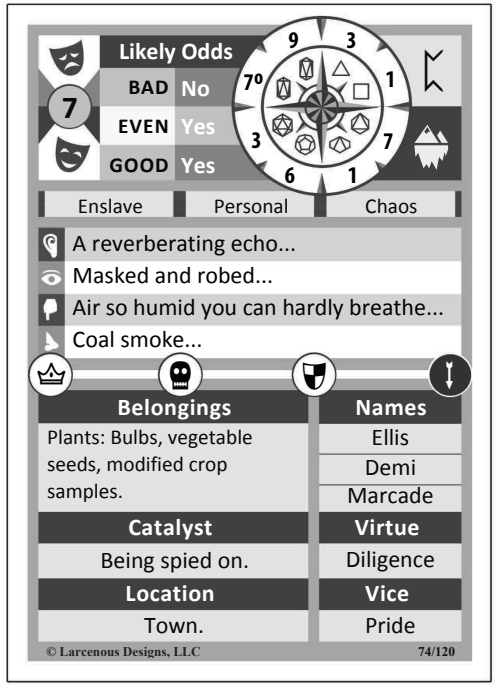
Likely Odds
7
BAD No
EVEN Yes
GOOD Yes
Enslave
Personal
Chaos
A reverberating echo...
Masked and robed...
Air so humid you can hardly breathe...
Coal smoke...
Belongings
Plants: Bulbs, vegetable seeds, modified crop samples.
Names
Ellis
Demi
Marcade
Catalyst
Being spied on.
Virtue
Diligence
Location
Town.
Vice
Pride
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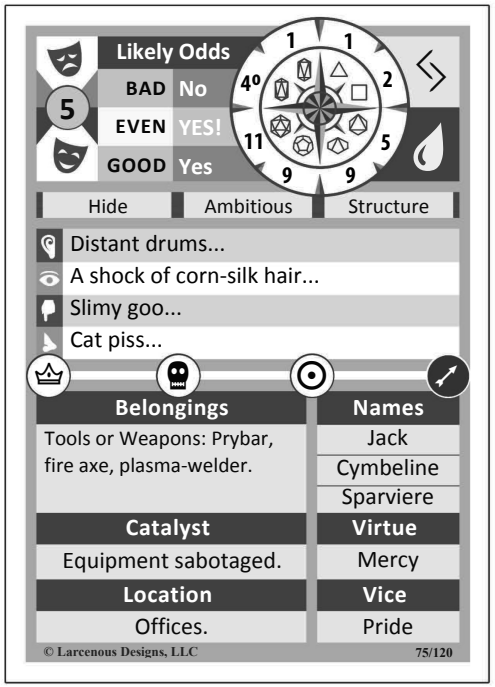
Likely Odds
5
BAD No
EVEN YES!
GOOD Yes
Hide
Ambitious
Structure
Distant drums...
A shock of corn-silk hair...
Slimy goo...
Cat piss...
Belongings
Tools or Weapons: Prybar, fire axe, plasma-welder.
Names
Jack
Cymbeline
Sparviere
Catalyst
Equipment sabotaged.
Virtue
Mercy
Location
Offices.
Vice
Pride
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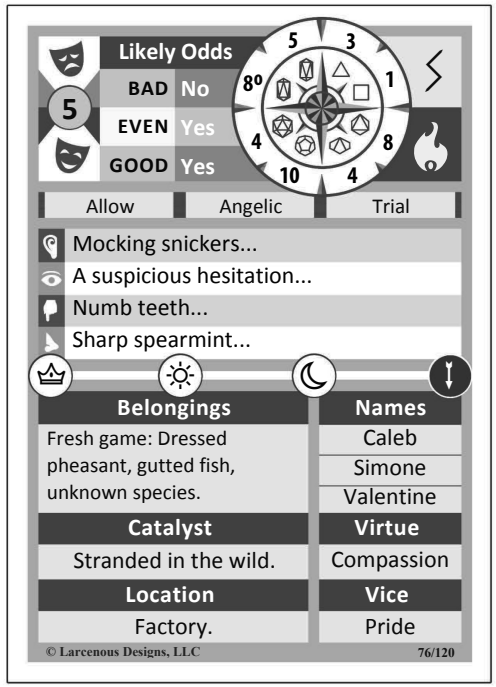
Likely Odds
5
BAD No
EVEN Yes
GOOD Yes
Allow
Angelic
Trial
Mocking snickers...
A suspicious hesitation...
Numb teeth...
Sharp spearmint...
Belongings
Fresh game: Dressed pheasant, gutted fish, unknown species.
Names
Caleb
Simone
Valentine
Catalyst
Stranded in the wild.
Virtue
Compassion
Location
Factory.
Vice
Pride
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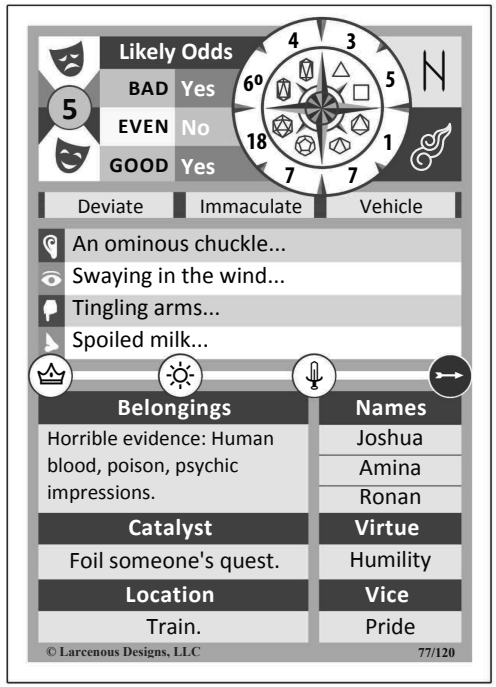
Likely Odds
5
BAD Yes
EVEN No
GOOD Yes
Deviate
Immaculate
Vehicle
An ominous chuckle...
Swaying in the wind...
Tingling arms...
Spoiled milk...
Belongings
Horrible evidence: Human blood, poison, psychic impressions.
Names
Joshua
Amina
Ronan
Catalyst
Foil someone's quest.
Virtue
Humility
Location
Train.
Vice
Pride
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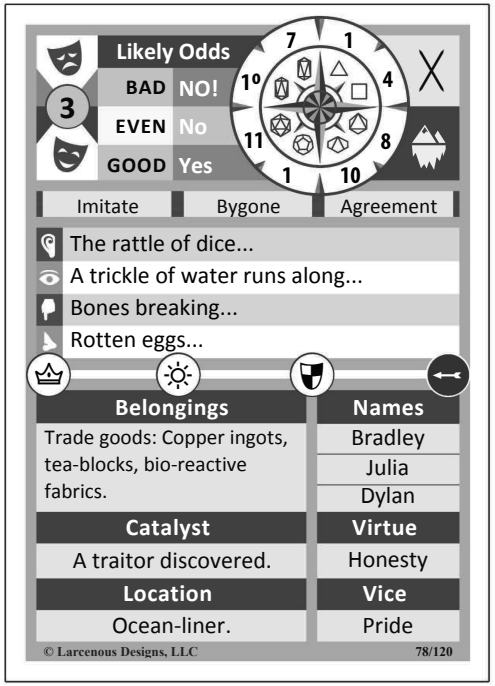
3
Likely Odds
BAD NO!
EVEN No
GOOD Yes
Imitate
Bygone
Agreement
The rattle of dice...
A trickle of water runs along...
Bones breaking...
Rotten eggs...
Belongings
Trade goods: Copper ingots, tea-blocks, bio-reactive fabrics.
Names
Bradley
Julia
Dylan
Catalyst
A traitor discovered.
Virtue
Honesty
Location
Ocean-liner.
Vice
Pride
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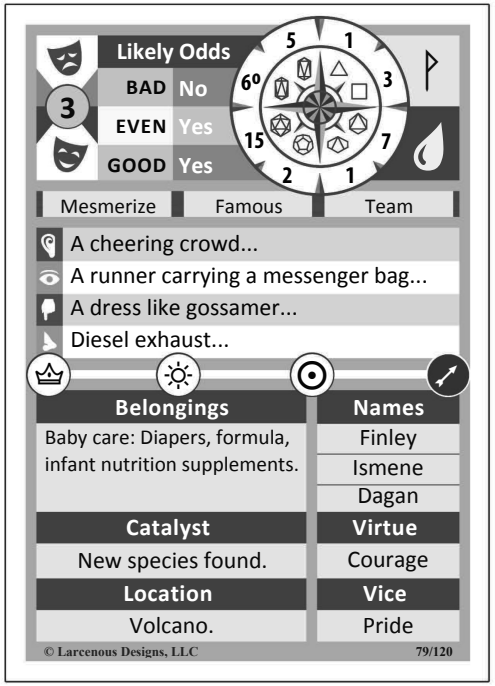
3
Likely Odds
BAD No
EVEN Yes
GOOD Yes
Mesmerize
Famous
Team
A cheering crowd...
A runner carrying a messenger bag...
A dress like gossamer...
Diesel exhaust...
Belongings
Baby care: Diapers, formula, infant nutrition supplements.
Names
Finley
Ismene
Dagan
Catalyst
New species found.
Virtue
Courage
Location
Volcano.
Vice
Pride
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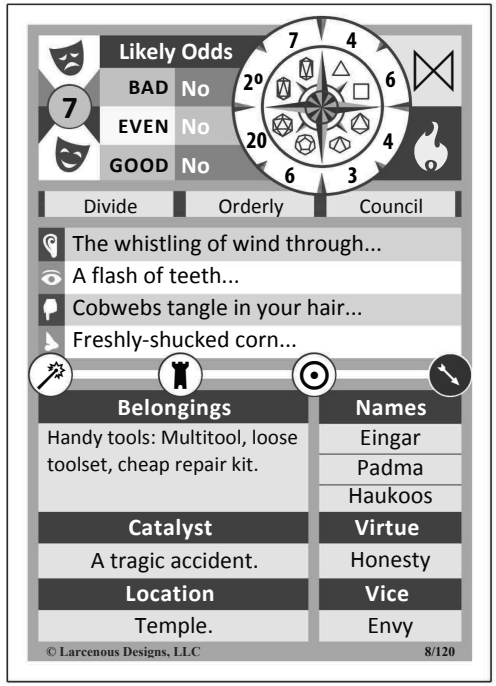
7
Likely Odds
BAD No
EVEN No
GOOD No
Divide
Orderly
Council
The whistling of wind through...
A flash of teeth...
Cobwebs tangle in your hair...
Freshly-shucked corn...
Belongings
Handy tools: Multitool, loose toolset, cheap repair kit.
Names
Eingar
Padma
Haukoos
Catalyst
A tragic accident.
Virtue
Honesty
Location
Temple.
Vice
Envy
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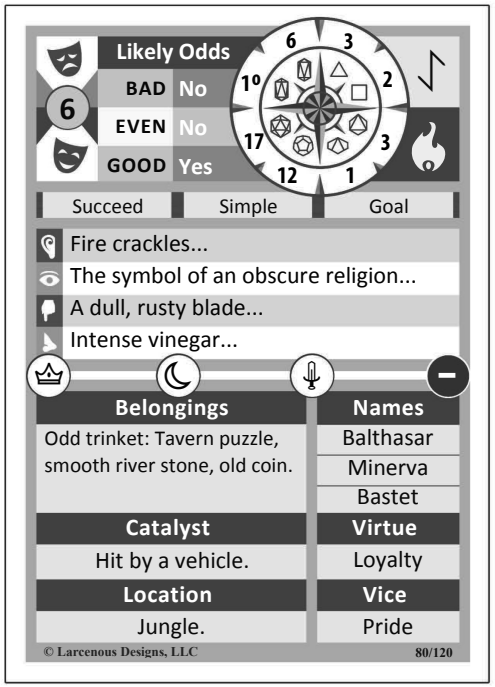
6
Likely Odds
BAD No
EVEN No
GOOD Yes
Succeed
Simple
Goal
Fire crackles...
The symbol of an obscure religion...
A dull, rusty blade...
Intense vinegar...
Belongings
Odd trinket: Tavern puzzle, smooth river stone, old coin.
Names
Balthasar
Minerva
Bastet
Catalyst
Hit by a vehicle.
Virtue
Loyalty
Location
Jungle.
Vice
Pride
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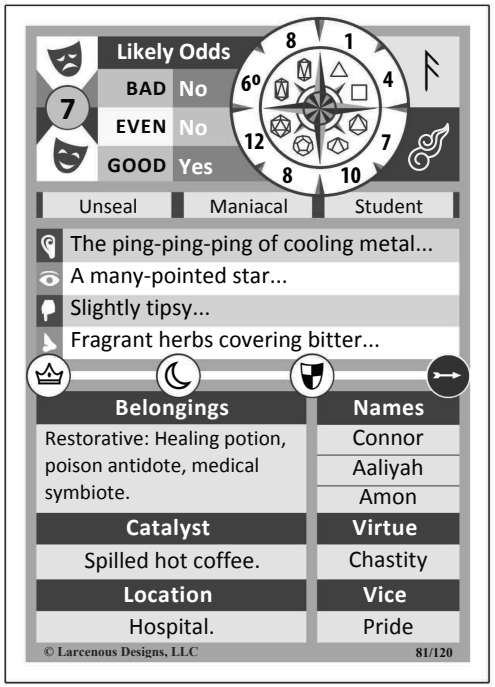
7
Likely Odds
BAD No
EVEN No
GOOD Yes
Unseal
Maniacal
Student
The ping-ping-ping of cooling metal...
A many-pointed star...
Slightly tipsy...
Fragrant herbs covering bitter...
Belongings
Restorative: Healing potion, poison antidote, medical symbiote.
Names
Connor
Aaliyah
Amon
Catalyst
Spilled hot coffee.
Virtue
Chastity
Location
Hospital.
Vice
Pride
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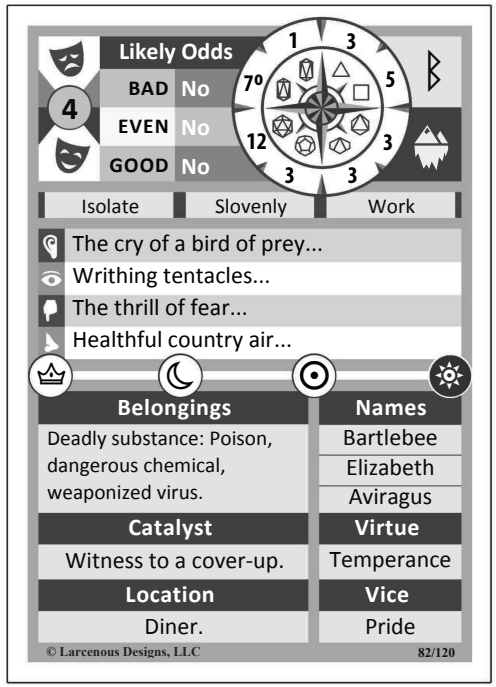
4
Likely Odds
BAD No
EVEN No
GOOD No
Isolate
Slovenly
Work
The cry of a bird of prey...
Writhing tentacles...
The thrill of fear...
Healthful country air...
Belongings
Deadly substance: Poison, dangerous chemical, weaponized virus.
Names
Bartlebee
Elizabeth
Aviragus
Catalyst
Witness to a cover-up.
Virtue
Temperance
Location
Diner.
Vice
Pride
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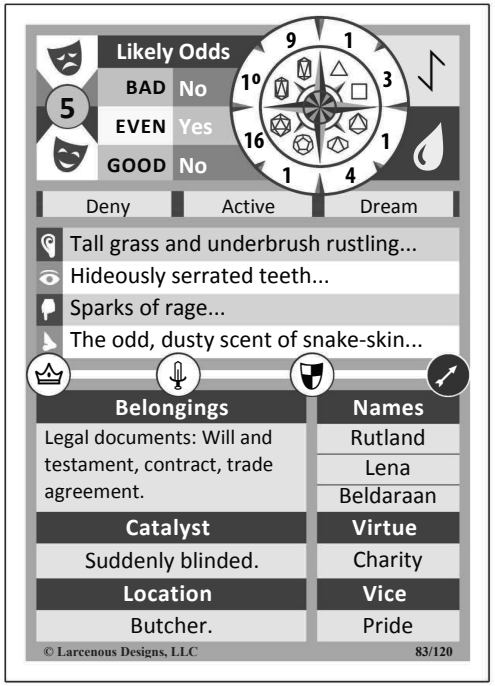
Likely Odds
5
BAD No
EVEN Yes
GOOD No
Deny
Active
Dream
Tall grass and underbrush rustling...
Hideously serrated teeth...
Sparks of rage...
The odd, dusty scent of snake-skin...
Belongings
Legal documents: Will and testament, contract, trade agreement.
Names
Rutland
Lena
Beldaraan
Catalyst
Suddenly blinded.
Virtue
Charity
Location
Butcher.
Vice
Pride
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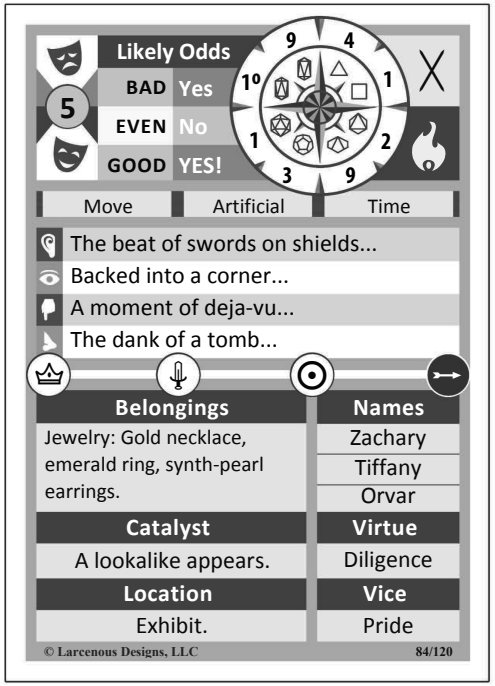
Likely Odds
5
BAD Yes
EVEN No
GOOD YES!
Move
Artificial
Time
The beat of swords on shields...
Backed into a corner...
A moment of deja-vu...
The dank of a tomb...
Belongings
Jewelry: Gold necklace, emerald ring, synth-pearl earrings.
Names
Zachary
Tiffany
Orvar
Catalyst
A lookalike appears.
Virtue
Diligence
Location
Exhibit.
Vice
Pride
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Likely Odds
3
BAD No
EVEN No
GOOD Yes
Join
Bewildering
Prophecy
A cacophony of animal calls...
Carrying their young...
A gut-wrenching acceleration...
An exotic, floral aroma...
Belongings
Rare tomes: Illuminated manuscript, ancient texts, signed copies.
Names
Charles
Gwendolyn
Damocles
Catalyst
A horrific nightmare.
Virtue
Mercy
Location
Laboratory.
Vice
Sloth
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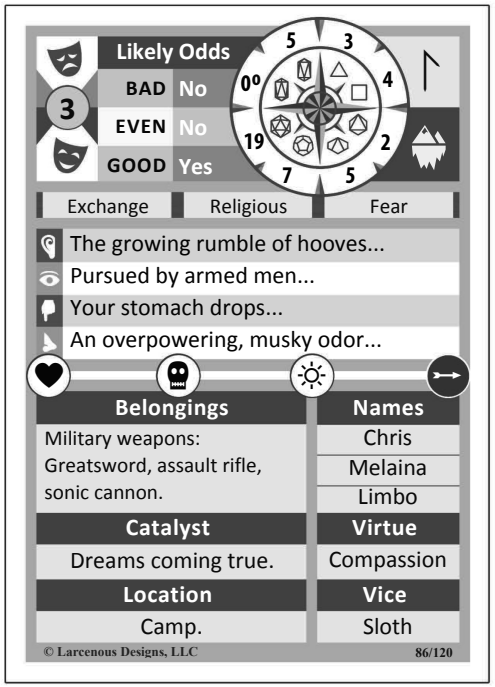
Likely Odds
3
BAD No
EVEN No
GOOD Yes
Exchange
Religious
Fear
The growing rumble of hooves...
Pursued by armed men...
Your stomach drops...
An overpowering, musky odor...
Belongings
Military weapons: Greatsword, assault rifle, sonic cannon.
Names
Chris
Melaina
Limbo
Catalyst
Dreams coming true.
Virtue
Compassion
Location
Camp.
Vice
Sloth
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Likely Odds
10
BAD YES!
EVEN Yes
GOOD YES!
Discover
Widespread
Weapon
A one-sided conversation...
Flanked by servants and guards...
The crush of a crowd carrying you...
An oncoming storm...
Belongings
Portable assistant: Spirit familiar, tablet device, wearable eyecomp.
Names
Osrick
Cassandra
Tristan
Catalyst
Asked out on a date.
Virtue
Humility
Location
Tower.
Vice
Sloth
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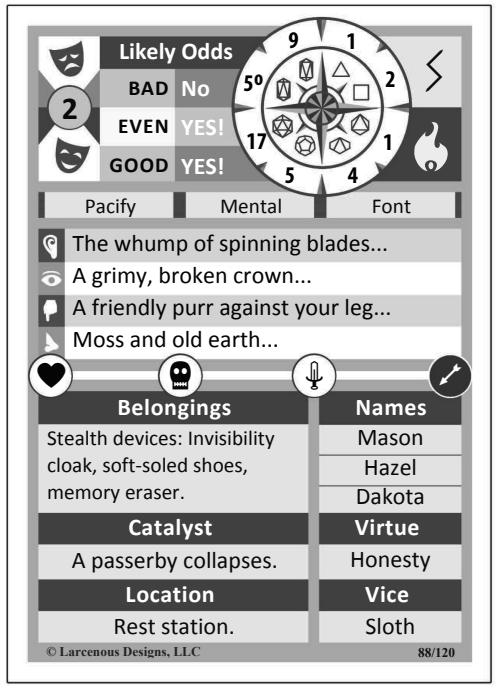
Likely Odds
2
BAD No
EVEN YES!
GOOD YES!
Pacify
Mental
Font
The whump of spinning blades...
A grimy, broken crown...
A friendly purr against your leg...
Moss and old earth...
Belongings
Stealth devices: Invisibility cloak, soft-soled shoes, memory eraser.
Names
Mason
Hazel
Dakota
Catalyst
A passerby collapses.
Virtue
Honesty
Location
Rest station.
Vice
Sloth
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5
Likely Odds
BAD Yes
EVEN No
GOOD Yes
Befriend
Tragic
Truth
The crash of waves on rocks...
Dull greys and browns...
A sudden loss of balance...
Smoke and blood...
Belongings
Royal decree: Arrest warrant, royal pardon, declaration of war.
Names
Omar
Audrey
Sable
Catalyst
A celebrity in town.
Virtue
Courage
Location
Quarantine zone.
Vice
Sloth
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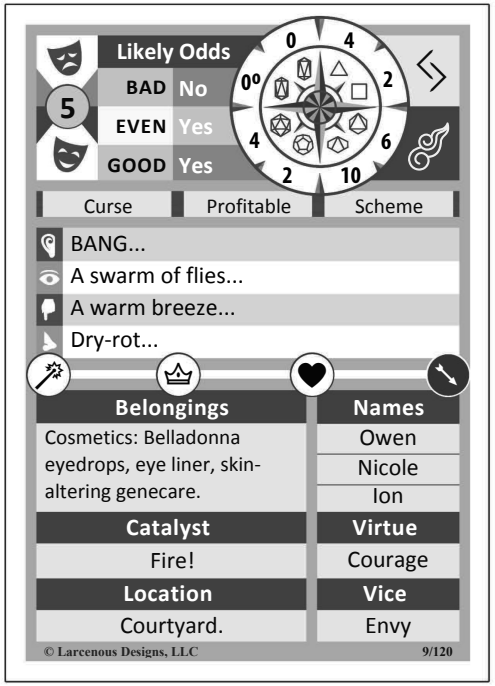
5
Likely Odds
BAD No
EVEN Yes
GOOD Yes
Curse
Profitable
Scheme
BANG...
A swarm of flies...
A warm breeze...
Dry-rot...
Belongings
Cosmetics: Belladonna eyedrops, eye liner, skin-altering genecare.
Names
Owen
Nicole
Ion
Catalyst
Fire!
Virtue
Courage
Location
Courtyard.
Vice
Envy
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6
Likely Odds
BAD Yes
EVEN NO!
GOOD No
Corrupt
Curious
Mystery
An inhuman babbling...
A magnificent, ornate weapon...
A light tap on the shoulder...
Crisp winter wind...
Belongings
Deed: Land in the country, old mansion, a battered ship.
Names
Garrett
Bianca
Ewan
Catalyst
Framed!
Virtue
Loyalty
Location
Graveyard.
Vice
Sloth
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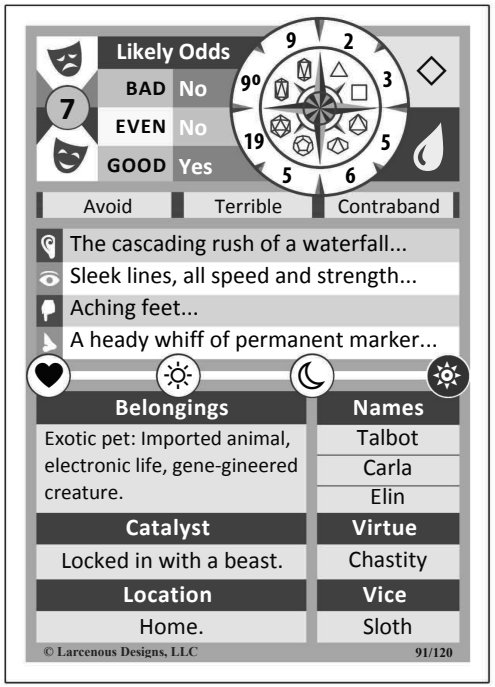
7
Likely Odds
BAD No
EVEN No
GOOD Yes
Avoid
Terrible
Contraband
The cascading rush of a waterfall...
Sleek lines, all speed and strength...
Aching feet...
A heady whiff of permanent marker...
Belongings
Exotic pet: Imported animal, electronic life, gene-gineered creature.
Names
Talbot
Carla
Elin
Catalyst
Locked in with a beast.
Virtue
Chastity
Location
Home.
Vice
Sloth
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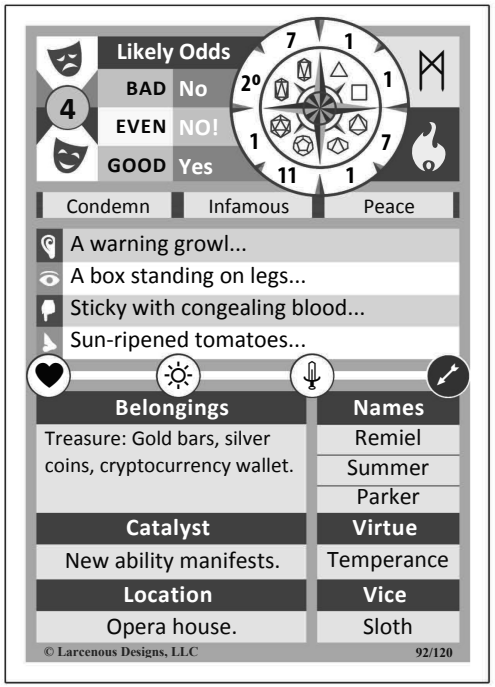
4
Likely Odds
BAD No
EVEN NO!
GOOD Yes
Condemn
Infamous
Peace
A warning growl...
A box standing on legs...
Sticky with congealing blood...
Sun-ripened tomatoes...
Belongings
Treasure: Gold bars, silver coins, cryptocurrency wallet.
Names
Remiel
Summer
Parker
Catalyst
New ability manifests.
Virtue
Temperance
Location
Opera house.
Vice
Sloth
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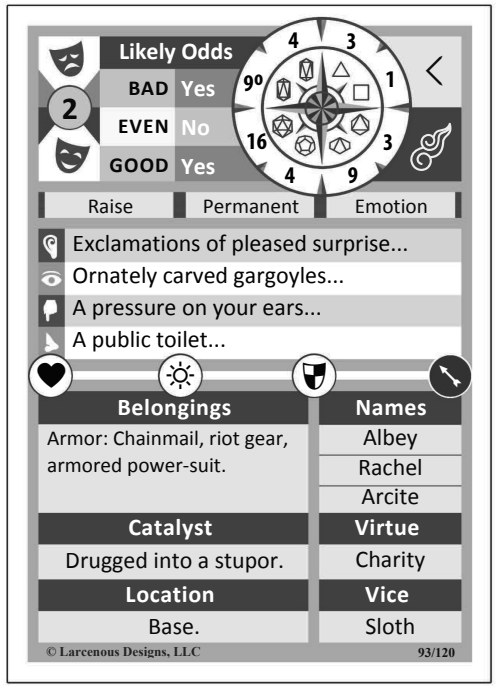
2
Likely Odds
BAD Yes
EVEN No
GOOD Yes
Raise
Permanent
Emotion
Exclamations of pleased surprise...
Ornately carved gargoyles...
A pressure on your ears...
A public toilet...
Belongings
Armor: Chainmail, riot gear, armored power-suit.
Names
Albey
Rachel
Arcite
Catalyst
Drugged into a stupor.
Virtue
Charity
Location
Base.
Vice
Sloth
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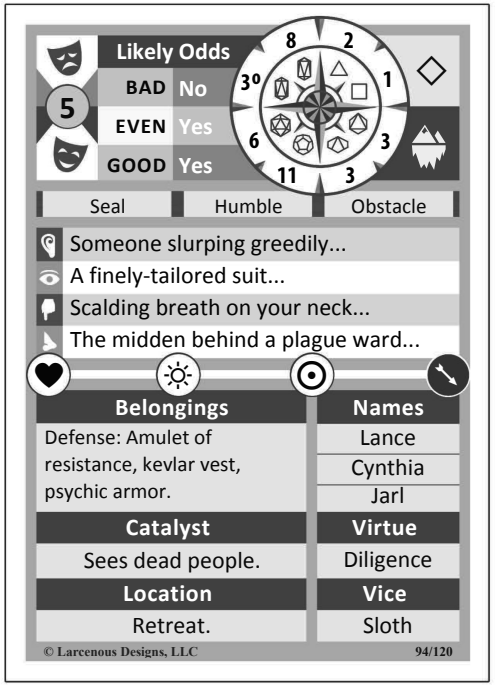
Likely Odds
BAD No
EVEN Yes
GOOD Yes
5
Seal
Humble
Obstacle
Someone slurping greedily...
A finely-tailored suit...
Scalding breath on your neck...
The midden behind a plague ward...
Belongings
Defense: Amulet of resistance, kevlar vest, psychic armor.
Names
Lance
Cynthia
Jarl
Catalyst
Sees dead people.
Virtue
Diligence
Location
Retreat.
Vice
Sloth
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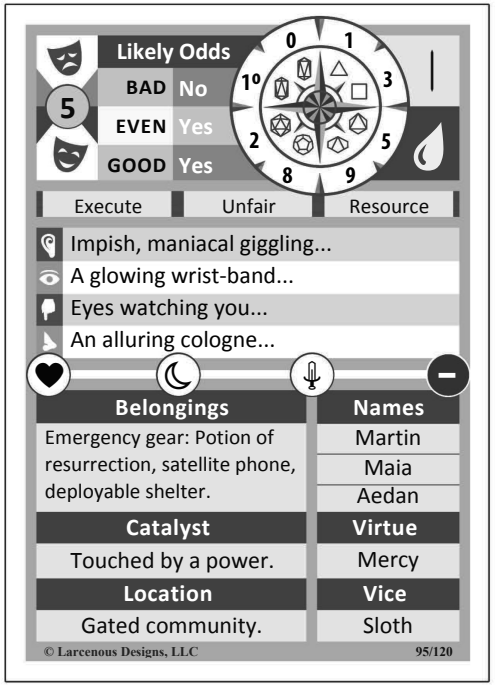
Likely Odds
BAD No
EVEN Yes
GOOD Yes
5
Execute
Unfair
Resource
Impish, maniacal giggling...
A glowing wrist-band...
Eyes watching you...
An alluring cologne...
Belongings
Emergency gear: Potion of resurrection, satellite phone, deployable shelter.
Names
Martin
Maia
Aedan
Catalyst
Touched by a power.
Virtue
Mercy
Location
Gated community.
Vice
Sloth
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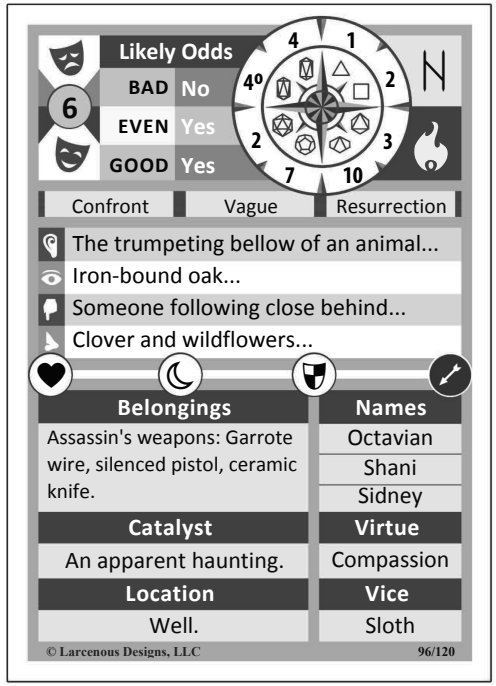
Likely Odds
BAD No
EVEN Yes
GOOD Yes
6
Confront
Vague
Resurrection
The trumpeting bellow of an animal...
Iron-bound oak...
Someone following close behind...
Clover and wildflowers...
Belongings
Assassin's weapons: Garrote wire, silenced pistol, ceramic knife.
Names
Octavian
Shani
Sidney
Catalyst
An apparent haunting.
Virtue
Compassion
Location
Well.
Vice
Sloth
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Likely Odds
BAD Yes
EVEN Yes
GOOD Yes
7
Begin
Dormant
Nightmare
A sudden quiet...
A slow, stately procession...
You've just forgotten something...
Fetid breath tainted with offal...
Belongings
Arcane knowledge: Advice on magic, Secret Society info, recent discovery.
Names
Victor
Anisa
Kieran
Catalyst
Hit by a stray shot.
Virtue
Humility
Location
Basement.
Vice
Treachery
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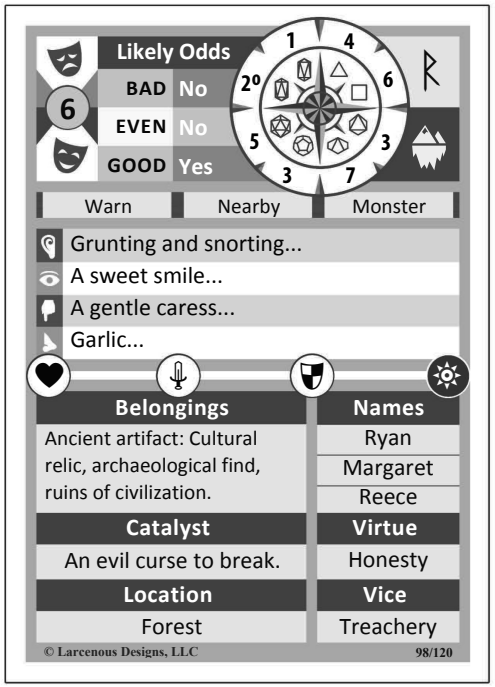
Likely Odds
BAD No
EVEN No
GOOD Yes
6
Warn
Nearby
Monster
Grunting and snorting...
A sweet smile...
A gentle caress...
Garlic...
Belongings
Ancient artifact: Cultural relic, archaeological find, ruins of civilization.
Names
Ryan
Margaret
Reece
Catalyst
An evil curse to break.
Virtue
Honesty
Location
Forest
Vice
Treachery
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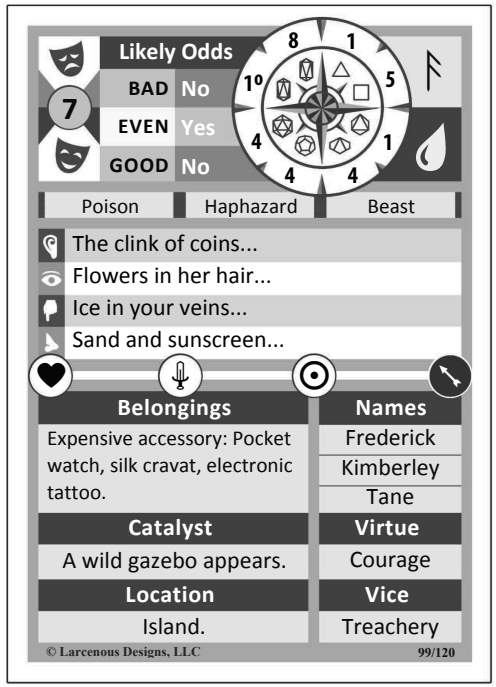
Likely Odds
BAD No
EVEN Yes
GOOD No
7
Poison
Haphazard
Beast
The clink of coins...
Flowers in her hair...
Ice in your veins...
Sand and sunscreen...
Belongings
Expensive accessory: Pocket watch, silk cravat, electronic tattoo.
Names
Frederick
Kimberley
Tane
Catalyst
A wild gazebo appears.
Virtue
Courage
Location
Island.
Vice
Treachery
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Likely Odds
2
BAD No
EVEN Yes
GOOD Yes
Create
Empowered
Journey
The clank of chain...
Glinting metal...
Your foot catches on...
Sickly-sweet decay...
Belongings
Domestic papers: Recipes, shopping lists, notes.
Names
Bernard
Aisha
Snare
Catalyst
A naked man.
Virtue
Chastity
Location
Thicket.
Vice
Envy
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Likely Odds
6
BAD No
EVEN Yes
GOOD No
Find
Hopeless
Dispute
Grinding gears...
Movement just out of sight...
Sweat breaks out...
Wet fur...
Belongings
Hair care: Hairbrush, elastic band, spray-on dye.
Names
Piotr
Viola
Quinn
Catalyst
Inconvenient love.
Virtue
Loyalty
Location
Restaurant.
Vice
Envy
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Likely Odds
6
BAD No
EVEN No
GOOD YES!
Fail
Prodigious
Relief
A stifled curse, followed by a crash...
A weapon held casually...
An unexplainable shiver...
Skunk spray...
Belongings
Artwork: Rolled painting, expensive statuette, holo-sculpture.
Names
Gilbert
Clara
Frey
Catalyst
Untrustworthy friends.
Virtue
Loyalty
Location
Lighthouse.
Vice
Treachery
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Likely Odds
7
BAD Yes
EVEN No
GOOD Yes
Learn
Eldritch
Mentor
Wet, choking coughs...
Movement beneath the surface...
A tear trailing down your cheek...
Stale feet...
Belongings
Investment: Mining rights, ownership shares, terraforming plans.
Names
Leland
Perdita
Azrael
Catalyst
Enemies declare peace.
Virtue
Chastity
Location
Torture room.
Vice
Treachery
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Likely Odds
3
BAD Yes
EVEN No
GOOD Yes
Communicate
Ironic
Evidence
An enormous sneeze...
The full moon...
A passionate kiss...
Savory delights...
Belongings
Incredible disguise: Shape-altering ring, realistic face, DNA faker.
Names
Greyson
Eleanor
Remus
Catalyst
A breakthrough!
Virtue
Temperance
Location
City.
Vice
Treachery
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Likely Odds
4
BAD No
EVEN No
GOOD YES!
Sneak
Amusing
Advice
Awed whispering...
A sliver of moon...
Crushed in a bear hug...
The mildew of abandoned space...
Belongings
Personal secrets: Secret Society membership, password, identity change.
Names
Tobias
Diana
Vosta
Catalyst
The situation escalates.
Virtue
Charity
Location
Refugee camp.
Vice
Treachery
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Likely Odds
5
BAD No
EVEN No
GOOD Yes
Rearrange
Helpful
Solution
The frightened neighing of horses...
Discarded armor...
Hit your funny bone...
Abrasive, eye-watering bleach...
Belongings
Lie detector: Truthsense amulet, polygraph machine, mental probe.
Names
Warren
Rosalind
Tanis
Catalyst
Down the rabbit hole.
Virtue
Diligence
Location
Convention.
Vice
Treachery
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Likely Odds
9
BAD No
EVEN No
GOOD No
Trap
Graceful
Pandemic
Something slithering...
Lustrous pearls...
Knocked to the ground...
Apples and plums...
Belongings
Scandalous evidence: Affair, embezzlement, past life.
Names
Phillip
Calliope
Atropos
Catalyst
Severe deja vu.
Virtue
Mercy
Location
Shop.
Vice
Treachery
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Likely Odds
6
BAD No
EVEN Yes
GOOD Yes
Replace
Fraudulent
Wilderness
A booming, unnaturally loud voice...
Glowing, slitted eyes...
Your ears suddenly pop...
Jasmine flowers...
Belongings
Contact info: Fence's name, relation to highly placed official, friend of a star.
Names
Saul
Gladys
Volos
Catalyst
Your clothes stolen.
Virtue
Compassion
Location
Oasis.
Vice
Treachery
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Likely Odds
7
BAD No
EVEN Yes
GOOD Yes
Degrade
Drained
Freedom
Muffled, stealthy footsteps...
A strange city in the distance...
A wave of dizziness and nausea...
Toasting nuts...
Belongings
Access pass: Secured border, military base, corporate facility.
Names
Preston
Tamora
Dismas
Catalyst
Lost a bet.
Virtue
Humility
Location
Colony.
Vice
Treachery
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Likely Odds
4
BAD No
EVEN No
GOOD Yes
Defenestrate
Sacreligious
Investment
A pained bellow...
Mountaintops obscured by clouds...
Squirming under your skin...
A clinical, hospital quality...
Belongings
Smuggled goods: Illegal magic, dangerous drugs, stolen corporate secrets.
Names
Burley
Zoe
Emory
Catalyst
An old acquaintance.
Virtue
Honesty
Location
Castle.
Vice
Treachery
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Likely Odds
4
BAD Yes
EVEN Yes
GOOD Yes
Bless
Stealthy
Ward
Shouts of triumph...
Stones of all shapes and sizes...
A twisted ankle...
Fresh linens...
Belongings
Biohazard: Diseased corpses, radioactive waste, bio-weapon.
Names
Oscar
Leah
Bellon
Catalyst
Malfunctioning abilities.
Virtue
Courage
Location
Undiscovered land.
Vice
Wrath
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Likely Odds
8
BAD NO!
EVEN YES!
GOOD Yes
Fix
Distant
Rage
Mournful howling...
A crack runs through the...
A crunch underfoot...
Coppery blood...
Belongings
Eye care: Monocle, glasses, contacts.
Names
Fred
Talia
Janus
Catalyst
Life imitates art.
Virtue
Chastity
Location
Bar.
Vice
Envy
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Likely Odds
6
BAD No
EVEN No
GOOD No
Wish
Temporary
Leader
The skittering of a many-legged thing...
Brilliant, darting fish...
Your muscles burn...
Almond oil...
Belongings
Posh invite: Royal ball, diplomatic dinner, secret initiation.
Names
Alonso
Igraine
Callum
Catalyst
Back from the dead.
Virtue
Loyalty
Location
Warehouse.
Vice
Wrath
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Likely Odds
7
BAD No
EVEN No
GOOD Yes
Eliminate
Traumatic
Purity
Low noises of appreciation...
A palace in the sky...
Lifted off the ground...
The elderly...
Belongings
Blessing: Divine power, secret government tech, alien intervention.
Names
David
Hattie
Keyele
Catalyst
Villain vs villain fight.
Virtue
Chastity
Location
Ship.
Vice
Wrath
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Likely Odds
4
BAD Yes
EVEN No
GOOD No
Inflict
Wonderous
Companion
The clattering of bones...
A long-necked bird stares...
Your weapon gets caught in...
Artificially recycled atmosphere...
Belongings
Curse: Mystical disease, contract hit, psychic parasite.
Names
Agamemnon
Kate
Lanalor
Catalyst
Bank being robbed.
Virtue
Temperance
Location
Village.
Vice
Wrath
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Likely Odds
5
BAD No
EVEN Yes
GOOD No
Prevent
Broken
Tension
A stone slab slamming to the ground...
A half-seen figure beckons...
So full you can't move...
A trace of spice...
Belongings
Fairy-tale gift: Magic beans, a second chance, lordhood.
Names
Felix
Maude
Cameron
Catalyst
Paparazzi followers.
Virtue
Charity
Location
Barn.
Vice
Wrath
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Likely Odds
5
BAD No
EVEN No
GOOD Yes
Antagonize
Ancient
Relative
Murmuring in a unknown language...
Roiling, oily smoke...
Like you could eat a horse...
Putrid flesh...
Belongings
Sufficiently advanced: Magical construct, true A.I., Ancient One tech.
Names
Garth
Kaylee
Ciare
Catalyst
Lost the ability to speak.
Virtue
Diligence
Location
Fog-bank.
Vice
Wrath
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Likely Odds
6
BAD No
EVEN No
GOOD Yes
Bargain
Arrogant
Aura
Grotesque, gristly chewing...
Dead, sun-bleached branches...
Tired and irritated...
Deodorizing spray...
Belongings
Massive inheritance: Vast estate, Fortune 500 company, starship.
Names
Hassan
Marlene
Kai
Catalyst
Out-of-body experience.
Virtue
Mercy
Location
Houseboat.
Vice
Wrath
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Likely Odds
7
BAD No
EVEN No
GOOD No
Judge
Hopeful
Haven
The hiss of escaping gas...
A venerable tree reaches high...
Lighthearted and cheerful...
Sage incense...
Belongings
Arcane weapon: Soul-stealer, undetectable gun, gravity cannon.
Names
Maurice
Lauren
Navarre
Catalyst
Someone proposes.
Virtue
Compassion
Location
Estate.
Vice
Wrath
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Likely Odds
5
BAD No
EVEN Yes
GOOD Yes
Pardon
Benevolent
Daemon
The creaking and groaning of...
A blackened skull...
A phlegmy cough wracks your body...
A dusty cellar...
Belongings
Ultimate quest: Divine command, Grail clue, ancient prophecy.
Names
Merrick
Zahra
Max
Catalyst
A broken heart.
Virtue
Humility
Location
Clocktower.
Vice
Wrath
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Likely Odds
6
BAD Yes
EVEN Yes
GOOD Yes
Convince
Complex
Merchant
Merchants hawking their wares...
Strange fungus covers...
Bored to tears...
Aromatic potpourri...
Belongings
Proof positive: Murder, treason, unknown alien life.
Names
Shaun
Corsonia
Perun
Catalyst
A fatal illness.
Virtue
Honesty
Location
Survival shelter.
Vice
Wrath
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Likely Odds
8
BAD No
EVEN YES!
GOOD Yes
Meet
Impressive
Magic
A drunken scuffle...
Ancient and blocky architecture...
Blind, stinking drunk...
Rancid oil...
Belongings
Valuables: Diamond jewelry, iconic collectibles, prototype tech.
Names
Leo
Tia
Jessie
Catalyst
Wake up in jail.
Virtue
Courage
Location
Landfill.
Vice
Wrath
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119/120


Likely Odds
6
BAD Yes
EVEN No
GOOD Yes
Return
Irksome
Skill
A bestial roar...
A child's toy sits...
A thud against your side...
Rank sweat and sour bodies...
Belongings
Snacks: Fresh fruit, bag of trail mix, nutrient chips.
Names
Otis
Jodie
Scarus
Catalyst
Unusual inheritance.
Virtue
Temperance
Location
Shipyards.
Vice
Envy
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Likely Odds
4
BAD No
EVEN Yes
GOOD Yes
Clarify
Disasterous
Estate
Slurred speech...
Row upon row of glyphs and sigils...
Overcome by memories...
Noxious chemicals...
Belongings
The Unknowable: Eldritch truth, horrible secrets, alien geometry.
Names
Dominic
Elaine
Hunter
Catalyst
Adopted by an animal.
Virtue
Loyalty
Location
Larder.
Vice
Wrath
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Likely Odds
7
BAD No
EVEN No
GOOD Yes
Gather
New
Tourist
A slow tap, tap, tap...
A spreading pool...
Something lands on your head...
Cinnamon and cloves...
Belongings
Treats: A sweet roll, cookies, imported candies.
Names
Virgil
Morgaine
Cardea
Catalyst
Followed in the street.
Virtue
Charity
Location
Workshop.
Vice
Fear
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13/120


Likely Odds
5
BAD Yes
EVEN Yes
GOOD YES!
Heal
Holy
Romance
Something dripping...
A sprawled form...
A push from behind...
Beer and piss...
Belongings
Light reading: Jailhouse broadsheet, romance novel, blog posts.
Names
Patrick
Ophelia
Phrixus
Catalyst
Assassination!
Virtue
Diligence
Location
Cabin.
Vice
Fear
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14/120


Likely Odds
4
BAD No
EVEN Yes
GOOD Yes
Merge
Obvious
Vault
An electrical hum...
A crude drawing...
A prod in the back...
Ancient, dry dust...
Belongings
News media: Town crier's notes, magazines, newsblogs.
Names
Weland
Paulina
Alex
Catalyst
Back-alley mugging.
Virtue
Mercy
Location
Mansion.
Vice
Fear
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15/120


Likely Odds
5
BAD No
EVEN No
GOOD YES!
Lose
Erratic
Technology
Frantic pounding...
A carved symbol...
Movement in your pocket...
Recently applied polish...
Belongings
Common medications: Yew bark, allergy tablets, universal antibiotic.
Names
Wilbur
Imogen
Blair
Catalyst
War!
Virtue
Compassion
Location
Inn.
Vice
Fear
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Likely Odds
5
BAD No
EVEN Yes
GOOD No
Follow
Pandering
Affliction
Shocked blasphemies...
Garish and clashing colors...
Shuddering beneath you...
A camp-fire...
Belongings
Expensive meds: Medicinal flowers, narcotics, gene-therapy pills.
Names
Ahmed
Jacquenetta
Bedwyr
Catalyst
A carnival arrives.
Virtue
Humility
Location
Lockup.
Vice
Fear
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17/120


Likely Odds
BAD NO!
EVEN Yes
GOOD No
5
Unearth
Hallucinatory
Conflict
Shuffling steps...
A familiar face...
Muscle spasms cramp...
Flowered water...
Belongings
Illegal drugs: Exotic potions, medicinal herbs, power-enhancers.
Names
Alberich
Bethany
Bowers
Catalyst
Summoned to court.
Virtue
Honesty
Location
Highrise.
Vice
Fear
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Likely Odds
BAD Yes
EVEN No
GOOD Yes
6
Take
Disruptive
Poverty
The step-clop-step-clop of...
The flash of a knife...
A surprising pinch...
Industrial grease...
Belongings
Climbing gear: Rope and spikes, carabiners, microtooth grip-gloves.
Names
Drew
May
Jamie
Catalyst
Witness to a crime.
Virtue
Courage
Location
The back room.
Vice
Fear
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19/120


Likely Odds
BAD No
EVEN NO!
GOOD No
6
Absolve
Psychological
Civilization
A scream...
A splash of red...
Soot makes your eyes itch...
A light, delicate bouquet...
Belongings
Small change: A few coins, small bills, nearly empty credit chip.
Names
Langdon
Kirsten
Zooma
Catalyst
Long lost sibling returns.
Virtue
Temperance
Location
Mountain.
Vice
Envy
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2/120


Likely Odds
BAD No
EVEN Yes
GOOD Yes
6
Defeat
Gaudy
Defense
Running feet, closer and closer...
Flames in the distance...
The urge to sneeze...
Burning hair...
Belongings
Communications: Mindspeech amulet, phone, emergency beacon.
Names
Lewis
Brandi
Antenor
Catalyst
Accidental poisoning.
Virtue
Loyalty
Location
Palace.
Vice
Fear
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20/120


Likely Odds
BAD No
EVEN No
GOOD Yes
8
Alter
Diabolical
Trap
Tick, tock, tick, tock...
Thick fog...
A stomach-tilting lurch...
An odd fragrance...
Belongings
Travel accessories: Belt pouch, tickets, self-inflating neck pillow.
Names
Michael
Miranda
Boult
Catalyst
Children in danger.
Virtue
Chastity
Location
Gardens.
Vice
Fear
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21/120


Likely Odds
BAD No
EVEN Yes
GOOD No
4
Reward
Frightful
Source
The sounds of a fight...
Dense black smoke...
An electrical jolt...
Moist earth...
Belongings
Small game: Dice in a cup, playing cards, handheld electronics.
Names
Milton
Charlotte
Mabon
Catalyst
A rabid animal.
Virtue
Temperance
Location
Dangerous ground.
Vice
Fear
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22/120


Likely Odds
5
BAD No
EVEN Yes
GOOD Yes
Trick
Ghostly
Grudge
A wet, meaty THUMP...
Blood stains...
Deep, throbbing headache...
Damp, wretched air...
Belongings
Crude weapon: Battered club, dull knife, poorly-made gun.
Names
Arthur
Nell
Weaver
Catalyst
Talking animals.
Virtue
Charity
Location
Canal.
Vice
Fear
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23/120


Likely Odds
6
BAD No
EVEN Yes
GOOD No
Release
Unlikely
Wreckage
Curious murmuring...
Blinking lights...
A rush of adrenaline...
Petrichor--rain on dry earth...
Belongings
Hunting weapon: Bow and arrows, rifle, energy spear.
Names
Ethan
Harriet
Francis
Catalyst
A prophecy fulfilled.
Virtue
Diligence
Location
Mausoleum.
Vice
Fear
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Likely Odds
4
BAD No
EVEN No
GOOD Yes
Distract
Elusive
Locals
Marching feet...
A darting shape...
Something dragging at your feet...
Moldering vegetation...
Belongings
Fancy accessory: Leather gloves, silvered cane, illuminated cufflinks.
Names
Gordon
Lucia
Wurabungee
Catalyst
A distant explosion.
Virtue
Mercy
Location
Waterfall.
Vice
Fraud
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25/120


Likely Odds
4
BAD Yes
EVEN Yes
GOOD Yes
Weaken
Impending
Rebellion
Faint buzzing...
Bloodshot eyes...
Droplets splatter you...
Cloying perfume...
Belongings
Disgusting trash: Used handkerchief, bandages, biohazard bag.
Names
Burke
Joan
Orla
Catalyst
Earthquake!
Virtue
Compassion
Location
Fjord.
Vice
Fraud
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26/120


Likely Odds
5
BAD No
EVEN No
GOOD No
Punish
Defiant
Illness
Heavy breathing...
Stormy clouds...
Clamped tight around your wrists...
Ripe dung...
Belongings
School work: Homework, textbooks, half-finished presentation.
Names
Clint
Stacy
Kumara
Catalyst
Odd weather.
Virtue
Humility
Location
Bridge.
Vice
Fraud
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27/120


Likely Odds
6
BAD No
EVEN YES!
GOOD Yes
Regenerate
Despondent
Superstition
A sharp snap...
A heap of scrap...
Slamming into you...
The vanilla of ancient books...
Belongings
Lighting: Torch, flashlight, hoverlamp that follows you.
Names
Marcus
AnnaNoelle
Skeld
Catalyst
Traveling players.
Virtue
Honesty
Location
Battleground.
Vice
Fraud
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28/120


Likely Odds
BAD NO!
EVEN Yes
GOOD No
8
Destroy
Common
Government
Angry whispering...
Lazily spinning wheel...
Sweaty and feverish...
New leather...
Belongings
Music: Sheet music, digital player, archive of personal compositions.
Names
Bates
Savannah
Daryl
Catalyst
Wanted posters of...!
Virtue
Courage
Location
Asylum.
Vice
Fraud
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29/120


Likely Odds
BAD No
EVEN No
GOOD Yes
8
Reveal
Cautious
Captivity
Growing whispers...
Shifting shadows...
A chill runs down your spine...
Zesty citrus...
Belongings
Petty jewelry: costume rings, glass beads, enamel bracelet.
Names
Sebastian
Jasmine
Alcippe
Catalyst
A battered package.
Virtue
Charity
Location
Headquarters.
Vice
Envy
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3/120


Likely Odds
BAD NO!
EVEN Yes
GOOD Yes
5
Discourage
Unholy
Creature
Fervent preaching...
A gathering crowd...
Cuffed in the side of the head...
Sweaty beasts of burden...
Belongings
Craft tools: Leatherworking, electronics, genemod kit.
Names
Liam
Sarah
Bile
Catalyst
Offer you can't refuse.
Virtue
Loyalty
Location
Orphanage.
Vice
Fraud
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Likely Odds
BAD No
EVEN Yes
GOOD Yes
3
Decimate
Infinite
Crime
The grinding of stone...
A blurred motion...
Too slippery to hold...
Baking chocolate...
Belongings
Art supplies: Paints and brushes, drawing tablet, holo-projector.
Names
Kyle
Marianna
Peyton
Catalyst
Inaccurate maps.
Virtue
Chastity
Location
Tenements.
Vice
Fraud
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Likely Odds
BAD NO!
EVEN Yes
GOOD No
6
Grow
Uncertain
Path
An insistent drumming...
Glistening fangs...
Muscles seize up...
Strong alcohol...
Belongings
Writing supplies: Pens and ink, digital thesaurus, AI editor.
Names
Theo
Ellen
Morgan
Catalyst
Hint of conspiracy.
Virtue
Temperance
Location
Street.
Vice
Fraud
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32/120


Likely Odds
BAD NO!
EVEN Yes
GOOD No
7
Cleanse
Awkward
Belief
A deep thrumming...
Vibrant red and blue flutters...
The urge to sneeze...
Roses and honey...
Belongings
Pet supplies: Animal call, waste bags, fleakiller nanites.
Names
Lawrence
Macy
Casey
Catalyst
Rumors of treasure.
Virtue
Charity
Location
Small room.
Vice
Fraud
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33/120


Likely Odds
BAD NO!
EVEN No
GOOD YES!
5
Exhaust
Advanced
Parent
A beating heart...
A pallid and bloodless face...
An oily coating...
An aura of mothballs...
Belongings
Musical instrument: Lyre, flute, electric violin.
Names
Benedict
Helen
Terry
Catalyst
Letter from lawyer.
Virtue
Diligence
Location
Shopping center.
Vice
Fraud
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Likely Odds
BAD No
EVEN No
GOOD Yes
4
Restore
Physical
Foe
Heart-rending shrieks...
It grows dark...
Rubbery coils around your neck...
The heady aroma of wine...
Belongings
Small pet: Parrot, ferret, miniature giant space hamster.
Names
Thaldon
Isabella
Timandra
Catalyst
Weapon shattered.
Virtue
Mercy
Location
Cafe.
Vice
Fraud
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Likely Odds
BAD No
EVEN Yes
GOOD Yes
4
Bestow
Metaphorical
Temple
Pained cries...
Dingy and dusty...
A feathery touch...
A disinfectant tang...
Belongings
Lucky charm: Rabbit's foot, four-leaf clover, a loved one's picture.
Names
Isaac
Laura
Meadows
Catalyst
Wounds fester.
Virtue
Compassion
Location
Social club.
Vice
Fraud
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36/120


Likely Odds
BAD No
EVEN Yes
GOOD No
6
Interrupt
Material
Tool
The snicker-snack of slicing blades...
Faint lines carved into...
An unseen presence...
The reek of vomit...
Belongings
Threat: Angry letter, evil-eye charm, beheaded doll.
Names
Alfred
Portia
Gabriel
Catalyst
Hero-worship.
Virtue
Humility
Location
Fortress.
Vice
Gluttony
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Likely Odds
BAD No
EVEN Yes
GOOD Yes
7
Explore
Aberrant
Ability
The clash of metal on metal...
Flashy clothing...
Grit in your teeth...
Fresh-brewed tea...
Belongings
Writing project: Manuscript, draft of a play, philosophical essay.
Names
Ben
Abigail
Jean
Catalyst
Stampede!
Virtue
Honesty
Location
Supply depot.
Vice
Gluttony
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Likely Odds
BAD Yes
EVEN Yes
GOOD YES!
5
Steal
Fair
Monument
A distinctive ca-click...
Faded and worn...
Leathery wings beat against...
Nutmeg and warm spices...
Belongings
Religious object: Prayer book, holy symbol, pamphlet.
Names
George
Desdemona
Melanthos
Catalyst
Rising fame.
Virtue
Courage
Location
Secret society.
Vice
Gluttony
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4
Likely Odds
BAD No
EVEN No
GOOD Yes
Trespass
Inconvenient
Research
Glass clinking...
Bouncing across the...
A frigid draft...
Dark coffee...
Belongings
Personal papers: Letters, legal summons, daily itinerary.
Names
Andrew
Aakruti
Acantha
Catalyst
Mad rantings.
Virtue
Diligence
Location
Square.
Vice
Envy
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6
Likely Odds
BAD No
EVEN No
GOOD Yes
Identify
Malevolent
Child
Crescendoing pursuit...
Gaudy ornaments...
Silky strands brush your face...
Rotting meat...
Belongings
Camp gear: Fire starter, bug repellent, thermal sheet.
Names
Abdul
Thaisa
Rhys
Catalyst
Growing infamy.
Virtue
Loyalty
Location
Resort.
Vice
Gluttony
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8
Likely Odds
BAD Yes
EVEN NO!
GOOD Yes
Attempt
Timid
Lies
Demanding tones...
Gloomy atmosphere...
Unpleasantly lumpy mattress...
Violets...
Belongings
Stimulant: Tea leaves, energy drink, stimpack injector.
Names
Aaron
Nimue
Mithra
Catalyst
A sudden eclipse.
Virtue
Chastity
Location
Hall.
Vice
Gluttony
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5
Likely Odds
BAD Yes
EVEN Yes
GOOD No
Assuage
Theoretical
Despair
Sloshing liquid...
A glossy sheen covers...
Dozens of pinpricks across your back...
Newsprint...
Belongings
Fortune-telling: Gutting knife, 'magic' sphere, Tarot deck.
Names
Ernest
Betty
Jayden
Catalyst
Religious persecution.
Virtue
Temperance
Location
Rally.
Vice
Gluttony
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6
Likely Odds
BAD Yes
EVEN Yes
GOOD Yes
Ponder
Spiritual
Wealth
Strains of a haunting melody...
Enveloped in shadow...
A twisted ankle...
Thick, ashey smoke...
Belongings
Ghost-hunting gear: Holy symbol, Ouija board, EMF detector.
Names
Robert
Iris
Regan
Catalyst
Cultural prejudice.
Virtue
Charity
Location
Archives.
Vice
Gluttony
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7
Likely Odds
BAD NO!
EVEN No
GOOD Yes
Refresh
Callous
Salvation
Teeth chattering...
The grimy floor...
Sand and dirt in your eyes...
Wafting fumes of sewage...
Belongings
Thieves' tools: Purse-slitting knife, lockpicks, network-cracking device.
Names
Wart
Chloe
Carmen
Catalyst
Mistaken identity.
Virtue
Diligence
Location
Casino.
Vice
Gluttony
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Likely Odds
4
BAD No
EVEN Yes
GOOD Yes
Beguile
Restrained
Lookout
Horrible grinding and gnashing...
The air is hazy...
Squelching steps in something nasty...
A riot of conflicting scents...
Belongings
Weapon care: Whetstone, cleaning kit, maintenance manual.
Names
Norman
Cordelia
Straf
Catalyst
A tournament!
Virtue
Mercy
Location
Sportsfield.
Vice
Gluttony
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45/120


Likely Odds
6
BAD No
EVEN NO!
GOOD Yes
Halt
Eternal
Underling
Harsh static...
Vivid rainbow hues...
Tickling on the back of your neck...
Lively springtime air...
Belongings
Travel aid: Map, compass, digital guide.
Names
Byron
Isolde
Abhorson
Catalyst
People disappearing.
Virtue
Compassion
Location
Archaeological site.
Vice
Gluttony
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46/120


Likely Odds
7
BAD Yes
EVEN Yes
GOOD Yes
Discuss
Medical
Goodness
Zap...
Smudged glass...
As insubstantial as mist...
Smoked ham...
Belongings
Weather gear: Hooded oilcloth cloak, poncho, self-warming boots.
Names
Stanley
Effie
Woden
Catalyst
Cranky old folks.
Virtue
Humility
Location
Accident site.
Vice
Gluttony
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47/120


Likely Odds
5
BAD No
EVEN No
GOOD Yes
Confuse
Arcane
Container
Smashing pottery...
Bright streaks...
Abruptly feeling naked and exposed...
Chipped-wood mulch...
Belongings
Child's toy: Stuffed animal, colored ball, puzzle cube.
Names
Edmund
Heather
Evander
Catalyst
Royal request.
Virtue
Honesty
Location
Supervised care.
Vice
Gluttony
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48/120


Likely Odds
5
BAD No
EVEN Yes
GOOD No
Travel
Unclear
Training
Shattering glass...
Tarnished brass...
Tread on something gummy...
The acrid stench of a tannery...
Belongings
Sports equipment: Wooden racket, knee pads, hoverball.
Names
Evan
Hannah
Nym
Catalyst
Caught red-handed.
Virtue
Courage
Location
School.
Vice
Greed
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49/120


Likely Odds
3
BAD Yes
EVEN Yes
GOOD Yes
Remember
Repulsive
Stockpile
Distant revelry...
Swirls of dust...
Cold steel presses...
Nervous sweat...
Belongings
Foodstuffs: Travel rations, energy bars, dried fruit.
Names
Matthew
Eva
Sarosh
Catalyst
Pets run amok.
Virtue
Mercy
Location
Stableyard.
Vice
Envy
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5/120


Likely Odds
BAD Yes
EVEN No
GOOD No
5
Forget
Minor
Knowledge
Terrified squealing...
Glistening wetly...
Warm woolly fabric...
The stink of death...
Belongings
Scientific data: Alchemical notes, samples in tubes, planetary surveys.
Names
Russell
Celia
Tyr
Catalyst
It's a trap!
Virtue
Loyalty
Location
Guard station.
Vice
Greed
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Likely Odds
BAD No
EVEN YES!
GOOD Yes
1
Avenge
Feral
Pain
Rapidly approaching sirens...
Shining chrome...
A rumble in the ground...
A pungent fart...
Belongings
Cooking supplies: Dried goods, measuring tools, offworld spices.
Names
Rory
Brooke
Melchior
Catalyst
Whispers of evil.
Virtue
Chastity
Location
Concert.
Vice
Greed
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51/120


Likely Odds
BAD Yes
EVEN No
GOOD Yes
6
Strengthen
Disappointing
Food
The blast of a horn...
An age-faded tattoo...
A burst of frost and ice...
Lemon and soap...
Belongings
Awards: Symbolic pin, certificate of achievement, marksman badge.
Names
Niall
Yasmin
Curio
Catalyst
Kidnapped!
Virtue
Temperance
Location
Backstage.
Vice
Greed
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52/120


Likely Odds
BAD No
EVEN No
GOOD Yes
8
Delay
Tender
Game
Screeching tires...
Chiseled stone...
Soggy, crumbling ground...
Frying sausage...
Belongings
Brain teaser: Book of riddles, number grid, self-evolving puzzle.
Names
Thomas
Samantha
Zydos
Catalyst
Bridge washed out.
Virtue
Charity
Location
Winery.
Vice
Greed
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Likely Odds
BAD Yes
EVEN Yes
GOOD Yes
6
Detect
Treacherous
Deity
The scrape of a blade on a stone...
Tapestries depicting mythic scenes...
Dry blasts of furnace air...
Burning candles...
Belongings
Espionage gear: Coded message, pen-camera, comm-tech interceptor.
Names
Ross
Georgia
Tracy
Catalyst
Hunters are hunted.
Virtue
Diligence
Location
Museum.
Vice
Greed
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Likely Odds
BAD No
EVEN Yes
GOOD Yes
7
Deactivate
Amicable
Death
A snatch of song...
Waving lines of sparkles...
A vicious, stabbing pain...
Snow...
Belongings
Hacking equipment: Cypher for a code, wifi scanner, auto-hack tool.
Names
Stafford
Michelle
Endymion
Catalyst
Quarantined!
Virtue
Mercy
Location
Campus.
Vice
Greed
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55/120


Likely Odds
6
BAD No
EVEN No
GOOD NO!
Spoil
Aggressive
Puzzle
Raucous laughter...
Floor-length, braided hair...
Grabbing your arm...
Polluted water and dead fish...
Belongings
First aid: Bandages, ointments, medical scanner.
Names
Umberto
Britney
Laverne
Catalyst
Strange hallucinations.
Virtue
Compassion
Location
On the water.
Vice
Greed
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56/120


Likely Odds
7
BAD No
EVEN No
GOOD Yes
Plan
Fundamental
Hive
Splitting, splintering wood...
Polished marble...
Constricting around your neck...
Hot tallow...
Belongings
Small trinket: Carved memento, pewter figurine, ...lousy T-Shirt.
Names
Duncan
Ruth
London
Catalyst
Drafted!
Virtue
Humility
Location
Popular hangout.
Vice
Greed
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Likely Odds
6
BAD No
EVEN Yes
GOOD No
Violate
Hostile
Exposure
Rain drumming against...
Dried flowers...
An abrupt halt...
Dry hay...
Belongings
Illegal weapon: Shiv, blackjack, injection pen.
Names
Clarence
Gemma
Chandra
Catalyst
Gifts from the mob.
Virtue
Honesty
Location
Playground.
Vice
Greed
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Likely Odds
7
BAD No
EVEN Yes
GOOD Yes
Assist
Occult
Love
A series of explosions...
Tiny metal figurines...
Pulling your hair...
Greasy sheep's wool...
Belongings
Media kit: Official statements, logos, press releases.
Names
James
Lula
Bailey
Catalyst
A miracle occurs.
Virtue
Courage
Location
Under water.
Vice
Greed
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Likely Odds
9
BAD No
EVEN No
GOOD No
Injure
Brazen
Foreigner
Clicking and clacking...
Shafts of light...
Your hair stands on end...
Cedarwood...
Belongings
Beverages: Canteen, flask, thermal bottle.
Names
Shane
Madison
Rowan
Catalyst
Vindictive authorities.
Virtue
Compassion
Location
Motel.
Vice
Envy
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6/120


Likely Odds
3
BAD No
EVEN No
GOOD Yes
Abjure
Intact
Servant
The thin piping of a flute...
A marvel of stained glass...
Luxuriant carpet beneath bare feet...
Gunsmoke...
Belongings
Collectors' items: Butterflies, coins, buttons.
Names
Reynaldo
Nerissa
Shant
Catalyst
Lost!
Virtue
Loyalty
Location
Disaster site.
Vice
Greed
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3
Likely Odds
BAD Yes
EVEN No
GOOD Yes
Silence
Heroic
Scum
Birdsong...
Dark crystals glinting in candlelight...
Splinters catch on your arm...
Still-warm bread...
Belongings
Keys: Key ring, RFID access card, password database.
Names
Travis
Pheobe
Balder
Catalyst
Threatening note.
Virtue
Chastity
Location
Mint.
Vice
Lust
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4
Likely Odds
BAD Yes
EVEN No
GOOD Yes
Control
Artistic
Evil
Childlike giggling...
A face peering in the window...
Barbs catch your clothing...
Drying paint...
Belongings
Hobby gear: Scrapbook, miniature's paint kit, model spaceships.
Names
Everett
Valeria
Thanatos
Catalyst
Food supplies ruined.
Virtue
Temperance
Location
Prison.
Vice
Lust
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5
Likely Odds
BAD No
EVEN Yes
GOOD YES!
Observe
Rare
Murder
One loud, abrupt splash...
A malicious grin...
Stabbing into your foot...
Salty ocean spray...
Belongings
Vehicle maintenance gear: Harness repair kit, car jack, digital reader.
Names
Lysander
Scarlet
Melus
Catalyst
Dependent in danger.
Virtue
Charity
Location
Caverns.
Vice
Lust
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63/120


6
Likely Odds
BAD No
EVEN Yes
GOOD YES!
Improve
Standard
Prison
Chaotic splashing...
Rodents scurry across...
Searing the palm of your hand...
Swampy mud...
Belongings
Fancy gift: Wine, chocolates, living crystal fragments.
Names
Vincent
Rhiannon
Shandar
Catalyst
Social faux pas.
Virtue
Diligence
Location
Mineshaft.
Vice
Lust
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8
Likely Odds
BAD No
EVEN No
GOOD No
Humiliate
Opportune
Secret
Low moaning...
Motionless forms...
Chapped lips...
Hot melted butter...
Belongings
Costume: Party mask, fandom cosplay, holographic outfit.
Names
Armak
Sharilyn
Taylor
Catalyst
Accidental attack.
Virtue
Mercy
Location
Arena.
Vice
Lust
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65/120


5
Likely Odds
BAD NO!
EVEN Yes
GOOD Yes
Entertain
Momentary
Portal
Voices chanting...
Anxiously checking their watch...
Clammy skin...
Cut grass...
Belongings
Family memento: Letters, pictures, VR recordings.
Names
Jacob
Siobhan
Isador
Catalyst
A portal opens.
Virtue
Compassion
Location
House.
Vice
Lust
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66/120


Likely Odds
6
BAD Yes
EVEN No
GOOD Yes
Destabilize
Fetid
Sustenance
A crack of thunder...
A clump of twigs and debris...
Coarse-grained planks...
Pine-wood and needles...
Belongings
Event access: Tickets, party invitation, club pass.
Names
Mohammed
Sigrun
Lugh
Catalyst
Major route blocked.
Virtue
Humility
Location
Cathedral.
Vice
Lust
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Likely Odds
8
BAD No
EVEN Yes
GOOD Yes
Guide
Deceptive
Flame
The roar of an engine...
A pulsing orb...
Smooth, age-worn mahogany...
Pencil shavings...
Belongings
Letter of credit: Bonds, blank check, account authorization.
Names
Elmer
Amber
Myrddin
Catalyst
Lost all memory.
Virtue
Honesty
Location
Farmhouse.
Vice
Lust
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Likely Odds
9
BAD No
EVEN NO!
GOOD YES!
Foil
Fallen
Network
The squealing of a badly-tuned violin...
Pulsating disturbingly...
Damp, clinging clothing...
A gangrenous, festering wound...
Belongings
Treasure map: Coded map, clever riddle, coordinates.
Names
Joaquin
Josephine
Maevon
Catalyst
Personality shift.
Virtue
Courage
Location
Court.
Vice
Lust
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Likely Odds
6
BAD No
EVEN Yes
GOOD Yes
Fight
Painful
Soul
A sharp accusation...
The light flickers briefly...
Something small scuttles up your...
A sulphurous aura...
Belongings
Eating utensils: Camping, silver in need of polish, hand-carved.
Names
Cade
Kendiara
Avery
Catalyst
Petty theft gone awry.
Virtue
Humility
Location
Wine cellar.
Vice
Envy
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7/120


Likely Odds
4
BAD No
EVEN No
GOOD Yes
Shatter
Recent
Health
Retching and vomiting...
A portrait in odd hues...
Wet socks...
Chalk dust...
Belongings
Ceremonial weapon: Ritual dagger, parade sword, stylized energy rifle.
Names
Bishop
Nora
Byelobog
Catalyst
A favor called in.
Virtue
Loyalty
Location
Wedding.
Vice
Lust
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70/120


Likely Odds
5
BAD Yes
EVEN No
GOOD Yes
Ambush
Delicious
Reputation
A single beep...
Snarling, with flecks of spittle...
Downy feathers...
Faint hints of coconut...
Belongings
Scent: Incense sticks, perfume bottle, BO-cleaning bacteria.
Names
Noah
Flora
Pirrin
Catalyst
Tourists get in the way.
Virtue
Chastity
Location
Funeral.
Vice
Lust
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Likely Odds
4
BAD No
EVEN Yes
GOOD No
Decrease
Scientific
Treasure
A phone ringing...
A dark bird, watching...
Eye-stinging drips of sweat...
Fried dough...
Belongings
Fake ID: Writ of safe passage, driver's license, shipowner's documents.
Names
Edward
Tabitha
Morikai
Catalyst
A strike or protest.
Virtue
Temperance
Location
Festival.
Vice
Lust
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72/120


Likely Odds
6
BAD Yes
EVEN No
GOOD No
Disturb
Precise
Barrier
Pounding, discordant music...
One-eyed...
Fizzy water...
Clean breeze...
Belongings
Cheater's game: Weighted dice, marked cards, game hack.
Names
Caspar
Carrie
Carroll
Catalyst
Abducted!
Virtue
Charity
Location
Outpost.
Vice
Pride
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73/120


Likely Odds
7
BAD No
EVEN Yes
GOOD Yes
Enslave
Personal
Chaos
A reverberating echo...
Masked and robed...
Air so humid you can hardly breathe...
Coal smoke...
Belongings
Plants: Bulbs, vegetable seeds, modified crop samples.
Names
Ellis
Demi
Marcade
Catalyst
Being spied on.
Virtue
Diligence
Location
Town.
Vice
Pride
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74/120


Likely Odds
5
BAD No
EVEN YES!
GOOD Yes
Hide
Ambitious
Structure
Distant drums...
A shock of corn-silk hair...
Slimy goo...
Cat piss...
Belongings
Tools or Weapons: Prybar, fire axe, plasma-welder.
Names
Jack
Cymbeline
Sparviere
Catalyst
Equipment sabotaged.
Virtue
Mercy
Location
Offices.
Vice
Pride
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75/120


Likely Odds
5
BAD No
EVEN Yes
GOOD Yes
Allow
Angelic
Trial
Mocking snickers...
A suspicious hesitation...
Numb teeth...
Sharp spearmint...
Belongings
Fresh game: Dressed pheasant, gutted fish, unknown species.
Names
Caleb
Simone
Valentine
Catalyst
Stranded in the wild.
Virtue
Compassion
Location
Factory.
Vice
Pride
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76/120


Likely Odds
5
BAD Yes
EVEN No
GOOD Yes
Deviate
Immaculate
Vehicle
An ominous chuckle...
Swaying in the wind...
Tingling arms...
Spoiled milk...
Belongings
Horrible evidence: Human blood, poison, psychic impressions.
Names
Joshua
Amina
Ronan
Catalyst
Foil someone's quest.
Virtue
Humility
Location
Train.
Vice
Pride
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77/120


Likely Odds
3
BAD NO!
EVEN No
GOOD Yes
Imitate
Bygone
Agreement
The rattle of dice...
A trickle of water runs along...
Bones breaking...
Rotten eggs...
Belongings
Trade goods: Copper ingots, tea-blocks, bio-reactive fabrics.
Names
Bradley
Julia
Dylan
Catalyst
A traitor discovered.
Virtue
Honesty
Location
Ocean-liner.
Vice
Pride
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78/120


Likely Odds
3
BAD No
EVEN Yes
GOOD Yes
Mesmerize
Famous
Team
A cheering crowd...
A runner carrying a messenger bag...
A dress like gossamer...
Diesel exhaust...
Belongings
Baby care: Diapers, formula, infant nutrition supplements.
Names
Finley
Ismene
Dagan
Catalyst
New species found.
Virtue
Courage
Location
Volcano.
Vice
Pride
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79/120


Likely Odds
7
BAD No
EVEN No
GOOD No
Divide
Orderly
Council
The whistling of wind through...
A flash of teeth...
Cobwebs tangle in your hair...
Freshly-shucked corn...
Belongings
Handy tools: Multitool, loose toolset, cheap repair kit.
Names
Eingar
Padma
Haukoos
Catalyst
A tragic accident.
Virtue
Honesty
Location
Temple.
Vice
Envy
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8/120


Likely Odds
6
BAD No
EVEN No
GOOD Yes
Succeed
Simple
Goal
Fire crackles...
The symbol of an obscure religion...
A dull, rusty blade...
Intense vinegar...
Belongings
Odd trinket: Tavern puzzle, smooth river stone, old coin.
Names
Balthasar
Minerva
Bastet
Catalyst
Hit by a vehicle.
Virtue
Loyalty
Location
Jungle.
Vice
Pride
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80/120


Likely Odds
7
BAD No
EVEN No
GOOD Yes
Unseal
Maniacal
Student
The ping-ping-ping of cooling metal...
A many-pointed star...
Slightly tipsy...
Fragrant herbs covering bitter...
Belongings
Restorative: Healing potion, poison antidote, medical symbiote.
Names
Connor
Aaliyah
Amon
Catalyst
Spilled hot coffee.
Virtue
Chastity
Location
Hospital.
Vice
Pride
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81/120


Likely Odds
4
BAD No
EVEN No
GOOD No
Isolate
Slovenly
Work
The cry of a bird of prey...
Writhing tentacles...
The thrill of fear...
Healthful country air...
Belongings
Deadly substance: Poison, dangerous chemical, weaponized virus.
Names
Bartlebee
Elizabeth
Aviragus
Catalyst
Witness to a cover-up.
Virtue
Temperance
Location
Diner.
Vice
Pride
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82/120


Likely Odds
5
BAD No
EVEN Yes
GOOD No
Deny
Active
Dream
Tall grass and underbrush rustling...
Hideously serrated teeth...
Sparks of rage...
The odd, dusty scent of snake-skin...
Belongings
Legal documents: Will and testament, contract, trade agreement.
Catalyst
Suddenly blinded.
Location
Butcher.
Names
Rutland
Lena
Beldaraan
Virtue
Charity
Vice
Pride
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83/120


Likely Odds
5
BAD Yes
EVEN No
GOOD YES!
Move
Artificial
Time
The beat of swords on shields...
Backed into a corner...
A moment of deja-vu...
The dank of a tomb...
Belongings
Jewelry: Gold necklace, emerald ring, synth-pearl earrings.
Catalyst
A lookalike appears.
Location
Exhibit.
Names
Zachary
Tiffany
Orvar
Virtue
Diligence
Vice
Pride
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Likely Odds
3
BAD No
EVEN No
GOOD Yes
Join
Bewildering
Prophecy
A cacophony of animal calls...
Carrying their young...
A gut-wrenching acceleration...
An exotic, floral aroma...
Belongings
Rare tomes: Illuminated manuscript, ancient texts, signed copies.
Catalyst
A horrific nightmare.
Location
Laboratory.
Names
Charles
Gwendolyn
Damocles
Virtue
Mercy
Vice
Sloth
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85/120


Likely Odds
3
BAD No
EVEN No
GOOD Yes
Exchange
Religious
Fear
The growing rumble of hooves...
Pursued by armed men...
Your stomach drops...
An overpowering, musky odor...
Belongings
Military weapons: Greatsword, assault rifle, sonic cannon.
Catalyst
Dreams coming true.
Location
Camp.
Names
Chris
Melaina
Limbo
Virtue
Compassion
Vice
Sloth
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86/120


Likely Odds
10
BAD YES!
EVEN Yes
GOOD YES!
Discover
Widespread
Weapon
A one-sided conversation...
Flanked by servants and guards...
The crush of a crowd carrying you...
An oncoming storm...
Belongings
Portable assistant: Spirit familiar, tablet device, wearable eyecomp.
Catalyst
Asked out on a date.
Location
Tower.
Names
Osrick
Cassandra
Tristan
Virtue
Humility
Vice
Sloth
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87/120


Likely Odds
2
BAD No
EVEN YES!
GOOD YES!
Pacify
Mental
Font
The whump of spinning blades...
A grimy, broken crown...
A friendly purr against your leg...
Moss and old earth...
Belongings
Stealth devices: Invisibility cloak, soft-soled shoes, memory eraser.
Catalyst
A passerby collapses.
Location
Rest station.
Names
Mason
Hazel
Dakota
Virtue
Honesty
Vice
Sloth
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88/120


Likely Odds
BAD Yes
EVEN No
GOOD Yes
5
Befriend
Tragic
Truth
The crash of waves on rocks...
Dull greys and browns...
A sudden loss of balance...
Smoke and blood...
Belongings
Royal decree: Arrest warrant, royal pardon, declaration of war.
Names
Omar
Audrey
Sable
Catalyst
A celebrity in town.
Virtue
Courage
Location
Quarantine zone.
Vice
Sloth
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Likely Odds
BAD No
EVEN Yes
GOOD Yes
5
Curse
Profitable
Scheme
BANG...
A swarm of flies...
A warm breeze...
Dry-rot...
Belongings
Cosmetics: Belladonna eyedrops, eye liner, skin-altering genecare.
Names
Owen
Nicole
Ion
Catalyst
Fire!
Virtue
Courage
Location
Courtyard.
Vice
Envy
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9/120


Likely Odds
BAD Yes
EVEN NO!
GOOD No
6
Corrupt
Curious
Mystery
An inhuman babbling...
A magnificent, ornate weapon...
A light tap on the shoulder...
Crisp winter wind...
Belongings
Deed: Land in the country, old mansion, a battered ship.
Names
Garrett
Bianca
Ewan
Catalyst
Framed!
Virtue
Loyalty
Location
Graveyard.
Vice
Sloth
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90/120


Likely Odds
BAD No
EVEN No
GOOD Yes
7
Avoid
Terrible
Contraband
The cascading rush of a waterfall...
Sleek lines, all speed and strength...
Aching feet...
A heady whiff of permanent marker...
Belongings
Exotic pet: Imported animal, electronic life, gene-gineered creature.
Names
Talbot
Carla
Elin
Catalyst
Locked in with a beast.
Virtue
Chastity
Location
Home.
Vice
Sloth
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Likely Odds
BAD No
EVEN NO!
GOOD Yes
4
Condemn
Infamous
Peace
A warning growl...
A box standing on legs...
Sticky with congealing blood...
Sun-ripened tomatoes...
Belongings
Treasure: Gold bars, silver coins, cryptocurrency wallet.
Names
Remiel
Summer
Parker
Catalyst
New ability manifests.
Virtue
Temperance
Location
Opera house.
Vice
Sloth
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Likely Odds
BAD Yes
EVEN No
GOOD Yes
2
Raise
Permanent
Emotion
Exclamations of pleased surprise...
Ornately carved gargoyles...
A pressure on your ears...
A public toilet...
Belongings
Armor: Chainmail, riot gear, armored power-suit.
Names
Albey
Rachel
Arcite
Catalyst
Drugged into a stupor.
Virtue
Charity
Location
Base.
Vice
Sloth
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93/120


Likely Odds
5
BAD No
EVEN Yes
GOOD Yes
Seal
Humble
Obstacle
Someone slurping greedily...
A finely-tailored suit...
Scalding breath on your neck...
The midden behind a plague ward...
Belongings
Defense: Amulet of resistance, kevlar vest, psychic armor.
Names
Lance
Cynthia
Jarl
Catalyst
Sees dead people.
Virtue
Diligence
Location
Retreat.
Vice
Sloth
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94/120


Likely Odds
5
BAD No
EVEN Yes
GOOD Yes
Execute
Unfair
Resource
Impish, maniacal giggling...
A glowing wrist-band...
Eyes watching you...
An alluring cologne...
Belongings
Emergency gear: Potion of resurrection, satellite phone, deployable shelter.
Names
Martin
Maia
Aedan
Catalyst
Touched by a power.
Virtue
Mercy
Location
Gated community.
Vice
Sloth
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Likely Odds
6
BAD No
EVEN Yes
GOOD Yes
Confront
Vague
Resurrection
The trumpeting bellow of an animal...
Iron-bound oak...
Someone following close behind...
Clover and wildflowers...
Belongings
Assassin's weapons: Garrote wire, silenced pistol, ceramic knife.
Names
Octavian
Shani
Sidney
Catalyst
An apparent haunting.
Virtue
Compassion
Location
Well.
Vice
Sloth
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Likely Odds
7
BAD Yes
EVEN Yes
GOOD Yes
Begin
Dormant
Nightmare
A sudden quiet...
A slow, stately procession...
You've just forgotten something...
Fetid breath tainted with offal...
Belongings
Arcane knowledge: Advice on magic, Secret Society info, recent discovery.
Names
Victor
Anisa
Kieran
Catalyst
Hit by a stray shot.
Virtue
Humility
Location
Basement.
Vice
Treachery
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Likely Odds
6
BAD No
EVEN No
GOOD Yes
Warn
Nearby
Monster
Grunting and snorting...
A sweet smile...
A gentle caress...
Garlic...
Belongings
Ancient artifact: Cultural relic, archaeological find, ruins of civilization.
Names
Ryan
Margaret
Reece
Catalyst
An evil curse to break.
Virtue
Honesty
Location
Forest
Vice
Treachery
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Likely Odds
7
BAD No
EVEN Yes
GOOD No
Poison
Haphazard
Beast
The clink of coins...
Flowers in her hair...
Ice in your veins...
Sand and sunscreen...
Belongings
Expensive accessory: Pocket watch, silk cravat, electronic tattoo.
Names
Frederick
Kimberley
Tane
Catalyst
A wild gazebo appears.
Virtue
Courage
Location
Island.
Vice
Treachery
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