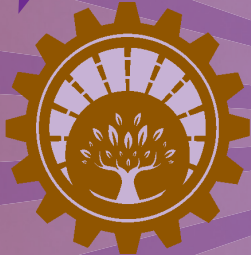


Cleaning up an Old House (Example 1)

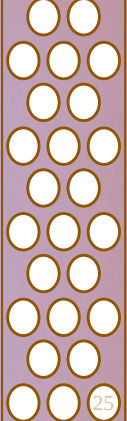




Cleaning up an Old House (Example 1)



XP



Bonus XP

You can earn a bonus XP towards this quest at any time (but only once per scene/15 minutes) by explaining some of what's happened in the past scene—your being exhausted and shaking, your backpack being full of hammers, the reason you showed up at a friend's house in time to rescue them from a fire—as

“It's the house, you see.”

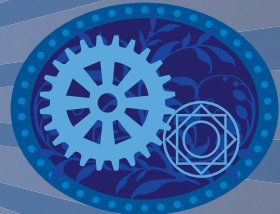
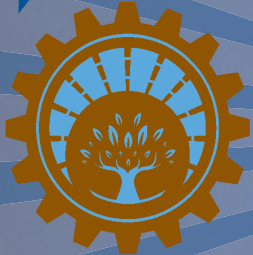
Quest Flavor

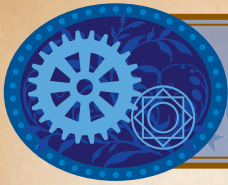
That's why you were in the neighborhood. That's why you're sick. That's why you're staring blankly at someone's hallway. That's why you didn't have anywhere to sleep and went over to visit them. It's *the house*, you see.

Pick some standard phrase to indicate this, it doesn't have to be the one I just said, and just use it or a close variant when you want to claim the XP.

What's yours?

Cleaning Up an Old House (A Goofier Form)





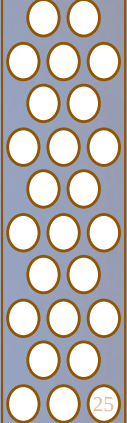
Cleaning an Old House (A Goofier Form)

Bonus XP

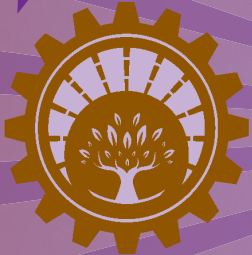
You can earn a bonus XP towards this quest at any time (but only once per scene/15 minutes) by **proposing a theory about how something will help you with renovations**. For instance, if you're being attacked by zombies, you might exclaim, "Endlessly reviving flesh! I bet this could fix my insulation problem!"

Note that you have to actually consider this theory. I mean, it's OK if someone stops you, but the point isn't to come up with something goofy to say, the point is to come up with a goofy idea to *think*—or, put another way, to show that everything you encounter is being filtered through the screen of "I've got to get this house into shape."

XP



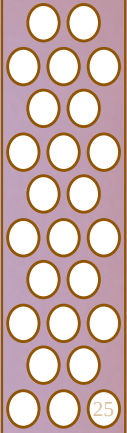
Cleaning up an Old House (As a Dramatic Structure)





Cleaning up an Old House (As a Dramatic Structure)

XP



Major Goals






The HG can award you 5 XP towards this quest—

- if you are injured while working on the old house
- if you have a gathering of your friends there, and they pitch in.

You can earn each such bonus once per quest, for a total of 10 XP.

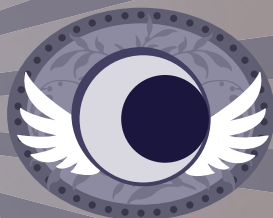
Quest Flavor

1/chapter, you can earn a bonus XP towards this quest by:

-  working on cleaning or repairing the old house
-   sleeping over at a friend's because your house isn't ready yet
-   telling an anecdote to your friends about the house and its condition

You can combine this with an XP Action, but you're not required to.

A New Hobby





A New Hobby (Peaceful Version)

Major Goals








The HG can award you 5 XP towards this quest when...

- You're dazzled by a visit to a great collection or store for this hobby;
- Someone demonstrates why you shouldn't underestimate the depth of complexity and *heart* put into this hobby;
- You become involved in a fan project for creating, modifying, distributing, or building upon the things of this hobby.

You can earn each bonus once, up to a total of 10 XP in the short version and 15 XP in the full.

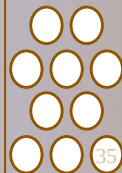
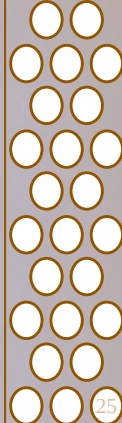
Quest Flavor

1/chapter, you can earn a bonus XP towards this quest when:

-  you're enjoying or thinking about the newest thing you've bought for your hobby
-   you have a geeky discussion with a fellow hobbyist
-  you daydream hobby-related elements into the world around you
-  you attend a large hobby-related gathering
-  you put work into the hobby (e.g. organizing an event, working on a fan project, building a model, or parsing a complicated story.)
-  you experience the wistful sorrow of someone who can't afford to buy the latest thing

You can combine this with an XP Action, but you're not required to.

XP



A New Hobby





A New Hobby (Passionate Version)

Major Goals






The HG can award you 5 XP towards this quest when:

- you have a fierce, hobby-themed battle with someone;
- you get sick from spending too much time and money on your hobby instead of carefully attending to rest, nutrition, and health;
- you receive and must carry forward “the dreams” and often the symbol or nickname of a great geek/hobbyist who is retiring or stepping back from the hobby due to, e.g., injury or the birth of their child.

You can earn each bonus once, up to a total of 10 XP in the short version and 15 XP in the full.

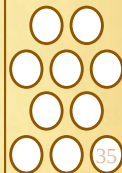
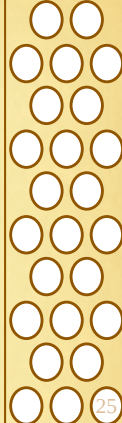
Quest Flavor

1/chapter, you can earn a bonus XP towards this quest by:

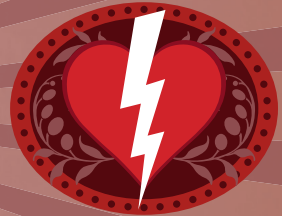
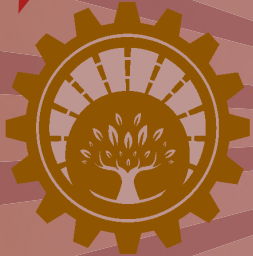
-  working on hobby-related stuff
-  getting worked up about your hobby
-  supporting your hobby in ways you probably shouldn't
-   using your hobby or hobby-learned skills to help overcome the problems in the rest of your life

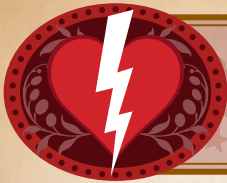
You can combine this with an XP Action, but you're not required to.

XP



A New Job





A New Job (Comedic/Stylized Version)

Major Goals











The HG can award you 5 XP towards this quest when...

- You uncover a secret fighting tournament (possibly actually just a bridge/dice tournament or something) related to the job;
- You make a new friend, often a troubled kid, overburdened and meek person your own age, or kitten;
- You use the first (or other long-awaited) money from the job on an unexpected expense for someone else.

You can earn each bonus once, for a total of up to 15 XP.

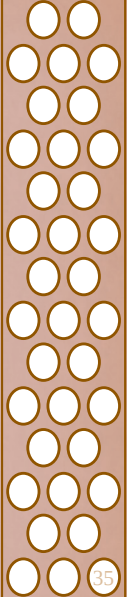
Quest Flavor

1/chapter, you can earn a bonus XP towards this quest when:

-  the business struggles with money
-   the authorities fail to understand your problems
-   an enemy appears!
-  a new client shows up
-  an older mentor explains the dizzying scope of the work
-  you're transfixed with interest in something seemingly completely unimportant, but related to the job
-   that unimportant thing comes into play sometime later on

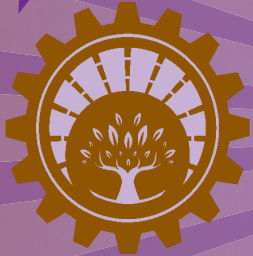
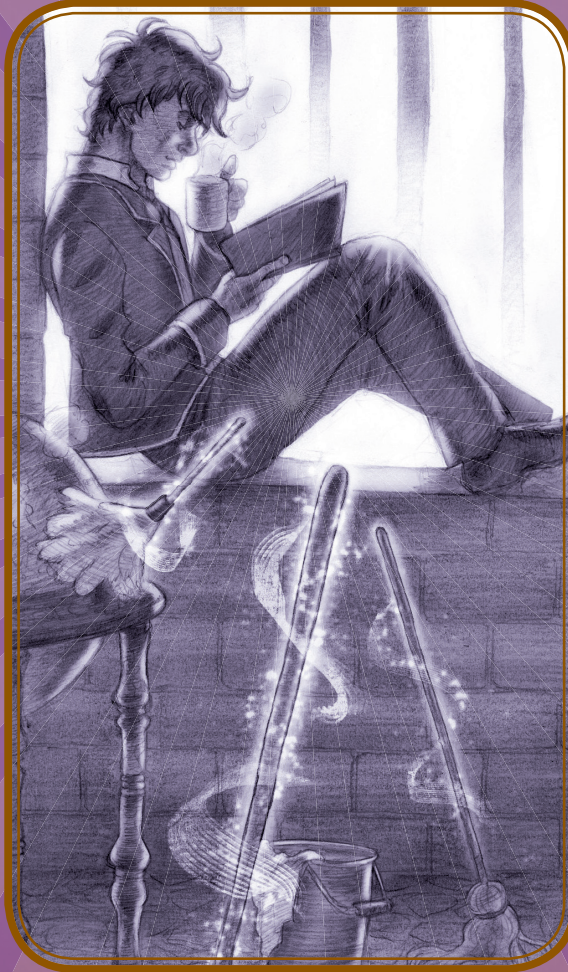
You can combine this with an XP Action, but you're not required to.

XP



35

A New Job

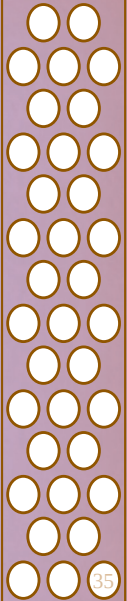




A New Job (Pastoral Version)



XP



Major Goals






The HG can award you 5 XP towards this quest when:

- someone is injured or goes into labor at work and you help them to the hospital;
- somebody brings you snacks during a festival because you're stuck at work;
- you have to take over for the person who originally taught you the ropes.

You can earn each bonus once, for a total of 15 XP.

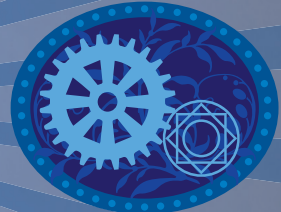
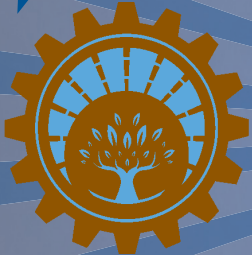
Quest Flavor

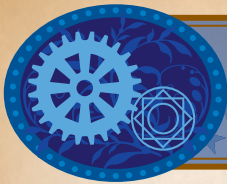
1/chapter, you can earn a bonus XP towards this quest by:

-  working on relevant chores
-  talking about your work
-  doing or taking advantage of stuff you learned at work
-   showing people your work at the office

You can combine this with an XP Action, but you're not required to.

Bind





Bind (Dramatic Version)

Bonus XP

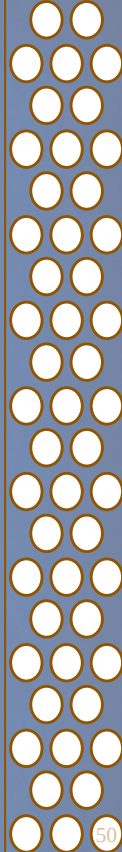
You can earn a bonus XP towards this quest at any time (but only once per scene/15 minutes) by proposing a theory about how the bound horror should approach human existence. This could manifest as:

- speculating about how to connect to the horror and make it understand the human world;
- attempting to explain the human world to it;
- helping it understand how its past and future actions fit into the human context.

...but ultimately it just boils down to this: propose a theory, earn an XP.

Your character must propose the theory aloud or, at minimum, in their official internal narration—it can't just be you, as the player, at the table, it has to be IC.

XP



50

Bind



Concentrated Awesome



Art by Kirsten Moody



Concentrated Awesome





Major Goals

The HG can award you 5 XP towards this quest if there's a scene where you've been cut off somehow from your normal power sources, memories, or sense of self, but use your deep connection to this environment to still be pretty awesome.

You can earn this bonus once, for a total of 5 XP.

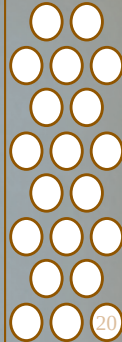
Quest Flavor

1/chapter, you can earn a bonus XP towards this quest by:

-  having a montage of incidents showing off your situation mastery
-  hanging out admiring the thing or situation
-  exaggerated tongue-in-cheek drama about the thing in question
-  having a casual conversation while doing what "should" be exciting or difficult things in the situation or with the person in question—e.g., arguing over laundry or talking about stuff you've been reading with your Connection 4+ SO while fighting to stabilize a storm-tossed ship

You can combine this with an XP Action, but you're not required to.

XP



Connecting with Someone

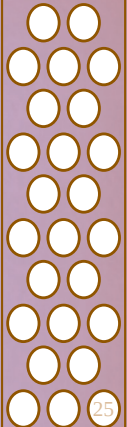




Connecting (Casual Version)



XP



Bonus XP

You can earn a bonus XP towards this quest at any time (but only once per scene/15 minutes) by declaring that what you've been doing in the current scene is to build your connection with something or because you're learning how to live with that person or thing.

Pick a standard phrase to indicate this, and then just say that phrase or some close variant when you want to claim the bonus. For instance:

- ☀ "I want to know you a little better."
- ☀ "I'm getting the hang of this place."
- ☀ "I think we really connected."

What I recommend is figuring out what you'd say towards the end of the first scene you're really working on this quest in—if you find yourself saying something goofy, like "Let's work hard to be friends!" then your quest phrase will be goofy. If you're being all refined and stuff and wind up with just "I'm emoting, 'yeah, you're... pretty OK,'" then that's the phrase instead.

Regardless, you find *something* that says—

- ☀ this scene? It's an "I've been connecting" scene

and then you say that, seriously or ironically, to earn a bonus XP for this quest.

What do you say?

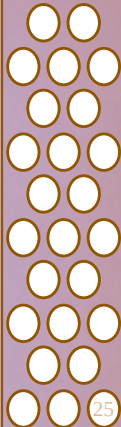
Connecting with Someone (Dramatic Version)





Connecting (Dramatic Version)

XP



Major Goals

The HG can award you 5 XP towards this quest if you:

- get in trouble trying to reach out to or connect with the target of this quest;
- get in trouble trying to help the target of this quest, and it or they in some fashion support you.

You can earn each bonus once per (repetition of the) quest, for a total of 10 XP.

Quest Flavor

1/chapter, you can earn a bonus XP towards this quest by:



listening to stories about (the target of this quest)



consciously trying to connect with (the target of this quest)

for a person:



helping out with the daily life of (the target of this quest)



talking about (the target)'s life, or sharing a bit of yours

for a place/situation:



exploring how to live in (the target of this quest)



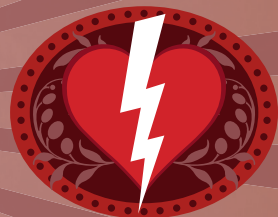
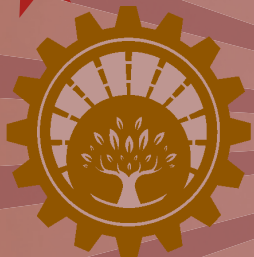
talking to people about how they live in/with (the target of this quest).

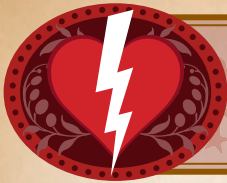


spending time with the target and thinking about the parts of that that are “different” from your usual life.

You can combine this with an XP Action, but you're not required to.

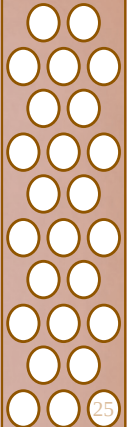
The Door Into Memory





The Door Into Memory

XP



Major Goals















The HG can award you 5 XP towards this quest if there's:

- a heart-wrenching scene in the past;
- an incredibly touching scene in the past.

You can earn each bonus once each, for a total of 10 XP.

Quest Flavor

Once per chapter (...subjective, I guess), you can earn a bonus XP towards this quest by:

-  making a friend in someone else's memories
-  having an ironic encounter
-  having a goofy encounter with yourself
-  having a great time with some lost attraction
-  failing utterly to stay uninvolved with and out of sight of events
-  having a sudden reason to worry that you *can* alter time or the host's mind
-  manipulating their memories
-  doing something you really know better than to do in the "past"
-  seeing something you'd much rather not
-   getting stuck or lost and having to find your way out
-  watching something historical play out
-  having a meaningful conversation with a PC or important NPC in the "past"
-  talking in the present about the things you've learned in the "past."

You can combine this with an XP Action, but you're not required to.

Mental Training

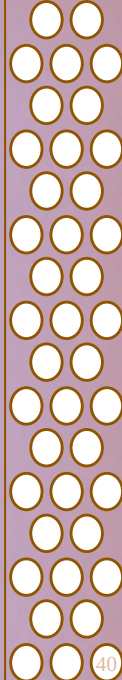




Mental Training



XP



Major Goals











The HG can award you 5 XP towards this quest:

- In the unlikely event that you witness a toad swallowing a stone containing 1+ worlds, or do so yourself;
- When grief or some monster haunts you in your studies;
- When something corrupts you or is eating you slowly;
- If you get the chance to use your increasing knowledge and diligence to help on a major research project;
- If financial (or other pragmatic) reasons not to continue this training raise their heads.

You can earn each bonus once, for a total of up to 25 XP, although I'd be surprised to see you get more than 15 of these XP.

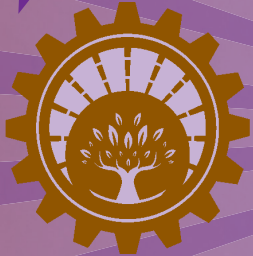
Quest Flavor

1/chapter, you can earn a bonus XP towards this quest when:

-  you travel strange roads through campus
-  you're discovered sleeping on your books
-   you join or do things with a strange group of students
-  you study something in nature
-  you build a project with 1+ other students
-  you study or discuss your studies with 1+ friends
-  there's a montage of classes, term papers, tests, and/or other studies-related stuff
-   you reflect on or discuss a bit of poetry

You can combine this with an XP Action, but you're not required to.

The Object

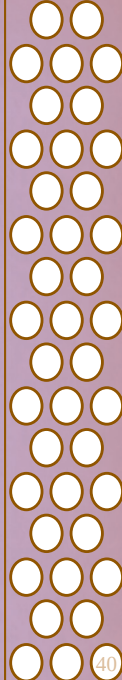




The Object



XP



Major Goals







The HG can award you 5 XP towards this quest if:

- your object is stolen;
- your object serves as a useful reference in deciding some conflict or solving some mystery;
- the object helps you sort out your head on something;
- your object either contains some important secret, or people falsely believe it does.

You can earn each bonus once, for a total of up to 20 XP.

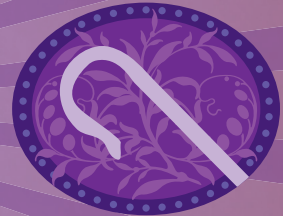
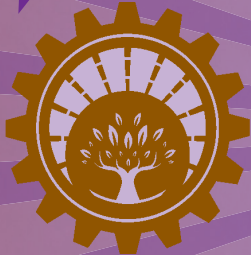
Quest Flavor

Pick a Region. 1/chapter, you can earn a bonus XP towards this quest when:

-   you use the object as the framing device for a monologue/montage
-  the object is involved in an interesting incident from the daily life of the Region
-  you and the object witness a detailed, interesting sight *from* the Region
-  people act goofy about you and the object
-  you refer to your object for organization, inspiration, or security

You can combine this with an XP Action, but you're not required to.

Keeping a Detailed Record of Your Life





Keeping a Detailed Record of Your Life

XP

Major Goals







The HG can award you 5 XP towards this quest if:

- your diary is stolen;
- your diary serves as a useful reference in deciding some conflict or solving some mystery;
- keeping better track of events in your life helps you sort out your head on something;
- your diary either contains some important secret, or people falsely believe it does.

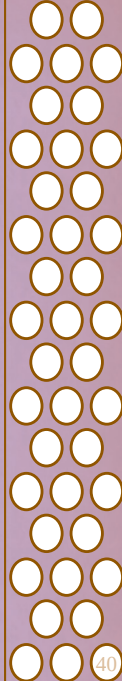
You can earn each bonus once, for a total of up to 20 XP.

Quest Flavor

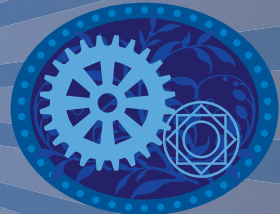
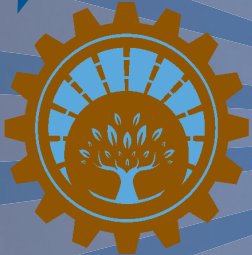
Pick a Region. 1/chapter, you can earn a bonus XP towards this quest when:

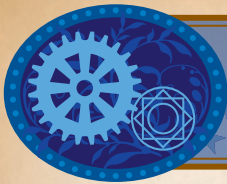
-   you use “dear diary” as the framing device for a monologue/montage
-  you record an interesting incident from the daily life of the Region
-  you record a detailed, interesting sight *from* the Region
-  people act goofy about you writing a given incident down
-  you refer to your notes for organization, inspiration, or security

You can combine this with an XP Action, but you’re not required to.



Keeping a Simple Record of Your Life





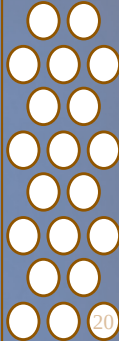
Keeping a Simple Record of Your Life (20 XP variant)

You can earn a bonus XP towards this quest at any time (by only once per scene/15 minutes) by **proposing a theory about how something is going to get framed in your diary**.

The classic version of this is reinterpreting the events around you in a comedic fashion with stuff like “Dear diary, today my friend Jessie choked tragically to death on a handful of French fries,” when that hasn’t even happened, or at least, Jessie isn’t actually *dead*, just yet.

Your character must propose the theory aloud or, at minimum, in their official internal narration—it can’t just be you, as the player, at the table, it has to be IC. However, you don’t have to belabor the fact that it’s a theory about how you’ll record something in your diary—just saying it, as in the example above, is fine.

XP



Physical Training

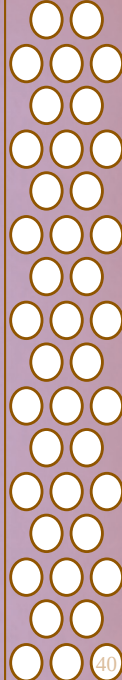




Physical Training



XP



Major Goals









The HG can award you 5 XP towards this quest when:

- You get in trouble—someone tries to shut down wherever you're training, or keep you from attending it;
- Your training is interrupted with a chance to help deal with some disaster (where heavy physical work is useful in prevention, mitigation, or recovery);
- You have a vision or flashback of some sort as you pass out from exhaustion.

You can earn each bonus once, for a total of up to 15 XP.

Quest Flavor

1/chapter, you can earn a bonus XP towards this quest when:

-  you wander home exhausted but happy after a lot of exercise
-   someone comes upon you as you're training and watches for a while
-  there's a training montage
-   you struggle against a (training) barrier you can't get past
-  you bond with someone through fighting/competing with them
-  you let out your emotions through exercise/training/practice

You can combine this with an XP Action, but you're not required to.

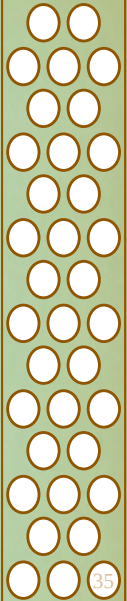
Poisoned





Poisoned (Storyline Version)

XP



Major Goals











The HG can award you 5 XP towards this quest when:

- something horrific happens to you because of this quest;
- you have a climactic confrontation with your “other” self;
- something happens to tie the “other self” to one of the other active stories or quests.

You can earn each bonus once, for a total of 15 XP.

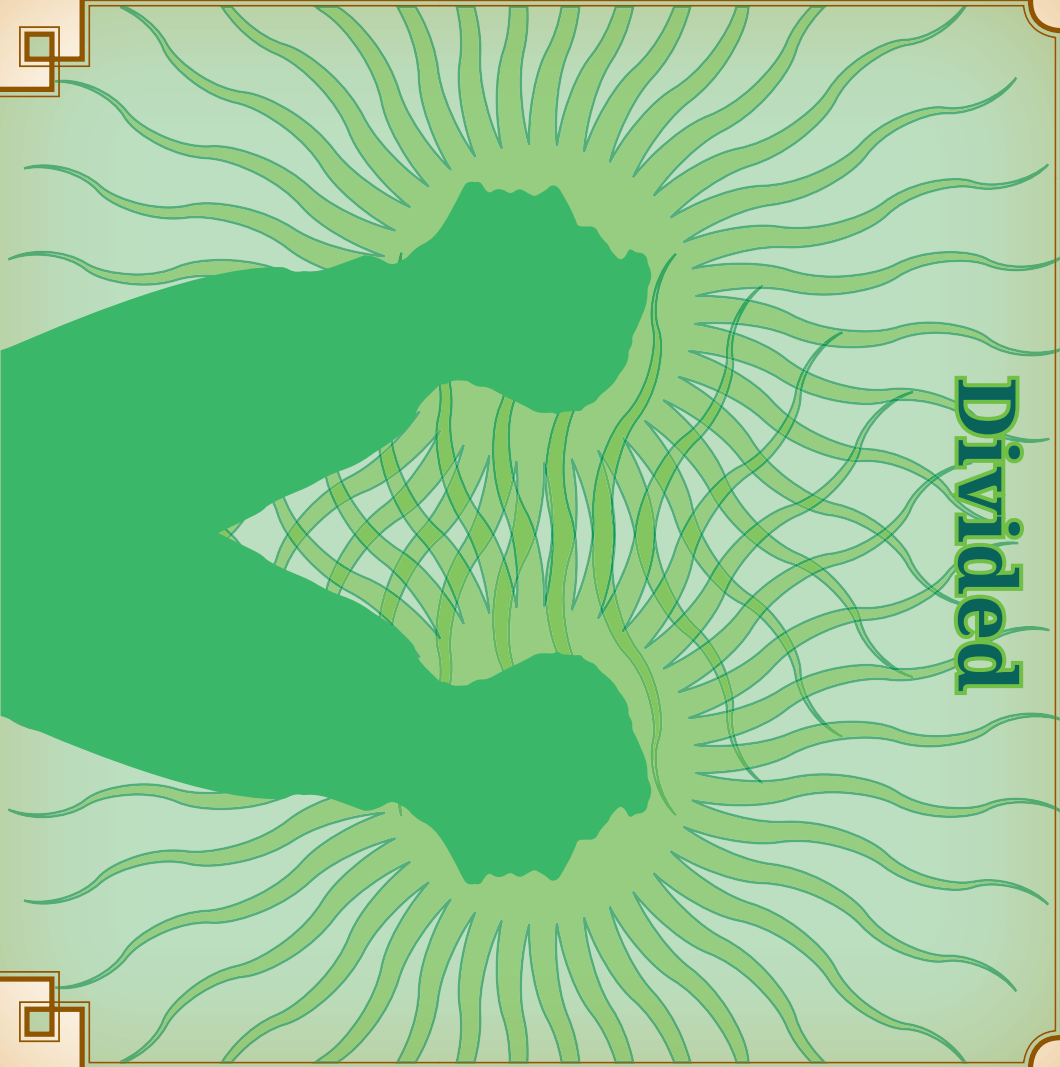
Quest Flavor

1/chapter, you can earn a bonus XP towards this quest through:

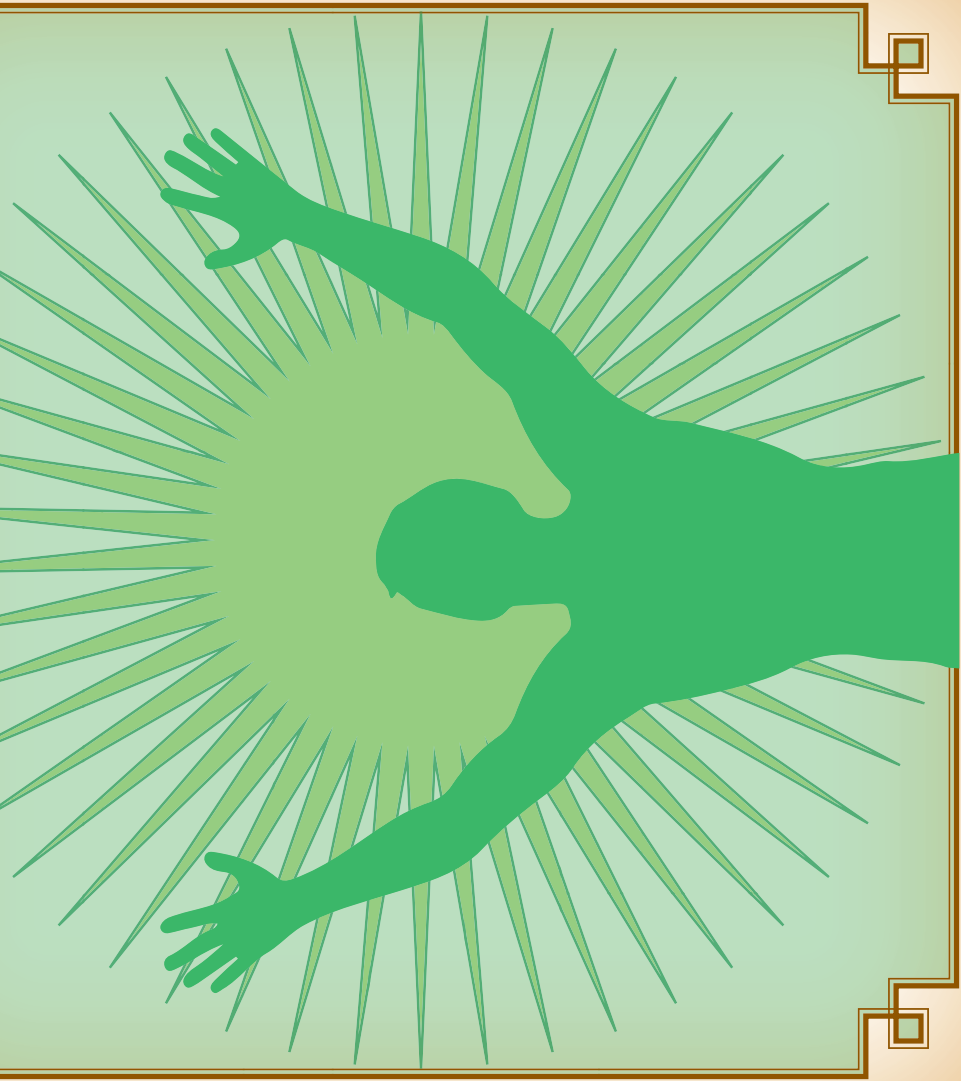
-   a dizzying vision of the enemy
-  wrestling with your sense of self
-   an impossible encounter
-   dealing with some relevant internal baggage
-  trying to understand what is happening
-   suffering a bout of more general sickness/hallucinations

You can combine this with an XP Action, but you’re not required to.

Divided



Self-Possessed



Poisoned





Poisoned (Any-Time Version)



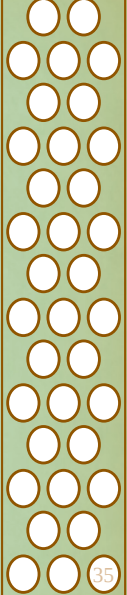
Bonus XP

This quest comes with a division of states—there's the you who is stable, grounded in the world, and is also *the only you*; and then there's the you who is sharing existence with at least one thing making dizzying defiance of the boundaries of yourself.

There's a sign (**Divided/Self-Possessed**) for this—a reversible card, which you could in theory have on the table in front of you in play to show which state you're in. You can earn a bonus XP at any time (though only once per scene/15 minutes) by flipping the card, showing that you're moving between states—that you're grounded and things are fine, or that you've either gone into a state of distress or are actively being haunted.

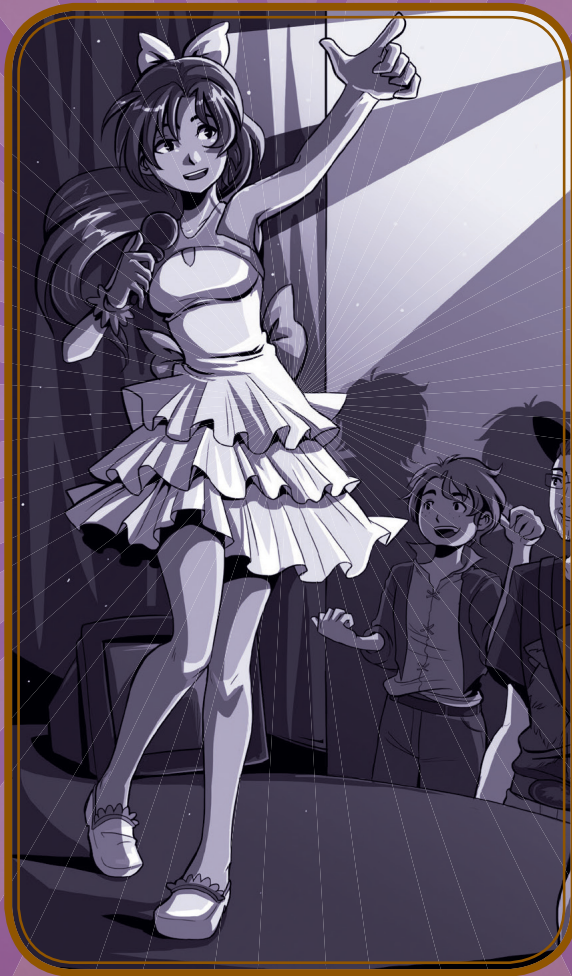
If you can't actually keep the card in front of you, holding up the card with the relevant side facing people or just saying or emoting something appropriate can earn you the XP instead.

XP



35

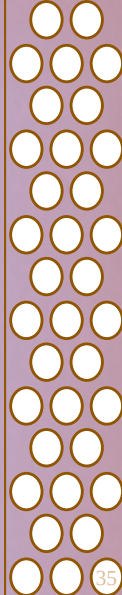
Preparing for a Festival





Preparing for a Festival

XP



Major Goals











The HG can award you 5 XP towards this quest when:

- You help to define/establish (for the *players*, I mean) an important part of what this event will be about;
- It's the week before the event's supposed to happen and nothing's ready!
- 0-3 days before the event, a huge problem comes up or remains! And then you solve it.

You can earn each bonus once, for a total of up to 15 XP.

Quest Flavor

1/chapter, you can earn a bonus XP towards this quest for:

-  planning the layout (of festival booths, stage props & lighting, etc.)
-   coming to consensus on the event's biggest features (e.g., music, attractions)
-  preparing and rehearsing for things
-  constructing the things you'll need (festival booths, props, costumes, &c.)
-   posting bills
-   getting people the equipment that they'll need
-  dealing with completely goofy problems

You can combine this with an XP Action, but you're not required to.

Taking Care of a Small Child (Dramatic Version)





Taking Care of a Small Child (Dramatic Version)

Major Goals










The HG can award you 5 XP towards this quest if:

- something happens to the child that gives you a reason to panic, but at some point afterwards things are mostly OK.
- you celebrate Children's Day, Shichi-Go-San, or Christmas with the child.

You can earn each bonus once, for a total of up to 10 XP.

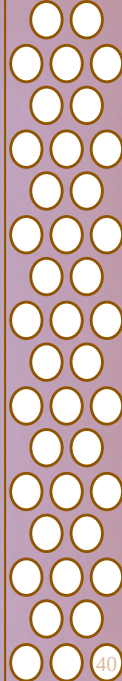
Quest Flavor

1/chapter, you can earn a bonus XP towards this quest by:

-  taking the child with you on a walk, light chore/adventure, or to a PC gathering
-  having a conversation with the child about something goofy
-   having a conversation with the child about something surprisingly relevant
-   teaching or telling stories to the child
-  teaching or telling stories to the child about the PCs' adventures
-  having a meaningful conversation with a PC or important NPC about the child
-  actively taking care of the child

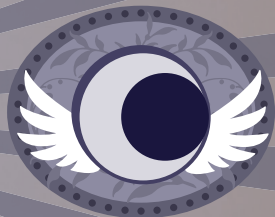
You can combine this with an XP Action, but you're not required to.

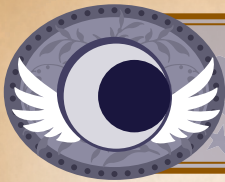
XP



40

Taking Care of a Small Child





Taking Care of a Small Child (Casual Version)

Bonus XP

You make faces at that baby! You cuddle that kid, or let them drag you around, or answer their questions, or show them off.

Basically you emote:

“Kid. Kid. ♪Kid kid kid♪.”

or some variant thereof.

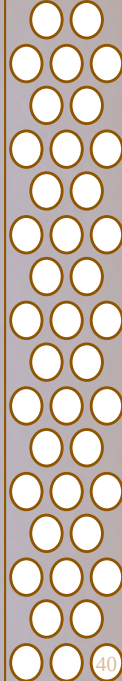
Anyhow, you can fuss over the child—or whatever you do habitually, which might be squinting at them, wiping their nose, or rolling your eyes at them for an older sibling—for a bonus XP up to once per 15 minutes/scene.

The best way to do this, I think, is to get a prop—probably a cloth doll or amigurumi, because those are easiest to fuss over. Don’t worry so much about what you say or emote: pick up the prop and physically fuss over it for the XP! You can attempt to use a real small child here but they are unruly, intermittently available, and demanding: they may even require a share of the earned XP!

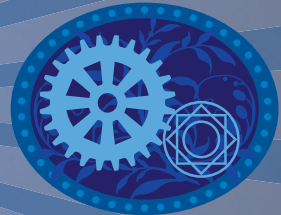
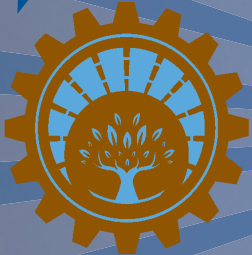
If you don’t have a prop or child available, you can do without one: earn the XP by saying or emoting whatever seems appropriate to show that you’re off in interacting-with-small-child world.

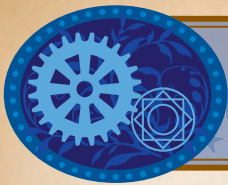
If the environment is appropriate and the HG is OK with it, you can use picking up the prop or saying or emoting whatever as a way of indicating that the kid in question has just come onto the scene.

XP



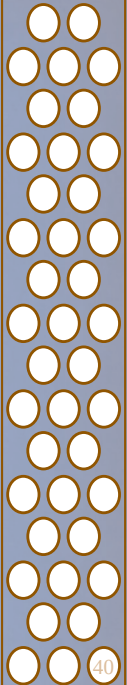
Science!





Science!

XP



Major Goals










The HG can award you 5 XP towards this quest when:

- you fall under the burden of the quest: something explicitly puts the problem in your hands, or you explicitly take it up;
- you construct some sort of defensive perimeter;
- you encounter Jade Irinka, the former sun, or the Headmaster of the Bleak Academy;
- three chapters slip by without obvious IC progress on the quest.

You can earn each bonus once, for a total of 20 XP.

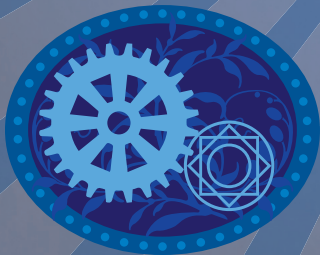
Quest Flavor

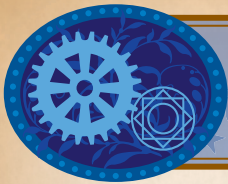
1/chapter, you can earn a bonus XP towards this quest through:

-   sympathizing with, or assisting, the outcast and the wrong;
-  dreams calling you to a place of danger
-  listening to stories of strange things happening in Big Lake;
-  regaling people with a legend of some epic danger related to the quest—typically a legend invented by your player but occasionally forwarded from previous discussions with the HG;
-   complaining to the other PCs about the progress of your investigations/work;
-  reluctantly allowing yourself to be dragged away from it; *or*
-  reluctantly allowing others to get involved with it

You can combine this with an XP Action, but you're not required to.

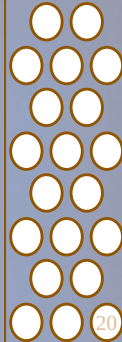
Science! (Simplified)





Science! (Simplified)

XP



Major Goals






The HG can award you 5 XP towards this quest when:

- you fall under the burden of the quest: something explicitly puts the problem in your hands, or you explicitly take it up;
- you construct some sort of defensive perimeter.

You can earn each bonus once, for a total of 10 XP.

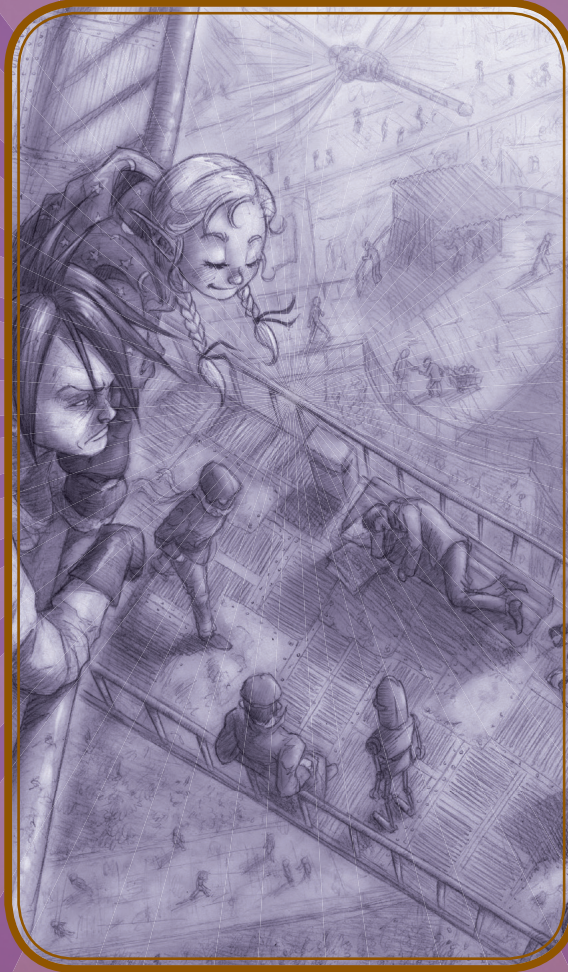
Quest Flavor

1/chapter, you can earn a bonus XP towards this quest through:

-   witnessing the fates of the wicked.
-   dragging other Main Characters into your work.
-  proposing new theories about the subject of your investigation or calling—e.g., the Outside, tsukumogami, Bluebell Park, the Bleak Academy, or the Titovs.

You can combine this with an XP Action, but you're not required to.

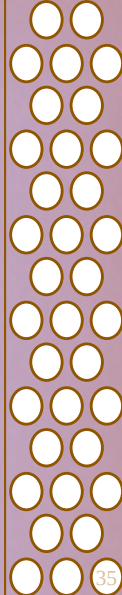
Someone's in Trouble!





Someone's in Trouble!

XP



Major Goals












The HG can award you 5 XP towards this quest when:

- You formally commit (aloud or in an emote) to trying to help this person;
- They open up to you while talking to you in their home or important haunts;
- Some element of their problem bridges from the metaphorical or emotional to the real—e.g., a gate opens from their nightmares to the world, or a fear turns into a curse, or someone who always gets a little too carried away gets physically carried away shortly after a reference to that tendency.

You can earn each bonus once, for a total of 15 XP.

Quest Flavor

1/chapter, you can earn a bonus XP towards this quest when you:

-  catch eerie glimpses/foreshadowing of a threat to them
-   have a sleepover/slumber party/visit to their dreams
-   listen to them explaining their despair
-   are shown one of their secrets
-   hunt down some specific bit of trouble
-   drag them somewhere they really shouldn't be

You can combine this with an XP Action, but you're not required to.

Someone's in Trouble! (Simplified)

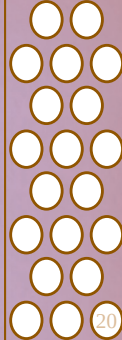




Someone's in Trouble! (Simplified)



XP



Major Goals





The HG can award you 5 XP towards this quest when:

- You formally commit (aloud or in an emote) to trying to help this person;
- Some element of their problem bridges from the metaphorical or emotional to the real—e.g., a gate opens from their nightmares to the world, or a fear turns into a curse, or someone who always gets a little too carried away gets physically carried away shortly after a reference to that tendency.

You can earn each bonus once, for a total of 10 XP.

Quest Flavor

1/chapter, you can earn a bonus XP towards this quest when you:

-  identify or hypothesize about the “real” threat that will emerge
-  feverishly work on an idea to help
-  dig into their secrets
-  invoke or bargain with some terrifying power to save them

You can combine this with an XP Action, but you're not required to.

Engineering!

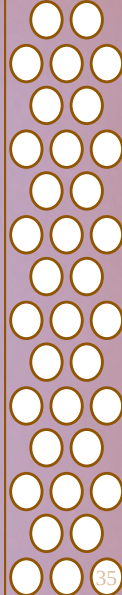




Engineering!



XP



Major Goals










The HG can award you 5 XP towards this quest when:

- You complete a major inventory, map, survey, or other exploration of the territory (often dream- or dream-like territory) at hand;
- You work towards a reconciliation between apparent rivals, enemies, opposing forces, or even with something oppressing you or someone you care about;
- You find a hidden well or spring of pure or untainted water.

You can earn each bonus once, for a total of 15 XP.

Quest Flavor

1/chapter, you can earn a bonus XP towards this quest when you:

-  clean, prepare a ritual space, or do maintenance work
-  eat with someone strange in a literal or metaphorical cave
-   catalogue or explore the territory at hand
-   groom a dog or similar animal connected somehow to the quest
-   are penned in somewhere by rain
-  bear witness to strange visions

You can combine this with an XP Action, but you're not required to.

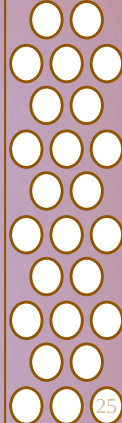
Engineering! (Simplified)





Engineering! (Simplified)

XP



Major Goals








The HG can award you 5 XP towards this quest when:

- You find or gain access to a major inventory, map, survey, or other exploration of the territory (often dream- or dream-like territory) at hand;
- You're recruited or asked for help by what had previously seemed to be a rival, enemy, opposing force, or even oppressor;
- You find a hidden well or spring of pure or untainted water.

You can earn up to two of these bonuses, for a total of 10 XP.

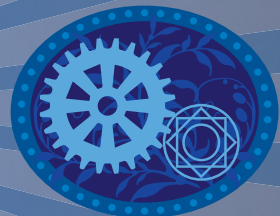
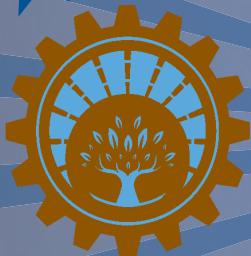
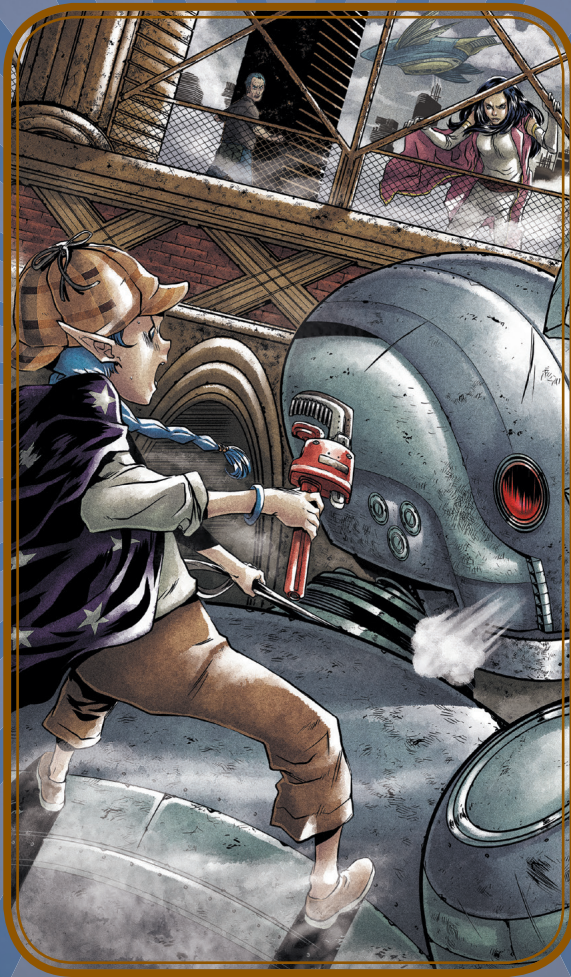
Quest Flavor

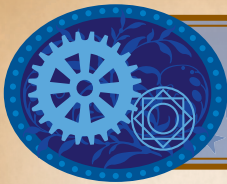
1/chapter, you can earn a bonus XP towards this quest when you:

-  write off some portion of the situation as a loss, and trash/seal it
-  imprison someone or something
-   call upon some terrifying or mysterious power connected somehow to the quest
-  present yourself to “your public” in a dramatic pose for admiration; put on airs
-   declare what must be done

You can combine this with an XP Action, but you're not required to.

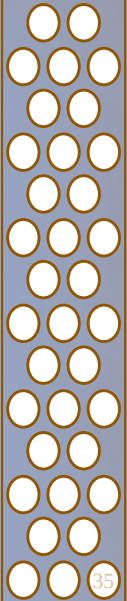
Above the Fray





Above the Fray

XP



Major Goals








The HG can award you 5 XP towards this quest when:

- You stand in a storm, overlooking a pit or dangerous depth;
- You stand before a dead power that was or is greater than yourself;
- You have a moment of spiritual insight and forgiveness, and are able to explain or solidly commit to both.

You can earn each bonus once, for a total of 15 XP.

Quest Flavor

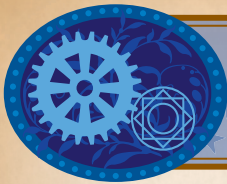
1/chapter, you can earn a bonus XP towards this quest when you:

-  trust yourself to a dangerous (and Arc-relevant) part of the setting, e.g., if the Arc is focused on the Outside, going out to sail on or meditate in it.
-   explore daily chores in that part of the setting
-   deal with a child who lives/hangs out there
-   get sucked into goofy fun there—a ridiculous game or silly experience, despite a tense situation or environment.

You can combine this with an XP Action, but you're not required to.

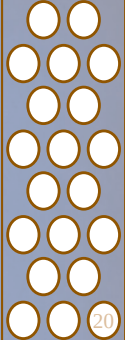
Above the Fray (Simplified)





Above the Fray (Simplified)

XP



Major Goals








The HG can award you 5 XP towards this quest when:

- You enact a meaningful judgment—impose a penance, punish a criminal or enemy, or forgive someone in an official capacity;
- You seek and receive some sort of divine guidance;
- You have a cathartic breakdown.

You can earn up to two of these bonuses, for a total of 10 XP.

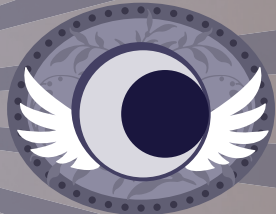
Quest Flavor

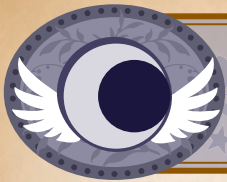
1/chapter, you can earn a bonus XP towards this quest when:

-  you review reports or records of a dangerous part of the setting, e.g., the Outside or Bluebell Park, somehow relevant to the substance of this Arc.
-   chores pile up while you figure out what to do
-   someone cooks for you, brings you a hot drink, or puts you to bed
-   in “walk and talk” decision-making scenes

You can combine this with an XP Action, but you’re not required to.

Walking the Boundaries





Walking the Boundaries

XP

Major Goals








The HG can award you 5 XP towards this quest when:

- You walk among flowers in a place where somebody died;
- You read or tell someone the stories of a place's history;
- You share a precious drink or meal with someone, where "precious" is relative to your available resources (and not necessarily absolute);
- You say goodbye properly to an old friend.

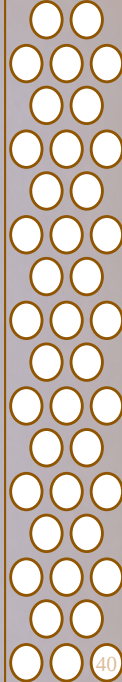
You can earn each bonus once, for a total of 20 XP.

Quest Flavor

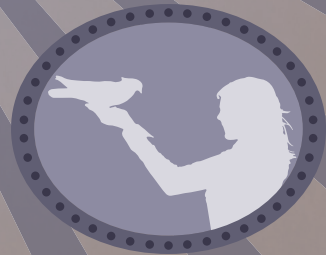
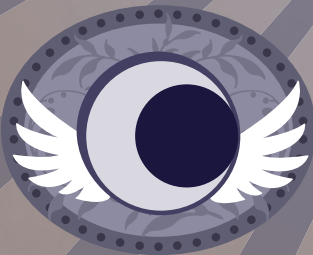
1/chapter, you can earn a bonus XP towards this quest by:

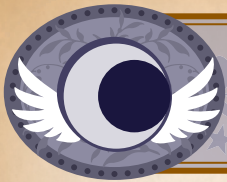
-  tending a garden or caring for a bit of wilderness
-  making repairs
-  staring into a fire
-  watching children or animals playing
-  playing ball, Frisbee, or something of the sort
-  having an encounter with something that seems at first to be dramatic and scary, before turning out to be perfectly safe and friendly
-  waking up with water dripping on you, moss growing on you, or an animal nosing you

You can combine this with an XP Action, but you're not required to.



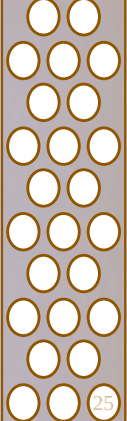
Walking the Boundaries (Simplified)





Walking the Boundaries (Simplified)

XP



Major Goals










The HG can award you 5 XP towards this quest when:

- You walk among flowers in a place where somebody died;
- You dream or share a story or two of a place's history;
- You say goodbye properly to an old friend.

You can earn each bonus once, for a total of 15 XP.

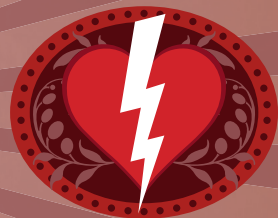
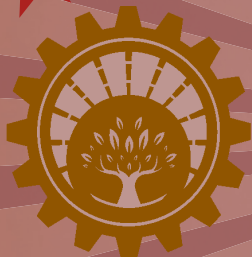
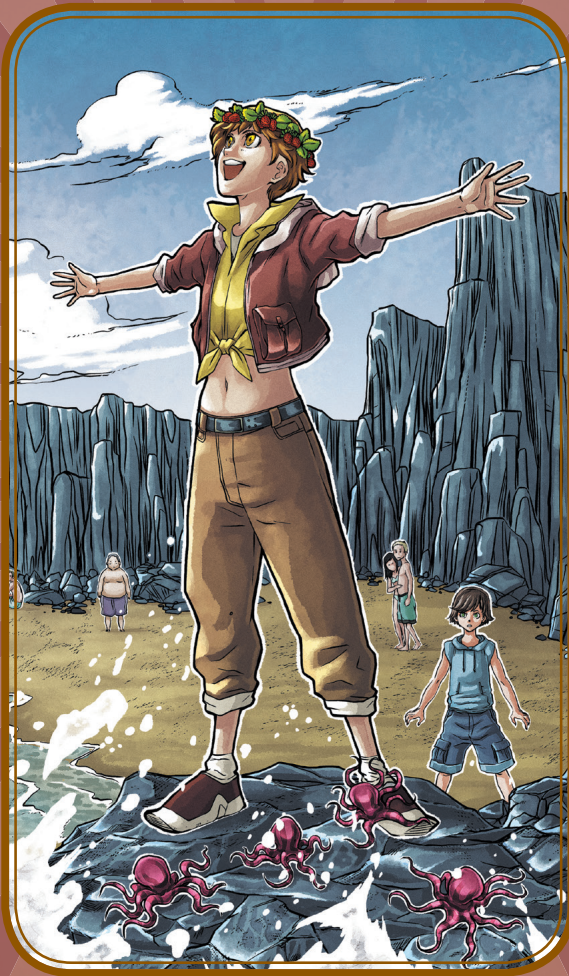
Quest Flavor

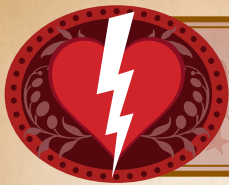
1/chapter, you can earn a bonus XP towards this quest when you:

-  indulge in a lazy routine (e.g. wearing pajamas all day)
-   indulge in slightly less lazy morning routines
-   tend a shrine, grave, museum, or mausoleum
-   are pointlessly cleaning or organizing, and a visitor interrupts
-   play with a dangerous thing

You can combine this with an XP Action, but you're not required to.

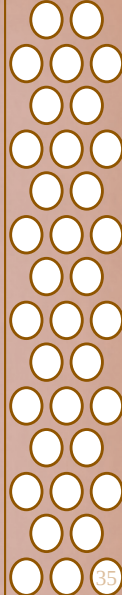
Adventure GET





Adventure GET

XP



Major Goals














The HG can award you 5 XP towards this quest when:

- Trouble starts or gets much worse in a well-staged way—whether that’s accidentally walking backwards into an enemy camp, breaking into a supposedly empty manor during what turns out to be a dinner party, or declaring that everything’s fine as long as there aren’t any werewolves around just before werewolves show up;
- Someone rescues you;
- You stand in a shadowed place and tell someone a secret, then run away before they can react.

You can earn each bonus once, for a total of 15 XP.

Quest Flavor

1/chapter, you can earn a bonus XP towards this quest when you:

-   sneak into somewhere you shouldn’t go
-   risk trouble by digging into somebody’s secrets
-   drag others into your affairs/arrange their lives for them
-  propose a theory about the underlying situation you’re in
-   tell someone a story related to the underlying situation you’re in
-   get into trouble trying to help somebody else
-   risk trouble in the name of *adventure*!

You can combine this with an XP Action, but you’re not required to.

Adventure GET (Simplified)

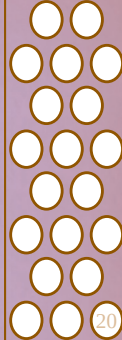




Adventure GET (Simplified)



XP



Major Goals








The HG can award you 5 XP towards this quest when:

- You stand in a shadowed place and tell someone a secret, then run away before they can react;
- Trouble starts or gets much worse in a well-staged way—whether that’s accidentally walking backwards into an enemy camp, breaking into a supposedly empty manor during what turns out to be a dinner party, or declaring that everything’s fine as long as there aren’t any werewolves around just before werewolves show up.

You can earn each bonus once, for a total of 10 XP.

Quest Flavor

1/chapter, you can earn a bonus XP towards this quest when:

-   you discover a secret
-   you express your boredom and interest in adventure
-   you drag someone somewhere they really shouldn’t be
-  whatever trouble’s been dogging you shows up and/or escalates

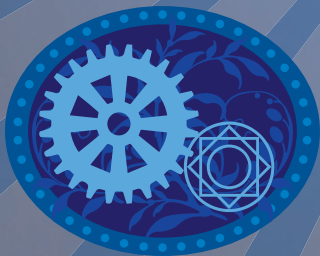
You can combine this with an XP Action, but you’re not required to.

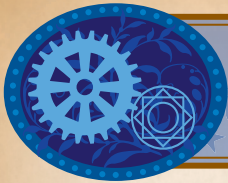
Let's Doing!



Art by Kirsten Moody

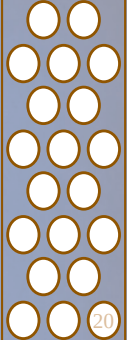
Let's Doing! (Simplified)





Let's Doing! (Simplified)

XP



Major Goals







The HG can award you 5 XP towards this quest when:

- you've met, or seen, all the key players in this Arc.

You can earn this bonus once, for a total of 5 XP.

Quest Flavor

1/chapter, you can earn a bonus XP towards this quest through:

-   sympathizing with, or assisting, the outcast and the wrong;
 -  proposing new theories about the subject of your investigation or adventure—the Outside, Bluebell Park, the thing under the Titov shrine, or whatever else;
 -   complaining to the other PCs about the progress of your investigations/plans;
- or*
-  reluctantly allowing yourself to be dragged away from them.

You can combine this with an XP Action, but you're not required to.

Labyrinth Diving

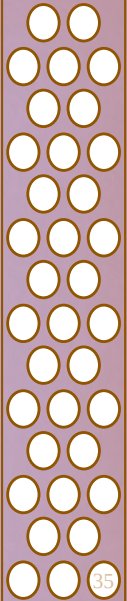




Labyrinth Diving



XP



Major Goals










The HG can award you 5 XP towards this quest when:

- You find or gain access to a major inventory, map, survey, or other exploration of the territory at hand;
- You're recruited or asked for help by what had previously seemed to be a rival, enemy, opposing force, or even oppressor;
- You find a hidden creek, flow, or spring of pure or untainted water.

You can earn each bonus once, for a total of up to 15 XP.

Quest Flavor

1/chapter, you can earn a bonus XP towards this quest when you:

-  write off some portion of the situation as a loss, and trash/seal it
-  imprison someone or something
-   call upon some terrifying or mysterious power connected somehow to the Arc
-  present yourself to "your public" in a dramatic pose for admiration; put on airs
-   declare what must be done
-   feed a stray cat

You can combine this with an XP Action, but you're not required to.

Labyrinth Diving (Simplified)

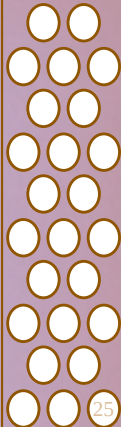




Labyrinth Diving (Simplified)



XP



Major Goals








The HG can award you 5 XP towards this quest when:

- You complete a major inventory, map, survey, or other exploration of the territory (often dream- or dream-like territory) at hand;
- You make a friend in an unexpected place.

You can earn each bonus once, for a total of of 10 XP.

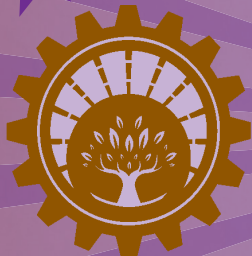
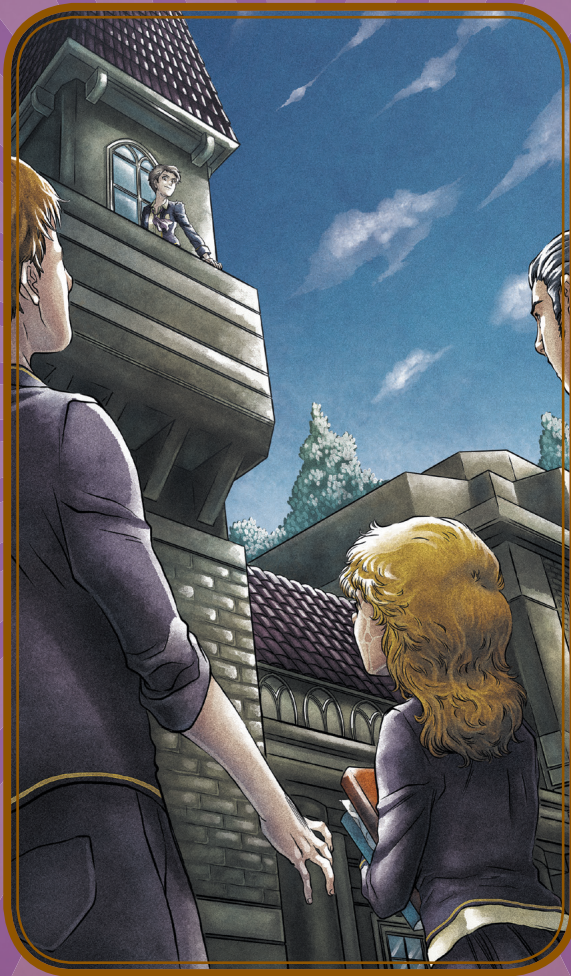
Quest Flavor

1/chapter, you can earn a bonus XP towards this quest when you:

-   hang out near a fountain or water feature
-  eat with someone strange in a literal or metaphorical cave
-  catalogue or explore the territory at hand
-   are penned in somewhere by rain
-  bear witness to strange visions

You can combine this with an XP Action, but you're not required to.

Climbing the Sacred Mountain

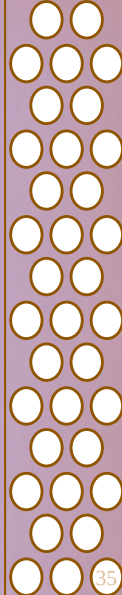




Climbing the Sacred Mountain



XP



Major Goals













The HG can award you 5 XP towards this quest when:

- You release some guilt or burden that had been weighing you down;
- You struggle alone on an arduous and metaphorically “upwards” journey;
- The wind knocks you from a height;
- You are struck by an insight or revelation that changes everything

You can earn up to three of these bonuses, for a total of 15 XP.

Quest Flavor

1/chapter, you can earn a bonus XP towards this quest when you:

-   hunt desperately for solutions
-   stagger on despite a wasting illness
-  rise above/conquer some element of your situation
-   show someone an amazing view or vista
-   admire a distant bird, ornithopter, or zeppelin
-   see the sun break through the clouds
-  learn what it is that must be done

You can combine this with an XP Action, but you’re not required to.

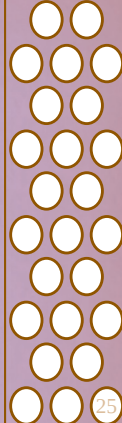
Climbing the Sacred Mountain (Simplified)





Climbing the Sacred Mountain (Simplified)

XP



Major Goals









The HG can award you 5 XP towards this quest when:

- You release some guilt or burden that had been weighing you down;
- You've reached a "landing" (a place to stop and catch your breath) on an arduous and metaphorically "upwards" journey;
- You are struck by an insight or revelation that changes everything.

You can earn up to two of these bonuses, for a total of 10 XP.

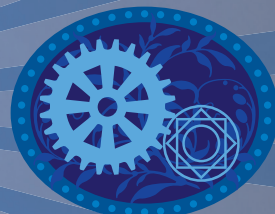
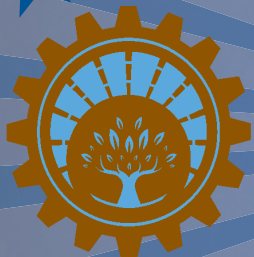
Quest Flavor

1/chapter, you can earn a bonus XP towards this quest when you:

-   rise above some element of your situation
-  stare out at an amazing vista
-   talk about something bad that's happened to you
-   talk, while feverish, to a bird, bird-like person, or bird-like entity
-  struggle with sickness, weakness, rough environmental conditions, and your own frailty

You can combine this with an XP Action, but you're not required to.

Down



Down

Major Goals














The HG can award you 5 XP towards this quest when:

- You watch somebody die. It can be an animal but only if it's emotionally affecting (brutal, or an animal you cared about);
- You get into a fight with someone you care about;
- You break down from grief or shock;
- You get really, viscerally sick—it's either life-threatening or really gross. You don't have to nauseate squeamish players by going into the sickness itself but you do have to play up the toll it takes on you.

You can earn each bonus once, for a total of 20 XP.

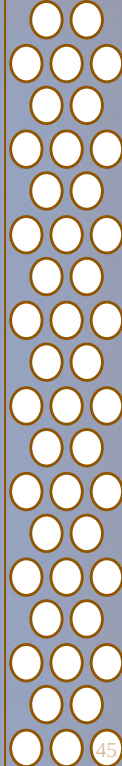
Quest Flavor

1/chapter, you can earn a bonus XP towards this quest when you:

-  talk with someone about someone or something you've lost
-  hug a large animal, e.g., a deer
-   walk with the Headmaster of the Bleak Academy
-   wander in a daze
-  you can't eat or drink, or can't keep something down
-  you fall apart a little, skipping your usual hygiene/self-maintenance tasks
-   wander a graveyard or at the edge of a cliff
-   lock yourself in a bathroom
-  self-harm

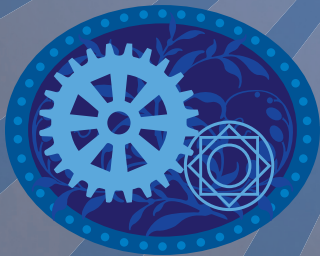
You can combine this with an XP Action, but you're not required to.

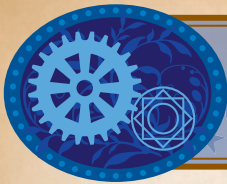
XP



45

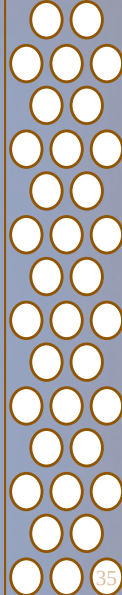
Down (Simplified)





Down (Simplified)

XP



Major Goals










The HG can award you 5 XP towards this quest when:

- You visit a throne room and stand before a seated (e.g.) King or Queen.
- You're sent into an underworld, be it basement, cave, oubliette, dungeon, or literal world of the dead;
- You're hung on a hook, crucified, tied to a wall, suspended by telekinesis, used as a scarecrow, or otherwise imprisoned or bound above the ground. Agony is optional (you could be in a canvas sack that is hung from a hook, or stage-show-style crucified); suspension and imprisonment are not.

You can earn each bonus once, for a total of 15 XP.

Quest Flavor

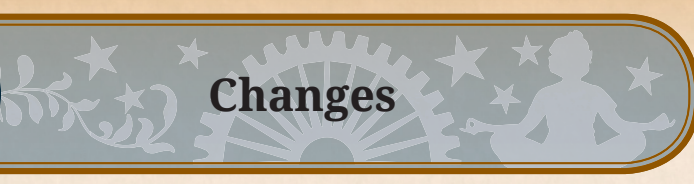
1/chapter, you can earn a bonus XP towards this quest when:

-   you have to abandon something precious, leaving it behind
-   you're lost
-  you're thirsty
-   you encounter the dead
-   you share a meal with someone while sitting on cracked stones

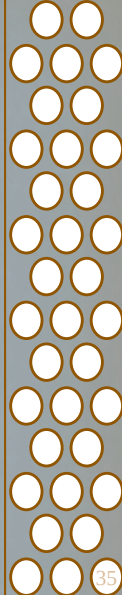
You can combine this with an XP Action, but you're not required to.

Changes





XP



Major Goals












The HG can award you 5 XP towards this quest when:

- you have a traumatic transformation or dissociation scene in play, where your reality gets weird because your true nature is changing or revealing itself.
- you see a confusing vision, nightmare, or premonition of your or someone else's death.
- you meet and get the chance to help a mysterious child find their way.

You can earn each bonus once, for a total of 15 XP.

Quest Flavor

1/chapter, you can earn a bonus XP towards this quest when:

-   wrestling with/expressing nameless feelings of loss that make you act unnaturally
-   trying and failing to burn things, to light them on fire
-   getting confused about who and where you are
-  listening to stories about things that were lost when Jade Irinka died
-  talking with somebody about your destiny/nature and what it means
-  talking with somebody about why there's such a thing as death
-   dealing with acne, braces, your period, ear infections, or other annoyingly intrusive elements of physicality.

You can combine this with an XP Action, but you're not required to.

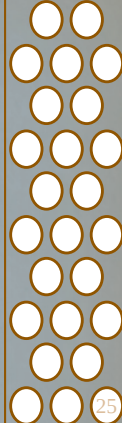
Changes (Simplified)





Changes (Simplified)

XP



Major Goals








The HG can award you 5 XP towards this quest when:

- There's a scene where people are disapproving or bland but most importantly unfazed by your showing up with extra limbs or unusual physical alterations, e.g., a disdainful "Oh, that's *just* like you to have those tentacles" or "Acne! Nobody told me we were supposed to have acne today! (muttered) Showoff."
- You meet Death, the Headmaster of the Bleak Academy, or some other feared personage, but because you're delirious or have reason to believe that it's just somebody dressed as them, you have a pleasant chat instead of anything else.

You can earn each bonus once, for a total of 10 XP.

Quest Flavor

1/chapter, you can earn a bonus XP towards this quest when:

-  dreaming of merging with a great and branching tree
-   uncontrolled shapeshifting, possibly in a dream/imagination spot
-   being surrounded by dancing shadows—the same
-   noticing some weird mark or change in your body

You can combine this with an XP Action, but you're not required to.

The Refusal of the Call

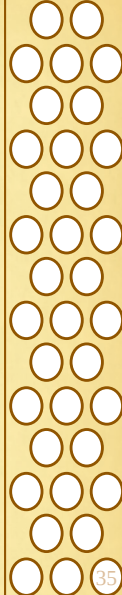


Art by Kirsten Moody



The Refusal of the Call

XP



Major Goals













The HG can award you 5 XP towards this quest when:

- you accept, or at least are clearly tempted by, someone's offer to help you fight off/resist your destiny.
- you stand in the shadow of an enemy's fortress or cathedral.
- you give yourself into someone else's hands, making yourself terrifyingly vulnerable either physically or emotionally.

You can earn each bonus once, for a total of 15 XP.

Quest Flavor

1/chapter, you can earn a bonus XP towards this quest when:

-  talking with someone about the principles that are the most important to you
-   describing yourself as a helpless pawn of fate
-   wondering if you're actually good or evil
-   trying to replace or repair torn clothing on a tight budget
-   you're overburdened—you work too hard, and with too little
-   you get confused about who and where you are
-  fretting over whether you're actually on the wrong side

You can combine this with an XP Action, but you're not required to.

The Refusal of the Call (Simplified)

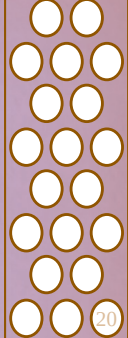




The Refusal of the Call (Simplified)



XP



Major Goals









The HG can award you 5 XP towards this quest when:

- you build or show a strong emotional bond to an “opposite number”—someone working at cross purposes to what you will become.
- they offer to help you but you have to turn them down.

You can earn up to two of these bonuses, for a total of 10 XP.

Quest Flavor

1/chapter, you can earn a bonus XP towards this quest when:

-   pleading with an enemy to understand you
-   exploring and having fun
-   a phone rings but isn't answered
-   someone helps you while you're throwing up (from overwork? Sickness? Drinking?)

You can combine this with an XP Action, but you're not required to.

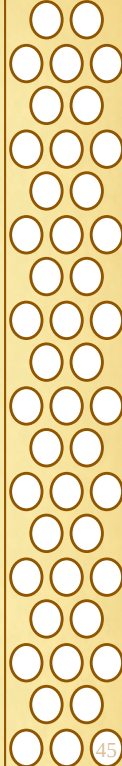
The Belly of the Whale





The Belly of the Whale

XP



Major Goals














The HG can award you 5 XP towards this quest when:

- you have a profound spiritual experience where you seem to blend into the world around you.
- you're trapped.
- you defeat an "opposite number" or rival, only to have a scarier enemy or problem arise.
- you're rescued by somebody
- you rescue somebody else.

You can earn up to four of these bonuses, for a total of 20 XP.

Quest Flavor

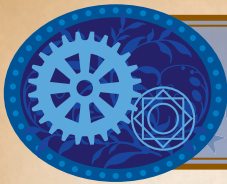
1/chapter, you can earn a bonus XP towards this quest when:

-  you stand barefoot in a high place, looking down at the world
-   you get stabbed through the torso, possibly in a dream/imagination spot
-   your hair grows in real-time, possibly in a dream/imagination spot
-  you bring light in the darkness
-   you comfort someone
-   you sit by the water eating fried fish with one or more friends
-   birds cluster around you
-  you manage a contemplative moment between troublesome circumstances

You can combine this with an XP Action, but you're not required to.

The Belly of the Whale (Simplified)





The Belly of the Whale (Simplified)

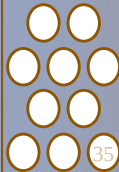
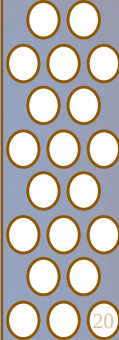
Bonus XP

This quest takes place in a context where you're out of your element, where you're transforming or being transformed into something else.

You can earn a bonus XP towards this quest at any time (but only once per scene/15 minutes) by **proposing a theory about what will happen to you**.

Your character must propose the theory aloud or, at minimum, in their official internal narration—it can't just be you, as the player, at the table, it has to be IC.

XP



This can be a 20 XP, 25 XP, or 35 XP Quest

The Belly of the Whale (Simplified)





The Belly of the Whale (Simplified, Variant)

Bonus XP

You're dissociating from reality.

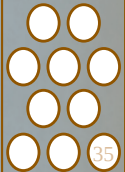
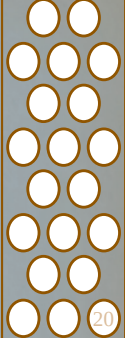
You are dissolving into these places that you find yourself in. You are awakening a strange new self inside. Everything is turning into teeth and rivers inside you.

Something is being *born*.

You can earn a bonus XP towards this quest at any time (though only once per scene/15 minutes) by declaring that you can feel the touch of the impending miracle upon you—you can phrase it another way; just give some indication that you're triggering this quest condition—and then free-associating for a few moments about what your character is experiencing, feeling, thinking.

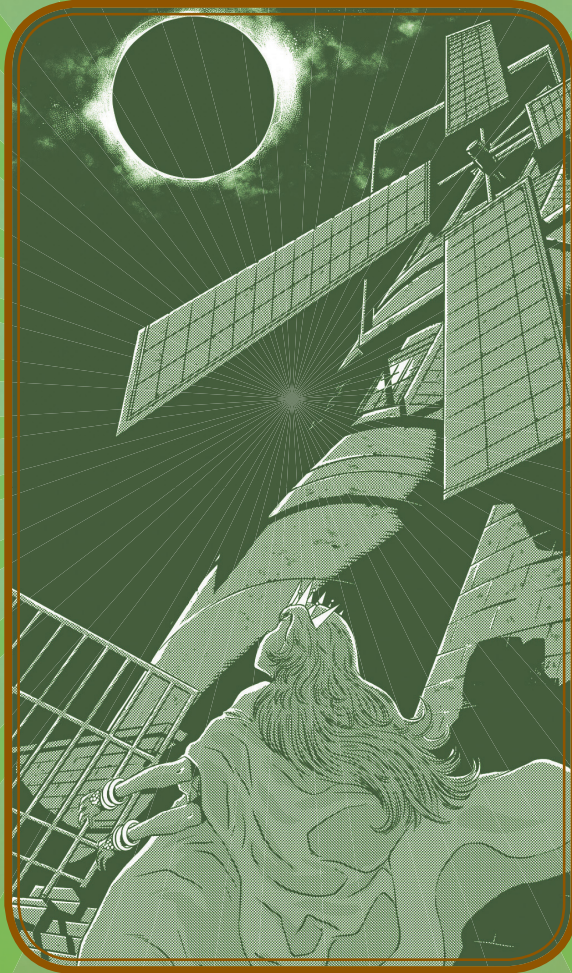
Talk about being cold, or warm; talk about visions; whatever. Flare up the light in you. Cut your teeth on cold. Have a greenness stuck in your mouth, somewhere, ugly, stopping up your tongue as you try to pry it loose. That kind of hing. That brings you in a bonus XP for this quest.

XP



This can be a 20 XP, 25 XP, or 35 XP Quest

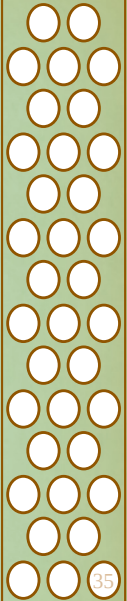
The Trials of the Sun





The Trials of the Sun

XP



Major Goals












The HG can award you 5 XP towards this quest when:

- You reclaim a lost legacy of a parent or mentor.
- You humble some enemy, bending them completely to your will.
- You unleash, or are taken over by, a bleak power.

You can earn each bonus once, for a total of 15 XP.

Quest Flavor

1/chapter, you can earn a bonus XP towards this quest when:

-   you hands/arms sprout bladed vines, possibly in a dream/imagination spot
-  you merge with/devour someone else, possibly in a dream/imagination spot
-  you experiment with powers that you shouldn't
-   you assert your power or your destiny
-   you talk about your sense that there's a hole in the world
-   you wander in the dark, remembering some grief or loss
-  you use an elaborate, magical-looking key

You can combine this with an XP Action, but you're not required to.

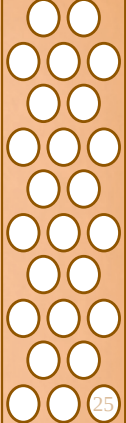
The Trials of the Sun (Simplified)





The Trials of the Sun (Simplified)

XP



Major Goals










The HG can award you 5 XP towards this quest when:

- You build a model, duplicate, icon, or eidolon of yourself.
- Someone else tells the story of how you lost or damaged some potential you once had.
- Someone realizes that they were afraid of you for all the wrong reasons. (It's OK for them to wind up more afraid, less afraid, or about the same, as long as the reasons change.)

You can earn up to two of these bonuses, for a total of 10 XP.

Quest Flavor

1/chapter, you can earn a bonus XP towards this quest when:

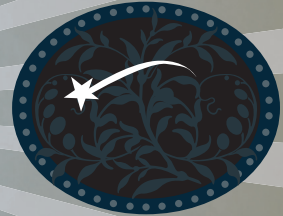
-   you transcend or apotheosize in some fashion.
-   you or your player give a monologue about the nature of your power
-  you propose an enemy's fate
-   you commune with an angel or the holy part of your nature.
-   you perform some sacred chore (e.g. feeding a holy fire).

You can combine this with an XP Action, but you're not required to.

Special Note!

If the game and your powers don't support literal apotheosis/angels, handle these things as a spiritual effect—intangible and only sort of visible, but nevertheless "real" for purposes of the scene.

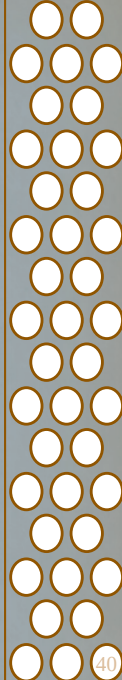
Apotheosis





Apotheosis

XP



Major Goals













The HG can award you 5 XP towards this quest when you:

- Hold a representation of the sacred eternal—a philosopher’s stone, an elixir of immortality, a key to the world—in your hands.
- Return to where you started the game or the Arc, find it ruined or damaged, and rebuild/repair it.
- Meet something that could be considered “the other half” of yourself.
- Witness an eclipse.
- Swallow a lizard, enemy, or ally spirit whole.

You can earn up to four of these bonuses, once each, for a total of 20 XP.

Quest Flavor

1/chapter, you can earn a bonus XP towards this quest when you:

-   can’t find water
-   fix something broken or unwhole
-   eat hot cross buns or melon pan.
-  guide someone else through a long journey or struggle
-  dig up someone frozen and rescue them, possibly in a dream/imagination spot
-  grow a new mouth or eye, possibly in a dream/imagination spot
-   merge with a book of some sort, possibly in a dream/imagination spot
-  pass through the gates of the Bleak Academy

You can combine this with an XP Action, but you’re not required to.

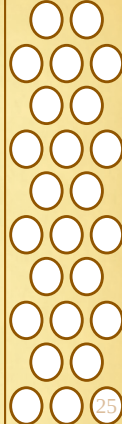
Apotheosis (Simplified)





Apotheosis (Simplified)

XP



Major Goals









The HG can award you 5 XP towards this quest when you:

- Wander strange, misty landscapes.
- Stare at a living creature frozen in or behind some sort of crystal.
- Release light from or open an eye in your forehead.

You can earn up to two of these bonuses, once each, for a total of 10 XP.

Quest Flavor

1/chapter, you can earn a bonus XP towards this quest when you:

-   shatter an enemy's weapon barehanded
-   possess or infiltrate an enemy or place with your spirit/energy
-  fight imaginary enemies, hallucinatory enemies, spirits, or shadows
-   talk to people about your dreams for the future
-  call upon one of your big powers in a dramatic fashion

You can combine this with an XP Action, but you're not required to.

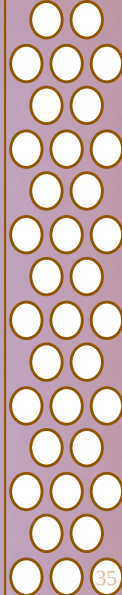
Beautiful and Far Away





Beautiful and Far Away

XP



Major Goals








The HG can award you 5 XP towards this quest when:

- Others stumble on your **Secret Place**.
- You establish a reason why you *need* **the Secret Place**—why it's sustaining you, why you'd be at risk without it.
- You establish a reason why **the Secret Place** is *hurting* you, breaking you, damaging your ability to live an ordinary life.

You can earn each bonus once, for a total of 15 XP.

Quest Flavor

1/chapter, you can earn a bonus XP towards this quest through:

-  guiding someone through the **Setting** of the Arc
-  talking with somebody about **the Secret Place**
-  talking with somebody about what dreams are, as compared to reality;
-  talking with somebody about whether the world deserves to exist, whether it's good or bad, or whether that even matters.
-  get in a row with somebody over/about **the Secret Place**
-  refusing to retreat to **the Secret Place**, even though things are very bad. *or*
-  retreating to **the Secret Place**.

You can combine this with an XP Action, but you're not required to.

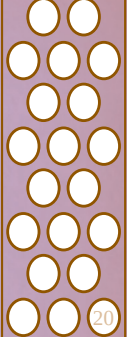
Beautiful and Far Away (Simplified)





Beautiful and Far Away (Simplified)

XP



Major Goals









The HG can award you 5 XP towards this quest when:

- You demonstrate how you *need* **the Secret Place**—how it's sustaining you, why you'd be at risk without it.
- You demonstrate how **the Secret Place** is *hurting* you, breaking you, how it's damaging your ability to live an ordinary life.

You can earn each bonus once, for a total of 10 XP.

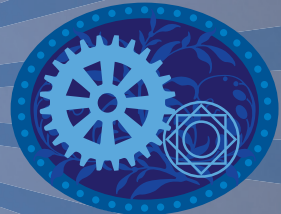
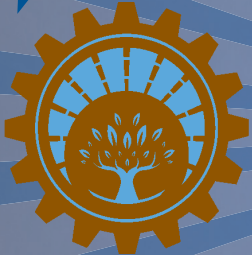
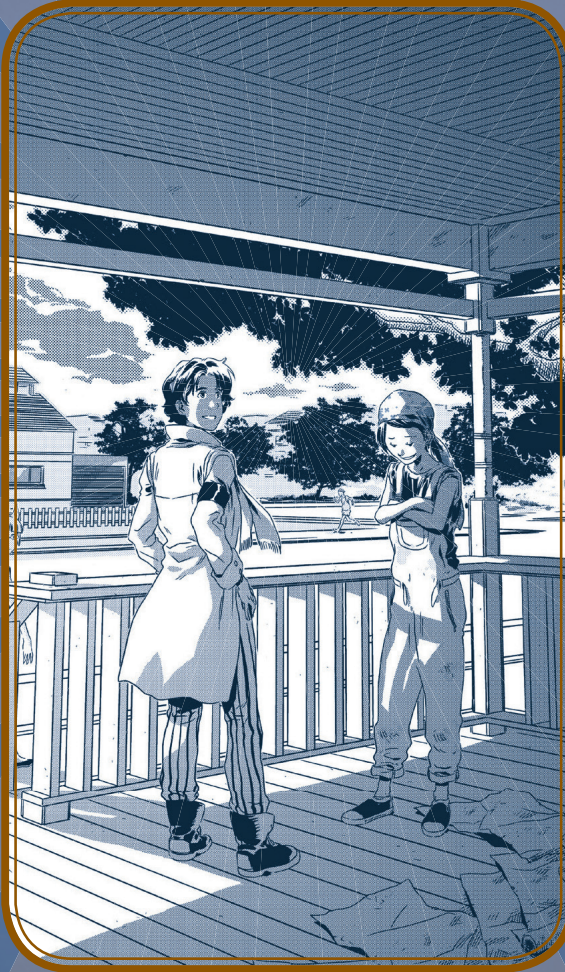
Quest Flavor

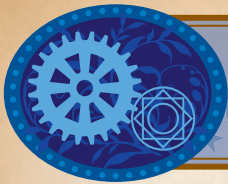
1/chapter, you can earn a bonus XP towards this quest through:

-   having a troubled dream
-   talking with/ranting at somebody about **the Secret Place**
-   babbling poorly-formed philosophy or metaphysics at somebody
-   retreating to **the Secret Place**.

You can combine this with an XP Action, but you're not required to.

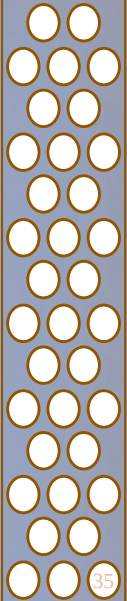
Fascination





Fascination

XP



Major Goals












The HG can award you 5 XP towards this quest when you:

- Express your fascination with someone or something dangerous and irresponsible.
- After that first reward, go a long way out of your way physically in order to study the operation and mechanisms of somebody else's powers (e.g., a field trip to Horizon to watch the Wish-Granting Engine at work.)
- Make yourself terrifyingly vulnerable, e.g. as an act of social/romantic trust, an act of folly, or as bait for a trap.

You can earn up to three of these bonuses, once each, for a total of 15 XP.

Quest Flavour

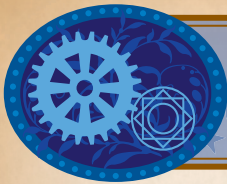
1/chapter, you can earn a bonus XP towards this quest when you:

-  confess a secret desire
-  have a troubled dream about glass, magic, and the Outside
-   investigate the shrine family magic for dealing with troubled dreams
-   dream about a Main Character or Arc-related NPC
-   hang out with someone you like while they do their thing
-  get into goofy trouble for, with, or because of somebody else
-   talk with someone about the various bad ends people can come to in fairy tales, stories about wishes, and stories about witches

You can combine this with an XP Action, but you're not required to.

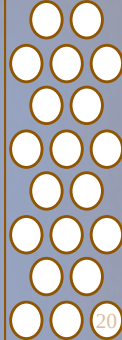
Fascination (Simplified)





Fascination (Simplified)

XP



Major Goals








The HG can award you 5 XP towards this quest when you:

- Witness something amazing, even by your standards.
- Get badly hurt when you weren't expecting it.

You can earn each bonus once, for a total of 10 XP.

Quest Flavor

1/chapter, you can earn a bonus XP towards this quest when you:

-   investigate someone's powers
-  argue with someone about the proper use of some power
-   express your fascination with somebody
-   explain to someone, or argue with them about, the workings of shrine magic, the Arc's **Setting**, or the Outside

You can combine this with an XP Action, but you're not required to.

This is So Surreal

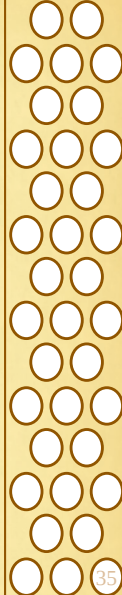


Art by Filippo onez Vanzo



This is So Surreal

XP



Major Goals









The HG can award you 5 XP towards this quest when:

- You freak out—you have a minor or major psychological breakdown because you can't cope with these wishes;
- You give a monologue—often comedically serious IC, though not necessarily so OOC—to explain why a wish is a bad idea;
- You receive some implausible honor or reward for your conduct in handling a wish, or as part of the wish's execution itself.

You can earn each bonus once each, for a total of 15 XP.

Quest Flavor

1/chapter, you can earn a bonus XP towards this quest when:

-  you're seduced by the wonder and utility of a wish
-  marveling at the way a wish changed the world
-   things get chaotic or absurd because of a wish
-   you help some important place or person weather the course of a wish.
-   you're forced to break a personal commitment—use a power you hate, break a promise, or whatever—in order to resolve or weather a wish.

You can combine this with an XP Action, but you're not required to.

Special Note!

Anything that can go wrong in the same way a classic wish can (including most Imperial miracles and some magical spells) counts as a "wish" here.

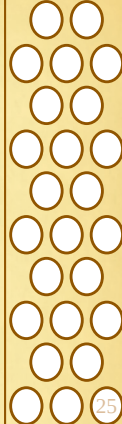
This is So Surreal (Simplified)





This is So Surreal (Simplified)

XP



Major Goals










The HG can award you 5 XP towards this quest when:

- You freak out—you have a minor or major psychological breakdown because you can't cope with these wishes;
- You give a monologue—often comedically serious IC, though not necessarily so OOC—to explain why a wish is a bad idea;
- You receive some implausible honor or reward for your conduct in handling a wish, or as part of the wish's execution itself.

You can earn up to two of these bonuses, once each, for a total of 10 XP.

Quest Flavor

1/chapter, you can earn a bonus XP towards this quest when:

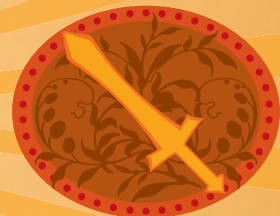
-   you reject part of a wish that would have been useful
-   you get lost in the Outside
-   things get chaotic or absurd because of a wish
-   you're forced to break a personal commitment—use a power you hate, break a promise, or whatever—in order to resolve or weather a wish.
-  you have nightmares full of the symbolism of your personal or Arc-related traumas.

You can combine this with an XP Action, but you're not required to.

Special Note!

Anything that can go wrong in the same way a classic wish can (including most Imperial miracles and some magical spells) counts as a “wish” here.

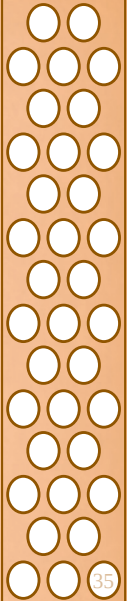
This is *Such* a Bad Idea





This is *Such* a Bad Idea

XP



Major Goals













The HG can award you 5 XP towards this quest when:

- Someone *normally* trustworthy or goofy goes on a power trip and winds up grinding you under their malevolent heel; or, more generally, you suffer unpleasantly from their use of the power that they've seized;
- You're put into an awkward, embarrassing, or at least highly goofy or counter-type role by a wish, probably with details suggested by the HG and other players;
- You manage to become a "power behind the throne" or otherwise steal a portion of the power in play over the course of a wish.

You can earn each bonus once, for a total of up to 15 XP.

Quest Flavor

1/chapter, you can earn a bonus XP towards this quest when:

-   ritually drawing on the powers the wish has given you
-   enjoying the changed world, letting it corrupt you
-   you overcome some obstacle in the world of the wish
-   you're forced to break a personal commitment—use a power you hate, break a promise, or whatever—in order to resolve or weather a wish.
-   you struggle with the circumstances of the wish
-   the wish does something really strange to your life

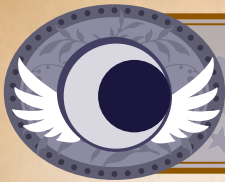
You can combine this with an XP Action, but you're not required to.

Special Note!

Anything that can go wrong in the same way a classic wish can (including most Imperial miracles and some magical spells) counts as a "wish" here.

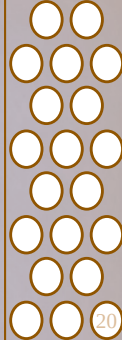
This is *Such* a Bad Idea (Simplified)





This is *Such* a Bad Idea (Simplified)

XP



Major Goals









The HG can award you 5 XP towards this quest when:

- Someone *normally* trustworthy or goofy goes on a power trip and winds up grinding you under their malevolent heel; or, more generally, you suffer unpleasantly from their use of the power that they've seized;
- You're put into an awkward, embarrassing, or at least highly goofy or counter-type role by a wish, probably with details suggested by the HG and other players.

You can earn each bonus once, for a total of up to 10 XP.

Quest Flavor

1/chapter, you can earn a bonus XP towards this quest when:

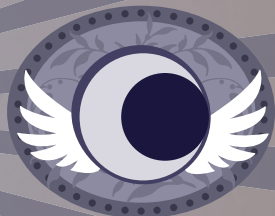
-   things get really weird
-   you give up and just go with it
-   you're forced to break a personal commitment—use a power you hate, break a promise, or whatever—in order to resolve or weather a wish.
-   there's a big parade or festival

You can combine this with an XP Action, but you're not required to.

Special Note!

Anything that can go wrong in the same way a classic wish can (including most Imperial miracles and some magical spells) counts as a “wish” here.

You've Lost Them





You've Lost Them

Major Goals

















The HG can award you 5 XP towards this quest when:

- You help to impersonate, construct a robot double for, or otherwise replace the **Lost Person**;
- You get in some kind of completely unnecessary trouble because that person is incomplete or missing;
- You get atypically emotional when it really sinks in that they're gone, damaged, or changed;
- Your first full or nearly-full book on this quest comes to an end.

You can earn each bonus once, for a total of 20 XP.

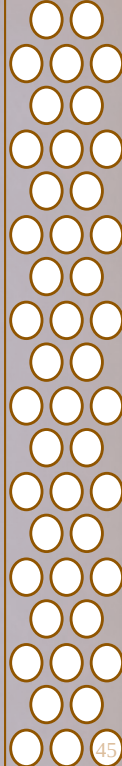
Quest Flavor

1/chapter, you can earn a bonus XP towards this quest when:

-  your life is a mess
-   you struggle to understand the loss
-   you talk to someone about memories, metaphysics, and the soul
-   you talk to someone about death
-   you encounter some shocking consequence of a wish or similar power
-   you watch somebody self-destructing
-   you dream of shipwrecks and drowning
-   you dream of the **Lost Person's** true self, their real self, somewhere far away
-  a week passes and nothing has gotten better

You can combine this with an XP Action, but you're not required to.

XP



45

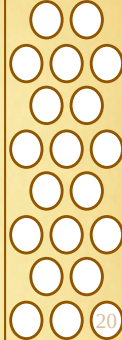
You've Lost Them (Simplified)





You've Lost Them (Simplified)

XP



Major Goals








The HG can award you 5 XP towards this quest when:

- You help to impersonate, construct a robot double for, or otherwise replace the **Lost Person**;
- You get atypically emotional when it really sinks in that they're gone, damaged, or changed.

You can earn each bonus once, for a total of 10 XP.

Quest Flavor

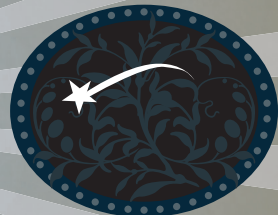
1/chapter, you can earn a bonus XP towards this quest when:

-   someone soliloquys about the loss
-   you communicate somehow with the **Lost Person's** true self, far away
-   you wander Fortitude¹ with **the Lost Person** or with or as their stand-in
-  there are signs that things may be getting better after all

You can combine this with an XP Action, but you're not required to.

1 or some similar Region in an out-of-Town game

Something Heals





Something Heals

XP

Major Goals


















The HG can award you 5 XP towards this quest when:

- Someone comforts you in a time of need.
- You break your rules or patterns in a big way in order to help or save somebody else.
- Something goes right, because of luck or fate or divine intervention or somebody else—basically, because of not-you—when everything seemed lost.
- You absorb some power, force, place, or energy into yourself.

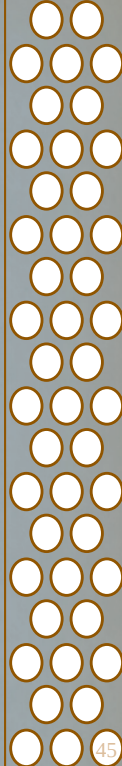
You can earn each bonus once, for a total of 20 XP.

Quest Flavor

1/chapter, you can earn a bonus XP towards this quest when you:

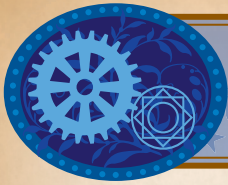
-   have a precious moment with something you thought that you'd lost
-   talk with an old friend about your shared adventures
-   have an ordinary, happy day at your job or other place of work
-  sit with someone and eat crackers and soft cheese
-   stand in, or lean against, an arch overgrown with ivy
-   watch a ship sail away across Big Lake
-   dream of a faraway friend, loved one, or Main Character
-   bid an emotional farewell—you or someone else is moving on
-   show someone a wonder

You can combine this with an XP Action, but you're not required to.



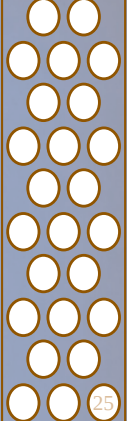
Something Heals (Simplified)





Something Heals (Simplified)

XP



Major Goals










The HG can award you 5 XP towards this quest when:

- Someone comforts you in a time of need.
- You break your rules or patterns in a big way to show someone a kindness or take them under your wing.
- You absorb some power, force, place, or energy into yourself.

You can earn up to two of these bonuses, once each, for a total of up to 10 XP.

Quest Flavor

1/chapter, you can earn a bonus XP towards this quest when you:

-   talk with someone about the things you've lost
-  feed leftover meat to a stray dog
-   have a kind of over-the-top day at your job or place of work
-   tell someone the stories of your adventures
-   show someone a secret (often the Arc's **Secret Place**)

You can combine this with an XP Action, but you're not required to.

Side A

I Know What I'm Doing



Side B

(You don't know what you're doing.)



Side A

It'll be

OK



Side B

(You don't know what you're doing.)



Side A

Calm



Side B

*!!!asdfsdfaeiohaergF*CK*



Side A

I'm Fine



Side B

(Please make it stop.)



Side A

**Given my position...
I could hardly do
anything less**



Side B

(Where am I?)



Side A

Calm



Side B

*I can hear it
whispering in my head*



Bring the Storm





Bring the Storm



Bonus XP

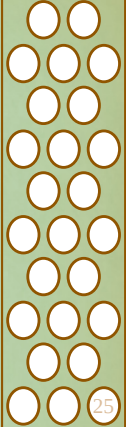
You're summoning a storm.

This quest comes with a division of states—there's the you who is grounded in the world around you, and then there's the you whose mind can be suddenly snapped away from the here and now into the chaos of the coming storm. Your thoughts may suddenly be snatched from you and blown about as the clouds that you're dragging closer rip from their leashes. You'll be vague and unfocused for a while when that occurs.

I've made a sign for this—a reversible card, which you could in theory have on the table in front of you in play to show which state you're in. You can earn a bonus XP at any time (though only once per scene/15 minutes) by flipping the card, showing that you're moving between states—coming down to earth or being ripped out into the storm.

If you can't actually keep the card in front of you, holding up the card with the relevant side facing people or just saying or emoting something appropriate can earn you the XP instead.

XP



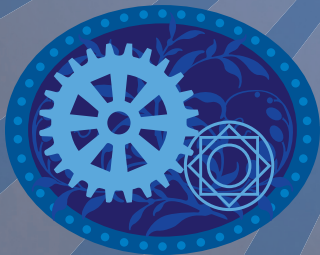
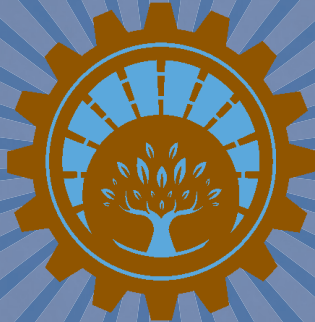
Here and Now

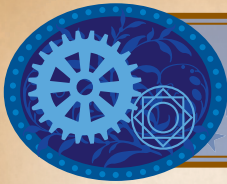


Distant Storms



The Mirror House





The Mirror House

Bonus XP

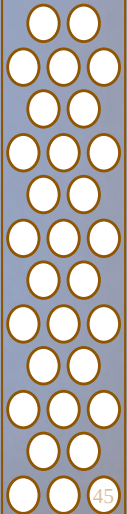
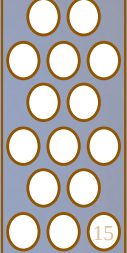
You're building or taking control of a looking-glass that serves also as a portal—an opening to a reflected copy of the glass-maker's shop where you work. It's a place where you can seal away glasswork too dangerous to keep in the physical world and let it temper for a while in the light of the reflected sun. You might also use it to keep a secret room that stores rare treasures in or to duplicate objects (with a left-right flip) by pulling them through the glass.

You can earn a bonus XP at any time (though only once per scene/15 minutes) by **proposing a theory about how you should construct or revitalize such a glass**. This can be technical or just a vague discussion of the world, light, glass, the Outside, and reflections.

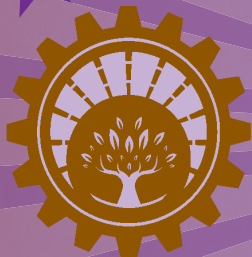
Imbuing the Glass

If you are creating the mirror-house rather than simply invoking its power, this quest costs an additional 30 XP.

XP



The Blessing-Piece





The Blessing-Piece



Bonus XP

You're designing, building, or evoking the power of a piece of glasswork that expresses your strong feelings for someone—your wish for their safety and prosperity and health, your blessings upon them.

You can earn a bonus XP at any time (though only once per scene/15 minutes) by explaining what you're doing in a scene or what you've *been* doing through this lens—

“I'm thinking of [name's] future.” or

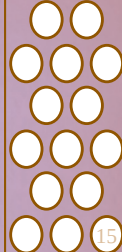
“I want to make [name] something special.”

The idea is that by saying that, you either confirm that something is *actually* about your good wishes for that person and your work on this particular piece of glass, or you make yourself seem a little goofy and perhaps overly earnest.

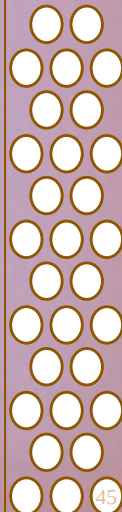
Imbuing the Glass

If you are creating the blessing-piece rather than simply invoking its power, this quest costs an additional 30 XP.

XP

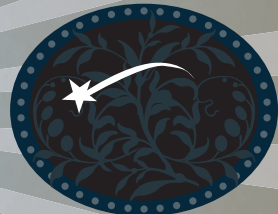


15



45

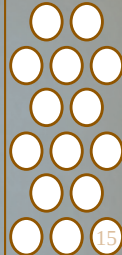
Fly Away





Fly Away

XP



Bonus XP

You're dissociating from reality.

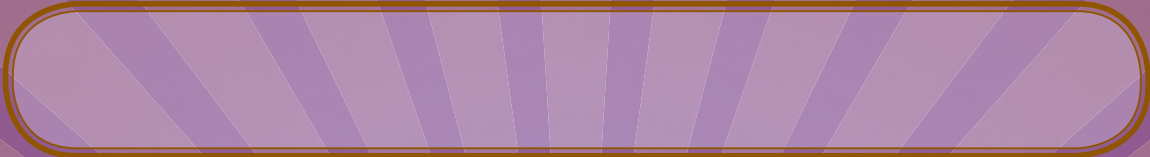
There is something reaching towards you as if from a vast distance away. There is something struggling inside you to change its form.

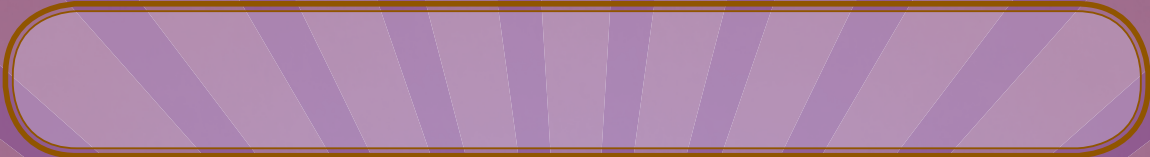
Like a chick trapped within its shell—

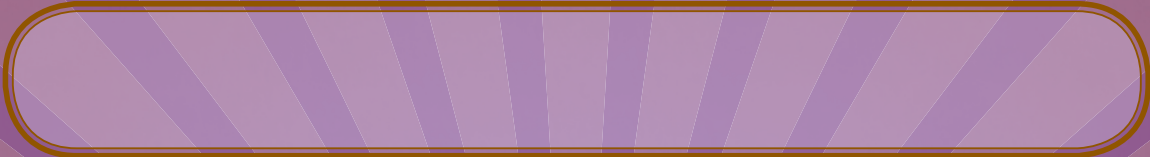
You will let the sun and the wind and the Lake and the air and the changes inside you break you free and give you another form, something that will make answer to your needs.

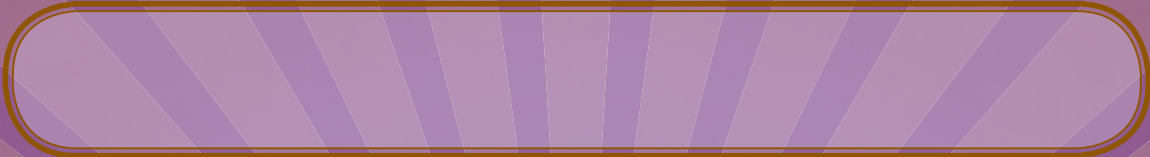
You can earn a bonus XP towards this quest at any time (though only once per scene/15 minutes) by declaring that you can feel the touch of the impending miracle upon you—you can phrase it another way; just give some indication that you're triggering this quest condition—and then free-associating for a few moments about what your character is experiencing, feeling, thinking.

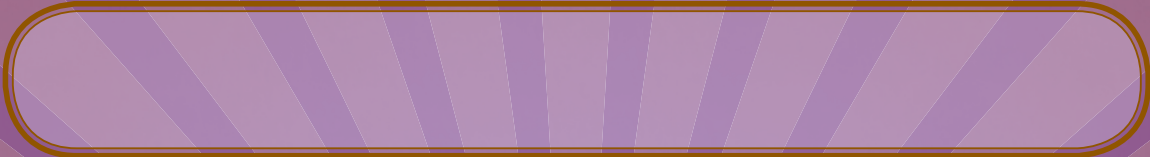
Talk about being cold, or warm; talk about visions; whatever. Clenching muscles in your arms. Foxfire in the sky. Whatever. Random rambles and chill sensations across your back, the sun full in its glory in your head behind your eyes. That kind of experience, the taste of the wind in your teeth, and that brings you in a bonus XP for this quest.

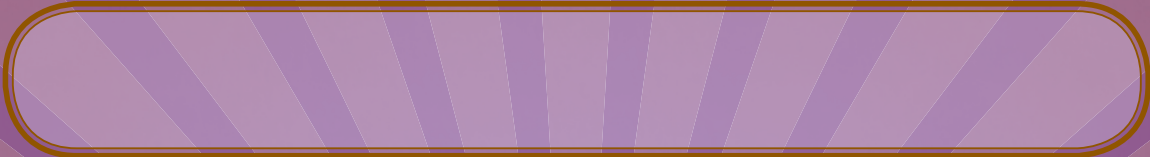


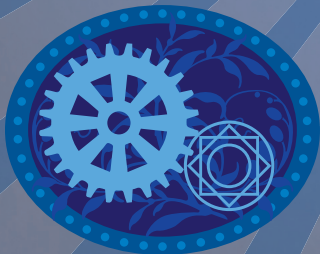
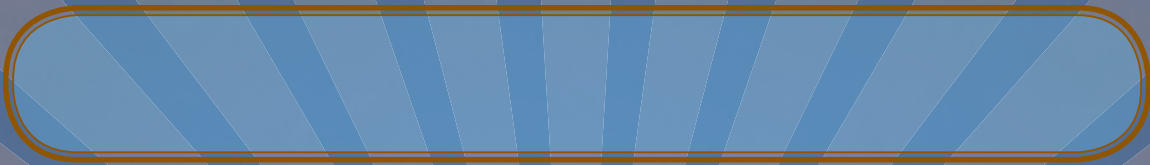


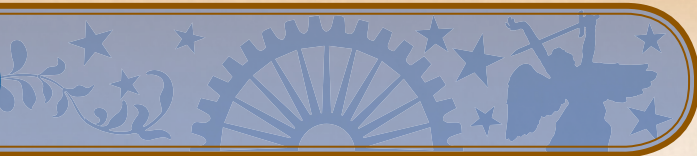
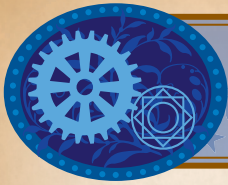




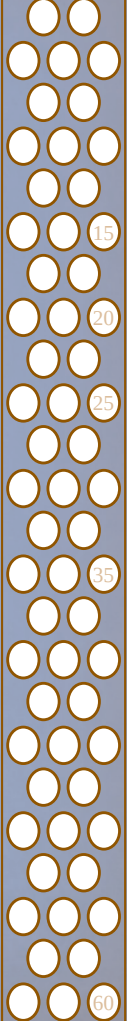


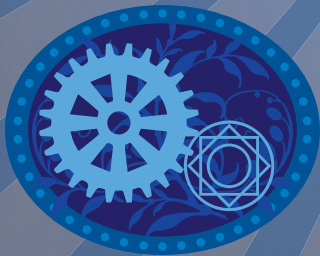
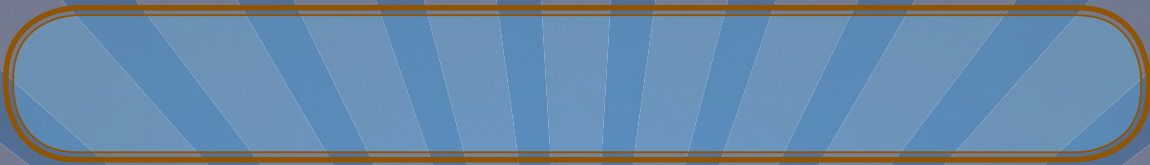


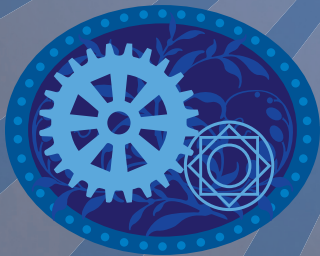
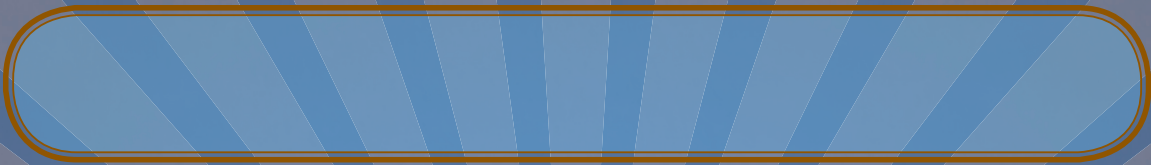


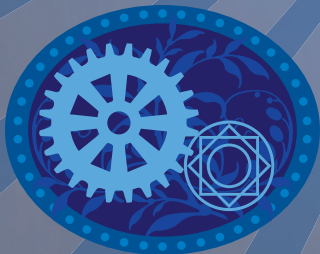
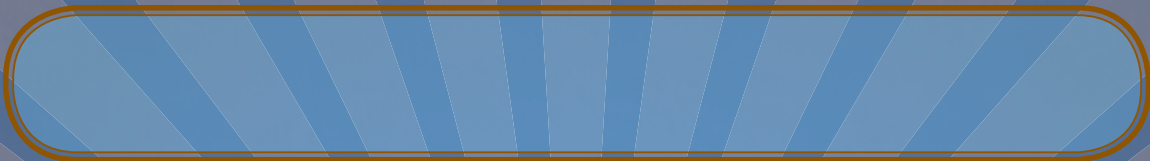


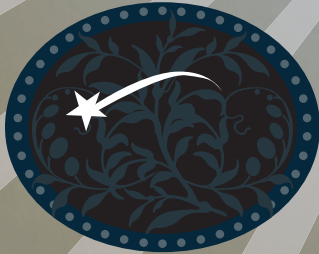
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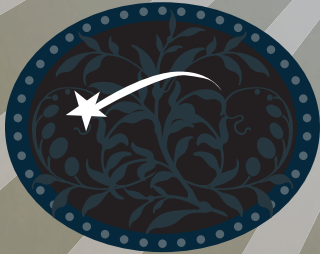


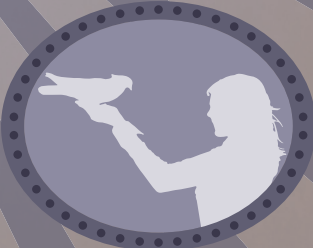
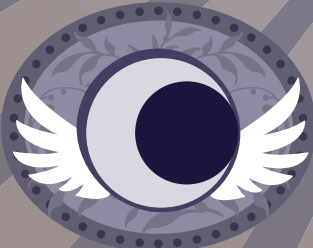
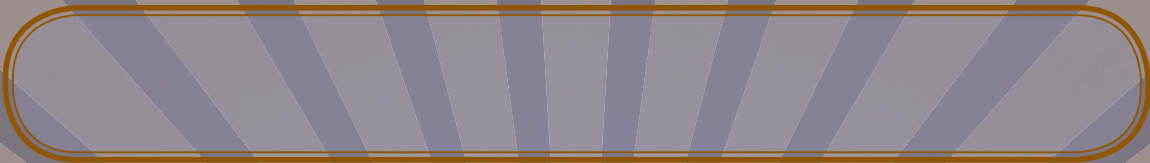


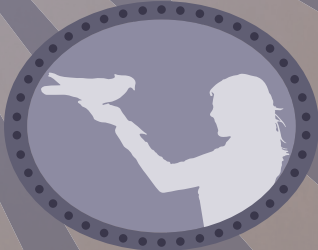
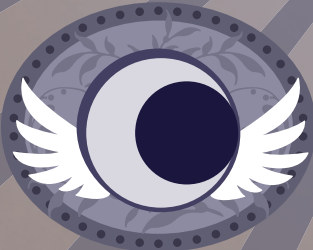
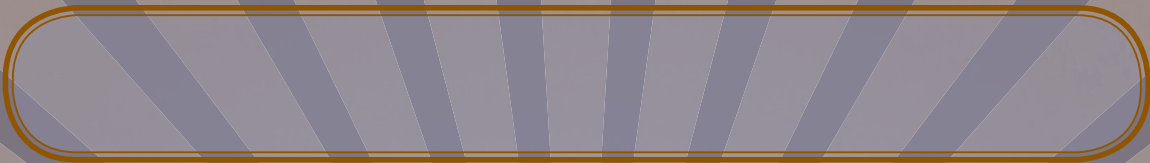






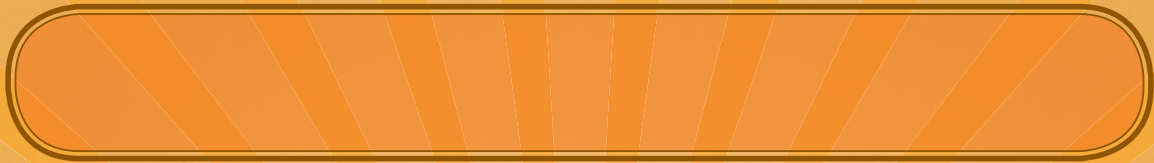


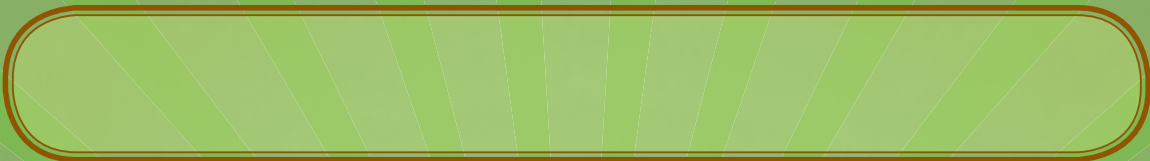


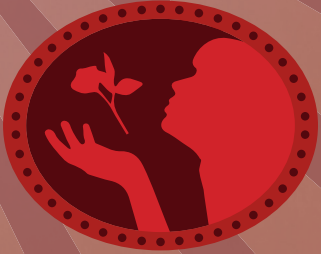
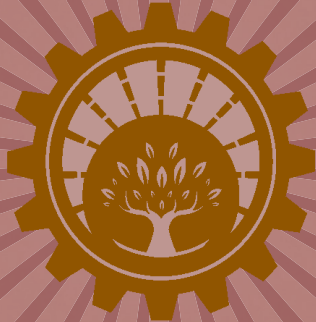
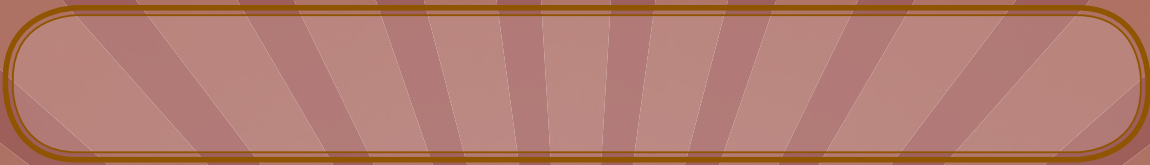












Work and Study— A Generic Pastoral Quest





Generic Quest (Work and Study)



Bonus XP

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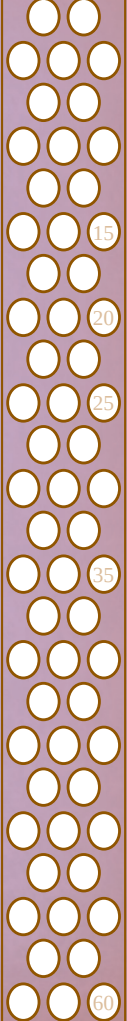
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What's your phrase?

The idea is that by saying that, you either confirm that something is about the thing you're working on, or you make yourself a little goofy and perhaps overly earnest.

This can be a 15 XP, 20-25 XP, or 35-60 XP Quest

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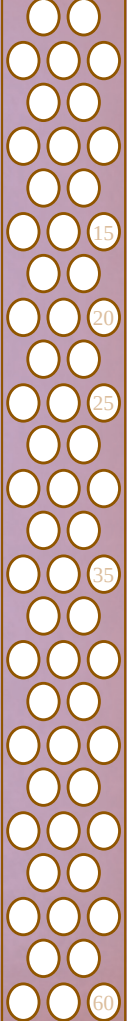
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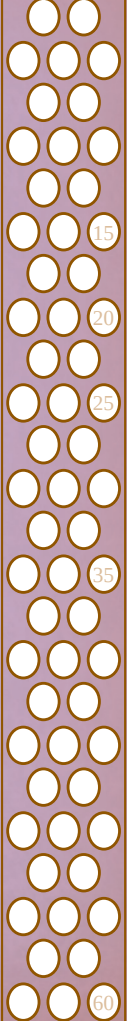
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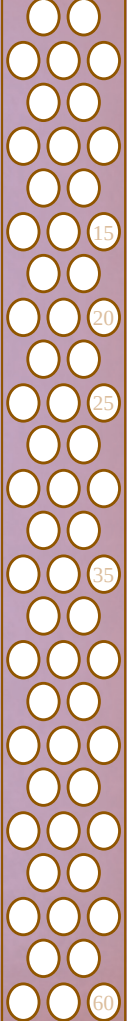
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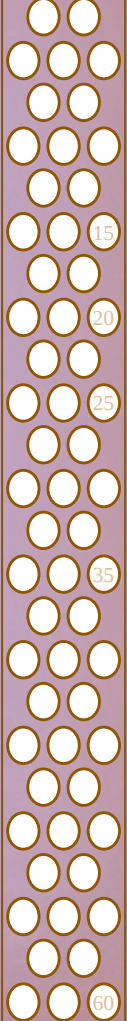
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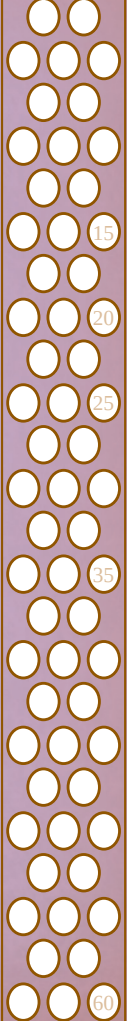
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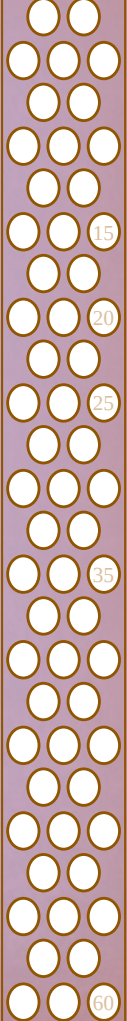
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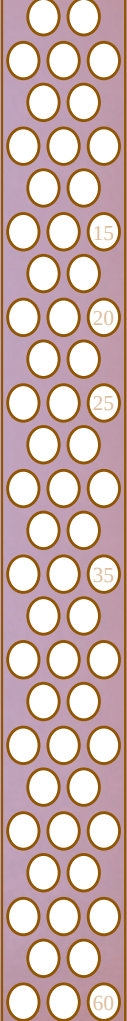
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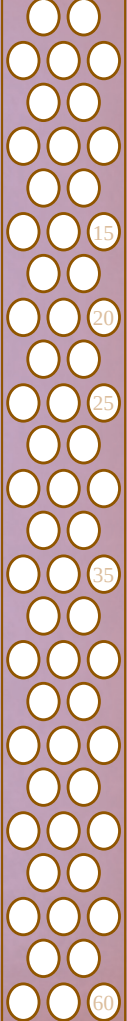
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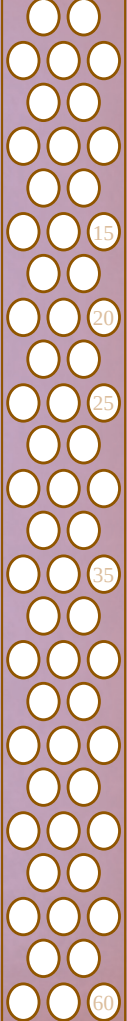
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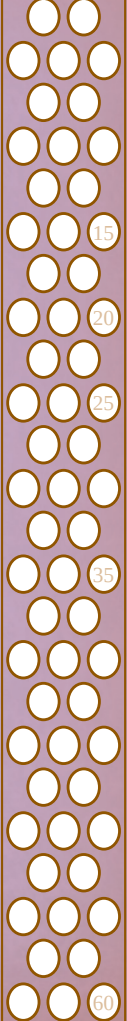
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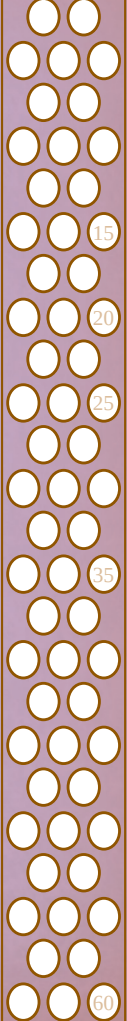
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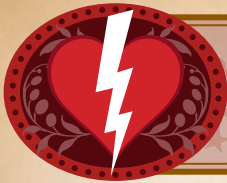
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...And React!—
A Generic Melodramatic Quest





Generic Quest (Melodramatic)

Bonus XP

There's something that just rivets your attention when it happens; or when you think about it; or when something fits your thoughts about it.

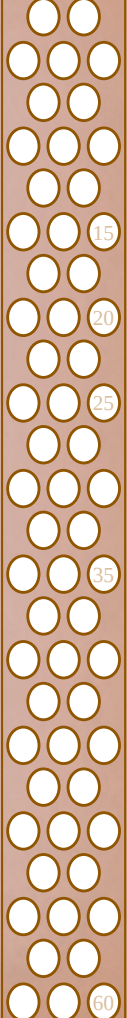
Something you love. Something you fear. Something like...

Pick a catchphrase for this. You don't have to use the exact same catchphrase every time, but it's the core of your experience here. It's what you say to show that your attention has been totally caught.

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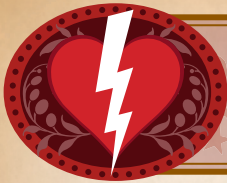
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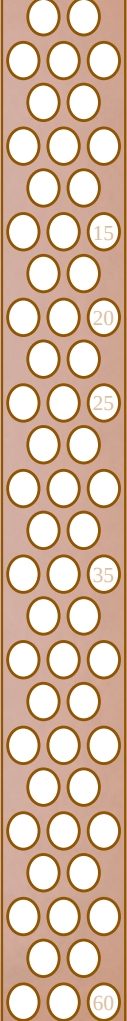
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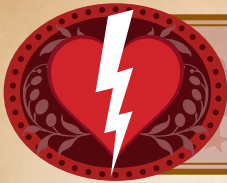
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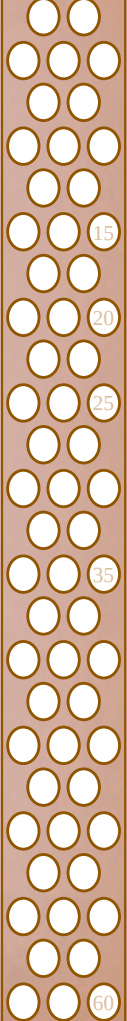
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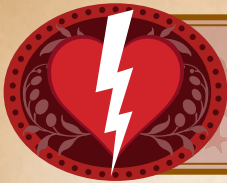
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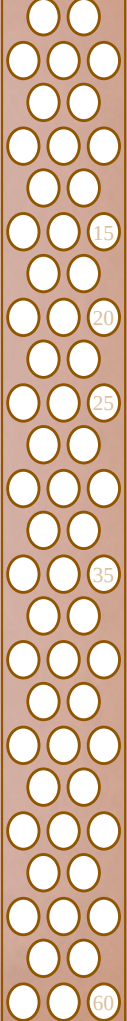
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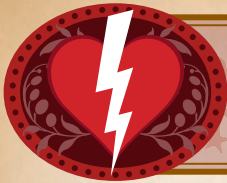
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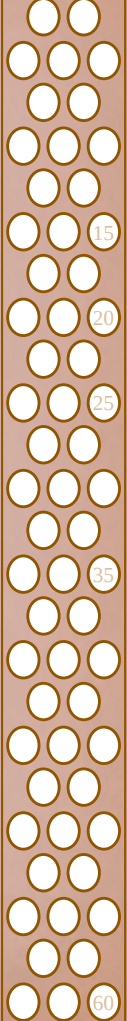
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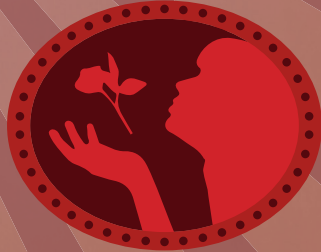
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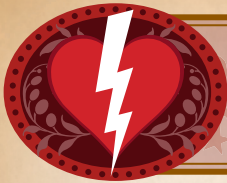
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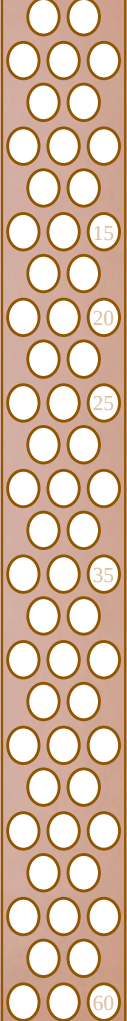
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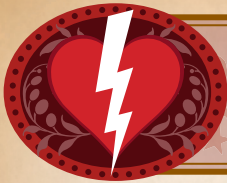
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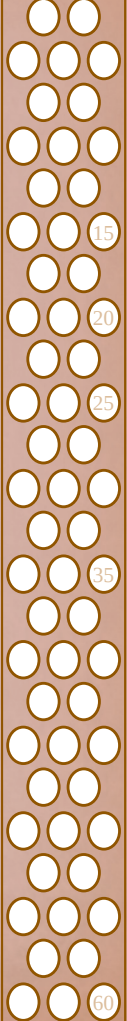
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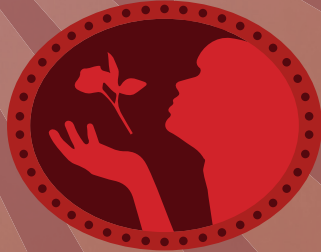
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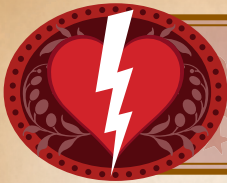
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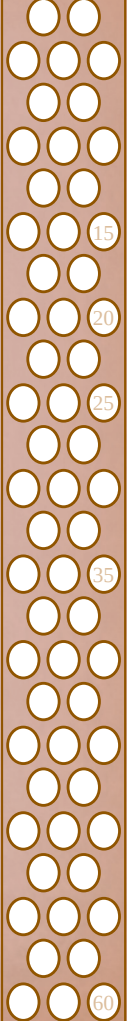
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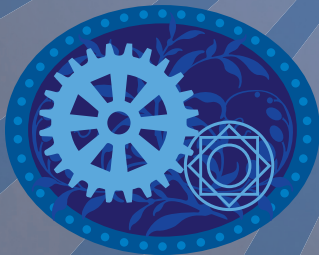
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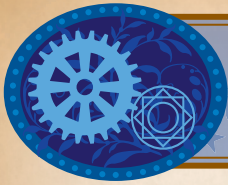
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XP



Worldview/Paradigm— A Generic Blue Quest





Generic Quest (Paradigmatic)



Bonus XP

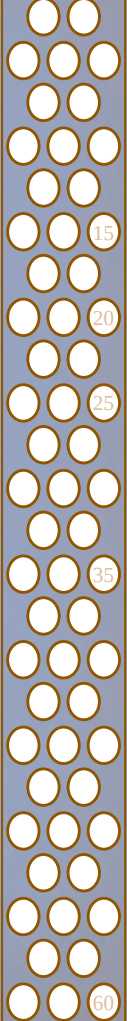
There's something you're always thinking about. It's a lens that you see everything else through.

You can earn a bonus XP towards this quest at any time (but only once per scene/15 minutes) by **proposing a new theory about that thing you're always thinking about.**

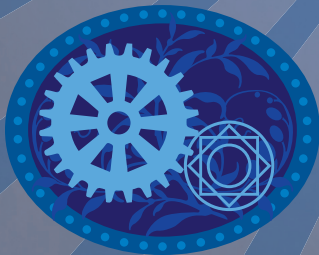
Make sure to actually stop and consider the theory—I mean, it's OK if someone stops you, but the point isn't to come up with something goofy to say, the point is to come up with new thoughts to *genuinely consider*.

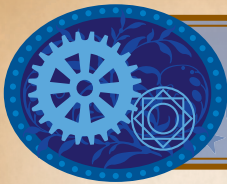
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Worldview/Paradigm— A Generic Blue Quest





Generic Quest (Paradigmatic)



Bonus XP

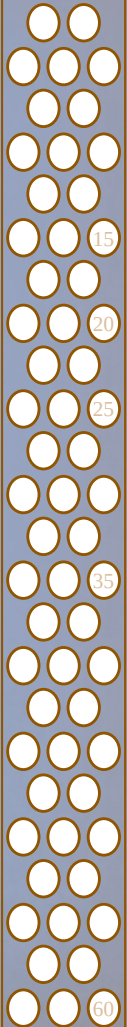
There's something you're always thinking about. It's a lens that you see everything else through.

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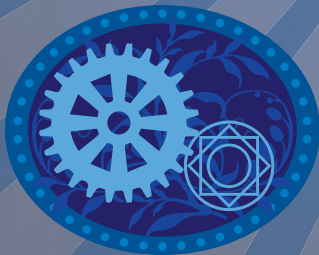
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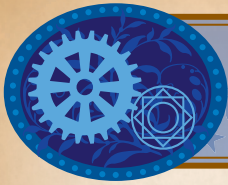
This can be a 15 XP, 20-25 XP, or 35-60 XP Quest

XP



Worldview/Paradigm— A Generic Blue Quest





Generic Quest (Paradigmatic)



Bonus XP

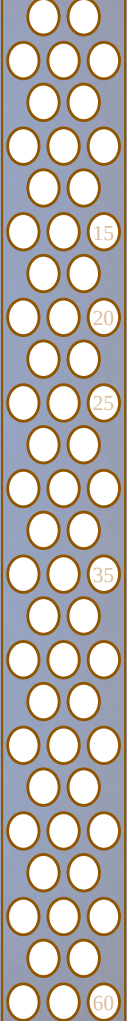
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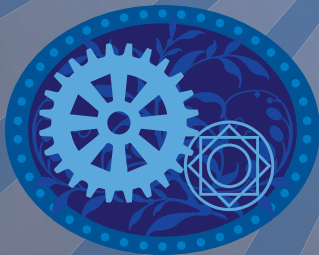
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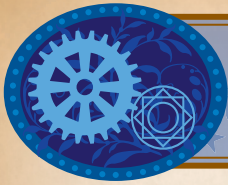
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Worldview/Paradigm— A Generic Blue Quest

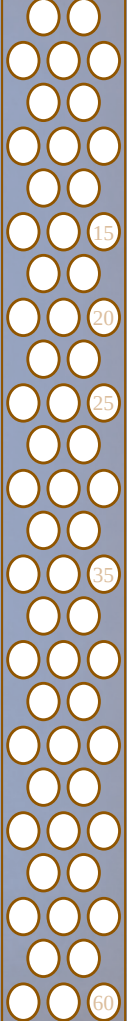




Generic Quest (Paradigmatic)



XP



Bonus XP

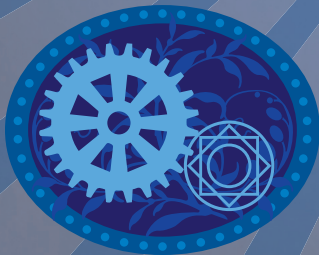
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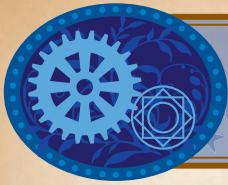
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Worldview/Paradigm— A Generic Blue Quest





Generic Quest (Paradigmatic)



Bonus XP

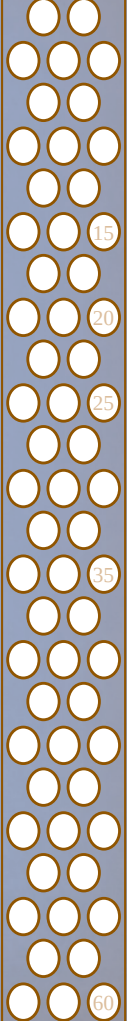
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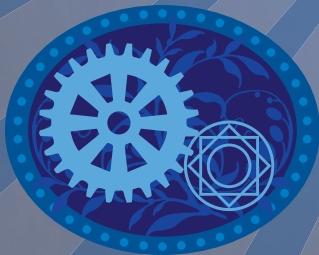
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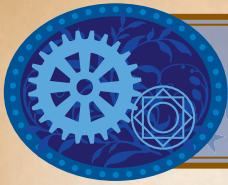
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Worldview/Paradigm— A Generic Blue Quest





Generic Quest (Paradigmatic)



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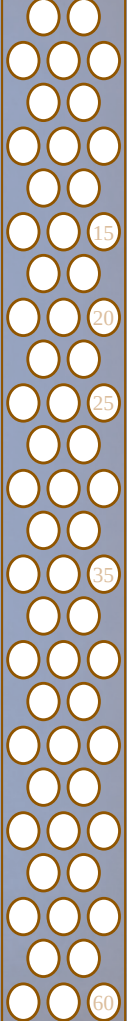
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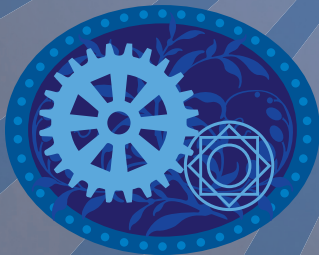
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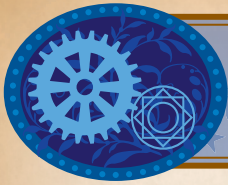
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Worldview/Paradigm— A Generic Blue Quest





Generic Quest (Paradigmatic)



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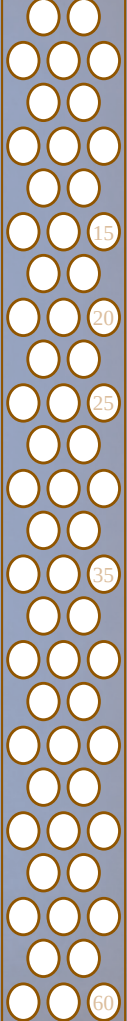
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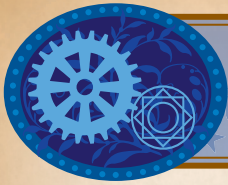
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Worldview/Paradigm— A Generic Blue Quest





Generic Quest (Paradigmatic)



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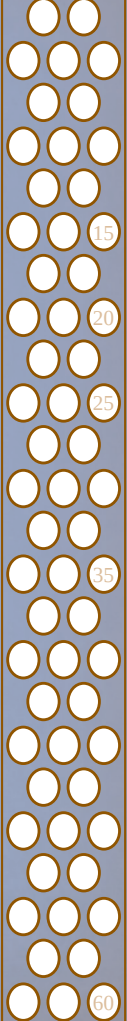
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XP



Let's Get Passionate About This—
A Generic, Exciting! Quest





Generic Quest (Exciting)



XP

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Bonus XP

There's something you're doing:

...and you get really worked up over it. Well, you do, or the world does. Ridiculous, absurd things happen. Things get hectic.

So, look. Arrange for a sign.

It should say "**Over the Top.**"

You can earn a bonus XP towards this quest at any time (but only once per scene/15 minutes) when your quest, or its consequences, or what you do about it, gets a little over the top.

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You don't even have to say anything in character! You just have to be willing to hold up a sign. It's even OK if sometimes you're being ironic or making a suggestion instead of an observation, as long as an observation is more typical.

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Let's Get Passionate About This—
A Generic, Exciting! Quest





Generic Quest (Exciting)



XP

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Let's Get Passionate About This— A Generic, Exciting! Quest





Generic Quest (Exciting)



XP

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Let's Get Passionate About This—
A Generic, Exciting! Quest





Generic Quest (Exciting)



XP

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OVER THE TOP



OVER THE TOP



OVER THE TOP



OVER THE TOP



OVER THE TOP



OVER THE TOP



OVER THE TOP



OVER THE TOP



Torn Between Two Worlds or States— A Generic Lurid Quest





Generic Quest (Lurid)



Bonus XP

You're torn between two worlds or two selves; between:

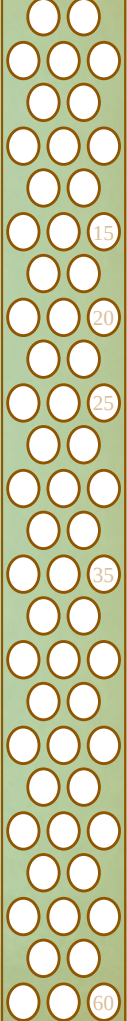
and

Ideally, you'll make a sign for this—a reversible card, which you could in theory have on the table in front of you in play to show which state you're in. You can earn a bonus XP at any time (though only once per scene/15 minutes) by flipping the card, showing that you're moving between the two states.

If you can't actually keep the card in front of you, holding up the card with the relevant side facing people or just saying or emoting something appropriate can earn you the XP instead.

This can be a 15 XP, 20-25 XP, or 35-60 XP Quest

XP



Torn Between Two Worlds or States— A Generic Lurid Quest





Generic Quest (Lurid)



Bonus XP

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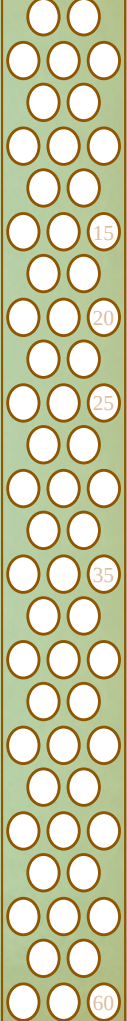
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XP



Torn Between Two Worlds or States— A Generic Lurid Quest





Generic Quest (Lurid)



Bonus XP

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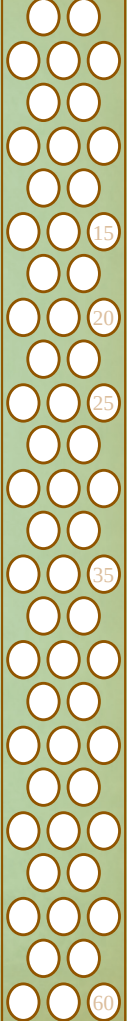
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XP



Side A



Side B



Side A



Side B



Side A



Side B



Troubled by ...— A Generic Struggle





Generic Quest (Struggle)

Bonus XP

There's something you're trying to do or be. It's probably even a good thing!

...but this quest comes with a psychological or social burden—a private cross to bear. Something you can't handle as well as you like to pretend. Something you have trouble processing. When you're saying or emoting *this* to everyone...

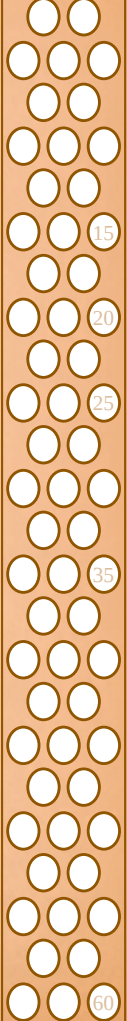
Some deeply- or shallowly-buried part of you is actually thinking *this*:

Create or pick out a two-sided sign: one side is your public face, the other shows your hidden thoughts. You can earn a bonus XP at any time (though only once per 15 minutes/scene) by expressing that emotion—normally, by holding up the sign.

The back side of the sign reminds you of your flaws. If you're not playing in a place where you can actually hold up the sign, it's OK to just remind yourself quietly of what it says, or, if you must, ignore the back side in its entirety.

This can be a 15 XP, 20-25 XP, or 35-60 XP Quest

XP



Troubled by ...— A Generic Struggle





Generic Quest (Struggle)

Bonus XP

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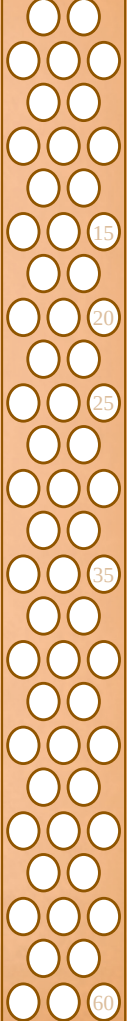
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This can be a 15 XP, 20-25 XP, or 35-60 XP Quest

XP



Troubled by ...— A Generic Struggle





Generic Quest (Struggle)

Bonus XP

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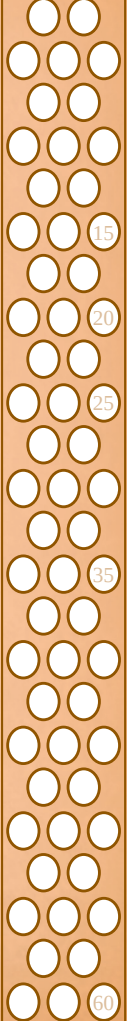
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This can be a 15 XP, 20-25 XP, or 35-60 XP Quest

XP



Side A



Side B



Side A



Side B



Side A

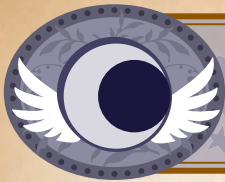


Side B



The Background of Your Life— A Generic Setting Quest





Generic Quest (Background)

Bonus XP

There's something you just have to live through, day by day.

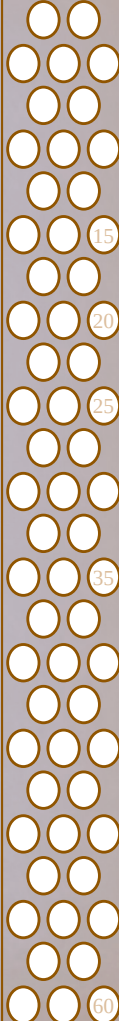
And there's something—some experience or memory—that helps mark out those days. There is something that draws your attention when this quest casts its shadow or its light upon your life.

You can earn a bonus XP towards this quest at any time (but only once per scene/15 minutes) by directing attention to this experience. This usually relies on a specific catch phrase—e.g., your attention drifts to the birds flying out over Big Lake, and you say, “Listen to those birds.”

...or whatever.

What catch phrase do you use?

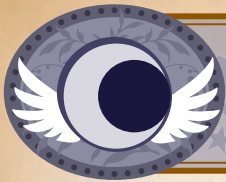
XP



This can be a 15 XP, 20-25 XP, or 35-60 XP Quest

The Background of Your Life— A Generic Setting Quest





Generic Quest (Background)

Bonus XP

There's something you just have to live through, day by day.

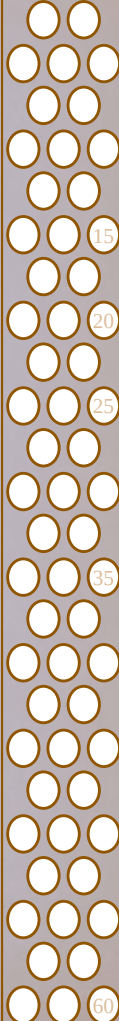
And there's something—some experience or memory—that helps mark out those days. There is something that draws your attention when this quest casts its shadow or its light upon your life.

You can earn a bonus XP towards this quest at any time (but only once per scene/15 minutes) by directing attention to this experience. This usually relies on a specific catch phrase—e.g., your attention drifts to the birds flying out over Big Lake, and you say, “Listen to those birds.”

...or whatever.

What catch phrase do you use?

XP



This can be a 15 XP, 20-25 XP, or 35-60 XP Quest

...
—A Generic, Symbolic Quest

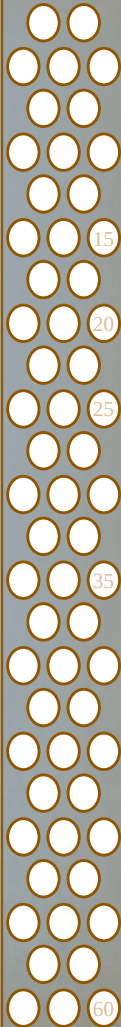




Generic Quest (Symbolic)



XP



Bonus XP

There's something going on. You think it means... you think it... it *relates* to...

You can earn a bonus XP towards this quest at any time (though only once per scene/15 minutes) by declaring that you can feel the touch of it, the thing, the it, the miracle, the strangeness, the dissociation, the unnameable, the it, the thing

—you can phrase it another way; just give some indication that you're triggering this quest condition—

and then free-associating for a few moments about what your character is experiencing, feeling, thinking.

Talk about being cold, or warm; talk about visions; whatever. Clenching muscles in your arms. Hunger in the sky. Whatever. Random rambles and chill sensations across your back, gnashing stars in the glory beyond the world. That kind of experience, the taste of bugs chattering in the summer, and that brings you in a bonus XP for this quest.

This can be a 15 XP, 20-25 XP, or 35-60 XP Quest

...
—A Generic, Symbolic Quest

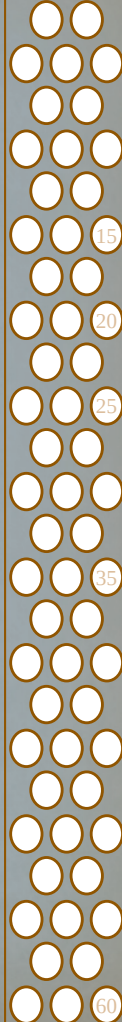




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