

TREASURE-HUNTER OPTIONS

Roll or choose from among the following options, use one from another Trophy supplement, or work with the GM to make your own.

NAMES

Akaleh	Desarim	Inda	Masero	Osto	Sibil
Alina	Elisio	Kasien	Moradi	Parda	Talia
Aram	Esfahen	Kel	Neven	Pela	Teodan
Baso	Fion	Kiva	Nima	Rasei	Toram
Benah	Foret	Lora	Obeha	Revel	Valen
Daian	Ifori	Mahera	Orlen	Sareh	Vero

OCCUPATIONS *and what they are skilled in*

or or

Bodyguard <i>protection, speed, vigilance</i>	Ox <i>destruction, persistence, strength</i>	Sellsword <i>athletics, defense, weapons</i>
Lockpick <i>acrobatics, security, surprise</i>	Ranger <i>beasts, hunting, traps</i>	Smuggler <i>dexterity, spontaneity, stealth</i>

or or

Antiquarian <i>artifacts, myths, obfuscation</i>	Leech <i>forensics, herbs, surgery</i>	Oracle <i>gods, rituals, trances</i>
Hedge <i>curses, improvisation, spirits</i>	Magician <i>performance, rituals, trickery</i>	Sorcerer <i>alchemy, rituals, symbols</i>

BACKGROUNDS *and what they are skilled in*

or or or

Abandoned Squire <i>aiding</i>	Escaped Cultist <i>deception</i>	Plagued Farmer <i>plants</i>
Defrocked Priest <i>omens</i>	Expelled Apprentice <i>lore</i>	Reformed Thug <i>intimidation</i>
Disinherited Noble <i>appraisal</i>	Hapless Peddler <i>trading</i>	Retired Soldier <i>tactics</i>
Emboldened Ratcatcher <i>lair</i>	Heretical Inquisitor <i>secrets</i>	Runaway Kingsguard <i>tracking</i>
Errant Knight <i>dueling</i>	Liberated Prisoner <i>deals</i>	Uninspired Artisan <i>craft</i>
Cured Beastbitten <i>transformation</i>	Orphaned Manikin <i>mimicry</i>	Unmasked Faeborn <i>illusions</i>

TROPHY GOLD

DRIVES

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| <ul style="list-style-type: none"> • ◻ Acquire the Gleaming Cache before it is too late • ◻ Arm the resistance against Lord Haffir's tyranny • ◻ Attend Countess Shima's Forbidden Festival • ◻ Become part of the Swirling Court • ◻ Become the only patron of Ansem the Wistful • ◻ Break the geas placed by the Witch of Nevask | <ul style="list-style-type: none"> • ◻ Find the resting ground of the Morning Knight • ◻ Free the serfs of Bandung Prefecture • ◻ Give your betrothed the present they crave • ◻ Humiliate the Chancellor of Yogyakarta Lyceum • ◻ Locate the jewel that haunts Eriol's dreams • ◻ Pay the toll of the Emerald Bridge |
| <ul style="list-style-type: none"> • ◻ Break the siege on your sibling's fortress • ◻ Bribe the justiciars so they will erase your crimes • ◻ Bring freedom to Tirollis • ◻ Buy the orphanage where you were mistreated • ◻ Buy your brother's freedom from Barsul Prison • ◻ Commission a glorious statue of your deity | <ul style="list-style-type: none"> • ◻ Pay your father's debt to Bright-Teeth Assyrio • ◻ Publish your discoveries from ancient Kalduhr • ◻ Rebuild Hisham's Fountain • ◻ Repay your debt to the Chieftan of Ubud • ◻ Restore the lost glory of the Caliginous Grove • ◻ Restore the Temple of Tanahlot |
| <ul style="list-style-type: none"> • ◻ Destroy the works of Ajino the Debauched Painter • ◻ Earn the respect of the Governor of Fort Duhrin • ◻ Earn the right to your family's name • ◻ Establish an estate in the Levasti countryside • ◻ Finance an expedition into the Blossoming Sea • ◻ Find the artifact that proves the king's true nature | <ul style="list-style-type: none"> • ◻ Resurrect the Cult of Derawan • ◻ Retire in comfort in the Rose District of Ambaret • ◻ Retrieve the lost banner of the Nameless Legion • ◻ Seize control of the Free Borough of Khamal • ◻ Take Cyrus' place at the Earthen Council • ◻ Win the heart of the heir apparent of Naganeh |

BACKPACK EQUIPMENT

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| <p>• or •</p> <ul style="list-style-type: none"> ◻ Fishing net, woven of silver
Bottles, lead (6)
Magnet ◻ Bag of hard candies (12)
Skinning knife
Winterwolf pelt ◻ Chalk, 3 colors (12 uses)
Crowbar
Heirloom compass ◻ Troll blood (heals 1 Ruin)
Jar of glowworms (3)
Vermin repellent (3 uses) ◻ Glass marbles (30)
Pot of tar (6 uses)
Scroll tube (mystery scroll) ◻ Food for your pet goat
Skeleton key (1 use)
Wooden toy unicorn | <p>• or •</p> <ul style="list-style-type: none"> ◻ Cage of rats (3)
Flute
Pot of honey (6 uses) ◻ Twine (300')
Wind chimes
Wooden mask, monstrous ◻ Bottle of fine wine
Signet ring & wax
Whistle ◻ Bear trap
Musk, bear & deer (6 uses)
Soap (6 uses) ◻ Journal & black/invisible inks
Grease (6 uses)
Dice (6 normal, 3 trick) ◻ Grappling hook
Rope (120')
Spyglass | <p>• or •</p> <ul style="list-style-type: none"> ◻ Iron spikes (12)
Mallet
Tent, two-person ◻ Bag of fool's gold (6 pieces)
Torches, 3 hrs (6)
Pickaxe ◻ Chain (24')
Manacles
Wooden labyrinth game ◻ Candles, 2 hrs dim (12)
Mirror, small steel
Perfume (6 uses) ◻ Ashes of your grandmother
Book, blasphemous
Shovel ◻ Hourglass, 10 min. markers
Numbing herbs (3 uses)
Sewing kit |
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TROPHY GOLD

RITUALS

Roll a dark and light die, then take one, two, or all three Rituals listed. Increase your starting Ruin by 1 for each Ritual you take.

• or •

• **Army** — create three illusory copies of yourself that mimic your actions exactly

• **Aura** — creatures or objects under otherworldly influence glow faintly

• **Beacon** — nearby invisible beings or hidden objects shine with a fiery glow

• **Bewitch** — if given a gift, a person or animal will follow a simple command

• **Bind** — hold a person or animal in place

• **Bolt** — throw a crackling arc of heat and energy

Guide — conjure a golden thread to follow

Hasten — time in a small area moves at twice normal speed

Hold — a warding sigil placed on a door prevents passage for a short time

Hollow — push a spirit from its own body

Hospitality — maintain peace while you share food & drink

Inhabit — possess a person or animal

Rewind — slightly push a person or animal back in time

Scent — use your olfactory sense to navigate in complete darkness

Silence — deafen all nearby for a few minutes

Sleep — send a person or animal into a deep slumber

Slow — time in a small area moves at half normal speed

Smite — strike a being or object with a spiritual weapon

• or •

• **Bottle** — force a spirit into an object

• **Burrow** — move through the ground

• **Channel** — allow a spirit to act through you

• **Circle** — anyone within a small ring of salt is unable to inflict or suffer violence

• **Darkness** — a living shadow snuffs out all natural and magical light nearby

• **Drain** — remove water from a person or animal

Kindle — produce fire from oneself

Knock — open nearby normal and sorcerous locks

Mask — cover your face and stay still to remove yourself from others' senses

Medium — surface thoughts of nearby creatures enter and overwhelm a target

Messenger — send a message via a woodlands creature

Mirage — create an illusion

Summon — draw a known spirit or person to you

Swarm — trade favors with a colony of vermin

Switch — touch to swap bodies with another

Tadpole — place a frog in a mouth to convert lungs to gills, or gills to lungs

Unfall — temporarily reverse gravity in a small area

Unravel — pull the threads of a ritual to uncast it, and recast it somewhere else

• or •

• **Enliven** — give flesh and breath to a human effigy

• **Float** — hold your breath to gently levitate

• **Gale** — conjure and guide a mighty wind

• **Germinate** — compel plants to furious growth

• **Glamour** — appear more charming and attractive

• **Gleam** — a luminous spirit is bound to an object to project torch-like light

Mirror — take on the form of a known person or animal

Numb — educe sensation within a body

Obscure — hide a person or object from spirits

Parse — divine the true meaning of any word, writing, sound, sign, or symbol

Project — observe a remote location in spirit form

Repel — push away animals or people with spritual force

Voice — alter your voice or make it appear to come from somewhere nearby

Wail — produce a disorientating sound

Ward — stay concentrating to protect a small area

Web — produce enough webbing to cover a creature or reach something nearby

Wither — reduce flora to ash and rot

Yoke — at your command, a spectral bull will drag something roughly your weight