is the last surviving member of the Strelai — an ancient order of mystics that imprisoned the demons who cast the worlds into the sky.

The Magister has secretly trained a young apprentice, Kai Tuvari, in the occult art of Sorcery, because Kai’s blood is bound to the essence which lights the sky-star and gives life to the worlds. Only the discipline of Sorcery can control this power.

However—Magister Lor is not the only one with a secret apprentice. The demon Setarra, imprisoned in the essence crystal which powers Lor’s sanctum, has visited Kel Tuvari (Kai’s twin) in dreams, whispering dark promises and extracting dire oaths. Magister Lor chose not to train Kel as a child — the power in Kel’s blood was too dark and dangerous to ever draw out safely. But Setarra had other plans.

Even now Kel has crept down to the lowest level of the sanctum and completed the ritual to release Setarra from her crystal prison. The demon emerges, singing the song to summon the great Leviathans from the lower depths.

Will the Magister stop the Leviathans from dragging the crystal into the depths? Will Setarra free the rest of the demons from their prison?

Will the twins turn on each other, or betray their masters?

Why were the demons imprisoned? Does anyone remember? Can enemies change their beliefs, or are duty and vengeance the only ways?
## Magister Lor

The last guardian of an ancient sanctum where demons of old are bound in a crystal prison

### TRAITS & TAGS

<table>
<thead>
<tr>
<th>Wise</th>
<th>Sorcerer</th>
<th>Veteran</th>
<th>Warrior</th>
</tr>
</thead>
<tbody>
<tr>
<td>- Insight</td>
<td>- Mastery</td>
<td>- Athletic</td>
<td>- Insight</td>
</tr>
<tr>
<td>- Thoughts</td>
<td>- Attack</td>
<td>- Tough</td>
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<td>- Feelings</td>
<td>- Defend</td>
<td>- Commander</td>
<td>- Feelings</td>
</tr>
<tr>
<td>- Intentions</td>
<td>- Create</td>
<td>- Strategy</td>
<td>- Intentions</td>
</tr>
<tr>
<td>- Educated</td>
<td>- Control</td>
<td>- Pilot</td>
<td>- Educated</td>
</tr>
<tr>
<td>- Arts</td>
<td>- Sense</td>
<td>- Tracker</td>
<td>- Arts</td>
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<td>- History</td>
<td>- Rituals</td>
<td>- vs. Demons</td>
<td>- History</td>
</tr>
<tr>
<td>- Occult</td>
<td>- vs. Demons</td>
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<td>- Occult</td>
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<tr>
<td>- Demon Lore</td>
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<td>- Demon Lore</td>
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<tr>
<td>- Negotiation</td>
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<td>- Negotiation</td>
</tr>
</tbody>
</table>

#### KEYS

**Key of Balance**

You are a guardian of Balance. What must be, must be. It matters not how we feel about it. Turn this key when you put Balance above all other concerns.  
**Buyoff:** Act out of fear, anger, compassion, or love.

**Key of Duty**

You must bind all free demons. Turn this key when you act to fulfill your duty.  
**Buyoff:** Allow a demon to be free.

**Key of the Mentor**

You are Kai’s mentor in the ways of Sorcery. Turn this key when you remind your apprentice of their training, spout ancient wisdom, or reprimand them for a shortcoming or failure.  
**Buyoff:** Let your apprentice go.

#### SECRETS

**Secret of the Strelai**

You know the secret rituals to summon, command, and bind demons, but have never had to use them. In your hands, star-metal blazes with arcane energy and can cut through anything.

**Secret of Master and Apprentice**

When you and your apprentice act in unison, with aligned purpose, you each get +1d to your rolls.

#### CONDITIONS

- **ILL**
- **DEAD (PRESUMED)**
- **INJURED**
- **ANGRY**
- **DRAINED**
- **SWAYED**
- **INCAPACITATED**
- **OVERWHELMED**

#### ITEMS & APPEARANCE

*Magister Lor suffers an ailment and begins with the ILL condition.*  
**Items:** Strelai robes — Star-metal sword — Library of occult books, artefacts, and ritual materials.

### XP

- Spend xp at any time:
  - 1xp — Get a pool die (up to your pool maximum).
When you turn a key, take an experience point (xp). If you go into danger because of your key, take 2 xp. Each key also has a buyoff. If the buyoff condition occurs, you may permanently remove that key and replace it with a new one, and earn 5 xp.

**Key of**

**Key of**

When you turn a key, take an experience point (xp). If you go into danger because of your key, take 2 xp. Each key also has a buyoff. If the buyoff condition occurs, you may permanently remove that key and replace it with a new one, and earn 5 xp.

**XP**

- Spend xp at any time to:
  - 5 xp — Add a new trait with 3 tags.
  - 5 xp — Add a new key you’ve never had before.
  - 5 xp — Increase pool maximum by 1 (and get a pool die).
  - 3 xp — Unlock a tag on an existing trait.
  - 1 xp — Get a pool die (up to your pool maximum).

---

**TRAITS & TAGS**

**Keys**

**Secrets**

**Conditions**

**Pool**

**Items & Appearance**

---

**Kai Tuvari**

A young adult whose blood is connected to the essence of the stars. Apprenticed from childhood to Magister Lor.
TRAITS & TAGS

<table>
<thead>
<tr>
<th>Daring</th>
<th>Attuned</th>
<th>Experienced</th>
<th>Survivor</th>
</tr>
</thead>
<tbody>
<tr>
<td>Athletic</td>
<td>Arcane Sight</td>
<td>Traveler</td>
<td>Fighter</td>
</tr>
<tr>
<td>Reckless</td>
<td>Dream Travel</td>
<td>Cultures</td>
<td>Blade</td>
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<td>Nullify</td>
<td>Languages</td>
<td>Fists</td>
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<td>Stunts</td>
<td>Attack</td>
<td>Underworld</td>
<td>Stealth</td>
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<tr>
<td>Sky Combat</td>
<td>Defend</td>
<td>Pirates</td>
<td>Fearless</td>
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<tr>
<td>Evasion</td>
<td>Control</td>
<td>Revolutionaries</td>
<td>Underdog</td>
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<tr>
<td>Inspiring</td>
<td>Void</td>
<td>Educated</td>
<td>Tough</td>
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<td></td>
<td>Sorcery</td>
<td>Occult</td>
<td>Scavenger</td>
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<td></td>
<td>Essence</td>
<td>Demon Lore</td>
<td>Brutal</td>
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<td></td>
<td>Demonic</td>
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</table>

KEYS

**Key of the Twin**
You are Kai’s twin sibling. Turn this key when you put Kai’s well-being above other concerns.
**Buyoff:** Allow Kai to suffer.

**Key of Demonic Oath**
You have sworn a demonic oath to help Setarra free herself and her kind from the crystal prison.
**Buyoff:** Defy the oath and suffer the torment that results.

**Key of the Outcast**
Without a mentor, you were forced to grow up on your own, among outcasts. Turn this key when your defensive and suspicious nature causes a problem for you.
**Buyoff:** Accept fidelity with a mentor, loved one, or organization.

**Key of**

**Key of**

When you turn a key, take an experience point (xp). If you go into danger because of your key, take 2 xp. Each key also has a buyoff. If the buyoff condition occurs, you may permanently remove that key and replace it with a new one, and earn 5 xp.

<table>
<thead>
<tr>
<th>CONDITIONS</th>
<th>POOL</th>
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<tbody>
<tr>
<td>□ INJURED</td>
<td>□ ANGRY</td>
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<td>□ DRAINED</td>
<td>□ AFRAID</td>
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<tr>
<td>□ INCAPACITATED</td>
<td>□ SWAYED</td>
</tr>
<tr>
<td>□ DEAD (PRESUMED)</td>
<td>□ DOMINATED</td>
</tr>
</tbody>
</table>

ITEMS & APPEARANCE

Items: Traveler’s garb — Glider cloak — Breathing mask — Dagger — Small airship.
Setarra
An ancient demon, released from long imprisonment, seeking vengeance and freedom

Traits & Tags

You will make those suffer who bound you and your kind in the crystal prison. Turn this key when you lay your vengeance upon those who deserve it.

Buyoff: Forgive them.

Key of the Liberator

You will release any bound demon you find. Turn this key when you attempt to do so.

Buyoff: Leave a demon imprisoned.

Key of Servitude

You are a demon, sworn by arcane oaths to obey when under the sway of sorcery. Turn this key when you submit to the magical command of a sorcerer.

Buyoff: Defy a sorcerer’s will.

Secrets

Once per refresh, you may steal life essence from up to four humans you can see. They may attempt to resist or avoid your power if they have the means. If you overcome them, you steal one of their pool dice (this can take you over the maximum). If they have none to give, they become drained.

Secret of

INJURED
BOUND
DRAINED
FURIOUS
DRIVEN OFF
SWAYED
HINDERED
OVERWHELMED

Items & Appearance

Large, black shark-eyes. Razor claws and teeth. Black, wet scales. A hideous beauty.
## Advancements

Ways for your character to grow and change while struggling in Magister Lor’s sanctum

### New Traits & Tags

#### Bold
- Brave, Daring, Heroic, Rescue, Falling, Fire, Reckless, Explosions, Escapes, Outnumbered, Underdog

#### Charm
- Charisma, Presence, Command, Deception, Misdirection, Seduce, Impress, Empathy, Manners

#### Clever
- Keen, Planning, Tactics, Negotiations, Tricks, Notice Flaws, Observant, Aware, Lies

#### Explorer
- Curious, Aware, Nimble, Hardy, Ancient Lore, Languages, Ruins, Monsters, Myths, Maps

#### Outcast
- Marked, Loner, Scrounge, Wander, Recover, Surprise, Hidden, Convince, Hide

#### Pilot
- Daring, Steady, Maneuvering, Evasion, Tricky Flying, Navigation, Battle, Ramming, Repair, Modificatons, Cargo

#### Protect
- Awareness, Threats, Defend, Disarm, Restraining, Carry, Delay, Medicine, Take the Hit

#### Secretive
- Arcane, Observant, Quiet, Unknown, Crafty, Disguise, Shadows, Sneaky, Whisper

#### Smuggler
- Haggle, Deception, Sneak, Hide, Camouflage, Forgery, Pilot, Navigation, Repair, Gunner

#### Steward
- Convincing, Eavesdrop, Efficient, Endure, Etiquette, Inform, Intrigue, Loyal, Patience, Secrets, Servant, Tradition

#### Thief
- Quiet, Sneak, Hide, Dextrous, Locks, Perceptive, Traps, Darkness, Alarms, Distractions

#### Vengeful
- Anger, Determined, Gritty, Headstrong, Ignore the Pain, Menacing, No Mercy, Tough

**Note:** When you buy a new trait, you start with three tags. You need to buy the rest with XP.

### New Keys & Secrets

#### The Key of the Broker
You like to make deals and trade favors. Turn this key when you bargain, make a new contact, or exchange a favor. **Buyoff:** Turn down a chance to negotiate, or take the raw end of a deal.

#### The Key of Conscience
You don’t like to see anyone suffer, even enemies. Turn this key when you help someone who is in trouble or when you change someone’s life for the better. **Buyoff:** Ignore a request for help.

#### The Key of the Fateful End
You have received visions of your own dark fate. Turn this key when you say how an event has brought you closer to your end. **Buyoff:** Face the moment shown in your visions.

#### The Key of the Hunt
You are pursuing dangerous prey. Turn this key when you track your quarry or lead them into a trap. **Buyoff:** Abandon your hunt, or catch and release your quarry.

#### The Key of the Traitor
You have turned your back on a person or institution you were once loyal to. Turn this key when you strike a blow against them. **Buyoff:** Make amends and return to them.

#### The Secret of the Blade
You are in possession of a star-metal blade. Its arcane energy crackles and blazes when it’s in your hands. Once per refresh, you can re-roll a failure when you’re using your blade. **Requires:** A star-metal blade of your own.

#### The Secret of the Bodyguard
Once per refresh, you can re-roll a failure when protecting someone. **Requires:** Being willing to give your life for someone else.

#### The Secret of Experience
Once per session, you can use tags from more than one trait when you make a roll. **Requires:** Experience in a wide variety of dangerous situations.

#### The Secret of the Lucky Break
Once per refresh, you can keep your pool dice when you succeed (so go ahead and use ‘em all). **Requires:** Succeeding at something decidedly unlikely.

#### The Secret of Reflexes
Once per refresh, you can re-roll a failure when doing anything involving grace, dexterity, or quick reflexes. **Requires:** Having been saved by your reflexes once before.
Floating worlds circling a shining star

The worlds of the Empire float in a sky of breathable gases circling a small, cold star. Scholars believe that the star is made from pure Essence—the strange energy that is said to create life. This "solar system" is much smaller than you might think—it takes about twelve weeks to cross from one side to the other on a triple-masted sky ship. The smaller worlds of the Empire are so closely positioned that it takes only a day or two to travel from one to another.

The Lower Depths
The heavier gases form a dense layer of vapor below the “sky.” This fog is corrosive — people need to wear gas-masks to breathe and most airship hulls will start to decay after a single exposure. Pirates and other criminals sometimes use the lower depths to evade Imperial patrols and launch raids from hiding. Unfortunately, the depths are home to sky squid and other monstrous things.....

Archesta
Site of the Imperial Academy of Natural Philosophy. The greatest minds in the Empire study esoteric arts in the alabaster halls and on the lush green lawns of the campus.

Sersene
A world of dark forests, rich fields, snowy mountains, and vast lakes. Sersene supports many massive farms which provide food and animal products to the rest of the Empire.

Oros
A small but lush world, covered in dense forests and expansive savannas. Imperial zoos contain many exotic creatures from here.

Ilysium
The capital world of the Empire, home to the great noble houses. Ilysium is rich and decadent, attended by servants, slaves, and the elite bodyguards of the nobility.

Olympia
The staging world of the Imperial Sky Fleet. From here, expeditions are launched all across the Empire. Olympia is also home to the finest brewers and distillers.

Tycheron
A rocky, forboding world surrounded by dense gray clouds. Imperial mining operations are attended by a few small settlements which scrape out a meager existence.

Nightport
Unlike other worlds, Nightport does not rotate, which means one face is always in darkness. It is on this side that pirates and smugglers have built a hidden port city in which to carry out their nefarious dealings. This hive of scum and villainy is a dangerous place, but almost anything may be bought or sold there, including secrets.
ROLLING THE DICE
When you try to overcome an obstacle, you roll dice. Follow these steps to determine how many dice you get to roll.

TRY: Start with one die just for trying.

TRAIT: Select one trait that applies, add a die for that.

TAGS: If that trait has any tags that apply, add another die for each filled circle on that tag. Tags with empty circles cannot be used until you unlock them with experience. Some tags are grouped in a box; you can use only one tag within that box per roll.

POOL: Finally, add any number of dice from your personal pool.

Roll all the dice you’ve gathered. Each 4, 5 or 6 (or each x if you’re using 50/50 dice) is a hit. Each 1, 2 or 3 (or each blank) is a miss. You need hits equal to the difficulty level to succeed.

If you succeed, discard all the dice you rolled (including any pool dice you used). Don’t worry, you can get your pool dice back.

If you fail, you don’t yet achieve your goal. But, you get to keep the pool dice you rolled and add another die to your pool (up to your maximum pool size). The GM will escalate the danger of the situation and probably inflict a condition. You might be able to try again.

The GM may give some obstacles two difficulty levels (typically two steps apart, for example 2 and 4). Getting a number of hits equal to the higher difficulty level allows for a greater success.

EXAMPLE: “Yes, Kel, you can make it to your airship unharmed, the difficulty level is 3. However, if you get 5 hits, then you can get Kai there safely as well.”

PC vs. PC: If your character contends with another player, both players roll against a difficulty level set by the GM. If one player succeeds, that player wins the conflict and discards dice normally. The other player keeps their rolled pool dice and gets another. If both players succeed, no pool dice are discarded or gained, but the GM interrupts the conflict in whatever manner they see fit. If both players fail, they keep their pool dice and get another die, and the GM escalates the situation or introduces a new obstacle.

Helping: If your character is in a position to help another PC, you can give that player a die from your pool. Say what your character does to help. The outcome of the roll affects both PCs.

CONDITIONS
When events warrant or especially when you fail a roll, the GM may impose a condition on your character: Injured, Drained, etc. A condition might increase the difficulty level of a roll, or may restrict your choice of action (you can’t be reasonable if you’re angry). Note: The “dead” condition just means “presumed dead” unless you say otherwise.

REFRESH
In between dice rolls, characters can have refreshment scenes with each other. Refreshment scenes are a good way for the characters to show their personalities and develop their relationships with one another. The conversation between characters can happen in the moment, but can also take the form of a flashback.

After a refreshment scene, each character:
❖ Restores their pool back to their maximum pool.
❖ Removes one condition (if they did something during the scene to deal with the condition).
❖ Regains the use of their secrets.

SCRIPT CHANGE
Generally, games in the Wild Blue Yonder are rated PG-13 for intense action, fantasy violence, sexual situations and occasional strong language.

However, if a situation happens in the game that makes you—as a player—feel uncomfortable, or the game is going in a direction that doesn’t reflect the tone or content you expected, you can call for a script change.

PAUSE
If a scene is getting too intense, you’re confused about something, or you just need to take a break, you can say “Pause” and, optionally, discuss what just happened and where the story is going. After the break or discussion, you can decide if you want to continue playing without any changes or if you want to adjust something.

FAST FORWARD
If you don’t want to play through what’s about to happen, you can say “Fast Forward” to skip past it (sort of like when you know what’s about to happen in a movie but it fades to black instead of showing the action).

REWIND
If something already happened that you object to, you can say “Rewind” to jump back to the point in the scene where it went off course for you. Work with the GM and the other players to take the story in a different direction.
Running the Game: Tips, Tricks and Advice for the GM

GETTING STARTED

Read the opening passage to set up the situation. Then hand out the character sheets and help everyone pick who they want to play.

This game is designed as a single-location, one-shot session (running about 3½ hours), but can also easily be spread out over two or three sessions. All the PCs are pointed at each other in ways to spark immediate conflict between them. As the GM, you won’t need to introduce any new characters into the action (except for the Leviathans Setarra has summoned to take the crystal prison and help them escape).

Ideally, the PCs will undergo satisfying character arcs, as the XP reward for buying off keys has been built specifically to encourage that. Pay close attention to when the players turn their keys, don’t be stingy with age that. Pay close attention to when the players turn their keys, as the dice pool gets replenished. Give players that time in their refreshment scenes, as action—rest—action because of the way the dice pool gets depleted.

The game should naturally fall into a cinematic cycle of action—rest—action because of the way the dice pool gets depleted. Give players that time in their refreshment scenes, as that’s where their characters and relationships really come to life.

ALTERNATE SETUP: Though the game is designed for four players, you can certainly play with fewer.

If you have two players, consider the following options for PCs:

❖ Magister Lor and Kai. The session will be about master and apprentice, dealing with Kel’s apparent betrayal and the threat of unbound demons. The GM plays Setarra and Kel, and pushes hard on everyone’s keys.

❖ Magister Lor and Setarra. The Strelai and demon face off, with the twins as NPCs caught in the middle. Do the masters care about their apprentices, or are they driven only by their hatred and duty?

❖ Kai and Kel. Twin siblings on opposite sides of an ancient conflict. Will they team up or stay true to their masters? The GM plays Lor and Setarra — and be open to their key buyoffs. Maybe things can be different.

If you have three players, consider the following:

❖ Magister Lor as the NPC. They’re powerful and dedicated to their duty. Start by having Lor endanger Kel as soon as possible, either as retribution for what they did, or as collateral damage in the showdown with Setarra.

❖ Setarra as the NPC. She’s powerful and ruthless! You might start by tossing Kel aside like they’re nothing — they served their purpose. Or, be fiercely loyal to Kel, the one who freed you, and allow no other to drive a wedge between you.

LISTEN AND ASK QUESTIONS, DON’T PLAN

When you’re the GM, don’t try to “direct” the action or plan out what will happen. Instead, ask questions—lots and lots and make them pointed toward the things you’re interested in. Like, say Magister Lor threatens Kel, so I ask Kai’s player, “How do you react when your master threatens your twin? Is that okay with you?” And then, when it’s totally not okay, “What do you say? What do you do?” and then “Kel, what are you doing? The Magister is distracted by Kai, do you want to seize the opportunity to attack them or what?” A few more like that and everyone is yelling at each other and rolling dice to impose their will.

Also ask questions like:

❖ “When you say you ‘create fire’ what’s that like? Does a spinning fireball just appear in the air, or what?”

❖ “You can probably tear that apart with your crazy demon strength, huh?”

❖ “That sounds like a bold plan. What’s the first step?”

❖ “Do the two of you have a quiet moment here in the library. What do you say to each other?”

❖ “Do you know anything about Leviathans? What are they like? Has anyone ever seen a real one before this?”

Keep that going at a steady pace and the game flies along pretty well. Part of the job of the GM is listening to what the players say, catching it, turning it around and looking at it, and seeing if there’s anything else to be done with it.

The GM’s jobs: listen and reincorporate, play the NPCs with gusto, create interesting obstacles, impose conditions as events warrant (especially when rolls fail), call for refreshment scenes (especially flashbacks).

NAMES

MALE: Abel, Artemis, August, Eli, Giovanni, Ivan, Jack, Jefferson, Jonas, Leo, Logan, Malachi, Mario, Micah, Nahum, Noah, Orelence, Oscar, Samuel, Silas, Victor, Vlad, Wester

FEMALE: Alice, Ardent, Ashlyn, Caess, Clare, Elena, Eveline, Fiona, Grace, Hannah, Hazel, Hester, Isabel, Krista, Zebebel, Leah, Lucile, Lydia, Seraphina, Sonya, Sophie, Veronica, Violet

SURNAME: Bell, Bowen, Brogan, Canter, Carson, Comber, Cross, Harwood, Hellyers, Hollas, Hunter, Kalra, Keel, Moreau, Morgan, Porter, Pickett, Quinn, Sidhu, Soto, Strangford, Templeton, Vakharia, Walker, Winter, Wright

NOBLE HOUSES: Blackbird, Dunvil, Rowan, Silversea, Snow, Tyrconnell, Whitethorn
**Running the Game II**

**Tips, tricks and advice for the gm**

<table>
<thead>
<tr>
<th>SAY YES, LOOK FOR THE OBSTACLES</th>
<th>STARTER QUESTIONS</th>
</tr>
</thead>
</table>
| By default, characters can accomplish anything covered by their traits. They’re competent and effective people, in other words. It’s no fun to ask for a roll when there’s no cool obstacle in the way. Just say yes to the action, listen, and ask questions as usual. But also, be on the look out for the opportunity to create obstacles as the action develops. Because you’re asking leading questions and listening closely, they’ll be all over the place, so it won’t be too hard to spot them. Obstacles can be other characters, situations (explosions, falling, chases, escapes) or anything else you can imagine. If a character tries something not covered by their traits, that’s an obstacle right there: lack of experience and training. Lots of fun things can go wrong when you don’t know what you’re doing! Also, players will sometimes try things they’re bad at so they can fail and add dice to their pool. It’s a fine move for them and it gives you the chance to create more trouble, so everyone wins. For some rolls, you may want to set two difficulty levels: the normal one and an even higher one (at least 2 steps higher) for a grander success. This encourages higher risk-taking from players, which increases the expenditure of pool dice. Spending pool dice forces refresh scenes, which builds characters and relationships, and deepens the story. It’s a wonderful thing! | **Magister Lor**

- What ailment do you suffer from?
- You have a star-metal sword. What does it look like and how did you come to possess it?
- You are the last surviving member of the Strelai. Why? What happened to the others?
- Why must you train Kai in secret?

**Kai Tuvari**

- Magister Lor decided to train you and not Kel. What reason did the Magister give you for that?
- What makes you an imperfect student?
- What were you doing before you became the Magister’s apprentice?
- How do you know that your blood is bound to the essence?

**Kel Tuvari**

- Magister Lor rejected you as a student. How have you been plotting the Magister’s downfall ever since?
- How did Setarra first appear to you in your dreams?
- Why do you trust Setarra to keep her promises to you?
- Despite Kai being trained by the Magister, why do you still care for your twin?

**Setarra**

- For how many generations have you been imprisoned?
- How did you first locate Kel?
- Before you were imprisoned, had your flesh tasted the burn of the Strelai’s star-metal blades?
- When you were last under the sway of a sorcerer’s arcane commands, what were you tasked to do?  

<table>
<thead>
<tr>
<th>CONDITIONS</th>
<th>LONG-TERM PLAY</th>
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<tbody>
<tr>
<td>A condition constrains what the player should say about their character. It’s a cue to tell the gm and players to pay attention to that thing and use it as material for the developing fiction. Gaming is just us saying stuff to each other, right? So you’re like, “What do I say now?” and you look down and go, “Oh, I’m Angry. Right. No, in fact I won’t listen to reason!” For the gm, the conditions can create opportunities or give permissions. “You’re Injured, right? The Leviathans can smell the essence in your blood. They swarm right at you, ignoring the others.” Sometimes a condition will become an Obstacle in its own right, calling for a roll to deal with it.</td>
<td>You might find that this one-shot naturally leads into further adventures with some or all of these characters. That’s great! Encourage the addition of new traits, tags, keys and secrets to reflect the character’s growth. Depending on the game’s outcome, the characters’ next adventure might include tracking down the released Leviathans, training to become the new Magister, or learning why Setarra was originally imprisoned.</td>
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## Play Tracker

An aid for the GM to keep track of conditions and watch for when keys are turned

### Magister Lor

**KEY OF BALANCE**
- [ ] They put Balance above all other concerns.

**KEY OF DUTY**
- [ ] They act to fulfill their duty to bind all free demons.

**KEY OF THE MENTOR**
- [ ] They remind their apprentice of their training, spout ancient wisdom, or reprimand them.

### Kai Tuvari

**KEY OF THE TWIN**
- [ ] They put Kel’s well-being above other concerns.

**KEY OF DUTY**
- [ ] They act to fulfill their duty to bind all free demons.

**KEY OF THE APPRENTICE**
- [ ] They place the Magister’s commands or values above other concerns.

### Kel Tuvari

**KEY OF THE TWIN**
- [ ] They put Kai’s well-being above other concerns.

**KEY OF DEMONIC OATH**
- [ ] They act to help Setarra free herself and her kind from the crystal prison.

**KEY OF THE OUTCAST**
- [ ] Their defensive and suspicious nature causes them a problem.

### Setarra

**KEY OF VENGEANCE**
- [ ] They lay their vengeance upon those who bound and kept you in the crystal prison.

**KEY OF THE LIBERATOR**
- [ ] They attempt to release any bound demons they find.

**KEY OF SERVITUDE**
- [ ] They submit to the magical command of a sorcerer.