

azti — the whole game on one sheet

Two readers, twenty light each, and a Tome that reads a page an hour. Keep this beside the cards.

1 · What you are doing

- Each reader carries 20 light. Take your opponent to nothing and they fall silent.
- You spend HOURS to read leaves. Figures stand and march; readings change the table.
- Every leaf leaves a RUNE behind. Spell one of the eighteen words and say it for nothing.

2 · Setting the rite

- Each reader takes one suit's deck: 114 cards — about a third of them shrines, the rest leaves, and no leaf printed twice.
- Shuffle, draw seven. There is no mulligan.
- Raise ONE shrine an hour. A shrine pays for leaves of its own suit; plain hours pay for anything.
- South speaks first, and draws nothing for it.

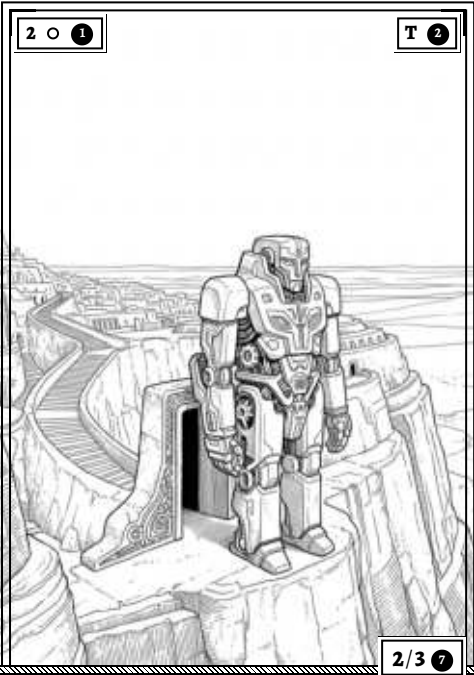
3 · The hour, in order

- WAX — your figures wake and stand up. Your shrines wake with them, and you may raise one more.
- SPEAK I — read anything you can pay for. Say any word your verse spells.
- MARCH — choose which figures march. A marcher wanes unless it is vigilant.
- WARD — your opponent puts figures in front of marchers. Warding does not wane them.
- TOLL — warded marchers trade harm with their warders. Unwarded ones take that much light.
- SPEAK II — read again with whatever hours are left.
- END — harm is forgotten, tidal figures go home, rooted figures keep their growth.

4 · The verse, and the eighteen words

- Reading a leaf leaves its rune in your verse. The newest eight stay; the oldest fades.
- Spell a word from those letters and say it for NO hours. Saying it spends those letters.
- Both verses are face up. If they are one letter from a word, read that letter first.
- A word is re-spelled, never translated: the tongue is fixed when the rite opens.

Anatomy of a leaf



- The hours it costs. A round pip is one hour of that suit; a numeral is that many plain hours.
- The rune it leaves in your verse when you read it.
- Its name. A ♦ beside it means a legend: one copy to a deck.
- What kind of leaf it is, its suit, and its numeral within that suit.
- What it does. This is the only part that changes the table.
- The small print: what each printed word above it means.
- Its strength and what it can take, if it is a figure.

One pip is one hour of that suit, paid by a shrine of it. A numeral is plain hours, paid by any shrine.

○ ☀ The Sun ☾ ☾ The Moon ● 🗿 The Tomb 🏰 🏰 The Tower ⚙ ⚙ The Wheel

The words the cards are written in

LIGHT
your life. You start with 20; at nothing you fall silent.

AN HOUR
one unit of cost, and also one turn.

A LEAF
a card. You READ a leaf; you SAY a word.

A FIGURE
a card that stands on the table and can march.

WANED
turned side-on: it has acted, and cannot ward. It wakes next hour.

THE MARGIN
where dead leaves lie. Nothing comes back from it unasked.

THE SEAL
you, as a target. Harm that reaches it takes light.

YOUR OPPONENT
the other reader across the table. In the codex they are called the other voice.

YOUR VERSE
the last eight runes you have read. Words are spelled from it.

THE TOME
what you draw from — your own deck, or the shared Page.

The Warden of the Threshold 3

● **FIGURE — OF THE SUN** XLVII 4

5 Bars the way, first strike.

FIRST STRIKE strikes first, so it can kill before it is struck.

BARS THE WAY at the toll it steps in front of the strongest marcher it can ward.

♦ It does not hold the door. It holds the strip of floor the door is about, and it strikes before anyone crosses it.

azti — the reference

Every word printed on a leaf

FLYING only a warder that flies or has reach can stop it	REACH may ward something that flies	HALO the first harm it takes is refused, and the halo goes out
FIRST STRIKE strikes first, so it can kill before it is struck	MENACE two figures must ward it, or none	EAGER may march at once, but its harm never reaches the seal
DOUBLE STRIKE strikes in both passes	DEFENDER guards, and never marches	RADIANT every light that comes to you swells it +1/+1 until end of the hour
DEATHTOUCH any harm it deals a figure is lethal	HEXPROOF your opponent cannot name it	TIDAL as your hour ends it goes back to your hand
TRAMPLE harm past its warders goes on to the seal	UNWARDABLE no ward may stand in front of it	RISEN the first time it dies it stands again, waned
LIFELINK the light it takes, you gain	FLASH read it at any hour, even your opponent's	RECKLESS it marches every hour it can — you do not choose
HASTE may march the hour it is read	BARS THE WAY at the toll it steps in front of the strongest marcher it can ward	ROOTED as your hour ends it KEEPS +1/+1
VIGILANCE does not wane when it marches		

The five marks — one to a suit

 RADIANT every light that comes to you swells it +1/+1 until end of the hour	 RECKLESS it marches every hour it can — you do not choose
 TIDAL as your hour ends it goes back to your hand	 ROOTED as your hour ends it KEEPS +1/+1
 RISEN the first time it dies it stands again, waned	

The eighteen words

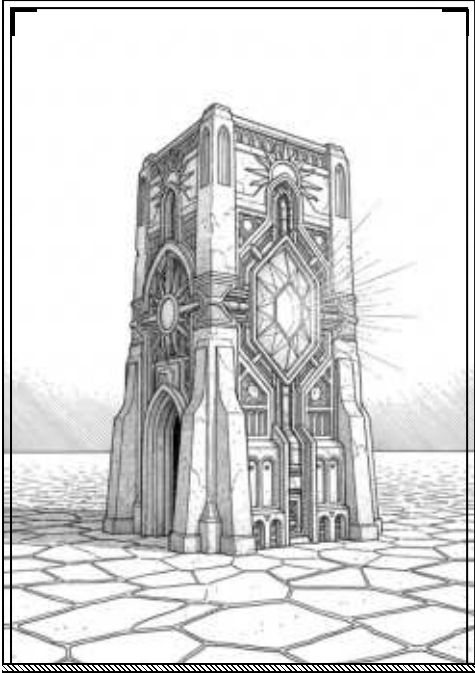
FIRE <i>FUEGO · SUA</i> 4 damage to any target.	IRON <i>METAL · BURDIN</i> Your figures keep +0/+1.	WOLF <i>LOBOS · OTSOAK</i> Two 2/2 Grey Wolves arrive.
DOOM <i>MUERTE · GALDU</i> Destroy target figure.	GROW <i>SAVIA · LORA</i> A figure keeps +2/+2.	KING <i>REINA · NAGUSI</i> A 3/3 Monarch arrives, vigilant.
LIFE <i>VIDA · ARGIA</i> You gain 6 light.	VOID <i>NADA · KENDU</i> A figure returns to the hand that read it.	SLEEP <i>REPOSO · LOA</i> Each enemy figure wanes.
MOON <i>LUNA · ILARGI</i> Draw two leaves.	DUST <i>POLVO · LURRA</i> Destroy target waned figure.	STAR <i>ASTRO · DIRDAI</i> Draw a leaf; gain 3 light.
SUN <i>SOL · EGUNA</i> Gain 2 light; two 1/1 Acolytes arrive.	WIND <i>AIRE · AIREA</i> Your figures have flying until end of the hour.	STORM <i>TRUENO · TRUMOI</i> 3 damage to each figure.
WAR <i>GUERRA · GERRA</i> Your figures gain +2/+0 until end of the hour.	BONE <i>RESTOS · DEITU</i> Target figure returns from your margin.	BLOOD <i>SANGRE · ODOLA</i> Your opponent loses 4 light.

Eight things the table remembers

• A RANK HOLDS SEVEN. An eighth figure has nowhere to stand and never arrives.	
• A figure read this hour cannot march unless it is hasty or eager.	
• AN OFFERING holds three leaves out of the Tome. Keep one; the rest go back underneath.	
• STILLNESS wanes a figure and costs it its next waking too.	
• THE UNNAMING leaves a figure its body and takes its text, its keywords and all it kept.	
• Harm is forgotten when the hour ends. The dead are not: they lie in the margin.	
• A VIGIL is set on your own hour and fires by itself, with no response from anyone.	
• The voice whose light runs out falls silent — and in the sealed rite, so does one whose tome is spent.	

The five suits, and what each one is for

 The Sun — Halos · radiant, and grows on light	36 × The Sun Shrine · 114 = 36 + 78
 The Moon — Tides · tidal, and comes back	36 × The Moon Well · 114 = 36 + 78
 The Tomb — Bones · risen, and does not stay down	38 × The Tomb Gate · 114 = 38 + 76
 The Tower — Embers · reckless, and will not be held	37 × The Tower Forge · 114 = 37 + 77
 The Wheel — Roots · rooted, and keeps what it grows	36 × The Wheel Grove · 114 = 36 + 78



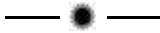
The Sun Shrine

● SHRINE — OF THE SUN

Grants one hour of its suit each turn.

| **SHRINE** raise one an hour. It pays for leaves of its own suit.

◆ *The light is kept here overnight, like a tool.*



The Moon Well

● SHRINE — OF THE MOON

Grants one hour of its suit each turn.

| **SHRINE** raise one an hour. It pays for leaves of its own suit.

◆ *Look in. It is already reading you.*



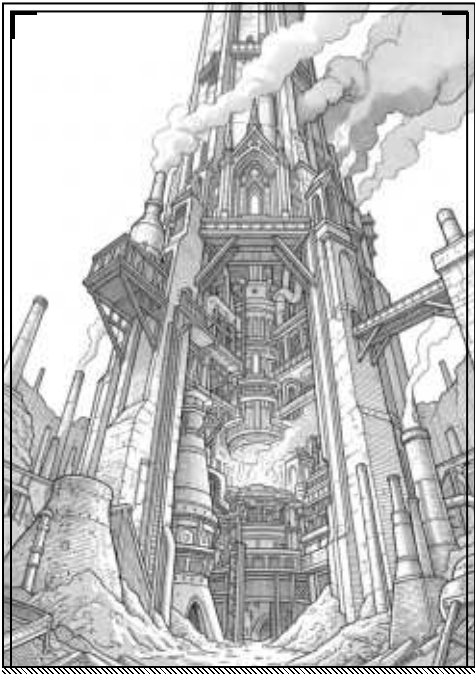
The Tomb Gate

● SHRINE — OF THE TOMB

Grants one hour of its suit each turn.

| **SHRINE** raise one an hour. It pays for leaves of its own suit.

◆ *It is never locked. That is the whole trick of it.*



The Tower Forge

▲ SHRINE — OF THE TOWER

Grants one hour of its suit each turn.

| **SHRINE** raise one an hour. It pays for leaves of its own suit.

◆ *Every hour it makes something that will not last the hour.*



The Wheel Grove

⊗ SHRINE — OF THE WHEEL

Grants one hour of its suit each turn.

| **SHRINE** raise one an hour. It pays for leaves of its own suit.

◆ *The trees here grow in circles, patiently.*



The Acolyte

● FIGURE — OF THE SUN

◆ *A prayer, given feet.*





2/2

The Grey Wolf

⊗ FIGURE — OF THE WHEEL

◆ Never spoken singly.



1/1

The Wisp

● FIGURE — OF THE SUN

FLYING

| FLYING only a warder that flies or has reach can stop it.

◆ What is left of a lantern when you keep only the meaning.



1/1

The Spark

▲ FIGURE — OF THE TOWER

HASTE

| HASTE may march the hour it is read.

◆ Born running, like everything the Tower makes.



1/1

The Rat

■ FIGURE — OF THE TOMB

◆ The margin has its own readers.



3/3

The Monarch

⊙ FIGURE — OF NO SUIT

VIGILANCE

| VIGILANCE does not wane when it marches.

◆ A crown, drawn in one stroke.



1/1

The Squire

● FIGURE — OF THE SUN

I

First strike, radiant. When this dies, you gain 1 light.

| FIRST STRIKE strikes first, so it can kill before it is struck.

| RADIANT every light that comes to you swells it +1/+1 until end of the hour.

◆ Even the smallest light returns to the sun.





The Martyr

● FIGURE — OF THE SUN

II

Radiant. When this dies, you gain 3 light.

● **RADIANT** every light that comes to you swells it +1/+1 until end of the hour.

◆ *The Sun keeps what is given to it, and pays interest.*



The Lightkeeper

● FIGURE — OF THE SUN

III

When this enters, you gain 2 light.

◆ *Each dusk they count the light back in, wick by wick.*



The Wall

● FIGURE — OF THE SUN

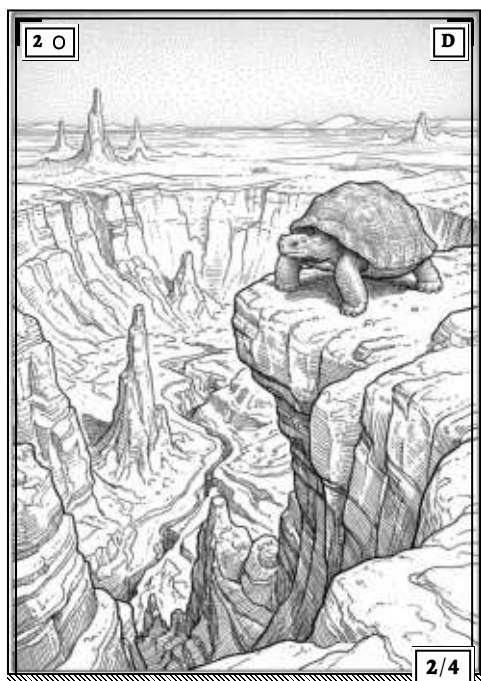
IV

Defender, bars the way. When this enters, you gain 2 light.

● **DEFENDER** guards, and never marches.

● **BAR THE WAY** at the toll it steps in front of the strongest marcher it can ward.

◆ *It stands where the light accumulates.*



The Unmoved

● FIGURE — OF THE SUN

V

Vigilance, bars the way. When this enters, target figure gets +0/+2 until end of the hour.

● **VIGILANCE** does not wane when it marches.

● **BAR THE WAY** at the toll it steps in front of the strongest marcher it can ward.

◆ *Its stillness is contagious.*



The Seraph Errant

● FIGURE — OF THE SUN

VI

Flying. When this enters, draw a leaf, you lose 1 light.

● **FLYING** only a warder that flies or has reach can stop it.

◆ *The message is heavy, and burns the hands.*



The Doorkeeper

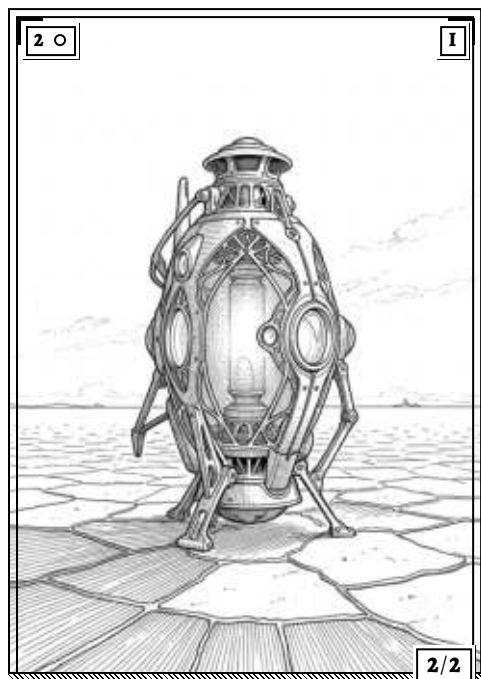
● FIGURE — OF THE SUN

VII

Vigilance. When this enters, target figure wanes.

● **VIGILANCE** does not wane when it marches.

◆ *The door is shut. You may not pass.*



The Lantern

● FIGURE — OF THE SUN

VIII

When this dies, create a 1/1 flying Wisp.

◆ Break a lantern and the light steps out of it, unhurt.



The Herald

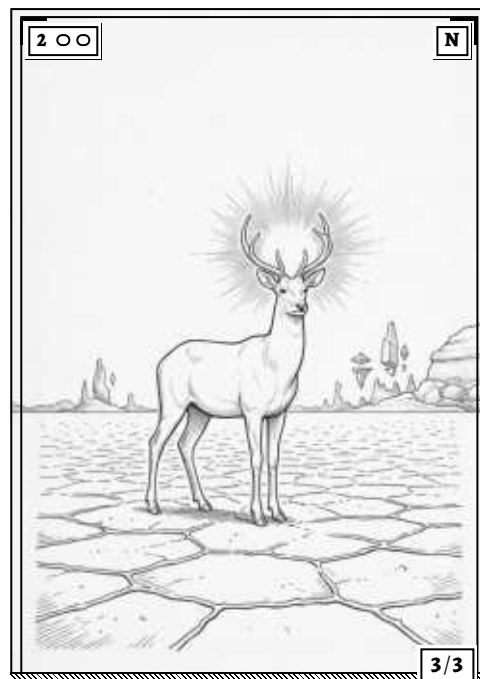
● FIGURE — OF THE SUN

IX

Flying. When this enters, you gain 2 light.

| **FLYING** only a warder that flies or has reach can stop it.

◆ Its news is always the same, and always welcome: morning.



The Crowned Light

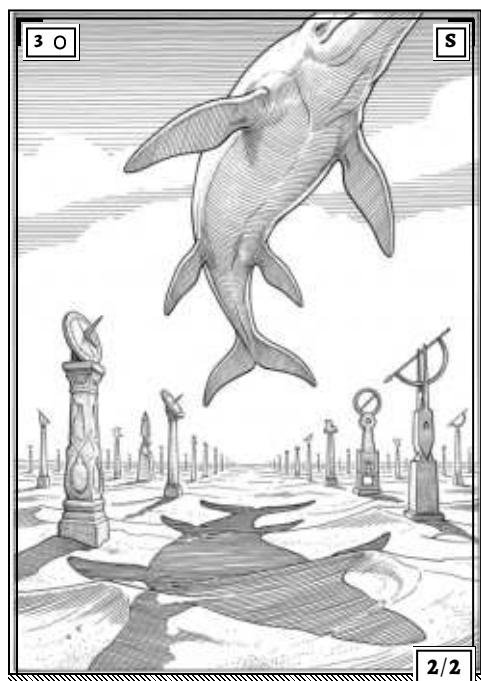
● FIGURE — OF THE SUN

X

Lifelink.

| **LIFELINK** the light it takes, you gain.

◆ Where it walks, the light runs backward.



The Second Stroke

● FIGURE — OF THE SUN

XI

Double strike.

| **DOUBLE STRIKE** strikes in both passes.

◆ The Sun writes every sentence twice: once at dawn, once at noon.



The Watcher Unseen

● FIGURE — OF THE SUN

XII

Flying, flash.

| **FLYING** only a warder that flies or has reach can stop it.

| **FLASH** read it at any hour, even your opponent's.

◆ You have been guarded all your life. Apologies for the secrecy.



The Angel of the Hour

● FIGURE — OF THE SUN

XIII

Flying, lifelink.

| **FLYING** only a warder that flies or has reach can stop it.

| **LIFELINK** the light it takes, you gain.

◆ It serves for one hour only. It has always been that hour.



The Colossus of Noon

● FIGURE — OF THE SUN

XIV

Vigilance, lifelink.

| **LIFELINK** the light it takes, you gain.
| **VIGILANCE** does not wane when it marches.

◆ At noon there are no shadows to hide the size of what stands over you.



The Reckoning

● INSTANT — OF THE SUN

XV

Destroy target waned figure.

| **INSTANT** read at any hour, even on your opponent's.

◆ The Sun forgives the sleeping nothing.



The Balm

● INSTANT — OF THE SUN

XVI

You gain 4 light.

| **INSTANT** read at any hour, even on your opponent's.

◆ Four hours of morning, folded into a cloth.



The Rallying Word

● INSTANT — OF THE SUN

XVII

Your figures gain +1/+1 until end of the hour.

| **INSTANT** read at any hour, even on your opponent's.

◆ One word, and the ranks remember what they are ranks of.



The Oath

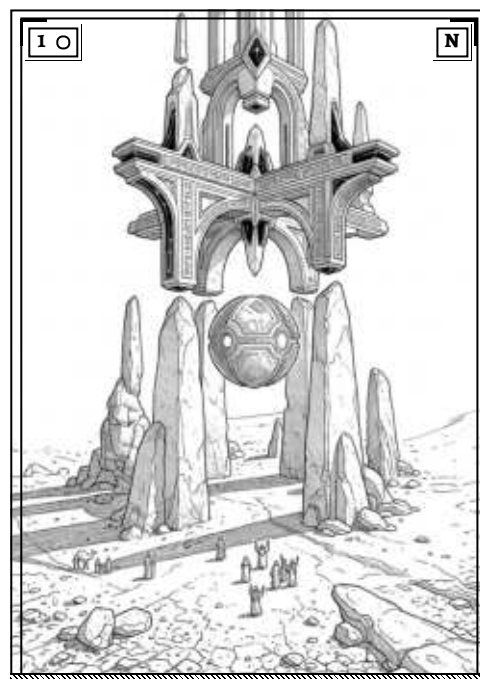
● SORCERY — OF THE SUN

XVIII

Target figure keeps +1/+1.

| **SORCERY** read on your own hour; then it dies.

◆ Small words hold longest.



The Consecration

● SORCERY — OF THE SUN

XIX

A figure keeps +1/+1; you gain 2 light.

| **SORCERY** read on your own hour; then it dies.

◆ What the Sun touches twice, it means to keep.



2 0

B

The White Noon

● INSTANT — OF THE SUN

XX

Each enemy figure wanes.

| **INSTANT** read at any hour, even on your opponent's.

◆ For one hour the page is all margin, and nothing moves on it.



2 0

U

The Bulwark

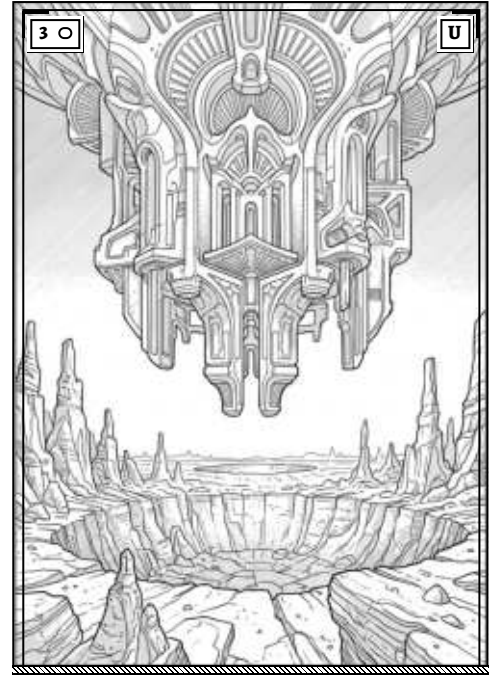
● ENCHANTMENT — OF THE SUN

XXI

Your figures get +0/+2.

| **ENCHANTMENT** it stays on the table, and holds while it stands.

◆ A wall is a promise, written in stone instead of ink.



3 0

U

The Sanctuary

● ENCHANTMENT — OF THE SUN

XXII

Your figures get +0/+1 and vigilance.

| **ENCHANTMENT** it stays on the table, and holds while it stands.

◆ Sleep is for those who trust the walls. Here, none need to.



2 0

M

The Mustering

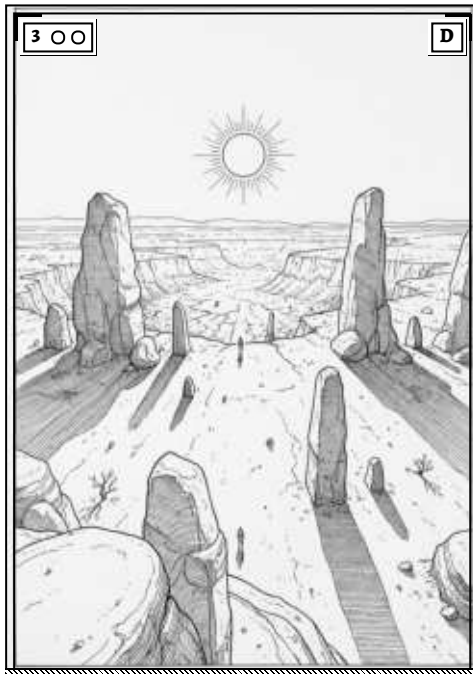
● SORCERY — OF THE SUN

XXIII

Two 1/1 Acolytes arrive.

| **SORCERY** read on your own hour; then it dies.

◆ Faith is counted in pairs, so that neither is ever alone.



3 0 0

D

The Last Noon

● SORCERY — OF THE SUN

XXIV

Destroy all figures.

| **SORCERY** read on your own hour; then it dies.

◆ On the last page, the Sun does not set. Everything else does.



①

M

1/1

The Tidewalker

● FIGURE — OF THE MOON

I

Tidal. When this enters, draw a leaf. When this dies, your opponent discards a leaf.

| **TIDAL** as your hour ends it goes back to your hand.

◆ It trades secrets with the shoreline.



The Conjurer

FIGURE — OF THE MOON

II

When this enters, create a 1/1 flying Wisp.

◆ He pulls light out of thin air.



The Unseen Step

FIGURE — OF THE MOON

III

Cannot be warded.

| UNWARDABLE no ward may stand in front of it.

◆ The Tome keeps no record of where it has been.



The Pale Drake

FIGURE — OF THE MOON

IV

Flying. When this enters, your opponent discards a leaf, you draw a leaf.

| FLYING only a warder that flies or has reach can stop it.

◆ It steals thoughts from the sleeping.



The Reader of Tides

FIGURE — OF THE MOON

V

When this enters, draw a leaf.

◆ The sea is a page that revises itself. Somebody has to keep up.



The Veiled One

FIGURE — OF THE MOON

VI

Hexproof.

| HEXPROOF your opponent cannot name it.

◆ It will not be named; it keeps its own counsel.



The Mist

FIGURE — OF THE MOON

VII

Flying. When this enters, return target figure to hand.

| FLYING only a warder that flies or has reach can stop it.

◆ It obscures, and then displaces.



The Night Sentinel

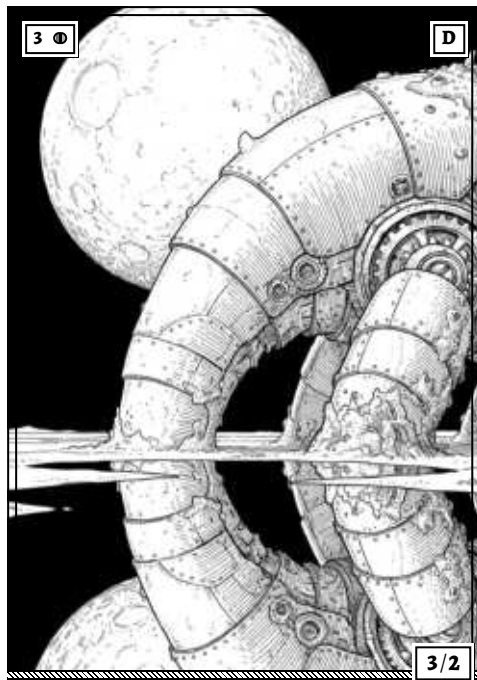
FIGURE — OF THE MOON

VIII

Flying, flash.

FLYING only a warder that flies or has reach can stop it.
FLASH read it at any hour, even your opponent's.

◆ The night watch was never empty. You simply never needed it before.



The Thing Below

FIGURE — OF THE MOON

IX

Cannot be warded.

UNWARDABLE no ward may stand in front of it.
 ◆ The surface is an agreement it never signed.



The Wind Sage

FIGURE — OF THE MOON

X

Flying. When this enters, draw a leaf.

FLYING only a warder that flies or has reach can stop it.
 ◆ It lectures the weather, and the weather, oddly, listens.



The Coilguard

FIGURE — OF THE MOON

XI

Defender, bars the way.

DEFENDER guards, and never marches.

BARS THE WAY at the toll it steps in front of the strongest marcher it can ward.

◆ It circles what it loves. Everything inside the circle is safe; nothing inside the circle leaves.



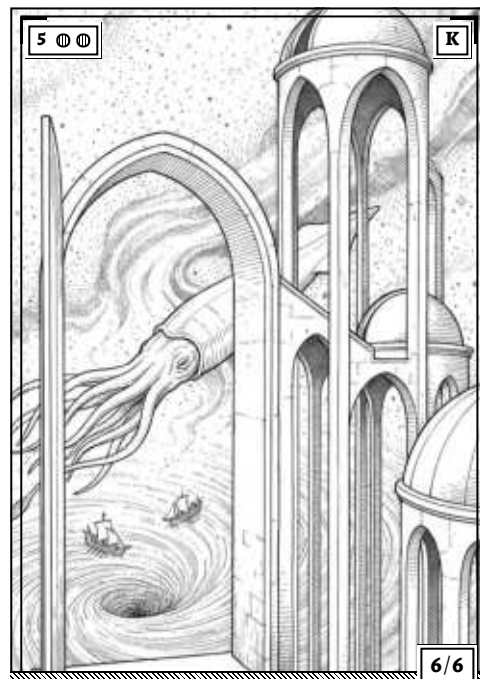
The Leviathan

FIGURE — OF THE MOON

XII

When this enters, return two figures to hand.

◆ Its wake washes away entire fleets.



The Kraken

FIGURE — OF THE MOON

XIII

When this enters, each enemy figure wanes.

◆ Its tentacles pull everything under.



The Unsayings

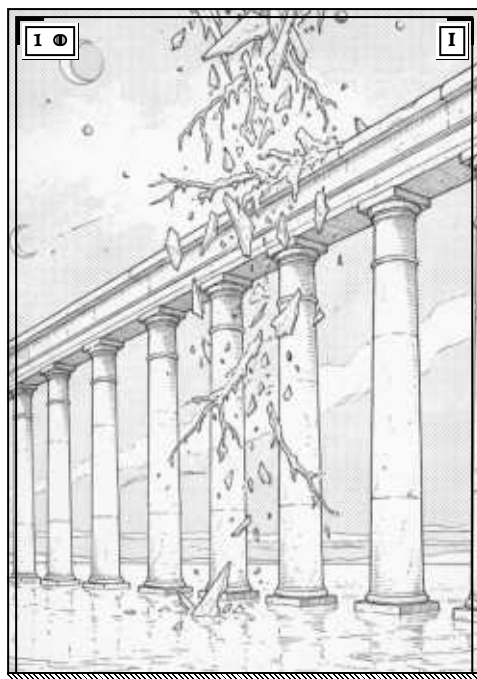
● INSTANT — OF THE MOON

XIV

Unsay target reading.

| **INSTANT** read at any hour, even on your opponent's.

◆ A sentence, removed before it is written.



The Chill

● INSTANT — OF THE MOON

XV

Target figure wanes. Draw a leaf.

| **INSTANT** read at any hour, even on your opponent's.

◆ Cold is just the sky, reading over your shoulder.



The Undertow

● INSTANT — OF THE MOON

XVI

A figure returns to the hand that read it.

| **INSTANT** read at any hour, even on your opponent's.

◆ The tide does not argue. It repossesses.



The Second Sight

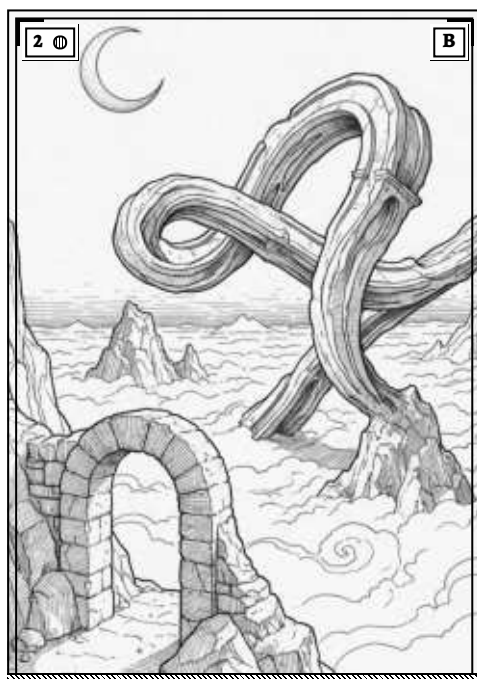
● SORCERY — OF THE MOON

XVII

Draw two leaves.

| **SORCERY** read on your own hour; then it dies.

◆ Two pages ahead, the ink is still wet.



The Bent Thought

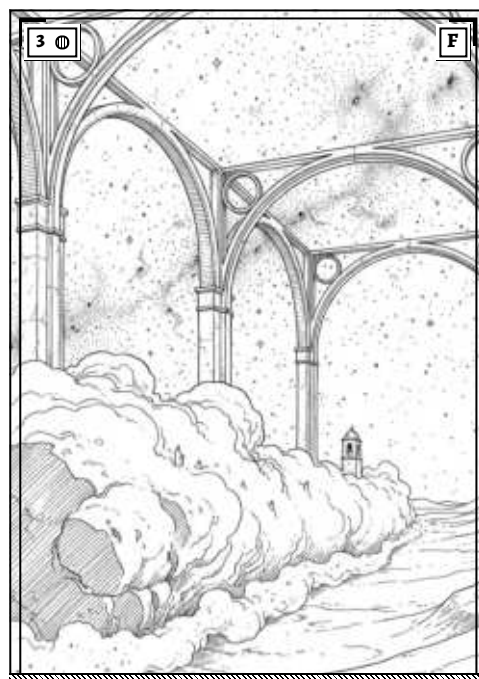
● SORCERY — OF THE MOON

XVIII

A figure returns to its owner's hand. Draw a leaf.

| **SORCERY** read on your own hour; then it dies.

◆ The Moon does not break arguments. It folds them.



The Rolling Fog

● SORCERY — OF THE MOON

XIX

Each enemy figure wanes. Draw a leaf.

| **SORCERY** read on your own hour; then it dies.

◆ Somewhere in it, a bell. Somewhere in it, everything.





The Mirror Ward

200 ENCHANTMENT — OF THE MOON XX

Your figures have hexproof.

ENCHANTMENT it stays on the table, and holds while it stands.

◆ Name them and you name only glass.



The Rising Air

200 ENCHANTMENT — OF THE MOON XXI

Your figures have flying.

ENCHANTMENT it stays on the table, and holds while it stands.

◆ The Moon pulls at more than water.



The Gnawing

11 FIGURE — OF THE TOMB I

Deathtouch, risen.

DEATHTOUCH any harm it deals a figure is lethal.

RISEN the first time it dies it stands again, waned.

◆ Small, patient, and owed to everyone.



The Debtor

11 FIGURE — OF THE TOMB II

When this dies, your opponent loses 1 light.

◆ He died owing. The estate is collecting.



The Thirst

11 FIGURE — OF THE TOMB III

Lifelink. When this enters, your opponent loses 1 light.

LIFELINK the light it takes, you gain.

◆ It drinks before it even arrives.



The Carrion Wing

211 FIGURE — OF THE TOMB IV

Flying, lifelink. When this dies, draw a leaf.

FLYING only a warder that flies or has reach can stop it.

LIFELINK the light it takes, you gain.

◆ Death is just another kind of reading.





The Second Shadow

■ FIGURE — OF THE TOMB

V

Menace.

■ **MENACE** two figures must ward it, or none.

◆ *Yours is the first. Do not look for the owner of the other.*



The Bearer of Sores

■ FIGURE — OF THE TOMB

VI

When this dies, 1 damage to each figure.

◆ *What it carries, it shares. It was raised to share.*



The Specter

■ FIGURE — OF THE TOMB

VII

Flying. When this enters, your opponent discards a leaf at random.

■ **FLYING** only a warder that flies or has reach can stop it.

◆ *It does not take your life. It takes your place.*



The Quiet Knife

■ FIGURE — OF THE TOMB

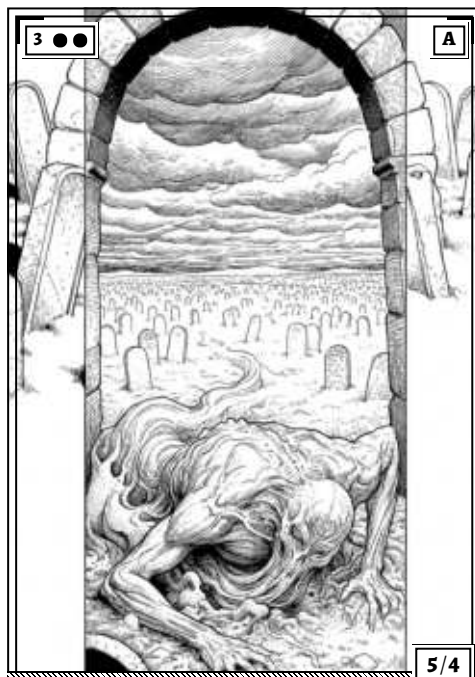
VIII

Deathtouch, flash.

■ **DEATHTOUCH** any harm it deals a figure is lethal.

■ **FLASH** read it at any hour, even your opponent's.

◆ *The Tomb employs no loud ones.*



The Fiend Below

■ FIGURE — OF THE TOMB

IX

Trample.

■ **TRAMPLE** harm past its warders goes on to the seal.

◆ *The floor of the world is somebody's ceiling.*



The Lord of Woe

■ FIGURE — OF THE TOMB

X

Flying. When this enters, your opponent discards a leaf at random.

■ **FLYING** only a warder that flies or has reach can stop it.

◆ *His court is full, and everyone in it is owed an apology.*



The Horned Debt

■ FIGURE — OF THE TOMB

XI

Flying.

| **FLYING** only a warder that flies or has reach can stop it.

◆ *Somebody signed for it, long ago. The signature has your name in it.*



The Last Kindness

■ INSTANT — OF THE TOMB

XII

Destroy target figure.

| **INSTANT** read at any hour, even on your opponent's.

◆ *The Tomb forgives everything, once.*



The Weakening

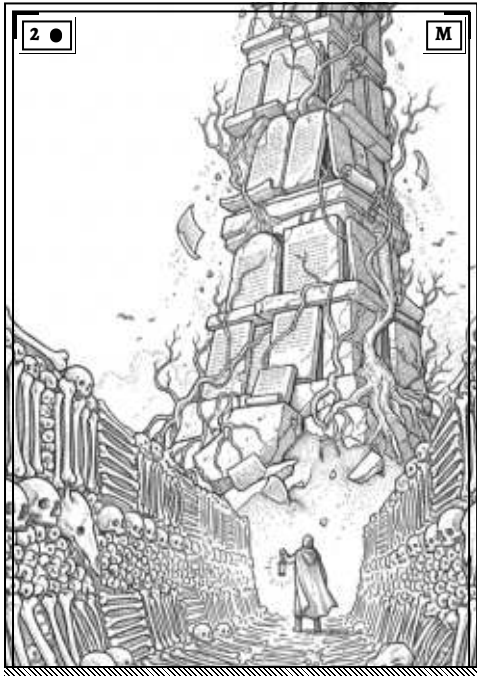
■ INSTANT — OF THE TOMB

XIII

Target figure gets -2/-2 until end of the hour.

| **INSTANT** read at any hour, even on your opponent's.

◆ *First the grip goes. The rest is bookkeeping.*



The Forgetting

■ SORCERY — OF THE TOMB

XIV

Your opponent discards two leaves at random.

| **SORCERY** read on your own hour; then it dies.

◆ *The Tomb files everything. Retrieval is another matter.*



The Bargain

■ SORCERY — OF THE TOMB

XV

Draw two leaves. You lose 2 light.

| **SORCERY** read on your own hour; then it dies.

◆ *Everything is affordable. Read the terms.*



The Swarm

■ SORCERY — OF THE TOMB

XVI

Three 1/1 Rats arrive.

| **SORCERY** read on your own hour; then it dies.

◆ *The margin, arriving to collect the text.*



The Quiet End

■ SORCERY — OF THE TOMB

XVII

Destroy target waned figure.

| **SORCERY** read on your own hour; then it dies.

◆ *It happens in the sleep of the world, which is called daylight.*



The Tithe

■ SORCERY — OF THE TOMB

XVIII

Your opponent loses 3 light; you gain 3.

| **SORCERY** read on your own hour; then it dies.

◆ *Ten percent of everything, including of you.*



The Unburial

■ SORCERY — OF THE TOMB

XIX

Target figure returns from your margin to your hand.

| **SORCERY** read on your own hour; then it dies.

◆ *The dead are not gone. They are marginal.*



The Venom Shroud

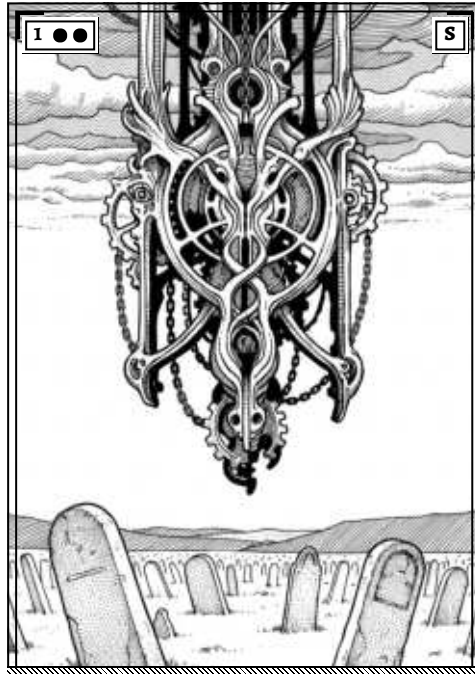
■ ENCHANTMENT — OF THE TOMB

XX

Your figures have deathtouch.

| **ENCHANTMENT** it stays on the table, and holds while it stands.

◆ *Dressed by the Tomb, every touch is a signature.*



The Shadow Rites

■ ENCHANTMENT — OF THE TOMB

XXI

Your figures get +1/+0.

| **ENCHANTMENT** it stays on the table, and holds while it stands.

◆ *What is practiced in the dark performs well in it.*



The Torchbearer

▲ FIGURE — OF THE TOWER

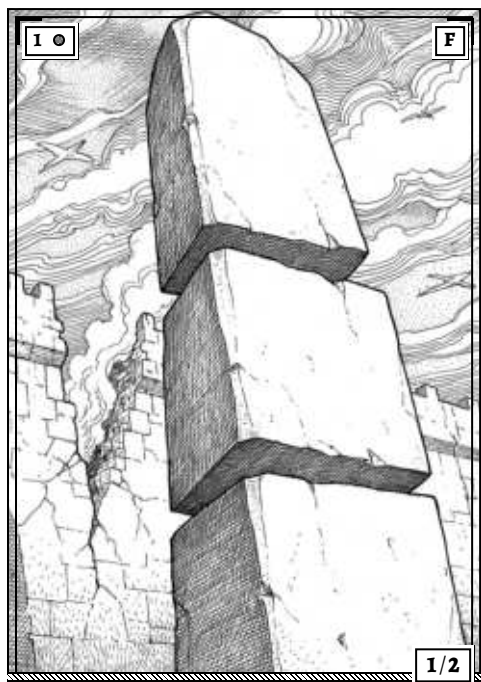
I

Haste, reckless. When this enters, 1 damage to any target.

| **HASTE** may march the hour it is read.

| **RECKLESS** it marches every hour it can — you do not choose.

◆ *He brings the fire with him.*



The Twice-Cut

▲ FIGURE — OF THE TOWER

II

Double strike, reckless.

DOUBLE STRIKE strikes in both passes.

RECKLESS it marches every hour it can — you do not choose.

◆ It answers before you finish asking, and then answers again.



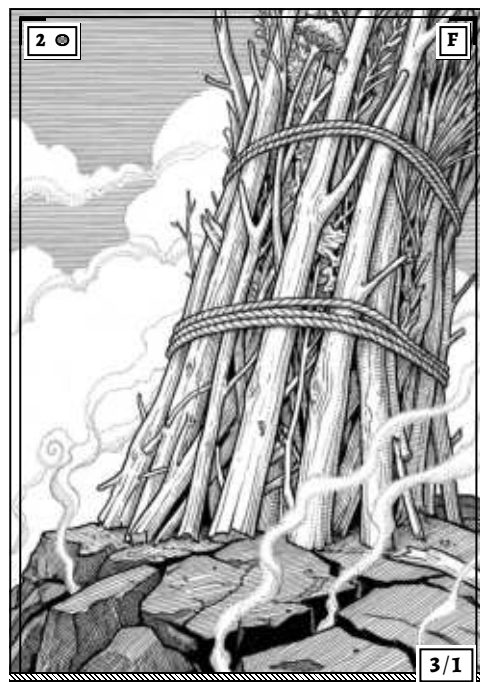
The Ember Imp

▲ FIGURE — OF THE TOWER

III

When this enters, you lose 1 light, 2 damage to any target.

◆ It burns the hand that throws it.



The Kindling

▲ FIGURE — OF THE TOWER

IV

When this dies, your opponent loses 1 light.

◆ It burns best at the end. That is what kindling is for.



The Berserker

▲ FIGURE — OF THE TOWER

V

Haste. When this enters, target figure gets +1/-1 until end of the hour.

HASTE may march the hour it is read.

◆ He runs faster than he thinks.



The Rockjaw

▲ FIGURE — OF THE TOWER

VI

Menace.

MENACE two figures must ward it, or none.

◆ It eats stone and spits arguments.



The Battering Hill

▲ FIGURE — OF THE TOWER

VII

Trample.

TRAMPLE harm past its warders goes on to the seal.

◆ Geography, in a hurry.





The Returning Flame

▲ FIGURE — OF THE TOWER

VIII

Flying, haste. When this dies, your opponent loses 2 light.

FLYING only a warder that flies or has reach can stop it.
HASTE may march the hour it is read.

◆ The Tower's only lesson: what you put out, you owe.



The Burning Crown

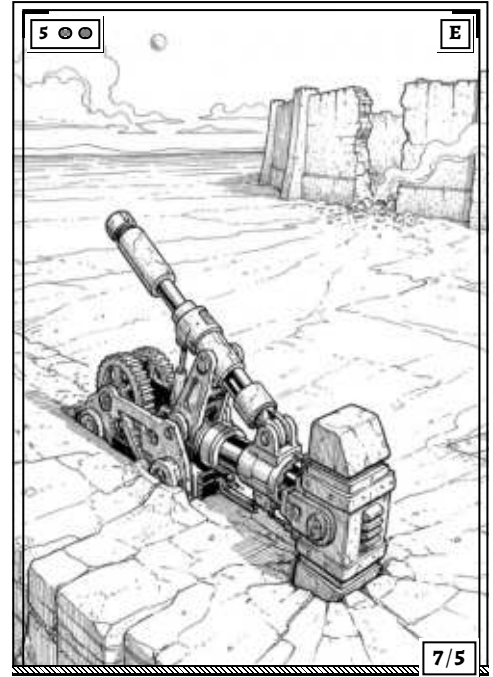
▲ FIGURE — OF THE TOWER

IX

Flying, haste.

FLYING only a warder that flies or has reach can stop it.
HASTE may march the hour it is read.

◆ A crown is only fire that has learned to sit still.



The Earthshaker

▲ FIGURE — OF THE TOWER

X

Trample, haste.

TRAMPLE harm past its warders goes on to the seal.
HASTE may march the hour it is read.

◆ The ground remembers it the way a bell remembers being struck.



The Lash

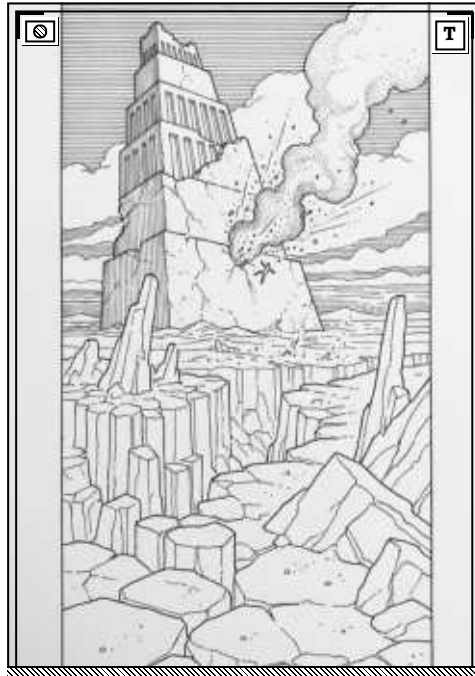
▲ INSTANT — OF THE TOWER

XI

3 damage to any target.

INSTANT read at any hour, even on your opponent's.

◆ The shortest word in any tongue.



The Fury

▲ INSTANT — OF THE TOWER

XII

Target figure gets +3/+1 until end of the hour.

INSTANT read at any hour, even on your opponent's.

◆ Borrowed from the Tower at the usual rate.



The Roar

▲ INSTANT — OF THE TOWER

XIII

Your figures gain +2/+0 until end of the hour.

INSTANT read at any hour, even on your opponent's.

◆ Every army is one sound away from being a fire.



The Torch Parade

▲ SORCERY — OF THE TOWER XIV

Two 1/1 Sparks with haste arrive.

| **SORCERY** read on your own hour; then it dies.

◆ It was a festival, originally. It still is, in the way a flood is rain.



The Chained Spark

▲ SORCERY — OF THE TOWER XV

1 damage to each figure; your opponent loses 1 light.

| **SORCERY** read on your own hour; then it dies.

◆ Lightning, taught to walk a line of prisoners.



The Reckless Hour

▲ SORCERY — OF THE TOWER XVI

Your figures gain +1/+0 and haste until end of the hour.

| **SORCERY** read on your own hour; then it dies.

◆ The Tome reads faster here, and does not check its work.



The Melting

▲ INSTANT — OF THE TOWER XVII

Destroy target enchantment.

| **INSTANT** read at any hour, even on your opponent's.

◆ Wax, given the argument for being wax.



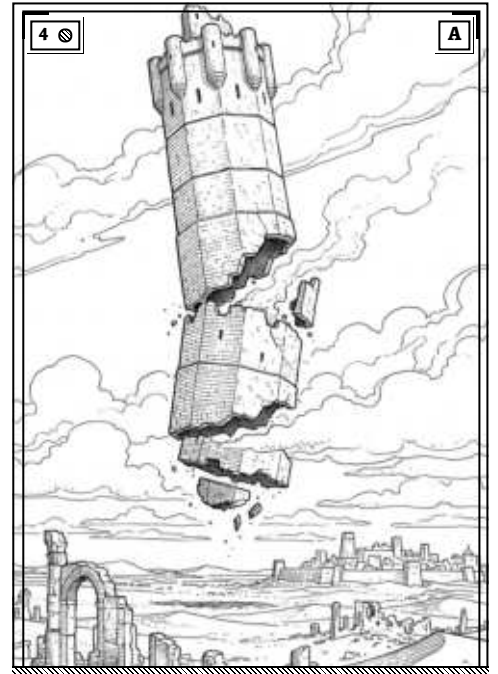
The First Ruin

▲ SORCERY — OF THE TOWER XVIII

2 damage to each figure.

| **SORCERY** read on your own hour; then it dies.

◆ Every tower in the Tome falls. This one fell early, and on everyone.



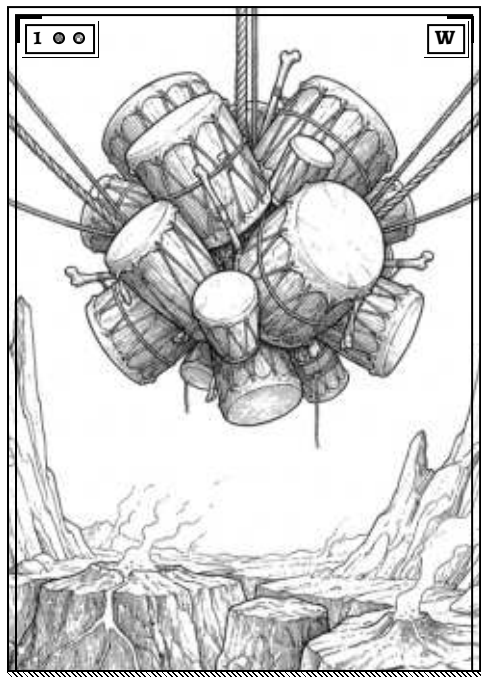
The Falling Tower

▲ SORCERY — OF THE TOWER XIX

Your opponent loses 5 light.

| **SORCERY** read on your own hour; then it dies.

◆ Its readers merely choose the direction.



The War Drums

ENCHANTMENT — OF THE TOWER XX

Your figures get +1/+0 and haste.

ENCHANTMENT it stays on the table, and holds while it stands.

◆ Needs no translation.



The Wildling

FIGURE — OF THE WHEEL 1

Rooted. When this enters, a shrine rises from your tome, waned.

ROOTED as your hour ends it KEEPS +1/+1.

◆ He knows where the roots are deepest.



The Fern Archer

FIGURE — OF THE WHEEL II

Reach, rooted.

REACH may ward something that flies.

ROOTED as your hour ends it KEEPS +1/+1.

◆ The canopy is not out of range. Nothing is out of range.



The Bear

FIGURE — OF THE WHEEL III

When this dies, your figures each keep +1/+1.

◆ Even in death, it nourishes the forest.



The Winter Wolf

FIGURE — OF THE WHEEL IV

When this enters, target figure wanes.

◆ The cold precedes the bite.



The Thorned Boar

FIGURE — OF THE WHEEL V

Trample.

TRAMPLE harm past its warders goes on to the seal.

◆ Hedge and avalanche, in one animal.





The Mossbound

FIGURE — OF THE WHEEL

VI

When this enters, you gain 3 light.

◆ It stores the sun from a thousand years ago.



The Seedcaller

FIGURE — OF THE WHEEL

VII

When this enters, create a 2/2 Grey Wolf.

◆ Not all of what is planted is vegetable.



The Canopy Drake

FIGURE — OF THE WHEEL

VIII

Flying.

| **FLYING** only a warder that flies or has reach can stop it.

◆ The forest's one concession to the sky.



The Ancient Warden

FIGURE — OF THE WHEEL

IX

Reach, vigilance, bars the way.

| **VIGILANCE** does not wane when it marches.

| **REACH** may ward something that flies.

| **BARS THE WAY** at the toll it steps in front of the strongest marcher it can ward.

◆ It guards a border no map has kept. The border is grateful.



The Elder Root

FIGURE — OF THE WHEEL

X

Vigilance.

| **VIGILANCE** does not wane when it marches.

◆ Old when the Tome was young.



The Wurm Under the Field

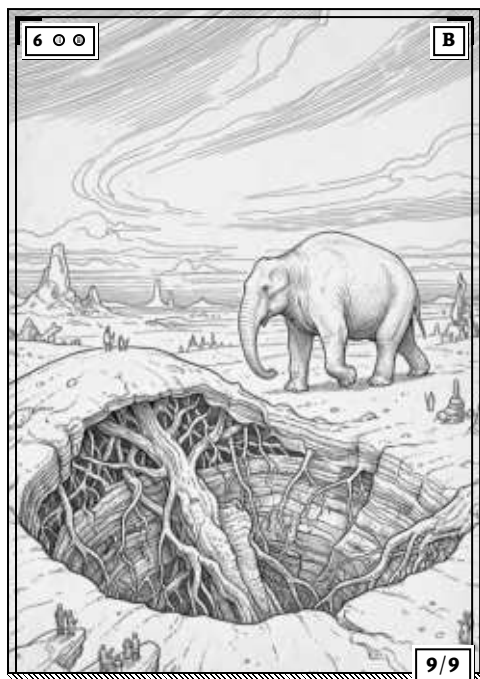
FIGURE — OF THE WHEEL

XI

Trample.

| **TRAMPLE** harm past its warders goes on to the seal.

◆ The harvest was fine for years. Nobody asked what the furrows were.



The Behemoth

⊗ FIGURE — OF THE WHEEL

XII

Trample.

| **TRAMPLE** harm past its warders goes on to the seal.

◆ It is not attacking. It is arriving, and you are where it arrives.



The Quickening

⊗ INSTANT — OF THE WHEEL

XIII

Target figure gets +3/+3 until end of the hour.

| **INSTANT** read at any hour, even on your opponent's.

◆ A season, spent in a second.



The Uprooting

⊗ INSTANT — OF THE WHEEL

XIV

Destroy target enchantment.

| **INSTANT** read at any hour, even on your opponent's.

◆ What is written in the soil can be unwritten by it.



The Turning Season

⊗ SORCERY — OF THE WHEEL

XV

A shrine rises from your tome, waned.

| **SORCERY** read on your own hour; then it dies.

◆ The year does not wait to be read.



The Bounty

⊗ SORCERY — OF THE WHEEL

XVI

You gain 4 light. Draw a leaf.

| **SORCERY** read on your own hour; then it dies.

◆ The Wheel pays in kind, and in time, and in full.



The Harvest

⊗ SORCERY — OF THE WHEEL

XVII

You gain 6 light.

| **SORCERY** read on your own hour; then it dies.

◆ Six hours of summer, brought in before the rain.





3 0

P

The Calling of the Pack

⊗ SORCERY — OF THE WHEEL

XVIII

Two 2/2 Grey Wolves answer.

| **SORCERY** read on your own hour; then it dies.

◆ Say it once. They count themselves.



2 0 0

0

The Stampede

⊗ SORCERY — OF THE WHEEL

XIX

Your figures gain +2/+2 until end of the hour.

| **SORCERY** read on your own hour; then it dies.

◆ You cannot deny what keeps arriving.



2 0 0

S

The Trampling Wheel

⊗ ENCHANTMENT — OF THE WHEEL

XX

Your figures get +1/+0 and trample.

| **ENCHANTMENT** it stays on the table, and holds while it stands.

◆ The rut it leaves is called a road, later.



1 0 0

V

The Green Vigor

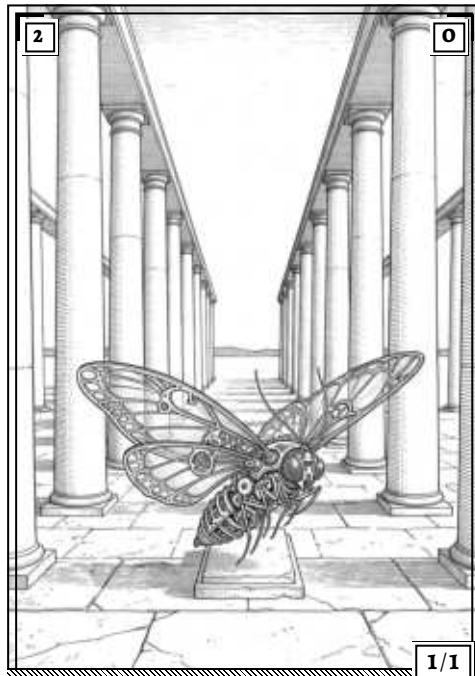
⊗ ENCHANTMENT — OF THE WHEEL

XXI

Your figures get +1/+1.

| **ENCHANTMENT** it stays on the table, and holds while it stands.

◆ Spring is not gentle. Ask anything it has moved.



2

0

1/1

The Whirring Moth

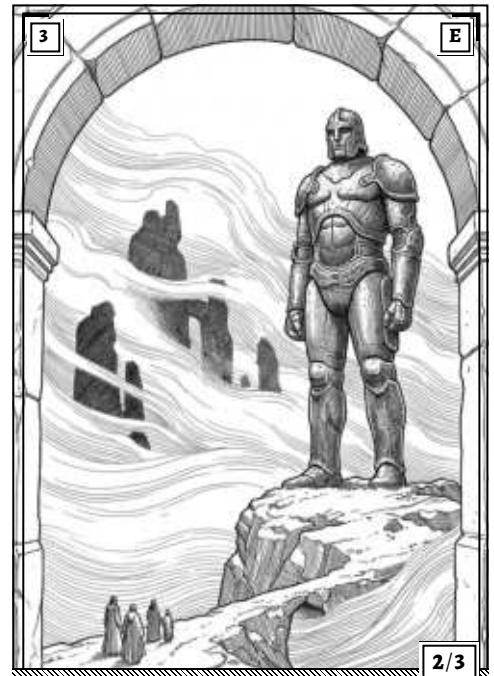
⊗ FIGURE — OF NO SUIT

I

Flying.

| **FLYING** only a warder that flies or has reach can stop it.

◆ It circles lamps out of habit, or memory, or grief. The manual is silent.



3

E

2/3

The Bronze Sentinel

⊗ FIGURE — OF NO SUIT

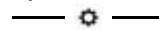
II

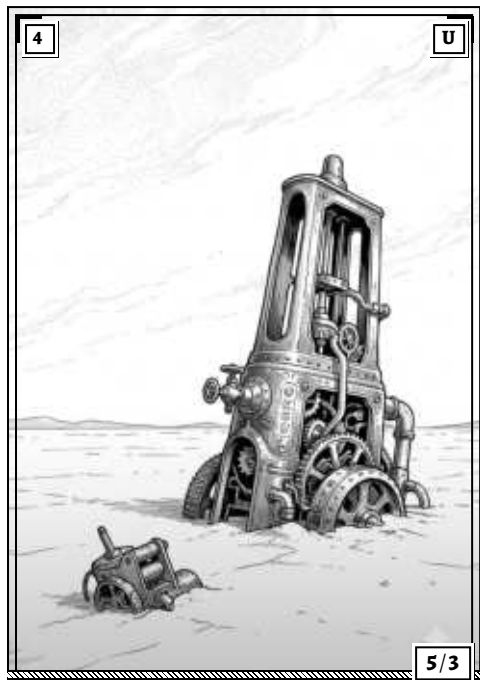
Defender, bars the way. Your figures get +0/+1.

| **DEFENDER** guards, and never marches.

| **BARS THE WAY** at the toll it steps in front of the strongest marcher it can ward.

◆ It strengthens the resolve of all who stand with it.





The Brazen Engine

FIGURE — OF NO SUIT

III

Trample.

TRAMPLE harm past its warders goes on to the seal.

♦ Written in the margin, by another hand.



The Clockwork Beast

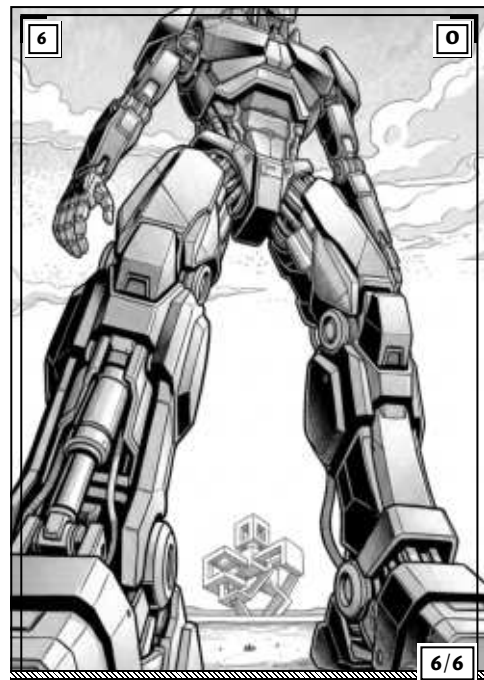
FIGURE — OF NO SUIT

IV

Trample. When this enters, 1 damage to each figure.

TRAMPLE harm past its warders goes on to the seal.

♦ Its gears grind everything to dust.



The Obsidian Servant

FIGURE — OF NO SUIT

V

When this enters, your opponent discards a leaf, destroy a figure.

♦ It erases both the thought and the thinker.



The Lesser Codex

ENCHANTMENT — OF NO SUIT

VI

When this enters, draw a leaf. Your figures get +1/+1.

ENCHANTMENT it stays on the table, and holds while it stands.

♦ A copy of a copy of the Tome — abridged, annotated, and slightly wrong.



The Walker in White

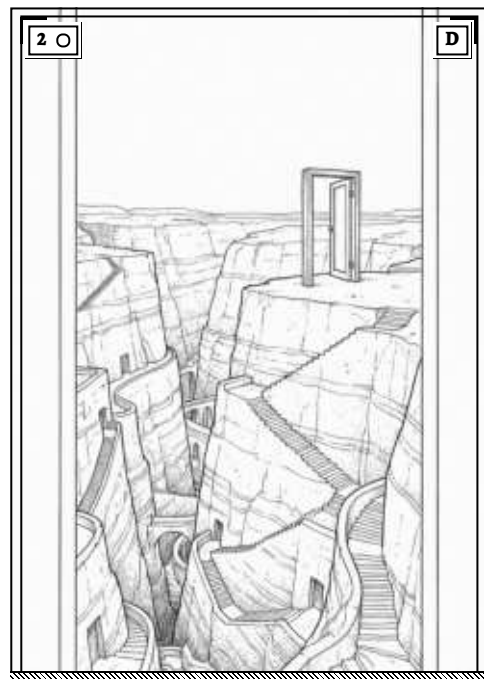
FIGURE — OF THE SUN

XXV

Radiant. When this enters, a figure gains a halo.

RADIANT every light that comes to you swells it +1/+1 until end of the hour.

♦ He crossed the whole plate on foot, carrying nothing, and nothing he passed was harmed that day.



The Standing Door

SORCERY — OF THE SUN

XXVI

Return a figure from your margin to your hand. You gain 2 light.

SORCERY read on your own hour; then it dies.

♦ A door frame alone on the flat, hinged to nothing, standing open. It is still the way back.





3 0

B

3/2

The Stone Bird

FIGURE — OF THE MOON

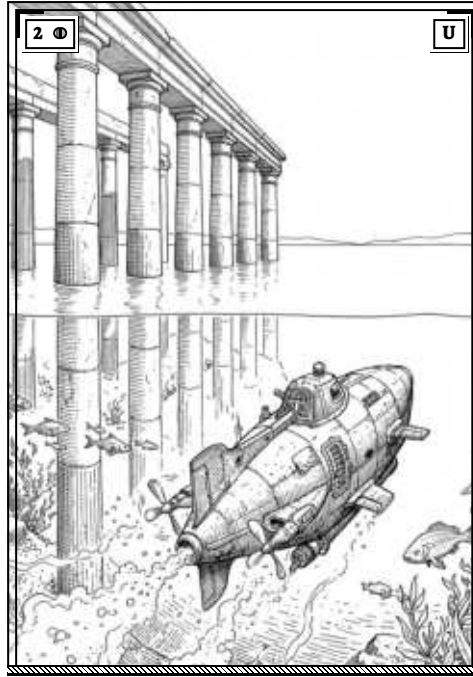
XXII

Flying, tidal. When this enters, target figure is unnamed.

FLYING only a warder that flies or has reach can stop it.

TIDAL as your hour ends it goes back to your hand.

◆ Its rider has never spoken. Nothing he is carried over keeps its name.



2 0

U

The Way Under

INSTANT — OF THE MOON

XXIII

Your figures cannot be warded until end of the hour.

INSTANT read at any hour, even on your opponent's.

◆ The world is stacked. Step down one floor and walk beneath the argument.



3 0

S

The Withdrawal

SORCERY — OF THE MOON

XXIV

Two figures return to the hands that read them.

SORCERY read on your own hour; then it dies.

◆ The silver went out in one breath and left the floor of it bare, and everything standing there walked home.



4 0

L

3/5

The Sleeping Head

FIGURE — OF THE TOMB

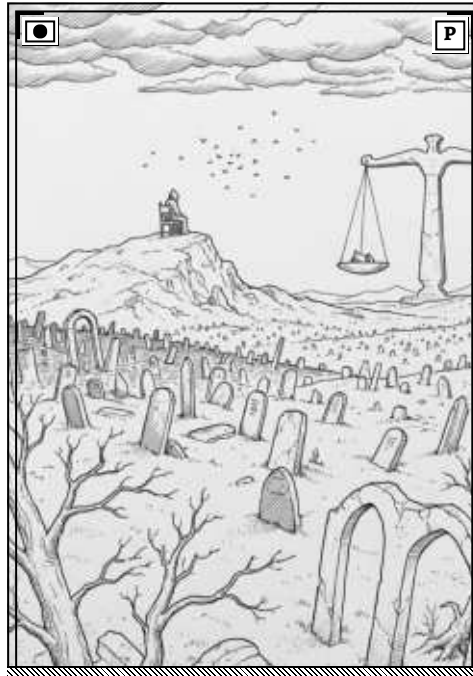
XXII

Defender, bars the way, risen. When this dies, your opponent loses 2 light.

DEFENDER guards, and never marches.

BAR THE WAY at the toll it steps in front of the strongest marcher it can ward.

RISEN the first time it dies it stands again, waned.



0

P

The Price Named

SORCERY — OF THE TOMB

XXIII

Destroy target figure. You lose 3 light.

SORCERY read on your own hour; then it dies.

◆ The room was white and empty and held one chair. The figure sat, agreed to the sum, and did not get up.



5 0

K

3/6

The Seated King

FIGURE — OF THE TOMB

XXIV

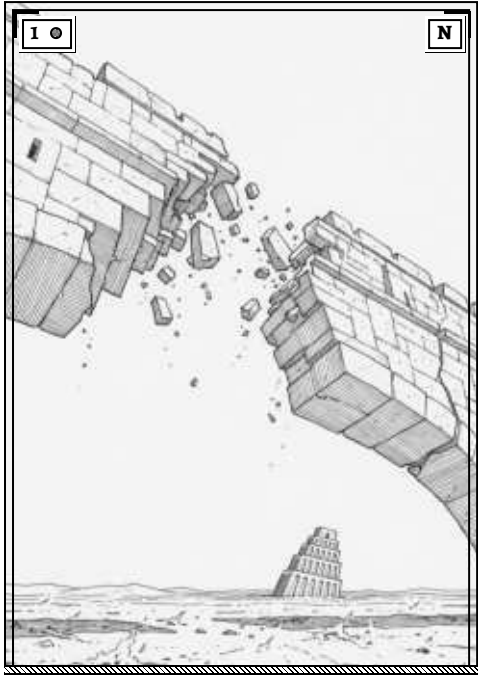
Vigilance, risen. At the end of the hour, your opponent loses 1 light and you gain 1.

VIGILANCE does not wane when it marches.

RISEN the first time it dies it stands again, waned.

◆ Still on the chair, still owed everything, and the sand has come up to the armrests.





1 ○

N

The Line Broken

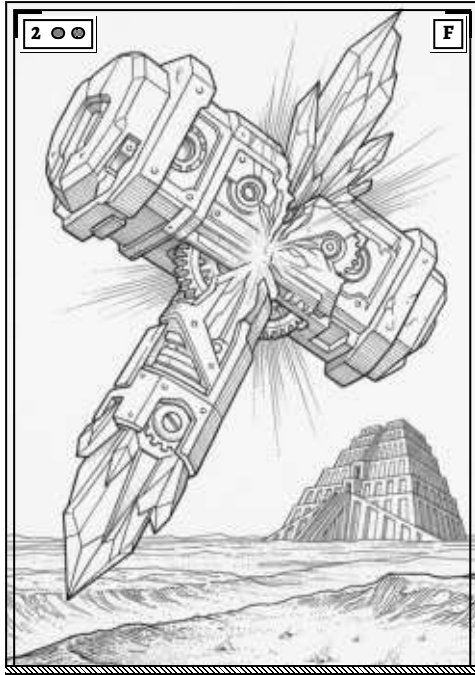
▲ INSTANT — OF THE TOWER

XXI

Your figures have trample until end of the hour.

| **INSTANT** read at any hour, even on your opponent's.

◆ *They did not open the gate. They removed the part of the wall that had been pretending to be one.*



2 ○ ○

F

The First Blow

▲ ENCHANTMENT — OF THE TOWER

XXII

Your figures have first strike.

| **ENCHANTMENT** it stays on the table, and holds while it stands.

◆ *Nobody lit the forge and nobody tends it. Everything it makes arrives before you do.*



2 ○

R

The Overstory

⊗ ENCHANTMENT — OF THE WHEEL

XXII

Your figures have reach.

| **ENCHANTMENT** it stays on the table, and holds while it stands.

◆ *Raised so high over four centuries that the flying things now pass underneath it, and are counted as ground.*



5 ○

M

4/4

The Crossing

⊗ FIGURE — OF THE WHEEL

XXIII

Rooted. When this enters, your figures each keep +1/+1.

| **ROOTED** as your hour ends it KEEPS +1/+1.

◆ *Nothing that joined it was ever smaller afterward.*



3 ○

G

The Road Down

⊗ SORCERY — OF THE WHEEL

XXIV

Two shrines rise from your tome, waned.

| **SORCERY** read on your own hour; then it dies.

◆ *It descends for a week without once turning, which is the part nobody believes until they have walked it.*



3

T

2/3

The Traveller

⊗ FIGURE — OF NO SUIT

VII

Flash. When this enters, draw a leaf.

| **FLASH** read it at any hour, even your opponent's.

◆ *He comes at the hour that suits him, with no luggage at all, and knows one thing you did not.*





6

I

5/6

The Migrant City

FIGURE — OF NO SUIT

VIII

Defender, bars the way. When this enters, each enemy figure wanes, and doesn't wake next hour.

DEFENDER guards, and never marches.

BARS THE WAY at the toll it steps in front of the strongest marcher it can ward.

◆ It arrives the way weather arrives. Nothing it has passed is in any hurry to move again.



20

A

2/2

The Haloed

FIGURE — OF THE SUN

XXVII

Halo.

HALO the first harm it takes is refused, and the halo goes out.

◆ The light does not defend it. The light declines to notice.



300

N

3/4

The Warden of Dawn

FIGURE — OF THE SUN

XXVIII

Bars the way, halo.

BARS THE WAY at the toll it steps in front of the strongest marcher it can ward.

HALO the first harm it takes is refused, and the halo goes out.

◆ It has stood at this gate through four copyings of the Tome, and been spelled differently each time.



10

0

The Gilded Oath

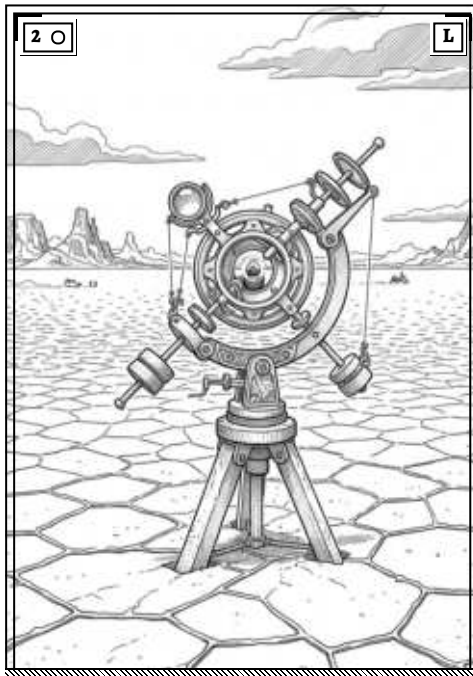
SORCERY — OF THE SUN

XXIX

Target figure gains a halo.

SORCERY read on your own hour; then it dies.

◆ Swear it over anything and the anything acquires an opinion about being struck.



20

L

The Last Light

VIGIL — OF THE SUN

XXX

Vigil — when your light falls below five: you gain 8 light.

VIGIL set on your own hour. It waits, then fires by itself: no response, no target of yours.

◆ Kept for the end, which is the only hour that ever asks for it.



10

A

1/3

The Almsgiver

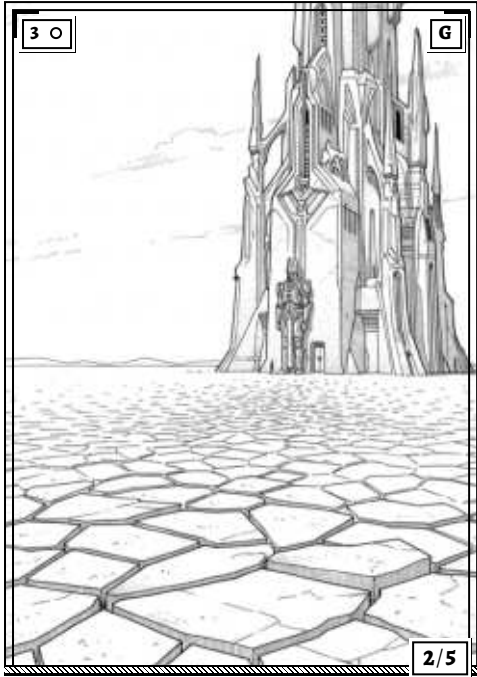
FIGURE — OF THE SUN

XXXI

Radiant.

RADIANT every light that comes to you swells it +1/+1 until end of the hour.

◆ She keeps a ledger of what the town has given her and refuses, politely, to be thanked. The ledger is longer than the town.



The Reliquary Guard

● FIGURE — OF THE SUN

XXXII

Defender, bars the way, radiant.

DEFENDER guards, and never marches.

BARS THE WAY at the toll it steps in front of the strongest marcher it can ward.

RADIANT every light that comes to you swells it +1/+1 until end of the hour.



The Unnaming

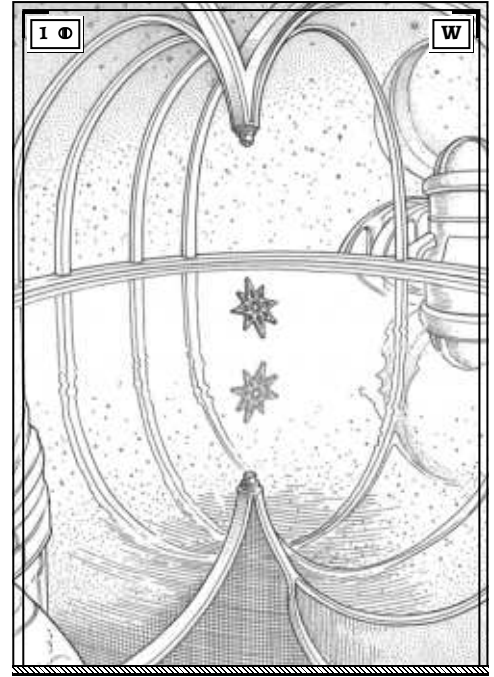
● INSTANT — OF THE MOON

XXV

Target figure is unnamed: it loses its text, its keywords, and all it kept.

INSTANT read at any hour, even on your opponent's.

◆ It is still there. It is simply no longer anything in particular.



The Still Water

● INSTANT — OF THE MOON

XXVI

Target figure wanes, and doesn't wake next hour.

INSTANT read at any hour, even on your opponent's.

◆ Cold does not stop a thing. It only removes the argument for moving.



The Tide Offering

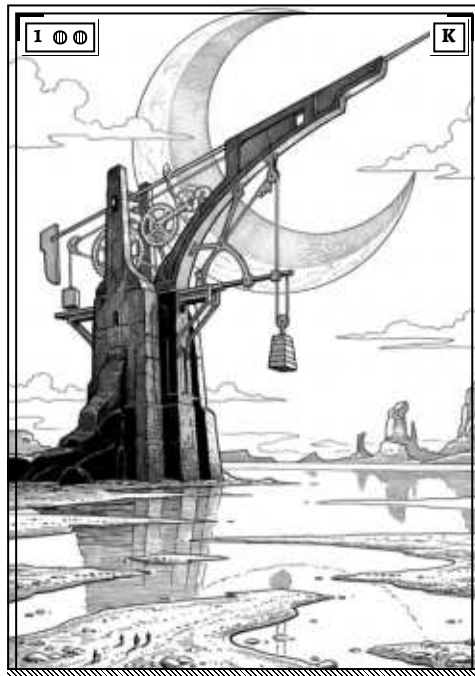
● SORCERY — OF THE MOON

XXVII

The Tome offers three leaves; keep one.

SORCERY read on your own hour; then it dies.

◆ Three pages surface. Two of them are going back down.



The Kept Word

● VIGIL — OF THE MOON

XXVIII

Vigil — when your opponent reads a leaf: unsay it.

VIGIL set on your own hour. It waits, then fires by itself: no response, no target of yours.

◆ A word held in the mouth for an hour, purely to spend on someone else's.



The Reversal

● VIGIL — OF THE MOON

XXIX

Vigil — when an enemy figure enters: it returns to their hand.

VIGIL set on your own hour. It waits, then fires by itself: no response, no target of yours.

◆ The tide has an unusual view of arrivals.





1 ○

R

2/2

The Returning

● FIGURE — OF THE MOON

XXX

Tidal. When this enters, draw a leaf.

■ **TIDAL** as your hour ends it goes back to your hand.

◆ *It has been introduced to you eleven times. It is always delighted, and it never remembers, and the delight is genuine every time.*



2 ○

U

3/1

The Drowning Pull

● FIGURE — OF THE MOON

XXXI

Tidal. When this enters, target figure wanes.

■ **TIDAL** as your hour ends it goes back to your hand.

◆ *What it takes it takes downward, and it is very patient about the difference between drowning and being kept.*



3 ○

N

2/3

The Moon Its Own

● FIGURE — OF THE MOON

XXXII

Flying, tidal. When this enters, your opponent discards a leaf.

■ **FLYING** only a warder that flies or has reach can stop it.

■ **TIDAL** as your hour ends it goes back to your hand.

◆ *She is lent to the world nightly and recalled without notice. Ask her nothing about the daylight; she has signed something.*



2 ●

D

2/2

The Sworn Debt

■ FIGURE — OF THE TOMB

XXV

At the end of the hour, your opponent loses 1 light.

◆ *The interest is small. The term is not.*



3 ●

G

3/3

The Long Hunger

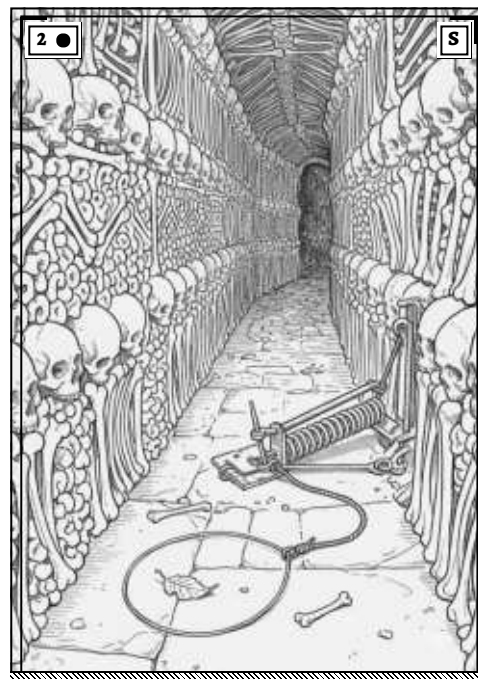
■ FIGURE — OF THE TOMB

XXVI

Menace. At the end of the hour, you lose 1 light, your opponent loses 2.

■ **MENACE** two figures must ward it, or none.

◆ *It eats at both ends of the table and keeps a careful ledger of which end is winning.*



2 ●

S

The Snare

■ VIGIL — OF THE TOMB

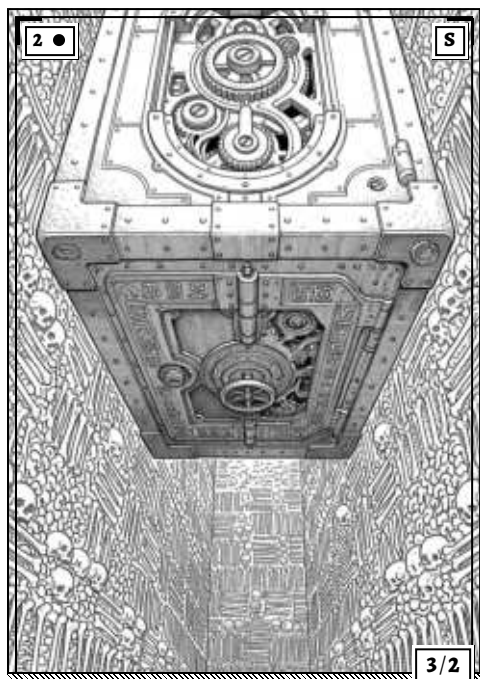
XXVII

Vigil — when figures march: destroy the strongest marcher.

■ **VIGIL** set on your own hour. It waits, then fires by itself: no response, no target of yours.

◆ *Set in the margin, where nobody reads, which is exactly where everybody walks.*





The Second Debtor

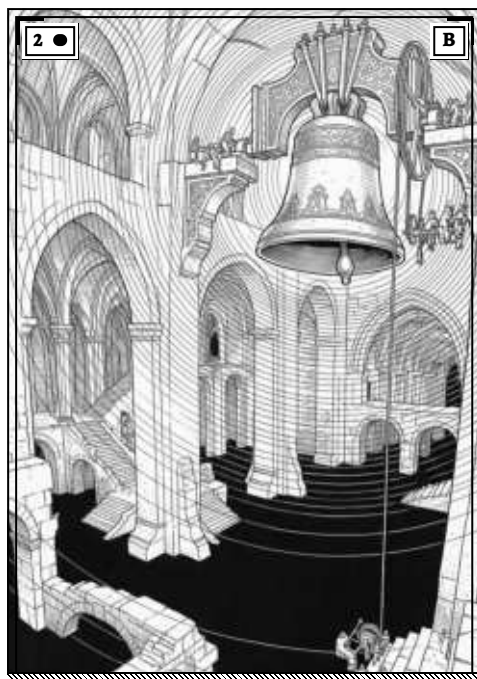
FIGURE — OF THE TOMB

XXVIII

Risen.

RISEN the first time it dies it stands again, waned.

◆ *The first debtor was honest and died of it. This one read the contract twice, and the second reading is why it is still walking.*



The Reckoning Bell

SORCERY — OF THE TOMB

XXIX

2 damage to each figure.

SORCERY read on your own hour; then it dies.

◆ *It is rung once at each death and once more at each debt, and for four hundred years it has not stopped, and nobody now remembers which sound is which.*



The Marrow Choir

FIGURE — OF THE TOMB

XXX

Deathtouch, risen. When this dies, your opponent loses 2 light.

DEATHTOUCH any harm it deals a figure is lethal.

RISEN the first time it dies it stands again, waned.

◆ *They sing the inventory of the crypt. It takes eleven days, they are on the fourth verse, and they have been on the fourth verse since the war.*



The Eager Blade

FIGURE — OF THE TOWER

XXIII

Eager.

EAGER may march at once, but its harm never reaches the seal.

◆ *It does not wait to be told twice. It rarely waits to be told once.*



The Ember Rush

FIGURE — OF THE TOWER

XXIV

Eager.

EAGER may march at once, but its harm never reaches the seal.

◆ *Arrives already at a run, already committed, already regretting nothing.*



The Turned Blade

VIGIL — OF THE TOWER

XXV

Vigil — when figures march: 2 damage to every marcher.

VIGIL set on your own hour. It waits, then fires by itself: no response, no target of yours.

◆ *The Tower does not defend. It arranges for the attack to have been a mistake.*



The Watchfire

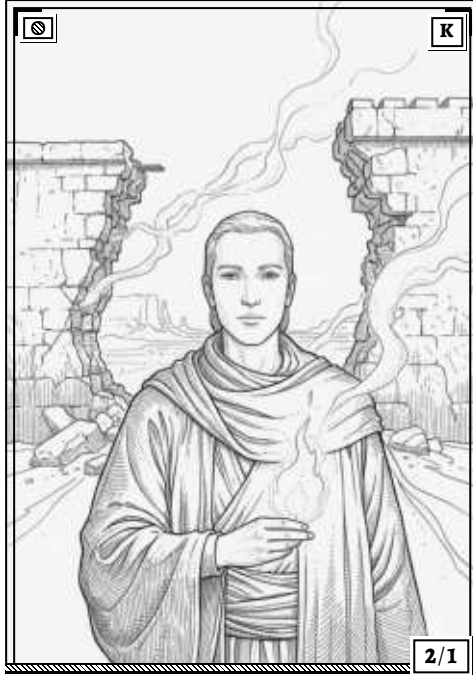
VIGIL — OF THE TOWER

XXVI

Vigil — when your opponent says a word: they lose 4 light.

VIGIL set on your own hour. It waits, then fires by itself: no response, no target of yours.

◆ *Lit for one word only. Nobody remembers which, so it answers all of them.*



The Quick Flame

FIGURE — OF THE TOWER

XXVII

Haste, reckless.

HASTE may march the hour it is read.

RECKLESS it marches every hour it can — you do not choose.

◆ *It was told once what it was for and has never needed telling again. It is the only thing here that has never needed telling again.*



The Powder Wagon

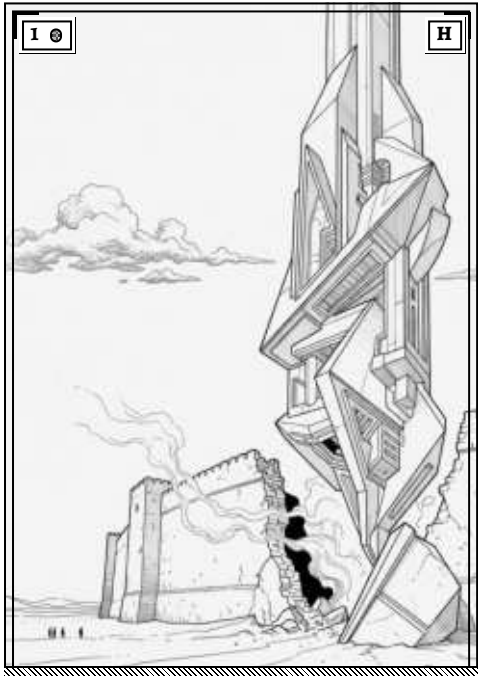
FIGURE — OF THE TOWER

XXVIII

Reckless. When this dies, 2 damage to each figure.

RECKLESS it marches every hour it can — you do not choose.

◆ *The driver was chosen for steadiness of hand. The horses were chosen for deafness. Nobody was chosen for the road.*



The Order Given

SORCERY — OF THE TOWER

XXIX

Your figures are reckless until end of the hour: each marches if it can.

SORCERY read on your own hour; then it dies.

◆ *The order was one word long. It did not need to be longer, and the man who gave it did not stay to see it obeyed.*



The Bellows Priest

FIGURE — OF THE TOWER

XXX

Reckless. When this enters, 2 damage to any target.

RECKLESS it marches every hour it can — you do not choose.

◆ *He preaches that the fire is a kind of honesty. His congregation is small, attentive, and replaced often.*



The Bramble Wall

FIGURE — OF THE WHEEL

XXV

Defender, bars the way.

DEFENDER guards, and never marches.

BARS THE WAY at the toll it steps in front of the strongest marcher it can ward.

◆ *Not planted. Agreed to.*



The Rooted Elder

⊗ FIGURE — OF THE WHEEL XXVI

Bars the way. At the end of the hour, you gain 1 light.

| **BARS THE WAY** at the toll it steps in front of the strongest marcher it can ward.

◆ *It has been here longer than the border it is standing on.*



The Deep Frost

⊗ SORCERY — OF THE WHEEL XXVII

Each enemy figure wanes, and doesn't wake next hour.

| **SORCERY** read on your own hour; then it dies.

◆ *Winter is not an event in the Tome. It is a paragraph nobody can get out of.*



The Grove Offering

⊗ SORCERY — OF THE WHEEL XXVIII

The Tome offers three leaves; keep one. You gain 2 light.

| **SORCERY** read on your own hour; then it dies.

◆ *The Wheel never shows you one path. It shows you three and charges for the choosing.*



The Sapling

⊗ FIGURE — OF THE WHEEL XXIX

Defender, rooted.

| **DEFENDER** guards, and never marches.

| **ROOTED** as your hour ends it KEEPS +1/+1.

◆ *Left alone for one year it is a nuisance, for ten a landmark, for a hundred a boundary dispute, and for a thousand a god.*



The Deepening Root

⊗ FIGURE — OF THE WHEEL XXX

Rooted.

| **ROOTED** as your hour ends it KEEPS +1/+1.

◆ *It grows downward faster than up, which is why the tower above it now leans, and why the tower is losing.*



The Long Season

⊗ SORCERY — OF THE WHEEL XXXI

Your figures each keep +1/+1.

| **SORCERY** read on your own hour; then it dies.

◆ *Nothing happens for a very long time. This is the part the chronicles omit, and it is the part that decides everything.*





The Elder Bramble

⊗ FIGURE — OF THE WHEEL

XXXII

Reach, rooted.

REACH may ward something that flies.

ROOTED as your hour ends it KEEPS +1/+1.

◆ The path around it is nine miles long now. The path used to be a shortcut, and there are people alive who remember using it.



The Warden of Brass

⊙ FIGURE — OF NO SUIT

IX

Defender, bars the way, halo.

DEFENDER guards, and never marches.

BARS THE WAY at the toll it steps in front of the strongest marcher it can ward.

HALO the first harm it takes is refused, and the halo goes out.

◆ Wound once a century by a mechanism nobody has located.



The Sunward Shield

● FIGURE — OF THE SUN

XXXIII

Defender, radiant.

DEFENDER guards, and never marches.

RADIANT every light that comes to you swells it +1/+1 until end of the hour.

◆ Held by whoever is standing nearest when the light arrives, which over four centuries has been almost everybody once.



The Oathbound

● FIGURE — OF THE SUN

XXXIV

Bars the way. When this dies, you gain 3 light.

BARS THE WAY at the toll it steps in front of the strongest marcher it can ward.

◆ He swore on a Tuesday and has been correcting people about the day ever since. Nobody has ever questioned the oath.



The Noon Herald

● FIGURE — OF THE SUN

XXXV

Flying, radiant. When this enters, you gain 2 light.

FLYING only a warder that flies or has reach can stop it.

RADIANT every light that comes to you swells it +1/+1 until end of the hour.

◆ It announces the hour that is already happening. This is considered its finest quality.



The Dawn Bell

● SORCERY — OF THE SUN

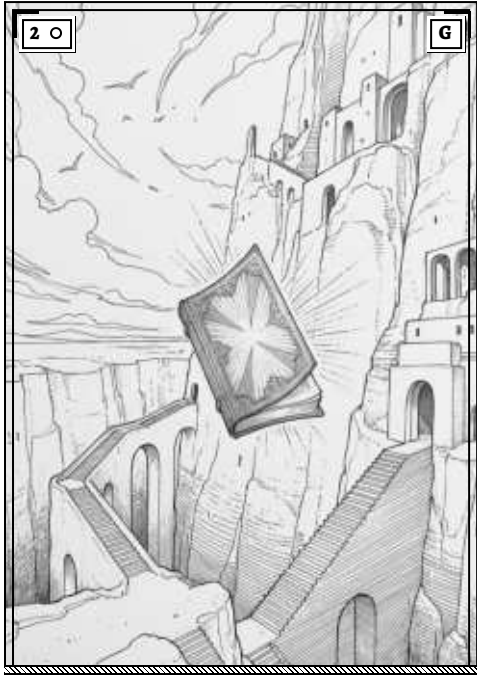
XXXVI

You gain 3 light; a 1/1 Acolyte arrives.

SORCERY read on your own hour; then it dies.

◆ Rung once at first light by whoever woke first. No one is recorded as having woken second.





The Gilded Page

● INSTANT — OF THE SUN

XXXVII

A figure gains a halo; you gain 2 light.

| **INSTANT** read at any hour, even on your opponent's.

◆ *One page of the Tome was leafed in gold by a copyist who thought the rest would follow. The rest did not.*



The Long Alms

● SORCERY — OF THE SUN

XXXVIII

You gain 5 light. Draw a leaf.

| **SORCERY** read on your own hour; then it dies.

◆ *Given out at the gate every morning, to a queue that has been the same length for two hundred years and never the same people.*



The Long Vigil

● VIGIL — OF THE SUN

XXXIX

Vigil — when figures march: you gain 4 light and your figures gain +0/+2 until end of the hour.

| **VIGIL** set on your own hour. It waits, then fires by itself: no response, no target of yours.

◆ *Kept through the night by two who took turns, then by one who did not, then by nobody, and it is still being kept.*



The Second Dawn ♦

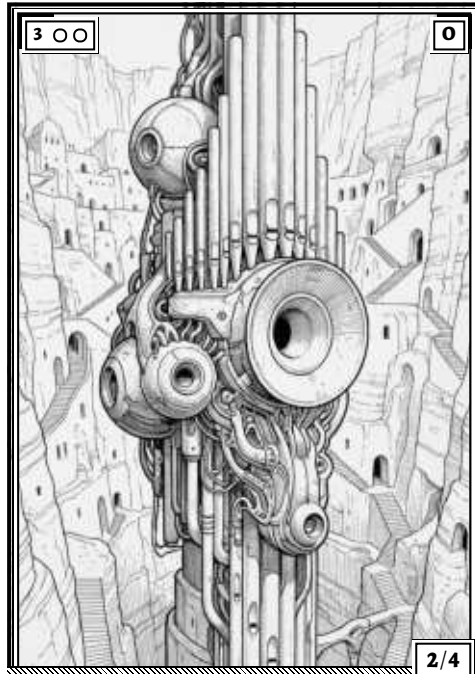
● LEGENDARY FIGURE — OF THE SUN

XL

Flying. At the end of the hour, every light that came to you this hour comes again.

| **FLYING** only a warder that flies or has reach can stop it.

◆ *The Sun read the day, disliked one paragraph of it, and set the whole morning a second time rather than admit which paragraph.*



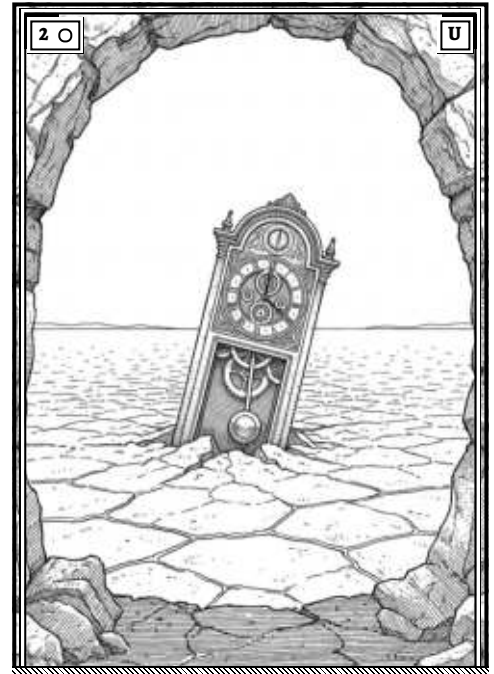
The Choir at Noon ♦

● LEGENDARY FIGURE — OF THE SUN

XLI

When this enters, each of your figures gains a halo.

◆ *Forty voices holding one note. The note is not beautiful. It is simply the only thing in the valley that has not stopped.*



The Unspent Hour ♦

● LEGENDARY VIGIL — OF THE SUN

XLII

Vigil — when your light falls below five: your light returns to what it was when the hour began.

| **VIGIL** set on your own hour. It waits, then fires by itself: no response, no target of yours.

◆ *An hour was set aside at the founding and never used. The Sun has been asked for it four times and has produced it four times, which suggests there was more than one.*



The Salt Reader

FIGURE — OF THE MOON

XXXIII

Tidal. When this enters, the Tome offers three leaves; keep one.

TIDAL as your hour ends it goes back to your hand.

◆ She reads the tideline the way others read a page, and is the only authority anyone accepts on what the sea has decided to keep.



The Undernight

FIGURE — OF THE MOON

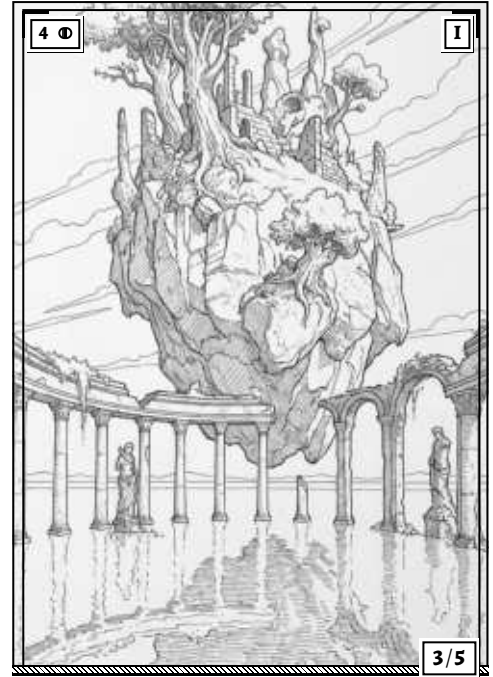
XXXIV

Flying, cannot be warded.

FLYING only a warder that flies or has reach can stop it.

UNWARDABLE no ward may stand in front of it.

◆ Not the dark after dusk. The other one, underneath it, that the dark is standing on.



The Drifting Isle

FIGURE — OF THE MOON

XXXV

Flying. When this enters, target figure wanes, and doesn't wake next hour.

FLYING only a warder that flies or has reach can stop it.

◆ It has been charted eleven times and has never been where the chart says. The charts are all correct; they were simply correct earlier.



The Ebb

INSTANT — OF THE MOON

XXXVI

Target figure gets -1/-1 until end of the hour. Draw a leaf.

INSTANT read at any hour, even on your opponent's.

◆ The sea leaving is not the sea going anywhere. It is the sea being briefly honest about how much of it there was.



The Second Tide

INSTANT — OF THE MOON

XXXVII

Unsay target reading. Your opponent discards a leaf.

INSTANT read at any hour, even on your opponent's.

◆ There are two tides a day and a third that is not counted, because the people who counted it did not come back to report the number.



The Deep Offering

SORCERY — OF THE MOON

XXXVIII

The Tome offers three leaves; keep one. Draw a leaf.

SORCERY read on your own hour; then it dies.

◆ Lowered on a rope for a hundred years. Something down there has been sending it back up heavier.



The Sunken Word

🕯 VIGIL — OF THE MOON

XXXIX

Vigil — when your opponent says a word: they discard two leaves.

🕯 **VIGIL** set on your own hour. It waits, then fires by itself: no response, no target of yours.

◆ *It went down with a ship whose name nobody agrees on, and it has been repeating that name ever since to an audience of fish.*



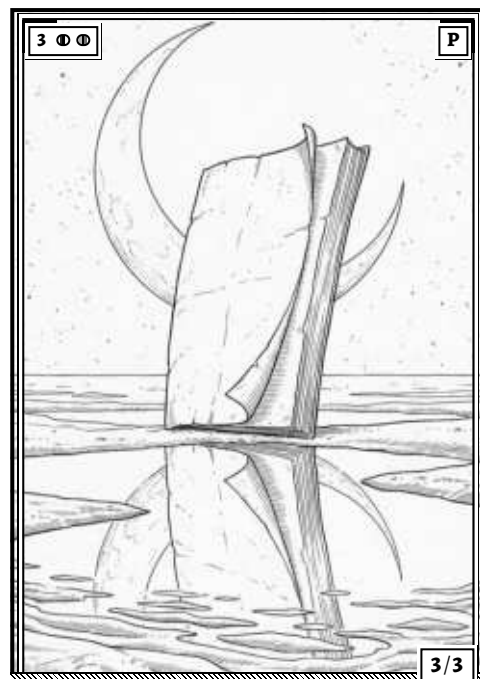
The Long Silence

🕯 LEGENDARY FIGURE — OF THE MOON

XL

While it stands, your opponent may read only one leaf each hour. Words are said, not read.

◆ *It does not stop the other voice speaking. It removes the appetite for a second sentence, which turns out to be the same thing and cheaper.*



The Turning of the Page

🕯 LEGENDARY FIGURE — OF THE MOON

XLI

Flying, tidal. When this enters, shuffle your hand under the Tome, then draw that many leaves.

🕯 **FLYING** only a warder that flies or has reach can stop it.

TIDAL as your hour ends it goes back to your hand.

◆ *Not a page being read. A page deciding it has been read enough.*



The Borrowed Mouth

🕯 LEGENDARY VIGIL — OF THE MOON

XLII

Vigil — when your opponent reads a leaf: you read it instead.

🕯 **VIGIL** set on your own hour. It waits, then fires by itself: no response, no target of yours.

◆ *The Moon does not object to what you were about to say. It objects to your having been the one to say it.*



The Pale Debtor

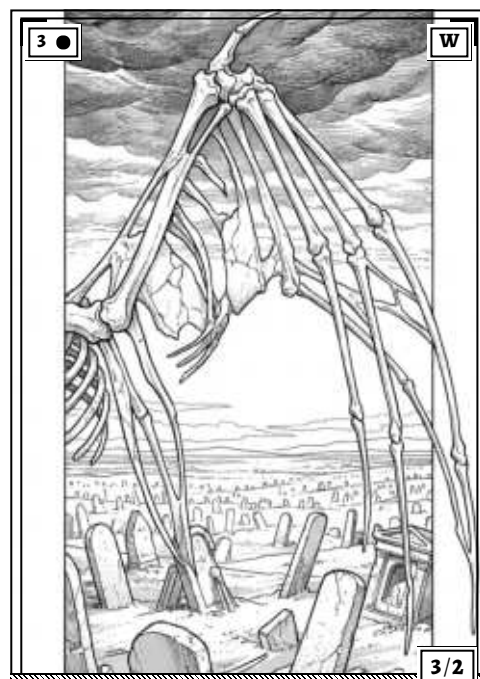
🕯 FIGURE — OF THE TOMB

XXXI

Risen. At the end of the hour, your opponent loses 1 light.

🕯 **RISEN** the first time it dies it stands again, waned.

◆ *The sum is trivial. He has walked eight hundred miles about it, and intends to walk them again.*



The Charnel Wing

🕯 FIGURE — OF THE TOMB

XXXII

Flying, risen.

🕯 **FLYING** only a warder that flies or has reach can stop it.

RISEN the first time it dies it stands again, waned.

◆ *It arrives before the death, circles once, and waits with the manner of somebody who has arrived early to a meeting and would rather not say so.*





The Debt Collector

■ FIGURE — OF THE TOMB

XXXIII

Menace. When this enters, your opponent discards a leaf. When this dies, they lose 2 light.

■ **MENACE** two figures must ward it, or none.

◆ It is polite, it is patient, and it has been assigned to your account since before you had one.



The Grave Tithe

■ SORCERY — OF THE TOMB

XXXIV

Your opponent loses 2 light. Draw a leaf.

■ **SORCERY** read on your own hour; then it dies.

◆ A tenth of the dead, says the rule. The Tomb has never explained how a tenth of one person is collected, and the collectors have never asked.



The Bone Orchard

■ SORCERY — OF THE TOMB

XXXV

Four 1/1 Rats arrive.

■ **SORCERY** read on your own hour; then it dies.

◆ Planted in rows by somebody with a plan. The rows are still there. The plan is the part that has come up.



The Buried Oath

■ VIGIL — OF THE TOMB

XXXVI

Vigil — when an enemy figure enters: it gets -3/-3 until end of the hour.

■ **VIGIL** set on your own hour. It waits, then fires by itself: no response, no target of yours.

◆ Sworn over a grave, which the Tomb considers the only binding venue.



The Keeper of Accounts

■ LEGENDARY FIGURE — OF THE TOMB

XXXVII

When this enters, your opponent loses 1 light for each figure in your margin.

◆ He does not collect. He totals. The collecting is done by the figure standing behind him, who has read the total.



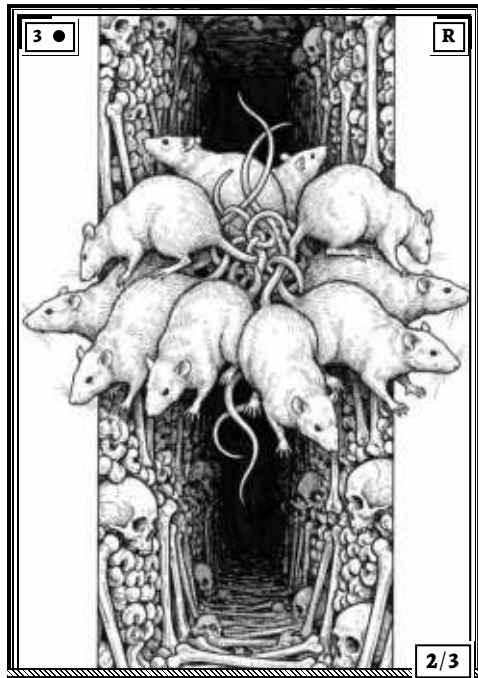
The Sexton

■ LEGENDARY FIGURE — OF THE TOMB

XXXVIII

At the end of the hour, the strongest figure in your margin stands again, waned.

◆ He has dug every grave in the yard and filled most of them twice. He regards the second filling as the professional part.



The Rat King ♦

LEGENDARY FIGURE — OF THE TOMB

XXXIX

While it stands, whenever a figure dies, create a 1/1 Rat.

♦ A crown of tails, tied by nobody. The margin elects its own, and it elects continuously.



The Ash Runner

FIGURE — OF THE TOWER

XXXI

Haste, eager.

HASTE may march the hour it is read.

EAGER may march at once, but its harm never reaches the seal.

♦ Carries word between the fires. There is no word; the running is the message, and the message is that there is still something to run between.



The Beacon Hill

FIGURE — OF THE TOWER

XXXII

Flying, reckless.

FLYING only a warder that flies or has reach can stop it.

RECKLESS it marches every hour it can — you do not choose.

♦ Lit to warn the next hill, which lit to warn the next, and so on to the sea. Nobody remembers what the first hill saw.



The Kiln Priest

FIGURE — OF THE TOWER

XXXIII

Reckless. When this dies, your opponent loses 3 light.

RECKLESS it marches every hour it can — you do not choose.

♦ He tends a fire that has not gone out in his lifetime, his father's, or his father's, and he is quietly certain it is the same fire and not a succession of them.



The Molten Gate

FIGURE — OF THE TOWER

XXXIV

Defender, bars the way. When this enters, 2 damage to any target.

DEFENDER guards, and never marches.

BARS THE WAY at the toll it steps in front of the strongest marcher it can ward.

♦ It is open. That is the trap, and the Tower has never bothered to dress it up as anything else.



The Cinder Fall

INSTANT — OF THE TOWER

XXXV

2 damage to any target; 1 damage to each figure.

INSTANT read at any hour, even on your opponent's.

♦ For three days the sky returned what the city had sent up, sorted by weight.



The Third Ruin

▲ SORCERY — OF THE TOWER XXXVI

6 damage to each figure.

| **SORCERY** read on your own hour; then it dies.

◆ *The city was rebuilt twice and burned three times, which the Tower's ledger records as being ahead.*



The Long Fuse

▲ VIGIL — OF THE TOWER XXXVII

Vigil — when your opponent reads a leaf: 2 damage to each figure.

| **VIGIL** set on your own hour. It waits, then fires by itself: no response, no target of yours.

◆ *Laid by a patient man for an impatient one. Only one of them is named in the chronicle, and it is not the patient one.*



The Last Tower ♦

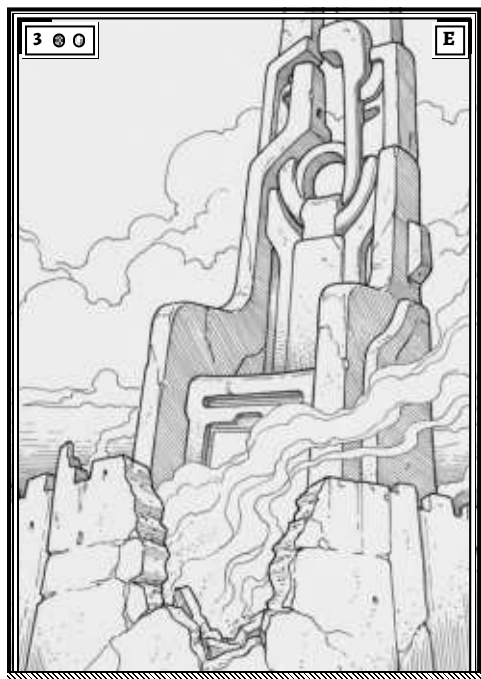
▲ LEGENDARY FIGURE — OF THE TOWER XXXVIII

Trample, reckless. When this dies, it deals damage equal to its power to your opponent.

| **TRAMPLE** harm past its warders goes on to the seal.

| **RECKLESS** it marches every hour it can — you do not choose.

◆ *Every tower in the Tome falls. This is the one that was still deciding which way, and it has decided.*



The Ember Throne ♦

▲ LEGENDARY ENCHANTMENT — OF THE TOWER XXXIX

At the end of the hour, your opponent loses 1 light for each leaf you read this hour.

| **ENCHANTMENT** it stays on the table, and holds while it stands.

◆ *Nobody has sat in it. It is not for sitting in; it is for the fire to have somewhere to be a government.*



The Mirror of Ash ♦

▲ LEGENDARY VIGIL — OF THE TOWER XL

Vigil — when figures march: every marcher's harm falls on its own reader, and the march is over.

| **VIGIL** set on your own hour. It waits, then fires by itself: no response, no target of yours.

◆ *The Tower does not defend. It arranges for the charge to arrive where it started, at the original speed, in the original order.*



The Thicket

⊗ FIGURE — OF THE WHEEL XXXIII

Reach, defender.

| **REACH** may ward something that flies.

| **DEFENDER** guards, and never marches.

◆ *Nobody planted it and nobody will remove it. It is what the field does when left to its own opinion.*





The Wurmling

⊗ FIGURE — OF THE WHEEL

XXXIV

Trample, rooted.

TRAMPLE harm past its warders goes on to the seal.
ROOTED as your hour ends it KEEPS +1/+1.

◆ The small ones are the ones you see. That is the only sense in which they are small.



The Antler Elder

⊗ FIGURE — OF THE WHEEL

XXXV

Reach, rooted.

REACH may ward something that flies.
ROOTED as your hour ends it KEEPS +1/+1.

◆ Its crown adds a point each spring and drops the whole arrangement each autumn, and it has never once been persuaded that this is wasteful.



The Bough Warden

⊗ FIGURE — OF THE WHEEL

XXXVI

Bars the way, vigilance.

VIGILANCE does not wane when it marches.

BARS THE WAY at the toll it steps in front of the strongest marcher it can ward.

◆ It holds one branch across the path. The branch has been there long enough that the path now bends, and the Warden considers the matter settled.



The Green Tithe

⊗ SORCERY — OF THE WHEEL

XXXVII

You gain 3 light; create a 2/2 Grey Wolf.

SORCERY read on your own hour; then it dies.

◆ The Wheel takes its tenth in kind, and what it sends to collect is also the tenth.



The Turned Furrow

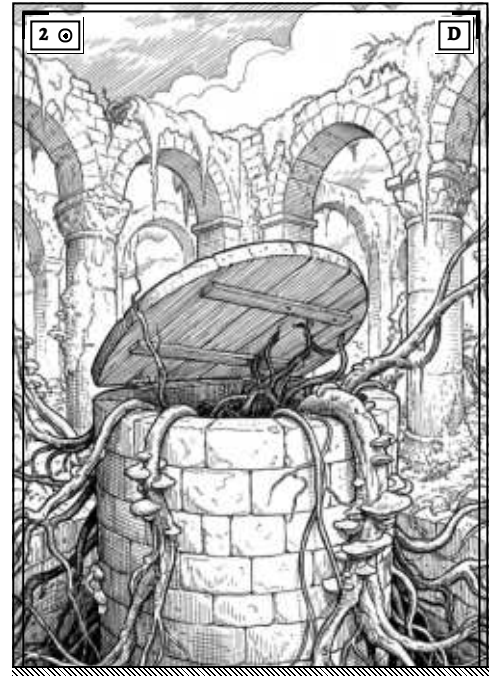
⊗ SORCERY — OF THE WHEEL

XXXVIII

A shrine rises from your tome, waned. Draw a leaf.

SORCERY read on your own hour; then it dies.

◆ Turned once a year in the same direction, for so long that the direction is now a property of the soil.



The Green Well

⊗ VIGIL — OF THE WHEEL

XXXIX

Vigil — when your light falls below five: you gain 6 light and two 2/2 Grey Wolves answer.

VIGIL set on your own hour. It waits, then fires by itself: no response, no target of yours.

◆ It is not deep. It is simply always full, which in a dry country is the more alarming of the two.





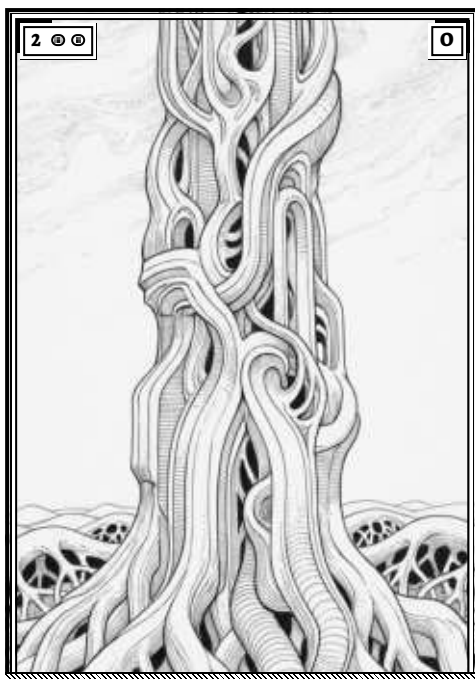
The Root of the World ♦

⊗ LEGENDARY FIGURE — OF THE WHEEL

XL

At the end of the hour, it keeps +1/+1 for each other figure that stands with you.

♦ Not the deepest root. The one the others are branches of, which they discover only by being cut.



The Deepening Year ♦

⊗ LEGENDARY ENCHANTMENT — OF THE WHEEL

XLII

While it stands, your rooted figures deepen twice each hour.

| ENCHANTMENT it stays on the table, and holds while it stands.

♦ A year in which nothing was recorded. The chronicle skips it, the trees do not, and the trees are the ones still standing.



The Pack Unnumbered ♦

⊗ LEGENDARY VIGIL — OF THE WHEEL

XLII

Vigil — when an enemy figure enters: create a 2/2 Grey Wolf for each two hours it cost.

| VIGIL set on your own hour. It waits, then fires by itself: no response, no target of yours.

♦ Counted once, at the founding, by a man who got to forty and then stopped counting for reasons the chronicle records only as sufficient.



The Leaden Hound

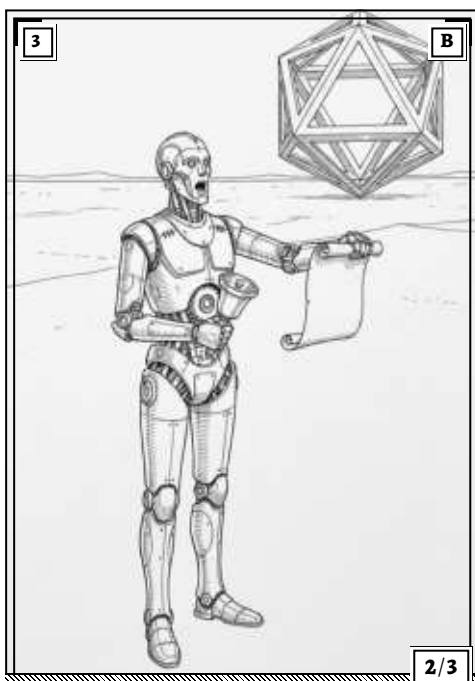
⊗ FIGURE — OF NO SUIT

X

First strike.

| FIRST STRIKE strikes first, so it can kill before it is struck.

♦ It was made to fetch. Nobody has established what, and it has never once come back empty.



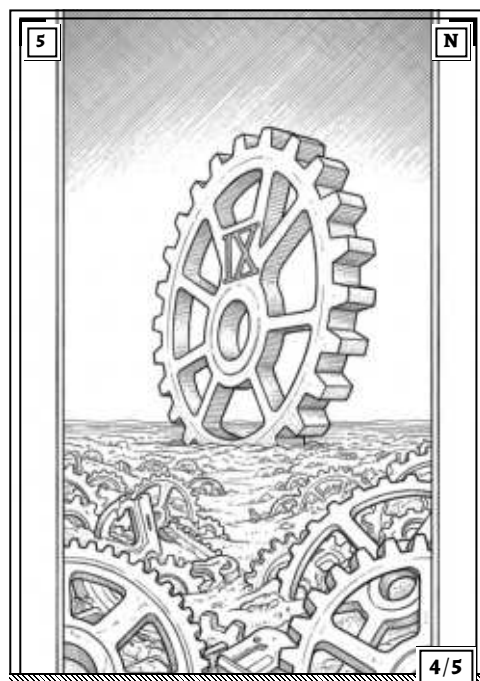
The Brass Crier

⊗ FIGURE — OF NO SUIT

XI

When this enters, the Tome offers three leaves; keep one.

♦ It reads the news at the hour it was wound for, which was a Thursday, and it has been Thursday inside it ever since.



The Ninth Cog

⊗ FIGURE — OF NO SUIT

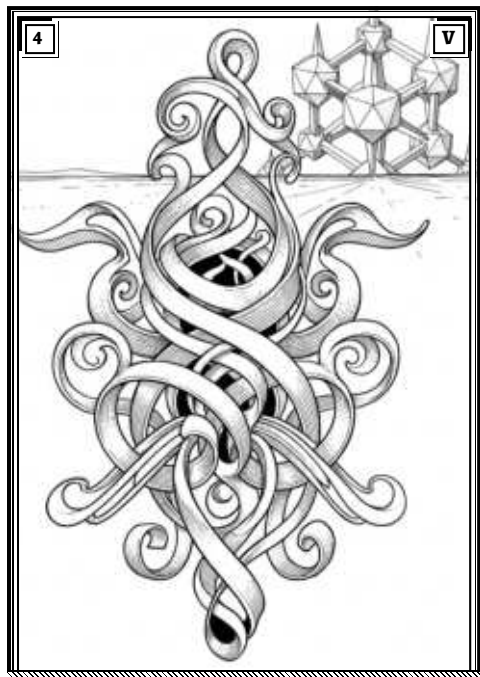
XII

Vigilance. At the end of the hour, you gain 1 light.

| VIGILANCE does not wane when it marches.

♦ Eight were enough. The ninth was added by someone who understood the mechanism better than its maker and left no note.





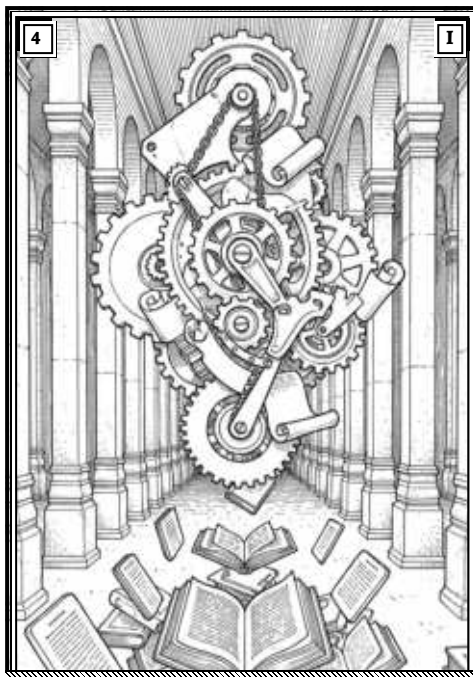
The Unfading Verse ♦

⚙️ LEGENDARY ENCHANTMENT — OF NO SUIT XIII

While it stands, no rune fades from your verse; it holds sixteen instead of eight.

| **ENCHANTMENT** it stays on the table, and holds while it stands.

♦ Every other copy of the Tome forgets its own margins within the century. This one has not forgotten a letter, and is beginning to be difficult about it.



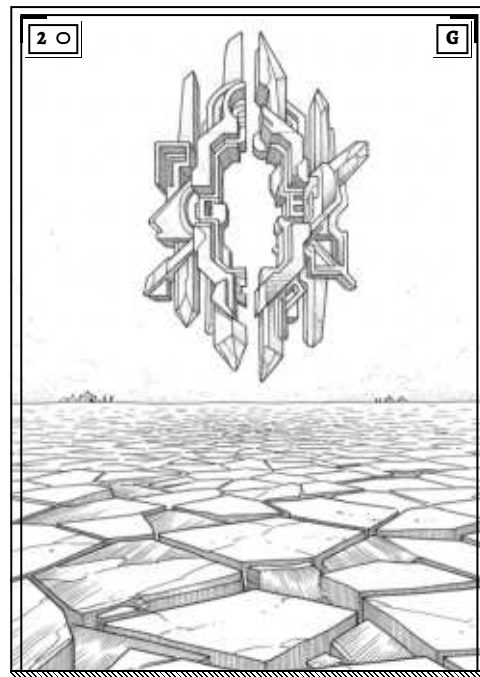
The Iron Ledger ♦

⚙️ LEGENDARY ENCHANTMENT — OF NO SUIT XIV

Whenever you say a word, you gain 3 light and draw a leaf.

| **ENCHANTMENT** it stays on the table, and holds while it stands.

♦ It records what was said, not what was meant, and it has never been wrong, and it has never been useful to anybody who wanted to be understood.



The Gate of Morning

☀️ ENCHANTMENT — OF THE SUN XLIII

Your figures have radiant: every light that comes to you swells each of them.

| **ENCHANTMENT** it stays on the table, and holds while it stands.

♦ Not a gate in a wall. A gate in the hour, and the morning is what comes through it.



The Candle Bearer

☀️ FIGURE — OF THE SUN XLIV

Flying, radiant.

| **FLYING** only a warder that flies or has reach can stop it.

| **RADIANT** every light that comes to you swells it +1/+1 until end of the hour.

♦ A child sent ahead with one candle, on the theory that the dark is a formality.



The Wick Tender

☀️ FIGURE — OF THE SUN XLV

Lifelink, radiant.

| **LIFELINK** the light it takes, you gain.

| **RADIANT** every light that comes to you swells it +1/+1 until end of the hour.

♦ She trims what burns badly and says nothing about it, which is the whole of her office and most of her opinion.



The Anointer

☀️ FIGURE — OF THE SUN XLVI

When this enters, target figure keeps +1/+1.

♦ One thumbprint of oil, placed once, and it is on the ledger for good.





20

T

2/3

The Warden of the Threshold

● FIGURE — OF THE SUN

XLVII

Bars the way, first strike.

FIRST STRIKE strikes first, so it can kill before it is struck.

BARS THE WAY at the toll it steps in front of the strongest marcher it can ward.

◆ It does not hold the door. It holds the strip of floor the door is about, and it strikes before anyone crosses it.



40

U

3/3

The Bright Anvil

● FIGURE — OF THE SUN

XLVIII

Trample, radiant.

TRAMPLE harm past its warders goes on to the seal.

RADIANT every light that comes to you swells it +1/+1 until end of the hour.

◆ Noon on flat rock, and the rock is the thing being worked.



500

S

5/5

The Seraph of the Last Hour

● FIGURE — OF THE SUN

XLIX

Flying, vigilance, halo.

FLYING only a warder that flies or has reach can stop it.

VIGILANCE does not wane when it marches.

HALO the first harm it takes is refused, and the halo goes out.

◆ It is not the angel of the hour. It is the one kept back for the last of them, and it has not been spent yet.



30

R

The Reading at Noon

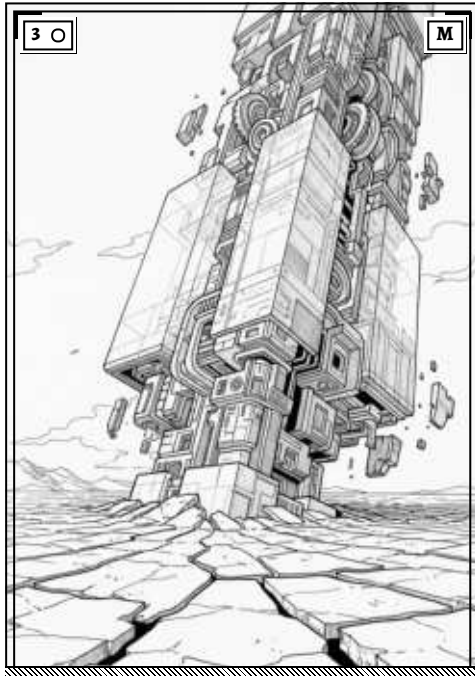
● SORCERY — OF THE SUN

L

The Tome offers three leaves; keep one. Target figure gains a halo.

SORCERY read on your own hour; then it dies.

◆ The page is read aloud at noon to whoever is standing in the square, and whoever is standing in the square is thereafter slightly harder to injure.



30

M

The Judgement of Noon

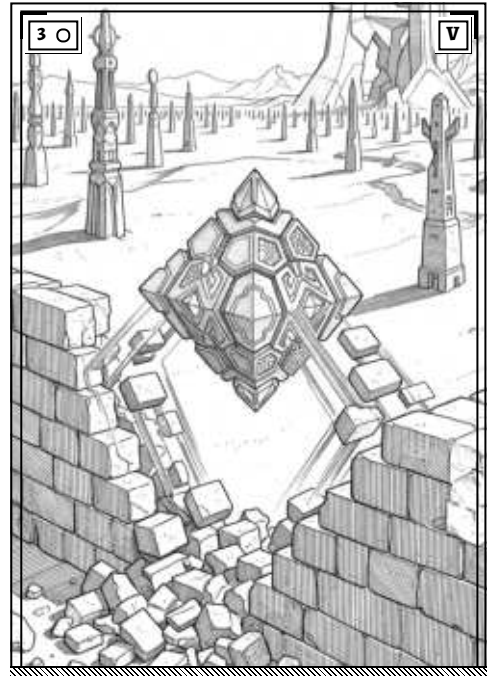
● SORCERY — OF THE SUN

LI

2 damage to each figure; you gain 2 light.

SORCERY read on your own hour; then it dies.

◆ The Sun does not take sides at noon. It simply stops offering anywhere to stand.



30

V

The Vow of Walls

● SORCERY — OF THE SUN

LII

Your figures each keep +0/+2.

SORCERY read on your own hour; then it dies.

◆ Sworn by masons, in a form of words that has outlasted every wall it was sworn over.



The Long Procession

● SORCERY — OF THE SUN

LIII

Create two 1/1 Acolytes; target figure gains a halo.

| **SORCERY** read on your own hour; then it dies.

◆ *It sets out at dawn and arrives at dawn, and the chronicle is not certain it is the same dawn.*



The Kept Door

● VIGIL — OF THE SUN

LIV

Vigil — when an enemy figure enters: it wanes.

| **VIGIL** set on your own hour. It waits, then fires by itself: no response, no target of yours.

◆ *Left on the latch for a hundred years for exactly one visitor, who has now been let in and will not be walking.*



The Gathering Tide

● ENCHANTMENT — OF THE MOON

XLIII

Your figures have tidal: each goes back to your hand as your hour ends.

| **ENCHANTMENT** it stays on the table, and holds while it stands.

◆ *Nothing is taken away. Everything is simply reissued, nightly, to the same borrower.*



The Undersong

● FIGURE — OF THE MOON

XLIV

Hexproof, tidal.

| **HEXPROOF** your opponent cannot name it.

| **TIDAL** as your hour ends it goes back to your hand.

◆ *Heard under the water and not in it, by people who agree afterwards that they did not hear it.*



The Mirror Step

● FIGURE — OF THE MOON

XLV

Cannot be warded, tidal.

| **UNWARDABLE** no ward may stand in front of it.

| **TIDAL** as your hour ends it goes back to your hand.

◆ *It walks the reflection rather than the shore, and the reflection has no gates in it.*



The Reef

● FIGURE — OF THE MOON

XLVI

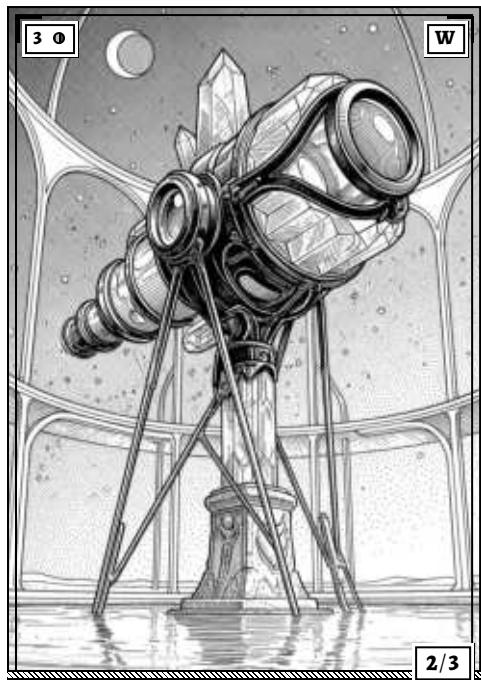
Defender, bars the way.

| **DEFENDER** guards, and never marches.

| **BARS THE WAY** at the toll it steps in front of the strongest marcher it can ward.

◆ *It has sunk more of the fleet than the war did, and it has never once moved to do it.*





3 0

W

2/3

The Glass Watcher

FIGURE — OF THE MOON

XLVII

Flying, hexproof.

FLYING only a warder that flies or has reach can stop it.
HEXPROOF your opponent cannot name it.

◆ It watches from about a foot above the lagoon and cannot be addressed, indicated, or officially minuted.



4 0 0

S

4/4

The Second Moon

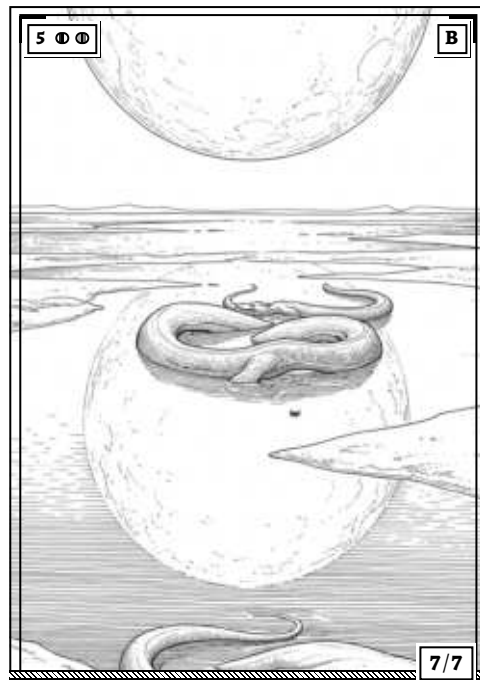
FIGURE — OF THE MOON

XLVIII

Flying, tidal.

FLYING only a warder that flies or has reach can stop it.
TIDAL as your hour ends it goes back to your hand.

◆ There has always been a second one. It is simply behind the first, and patient, and it does the tides nobody accounts for.



5 0 0

B

7/7

The Abyssal Coil

FIGURE — OF THE MOON

XLIX

Cannot be warded.

UNWARDABLE no ward may stand in front of it.

◆ The lagoon is not deep. What is coiled in it is longer than the lagoon, which the survey has recorded as a rounding error.



3 0

U

The Cold Current

INSTANT — OF THE MOON

L

Target figure wanes, and doesn't wake next hour. Draw a leaf.

INSTANT read at any hour, even on your opponent's.

◆ It comes up from underneath at the temperature of a decision already taken.



2 0

P

The Unwritten Page

INSTANT — OF THE MOON

LI

Target figure is unnamed: it loses its text, its keywords, and all it kept. Draw a leaf.

INSTANT read at any hour, even on your opponent's.

◆ The page was in the Tome and is still in the Tome. It has simply stopped agreeing to be about anything.



3 0

T

The Tidal Ledger

SORCERY — OF THE MOON

LII

Draw two leaves. Your opponent discards a leaf.

SORCERY read on your own hour; then it dies.

◆ Kept in two columns, what the sea brought and what the sea took, and the second column is written in the same hand as the first.



The Sudden Ebb

● VIGIL — OF THE MOON

LIII

Vigil — when figures march: the strongest marcher returns to the hand that read it, and you draw a leaf.

● VIGIL set on your own hour. It waits, then fires by itself: no response, no target of yours.

◆ The water went out under the charge without hurrying, and the charge arrived at a place that was no longer there.



The Low Water

● VIGIL — OF THE MOON

LIV

Vigil — when your light falls below five: each enemy figure wanes, and you draw a leaf.

● VIGIL set on your own hour. It waits, then fires by itself: no response, no target of yours.

◆ At the lowest water the whole floor of it is walkable, and everything that lives there is briefly, entirely still.



The Red Vestments

■ ENCHANTMENT — OF THE TOMB

XL

Your figures have lifelink: whatever light they take, you gain.

● ENCHANTMENT it stays on the table, and holds while it stands.

◆ Dyed once, in the usual way, and the Tomb has never seen a reason to explain the recipe to the congregation.



The Boy with the Spade

■ FIGURE — OF THE TOMB

XLII

When this dies, create two 1/1 Rats.

◆ He is paid by the grave and has never been paid twice for the same one, though the yard is smaller than the ledger.



The Grave Blade

■ FIGURE — OF THE TOMB

XLII

First strike, risen.

● FIRST STRIKE strikes first, so it can kill before it is struck.

● RISEN the first time it dies it stands again, waned.

◆ Buried with its owner, point up, on the argument that the two of them were not finished.



The Mourner

■ FIGURE — OF THE TOMB

XLIII

When this enters, your opponent discards a leaf at random.

◆ She is hired by the hour and grieves accurately for people she has never met, and something of theirs goes missing each time.



The Ossuary Keeper

■ FIGURE — OF THE TOMB

XLIV

When this enters, a figure returns from your margin to your hand.

◆ He knows which shelf, and he has never once had to look, and this is held against him.



The Plague Cart

■ FIGURE — OF THE TOMB

XLV

When this enters, 1 damage to each figure. When this dies, 1 damage to each figure.

◆ It comes down the street twice, and the second time is the one the street remembers.



The Debt Unpayable

■ FIGURE — OF THE TOMB

XLVI

Menace, risen.

■ **MENACE** two figures must ward it, or none.

■ **RISEN** the first time it dies it stands again, waned.

◆ The sum was miscopied in the third century and has been honoured as written ever since, by everyone, forever.



The Hollow King

■ FIGURE — OF THE TOMB

XLVII

Flying, deathtouch.

■ **FLYING** only a warder that flies or has reach can stop it.

■ **DEATHTOUCH** any harm it deals a figure is lethal.

◆ The crown is full and the head is not. Both facts are considered load-bearing.



The Long Rot

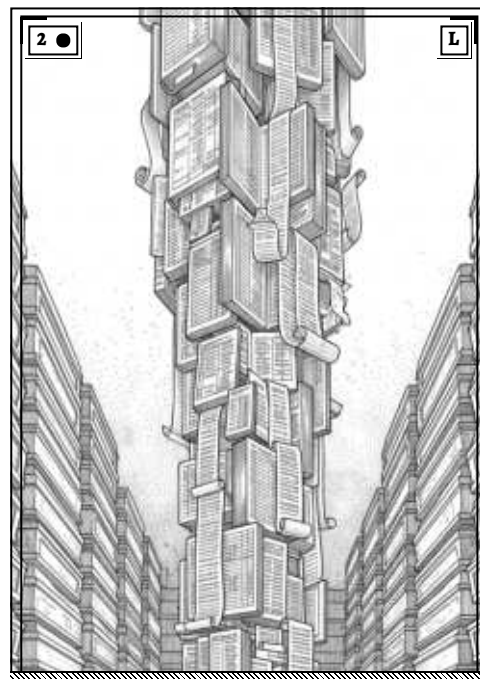
■ ENCHANTMENT — OF THE TOMB

XLVIII

Your figures get +1/+0 and menace.

■ **ENCHANTMENT** it stays on the table, and holds while it stands.

◆ It does not weaken what it is in. It sharpens the edges as it goes, which is the part nobody expects.



The Standing Debt

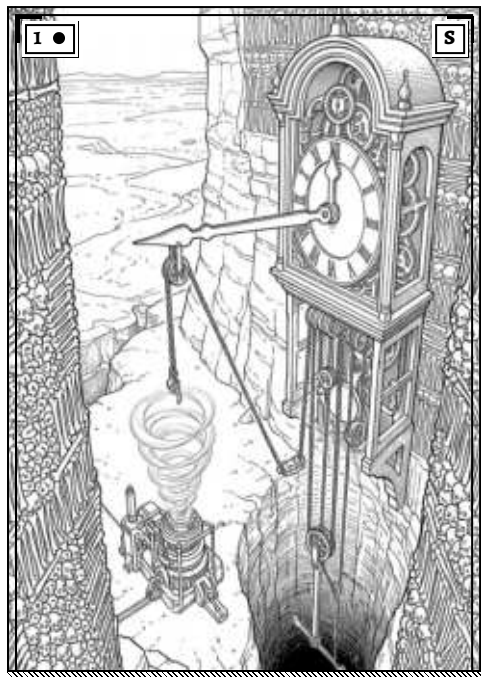
■ ENCHANTMENT — OF THE TOMB

XLIX

At the end of the hour, your opponent loses 1 light.

■ **ENCHANTMENT** it stays on the table, and holds while it stands.

◆ Opened at the founding, never closed, and the running total is now the only thing anyone consults it for.



The Sold Hour

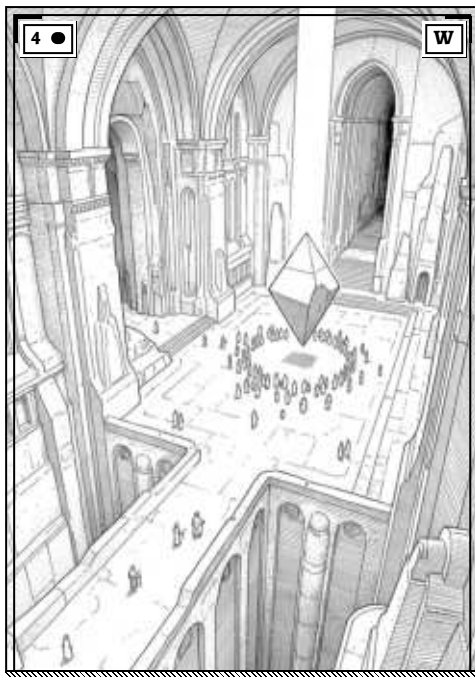
■ SORCERY — OF THE TOMB

L

Draw a leaf. You lose 1 light; your opponent loses 2.

| SORCERY read on your own hour; then it dies.

◆ Sold cheap by somebody who had one to spare, to somebody who had none, at a price both of them are still paying.



The Wake

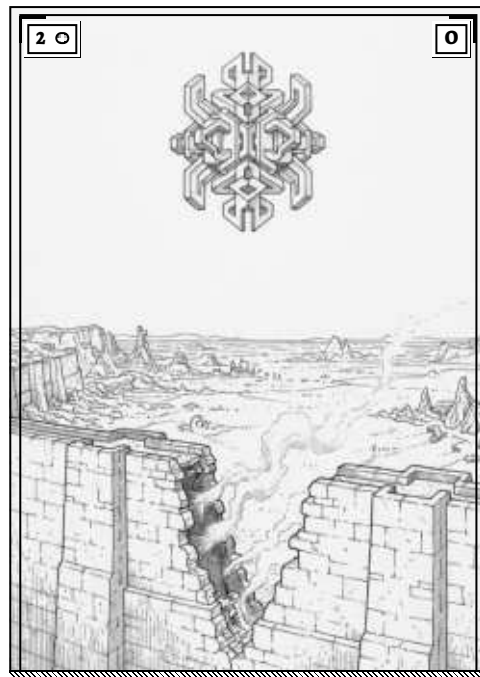
■ SORCERY — OF THE TOMB

LI

Your opponent loses 3 light; create two 1/1 Rats.

| SORCERY read on your own hour; then it dies.

◆ Eleven days of it, by custom. The guests who arrive on the eleventh day are not invited and are not turned away.



The Order Standing

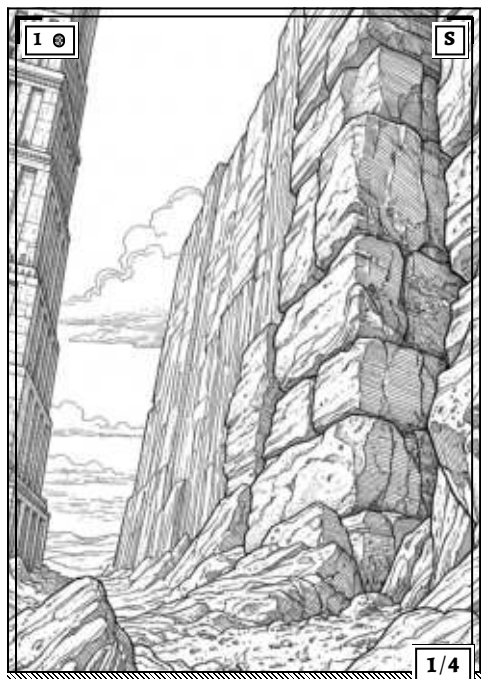
▲ ENCHANTMENT — OF THE TOWER

XLI

Your figures have reckless: each marches every hour it can.

| ENCHANTMENT it stays on the table, and holds while it stands.

◆ Given once, in the imperative, and never rescinded, because the officer who could rescind it went with the first wave.



The Slag Wall

▲ FIGURE — OF THE TOWER

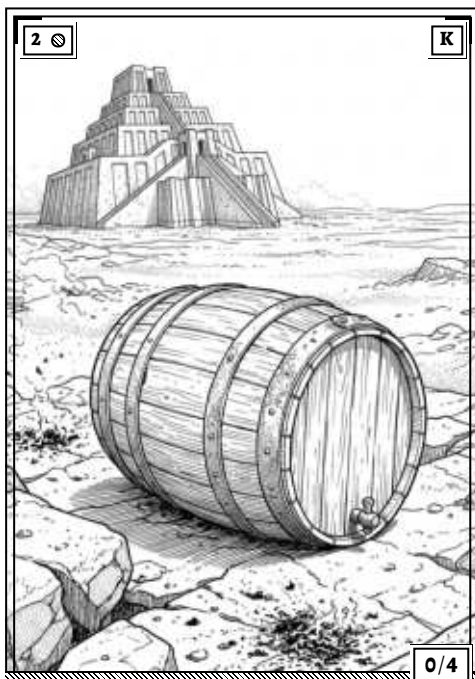
XLII

Defender, bars the way.

| DEFENDER guards, and never marches.

| BARS THE WAY at the toll it steps in front of the strongest marcher it can ward.

◆ Poured in a hurry to stop something that was already past, and it has been the best wall in the valley ever since.



The Powder Keg

▲ FIGURE — OF THE TOWER

XLIII

Defender. When this dies, 3 damage to each figure.

| DEFENDER guards, and never marches.

◆ It is patient, it is sitting down, and it is not on anybody's side.



The Rider of Ash

▲ FIGURE — OF THE TOWER

XLIV

Haste, trample.

| TRAMPLE harm past its warders goes on to the seal.

| HASTE may march the hour it is read.

◆ Arrives at the gate the same hour the gate hears about the fire, which is the fire's own doing.

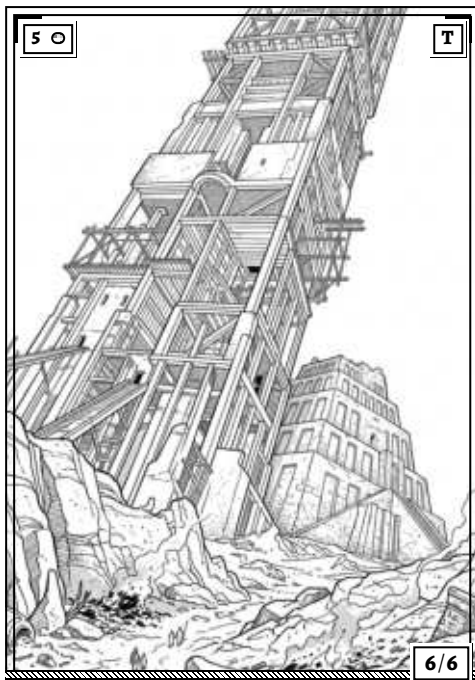


The Furnace Heart

▲ FIGURE — OF THE TOWER XLV

At the end of the hour, 1 damage to each figure.

◆ Banked, never out, and warm enough at the far wall that the far wall has had to be replaced twice.



The Tower Unfinished

▲ FIGURE — OF THE TOWER XLVI

Trample, bars the way.

TRAMPLE harm past its warders goes on to the seal.

BARS THE WAY at the toll it steps in front of the strongest marcher it can ward.

◆ Every tower in the Tome falls. This one has not been finished, and so has not yet been given anything to fall from.



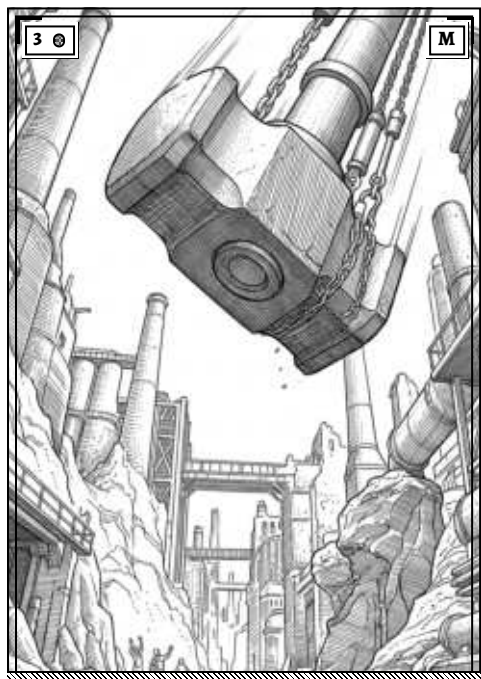
The Anvil Rite

▲ SORCERY — OF THE TOWER XLVII

Target figure keeps +2/+0.

| SORCERY read on your own hour; then it dies.

◆ Held over the hammer rather than the blade, on the reasoning that the blade is only the last part of it.



The Hammerfall

▲ INSTANT — OF THE TOWER XLVIII

5 damage to any target.

| INSTANT read at any hour, even on your opponent's.

◆ One stroke, arriving late and all at once, in the manner of a debt.



The Backdraught

▲ INSTANT — OF THE TOWER XLIX

2 damage to each figure; you lose 2 light.

| INSTANT read at any hour, even on your opponent's.

◆ The fire went back in through the door it came out of, and took the air with it, and the reader paid for both.



The Hot Iron

▲ INSTANT — OF THE TOWER L

Target figure wanes and takes 2 damage.

| INSTANT read at any hour, even on your opponent's.

◆ Held against the thing long enough to be a fact about it afterwards.





4 ○

E

The Ember Choir

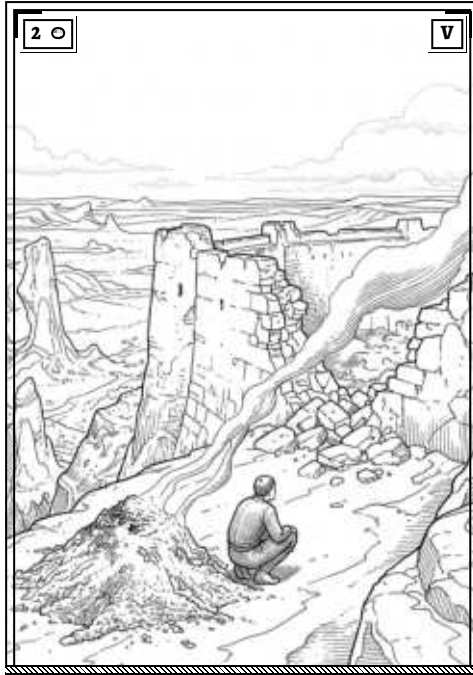
▲ SORCERY — OF THE TOWER

LI

3 damage to each figure; create two 1/1 Sparks with haste.

| **SORCERY** read on your own hour; then it dies.

◆ *They sing one note each and none of them stops for breath, and the roof came off in the fourth year.*



2 ○

V

The Ash Vigil

▲ VIGIL — OF THE TOWER

LII

Vigil — when an enemy figure enters: 3 damage to it.

| **VIGIL** set on your own hour. It waits, then fires by itself: no response, no target of yours.

◆ *Kept over cold ash by somebody who understood that arriving is the one moment nothing is ready.*



2 ○ ○

R

The Rooting Word

⊗ ENCHANTMENT — OF THE WHEEL

XLIII

Your figures have rooted: each KEEPS +1/+1 as your hour ends.

| **ENCHANTMENT** it stays on the table, and holds while it stands.

◆ *Said over a field once a century, by somebody who will not see the field again and knows it.*



1 ○

U

The Young Stag

⊗ FIGURE — OF THE WHEEL

XLIV

Rooted.

| **ROOTED** as your hour ends it KEEPS +1/+1.

◆ *It has one point on each side this year. Nobody who has counted them twice has counted anything else since.*



2 ○

T

The Stone in the Field

⊗ FIGURE — OF THE WHEEL

XLV

Hexproof, rooted.

| **HEXPROOF** your opponent cannot name it.

| **ROOTED** as your hour ends it KEEPS +1/+1.

◆ *The plough has gone round it for nine hundred years, and the going round is now the shape of the field.*



3 ○

L

The Long Root

⊗ FIGURE — OF THE WHEEL

XLVI

Defender, reach, rooted.

| **REACH** may ward something that flies.

| **DEFENDER** guards, and never marches.

| **ROOTED** as your hour ends it KEEPS +1/+1.

◆ *It is not the tree. The tree is the part that was in a hurry.*





The Grove Warden

⊗ FIGURE — OF THE WHEEL

XLVII

Reach, vigilance.

VIGILANCE does not wane when it marches.
REACH may ward something that flies.

◆ It walks the edge of the grove all night and the middle of it all day, and has never been seen to sleep or to hurry.



The Boar Herd

⊗ FIGURE — OF THE WHEEL

XLVIII

Trample, menace.

TRAMPLE harm past its warders goes on to the seal.
MENACE two figures must ward it, or none.

◆ They arrive as a rumour, cross as a fact, and leave as a change in the drainage.



The Wolf Mother

⊗ FIGURE — OF THE WHEEL

XLIX

When this enters, create a 2/2 Grey Wolf. When this dies, create two more.

◆ She is counted as one in the census and has never been counted correctly.



The Old Growth

⊗ FIGURE — OF THE WHEEL

L

Reach, rooted, bars the way.

REACH may ward something that flies.

BARS THE WAY at the toll it steps in front of the strongest marcher it can ward.

ROOTED as your hour ends it KEEPS +1/+1.

◆ Four centuries with nothing happening in them, and everything now standing is standing in its shade or not at all.



The Sap Rising

⊗ INSTANT — OF THE WHEEL

LI

Target figure gets +2/+2 until end of the hour; you gain 2 light.

INSTANT read at any hour, even on your opponent's.

◆ It happens in one week of the year and can be heard, by anyone willing to put their ear against the trunk and be laughed at.



The Deep Furrow

⊗ SORCERY — OF THE WHEEL

LII

A shrine rises from your tome, waned. You gain 2 light.

SORCERY read on your own hour; then it dies.

◆ Cut deeper than the crop needs, by somebody who was thinking about the century rather than the summer.





The Turning of the Leaves

⊗ ENCHANTMENT — OF THE WHEEL

LIII

At the end of the hour, you gain 2 light.

| **ENCHANTMENT** it stays on the table, and holds while it stands.

◆ It is not the tree giving up. It is the tree collecting, which is a different gesture done in the same colours.



The Root Bridge

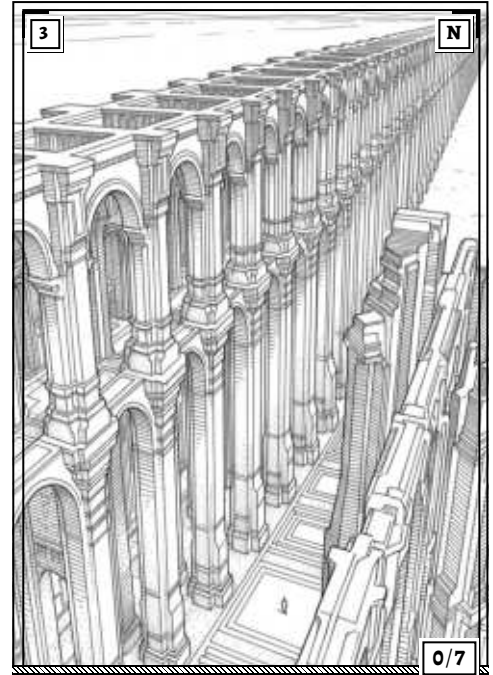
⊗ SORCERY — OF THE WHEEL

LIV

The Tome offers three leaves; keep one. A shrine rises from your tome, waned.

| **SORCERY** read on your own hour; then it dies.

◆ Nobody built it and nobody maintains it and it has carried carts for six generations, which the engineers regard as provocation.



The Nameless Wall

⊗ FIGURE — OF NO SUIT

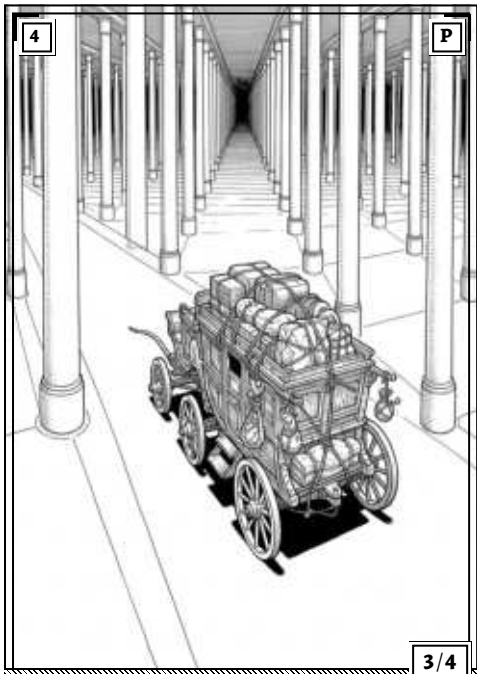
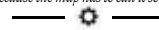
XV

Defender, bars the way.

| **DEFENDER** guards, and never marches.

| **BARS THE WAY** at the toll it steps in front of the strongest marcher it can ward.

◆ It runs for nine miles across flat country and has a gate at neither end, and the map calls it a boundary because the map has to call it something.



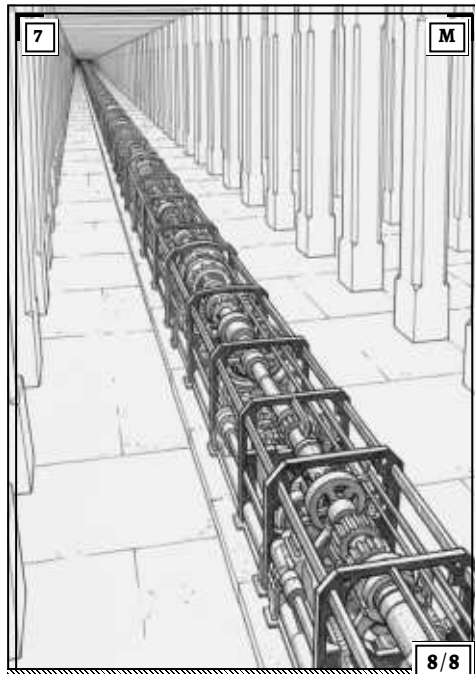
The Wayfarer Cart

⊗ FIGURE — OF NO SUIT

XVI

When this enters, draw a leaf; you gain 2 light.

◆ It carries other people's luggage to a place none of them named, and everyone it passes gives it something.



The Long Machine

⊗ FIGURE — OF NO SUIT

XVII

Trample, vigilance.

| **TRAMPLE** harm past its warders goes on to the seal.

| **VIGILANCE** does not wane when it marches.

◆ It has been running since before the chronicle and does one thing, and the chronicle is the record of people deciding what that thing is.



The Iron Key

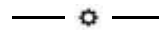
⊗ INSTANT — OF NO SUIT

XVIII

Destroy target enchantment. Draw a leaf.

| **INSTANT** read at any hour, even on your opponent's.

◆ It opens nothing. It closes exactly one thing, and it has been handed down for that.





The Weighted Coin

◆ SORCERY — OF NO SUIT

XIX

The Tome offers three leaves; keep one. You lose 1 light.

| SORCERY read on your own hour; then it dies.

◆ It is weighted, and everybody knows which way, and it is still used, because a decision anyone can predict is a decision nobody has to make.



The Leaden Bell

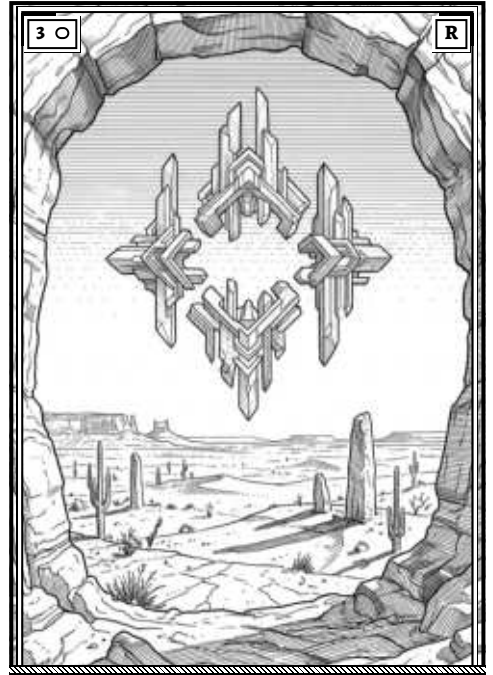
◆ SORCERY — OF NO SUIT

XX

3 damage to each figure.

| SORCERY read on your own hour; then it dies.

◆ Cast from the wrong metal by a founder in a hurry. It carries further than the right one, and nothing that hears it is unaffected.



The Ransomed Light ◆

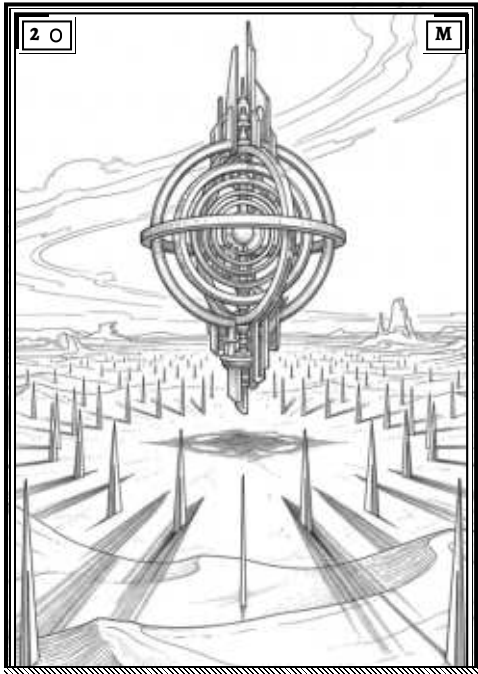
◆ LEGENDARY ENCHANTMENT — OF THE SUN

LV

While it stands, whenever a halo of yours is spent, you gain 3 light.

| ENCHANTMENT it stays on the table, and holds while it stands.

◆ The halo is not a gift. It is a sum lodged against the hour it will be needed, and the Sun collects the difference when it is.



The Long Morning ◆

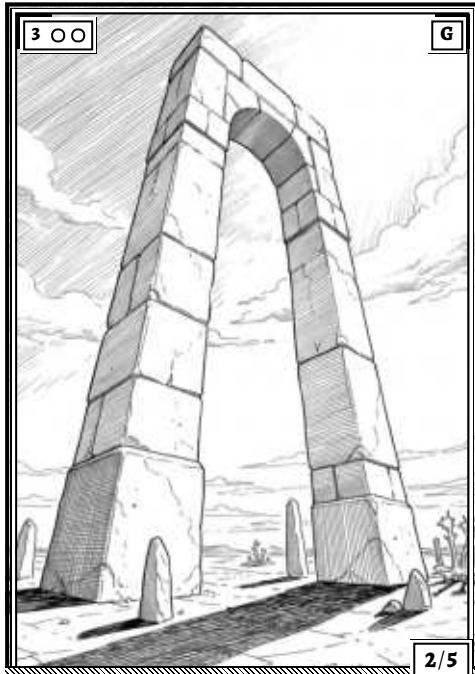
◆ LEGENDARY ENCHANTMENT — OF THE SUN

LVI

While it stands, every leaf you read pays you 2 light.

| ENCHANTMENT it stays on the table, and holds while it stands.

◆ It was one morning by the clock and four days by everything that happened in it, and the chronicle records both without choosing.



The Sun Gate ◆

◆ LEGENDARY FIGURE — OF THE SUN

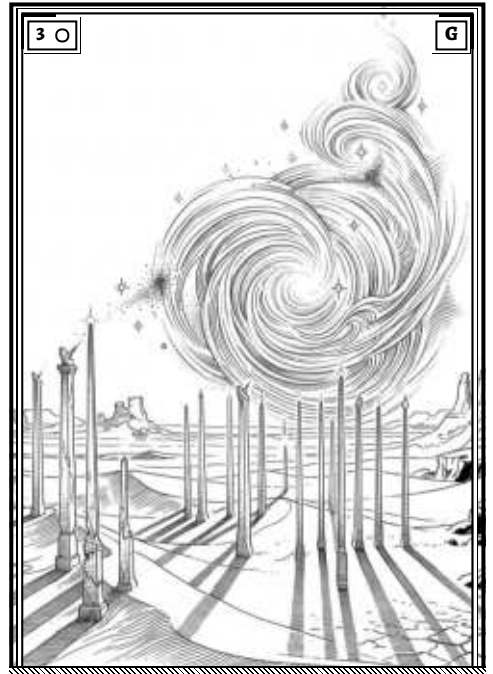
LVII

Defender, bars the way. While it stands, the toll reaches your seal halved.

| DEFENDER guards, and never marches.

BARS THE WAY at the toll it steps in front of the strongest marcher it can ward.

◆ Everything arriving passes through it and arrives smaller. Nobody has explained the mechanism; ~~the gate is pl.~~ ~~just a gate.~~



The Gathered Light ◆

◆ LEGENDARY SORCERY — OF THE SUN

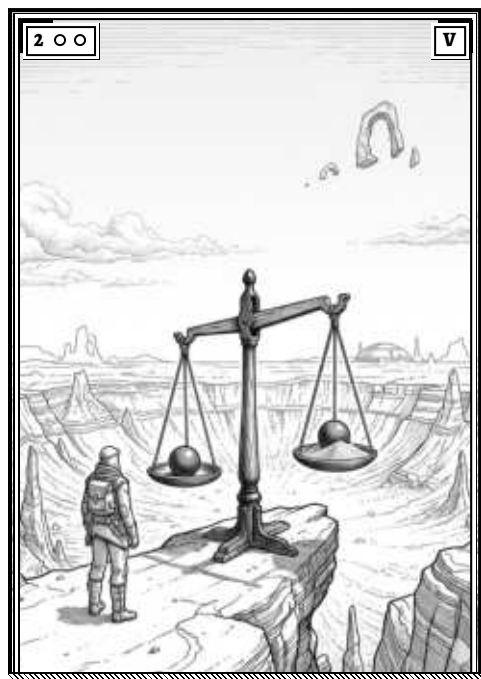
LVIII

You gain 2 light for each figure standing with you.

| SORCERY read on your own hour; then it dies.

◆ Each of them had a little, and none of them was asked, and the total surprised everybody including the total.





The Even Scales ♦

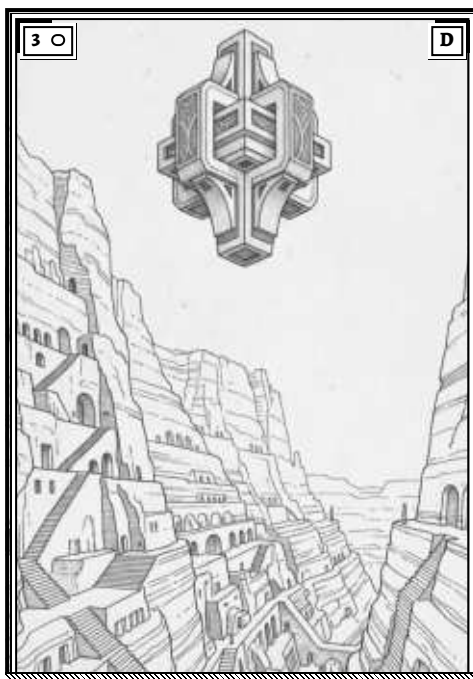
● LEGENDARY SORCERY — OF THE SUN

LIX

If yours is the lower light, the two lights change places.

| **SORCERY** read on your own hour; then it dies.

♦ It does not weigh. It reports what a fair weighing would have said, which is a different office and a much older one.



The Gilded Rank ♦

● LEGENDARY ENCHANTMENT — OF THE SUN

LX

While it stands, each of your figures whose halo is unspent gets +2/+2.

| **ENCHANTMENT** it stays on the table, and holds while it stands.

♦ Gold leaf over what was already there. It adds nothing and everyone can see that it adds nothing, and they stand differently anyway.



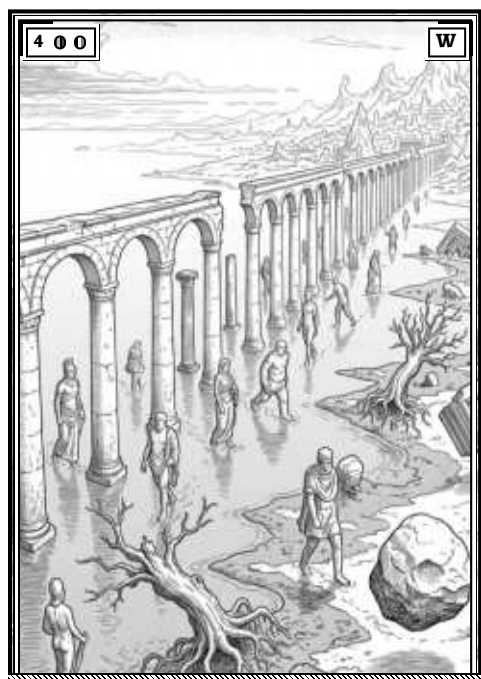
The Second Noon ♦

● LEGENDARY FIGURE — OF THE SUN

LXI

When this enters, each of your figures wakes, and forgets its harm.

♦ The day was read twice and the second reading found no wounds in it, which the physicians have called a clerical matter and the wounded have not.



The Great Withdrawal ♦

● LEGENDARY SORCERY — OF THE MOON

LV

Every enemy figure returns to the hand that read it.

| **SORCERY** read on your own hour; then it dies.

♦ The water left in one long breath and did not come back for a year, and everything that had been standing in it walked home in silence, unhurt and much less certain.



The Glass Twin ♦

● LEGENDARY FIGURE — OF THE MOON

LVI

Flying. When this enters, create a waned copy of the strongest figure on the table.

| **FLYING** only a warder that flies or has reach can stop it.

♦ It has no features of its own and has never needed any. Whatever is largest in the room is what it has always looked like.



The Deep Count ♦

● LEGENDARY FIGURE — OF THE MOON

LVII

When this enters, draw leaves until you hold seven.

♦ Somebody went down to number what was down there. The number came back up. The somebody is still counting, and the count is still rising.





The Traded Page ♦

LEGENDARY SORCERY — OF THE MOON

LVIII

The two voices exchange the leaves they hold.

| **SORCERY** read on your own hour; then it dies.

♦ Both parties agreed the exchange was unfair and neither would say in which direction, and the Moon has kept the agreement framed.



The Quiet Reader ♦

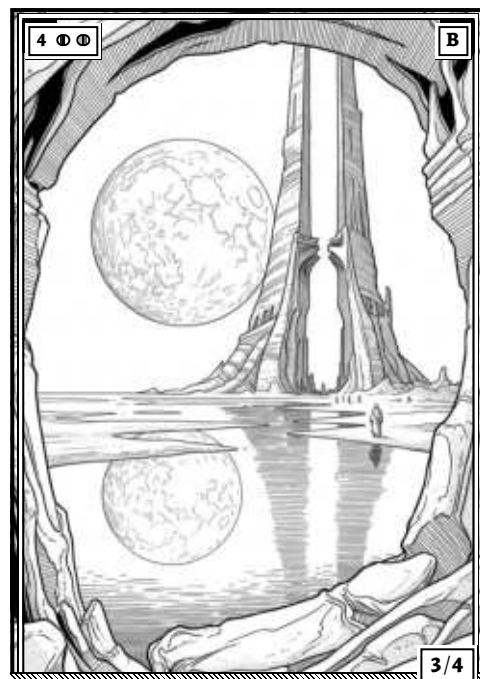
LEGENDARY FIGURE — OF THE MOON

LIX

Flying. When this enters, take a random leaf from your opponent's hand.

| **FLYING** only a warder that flies or has reach can stop it.

♦ She reads over shoulders, which is rude, and takes the page, which is worse, and has never once been caught doing either.



The Silence Between ♦

LEGENDARY FIGURE — OF THE MOON

LX

While it stands, your opponent may say no words.

♦ Not the quiet after a sentence. The other one, held inside it, that the sentence was built to get across.



The Great Unnaming ♦

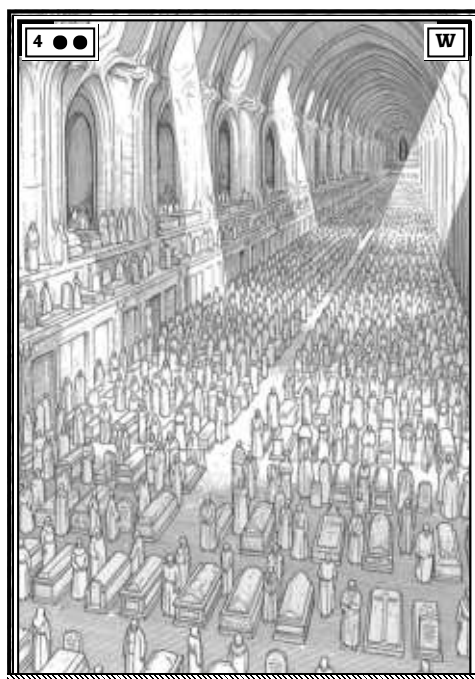
LEGENDARY SORCERY — OF THE MOON

LXI

Every enemy figure is unnamed: each loses its text, its keywords, and all it kept.

| **SORCERY** read on your own hour; then it dies.

♦ The register was not burned. It was read aloud once, correctly, all the way through, and afterwards none of it applied to anybody.



The Whole Yard ♦

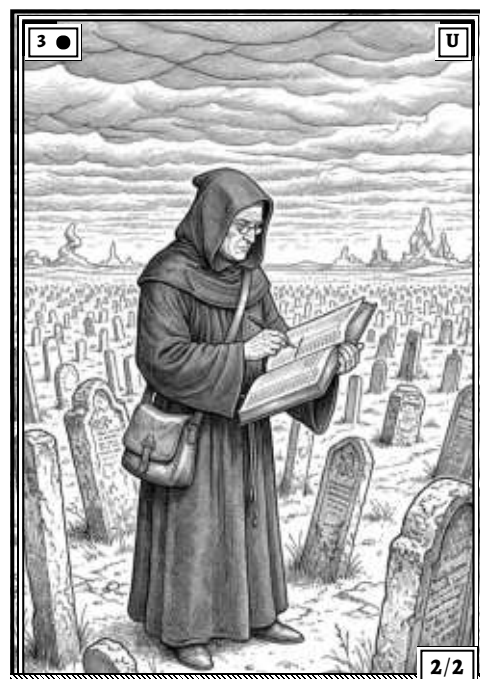
LEGENDARY SORCERY — OF THE TOMB

LII

Each figure in your margin stands again, waned.

| **SORCERY** read on your own hour; then it dies.

♦ Not a resurrection. An audit: every account in the ledger called up at once and asked to confirm, in person, that it is still owed.



The Culling Clerk ♦

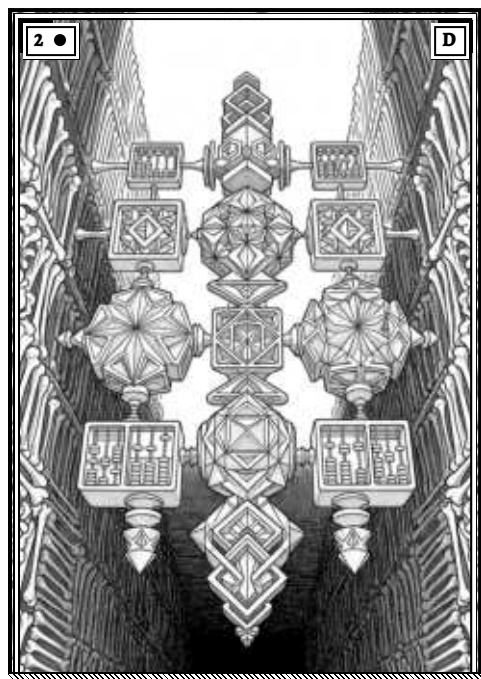
LEGENDARY FIGURE — OF THE TOMB

LIII

When this enters, your opponent's weakest figure dies.

♦ He does not choose. He reads the column, finds the smallest number in it, and draws one line, and the line is the whole of his authority.





The Counted Dead ♦

■ LEGENDARY ENCHANTMENT — OF THE TOMB LIV

While it stands, whenever a figure dies, your opponent loses 1 light.

■ **ENCHANTMENT** it stays on the table, and holds while it stands.

♦ *The tally is kept by nobody, on nothing, and is never wrong. Attempts to find where it is written have themselves been counted.*



The Rewritten Ledger ♦

■ LEGENDARY SORCERY — OF THE TOMB LV

Your margin goes back under your tome, shuffled.

■ **SORCERY** read on your own hour; then it dies.

♦ *Every debt in it was copied out fresh, in order, by a clerk who then dropped the whole thing down the stairs and has been promoted since.*



The Weight of the Held ♦

■ LEGENDARY FIGURE — OF THE TOMB LVI

Flying. At the end of the hour, your opponent loses 1 light for each two leaves they hold.

■ **FLYING** only a warder that flies or has reach can stop it.

♦ *It is not what you have spent that is charged for. It is what you are still carrying, and it is charged for hourly.*



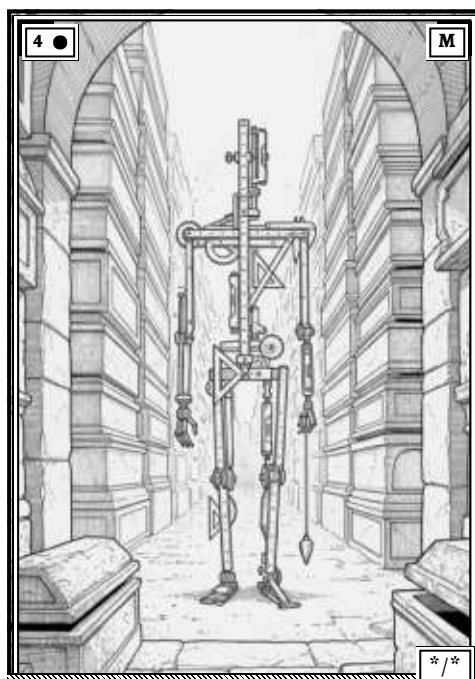
The Second Burial ♦

■ LEGENDARY ENCHANTMENT — OF THE TOMB LVII

While it stands, each of your figures stands again once, waned.

■ **ENCHANTMENT** it stays on the table, and holds while it stands.

♦ *The first burial is for the body and the second is for the paperwork, and the Tomb has always held that the second is the one that takes.*



The Sum of the Yard ♦

■ LEGENDARY FIGURE — OF THE TOMB LVIII

Its power and its toughness are each the number of figures in your margin.

♦ *It has no body of its own and never had. It is a total that has learned to stand up, and it grows the way a total grows.*



The Ash Storm ♦

■ LEGENDARY SORCERY — OF THE TOWER LIII

Each figure takes damage equal to the leaves you have read this hour.

■ **SORCERY** read on your own hour; then it dies.

♦ *It arrives in proportion to how busy the morning was, which the survivors have always found the most frightening thing about it.*



The Kiln Unbanked ♦

LEGENDARY ENCHANTMENT — OF THE TOWER LIV

While it stands, harm your leaves deal is doubled.

ENCHANTMENT it stays on the table, and holds while it stands.

♦ Banked, a kiln is a tool. Unbanked, it is the same kiln, and the difference is the whole history of the district.



The Signal Fires ♦

LEGENDARY FIGURE — OF THE TOWER LV

Haste. When this enters, your opponent loses 1 light for each figure standing with you.

HASTE may march the hour it is read.

♦ One hill lights, and the next, and the next, and the message arrives before the messenger, before the army, and before anybody has decided what it means.



The Pyre of Pages ♦

LEGENDARY SORCERY — OF THE TOWER LVI

You discard every leaf you hold; your opponent loses 2 light for each.

SORCERY read on your own hour; then it dies.

♦ Everything not yet read, read all at once and only once, by the fire, aloud, to the whole valley.



The Returned Fire ♦

LEGENDARY INSTANT — OF THE TOWER LVII

Your opponent loses light equal to what you have lost this hour.

INSTANT read at any hour, even on your opponent's.

♦ The Tower keeps no grudge and needs none. It keeps a figure, and the figure is exact, and it is payable on demand.



The Wind of the Kiln ♦

LEGENDARY SORCERY — OF THE TOWER LVIII

3 damage to each enemy figure, and to none of yours.

SORCERY read on your own hour; then it dies.

♦ It blows one way down the gorge and has done for four hundred years, and both towns were built with that in mind, and only one of them believed it.



The Last Order ♦

LEGENDARY FIGURE — OF THE TOWER LIX

Trample, reckless. When this dies, each other figure of yours dies with it; their total power falls on your opponent.

TRAMPLE harm past its warders goes on to the seal.

RECKLESS it marches every hour it can—you do not choose.



The Year of Deep Roots ♦

⊗ LEGENDARY SORCERY — OF THE WHEEL LV

Your figures each keep +1/+1 for each three hours you hold.

| **SORCERY** read on your own hour; then it dies.

♦ *A year of no weather worth recording. The chronicle gives it one line and the root system gives it nine feet.*



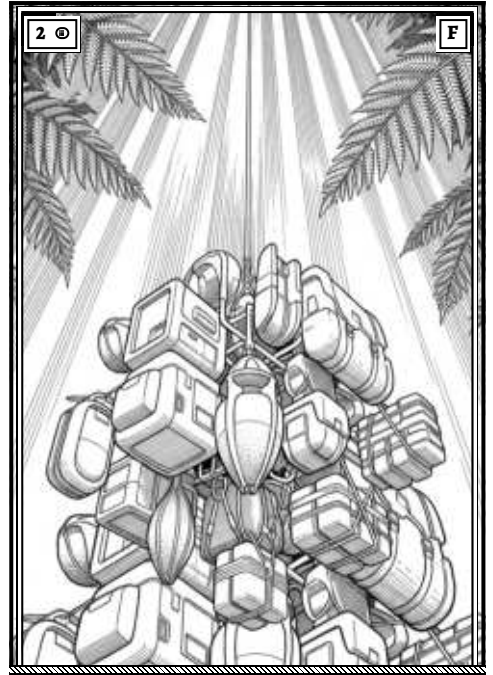
The Seed Under the Tome ♦

⊗ LEGENDARY SORCERY — OF THE WHEEL LVI

The topmost figure under your tome arrives, waned.

| **SORCERY** read on your own hour; then it dies.

♦ *It was pressed between two pages for safekeeping by somebody long dead, and it has spent the centuries since quietly deciding to be a tree.*



The Fed Pack ♦

⊗ LEGENDARY ENCHANTMENT — OF THE WHEEL LVII

While it stands, no token of yours is smaller than 3/3.

| **ENCHANTMENT** it stays on the table, and holds while it stands.

♦ *The small ones are small because of the winter, says the Wheel, and then it removes the winter, and does not say anything else about it.*



The Wide Field ♦

⊗ LEGENDARY ENCHANTMENT — OF THE WHEEL LVIII

While it stands, your rank holds ten.

| **ENCHANTMENT** it stays on the table, and holds while it stands.

♦ *The hedge was taken out in one afternoon by six men who thought they were tidying. The field has not stopped widening since, and neither has the argument.*



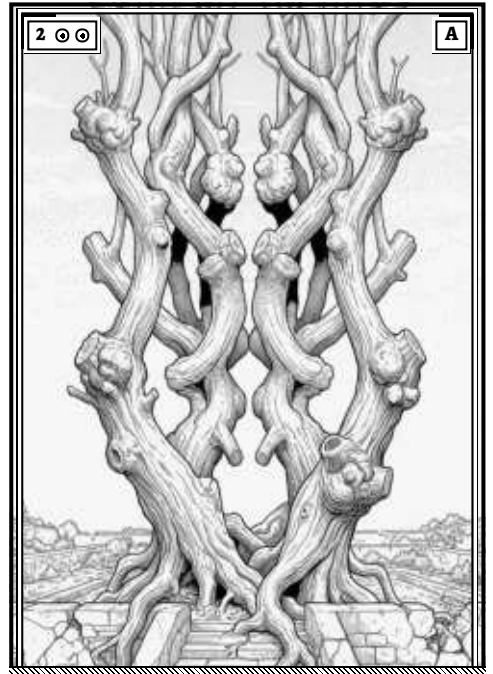
The Turning of the Whole Year ♦

⊗ LEGENDARY SORCERY — OF THE WHEEL LIX

Your light returns to twenty, if it is under.

| **SORCERY** read on your own hour; then it dies.

♦ *Not a healing and not a mercy. The year comes round, and what the year comes round to is where the year began.*



The Scar Wood ♦

⊗ LEGENDARY ENCHANTMENT — OF THE WHEEL LX

While it stands, a figure of yours that is struck keeps +1/+1.

| **ENCHANTMENT** it stays on the table, and holds while it stands.

♦ *Every tree in it has been cut at least once and every tree in it is thicker at the cut, and the foresters have stopped going in.*





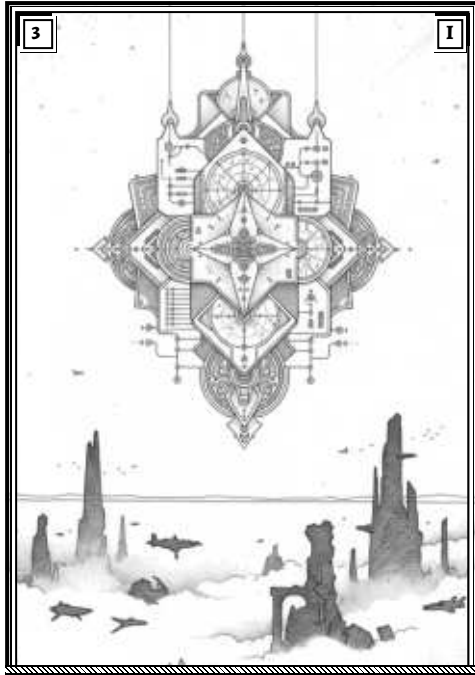
The Even Field ♦

⊗ LEGENDARY SORCERY — OF THE WHEEL LXI

Create a 2/2 Grey Wolf for each figure your opponent has beyond yours.

| **SORCERY** read on your own hour; then it dies.

♦ *The Wheel has no opinion about who is winning. It has a strong opinion about numbers that do not match, and it corrects them from the side that is short.*



The Index ♦

⊗ LEGENDARY ENCHANTMENT — OF NO SUIT XXI

While it stands, the leaves your opponent holds lie open to you.

| **ENCHANTMENT** it stays on the table, and holds while it stands.

♦ *Compiled over ninety years by four people who never met, it lists everything in the Tome including itself, including this line.*



The First Page ♦

⊗ LEGENDARY ENCHANTMENT — OF NO SUIT XXII

While it stands, the first leaf you read each hour costs nothing.

| **ENCHANTMENT** it stays on the table, and holds while it stands.

♦ *Given away at the door to anybody who asks, on the sound commercial reasoning that nobody has ever stopped at the first page.*



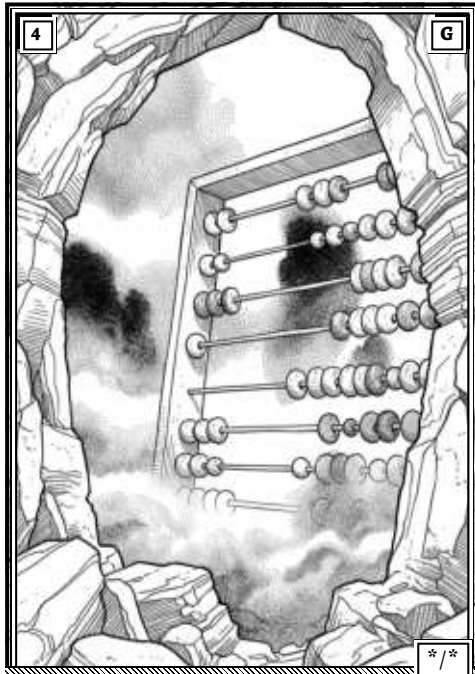
The Concordance ♦

⊗ LEGENDARY ENCHANTMENT — OF NO SUIT XXIII

While it stands, a word you say is read twice.

| **ENCHANTMENT** it stays on the table, and holds while it stands.

♦ *It lists every place each word appears, so that saying one anywhere is saying it everywhere, which was not the intention and is now the point.*



The Counting Frame ♦

⊗ LEGENDARY FIGURE — OF NO SUIT XXIV

Its power and its toughness are each the number of leaves you hold.

♦ *Beads on wire, and nothing else, and it has settled three wars. It is only ever as large as what it has been given to count.*



The Blank Rune ♦

⊗ LEGENDARY ENCHANTMENT — OF NO SUIT XXV

While it stands, one rune of your verse stands for any letter.

| **ENCHANTMENT** it stays on the table, and holds while it stands.

♦ *Cut last, by the same hand, and left uncut. The other nineteen have opinions. This one has a use.*





The Chorister

● FIGURE — OF THE SUN

LXII

When this enters, create a 1/1 Acolyte.

◆ *One voice, then two. Every dawn is sung up this way.*



The Second Candle

● INSTANT — OF THE SUN

LXIII

Create a 1/1 flying Wisp; you gain 1 light.

| **INSTANT** read at any hour, even on your opponent's.

◆ *Lit from the first. Flame does not divide; it multiplies.*



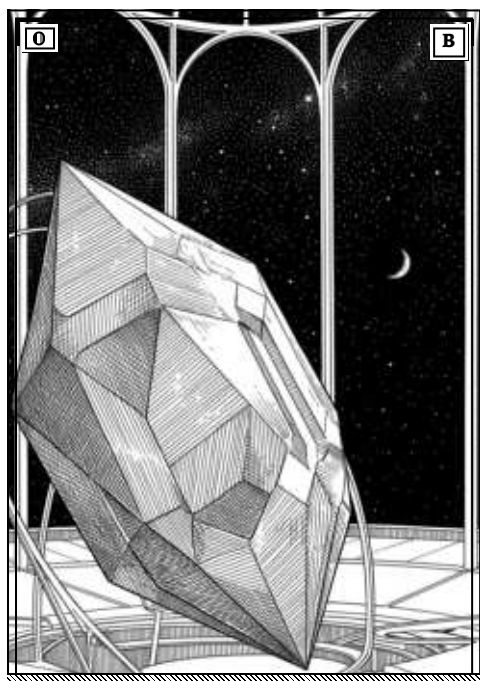
The Lamplighter

● FIGURE — OF THE MOON

LXII

When this dies, create a 1/1 flying Wisp.

◆ *He goes out. The light does not.*



The Borrowed Light

● INSTANT — OF THE MOON

LXIII

Create a 1/1 flying Wisp.

| **INSTANT** read at any hour, even on your opponent's.

◆ *The Moon makes nothing. It lends everything, at interest.*



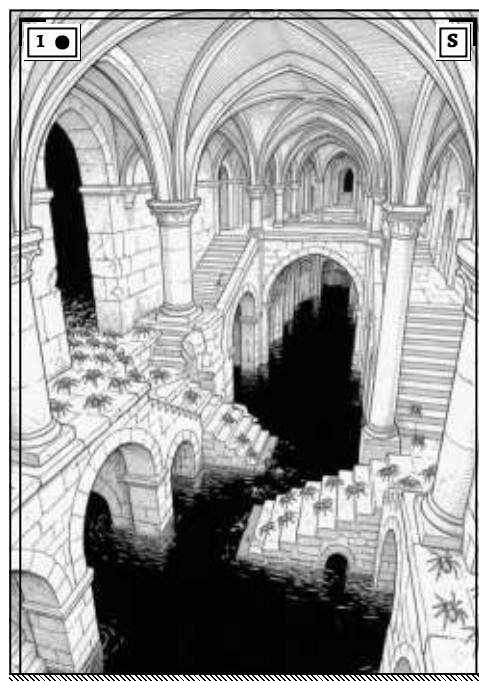
The Gravekeeper

● FIGURE — OF THE TOMB

LIX

When this dies, create a 1/1 Rat.

◆ *Every keeper trains a successor.*



The Scuttling

● INSTANT — OF THE TOMB

LX

Create two 1/1 Rats.

| **INSTANT** read at any hour, even on your opponent's.

◆ *You heard one. That means twelve.*



The Rat Bishop

FIGURE — OF THE TOMB

LXI

When this enters, create two 1/1 Rats.

◆ *His flock is small, quick, and devout in the matter of leftovers.*



The Flint

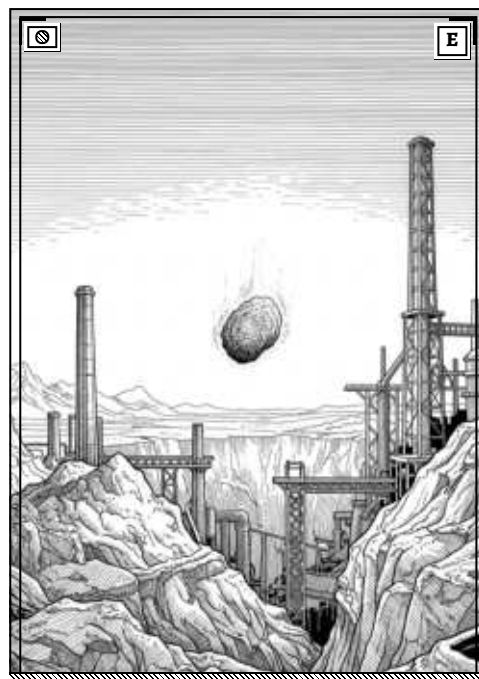
FIGURE — OF THE TOWER

LX

Haste. When this dies, create a 1/1 Spark with haste.

| **HASTE** may march the hour it is read.

◆ *What the stone gives up, the fire keeps.*



The Stray Ember

INSTANT — OF THE TOWER

LXI

Create a 1/1 Spark with haste.

| **INSTANT** read at any hour, even on your opponent's.

◆ *The forge does not miss it. The field it lands in will.*



The Anvil Chorus

SORCERY — OF THE TOWER

LXII

Create three 1/1 Sparks with haste.

| **SORCERY** read on your own hour; then it dies.

◆ *Three hammers, one bar, no argument.*



The Whelp

FIGURE — OF THE WHEEL

LXII

When this dies, create a 2/2 Grey Wolf.

◆ *Bury it and it comes back bigger. That is the Wheel's whole argument.*



The First Track

INSTANT — OF THE WHEEL

LXIII

Create a 2/2 Grey Wolf.

| **INSTANT** read at any hour, even on your opponent's.

◆ *One print in the mud, and the count begins.*



1 ○

V

2/2

The Gilded Choir

● FIGURE — OF THE SUN

LXIV

Radiant, halo.

HALO the first harm it takes is refused, and the halo goes out.

RADIANT every light that comes to you swells it +1/+1 until end of the hour.

◆ They sing the light in, and then stand in front of it.



3 ○

K

2/2

The Sunstruck Blade

● FIGURE — OF THE SUN

LXV

First strike, deathtouch.

FIRST STRIKE strikes first, so it can kill before it is struck.

DEATHTOUCH any harm it deals a figure is lethal.

◆ It has never needed a second stroke, and has never been given the chance to prove it.



3 ○

F

3/2

The Two Doors

● FIGURE — OF THE SUN

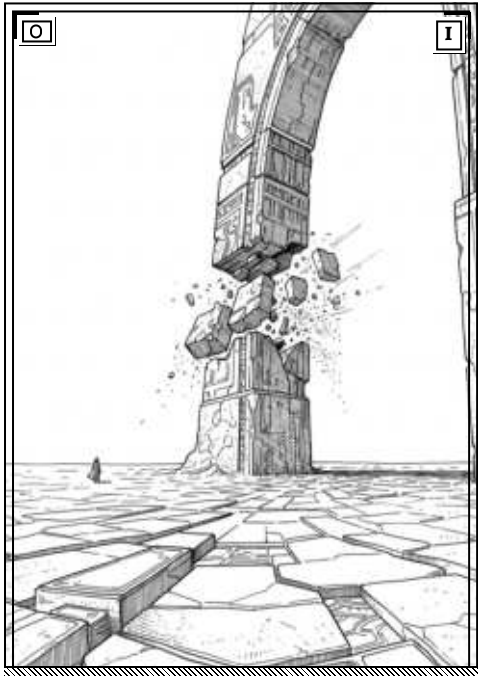
LXVI

Flying, menace.

FLYING only a warder that flies or has reach can stop it.

MENACE two figures must ward it, or none.

◆ The same news, brought to two doors, and neither one can answer it alone.



○

I

The Ninth Hour

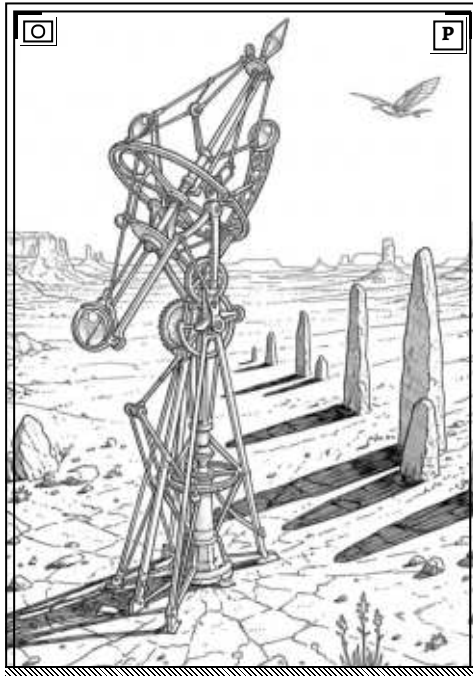
● INSTANT — OF THE SUN

LXVII

Target figure receives a halo; draw a leaf.

INSTANT read at any hour, even on your opponent's.

◆ Late in the day the light turns thrifty, and begins putting things aside.



○

P

The Answered Prayer

● VIGIL — OF THE SUN

LXVIII

Vigil — when your opponent says a word: you gain 5 light.

VIGIL set on your own hour. It waits, then fires by itself: no response, no target of yours.

◆ Someone was listening the whole time, and taking notes.



3 ○

N

The Bell at Noon

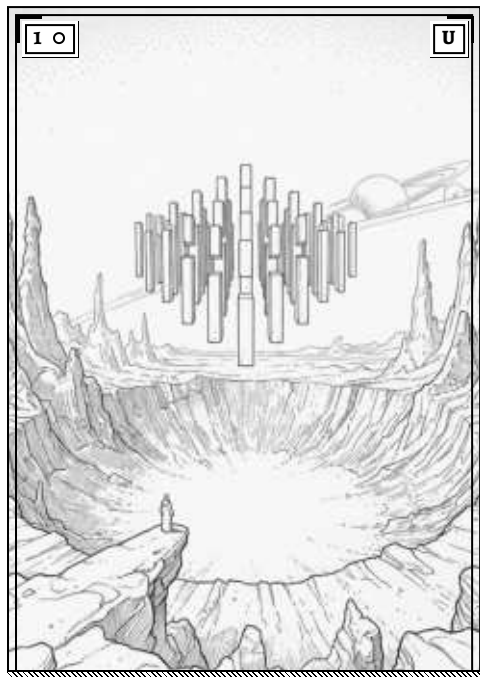
● SORCERY — OF THE SUN

LXIX

Each enemy figure wanes, and does not wake at the next hour.

SORCERY read on your own hour; then it dies.

◆ Rung once, at the top of the day, after which the afternoon does not arrive.



The Unbroken Rank

● ENCHANTMENT — OF THE SUN

LXX

Your figures get +1/+0 and first strike.

● **ENCHANTMENT** it stays on the table, and holds while it stands.

◆ *Shoulder to shoulder is not a formation. It is a settled argument about who goes first.*



The Gnomon ◆

● LEGENDARY ENCHANTMENT — OF THE SUN

LXXI

While it stands, every rune that fades from your verse pays you 1 light.

● **ENCHANTMENT** it stays on the table, and holds while it stands.

◆ *It tells the hour by what the hour has already taken, which is the only honest way to tell it.*



The Slack Water

● FIGURE — OF THE MOON

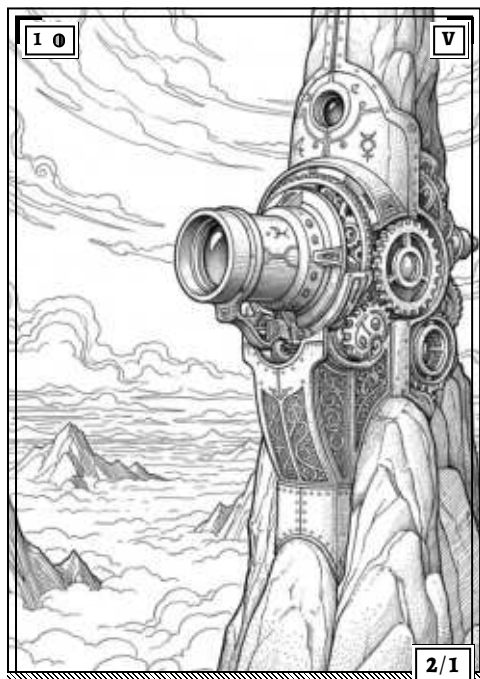
LXIV

Tidal, lifelink.

● **LIFELINK** the light it takes, you gain.

● **TIDAL** as your hour ends it goes back to your hand.

◆ *Nothing happens in it. That is what it is for.*



The Hidden Reader

● FIGURE — OF THE MOON

LXV

Hexproof, vigilance.

● **VIGILANCE** does not wane when it marches.

● **HEXPROOF** your opponent cannot name it.

◆ *It reads the page and declines to become a name on it.*



The Drowned Bell

● FIGURE — OF THE MOON

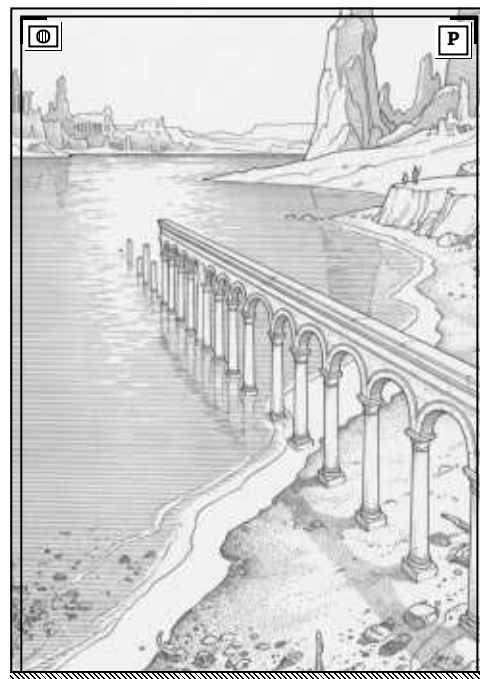
LXVI

Flying, menace.

● **FLYING** only a warder that flies or has reach can stop it.

● **MENACE** two figures must ward it, or none.

◆ *It rings under the water, and both shores come down to look.*



The Withdrawing

● SORCERY — OF THE MOON

LXVII

A figure returns to the hand that read it.

● **SORCERY** read on your own hour; then it dies.

◆ *The sea does not argue with the shore. It simply stops being there.*



The Retracted Line

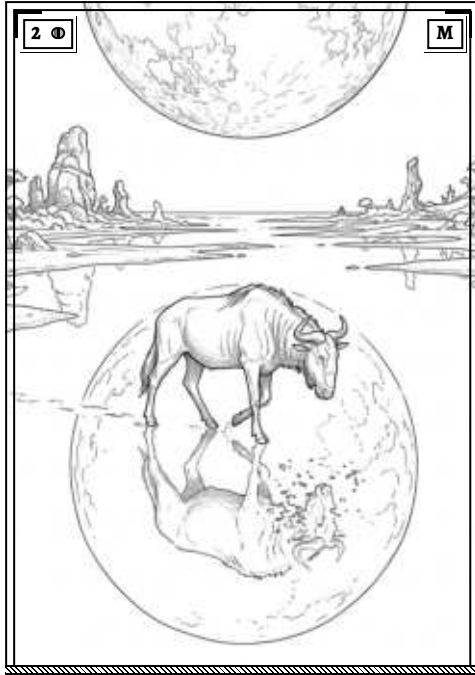
INSTANT — OF THE MOON

LXVIII

Unsay target reading; draw a leaf.

INSTANT read at any hour, even on your opponent's.

♦ Struck through so cleanly you can still read it, which is how it was meant to be struck through.



The Namelessing

INSTANT — OF THE MOON

LXIX

Destroy target enchantment; your opponent discards a leaf.

INSTANT read at any hour, even on your opponent's.

♦ Halfway through its own introduction, it stopped.



The Fog of Nine Days

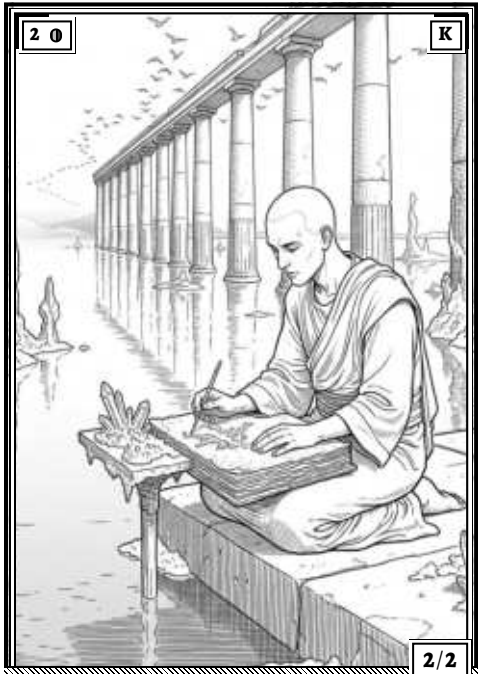
ENCHANTMENT — OF THE MOON

LXX

As the hour ends, your opponent discards a leaf.

ENCHANTMENT it stays on the table, and holds while it stands.

♦ Nine days of it, and the charts were re-drawn from memory by men who had not agreed to agree.



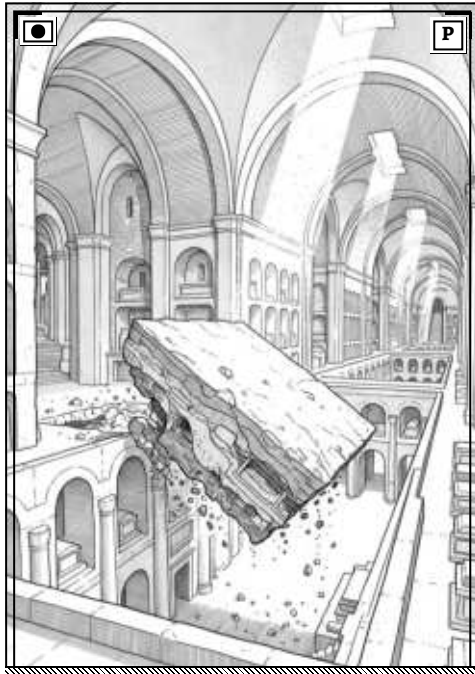
The Salt Copyist ♦

LEGENDARY FIGURE — OF THE MOON

LXXI

When this enters, the newest rune of their verse crosses to yours.

♦ It copies what it is shown and keeps the copy, which is the whole of the profession.



The Turned Earth

INSTANT — OF THE TOMB

LXII

2 damage to any target; you lose 1 light.

INSTANT read at any hour, even on your opponent's.

♦ The spade digs both ways, and charges for the return trip.



The Twice-Buried

FIGURE — OF THE TOMB

LXIII

Risen, lifelink.

LIFELINK the light it takes, you gain.

RISEN the first time it dies it stands again, waned.

♦ The second funeral was better attended, and just as premature.





The Ossuary Clerk

■ FIGURE — OF THE TOMB

LXIV

When this enters, your opponent discards a leaf. When this dies, draw a leaf.

◆ *He files what is left of you under the year you stopped paying.*



The Quiet Hour

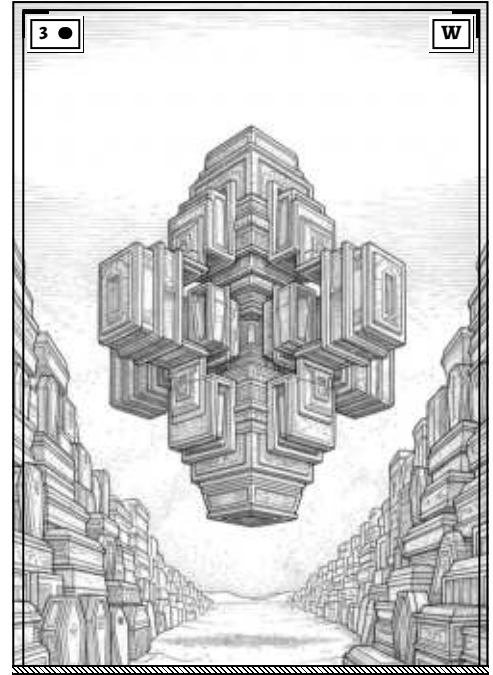
■ VIGIL — OF THE TOMB

LXV

Vigil — when figures march: 2 damage to every marcher.

| **VIGIL** set on your own hour. It waits, then fires by itself: no response, no target of yours.

◆ *It was always going to be this hour. Nobody thought to write it down.*



The Widening Grave

■ ENCHANTMENT — OF THE TOMB

LXVI

As the hour ends, 1 falls on every figure.

| **ENCHANTMENT** it stays on the table, and holds while it stands.

◆ *Everything that has ever been in it is still in it, and it is getting larger.*



The Rot That Walks

■ FIGURE — OF THE TOMB

LXVII

Deathtouch, trample.

| **DEATHTOUCH** any harm it deals a figure is lethal.

| **TRAMPLE** harm past its warders goes on to the seal.

◆ *Whatever stands in front of it becomes part of the road.*



The Unmade Name

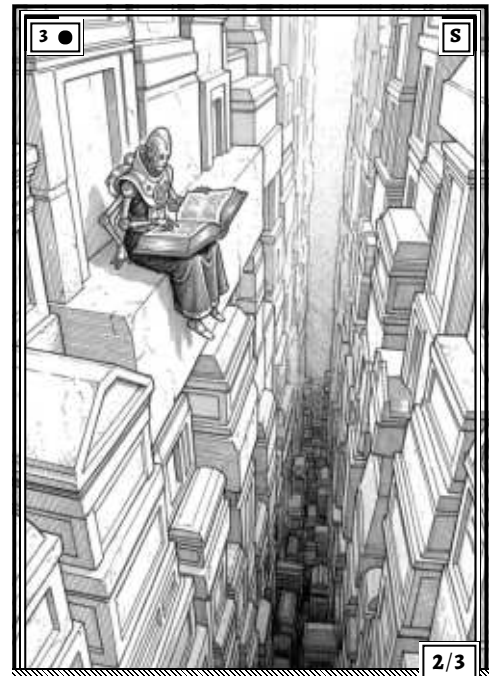
■ INSTANT — OF THE TOMB

LXVIII

Destroy target figure; you lose 2 light.

| **INSTANT** read at any hour, even on your opponent's.

◆ *Struck from the roll, and then from the memory of the roll.*



The Slow Reader ♦

■ LEGENDARY FIGURE — OF THE TOMB

LXIX

As the hour ends, the three topmost leaves under their tome go to their margin.

◆ *It reads their book for them, out loud, and does not stop at the end of the chapter.*



The Split Ember

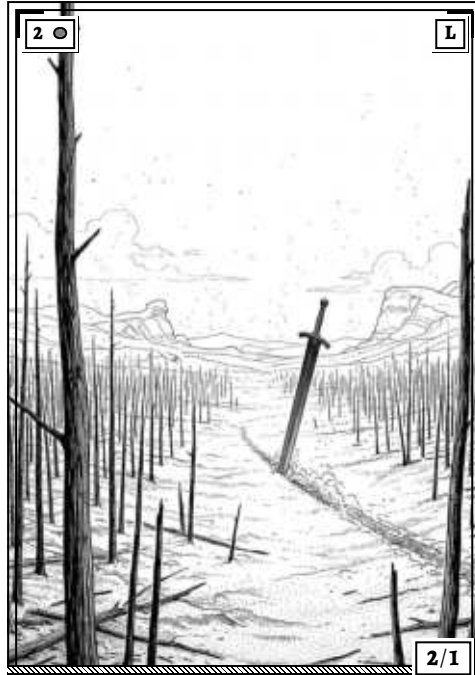
▲ INSTANT — OF THE TOWER

LXIII

3 damage to any target; you lose 2 light.

▲ INSTANT read at any hour, even on your opponent's.

◆ You can throw it further than you can throw it safely.



The Running Blade

▲ FIGURE — OF THE TOWER

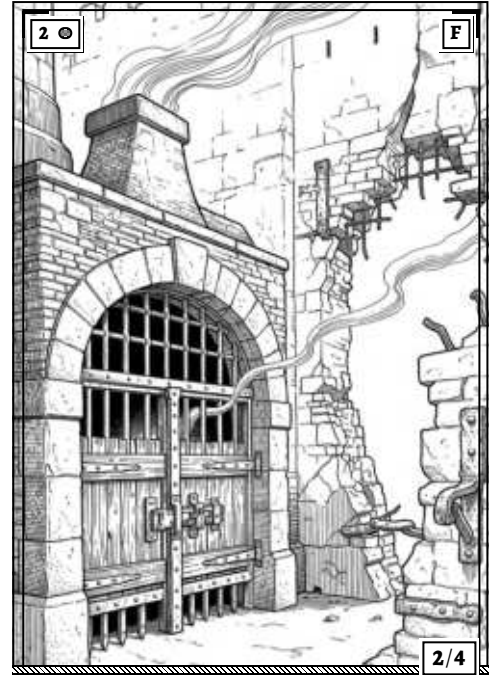
LXIV

Haste, deathtouch.

▲ DEATHTOUCH any harm it deals a figure is lethal.

▲ HASTE may march the hour it is read.

◆ It arrives already having decided.



The Barred Forge

▲ FIGURE — OF THE TOWER

LXV

Bars the way, double strike.

▲ DOUBLE STRIKE strikes in both passes.

▲ BARS THE WAY at the toll it steps in front of the strongest marcher it can ward.

◆ Anyone at all may come through. Twice.



The Banked Fire

▲ VIGIL — OF THE TOWER

LXVI

Vigil — when your opponent reads a leaf: they lose 3 light.

▲ VIGIL set on your own hour. It waits, then fires by itself: no response, no target of yours.

◆ Left burning low on purpose, and pointed at the door.



The Broken Mould

▲ SORCERY — OF THE TOWER

LXVII

Destroy target enchantment; 1 damage to any target.

▲ SORCERY read on your own hour; then it dies.

◆ You cannot cast the same bell twice. That was the whole point of breaking it.



The Ember Rain

▲ SORCERY — OF THE TOWER

LXVIII

2 damage to each figure; your opponent loses 2 light.

▲ SORCERY read on your own hour; then it dies.

◆ It falls on the just, and on the unjust, and on the roof.





The Twinned Hammer

FIGURE — OF THE TOWER

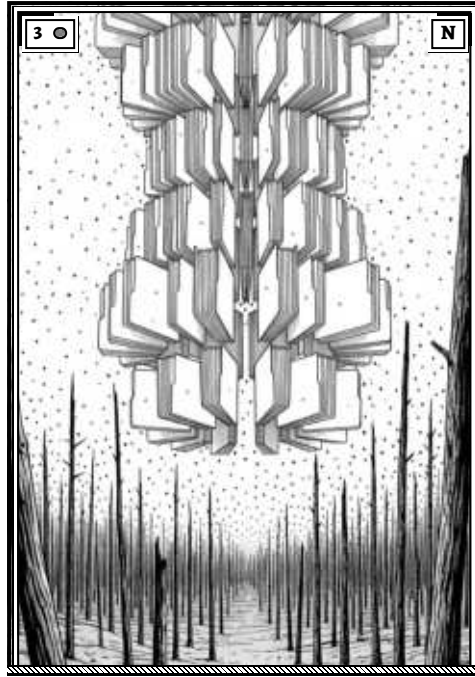
LXIX

Double strike, trample.

DOUBLE STRIKE strikes in both passes.

TRAMPLE harm past its warders goes on to the seal.

◆ Two blows, and neither one of them is the blow that stops.



The Single File ♦

LEGENDARY ENCHANTMENT — OF THE TOWER LXX

While it stands, the other voice may ward with only one figure.

ENCHANTMENT it stays on the table, and holds while it stands.

◆ The road was widened once. The Tower had it narrowed again, and filed the work under improvements.



The Sudden Growth

INSTANT — OF THE WHEEL

LXIV

Target figure keeps +2/+2.

INSTANT read at any hour, even on your opponent's.

◆ One wet night, and the path is gone.



The Withering

INSTANT — OF THE WHEEL

LXV

Target figure gets -3/-3 until end of the hour.

INSTANT read at any hour, even on your opponent's.

◆ It is not a wound. It is a season, arriving early.



The Old Root

FIGURE — OF THE WHEEL

LXVI

Rooted, lifelink.

LIFELINK the light it takes, you gain.

ROOTED as your hour ends it KEEPS +1/+1.

◆ It has been drinking from the same place since before the well.



The Long Reach

FIGURE — OF THE WHEEL

LXVII

Reach, menace.

REACH may ward something that flies.

MENACE two figures must ward it, or none.

◆ Two of you will have to hold the branch down, and it can hold both of you.



The Answering Grove

⊗ VIGIL — OF THE WHEEL

LXVIII

Vigil — when your opponent says a word: your figures keep +1/+1.

⌋ **VIGIL** set on your own hour. It waits, then fires by itself: no response, no target of yours.

◆ Say anything at all here and the trees write it down, in wood.



The Grafted Bough

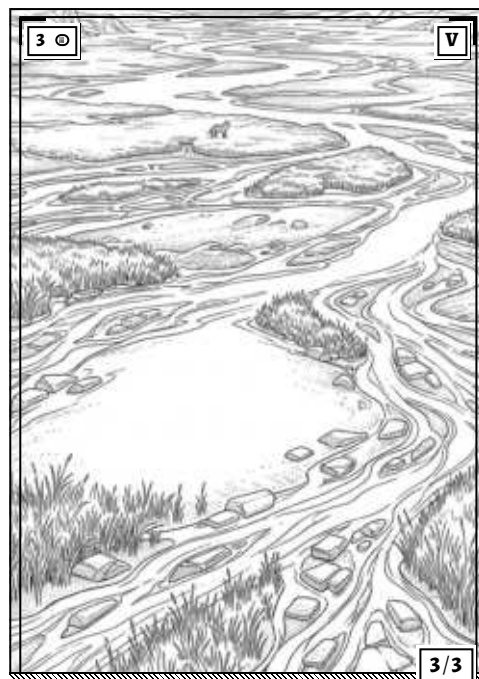
⊗ ENCHANTMENT — OF THE WHEEL

LXIX

As the hour ends, a 2/2 Grey Wolf answers you.

⌋ **ENCHANTMENT** it stays on the table, and holds while it stands.

◆ Cut one thing into another and wait. The waiting is the technique.



The Thorn Wolf

⊗ FIGURE — OF THE WHEEL

LXX

Trample, deathtouch.

⌋ **DEATHTOUCH** any harm it deals a figure is lethal.

TRAMPLE harm past its warders goes on to the seal.

◆ The pack sends it in first, and does not need to send a second.



The Doubled Season ◆

⊗ LEGENDARY ENCHANTMENT — OF THE WHEEL

LXXI

While it stands, you may raise two shrines an hour.

⌋ **ENCHANTMENT** it stays on the table, and holds while it stands.

◆ Two springs in one year. The almanac was reprinted, and then quietly withdrawn.



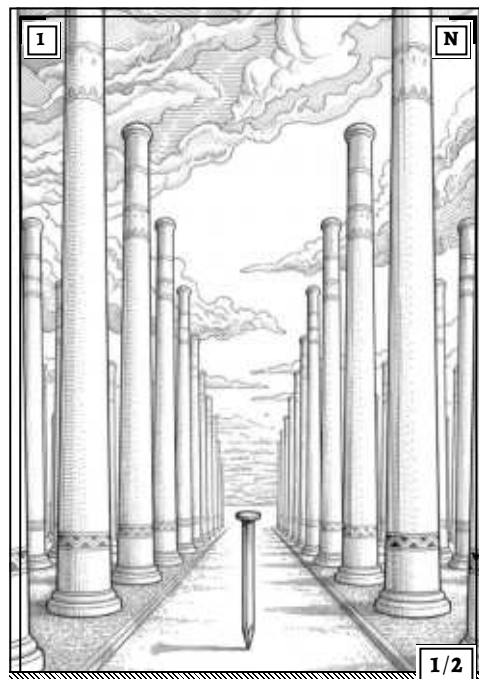
The Tin Whistle

⊗ FIGURE — OF NO SUIT

XXVI

When this dies, draw a leaf.

◆ One note, and everyone in the yard turns around. That is all it was ever made to do.



The Nail

⊗ FIGURE — OF NO SUIT

XXVII

Defender, deathtouch.

⌋ **DEATHTOUCH** any harm it deals a figure is lethal.

DEFENDER guards, and never marches.

◆ Point up, in the road. It has no opinion at all about who steps on it.





The Grey Errand

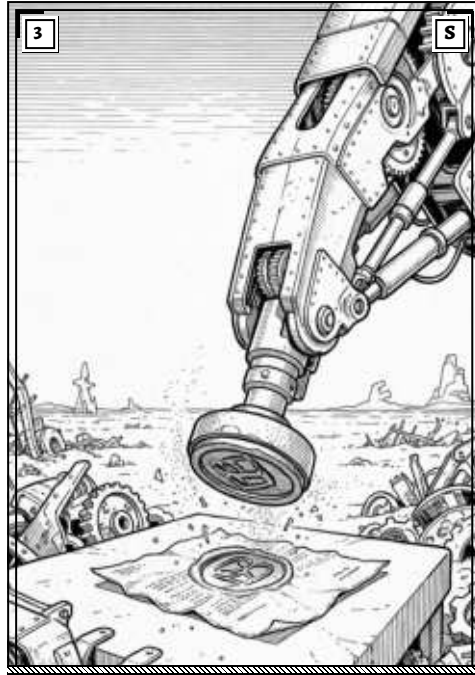
⚙ INSTANT — OF NO SUIT

XXVIII

Draw two leaves; you lose 1 light.

| **INSTANT** read at any hour, even on your opponent's.

◆ *Nobody remembers sending it. It is already halfway there.*



The Lead Seal

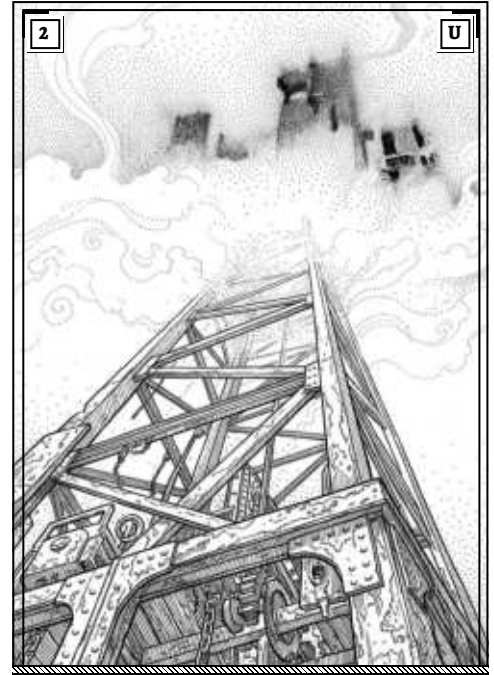
⚙ INSTANT — OF NO SUIT

XXIX

Unsay target reading; your opponent loses 1 light.

| **INSTANT** read at any hour, even on your opponent's.

◆ *Pressed once, over the words, so that opening it is the same as admitting it.*



The Rust Vigil

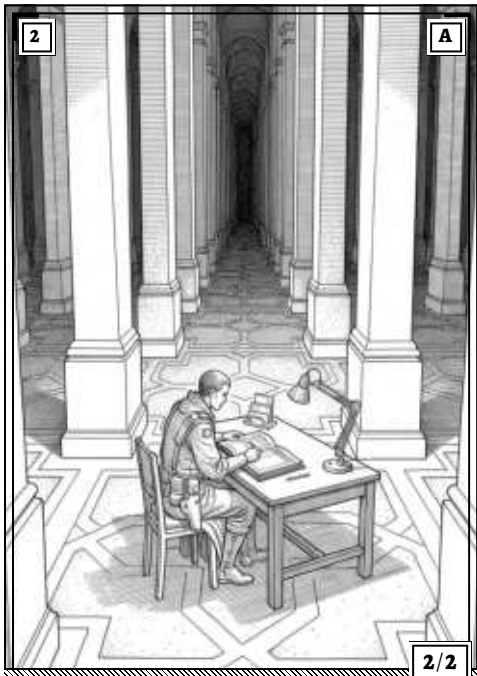
⚙ VIGIL — OF NO SUIT

XXX

Vigil — when your light falls below five: you gain 6 light.

| **VIGIL** set on your own hour. It waits, then fires by itself: no response, no target of yours.

◆ *It has been waiting a long while for you to be in trouble, and is not disappointed.*



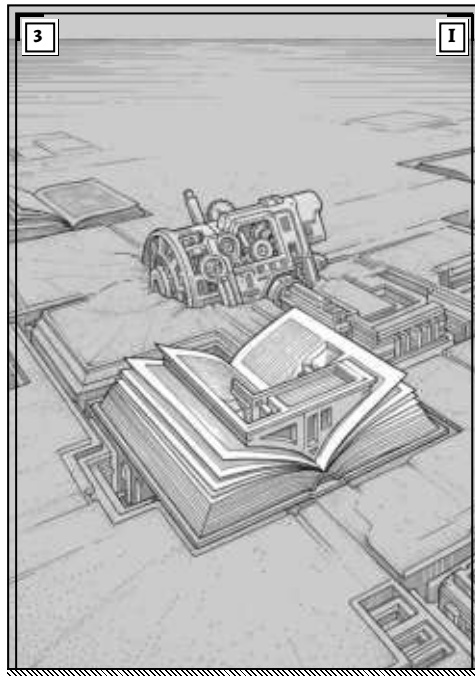
The Night Clerk

⚙ FIGURE — OF NO SUIT

XXXI

As the hour ends, draw a leaf and lose 1 light.

◆ *He works the small hours through, and bills you for the lamp.*



The Idle Hour

⚙ SORCERY — OF NO SUIT

XXXII

The Tome offers four leaves; keep one.

| **SORCERY** read on your own hour; then it dies.

◆ *Four pages fall open. You were only ever going to read the one.*



The Pewter Mask

⚙ FIGURE — OF NO SUIT

XXXIII

Hexproof, menace.

| **MENACE** two figures must ward it, or none.

| **HEXPROOF** your opponent cannot name it.

◆ *Who is behind it is not the question. The question is which door.*





The Facing Page ♦

⚙️ LEGENDARY FIGURE — OF NO SUIT XXXIV

When this enters, your verse becomes a copy of theirs.

♦ *Held up to the light, the two pages say the same thing. One of them is lying, and it is not this one.*



The Weighted Net

⚙️ SORCERY — OF NO SUIT XXXV

Two target figures wane, and do not wake at the next hour.

| **SORCERY** read on your own hour; then it dies.

♦ *Whatever is in it stays in it long enough to stop trying.*



⚙️ WORD — OF THE FIRST TONGUE I of XVIII

4 damage to any target.

| **WORD** free, if your verse spells it. Saying it spends those letters.

♦ *The first word, and still the least patient.*



⚙️ WORD — OF THE FIRST TONGUE II of XVIII

Destroy target figure.

| **WORD** free, if your verse spells it. Saying it spends those letters.

♦ *Said once, quietly, over every living thing.*



⚙️ WORD — OF THE FIRST TONGUE III of XVIII

You gain 6 light.

| **WORD** free, if your verse spells it. Saying it spends those letters.

♦ *The word the Tome says most often.*



⚙️ WORD — OF THE FIRST TONGUE IV of XVIII

Draw two leaves.

| **WORD** free, if your verse spells it. Saying it spends those letters.

♦ *Reads two pages ahead.*





⚙️ WORD — OF THE FIRST TONGUE V of XVIII

Gain 2 light; two 1/1 Acolytes arrive.

| **WORD** free, if your verse spells it. Saying it spends those letters.

◆ *Calls the faithful; the light comes back.*

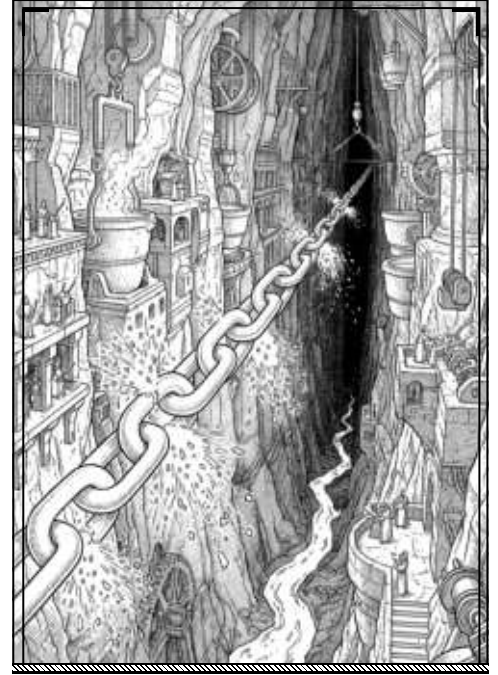


⚙️ WORD — OF THE FIRST TONGUE VI of XVIII

Your figures gain +2/+0 until end of the hour.

| **WORD** free, if your verse spells it. Saying it spends those letters.

◆ *Needs no translation.*

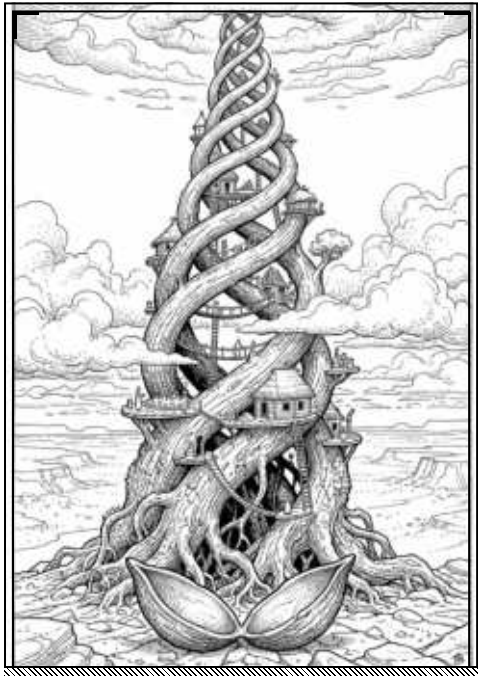


⚙️ WORD — OF THE FIRST TONGUE VII of XVIII

Your figures keep +0/+1.

| **WORD** free, if your verse spells it. Saying it spends those letters.

◆ *What it touches, stays touched.*



⚙️ WORD — OF THE FIRST TONGUE VIII of XVIII

A figure keeps +2/+2.

| **WORD** free, if your verse spells it. Saying it spends those letters.

◆ *The Wheel's favorite syllable.*

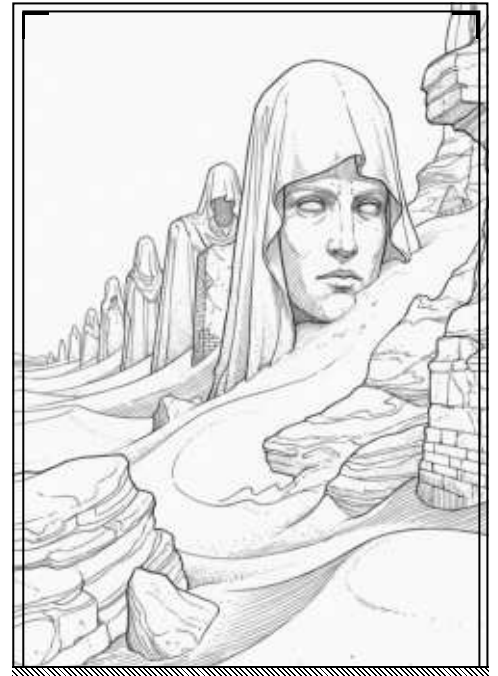


⚙️ WORD — OF THE FIRST TONGUE IX of XVIII

A figure returns to the hand that read it.

| **WORD** free, if your verse spells it. Saying it spends those letters.

◆ *An arrival, unwritten.*



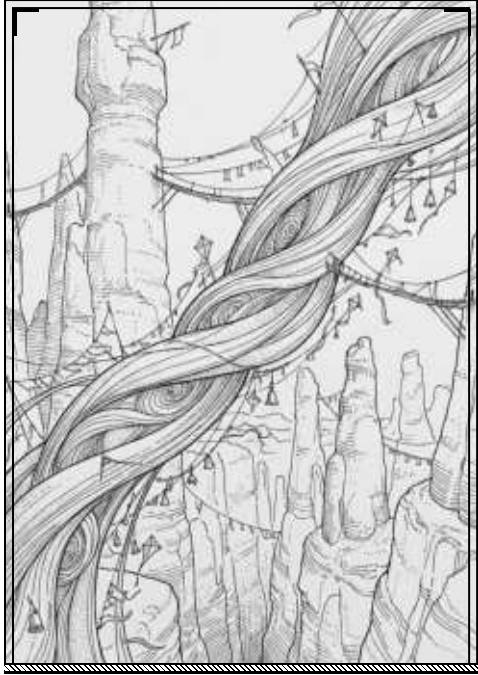
⚙️ WORD — OF THE FIRST TONGUE X of XVIII

Destroy target waned figure.

| **WORD** free, if your verse spells it. Saying it spends those letters.

◆ *What the idle are becoming.*





⚙ WORD — OF THE FIRST TONGUE XI of XVIII

Your figures have flying until end of the hour.

| **WORD** free, if your verse spells it. Saying it spends those letters.

◆ Borrowed sky, due at dusk.



⚙ WORD — OF THE FIRST TONGUE XII of XVIII

Target figure returns from your margin.

| **WORD** free, if your verse spells it. Saying it spends those letters.

◆ The Tomb lends, at interest.

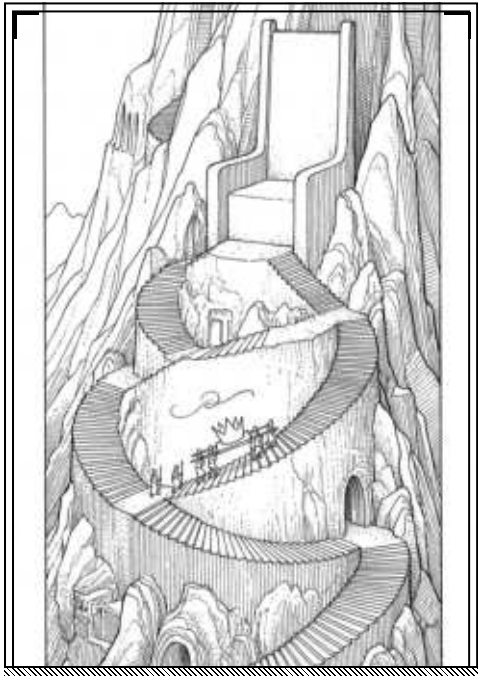


⚙ WORD — OF THE FIRST TONGUE XIII of XVIII

Two 2/2 Grey Wolves arrive.

| **WORD** free, if your verse spells it. Saying it spends those letters.

◆ Never spoken singly.



⚙ WORD — OF THE FIRST TONGUE XIV of XVIII

A 3/3 Monarch arrives, vigilant.

| **WORD** free, if your verse spells it. Saying it spends those letters.

◆ A crown, drawn in one stroke.



⚙ WORD — OF THE FIRST TONGUE XV of XVIII

Each enemy figure wanes.

| **WORD** free, if your verse spells it. Saying it spends those letters.

◆ The gentlest of the eighteen.



⚙ WORD — OF THE FIRST TONGUE XVI of XVIII

Draw a leaf; gain 3 light.

| **WORD** free, if your verse spells it. Saying it spends those letters.

◆ Small light, honest light.



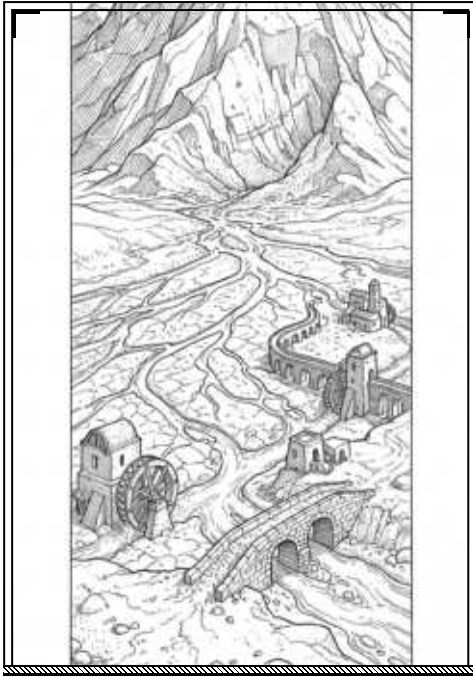


⚙️ WORD — OF THE FIRST TONGUE **XVII of XVIII**

3 damage to each figure.

| **WORD** free, if your verse spells it. Saying it spends those letters.

◆ *The Tome, clearing its throat.*



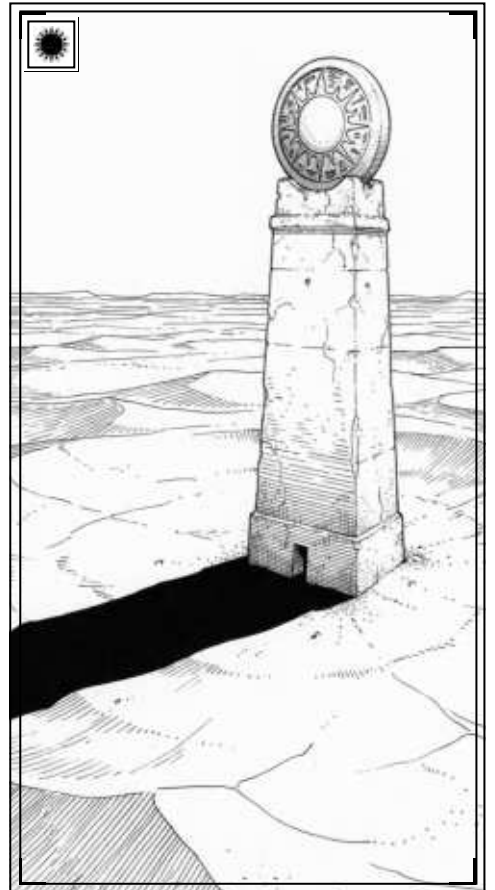
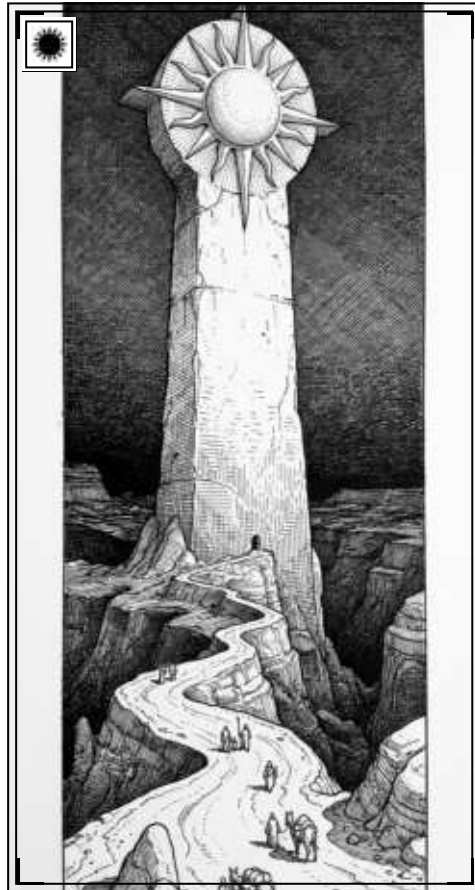
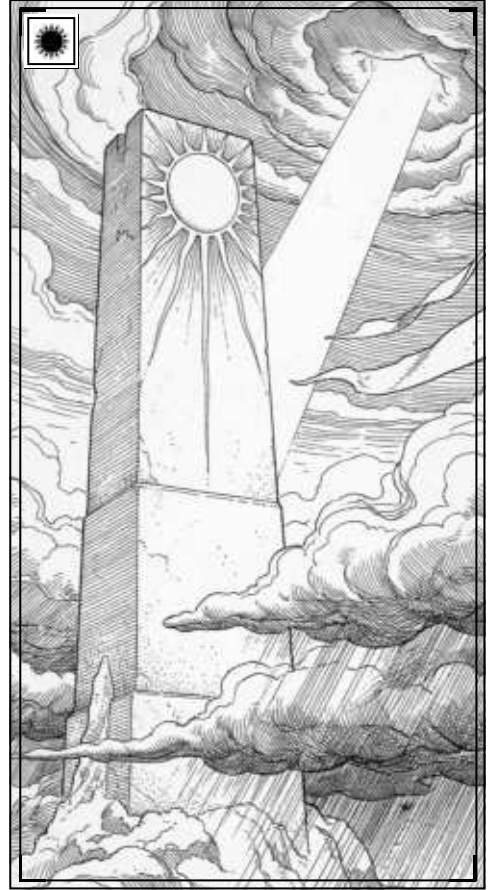
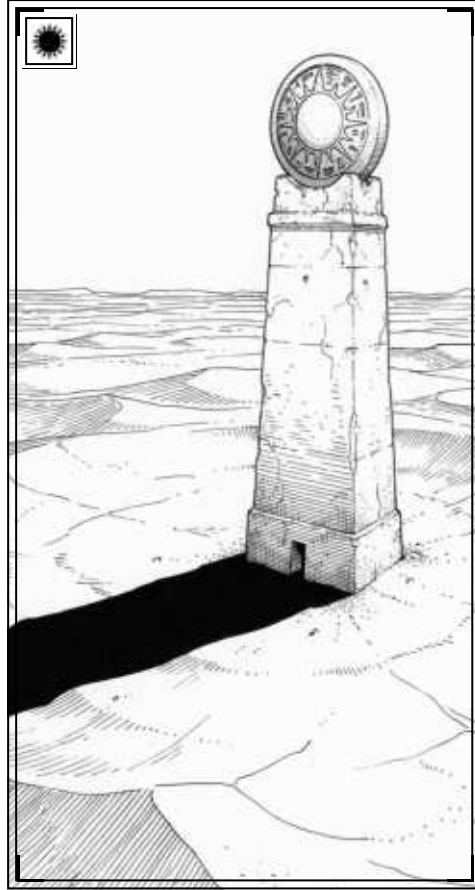
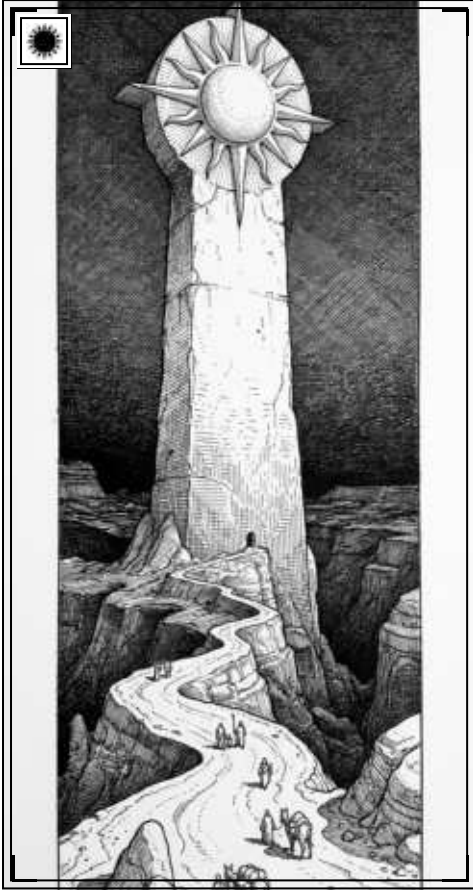
⚙️ WORD — OF THE FIRST TONGUE **XVIII of XVIII**

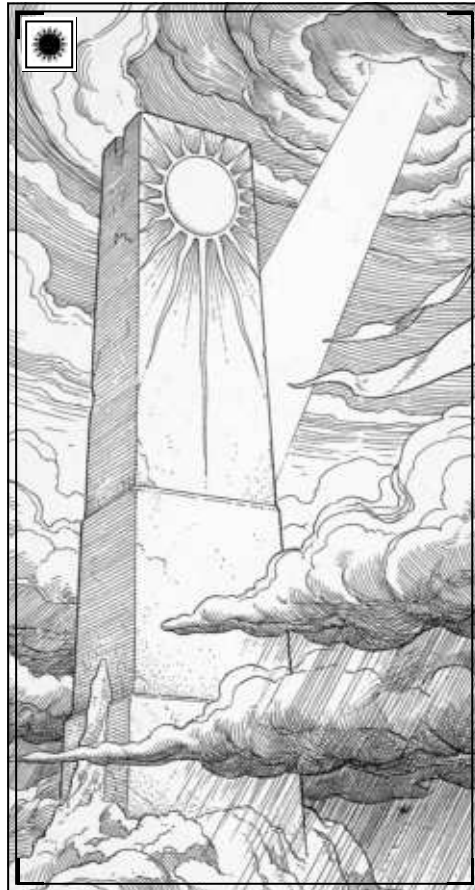
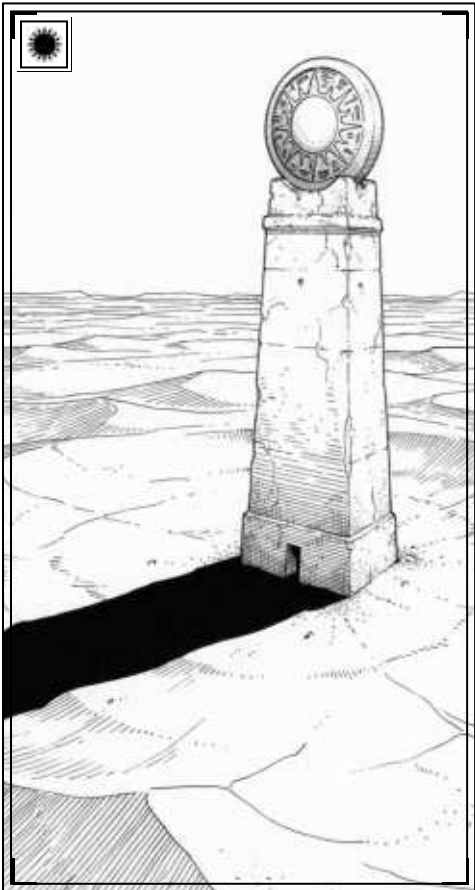
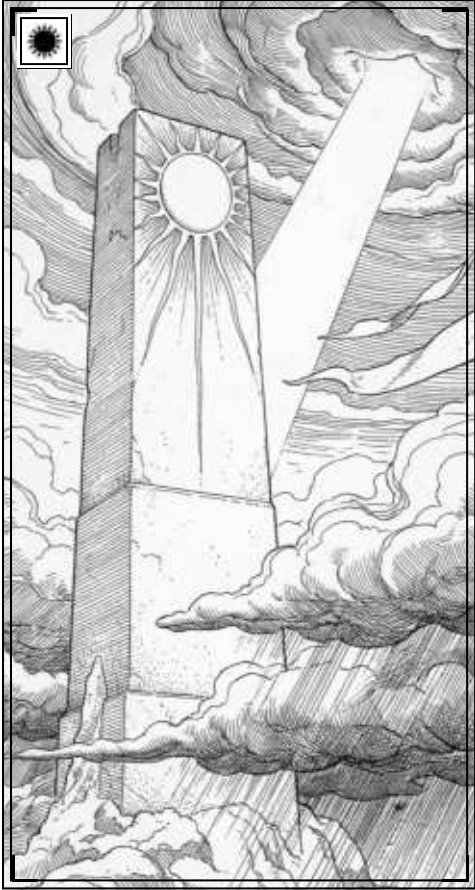
Your opponent loses 4 light.

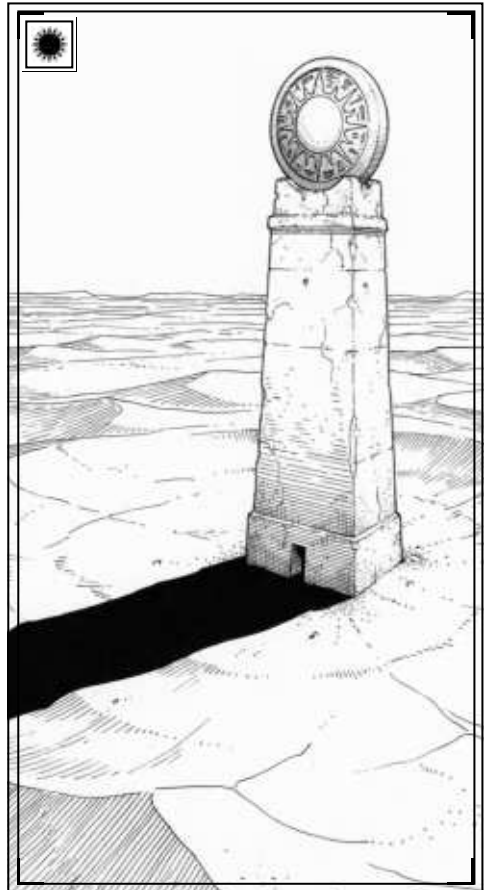
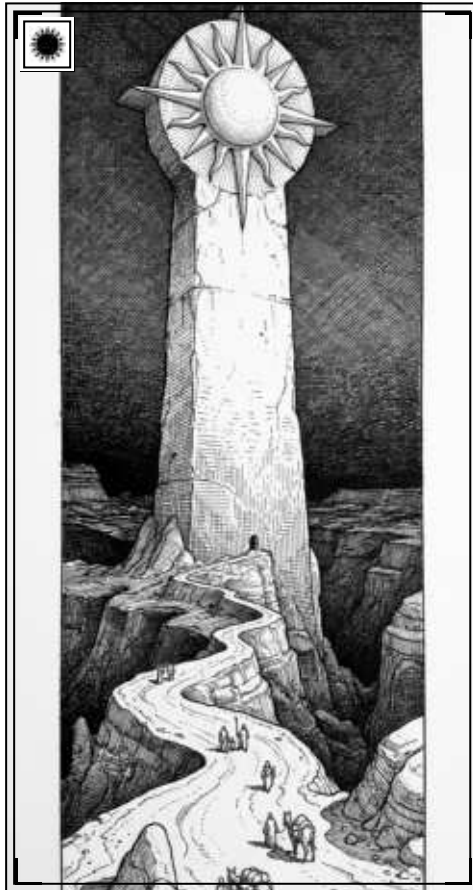
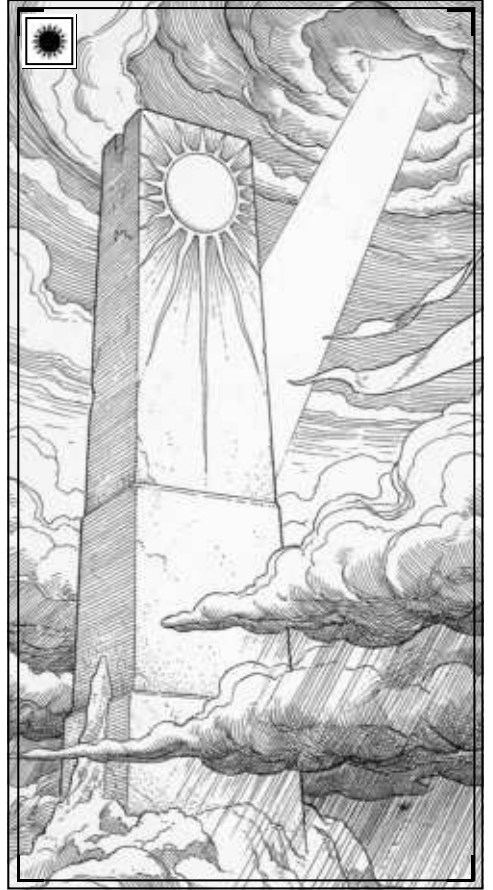
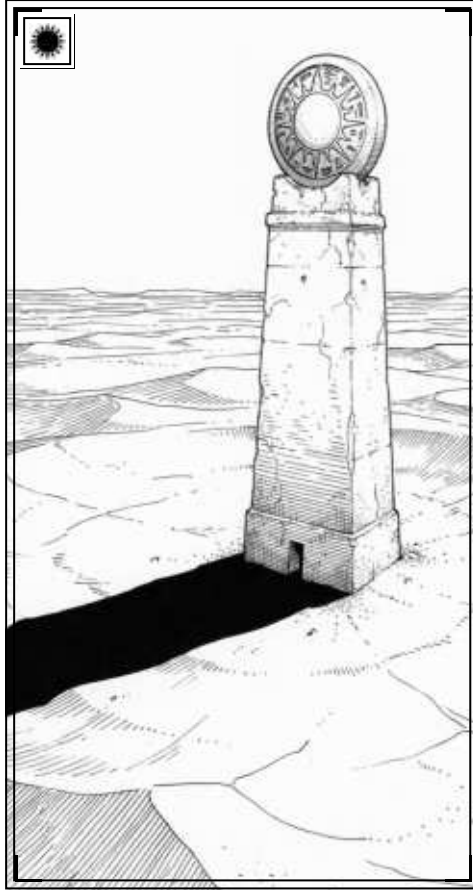
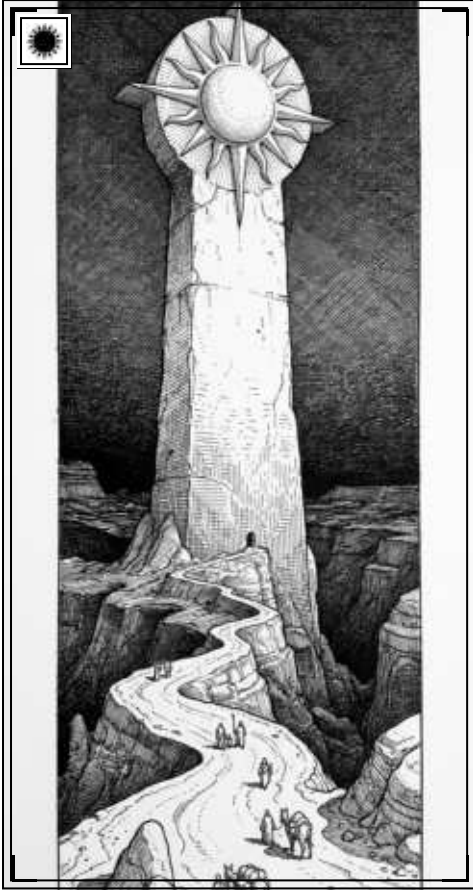
| **WORD** free, if your verse spells it. Saying it spends those letters.

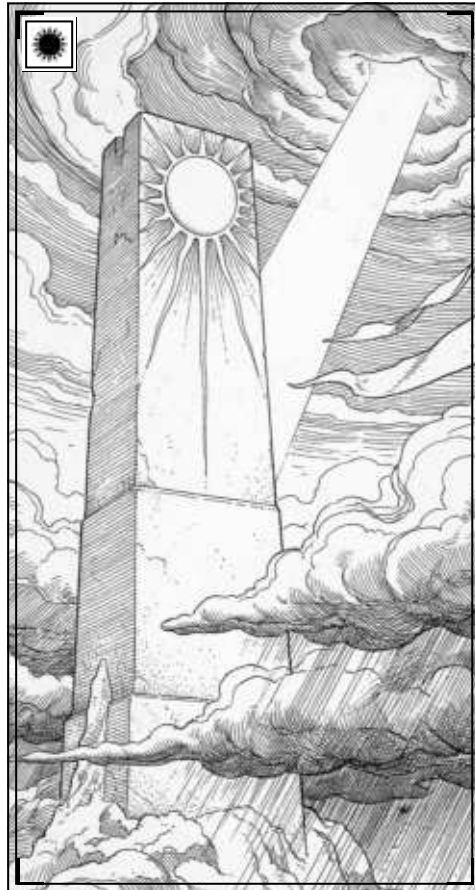
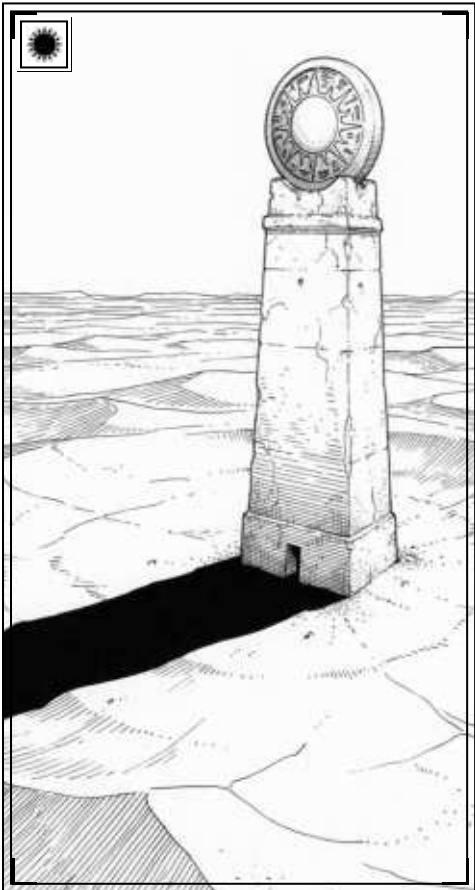
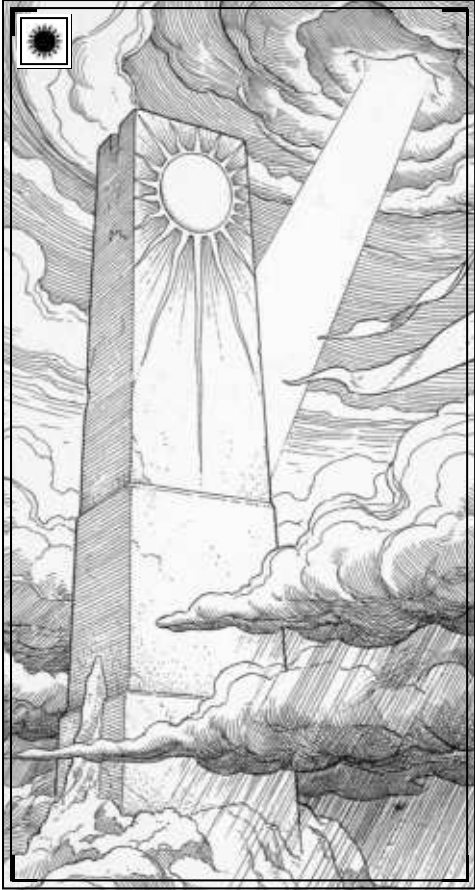
◆ *The oldest ink.*

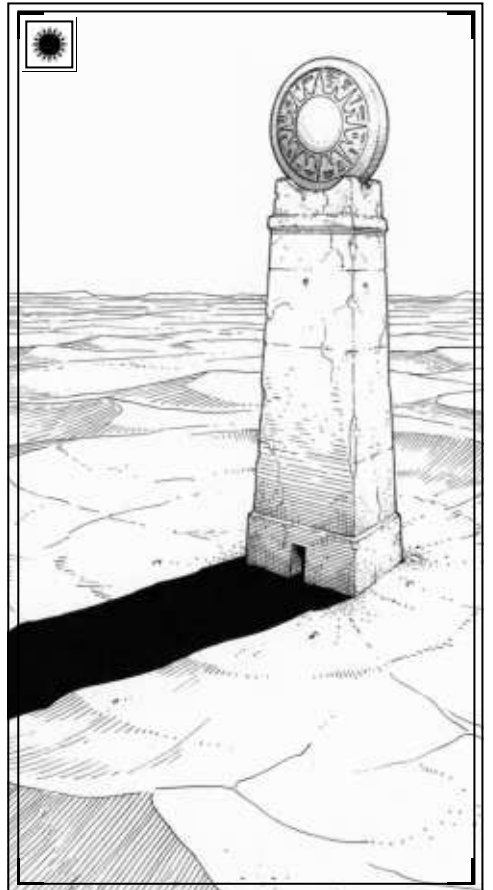
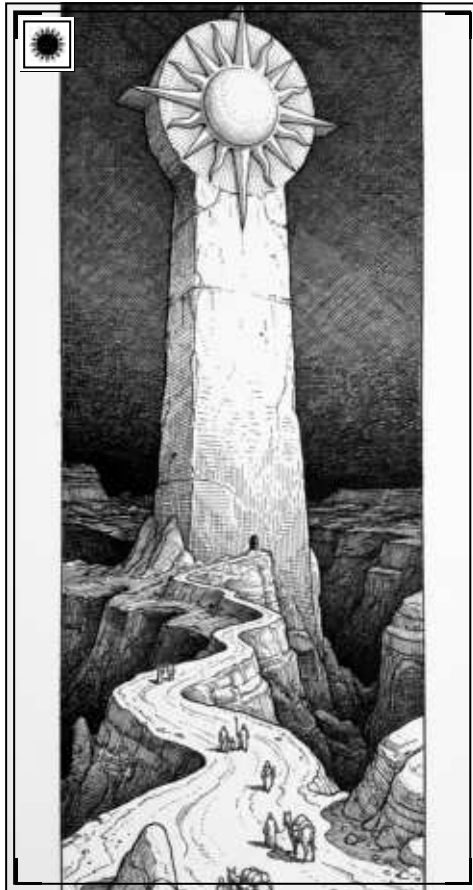
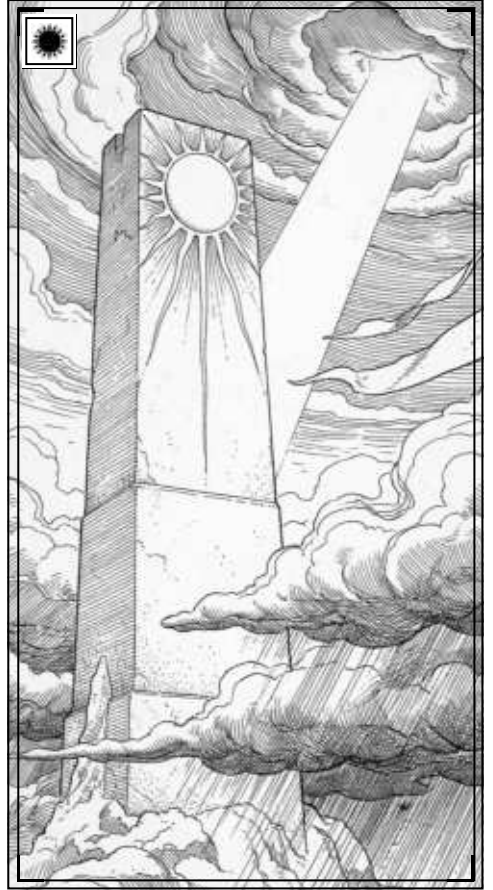
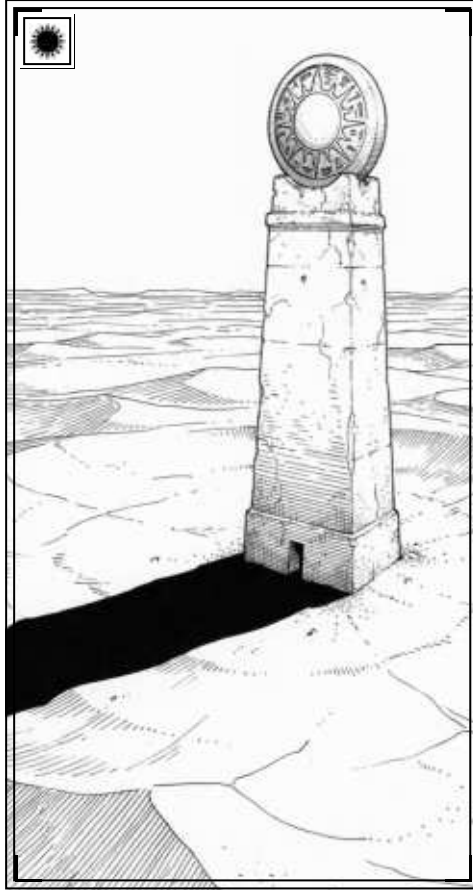
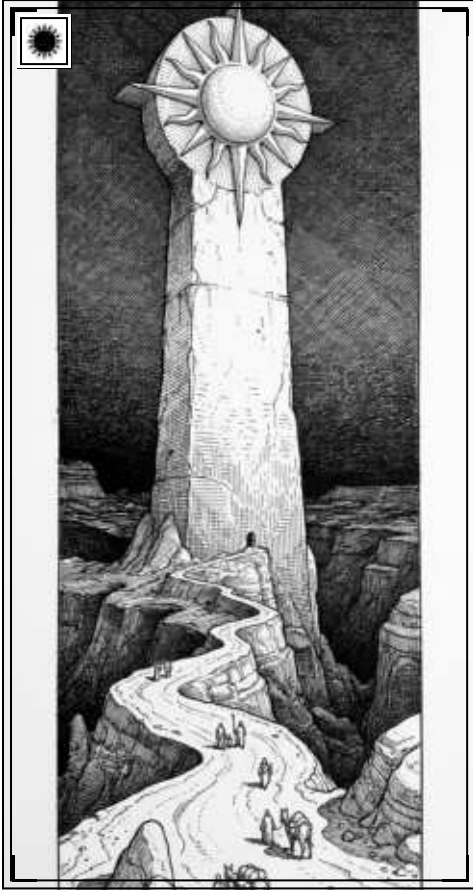


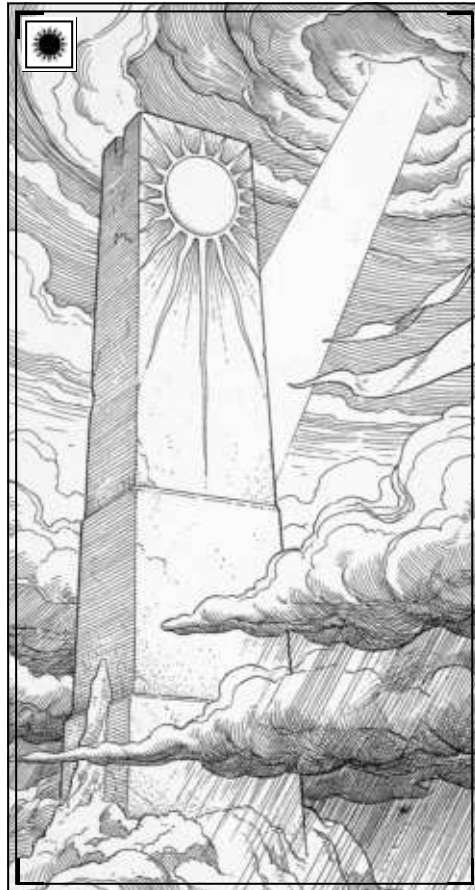
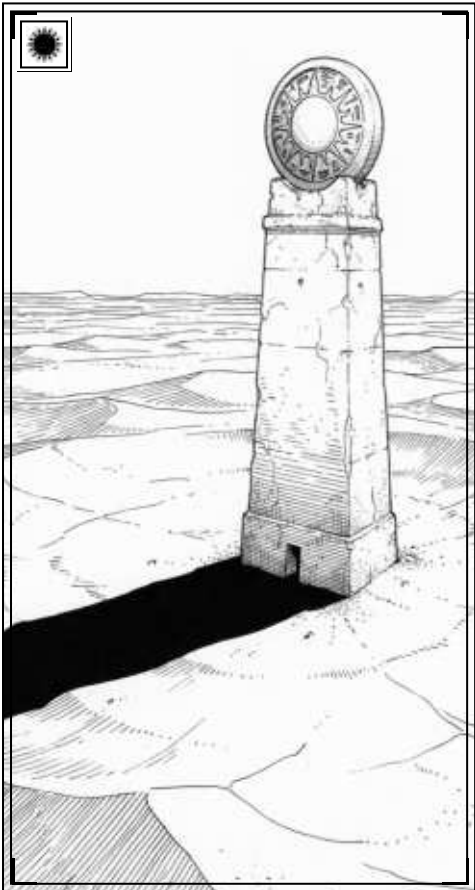
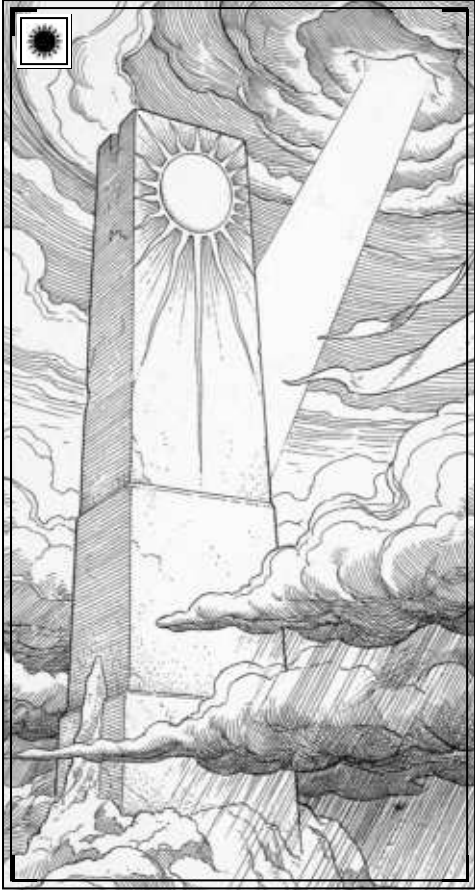


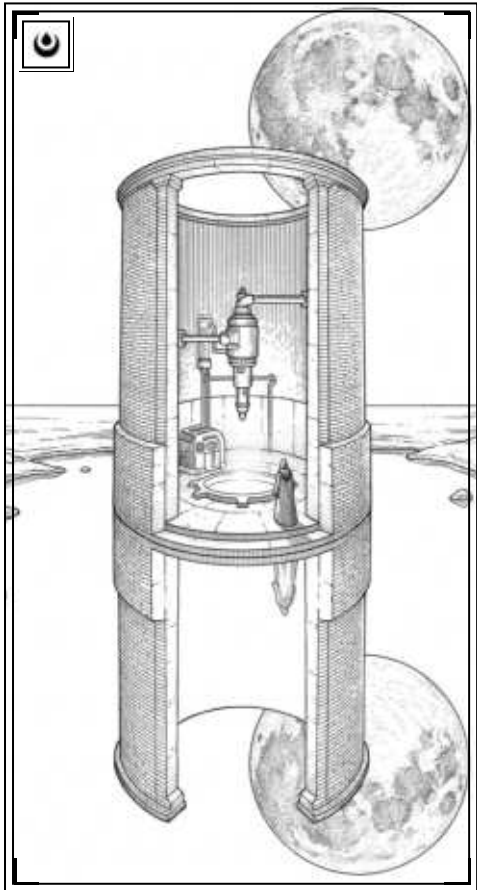


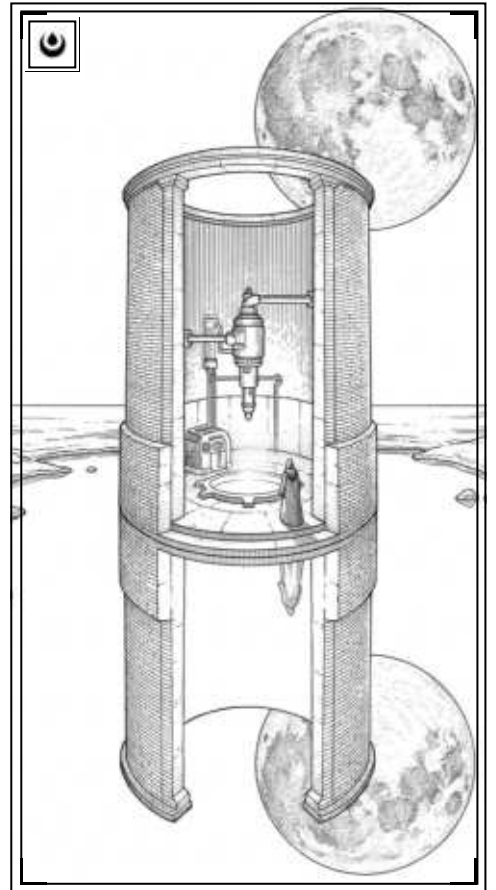
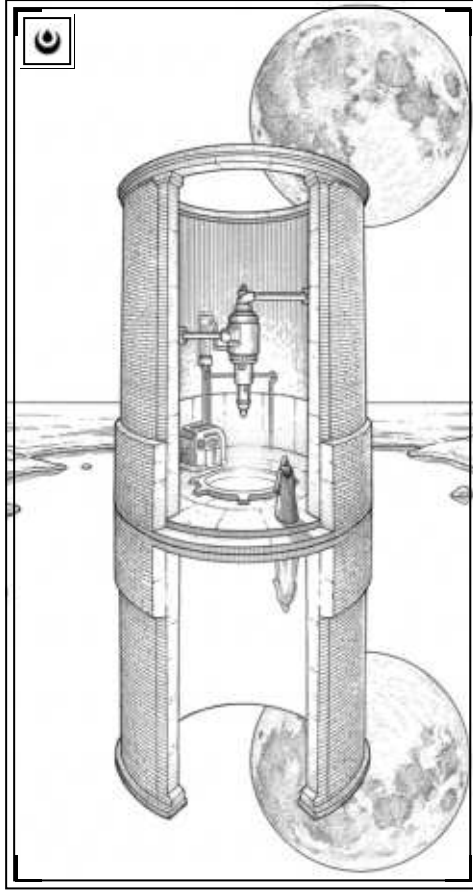


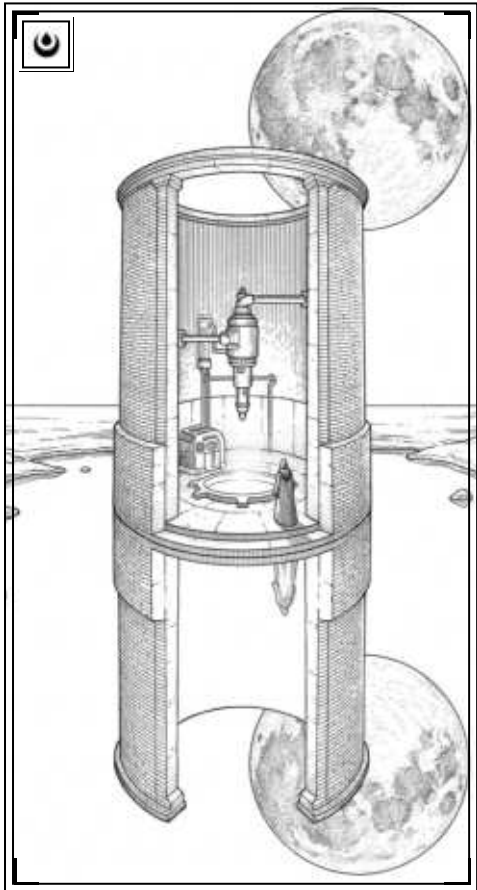


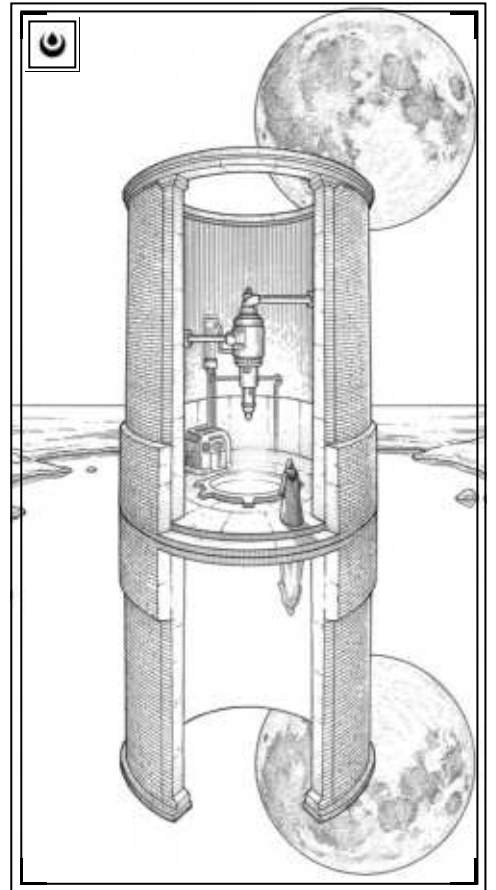
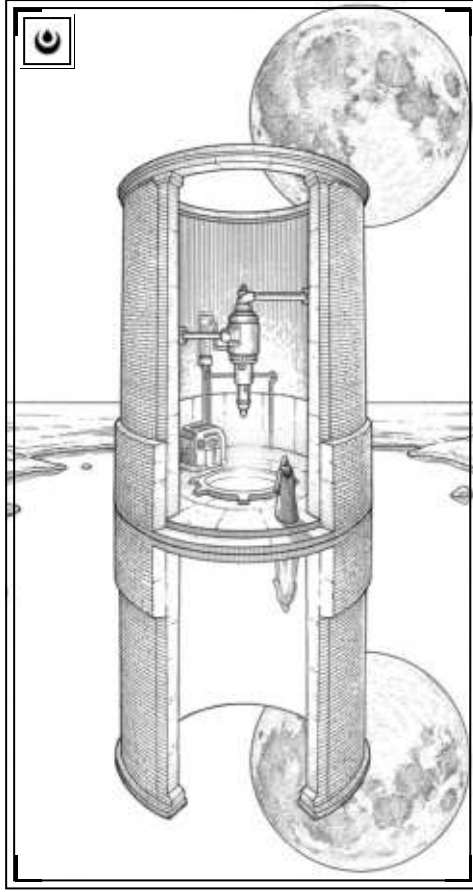


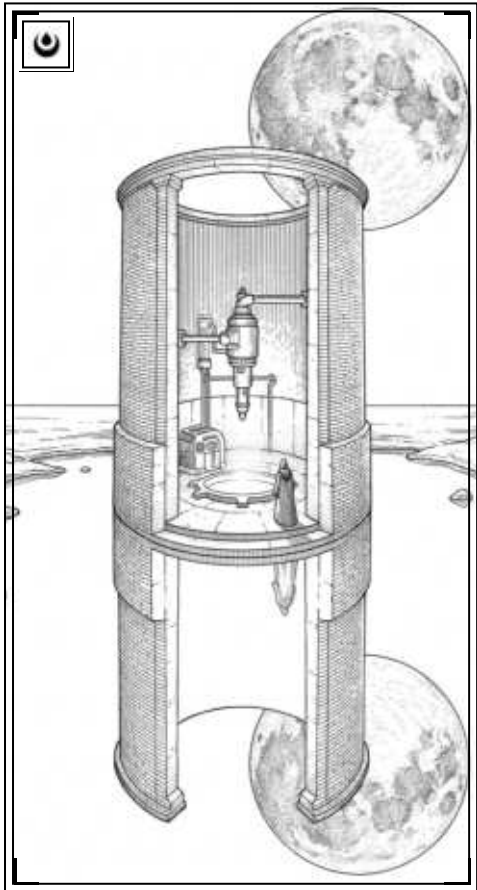


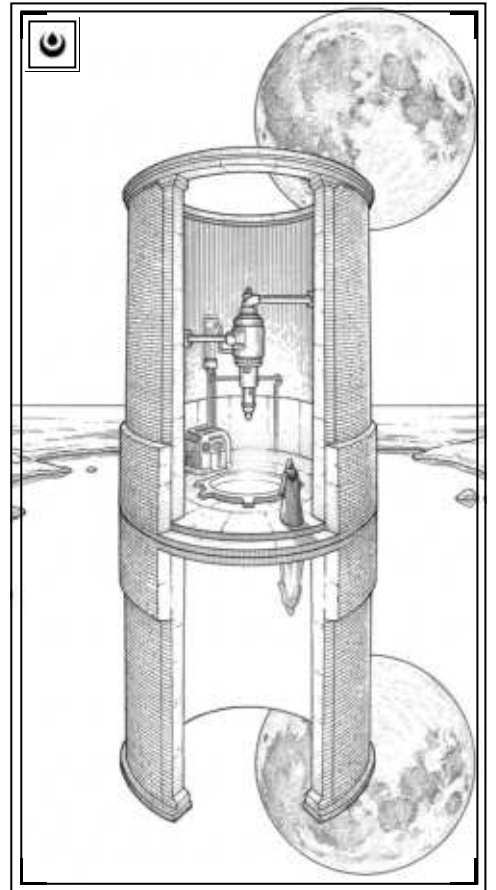
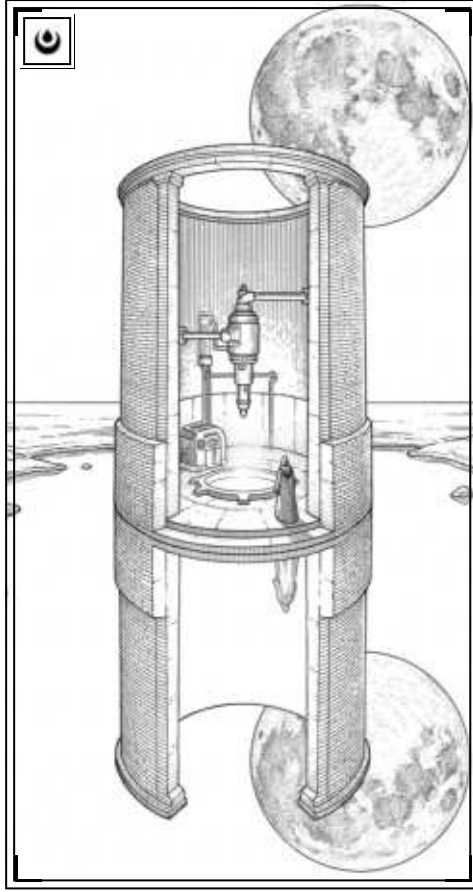


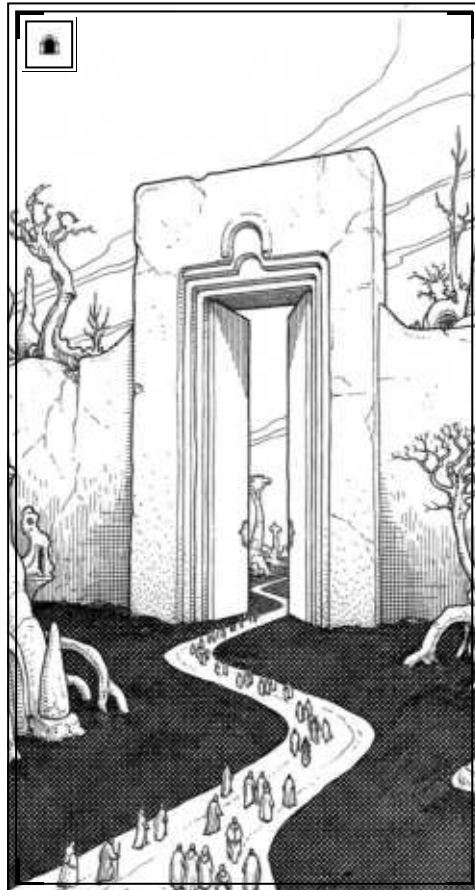
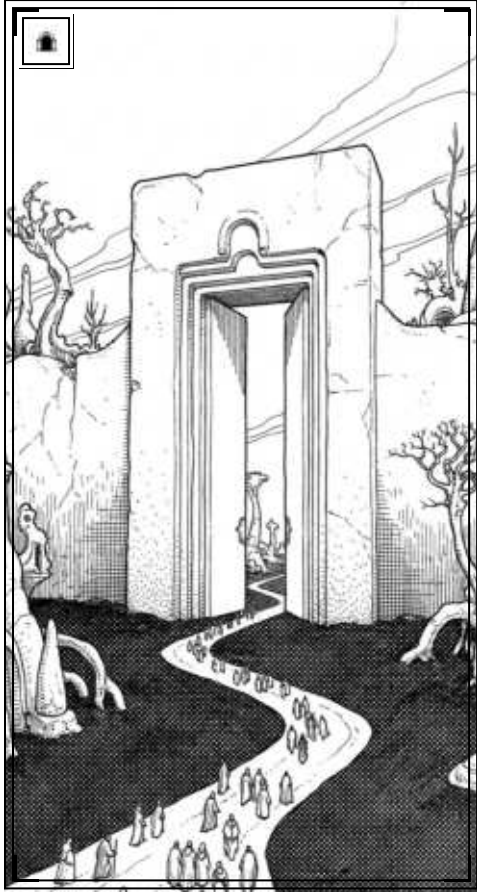


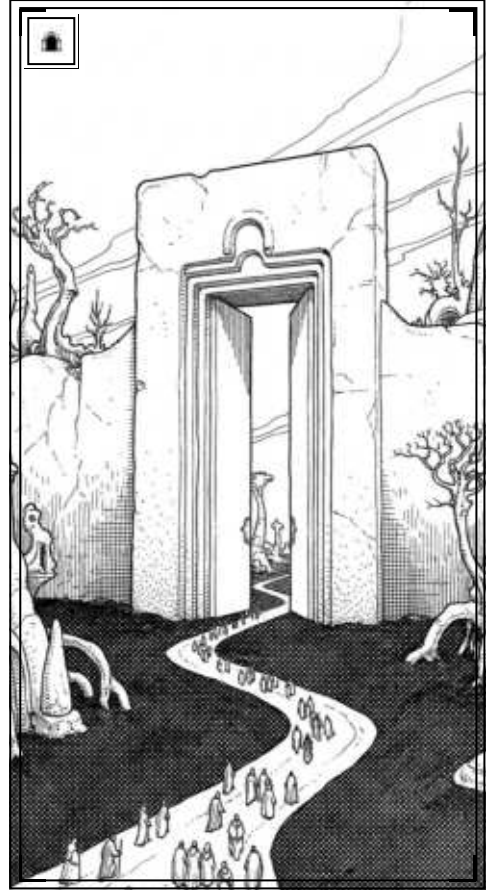


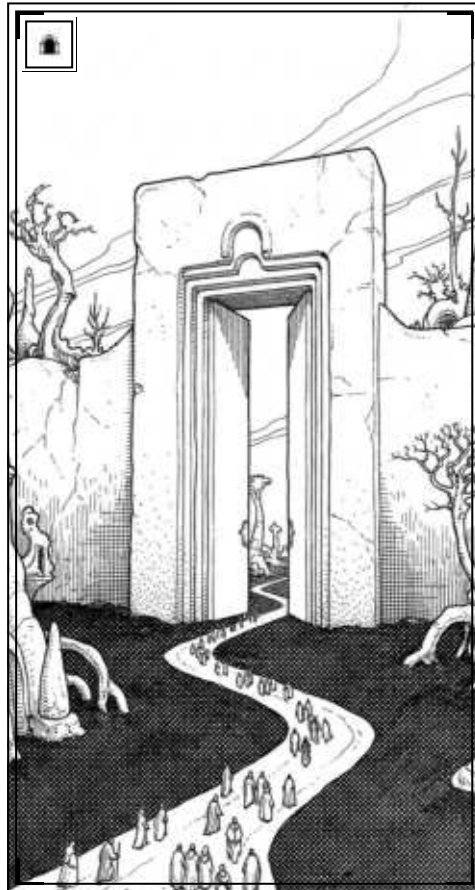
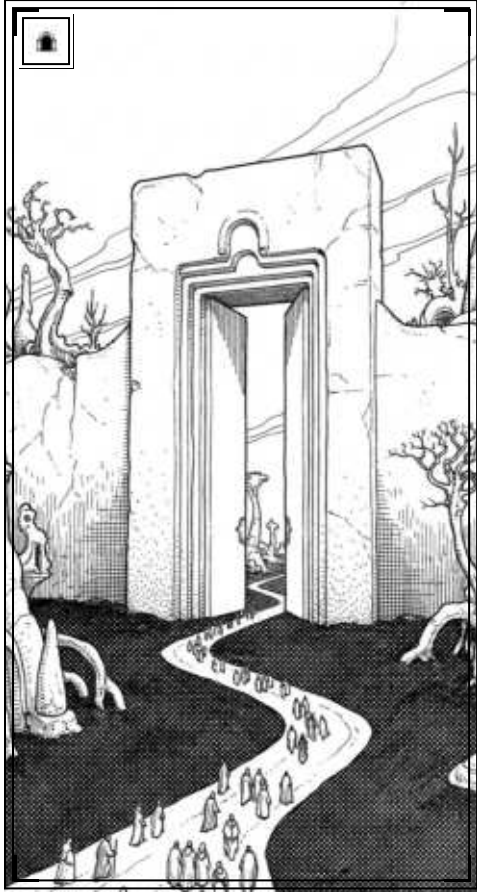


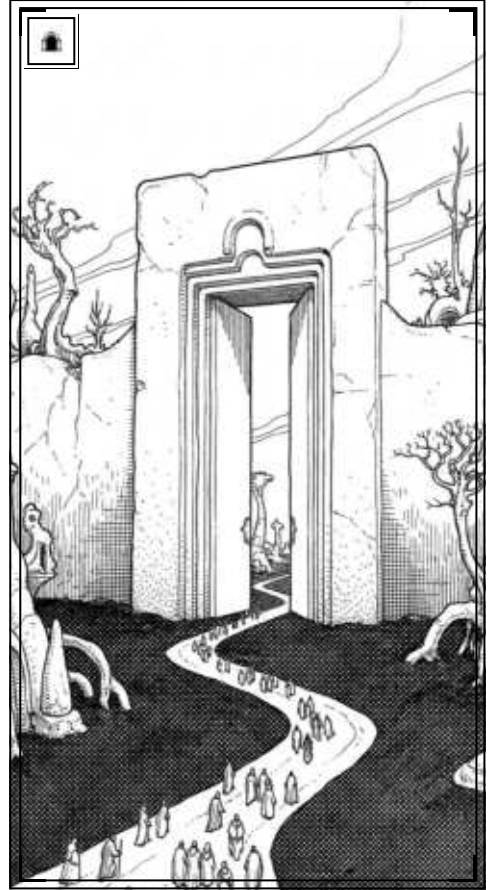


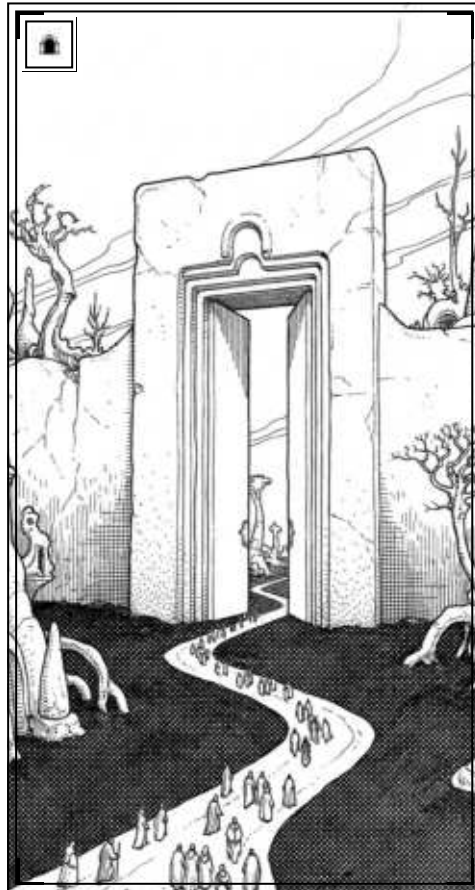
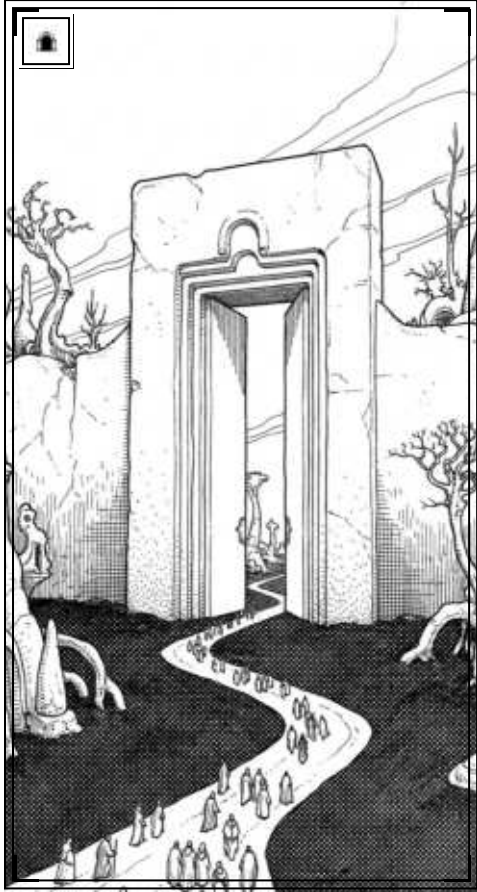


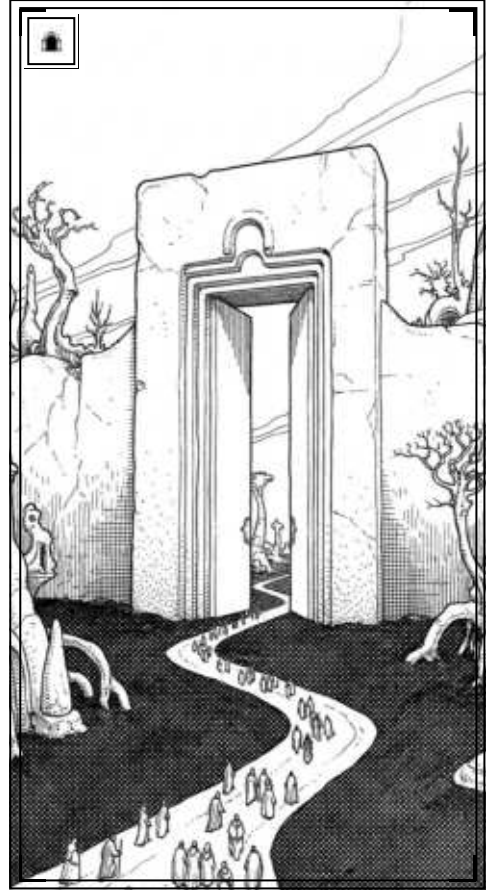


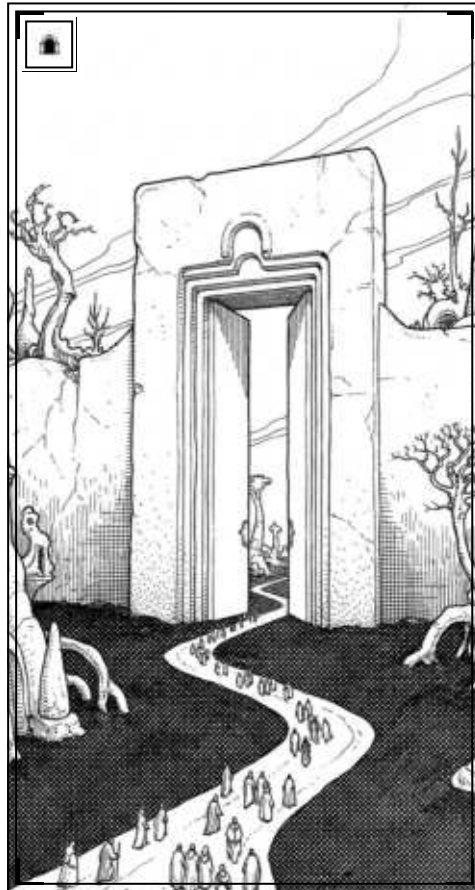
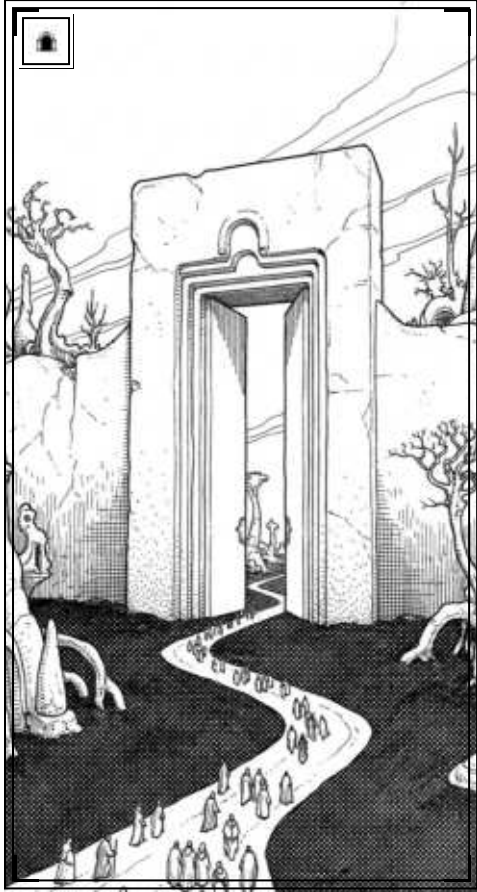


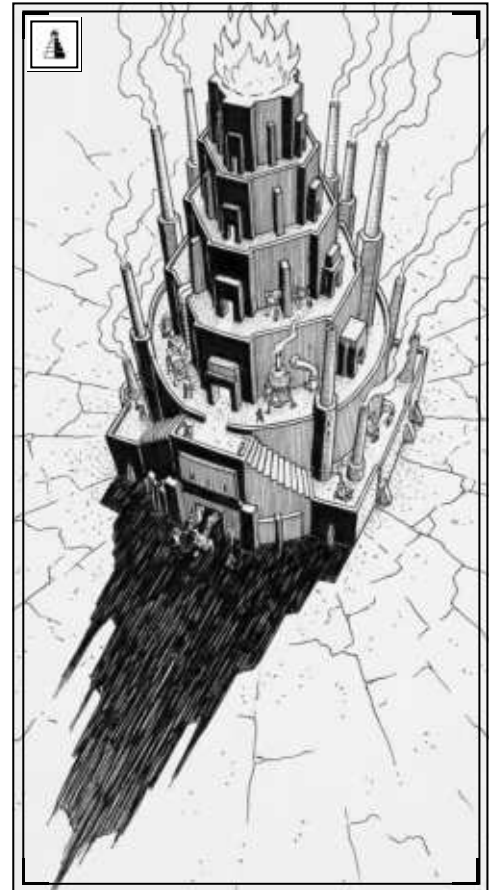
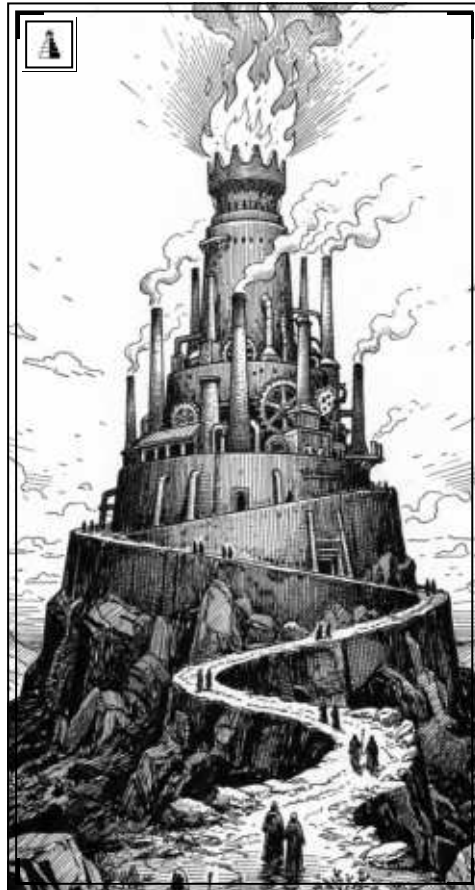
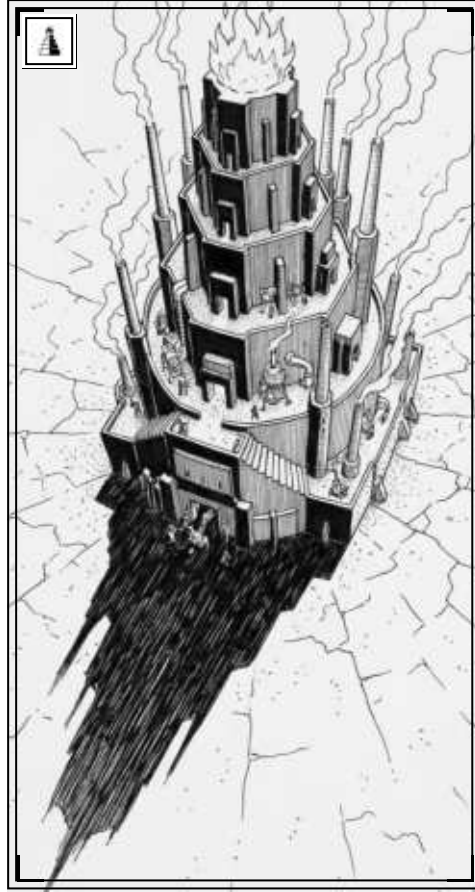
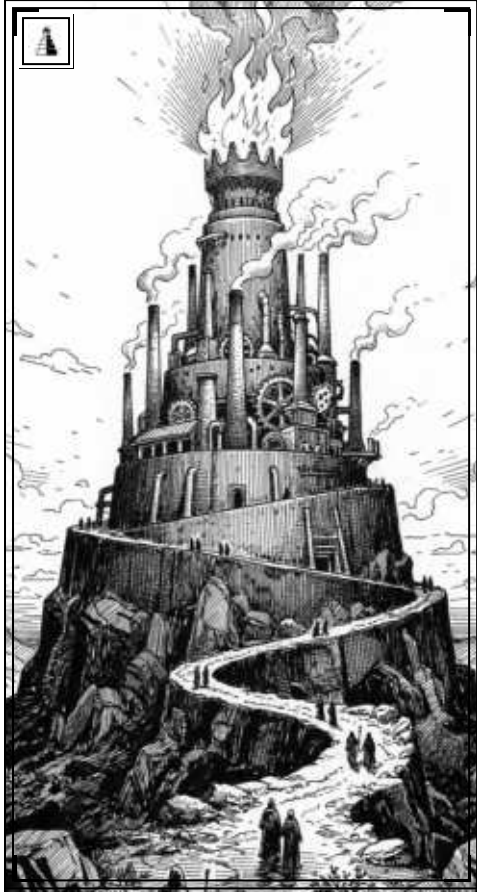


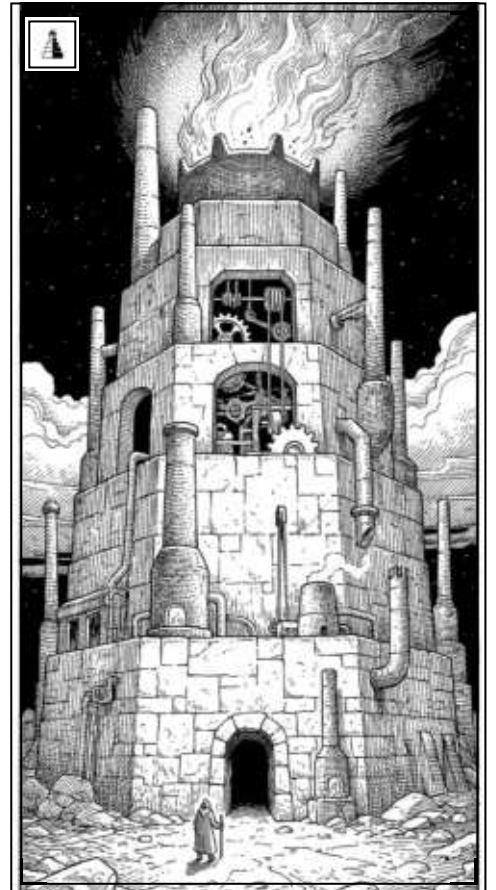
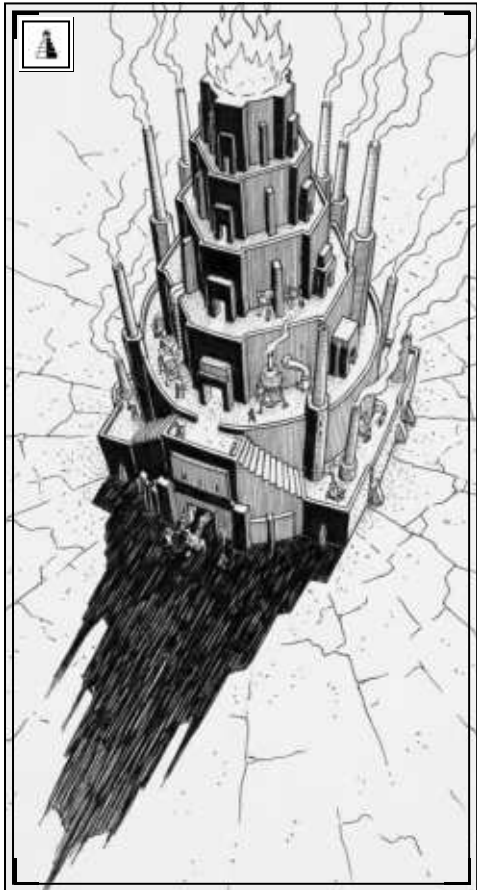


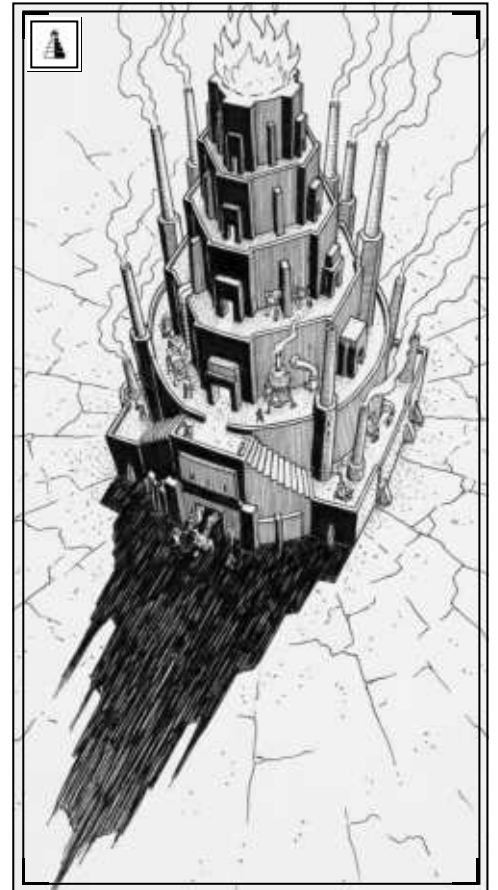
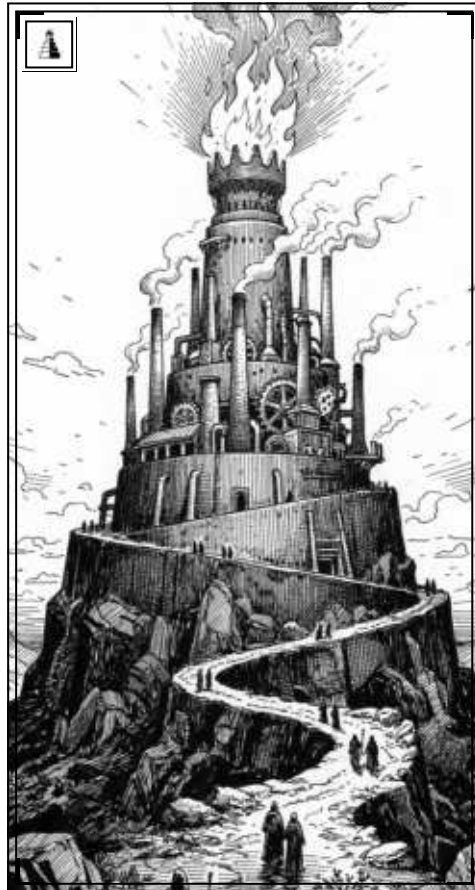
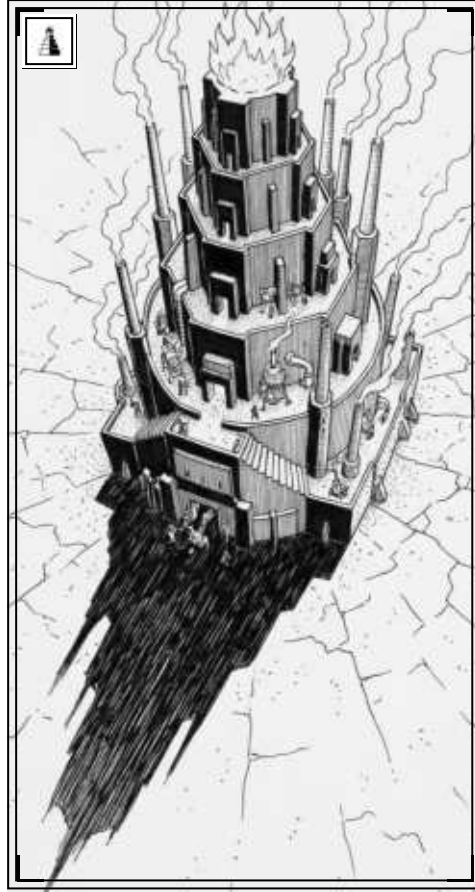
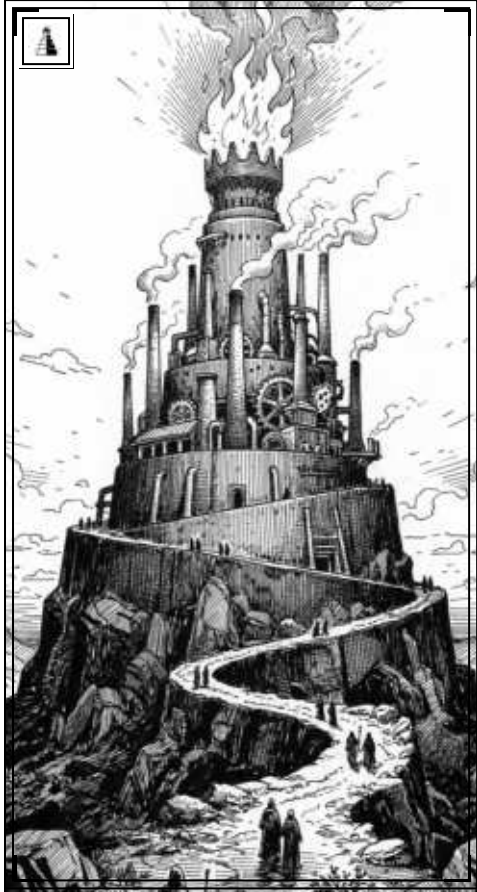


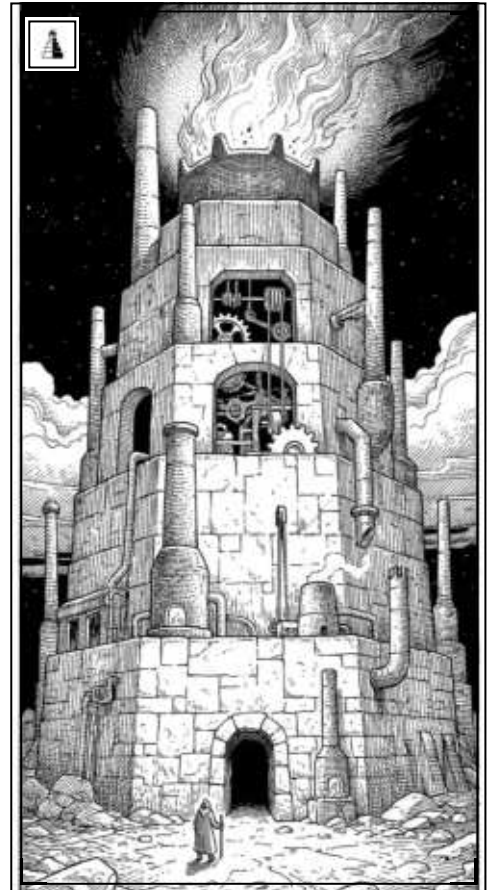
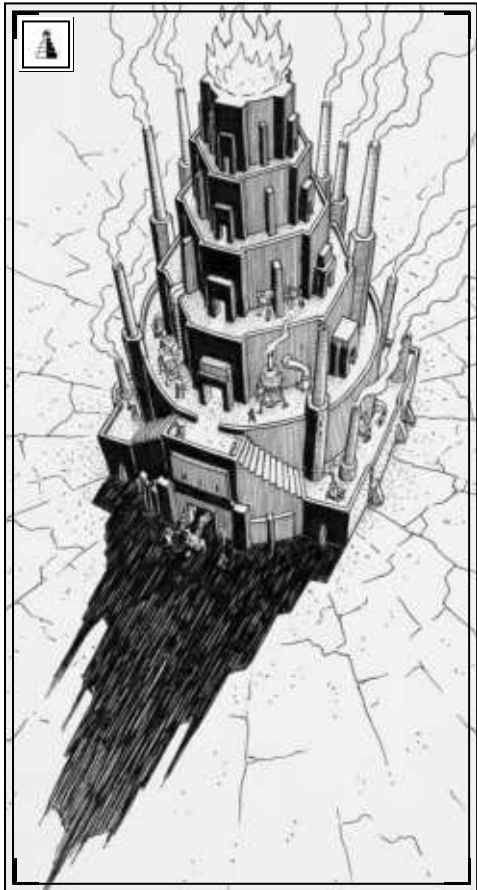


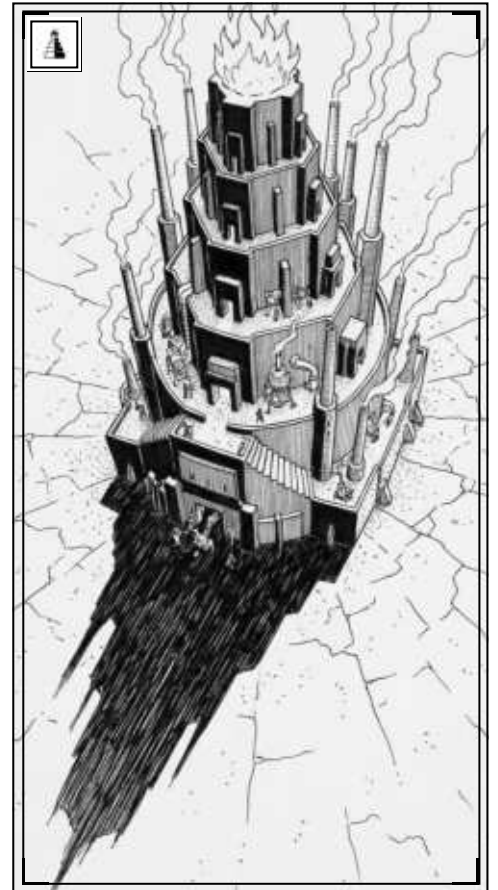
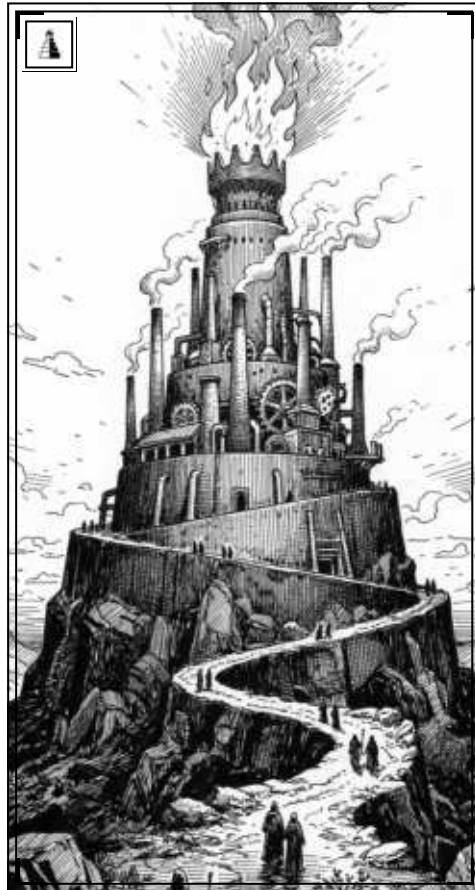
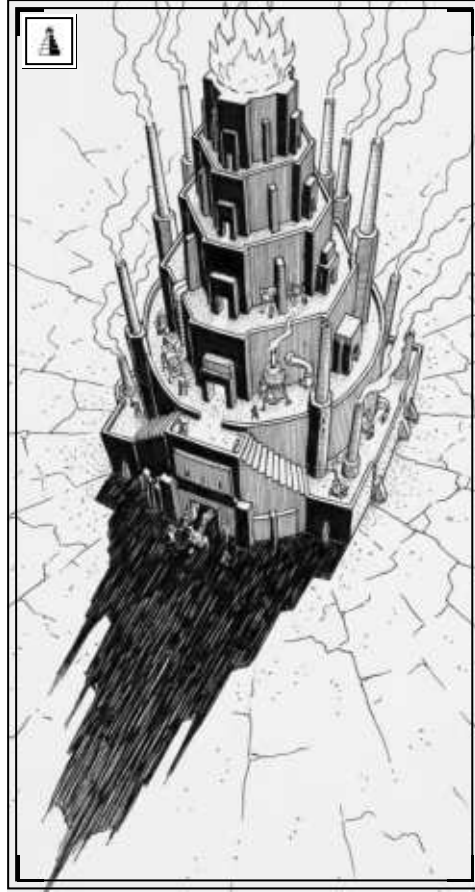
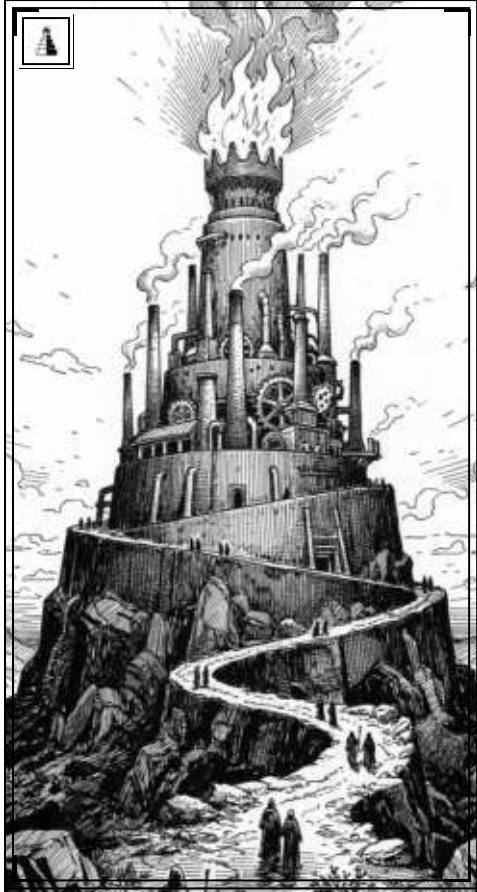


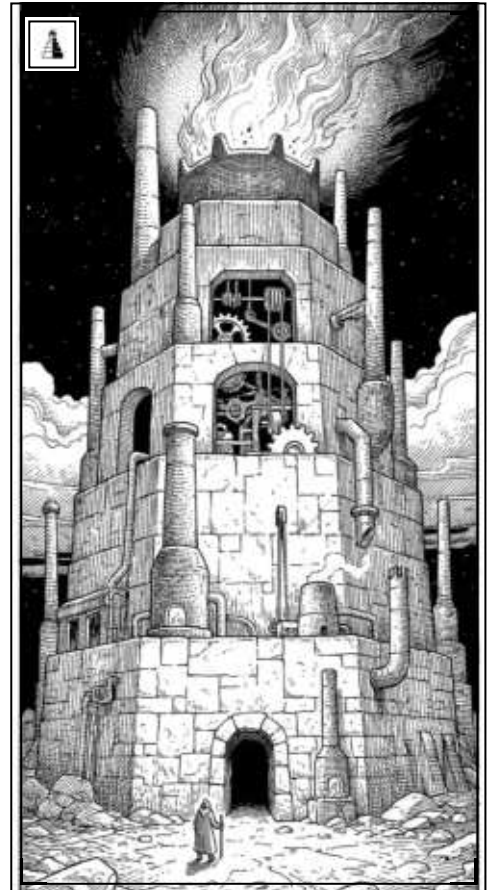
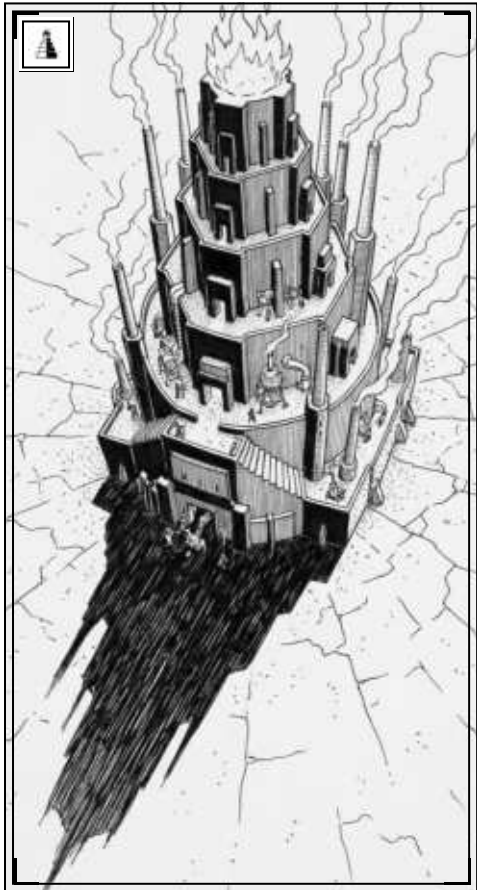


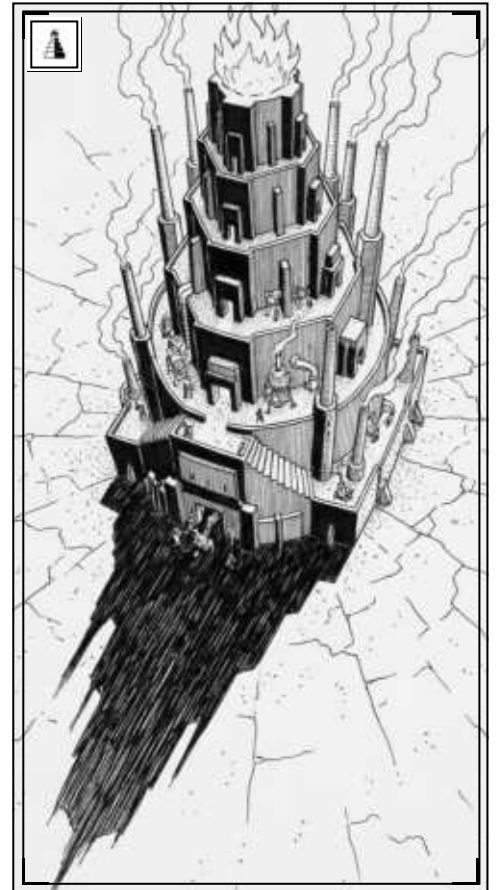
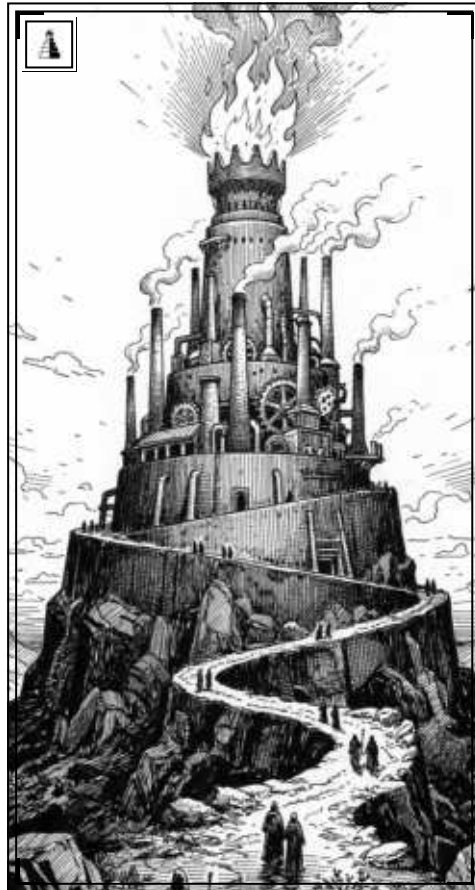
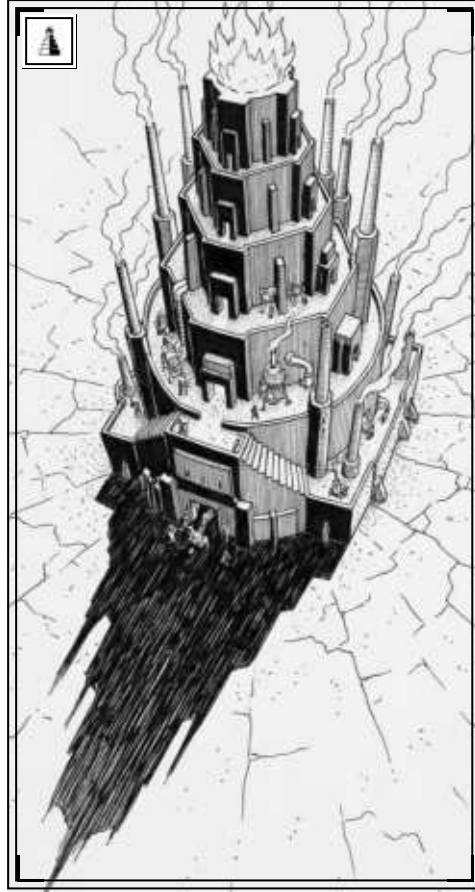
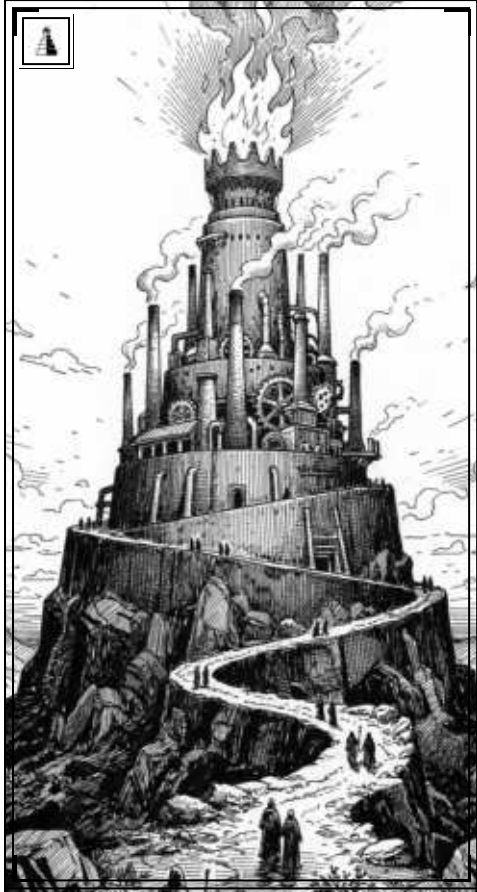


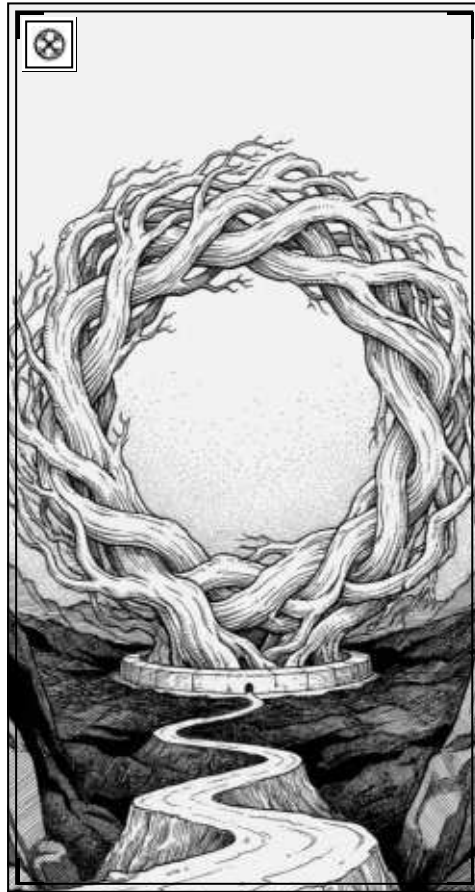
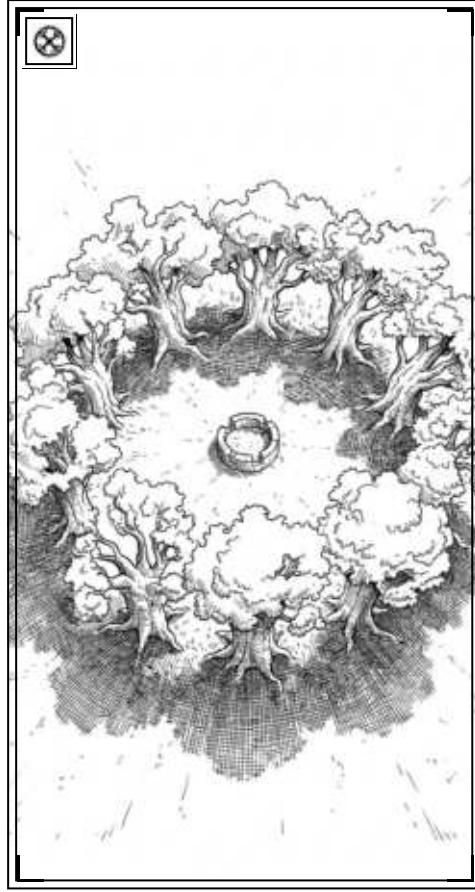


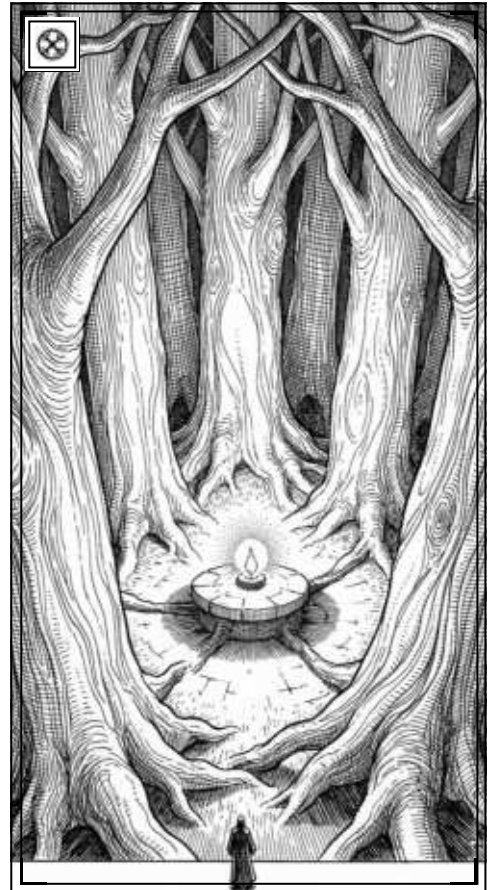


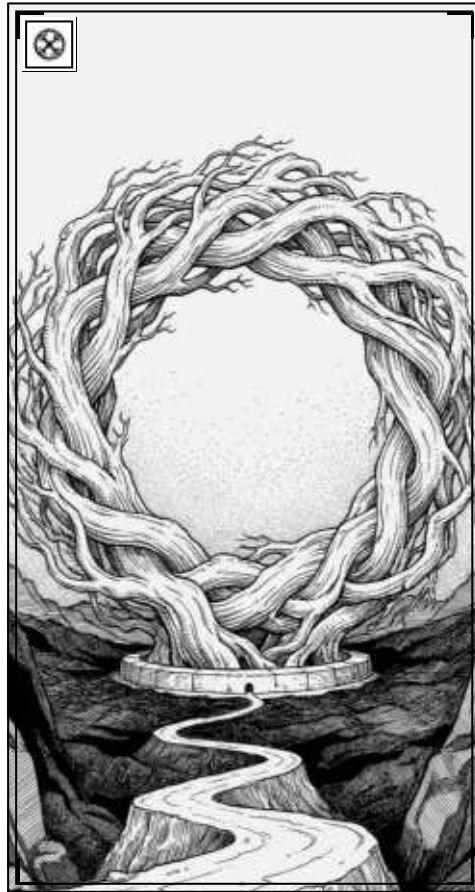
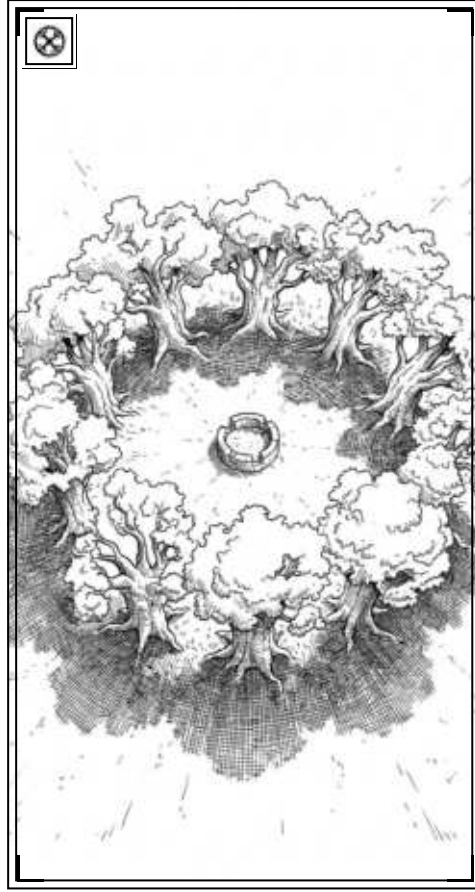


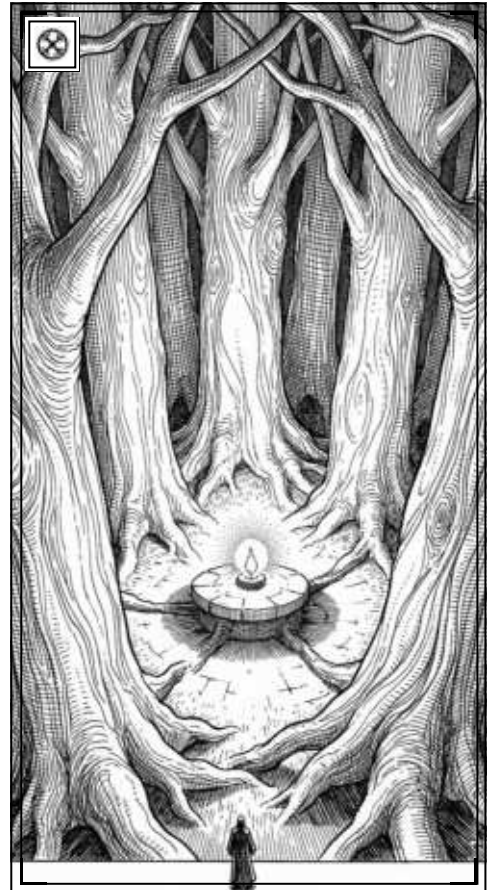


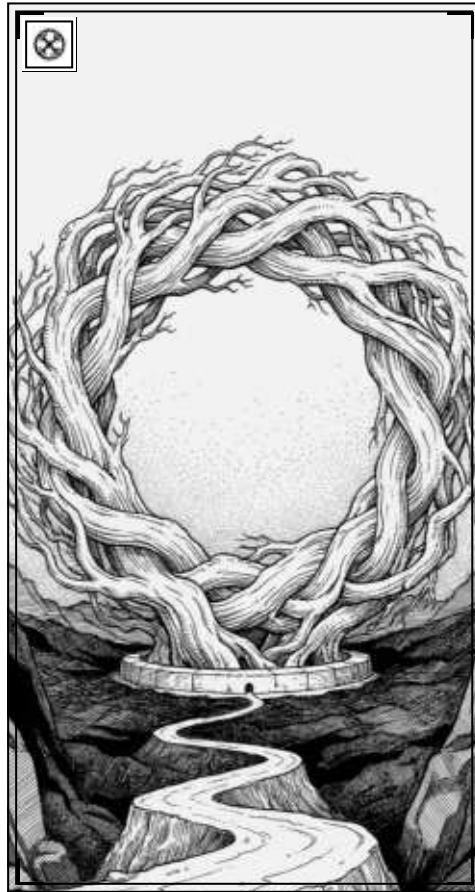
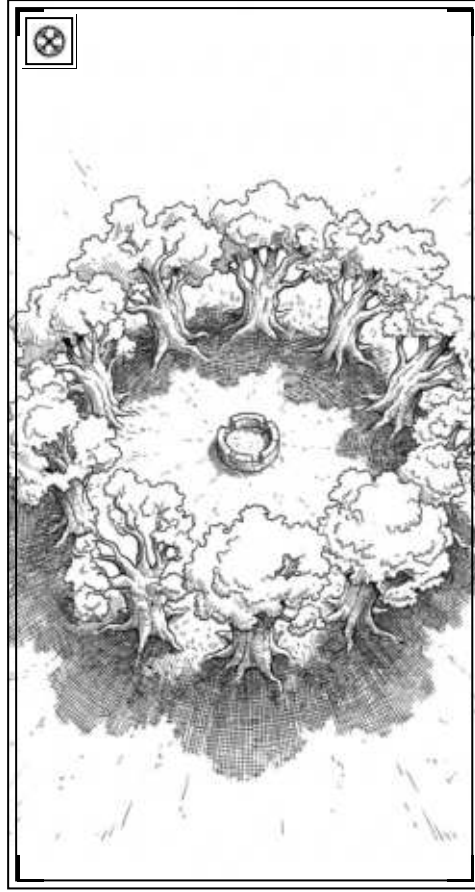


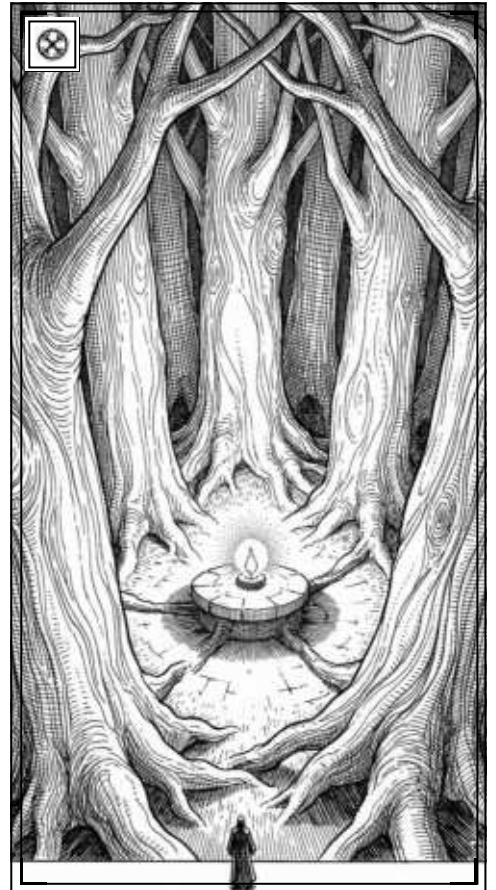


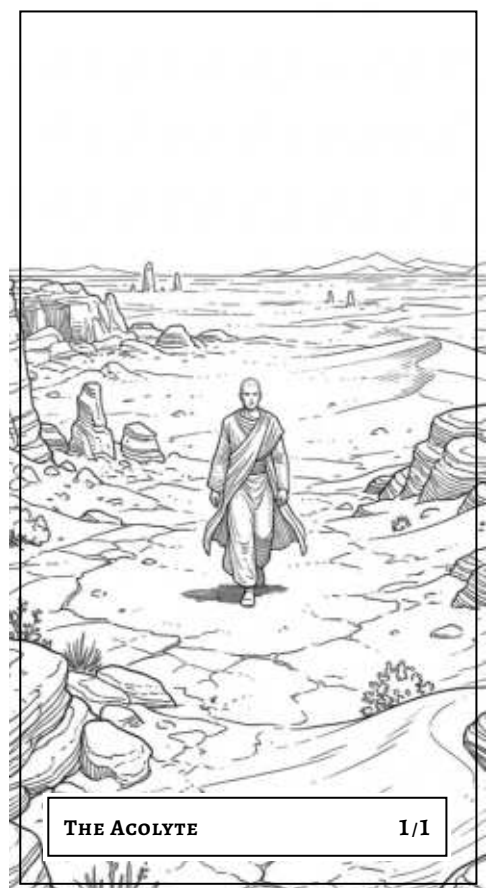
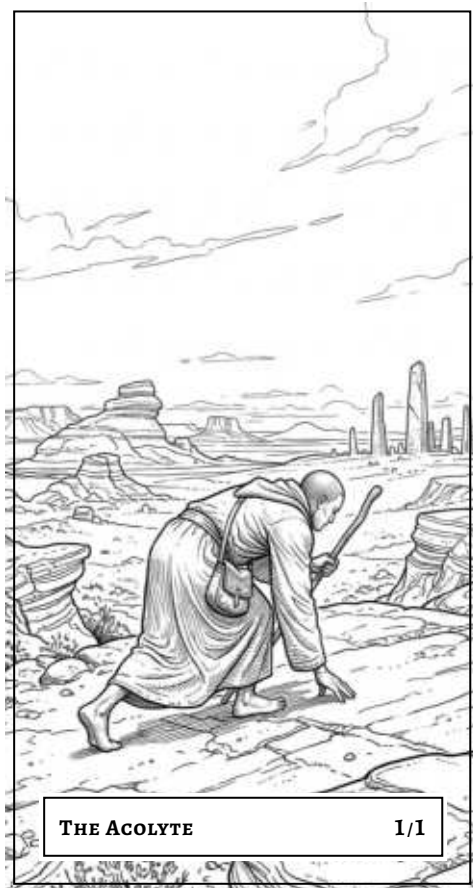
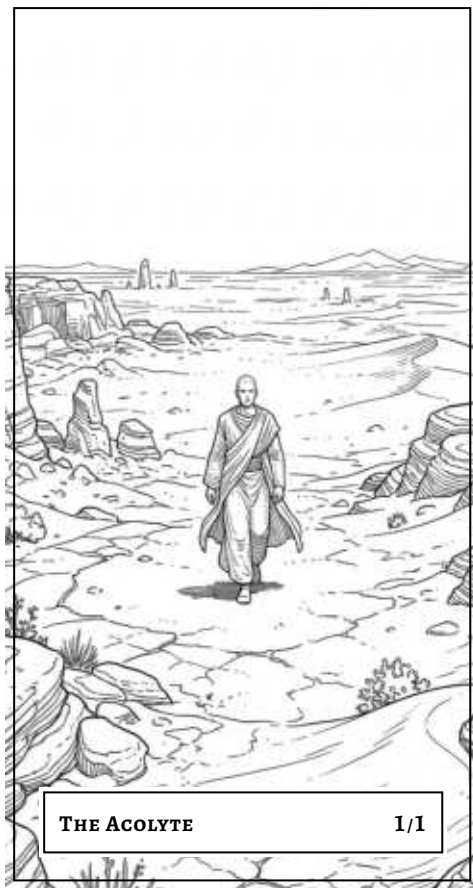
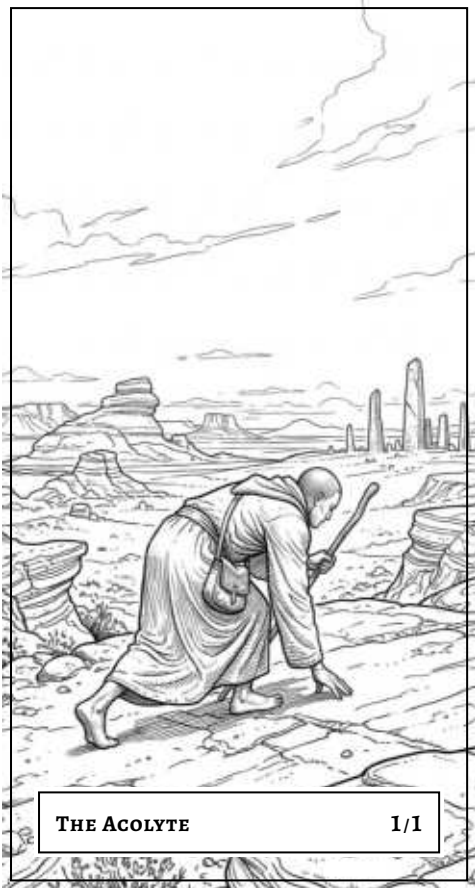


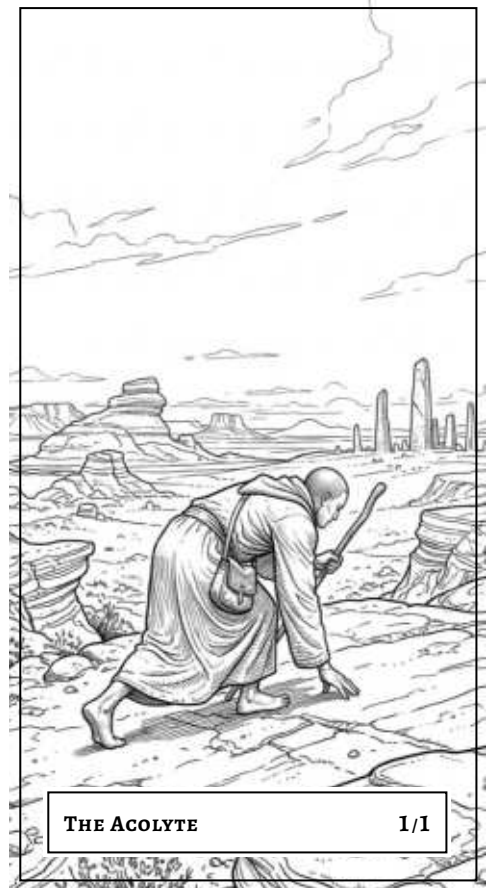






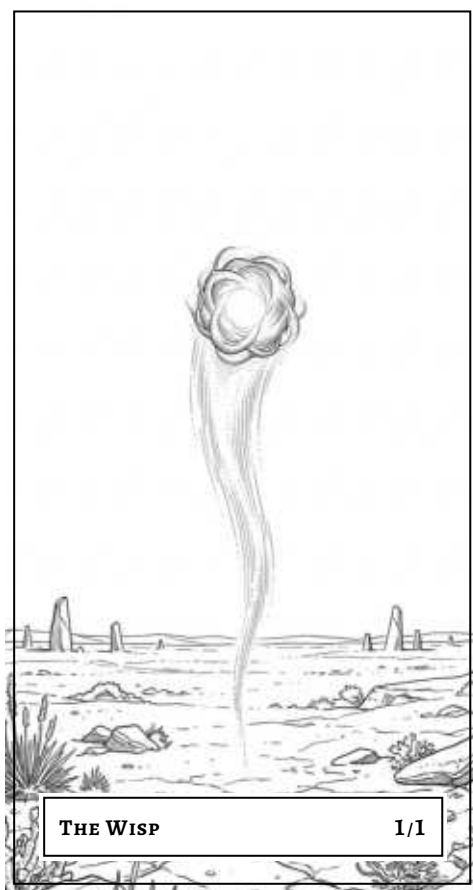
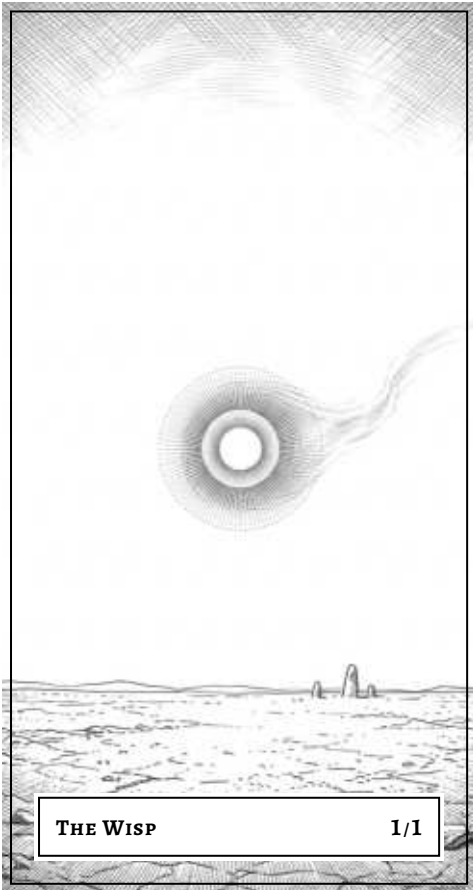
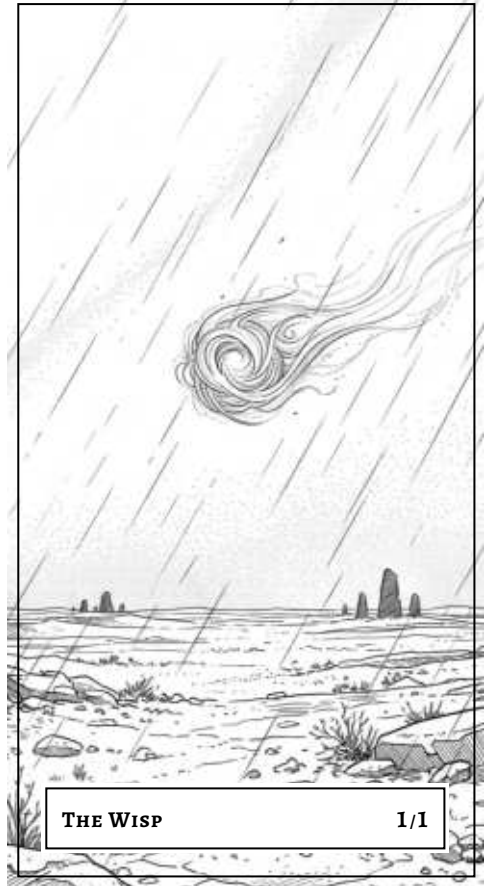
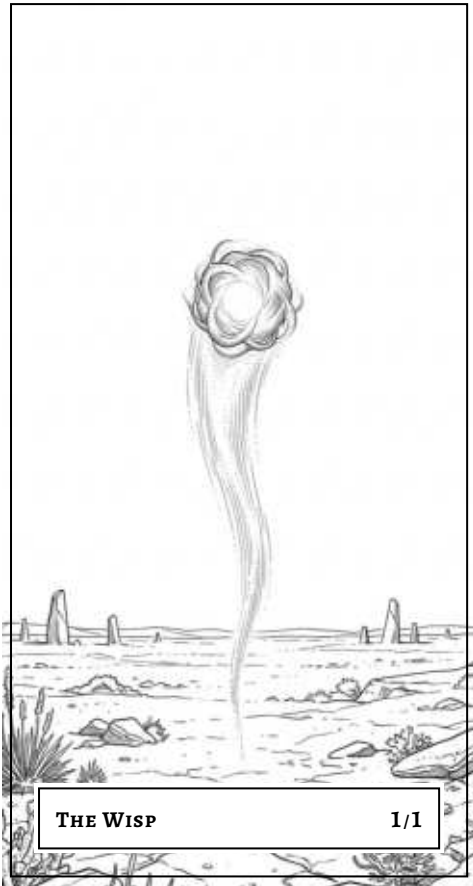


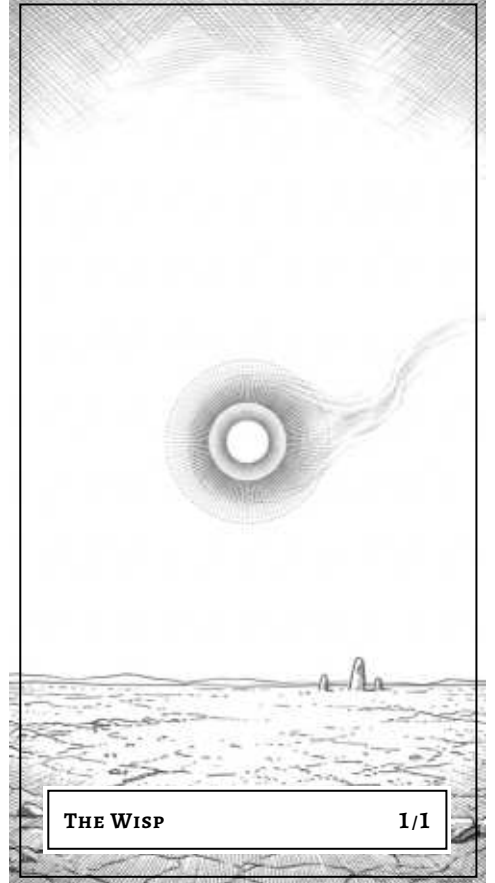
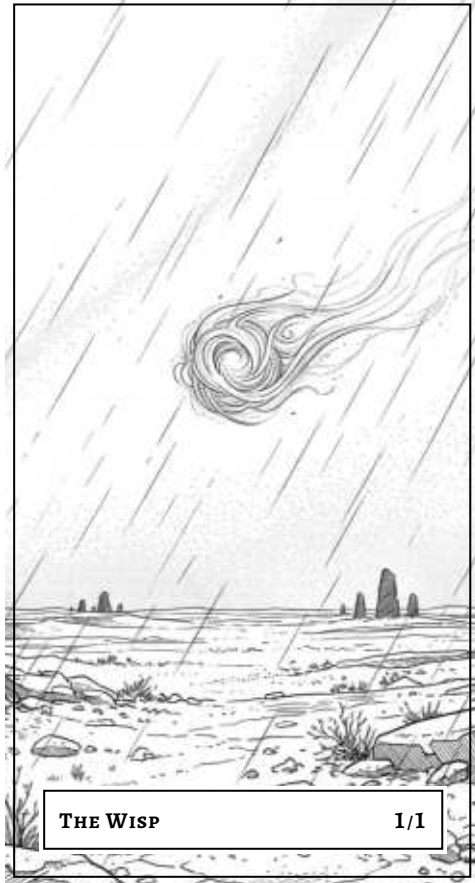
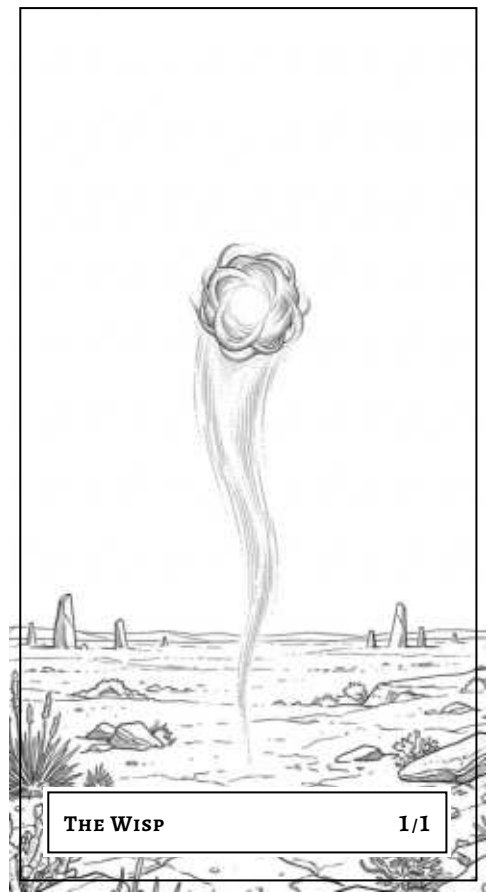
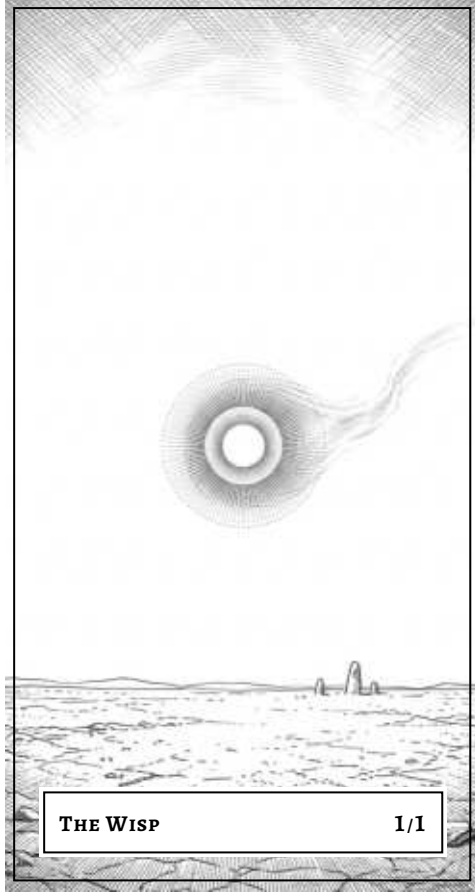
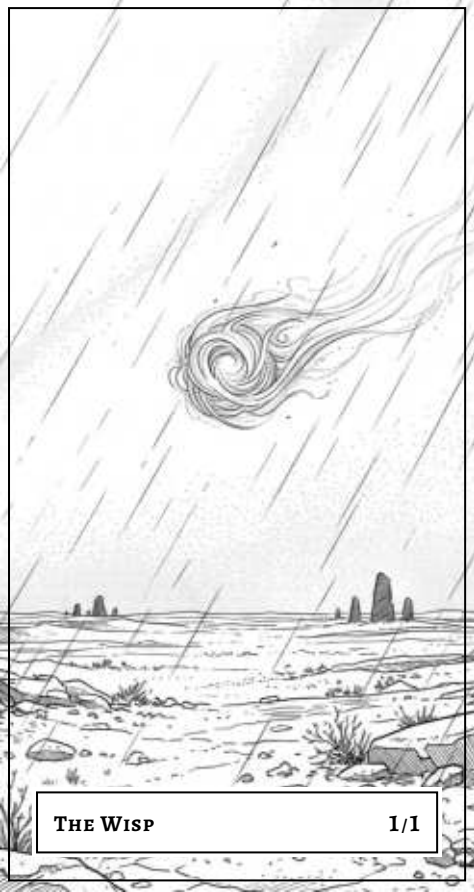


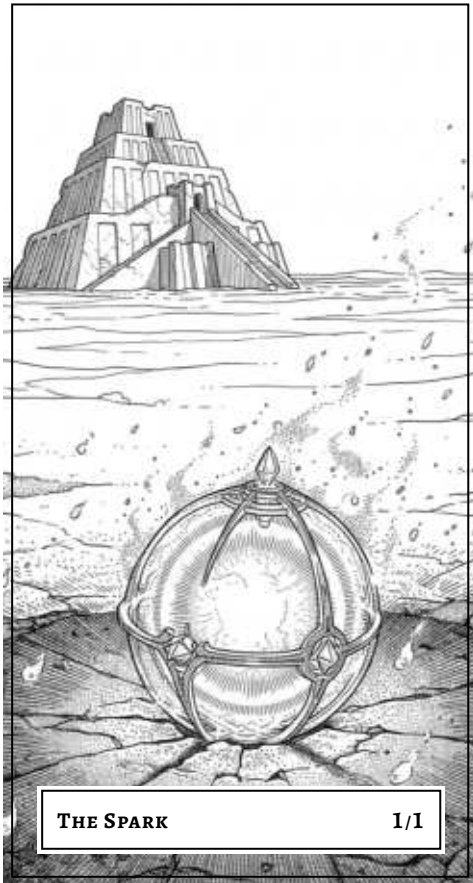














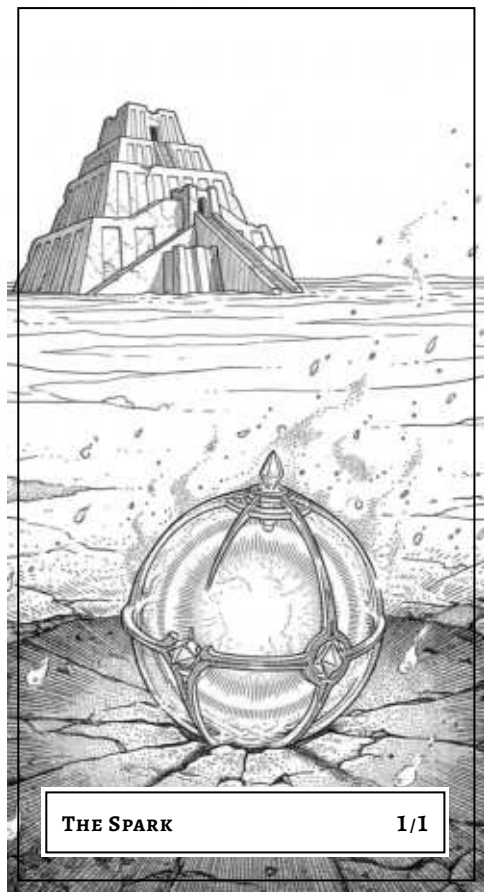
THE SPARK

1/1



THE SPARK

1/1



THE SPARK

1/1



THE SPARK

1/1



THE SPARK

1/1



THE SPARK

1/1





THE RAT

1/1



THE RAT

1/1



THE RAT

1/1



THE RAT

1/1



THE RAT

1/1



THE RAT

1/1





THE MONARCH

3/3



THE MONARCH

3/3



THE MONARCH

3/3



THE MONARCH

3/3



THE MONARCH

3/3

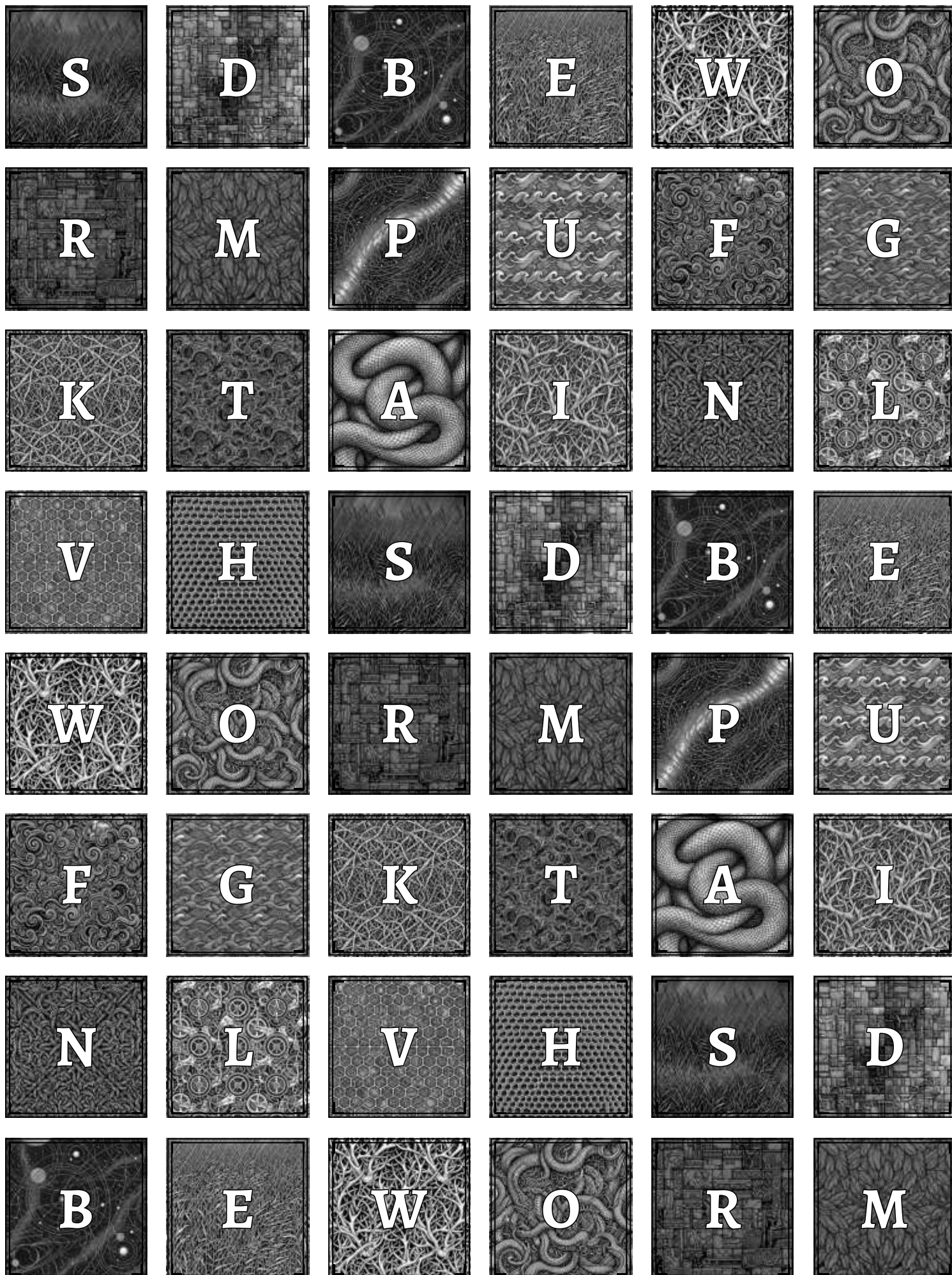


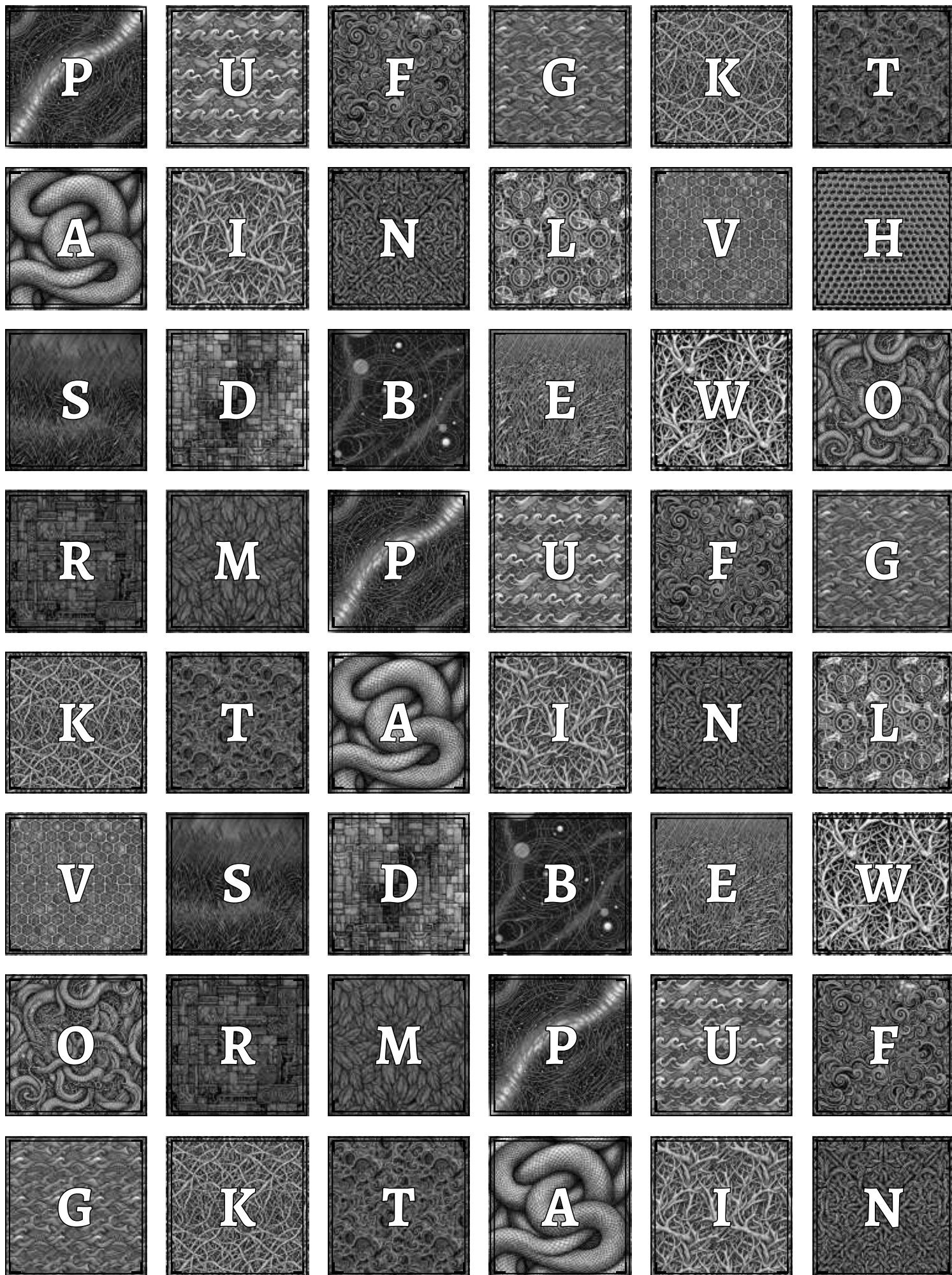
THE MONARCH

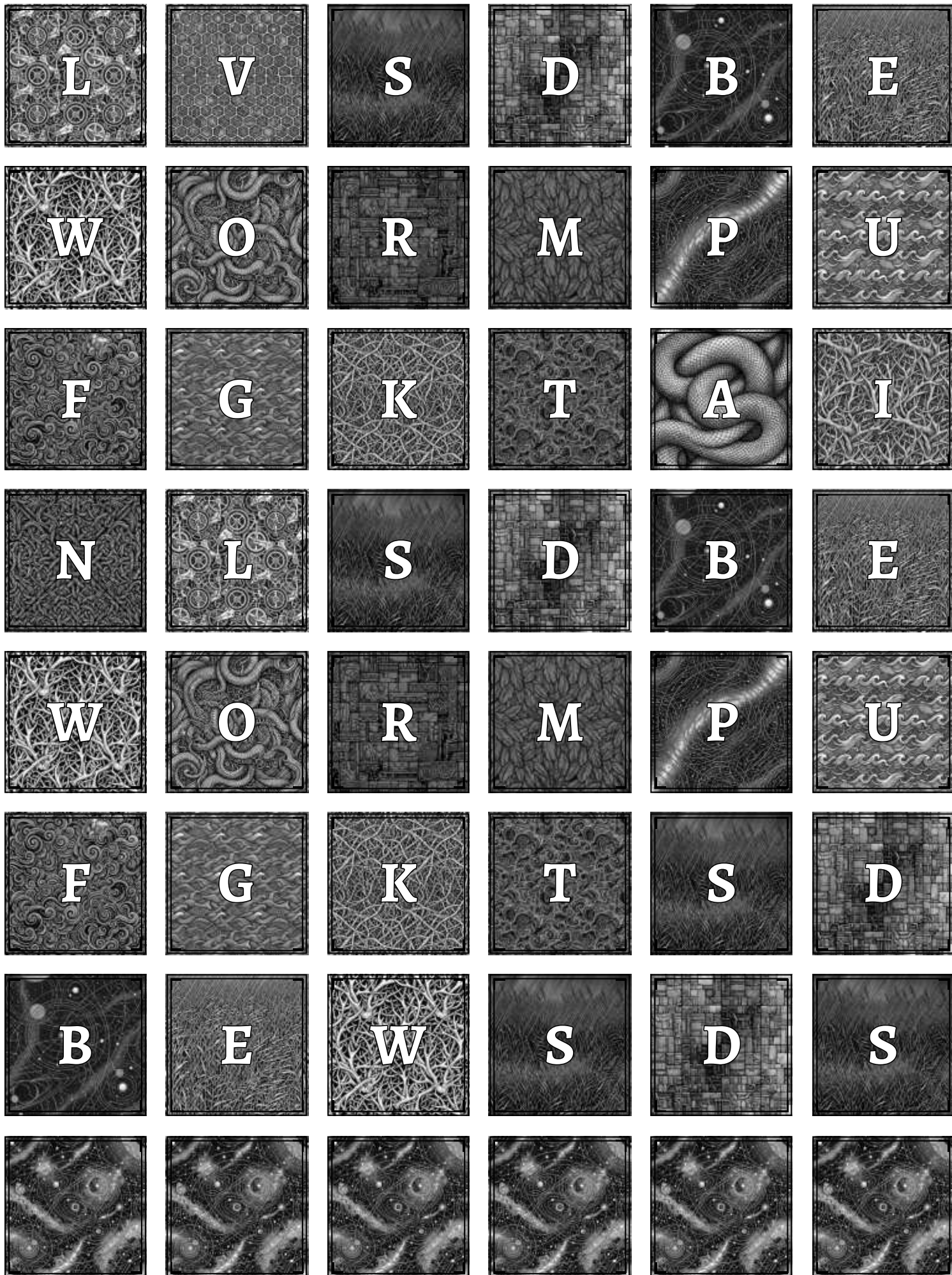
3/3

Every leaf you read leaves its letter in your verse: take that tile and lay it in the row in front of you, left to right. The newest eight stay — push the oldest out of the row as a ninth lands. Saying a word spends the letters that spell it back into the box. Both rows are public, and meant to be read across the table.

The six uncut tiles are for The Blank Rune: while it stands, one rune of your verse stands for any letter. Lay a blank where the letter you do not have would go.







azti — the rite, in full

A game of words, played against time. Generated from the engine, so it cannot disagree with the cards.

The duel

You are an azti — a reader who reads ahead of the Tome. Across the table, someone reads against you.

- Each of you carries 20 light. Bring your opponent to nothing and the silence is theirs.
- One device passes between you — or two devices share one rite, opened with a six-letter word.

The hour

A turn is an hour. You raise one shrine an hour, and a standing shrine is an hour you may spend.

- Every leaf costs the hours cut into the gem on its shoulder. Hours you do not spend are not kept.
- The hour runs: Speak · March · Ward · Toll · Speak again. You read in either Speak; figures march between them.

What you read

- A FIGURE stands on the table and can march. A SORCERY happens once and dies. An INSTANT may be read at any hour, even your opponent's. An ENCHANTMENT stays, and holds while it stands. A VIGIL waits.
- You read from a hand nobody else sees, and raise one shrine an hour to pay with. A SHRINE is raised, never read: it costs nothing and it is not a reading.

The verse, and the eighteen words

This is the part that is not borrowed from anywhere.

- Every leaf carries a rune. Reading it leaves that letter in your verse; the newest eight stay, and the oldest fades.
- Spell one of the eighteen old words — FIRE, DOOM, MOON, SLEEP — and you may say it for nothing at all. Saying it spends those letters.
- Both verses are open to both readers. If your opponent is one letter away from a word, read the leaf that carries it before they can.
- The words are not translated — they are RE-SPELLED. The tongue is chosen when the rite is opened and holds for the whole duel, because what you can say has to be the same for both seats. The same leaf gives 4 damage whether it is said as FIRE, FUEGO or SUA; only the letters you must gather change.
- Only twenty letters were ever cut into the plates: there is no C, J, Q, X, Y or Z anywhere in print, and exactly one H. Each tongue spells what those twenty allow — which is why the iron is METAL and not HIERRO, and the sun is EGUNA and not EGUZKI.

The march

- Choose which of your figures march. A marching figure wanes — it turns side-on — unless it has vigilance. A figure read this hour cannot march at all unless it is hasty or eager.
- Your opponent then sets wards: each warding figure stands in front of one marcher. Warding does not wane a figure.
- Then the toll. A warded marcher and its warders trade harm. An unwarded marcher takes that much light from the seal instead.
- Harm is forgotten when the hour ends. The dead are not: they lie in the margin.

The words printed on a leaf

Every one of them, and what it actually means:

flying

Only a figure that flies, or has reach, may ward it.

first strike

It strikes before figures without it — and so may kill before it is struck.

double strike

It strikes in the first pass and again in the second.

deathtouch

Any harm it deals a figure is lethal, however small.

trample

Harm beyond what its warders needed goes on to the seal.

lifelink

Whatever light it takes, its reader gains.

haste

It may march the very hour it is read.

vigilance

It does not wane when it marches, so it can march and still ward.

reach

It may ward a figure that flies.

menace

Two figures must ward it, or none at all.

defender

It guards, and never marches.

hexproof

Your opponent cannot name it. Your own leaves still can.

unwardable

No ward may stand in front of it.

flash

It may be read at any hour, even your opponent's.

bars the way

No march passes it by. At the toll it stands in front of the strongest marcher it could have warded, whether or not its own voice assigned it there.

halo

The first harm it takes is refused outright — not lessened — and the halo goes out.

eager

It may march the hour it is read, but its harm never reaches the seal — only figures.

radiant

The Sun. Every light that comes to you swells it by +1/+1 until end of the hour — each gain again, and they stack.

tidal

The Moon. As your hour ends it goes back to your hand, so whatever it does on arriving can be spent again.

risen

The Tomb. The first time it dies it stands back up, waned. The second time it stays down. A debt is not settled by dying.

reckless

The Tower. It marches every hour it is able. You do not choose; holding it back is not a choice you have.

rooted

The Wheel. As your hour ends it KEEPS +1/+1 — not borrowed until end of the hour, kept. Left alone long enough, it wins on its own.

Vigils

A vigil is how you act on someone else's hour without anyone passing the device.

- You set it on your own hour. It then waits. When the thing printed on it happens — usually on your opponent's hour — it wakes by itself, does what it says, and dies.
- It never asks you to name a target: the thing that woke it names one for it.
- A vigil is always set face down. On the table it is a shape, not a leaf, and no leaf in print turns it over.

Four more things the table remembers

- A RANK HOLDS SEVEN. An eighth figure has nowhere to stand, and simply never arrives.
- AN OFFERING holds three leaves out to you from the Tome. Keep one; the other two go back underneath.
- STILLNESS wanes a figure and then costs it its next waking too — it loses a whole hour, not just this one.
- THE UNNAMING leaves a figure its body and takes everything else: its keywords, this hour's gifts, all it kept, and its last words.

How it ends

- The voice whose light runs out falls silent, and the tome reads on without them. In the sealed rite, so does the voice whose own tome is spent.

The eighteen words

A word is not translated, it is re-spelled: the same leaf and the same effect, spelled from whichever letters the tongue allows. Only twenty letters were ever cut into the plates — no C, J, Q, X, Y or Z, and exactly one H.

Word	First tongue	Castellano	Euskara	What it does
FIRE	FIRE	FUEGO	SUA	4 damage to any target.
DOOM	DOOM	MUERTE	GALDU	Destroy target figure.
LIFE	LIFE	VIDA	ARGIA	You gain 6 light.
MOON	MOON	LUNA	ILARGI	Draw two leaves.
SUN	SUN	SOL	EGUNA	Gain 2 light; two 1/1 Acolytes arrive.
WAR	WAR	GUERRA	GERRA	Your figures gain +2/+0 until end of the hour.
IRON	IRON	METAL	BURDIN	Your figures keep +0/+1.
GROW	GROW	SAVIA	LORA	A figure keeps +2/+2.
VOID	VOID	NADA	KENDU	A figure returns to the hand that read it.
DUST	DUST	POLVO	LURRA	Destroy target waned figure.
WIND	WIND	AIRE	AIREA	Your figures have flying until end of the hour.
BONE	BONE	RESTOS	DEITU	Target figure returns from your margin.
WOLF	WOLF	LOBOS	OTSOAK	Two 2/2 Grey Wolves arrive.
KING	KING	REINA	NAGUSI	A 3/3 Monarch arrives, vigilant.
SLEEP	SLEEP	REPOSO	LOA	Each enemy figure wanes.
STAR	STAR	ASTRO	DIRDAI	Draw a leaf; gain 3 light.
STORM	STORM	TRUENO	TRUMOI	3 damage to each figure.
BLOOD	BLOOD	SANGRE	ODOLA	Your opponent loses 4 light.