

1: FRENZY

0 *Your action leads to personal injury.
You or another PC are injured.*

1 *No effect*

2 *Violence begets more violence.
Add 1 more die to Frenzy*

2: CORRUPTION

0 *Magic goes out of control.
Add 1 to a threat of your choice.*

1 *No effect*

2 *The desert destroys all.
Remove one die from a chosen threat.*

3: MEMORY

0 *What you thought was true was mistaken.
Erase one clue toward an unsolved mystery.*

1 *No effect*

2 *You remember a new incantation.*

4: ENCHANTMENT

0 *Magic fades. Choose one incantation and increase its success cost.*

1 *No effect*

2 *Something unrelated goes well. Gain 1 clue toward a chosen mystery*

1: FRENZY

2

*You cause
great harm*

4

3

5

2: CORRUPTION

2

*You drain
their life
force*

4

3

5

3: MEMORY

2

*You learn a
secret*

4

3

5

4: ENCHANTMENT

2

*You draw a
target near*

4

3

5