

MARROWBONE

Taking the shape of an enormous cracked femur frosted over with ice, Marrowbone is a relic that harnesses the brutality of winter. Followers of December say the staff once belonged to their Tyrant, helping Him shape the Ten Peaks into the frigid domain the cult now calls home. For normal folk, Marrowbone's magic comes at a steep price. Every spell cast increases the wielder's hunger until it becomes impossible to satiate through food alone...

USING MARROWBONE

Marrowbone is handled differently than other Grimoires. A wielder always starts at Step 1 and may utilize the benefits listed there. Every time a Fated character advances in a Destiny Step, she also gains access to Marrowbone's next Step. A Fated may also elect to advance up one Step in place of choosing a General Talent.

Additionally, Fated characters may not look ahead to any Steps they haven't unlocked. Waking up an old and forgotten piece of history doesn't come easy. Remember, Steps are cumulative. This includes all effects, both positive and negative!

Only one character can be attuned to Marrowbone at any time. If a new character would become attuned, they treat the Grimoire as though they had just acquired it and must unlock its Steps accordingly. However, Fated characters always have access to the maximum number of Steps they've unlocked while wielding Marrowbone, even if they lose possession of it.

The Cult of December reveres Marrowbone as one of its most important relics. Possessing and using this staff, especially when Steps have been unlocked, will very likely attract the Cult's attention. How this resolves is up to the Fatemaster. Cultists might revere the wielder if she aligns with their goals and ideologies, even serving her in some capacity. The results will be quite different if the Fated character is antagonistic or dismissive. Cultists might relentlessly stalk her in efforts to reclaim Marrowbone from one not truly devoted to December's work.

Step I: Marrowbone counts as a Staff with the Finely-Tuned special rule.

The wielder gains all Magia with "Elemental" in the name, the Blast, Increase Pulse, and Increased Damage Immuto, and the Ice Elemental Immuto. She also changes her Magical Theory to Hedge Magic (Ice).



Step II: The wielder may cast any Magia she knows as a (0) Action, so long as each Magia's total TN is no greater than 13 and includes the Ice Elemental Immuto. If she does, she gains the following Condition: "**Hungry +1:** This character subtracts -1 from her Physical and Mental Aspects, to a minimum of -5. If all of the character's Physical and Mental Aspects are at -5, she dies from hunger."

Every 6 hours that the character has access to and eats sufficient food, the value of her **Hungry** Condition is lowered by 1. This allows desperate or poor characters to stretch out what little food they have for as long as possible.

She may also consume the corpses of Living characters that are no more than an hour dead, unless they have been preserved in some way. If she does, she reduces the value of her **Hungry** Condition by an amount equal to


the corpse's Height. The body is then considered unfit for reanimation.


Step III: This character adds the value of her **Hungry** Condition to all final Sorcery duels she makes, and may suffer 1 damage to ignore the Condition's penalties to her Aspects when taking Challenges and duels.

Additionally, each time this character casts a Magia or Manifested Power whose TN is 13 or greater, she gains **Hungry +1**.

Step IV: Gain the following Manifested Power. The caster may add any Immuto she knows to it when casting:

STARVING BLIZZARD

Acting Value	AP	TN	Resist	Range
<i>Tenacity</i> + Sorcery	2	13 	Wp	20 yards

Effect: All within  10 of the target, suffer 3/4/5 damage and gain either **Hungry +1** or **Slow**.

COMPLICATION: DECEMBER'S HUNGER

This should not be revealed to the Fated!

Any time this character would gain **Hungry**, she must make a TN 12+X Centering Challenge, where X is the value of her **Hungry** Condition. On a failure, she must spend 1 AP (even on her next turn) to attempt to consume the corpse of a Living character of Minion rank or higher within 1 yard, or move towards the nearest one within line of sight. If she consumes the corpse, she reduces the value of her **Hungry** Condition by an amount up to the target's Height and makes a heal flip. The corpse is then considered unfit for reanimation.

If there are no corpses, this character teleports in a flurry of snow and ice towards the closest Living character, friendly or enemy. This costs 1 AP and has a maximum range of 10 yards, though the wielder must end as close to her target as possible. If she ends in range of any close combat weapons she has, this character must resolve 2 AP's worth of attacks against the target. These attacks should be resolved with Marrowbone unless the character has a deadlier weapon or source of damage.

