

BASIC MOVES

THE VEILED MOVE

When you do something risky or face something you fear, name what you're afraid will happen if you fail or lose your nerve, then roll with an appropriate ability.

- ❖ On a 10+, you do what you intended or you hold steady; describe what it looks like.
- ❖ On a 7-9, the Keeper will tell you how your actions would leave you vulnerable, and you can choose to back down or go through with it. If you go through with it, the Keeper describes what it looks like.
- ❖ On a 12+, you do what you intended or you hold steady, and the Keeper will tell you some extra benefit or advantage you receive. Describe what it looks like.

THE REVELATION MOVE

When you do something risky or face something you fear, name what you're afraid will happen if you fail or lose your nerve. The Keeper will tell you how it's worse than you fear. You can choose to back down or go through with it. If you go through with it, roll with an appropriate ability.

- ❖ On a 10+, you do what you intended or you hold steady; describe what it looks like.
- ❖ On a 7-9, you do it or hold steady, but there is a complication or cost; the Keeper describes what it looks like.
- ❖ On a 12+, you do what you intended or you hold steady, and the Keeper will tell you some extra benefit or advantage you receive. Describe what it looks like.

THE INFORMATION MOVE

When you search for a clue, conduct research, or otherwise gather information, describe how you're doing so and roll with an appropriate ability.

- ❖ On a hit, you find a Clue. The Keeper will tell you what it is.
- ❖ On a 7-9, there's a complication—either with the Clue itself, or a complication you encounter while searching. The Keeper will tell you what the complication is.
- ❖ On a 12+, you also find a Conspiracy Clue or otherwise learn something fundamental about the Conspiracy (Keeper's choice).

THE JOURNEY MOVE

While traveling to another Assignment, when you and at least one other Custodian share a scene where you discuss your personal history or relationship to divinity, you each clear a Condition. Then, stumble on a Clue; Custodians in the scene should tell the Keeper what the Clue is and how they came across it. The Clue cannot conclusively answer a Question by itself.

Alternatively, while alone, you may engage in your Personal Ritual to clear an appropriate Condition.

Custodians can only participate in the Journey Move once per Journey Phase.

ANSWER A QUESTION

When the Custodians have an open, freewheeling discussion about the answer to a Question and reach a consensus, roll plus the number of Clues incorporated into the answer or otherwise explained away, minus the question's Complexity.

- ❖ On a 10+, the answer is correct and an Opportunity can be pursued.
- ❖ On a 7-9, as above, but the Keeper will add an unwelcome complication to the answer and/or pursuing the Opportunity will be more dangerous.
- ❖ On a 6-, the answer is incorrect and the Keeper reacts.
- ❖ On a 12+, the answer is correct as on a 10+ but the events are also connected to the Conspiracy. Someone from the Conspiracy will reveal themselves to the Custodians while they are pursuing the Opportunity.

Note: This move is only available in the Investigation phase; the Custodians must have gathered a number of Clues equal to at least half the Question's Complexity. Further, the roll can never be taken with advantage or disadvantage. The success tier can be increased by invoking the Verse of Prophecy, but only if every Custodian does so.

PLAY STRUCTURE

BEGINNING OF SESSION

At the start of Session Two, and every play session after that, do the following:

- I. The Keeper does a recap of all active Assignments.
- II. The players mark new elective End of Session questions (or leave either or both the same).
- III. Resolve any moves that are resolved at the Beginning of Session.
- IV. The Keeper introduces a new Assignment (if there are less than three active Assignments).

INVESTIGATION PHASE

A Custodian is considered to be in the Investigation phase when they are at an Assignment—seeking the answer to a Question or pursuing an Opportunity.

JOURNEY PHASE

A Custodian is considered to be in the Journey phase when they are moving from one Assignment to another. At the start of the phase, the Keeper will introduce the Journey Scene, and any Custodians present may then engage in the Journey Move.

END OF SESSION

This is a short upkeep phase that takes place at the end of each session. Perform the following steps in order:

- I. Collect Rewards if an Assignment was resolved.
- II. Answer End of Session questions.
- III. Resolve any Moves that are resolved at the end of session, or resolve any Verse prompts that remain unresolved.