

## SUMMARY OF ELEMENT TABLE ROLLS

### WITH 3 FACTION PLAYERS

Roll 1 Geography  
 Roll 4 Factions  
 1 Aligned, 1 Opposed, 1 Neutral  
 Roll 2 Objectives, plus 1 standard  
 Roll 3 Extras  
 1 Three Edge, 2 Two Edge, 1 One Edge, 1 Zero Edge  
 Roll once for a twist

### WITH 4 FACTION PLAYERS

Roll 1 Geography  
 Roll 5 Factions  
 1 Aligned, 1 Opposed, 2 Neutral  
 Roll 3 Objectives, plus 1 standard  
 Roll 4 Extras  
 1 Three Edge, 3 Two Edge, 1 One Edge, 1 Zero Edge  
 Roll once for a twist

### WITH 5 FACTION PLAYERS

Roll 1 Geography  
 Roll 6 Factions  
 1 Aligned, 1 Opposed, 3 Neutral  
 Roll 3 Objectives, plus 2 standard  
 Roll 5 Extras  
 1 Three Edge, 3 Two Edge, 1 One Edge, 1 Zero Edge  
 Roll once for a twist

## GEOGRAPHY

1-3	1	The Iron Mountains	Towering alpine mountains in the north, rich with metals. The canyons and foothills are home to the Iron Lords*
	2	The Shard Sea	To the west, the Haradras grows progressively drier until its soil turns to sharp crystalline sand. The desert is known for its flaying sandstorms. (Natural Disaster Strikes is automatically the Twist for this Ordeal -- flaying sandstorms).
	3	The Boulder Field	A region of the northern plains. In ancient times giants from the foothills held throwing competitions, leaving the area strewn with massive boulders
	4	The Southern Haradras	Vast grass lands and savannas south of the Blood Flume to the Razor Sward; home of the Horse Lords and many varieties of megafauna.
	5	A Walled City	Large cities are rare. When found they are usually walled for defense, and a central feature of the region.
	6	The High Steppes	A vast plateau atop the Cliffs of Caves which stretches to the far north and ends in tundra and glaciers.
	7	The Razor Sward	An arid steppe of thorny plants and razor sharp grasses from the Haradras to the southern Jungle.*
	8	Marsh Country	A poorly drained region of bogs and fens and fell swamps where the Blood Flume meets the sea.
	9	A Greenwood	Few forests remain, and these few are jealously guarded and ruthlessly exploited until they too are gone.
	0	A Ford	Rivers too deep to cross are few, but where they exist, the way across is often contested. (Bridge/Ferry is an automatic Extra)
4-6	1	The Howling Wastes	Site of a war between Witch Kings in ancient times. Now a wasteland of twisted rock, raging Soul Storms, and the ceaseless howling of bound souls*
	2	Canyon Country	Glacier melt from the Iron Mountains carve a lacework of canyons before feeding into the Blood Flume.*
	3	The Cliffs of Caves	A sheer cliff a mile high that stretches from the Iron Mountains to the sea and north along the coast. Pierced with thousands of caves and tunnels (Extensive Tunnels is automatic Extra)*
	4	The Southern Jungle	South of the Razor Sward and the Great Forest lies millions of acres of untapped jungle and rain forest, home to many tribes and fierce beasts*
	5	A Major Thoroughfare	In ancient times, civilized man built mighty highways. Most go nowhere now. Some are still traveled often enough to remain.
	6	The Ruin Fields	A vast series of ruins larger than any city. None now know what it was, but little remains but broken walls, large stones, and fallen masonry.
	7	The Sea Coast	No one knows what lies beyond the Eastern Sea. It is far too treacherous for any but coastal fisherman and the War Barges of sorcerers.
	8	A Fertile Valley	In an age where defiling sorcery has drained the land of its life, a valley that is still fertile is a prize of prizes.
	9	The God Bridge	A single arch 2 miles wide and 5 miles across, formed of a single solid piece of divinely crafted stone. Entire towns have been built on its span.*
	0	A Deadwood	When the defilers drain the world of its life, what is left behind are stark skeletons of what once was.
7-9	1	The Blood Flume	The main river flowing south from the Iron Mountains before turning east to the sea. Once two miles wide, now it is barely a quarter of that.
	2	A Ruined City	The ancients built many large cities, most of them lie in ruins. Parts of this one are relatively intact.
	3	The Glass Flats	A thousand acres of desert and dunes blasted into a sheet of solid glass by powerful magics. Some claim to have found valuable gems here.
	4	The Flutes	A section in Canyon Country where only tall narrow spires of stone remain uneroded. The wind plays haunting music in the rotten and hollow rock. (Curse is automatically one of the available Extras)
	5	The Blood Sands	Patches of the Haradras where the soil and plants have a dark red hue as if forever stained by the blood of some long forgotten battle. (Ghost is automatically one of the available Extras and must be assigned to the Opposed Faction.)
	6	The Fire Lands	Between the Shard Sea and the Iron Mountains is an area of lava geysers, burning fountains, and molten rivers. (Natural Disaster Strikes is automatically the Twist for this Ordeal -- earthquakes, eruptions, and the like.)
	7	The Drained Lands	A dry dusty parched land where the 5 towers of the Witch Kings can be found. A land of fear and slaves and dark powers.
	8	The Northern Haradras	The grass lands north of the Blood Flume. Largely subjugated by the Witch Kings. Intensively farmed to supply food and slaves to their cities.
	9	Open	Invent One and Record
	0	Open	Invent One and Record
0		Thematic Geography	The Record Keeper should choose a Geography from the Witch King Elements.



# ELEMENT GENERATOR

## FACTIONS Some Factions grant free Aspects which must be taken by the Faction's Main Character.

- |  |   |
|--|---|
| <p>1</p> <ul style="list-style-type: none"> <li>1 A small village</li> <li>2 A fortress town</li> <li>3 A market town on a crossroads</li> <li>4 A settlement of Unliving (consider using optional rules)</li> <li>5 A settlement of free holders</li> <li>6 A master craftsman</li> <li>7 An isolated outpost</li> <li>8 A school of warrior scholars</li> <li>9 A struggling homestead</li> <li>0 A newly founded community</li> </ul> <p>2</p> <ul style="list-style-type: none"> <li>1 A prophet and his followers</li> <li>2 A hidden family of Fair Folk (consider using optional rules)</li> <li>3 A pack of Huntsmen (consider using optional rules)</li> <li>4 A pack of Bestials (consider using optional rules)</li> <li>5 A pack of feral children</li> <li>6 Bandits</li> <li>7 Slavers</li> <li>8 Traveling Mendicants</li> <li>9 A traveling freak show</li> <li>0 A gang of thugs</li> </ul> <p>3</p> <ul style="list-style-type: none"> <li>1 A white prince in his alabaster tower (gain 1 Soul Reaper Aspect for free)</li> <li>2 An exiled prince and his entourage (gain 1 Soul Reaper Aspect for free)</li> <li>3 An unrooted Sorcerer (gain 1 Soul Reaper Aspect for free)</li> <li>4 A Tormentor (gain 1 Tormentor Aspect for free)</li> <li>5 An Iron Lord (gain 1 Soul Fused Aspect for free)</li> <li>6 Totem Takers on the hunt<br/>(gain 1 Totem Aspect and the hunt a Monster Objective for free)</li> <li>7 A convent of Blessed (gain 1 Blessed Aspect for free)</li> <li>8 A coven of Witches<br/>(gain 1 Soul Reaper Aspect for free, or 2 if using optional rules)</li> <li>9 A troop of Night Hunters<br/>(gain 1 Totem Aspect for free, or 2 if using optional rules)</li> <li>0 A Soul Forger (gain 1 Soul Forged Aspect for free)</li> </ul> <p>4</p> <ul style="list-style-type: none"> <li>1 Nomadic shepherds</li> <li>2 A tribe of nomads</li> <li>3 A clan of tribesmen (gain 1 Totem Aspect for free)</li> <li>4 A caravan</li> <li>5 A clan of Horse Lords (gain 1 Totem Aspect for free)</li> <li>6 An independent warlord</li> <li>7 A company of sell swords</li> <li>8 An invading army</li> <li>9 Refugees</li> <li>0 A tribe of cannibals (gain 1 Totem or Tormentor Aspect for free)</li> </ul> <p>5</p> <ul style="list-style-type: none"> <li>1 An internal rival to one of the other Factions</li> <li>2 Runaway slaves</li> <li>3 A guild of merchants</li> <li>4 A charlatan (you may not take any Sorcery Aspects)</li> <li>5 An order of flagellants</li> <li>6 An organized gang of cut throats and thieves</li> <li>7 Traveling tinkers</li> <li>8 A beast master and his menagerie</li> <li>9 An order of assassins for hire</li> <li>0 Land Pirates</li> </ul> | <p>6</p> <ul style="list-style-type: none"> <li>1 Survivors from a defeated army</li> <li>2 A stable of gladiators</li> <li>3 A band of fortune seekers</li> <li>4 A patrol of soldiers</li> <li>5 A group of hunters</li> <li>6 A famous warrior and his students</li> <li>7 A local petty tyrant</li> <li>8 A gang of highwaymen and their king</li> <li>9 A law judge and his free riders</li> <li>0 A garrison</li> </ul> <p>7</p> <ul style="list-style-type: none"> <li>1 An apprentice Tormentor (gain 1 Tormentor Aspect for free)</li> <li>2 A Forge Knight and his squires<br/>(gain 1 Tormentor or Soul Fused Aspect for free)</li> <li>3 An emissary of the Witch King<br/>(gain 1 Sorcery Aspect except Blessed or Totem for free)</li> <li>4 An order of Blessed (gain 1 Blessed Aspect for free)</li> <li>5 A journeyman Sorcerer (gain 1 Soul Reaper Aspect for free)</li> <li>6 A Rune Bound captain<br/>(gain 1 Tormentor Aspect for free, or 2 if using optional rules)</li> <li>7 A Monster (gain 1 Sorcery Aspect except Blessed for free)</li> <li>8 An unbound Fiend (gain 2 Sorcery Aspects except Blessed for free)</li> <li>9 Migrating Tribesman (gain 1 Totem Aspect for free)</li> <li>0 A blood cult (gain 1 Sorcery Aspect except Blessed for free)</li> </ul> <p>8</p> <p>Record Keeper Selects a Thematic Faction</p> <p>9</p> <p>Roll twice and combine into one</p> <p>0</p> <p>Open: Invent One and Record Below</p> <ul style="list-style-type: none"> <li>1 _____</li> <li>2 _____</li> <li>3 _____</li> <li>4 _____</li> <li>5 _____</li> <li>6 _____</li> <li>7 _____</li> <li>8 _____</li> <li>9 _____</li> <li>0 _____</li> </ul> |
|--|---|



# ELEMENT GENERATOR

## OBJECTIVE

- 1-2 1 Kill a Main Character
- 2 Access to Water
- 3 Obtain Supplies
- 4 Acquire Slaves
- 5 Plunder
- 6 Rescue Hostages
- 7 Subjugation
- 8 Scout for future conquest
- 9 Steal something important
- 0 Secure a marriage

- 3-4 1 Perform a ritual
- 2 Eliminate a dangerous enemy
- 3 Obtain critical knowledge
- 4 Found a new settlement
- 5 Escape from a powerful enemy
- 6 Get Revenge on another Faction
- 7 Obtain Justice from a Faction
- 8 Conquest
- 9 Collect taxes / tribute / on a debt
- 0 Infiltrate a spy into another faction

- 5-6 1 Arrest a Main Character
- 2 Recruit another Main Character
- 3 Marry another Main Character
- 4 Destroy another Faction
- 5 Recover lost Souls
- 6 Open a Trade Route
- 7 Secure an Alliance
- 8 Win a contest
- 9 Become the Ruler
- 0 Build something up

- 7-8 1 Hunt a Monster (Monster is an automatic Extra)
- 2 Negotiate a Treaty
- 3 Obtain an artifact  
(Soul Forged Artifact is an automatic Extra)
- 4 Provide assistance  
(help another faction obtain their goal)
- 5 Travel to a safe or sacred place
- 6 Learn magic from another Faction  
(and buy a d10 Sorcery Trait)
- 7 Crush the Hero  
(Hero must leave with no more than 15 VPs)
- 8 Acquire a Component from another Faction
- 9 Sow Devastation  
(score more VPs than any other Faction)
- 9 1-3 Roll twice and combine into one
- 4-0 MDP selects a Thematic Objective

0 Open: Invent One and Record Below

1 \_\_\_\_\_

2 \_\_\_\_\_

3 \_\_\_\_\_

4 \_\_\_\_\_

5 \_\_\_\_\_

6 \_\_\_\_\_

7 \_\_\_\_\_

8 \_\_\_\_\_

9 \_\_\_\_\_

0 \_\_\_\_\_

## EXTRA

Positive effects are lost when the Trait Devastated or the Component Destroyed. Negative effects are not.

1	1	Required Component: A Soul Forged Artifact	Has 1 Soul Forged Aspect for free
	2	Required Component: A Starlight Stone	Build Component as normal. Plus it has 6 special one-use Edge Tokens attached to it. Once used discard out of play.
	3	Required Component: Despair Stone	Build Component as normal. Plus it has 4 special one-use Doom Tokens attached to it useable against any other player.
	4	Required Trait: A Soul Forge	You may buy 2 Soul Forge Aspects instead of 1 when you discard a die to buy a Sorcery Aspect
	5	Required Component: A Well of Souls	Immobile: When you use an Edge Token you can temporarily change the Aspect of the die you reroll to Soul Reaper Sorcery
	6	Required Trait: A grimoire of lost sorcery	You may buy 2 Soul Reaper or Tormentor Aspects instead of 1 when you discard a die to buy a Sorcery Aspect
	7	Required Component: A Life Nexus	Immobile: You may buy 2 Blessed or Soul Reaper Aspects instead of 1 when you discard a die to buy a Sorcery Aspect
	8	Required Component: A horde of treasure	Each die and Trait must represent some valuable treasure. In addition to using the Component normally, at any time you may give one of the dice to another player to require that player to: join a Clash they are eligible to join on the side of your choice (and not yield until their Leader does), not join a Clash they are eligible to join, attack the target of your choice in a Clash, or Yield during a Clash (but not if they are the Leader). They add the die to their Dice Horde.
	9	Required Component: A Monster	Has 1 Sorcery Aspect except Blessed for free
	0	Required Component: A Summoned Fiend	Has 2 Sorcery Aspects except Blessed for free
2	1	Required Component: A band of Huntsmen	Whenever one of this Component's dice are damaged in a Clash, immediately reroll any or all of its remaining Available Dice or Refresh any one of its Battered Dice (including just battered).
	2	General Effect: An epidemic	You may claim 1 "infected" Weakness from each opposing character during the ordeal.
	3	General Effect: A famine	At the beginning of each Clash, each of your opponents must Batter one die from one of their characters
	4	Required Component: A plague of locusts	Once per Clash you may require an opponent to choose 2 different dice to attack with (if they have them available).
	5	Required Trait: Righteous Anger	Whenever one of this Component's dice are Devastated in a Clash, your opponent must immediate damage an Available die (as for Force)
	6	General Effect: A curse	Opposing Leader may claim a Weakness against you each Clash you are in
	7	Required Component: A fortification	Immobile: Any one of the Component's dice gain Fortitude Aspect in addition to their normal Aspect (i.e. 1 die has double Aspects)
	8	General Effect: A traitor	Once per Ordeal an opposing Leader may force you to Yield a Clash (at the point where you'd normally have the option)
	9	Required Component: a colony of lepers	Once per Clash, if there are multiple players on your side, you may require an opponent attacking you to attack someone else on your side
	0	Required Trait: Master Tactician	Once per Clash when you attack, you may declare one of your opponent's dice unavailable to defend with.
3	1	Required Trait: Energy Draining Aura	If your side suffers 2 or more dice devastated in a single Exchange, your opponent must move one Available die to Used (their choice)
	2	Required Component: A gallows tree	During a Clash when you're advancing dice, you can discard any die from this Component to the Bone Yard and temporarily change the Aspect of any die you've Advanced to any other Aspect (including Sorcery) for that Exchange.
	3	Required Component: A retired Hero	Tag any one of the hero's dice with the Legendary Trait in addition to another aspect, as for any hero.
	4	Required Component: A famed teacher	Gain 2 additional Edge Tokens
	5	Required Component: A traveling entertainer	Once per Clash where this Component is Committed you may Refresh any one die at any time.
	6	Required Component: Sacrificial Followers	When one of your dice are Devastated in a Clash, you may Batter that die and discard one of these dice instead.
	7	Required Component: A Citadel	Immobile: Any two of the Component's dice gain Fortitude Aspect in addition to their normal Aspect (i.e. 2 dice have double Aspects)
	8	Required Component: A Pack of Bestials	When this Component is rolled in a Clash, immediately select any one of its dice tagged with a Force Aspect and set it to its highest value
	9	Required Component: Human Shield	When one of these dice are Devastated for any reason you gain 1 Victory Point.
	0	Required Trait: Master of Deception	Special Standard Aspect: Set this die in the black special section of the Battle Mat when Available or Used. When this die is advanced to attack, you may swap out either of your Advanced dice with another Available Die after seeing your opponent's defense. Your opponent is stuck with the dice they advanced. If the Defense Score is no longer high enough, they must Advance additional dice.

4	1	Required Component: A mad hermit	Gain 1 Edge Token
	2	General Effect: A cryptic prophecy	Once per Ordeal may require 1 opponent to Yield (at the point they would normally have the option).
	3	Required Component: a ghost	Gain 1 Free Soul Fused Aspect (this is neither totemic nor runic, it is the power of the dead). This Component can never be constrained or prohibited from joining a scene or Clash regardless of time or distance.
	4	Required Trait: a ghost	Your Main Character is a ghost. They can never be constrained or prohibited from joining a scene or Clash regardless of time or distance
	5	Required Trait: A hostage	At the beginning of the Ordeal identify 1 Faction or hero who you've taken a hostage from. Once per Ordeal you may give this hostage die to that opponent (devastate on your sheet, opponent adds to their Dice Horde) to require that opponent to Yield (at the time they'd normally have that option). That opponent then gains 1 Edge Token. Alternatively you may at any time devastate and discard the hostage die to the Bone Yard to cause opponent to lose 1 Edge Token.
	6	General Effect: Owed a Debt	At the beginning of the Ordeal identify 1 Faction or hero who owes you. Once per Ordeal when that player is present in a scene you can require them to join your side in a Clash. They cannot Yield until the Leader does. May also be used as a Weakness.
	7	Required Trait: Shape Shifter	Special Aspect: Set this die in the black special section of the Battle Mat when Available or Used. When Advanced it can be any Standard Aspect you wish.
	8	Required Component: A child prodigy	Gain 2 Edge Tokens
	9	General Effect: Extensive Tunnels	The Chronicler cannot pay to keep you out of a scene unless you choose to accept payment.
	0	Required Trait: (un)Holy Vigor	At any time in a Clash you can use an Edge Token to Refresh one Used die instead of Rerolling an Available Die.
5	1	Required Component: One of the Blessed	Has a Blessed Aspect for free
	2	Required Component: A wandering prophet	When Committed to a Clash, each opponent must immediately Batter one of their Edge Tokens (out of the Clash).
	3	Required Component: The Unliving	All dice of this Component are automatically tagged with a special "Unliving" Aspect instead of a regular Aspect. Use the Black Special Aspect space on the Battle Mat. Unliving Aspect effect: When Devastated, discard the die to the Bone Yard but do not cross out the die slot or tally a Discarded Die mark. Instead, draw a new die of lesser size to replace it with. If there are no dice of lesser size, then cross out the die slot as normal. These dice are also immune to being stolen by Soul Reaper Sorcery.
	4	Required Component: An Avatar of the Bound God	Your Main Character is possessed by the power of the Twice Forsaken. Your Aspects cannot be negated by Yellow Finesse or White Blessed dice. Gain 2 Soul Reaper or Tormentor Aspects for free. You lose 5 Victory Points if you fail your objective.
	5	Required Trait: Enjoys Pain	When one of this Component's dice are Devastated for any reason, you gain 1 Victory Point
	6	Required Component: Wandering Flagellants	During a Clash where this Component is present, you may voluntarily Batter any die of this Component to gain a Reroll or Refresh for any other die
	7	Required Component: An old wise man	Gain 1 Edge
	8	Required Trait: Font of Wisdom	Gain 1 Edge
	9	Required Component: One of the Fair Folk	Has 1 Blessed Aspect for free. Also, whenever the Blessed die is advanced it is immediately set to its highest value not just against Sorcery. Cannot have any other Sorcery. If a Devastated die of this Component is stolen by Soul Reaper Sorcery, the sorcerer gets an immediate free bonus draw from the Bone Yard of equal or lesser size.
	0	General Effect: You are not important	Completeing your Objective will earn only 5 Victory Points instead of 10.
6	1	Required Trait: Soothing Aura	While this Component is committed to a Clash, when one of your side's dice is Battered by a Force Aspect it is only Used. When one is Devastated it is only Battered
	2	Required Trait: Regeneration	During a Clash, at the end of an Exchange before dice are Cleaned Up, you may discard 1 Edge Token to the Bone Yard to recover 1 damage step from all of your dice that were damaged. Devasted Dice to Battered, Battered to Used, or Used to Available.
	3	Required Component: A Bridge or Ferry	Immobile: Draw river on map. Owner may require other players give them 1 die from their Dice Horde to cross the river to get to and from scenes on the other side. "Crossing the River" is added. to the list of possible Pain and Spoils for this Ordeal. Destroying the Component merely eliminates control of the Bridge / Ferry, it can now be used to cross for free.
	4	Required Component: A natural fortress	Immobile: If a Clash occurs at this location, opponents can only bring in 1 Component at the start
	5	Required Trait: Crippled	That die has no Aspect, set it in the margins of your Battle Mat. Also lose 1 Edge.
	6	Required Trait: Instruments of Torture	You may buy 2 Soul Fused Tormentor Aspects instead of 1 when you discard a die to buy a Sorcery Aspect
	7	Required Trait: Tamed Reaver Beast	This Trait is tagged with Finesse (Yellow), Fortitude (Blue), and Force (Red) Aspects on the same die (triple Aspect).
	8	Required Component: Family Heirloom	Has 2 free Sorcery Aspects. Choose from Soul Forged, Soul Fused Totem, or Soul Reaper
	9	Required Trait: Small magical artifact	Trait has Free Sorcery Aspect of any kind
	0	Required Trait: Beloved Pet	If this die is Devastated you lose 2 Victory Points
7	1	Required Trait: Glimpse the Future	Once per Clash, when you are the attacker, you may force the defender to Advance 2 dice in defense prior to you Advancing your



# ELEMENT GENERATOR

		attack. If their dice are insufficient to meet your attack they must advance additional dice.
2	Required Component: A band of orphans	If you have the Opposed Alignment, you lose 2 Victory Points for every one of these dice that are Devastated If you are Aligned, you may discard one of these dice to the Bone Yard at any time to grant any Advanced die a temporary Soul Reaper Aspect (in addition to its current Aspect) for this exchange. If you are neutral, its just another Component
3	Required Component: Neophyte Adept	Gain 1d4 Soul Reaper or Blessed Aspect for free. This Component may not have any other Sorcery Aspects
4	Required Component: Rune Bound Guard	Gain 1d6 or two d4 Soul Fused Tormentor Aspects for free. This Component may not have any other Sorcery Aspects
5	Required Component: A Night Hunter	Gain 1d6 Soul Fused Totem Aspect for free. None of this Component's Soul Fused Totem Aspected dice can be higher than d6. However, this component can add more than one of their Soul Fused dice to a single Exchange.
6	Required Component: A Giant	Any two of the Component's dice gain Force Aspects in addition to their normal Aspect (i.e. 2 dice have double Aspects)
7	Required Component: A Forge Knight	Gain 1 free Tormentor or Soul Fused Aspect
8	Required Trait: A Blood Stone	Any time one of your Faction's dice are Devastated, discard this Trait's die to the Bone Yard and immediately replace it with a die of a smaller size. The Devastated die is rerolled and returned to Available status.
9	Required Component: A Fire Drake	The Drake has a required Trait for its fiery molten breath. This Trait has a Force Aspect in addition to its normal Aspect (i.e. a double Aspect)
0	Required Trait: Divine Bloodline	As long as this Trait is not Devastated you may reroll 2 dice for every Edge Token played (or the same die twice). Place the token under either die.
8	Nothing Special	Treat this normally, as an Extra to be assigned, which is worth nothing
9	MDP Selects a Thematic Extra	
10	Open:	Invent One and Record Below
	1	
	2	
	3	
	4	
	5	
	6	
	7	
	8	
	9	
	0	

## TWISTS

1-5	No Twist	
6	A Thematic Twist.	Each Witch King has one. It can be used once only. Subsequently treat this result as "No Twist"
7-10	A Twist!	If there is a Twist use the following procedure: After every Throw Down roll 1d10. Target number is the number of the current Chapter in the game. When the Target Number or less is rolled, the Twist is triggered. Roll on the following table to determine what it is. Note: all references to player Victory Points refers to Victory Points earned this Ordeal.
1	A new enemy emerges.	Roll a new Faction a new Objective and a new Required Component. Give the new faction 3 Edge and a Neutral Alignment. The player with the most VPs chooses the target for the Objective and fills in any additional detail around the Objective. Then, one Faction Player (choosing in order from least VPs to most) may abandon their current Faction for the new. The player starts with a fresh set of dice and a brand new Faction, exactly as at the start of the game. The old Faction is briefly narrated out, they no longer have any impact on the Ordeal. The player only gets credit for completing the Objective of the new Faction. Any Victory Points earned during the Ordeal are carried over.
2	A Betrayal.	The player with the most VPs loses one Component (or Feature, but not a Main Character or Hero Component) to the player with the least. The receiving player chooses the Component and narrates the nature of the betrayal that caused the character to switch sides or item to come into their possession. Cross the Component off of the first faction's record sheet and copy it identically on to the second faction's sheet. Transfer any dice. The first faction marks tallies in the Discarded Dice box, exactly as if those dice had been Devastated, receiving player reduces Discarded Dice tallies. If there are no available components on the receiver's sheet, either abandon an existing component or pass the option to the player with the next lowest VPs
3	A Hero Returns.	If no hero has been killed or retired from play yet, ignore the Twist. One player whose hero is out of play (if more than one, choose in order from most VPs to least) may abandoned their current faction (as for #1 above), and bring their hero into the Ordeal. Any Victory Points earned so far are carried over and the player can earn new VPs with their hero. The player should narrate how their hero came to be here and why. If the original hero dies in this Ordeal, this returning hero can take their place and return to play. Otherwise, they go back to retired status.
4	A Monster Rampage.	A new Clash is immediately started. The leader of the winning side of the just completed Clash becomes the leader of the opposing side in this Clash. A randomly chosen player who was not involved in the previous Clash plays the monster. If all players were involved, then the player who yielded first plays the monster. All other players who participated in the previous Clash (on either side) are automatically Assisting the Faction side as all factions fight for their lives against the beast. Battered Dice from the previous Clash remain Battered. No player may voluntarily yield for at least a number of rounds equal to the roll of the d10 that triggered the Twist. The monster player obtains all dice and Edge Tokens from the Boneyard to build the monster Component (these are returned to the Boneyard after the fight). The Monster never yields but otherwise fights like any Faction. The Monster gets one super Refresh like a hero's Vow. Refresh all dice at will and recover all Battered Dice to Available status. Afterwards the monster leaves
5	The Bound God Manifests.	One Faction Player (choosing in order from least VPs to most) may narrate how the Bound God manifests in their Main Character, making them into his avatar. They may then draw dice from the Boneyard of any size to restore or replace all Traits of their Main Character and then draw 1 additional die of each available size from the Boneyard to add to their Dice Reserve. They also can make any Trait of their Main Character a Sorcery Trait for free. Their original Faction Objective is abandoned. Their new objective is to kill all other Main Characters worth 5VPs apiece.
6	A New Adept.	The Main Character of the player with the least VPs is revealed to be an Adept. The player can choose to change any two of their Main Character's Traits (including Devastated Traits) into a Soul Reaper Sorcery Aspect or a Blessed Aspect based on their view of the character and draw new dice (any size) from the Boneyard to replace them.
7	The Witch King is Displeased.	The player with the most VPs must roll all of their Trait Dice one at a time starting with the largest die sizes. On an Odd result the die is Devastated and discarded to the Boneyard (tallying a Devastated Die). Continue rolling until all dice have been rolled or until 4 dice have been Devastated. The player of the Aligned Faction (may be the same player) then narrates how the fell sorceries of the Witch King manifests to punish that faction or hero, and why.
8	A Soul Storm hits.	For the rest of the Ordeal, players secretly vote on who the storm affects (tie = no one) after each Clash. The same player cannot be hit twice in a row. A random player then plays the Storm in an immediate new 1 on 1 Clash against that targeted player. The Storm Player selects up to 10 dice from the Bone Yard to fight with. These dice have no Aspect or Traits, they are just raw dice. The Storm is permanently weakened by Devastated dice. VPs are scored against the Storm as normal. The player playing the storm does not score any VPs. The target player has all of their Battered Dice from the prior Clash restored. The fight continues until the storm runs out of dice, or the target player Yields. All storm dice are then returned to the Boneyard, and drawn fresh for the next attack. The same player cannot be attacked twice in a row. A player who Yields to the Storm automatically takes a Weakness of "Storm Mutant" and describes some hideous physical and psychological mutation caused by the power of the storm. This Weakness can be used once per Chapter / Clash.
9	Natural Disaster	A natural disaster of massive proportion strikes (earthquake, volcanic eruption, sand storm, etc.). All players immediately roll all of their Trait Dice. Any die that rolls odd is damaged and rerolled. Any die that rolls odd again is automatically Devastated by the disaster and discarded to the Boneyard. The winning lead player of the triggering Clash determines the type of the disaster. Each player narrates the nature of their damage suffered.
0	Sorcerous Intervention	The Hero is magically teleported away. The current Ordeal immediately ends. Determine the epilogue as normal based on the VPs the hero has earned so far, but no Legendary Trait is awarded. Determine the Most Devastated Player based on damage suffered to that point. Then immediately generate a new Ordeal which features the same hero. One of the Factions is the sorcerer responsible for the intervention. He has plans for the hero related somehow to his objective in this new Ordeal. Begin play as normal, with all players choosing new Factions but keeping their running total of Victory Points. For Saga purposes this is the same Ordeal, just rebooted into a new scenario.