The clank of chain...
A wizened and weary figure...
Your foot caught on a tripwire...
Sickly-sweet decay...

Domestic papers: Recipes, bills of sale, servant's schedule.

A guild requires aide.

Hair care: Hairbrush, leather thong, jeweled comb.

A weapon held casually...

Artwork: Rolled painting, expensive statuette, filled sketchbook.

Incredible disguise: Shape-altering ring, stolen uniform, unforgeable seal.

Proof of past: Illegitimate child, royal roots, identity change.

Ghostly whispers...

The full moon...

An enormous sneeze...

A passionate kiss...

A sliver of moon...

The mildew of abandoned space...

A weapon held casually...

An unexplainable shiver...

Skunk spray...

An item misidentified.

The mildew of abandoned space...

An enormous sneeze...

A passionate kiss...

An item misidentified.

The mildew of abandoned space...
The frightened neighing of horses...

Diligence

Intrigue: Truthsense amulet, love potion, Torque of Leadership.

Catalyst
Giant rat infestation.

Location
Barrow.

Names
Kamari, Latanya, Sinclair
Diligence
Virtue
Vice
Treachery

Scandalous evidence: Affair, embezzlement, political sabotage.

Catalyst
A monstrous infant.

Location
Magic shop.

Names
Jabari, Liang, Tielar
Mercy
Virtue
Vice
Treachery

Sacrilegious evidence: Affair, embezzlement, political sabotage.

Catalyst
A watchman's bell...

Location
A city built into the highest treetops...

Names
Habib, Leilani, Gemelle
Humility
Virtue
Vice
Treachery

Smuggled goods: Illegal magic, dangerous drugs, active soulstones.

Catalyst
An old acquaintance.

Location
Castle.

Names
Gaspar, Elmira, Mereon
Honesty
Virtue
Vice
Treachery

Biohazard: Diseased corpses, miscrafted potion, medical waste.

Catalyst
Malfunctioning abilities.

Location
Undiscovered land.

Names
Kahlil, Qadira, Gerd
Virtue
Courage
Virtue
Wrath
A wet, meaty THUMP... Wreathed in a nimbus of light... Deep, throbbing headache... Goblinoid body odor...

Crude weapon: Battered club, obsidian knife, poorly-made hatchet.

A darting shape...

A bold, inspiring speech...

Disgusting trash: Used handkerchief, dirty bandages, animal entrails.

A sharp snap...

Haunting weapon: Bow and arrows, bolos, boar spear.

School work: Hornbook, abacus, half-finished draft of a basic spell.

Conspicuous murmuring...

Shafts of light through dustmotes... A rush of adrenaline... Petrichor—rain on dry earth...

A prophecy fulfilled.

A distant explosion.

Bloodshot eyes...

A heap of coins and treasure...

Stormy clouds...

A bold, inspiring speech...

Something dragging at your feet...

Droplets splatter you...

The dust and sun of the road...

Clamped tight around your wrists...

A rush of adrenaline...

Ripe dung...

The vanilla of ancient books...

The burden of duty...

A heap of coins and treasure...

The burden of duty...

Moldering vegetation...

The vanilla of ancient books...
Angry whispering...

Courage

An old spinning wheel...

New leather...

Music: Sheet music, music box, ensorcelled songbird.

Asylum.

Craft tools: Leatherworking awls, enchanter’s lenses, trap building kit.

Blighted crops.

Keys jingling...

Chitinous plating...

The urge to sneeze...

Roses and honey...
<table>
<thead>
<tr>
<th>Belongings</th>
<th>Personal papers: Letters, legal summons, private diary.</th>
</tr>
</thead>
<tbody>
<tr>
<td>Catalyst</td>
<td>A naked humanoid.</td>
</tr>
<tr>
<td>Location</td>
<td>Square.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Names</th>
<th>Daman, Aanisah, Akio</th>
</tr>
</thead>
<tbody>
<tr>
<td>VIRTUE</td>
<td>Diligence, Envy</td>
</tr>
<tr>
<td>Location</td>
<td>Beach.</td>
</tr>
</tbody>
</table>

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<thead>
<tr>
<th>Belongings</th>
<th>Stimulant: Tea leaves, potion of alertness, Ring of Endurance.</th>
</tr>
</thead>
<tbody>
<tr>
<td>Catalyst</td>
<td>Growing infamy.</td>
</tr>
<tr>
<td>Location</td>
<td>Beach.</td>
</tr>
</tbody>
</table>

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<thead>
<tr>
<th>Names</th>
<th>Ibrahim, Tahira, Vaile</th>
</tr>
</thead>
<tbody>
<tr>
<td>VIRTUE</td>
<td>Loyalty, Envy</td>
</tr>
<tr>
<td>Location</td>
<td>Beach.</td>
</tr>
</tbody>
</table>

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<thead>
<tr>
<th>Belongings</th>
<th>Fortunetelling: Gutting knife, Skull of Prophecy, Tarot deck.</th>
</tr>
</thead>
<tbody>
<tr>
<td>Catalyst</td>
<td>The attention of a god.</td>
</tr>
<tr>
<td>Location</td>
<td>A chaotic plane.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Names</th>
<th>Jamari, Jaeda, Kaelani</th>
</tr>
</thead>
<tbody>
<tr>
<td>VIRTUE</td>
<td>Temperance, Envy</td>
</tr>
<tr>
<td>Location</td>
<td>Achaotic plane.</td>
</tr>
</tbody>
</table>

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<thead>
<tr>
<th>Belongings</th>
<th>Ghost-hunting gear: Holy symbol, blessed water, Soultrap Gem.</th>
</tr>
</thead>
<tbody>
<tr>
<td>Catalyst</td>
<td>Cultural prejudice.</td>
</tr>
<tr>
<td>Location</td>
<td>Archives.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Names</th>
<th>Khyber, Dirran, Rondell</th>
</tr>
</thead>
<tbody>
<tr>
<td>VIRTUE</td>
<td>Charity, Envy</td>
</tr>
<tr>
<td>Location</td>
<td>Gambling den.</td>
</tr>
</tbody>
</table>

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<thead>
<tr>
<th>Belongings</th>
<th>Thrieves' tools: Purse-slitting knife, lockpicks, invisibility potion.</th>
</tr>
</thead>
<tbody>
<tr>
<td>Catalyst</td>
<td>Questgiver slain.</td>
</tr>
<tr>
<td>Location</td>
<td>A chaotic plane.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Names</th>
<th>Yahir, Tindra, Eberley</th>
</tr>
</thead>
<tbody>
<tr>
<td>VIRTUE</td>
<td>Diligence, Envy</td>
</tr>
<tr>
<td>Location</td>
<td>A chaotic plane.</td>
</tr>
</tbody>
</table>
Horrible grinding and gnashing...

A tatterdemalion cloak...

A divine aura...

A riot of conflicting scents...

Weapon care: Whetstone, cleaning cloths, bowstring and wax.

A tournament!

Stolen property: A noble's signet ring, large gemstone, unidentified item.

People disappearing.

An ornate wax seal.

Elaborate body paint...

Chipped-wood mulch...

Elaborate body paint:

Child's toy: Stuffed animal, hoop and stick, puzzle box.

Royal request.

Sports equipment: Wooden racket, inflated pig's bladder, throwing axe.

Caught red-handed.

A neutral plane.

Foodstuffs: Iron rations, arcane wayloaf, dried fruit.

Pets run amok.

A divine aura...

A riot of conflicting scents...

Music plucked out on a sitar...

Vivid rainbow hues...

Your hands moving on their own...

Lively springtime air...

Weather gear: Hooded oilcloth cloak, fur-lined coat, Warmstrider Boots.

Cranky old folks.

Smoked ham...

Smashed pottery...

Elaborate body paint...

A riot of conflicting scents...

Smashed pottery...

Distant revelry...

Shattering glass...

The warm itch of healing magic...

The acrid stench of a tannery...

Cold steel presses...

Smoked ham...

Smashed pottery...
Raucous laughter...

First aid: Bandages, ointments, needle and thread.

Expensive trinket: Carved memento, pewter figurine, dragon scale.

Mazewalker’s gear: Bag of breadcrumbs, small stones, infinite string.

A series of explosions...

Clicking and clacking...

Beverages: Canteen, flask, decanter of unending water.

Collectors’ items: Ethereal insects, coins, famous wizards’ arcane marks.
The rattle of dice...
A trickle of water runs along...
Bones breaking...
Rotten eggs...

Belongings
Trade goods: Copper ingots, tea-blocks, lumber from yggdrasil.

Catalyst
A traitor discovered.

Location
Lost city.

Belongings
Baby care: Cloth diapers, tiny knit socks, chest-sling baby carrier.

Catalyst
New species found.

Location
Volcano.

Belongings
Handy tools: Light tool set, thieves' picks, arcaneist's kit.

Catalyst
An arcane storm.

Location
Temple.

Belongings
Deadly substance: Poison, caustic venom, magical virus.

Catalyst
Corruption!

Location
Schoolhouse.

Belongings
Arcane trinket: Everlit candle, gem filled with blood, coin of shiftmetal.

Catalyst
Pickpocketed!

Location
Jungle.

Belongings
Restorative: Healing potion, poison antidote, spell-restoring powder.

Catalyst
An arcane storm.

Location
Hospital.

Belongings
Deadly substance: Poison, caustic venom, magical virus.

Catalyst
Corruption!

Location
Schoolhouse.
Someone slurping greedily...

Diligence

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JF

Ichiro

3

D

Gudrun

Ridley

94/120

Finely tailored robes...


Jemal

Gudrun

Ridley

94/120

Impish, maniacal giggling...

Mercy

© Larcenous Designs, LLC

H

Jaquan

Shilpa

Milagros

98/120

A glowing dagger-blade...

Ancient artifact: Cultural relic, archaeological find, ruins of civilization.

Phineas

Kalpana

Makena

98/120

Eyes watching you...

A freshly constructed gibbet...

Poison Beast

© Larcenous Designs, LLC

J

Sei

Shi

f

Jia-Li

Senaka

97/120

Wealth and power...

Expensive accessory: Pocket watch, silk cravat, arcane tattoo.

Names

Sloth

Sloth

Sloth

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H

Sei

Shi

f

Jia-Li

Senaka

97/120

A trumpet...

Poison

Haphazard

Beast

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P

Sei

Jia-Li

Senaka

97/120

Eyes watching you...

A gentle caress...

Humility

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I

H

J

Phineas

Kalpana

Makena

98/120

Clove and wildflowers...

Fern and forest air...

Virtue

Courage

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J

H

J

Phineas

Kalpana

Makena

98/120

A slight breeze...

Garnet and gemstones...

Virtue

Courage

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J

H

J

Phineas

Kalpana

Makena

98/120

A slow, stately procession...

Expensive accessory: Pocket watch, silk cravat, arcane tattoo.

Names

Sloth

Sloth

Sloth

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H

Sei

Shi

f

Jia-Li

Senaka

97/120

A trumpet...

Cloth and wrapper...

Virtue

Courage

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J

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Phineas

Kalpana

Makena

98/120

A slow, stately procession...

Expensive accessory: Pocket watch, silk cravat, arcane tattoo.

Names

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Sloth

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Shi

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Senaka

97/120

A trumpet...

Sand and desert air...

Virtue

Courage

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Phineas

Kalpana

Makena

98/120

A slow, stately procession...

Expensive accessory: Pocket watch, silk cravat, arcane tattoo.

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Shi

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Senaka

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A trumpet...

Eyes watching you...

A gentle caress...

Garlic...

Ice in your veins...

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J

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Kalpana

Makena

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Expensive accessory: Pocket watch, silk cravat, arcane tattoo.

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