

The

Chamber

of

Wonders

Summary Sheet of the Map Attunement Game in the Chamber of Wonders for ODC13: TGWotF

Primary Goal of Game

The cities of the Middle Sea are currently in a liminal metaphysical state – disconnected from the world since the restoration of the World Forge to its original state, yet not catastrophically destroyed. As they are now, they will not be destroyed, but they will fade and fall, and pass out of memory and into myth, as the new age to come progresses.

They can, however, be saved from this fate. Cities can be attuned to various metaphysical concepts – a list is given below – which span the borders of nations. This is a process intimately tied up with the Wonders that have recently been activated across the Middle Sea. If the over-arching Wheel of Fire connecting the Wonders is started, the cities which are attuned to a concept successfully will survive as cities in the new age.

Secondary Goal of Game

There is a lot of quintessence to be gained as a byproduct of this process – a minimum of 4 for every city on the map, and in some cases many times that. Quintessence is otherwise in short supply. The exact rules of how this works are not explicit and should not be explained to PCs in the most part – this is somewhat a game of discovery.

Some PCs may have gained an extra skill that lets them extract yet more quintessence from the map: this will be explained below.

Tertiary Goal of Game

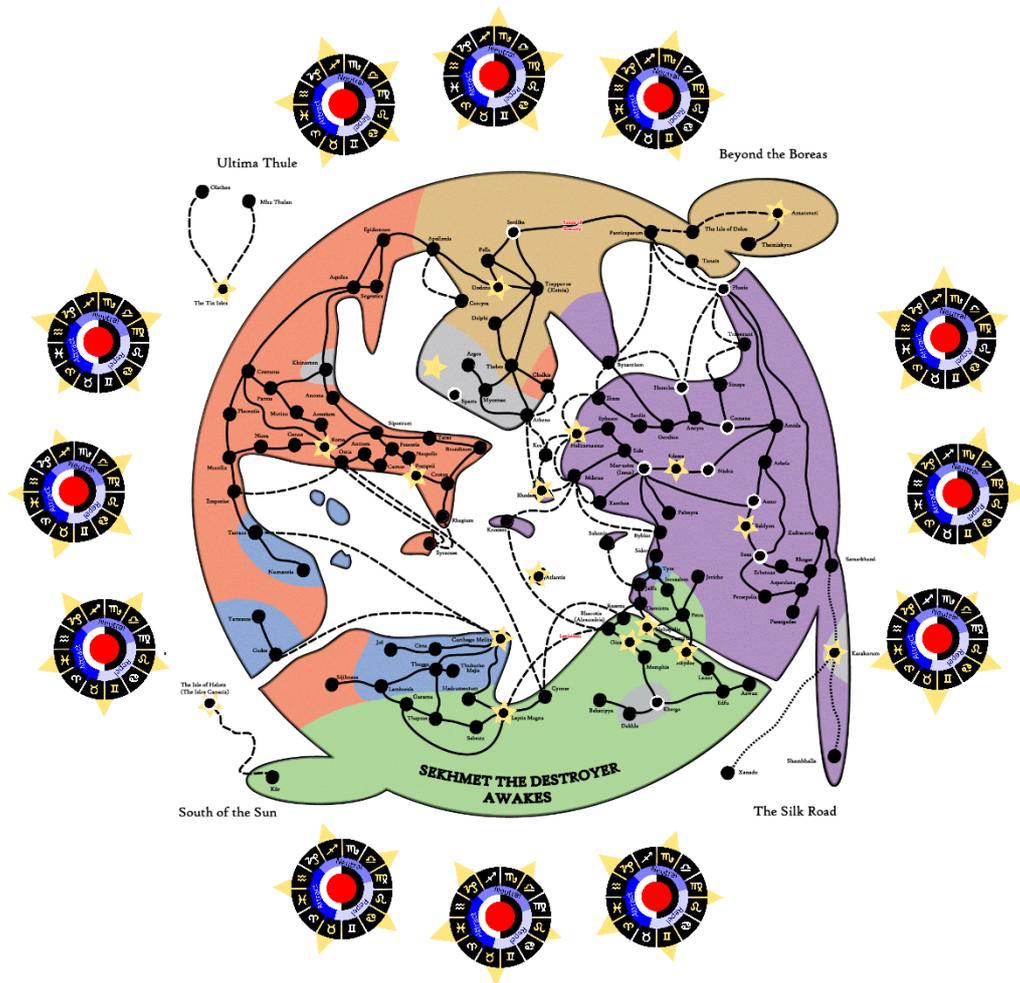
Additionally, some cities which are unaligned to any vision can be claimed from the map using the techniques of this game along with a hidden Lesser Mystery, which PCs may receive from various sources.

These cities are Mar-asim (Issus), Phasis, Susa, Sparta, Serdika, Heracles, Kharga, Isle of Helots, Assur, Nisbis, Comana.

In Addendum

There is a separate game going on to build and start the “Wheel of Fire”. The map counts as an arcane connection to every Wonder, which is relevant for the abilities of Master Builders. Some information is represented on the map, using the dials on the outside. These /cannot be altered/ by just moving them – they represent a current metaphysical state.

The Map of Attunement



Above is a mock-up of the Map of Attunement. If you are reading this, you may even have the real one in front of you!

The black dots are cities. These are the things that can be attuned to various concepts. When a city is successfully (this can fail – see below) attuned to a concept, an appropriate sticker will be placed over its territory. There is a correspondence between stickers and concepts: see Appendix A.

The dials on the outside represent a subset of the Wonders – specifically ones which are currently aligned to a star sign. The sign they are aligned to should be shown on the dial.

Some Wonders are linked to other Wonders metaphysically. When two wonders which are adjacent on the Zodiac wheel are linked, they should be connected with golden string to show this link. There are Greater Mysteries in play that can create new links.

In Appendix B, the information about the Wonders that is true at the start of play is summarised.

Attuning Cities

Learning to Attune

When PCs first get access to the map, they will not be able to attune cities. There will be an NPC present – one of Amy or Wren’s NPCs, who are Precursor Ghosts with a little more knowledge of the Wonders and the Map – they will be able to give PCs the initial information they need to start interacting with it.

This information is the following Lesser Mystery. Like any Lesser Mystery, it can be performed with knowledge of its name, cost and effect.

Lesser Mystery: Open The Channels Of Fate

Cost: 1B

Effect: This Lesser Mystery must be performed on the Map of Attunement with a target character present who must be of the same blood of the caster and able to apply at least one type of quintessence. This mystery may not be cast on the self. The target philosopher will gain the ability to attune cities on the Map of Attunement by opening a channel between their personal fate and the fate of the cities of the Age. This mystery’s target is, properly, the Map itself – as such this Lesser Mystery does not count towards the limit of one Lesser Mystery per character. [[AQUARION: Can you help with wording here?]]

When the mystery is performed, PCs will then gain some of the “Attune City to X” skills. Which skill they get is summarised in Appendix C.

They should then be given slips of paper with the details of this skill on. We should have a supply of these available: more can be printed. Details of these skills are given in Appendix D.

If a PC is a Master Builder, they receive an additional set of skills: details of these are given in Appendix G.

Attuning

To attune a city, a philosopher must come to you and specify what city they are attuning, and what concept they are attuning it to. If the city is currently unattuned, this costs one drachma. If it is already attuned, it costs two drachma.

After paying the cost, you should then go to the map to check if the attuning is successful.

It fails if:

- The move would cause two cities linked directly by a land or sea route to be attuned to the same concept.
- There is no route from the attuned city through other attuned cities to a Wonder (marked with a star on the map). This means the first city attuned must contain a Wonder.
- The city and the attunement are incompatible – each Magisteria has a list of attunements that cities in it are allowed to have. This is summarised in Appendix E, though may change over the course of the Annual. You can identify the Magisteria a city is in by the colour its dot is in. If a city is not in one of the six nation colours, it cannot be attuned.

Otherwise, it succeeds.

THESE RULES ARE NOT APPARANT TO PCs: THEY MUST DISCOVER THEM THROUGH TRIAL AND ERROR. PLEASE DO NOT GIVE THEM TO THEM.

Whether it succeeds or fails, the PC will be overwhelmed by a roleplaying effect corresponding to that attunement – this is given to them when they receive the skill.

The outcomes for success or failure are outlined below.

Success

If the attunement is successful, place the corresponding sticker on the corresponding city.

Now check to see if that move has caused any city to be in the following state:

- The city is attuned.
- Every directly connecting city is also attuned.

(That means that after an attunement, you need to check the attuned city and every city it connects to.)

If it has, the PC that made the successful move receives a payout for every city that has been put into that state by that move. Refer to Appendix F for details on payout – roughly speaking they receive an amount of quintessence proportional to the number of connecting trade routes the city has, with some caveats.

Failure

If the attunement fails, the target city becomes unattuned, as do any connecting cities that were put into a bad state by that attunement – for instance, if the cities of Thugga and Sigilmasa are both attuned to Devotion, and then someone attempt to attune Lambaesis (connected to both) to Devotion, all three will become unattuned.

In addition, consequences occur.

Firstly, the PC receives a RP effect corresponding to the mistake they made:

Same Colours Adjacent: You are overwhelmed for a brief time with the sensation of many clashing colours, sounds and smells. You feel as if you have broken a sacred taboo.

Not connected to a Wonder: You are overwhelmed for a brief time with a feeling of disconnection from the whole world. It feels as if you have no strong foundation on which to stand.

Drawn on an unallowed concept: You are overwhelmed for a brief time with a sensation of deep sickness and nausea. You feel as if you have tried to draw upon an absence, and it tastes ashen and sour in your mouth.

Secondly, there are consequences for repeated errors:

if it is the third time in a row that a mistake has been made, everyone in the tent suffers the same mistake-based RP effect.

If it is the fourth time in a row, the same and everyone takes Mass Strikedown – which does a point of damage, per the rules. Healing is allowed, under Atlantis Rules, if required.

If it is the fifth time in a row, the same and the philosopher making the error must take a bead pull.

If it is the sixth time in a row, the same again, and also any healing from incapacitated after the Mass Strikedown requires a bead pull.

Please contact GameOps if seven or more mistakes are made in a row. ☺

If at any time you notice the board is in a bad state – perhaps because of an oversight earlier – then please fix the error by unattuning the problem cities, and give everyone in the tent the appropriate RP effect. This does not count towards the count of errors.

Additional Moves

For most PCs, the above is a full description of their interaction with the game.

Some PCs may gain or learn additional effects that may impact the board, or allow them to claim title deeds for cities by causing a certain board state. Information on this is given in Appendix H.

Appendix A – Concepts and Colours

COLOURS	CONCEPT
PINK	Devotion
GOLD	Curiosity
SILVER	Liminality
BROWN	Savagery
ORANGE	Patriotism
GREEN	Solitude
PURPLE	Domination
BLUE	Delirium
RED	Ingenuity
YELLOW	Euphoria
WHITE	Purity
BLACK	Not Attuned
	Serendipity
	Mortality
	Passion

Appendix B: Wonders

Note: Wonders can be Active/Inactive, and if Active, set to Neutral (and optionally aligned to a star sign), Exclude, or Enhance, where the latter refers to a chosen Titan within the Magisterium of the Wonder.

As of the start of the event, this is a list of the Wonders and their current statuses.

- Giza - The Great Pyramids / Active - Neutral (Leo)
- Leptis-Magna: The Temple of Thoth-Eshmun / Active - Neutral
- Heliopolis: The Pyramid of Perdikkas / Active - Neutral (Libra)
- Rome: The Milion Stone / Active - Neutral (Gemini)
- Pompeii: The Labyrinth of Sol Invictus / Active - Neutral (Virgo)
- Dodona: The Statue of Leto and Children / Active - Neutral (Sagittarius)
- Amaravati: The Great Lyceum / Active - Neutral (Aquarius)
- Carthage: The Great Harbour / Active - Neutral (Scorpio)
- Edessa: The Ziggurat of Ur / Active - Neutral (Capricorn)
- Babylon: The Tower of Babel / Active - Neutral (Cancer)
- Rhodes: The Colossus of Rhodes / Active - Neutral
- Halicarnassus: The Tomb of Mausolus / Active - Neutral
- Karakorum: The Silver Tree / Active - Neutral (Aries)
- Atlantis: The Arena / Active - Neutral (Pisces)
- Abydos: The Necropolis of Anubis / Active - Neutral (Taurus)
- Once-was-Ithika: The Island of Hope / Active – Neutral
- Isle Helotes: The Lair of Guatoya – Active – Neutral
- Tin Isles: The Great Stone Temple Active - Neutral

As of the start of the event, here is a list of every link that is present between Wonders.

- Giza: Dodona and Carthage
- Heliopolis: Carthage, Atlantis and Edessa
- Rome: Halicarnassus, Babylon and Giza
- Pompeii: Carthage, Atlantis, Amaravati and Dodona
- Dodona: Amaravati, Edessa, Giza and Pompeii
- Amaravati: Dodona, Pompeii and Edessa
- Carthage: Pompeii, Atlantis, Heliopolis and Giza
- Edessa: Amaravati, Heliopolis, Carthage and Dodona
- Babylon: Rome and Atlantis
- Halicarnassus: Rome and Karakorum
- Karakorum: Halicarnassus and Atlantis
- Atlantis: Pompeii, Carthage, Heliopolis, Karakorum and Babylon

Appendix C: How to assign attunement skills

The following list has been pre-generated. If a character is on this list, they receive the corresponding attunement skills.

Nation	Character	Group	Can attune to:
Carthage	Alissar of Acholla	Sacred Hammer Guard	Passion
Carthage	Ban-Ka-Say	The Pillars	Liminality
Carthage	Cashique Nikkaal	The Souk of Marrakesh	Patriotism
Carthage	Geo		Liminality
Carthage	Handrena	Aynukmelita	Patriotism
Carthage	Talayeh	Sacred Hammer Guard	Serendipity
Carthage	Tendao		Patriotism
Carthage	Tetramnith	Aynukmelita	Passion
Carthage	Yaroah	Yalad Beker Zabah	Curiosity
Carthage	jeron	The Souk of Marrakesh	Domination
Egypt	Arkhan	The Guardians of the Tombs	Devotion, Curiosity
Egypt	Heqet	The Khemenethorus	Delirium, Purity
Egypt	Ikari	Sentinels of Sidon	Serendipity, Passion
Egypt	Innos		Patriotism, Ingenuity
Egypt	Khaf-Isis	The Khemenethorus	Liminality, Patriotism
Egypt	Mesupet	The Great Library of Alexandria	Liminality, Curiosity
Egypt	Mkhai	The Great Library of Alexandria	Euphoria, Serendipity
Egypt	Odji-Heru	The Servants of the Black Pyramid	Euphoria
Egypt	Onnas		Devotion, Domination
Egypt	Septu-Ankhet	The Guardians of the Tombs	Delirium, Purity
Egypt	Shani	Sentinels of Sidon	Curiosity, Patriotism
Egypt	Thutep		Passion, Domination
Egypt	kahi pet shadya (arrows)	The Silenced Court	Passion, Domination
Greece	Androgenese	Children of Ismenius	Devotion, Domination
Greece	Areteus		Patriotism
Greece	Azureus	Children of Ismenius	Serendipity, Patriotism
Greece	Cassiana	The Spears of Thebes	Devotion, Serendipity
Greece	Leanna	The Spears of Thebes	Euphoria, Ingenuity

Greece	Lykos	Children of Perseus	Euphoria, Delirium
Greece	Mait	The Cerberus of Thrace	Serendipity, Patriotism
Greece	Maya	The Spears of Thebes	Devotion, Serendipity
Hellas Phoenicia	Alexander	The paramount order	Patriotism, Ingenuity
Hellas Phoenicia	Athanatos	The Temple of Corinth	Delirium, Domination
Hellas Phoenicia	Kellista of Sparta	The Unshackled	Serendipity, Domination
Hellas Phoenicia	Lyria	Sons of Bellerophon	Devotion, Patriotism
Persia	Amdirā	The Sons of Marduk	Euphoria
Persia	Asha	The Eyes of Darius	Passion
Persia	Farad	Blades of Palmyra	Liminality, Serendipity, Passion
Persia	Farzan	The Temple of Inanna	Curiosity, Patriotism, Ingenuity
Persia	Gabriel Heel		Liminality, Delirium, Patriotism
Persia	Ja'Angir	The Blades	Liminality, Curiosity, Domination
Persia	Jafar II Fabar	The Sons of Marduk	Euphoria, Serendipity, Patriotism
Persia	Mahvash	The Eyes of Darius	Liminality, Delirium, Patriotism
Persia	Malazar Barzin	The Sons of Marduk	Devotion, Curiosity, Patriotism
Persia	Nekdel	Kingdom Of The Eternal Scorpion	Liminality, Serendipity, Passion
Persia	Rada of the soothing touch	The Sons of Marduk	Patriotism
Persia	Raharna	The Sons of Marduk	Domination
Persia	Ziba Nasrin	The Sons of Marduk	Purity
Persia	Zuleyka	Blades of Palmyra	Passion
Rome	Antonia Merula	House Praxis	Delirium, Domination
Rome	Gnaeus Aurelius Scaurus	House Scaurus	Patriotism
Rome	Lucia Servilia	Familia Servilia	Patriotism

Rome	Marcus Silius Volusius	Neptunes Fist	Curiosity
Rome	Marius Seneca		Patriotism
Rome	Titus Octavius Calidus	Collegium Jupiter Superbus	Passion, Purity
Rome	Vita Licinus	Neptunes Fist	Delirium, Patriotism

There will be characters who are not on the above list or have the wrong number of attunements, either because they are new characters or there has been an unfortunate database problem of some manner.

If this happens, then for each Apply Quint skills they have, generate at random (using method of your choice...) their attunements from this list. Attunements with brackets round should not be generated – unless IC action occurs, these are currently not available as possible attunements, although this could change during play.

Apply Quint Skill	Can attune to...
Earth	Devotion, Liminality, Euphoria, (Savagery)
Air	Delirium, Curiosity, Serendipity
Water	Passion, Patriotism, (Solitude), (Mortality)
Fire	Ingenuity, Purity, Domination

Appendix D: Extra Skills

Savagery: You have gained the skill ATTUNE CITY TO SAVAGERY. At a cost of one drachma, and with 10 seconds of appropriate roleplaying in front of the Map of Attunement, you may attempt to attune an unattuned city to Savagery. When you do so, you are overwhelmed for a brief time with a desire to engage in base actions. You feel reluctant to use words where action suffices. If a city is already attuned, you may use this skill to attune it to Savagery, but at a cost of two drachma. You sense that overuse of this skill without rest may have adverse consequences.

Delirium: You have gained the skill ATTUNE CITY TO DELIRIUM. At a cost of one drachma, and with 10 seconds of appropriate roleplaying in front of the Map of Attunement, you may attempt to attune a unattuned city to Delirium. When you do so, you are overwhelmed for a brief time with a restless mania that compels you to keep on the move. You find it hard to distinguish between animate and inanimate objects, and may talk about yourself as if you are the latter. If a city is already attuned, you may use this skill to attune it to Delirium, but at a cost of two drachma. You sense that overuse of this skill without rest may have adverse consequences.

Solitude: You have gained the skill ATTUNE CITY TO SOLITUDE. At a cost of one drachma, and with 10 seconds of appropriate roleplaying in front of the Map of Attunement, you may attempt to attune a unattuned city to Solitude. When you do so, you are overwhelmed for a brief time with a profound sense of loneliness. You want to be in the company of others, and seek their attention lest you disappear. If a city is already attuned, you may use this skill to attune it to Solitude, but at a cost of two drachma. You sense that overuse of this skill without rest may have adverse consequences.

Ingenuity: You have gained the skill ATTUNE CITY TO INGENUITY. At a cost of one drachma, and with 10 seconds of appropriate roleplaying in front of the Map of Attunement, you may attempt to attune a unattuned city to Ingenuity. When you do so, you are overwhelmed for a brief time with a sense of invention and creativity. It seems as if anything could be possible, if only you could work out what you need to do it. If a city is already attuned, you may use this skill to attune it to Ingenuity, but at a cost of two drachma. You sense that overuse of this skill without rest may have adverse consequences.

Purity: You have gained the skill ATTUNE CITY TO PURITY. At a cost of one drachma, and with 10 seconds of appropriate roleplaying in front of the Map of Attunement, you may attempt to attune a unattuned city to Purity. When you do so, you are overwhelmed for a brief time with a sense of absolute certainty in the rightness of your beliefs. You are a bearer of pure truth. If a city is already attuned, you may use this skill to attune it to Purity, but at a cost of two drachma. You sense that overuse of this skill without rest may have adverse consequences.

Passion: You have gained the skill ATTUNE CITY TO PASSION. At a cost of one drachma, and with 10 seconds of appropriate roleplaying in front of the Map of Attunement, you may attempt to attune a unattuned city to Passion. When you do so, you are overwhelmed for a brief time with an intense feeling of heightened sensation. You simultaneously wish to indulge your desires and keep those desires hidden from others. If a city is already attuned, you may use this skill to attune it to Passion, but at a cost of two drachma. You sense that overuse of this skill without rest may have adverse consequences.

Liminality: You have gained the skill ATTUNE CITY TO LIMINALITY. At a cost of one drachma, and with 10 seconds of appropriate roleplaying in front of the Map of Attunement, you may attempt to attune a unattuned city to Liminality. When you do so, you are overwhelmed for a brief time with a feeling as if you are on the cusp of true revelation. You are acutely aware of the ending of the Age and the transience of all things. If a city is already attuned, you may use this skill to attune it to Liminality, but at a cost of two drachma. You sense that overuse of this skill without rest may have adverse consequences.

Curiosity: You have gained the skill ATTUNE CITY TO CURIOSITY. At a cost of one drachma, and with 10 seconds of appropriate roleplaying in front of the Map of Attunement, you may attempt to attune a unattuned city to Curiosity. When you do so, you are overwhelmed for a brief time with a feeling of intense curiosity. You seek to understand and know the all reasons and mechanisms behind the world. If a city is already attuned, you may use

this skill to attune it to Curiosity, but at a cost of two drachma. You sense that overuse of this skill without rest may have adverse consequences.

Devotion: You have gained the skill ATTUNE CITY TO DEVOTION. At a cost of one drachma, and with 10 seconds of appropriate roleplaying in front of the Map of Attunement, you may attempt to attune a unattuned city to Devotion. When you do so, you are overwhelmed for a brief time with a feeling of great love and affection for those you hold dear. It seems as if the bonds that link you can never be broken. If a city is already attuned, you may use this skill to attune it to Devotion, but at a cost of two drachma. You sense that overuse of this skill without rest may have adverse consequences.

Domination: You have gained the skill ATTUNE CITY TO DOMINATION. At a cost of one drachma, and with 10 seconds of appropriate roleplaying in front of the Map of Attunement, you may attempt to attune a unattuned city to Domination. When you do so, you are overwhelmed for a brief time with the urge to control the actions of others. You feel as if others are pawns on a map, and you their general. If a city is already attuned, you may use this skill to attune it to Domination, but at a cost of two drachma. You sense that overuse of this skill without rest may have adverse consequences.

Euphoria: You have gained the skill ATTUNE CITY TO EUPHORIA. At a cost of one drachma, and with 10 seconds of appropriate roleplaying in front of the Map of Attunement, you may attempt to attune a unattuned city to Euphoria. When you do so, you are overwhelmed for a brief time with a feeling of intense intoxicating happiness. You feel as if you are part of a great celebration that can never end. If a city is already attuned, you may use this skill to attune it to Euphoria, but at a cost of two drachma. You sense that overuse of this skill without rest may have adverse consequences.

Serendipity: You have gained the skill ATTUNE CITY TO SERENDIPITY. At a cost of one drachma, and with 10 seconds of appropriate roleplaying in front of the Map of Attunement, you may attempt to attune a unattuned city to Serendipity. When you do so, you are overwhelmed for a brief time with a feeling that every action you take leads you on the path to great fortune. You act on your first instinct, trusting all will be well. If a city is already attuned, you may use this skill to attune it to Serendipity, but at a cost of two drachma. You sense that overuse of this skill without rest may have adverse consequences.

Patriotism: You have gained the skill ATTUNE CITY TO PATRIOTISM. At a cost of one drachma, and with 10 seconds of appropriate roleplaying in front of the Map of Attunement, you may attempt to attune a unattuned city to Patriotism. When you do so, you are overwhelmed for a brief time with a great pride in your nation, cultures and customs. You feel a desire to perform culturally appropriate actions. If a city is already attuned, you may use this skill to attune it to Patriotism, but at a cost of two drachma. You sense that overuse of this skill without rest may have adverse consequences.

Mortality: You have gained the skill ATTUNE CITY TO MORTALITY. At a cost of one drachma, and with 10 seconds of appropriate roleplaying in front of the Map of Attunement, you may attempt to attune a unattuned city to Mortality. When you do so, you are overwhelmed for a brief time with a keen awareness of the fact that all must die, in the end: even so-called immortality is but a brief extension of inevitability. You seek to make your final peace with those you love; death comes quickly and unannounced. If a city is already attuned, you may use this skill to attune it to Mortality, but at a cost of two drachma. You sense that overuse of this skill without rest may have adverse consequences.

Appendix E: Magisteria and Concepts

MAGISTERIA	VALID CONCEPTS
ROME (RED)	Delirium, Ingenuity, Purity, Passion, Liminality, Devotion, Domination, Serendipity, Patriotism
GREECE (YELLOW)	Delirium, Ingenuity, Passion, Curiosity, Devotion
CARTHAGE (BLUE)	Delirium, Ingenuity, Passion, Curiosity, Devotion, Domination, Euphoria, Patriotism
EGYPT (GREEN)	Passion, Curiosity, Devotion, Euphoria
HELLAS PHONECIA (GREY)	Ingenuity, Passion
PERSIA (PURPLE)	Delirium, Ingenuity, Purity, Passion, Liminality, Devotion, Serendipity

Appendix F: City Payouts

When a city pays out for the first time, it pays out 2 times the number of trade routes connected to it in the quintessence shown on the list below.

When it pays out the second and third times, it pays out quintessence equal to the number of trade routes.

After that, it no longer pays out.

There exist GMs which boost the payout – just progress along the Fibonacci sequence in the sensible way.

City	Quintessence	Paid Once? (2x)	Paid Twice? (1x)	Paid Thrice? (1x)
Abydos	Air			
Rhacotis	Water			
Amida	Fire			
Ancyra	Earth			
Ancona	Air			
Antium	Earth			
Aoudagost	Air			
Apollonia	Air			
Aquilea	Fire			
Arbela	Water			
Argos	Earth			
Khinorton (Arimunum)	Fire			
Arretium	Water			
Aspardana	Water			
Assur	Earth			
Aswan	Fire			
Athens	Water			
Babylon	Water			
Bahariyya	Water			
Brundisum	Water			
Byblos	Water			
Byzantium	Fire			
Caralis	Fire			
Carthago Nova	Air			
Carthago Melita	Water			
Chalkis	Water			
Cirta	Air			
Numantia	Fire			
Comana	Earth			
Mycenae	Fire			
Corcyra	Fire			
Cremona	Fire			
Croton	Fire			
Cumae	Water			
Cyrene	Water			
Dakhla	Air			
Segestica	Water			
Damietta	Earth			
Delphi	Water			
Dodona	Water			
Ecbatana	Earth			
Edfu	Water			
Edessa	Earth			
Eleteia (Trappavos)	Air			
Emporiae	Air			

Epidamnos	Water			
Ephesos	Air			
Gades	Fire			
Genoa	Air			
Giza	Water			
Gordion	Earth			
Hadrumentum	Water			
Halicarnassus	Air			
Heliopolis	Water			
Hereclea	Earth			
Hispalis	Fire			
Ilium	Water			
Issus (Marasim)	Water			
Tanais	Air			
Jaffa	Water			
Jericho	Water			
Jerusalem	Water			
Jol	Water			
Kharga Oasis	Air			
Knossos	Water			
Kos	Earth			
Lambaesis	Water			
Leptis Magna	Water			
Luxor	Earth			
Garama	Air			
Massilia	Air			
Meknes	Water			
Memphis	Earth			
Miletos	Earth			
Mutina	Air			
Neapolis	Air			
Nicea	Air			
Nisbis	Earth			
Olympia	Fire			
Ostia	Air			
Palma	Fire			
Palmyra	Fire			
Panormus	Air			
Panticapaeum	Water			
Parma	Earth			
Pasargadae	Earth			
Pella	Air			
Persepolis	Water			
Petra	Water			
Phasis	Air			
Placentia	Water			
Pompeii	Air			
Potentia	Air			
Rhagae	Earth			
Rhegium	Fire			
Rhodes	Earth			
Rome	Air			
Rosetta	Water			
Sabrata	Fire			
Salamis	Water			

Samarkhand	Earth			
Saqqara	Fire			
Sardis	Earth			
Serdica	Water			
Sidon	Air			
Side	Earth			
Sijilmasa	Water			
Sinope	Air			
Sipontum	Water			
Siwa Oasis	Air			
Sparta	Air			
Susa	Earth			
Syracuse	Earth			
Tarraco	Water			
Taras	Air			
Tartessos	Water			
Thapsus	Air			
Thuburbo Majus	Water			
Thebes	Fire			
Thugga	Air			
Tingis	Air			
Trapezunt	Earth			
Tumilat	Earth			
Tyre	Air			
Xanthos	Fire			
Zadracarta	Fire			
Isle of Delos	Air			
Themiscyra	Water			
Amaravati	Water			
Timbuctou	Water			
Karakorum	Water			
Shambhalla	Water			
Sikandergul	Fire			
Isle of Hellots	Water			
Kor	Air			
Tin Isles	Earth			
Olathoe	Earth			
Mhu Thulan	Water			

Appendix G: Master Builder Skills

You have gained the skill OSCILLATE ROUTE HARMONICS.

You may choose a connected route of cities of length 3 or more, along which their attunements alternate. (For instance, Devotion-Curiosity-Devotion-Curiosity). With 2 minutes of appropriate roleplaying, you may flip the attunements of every city along this alternating route. This costs 10 Drachma for a route of length 3, and increases by 1 Drachma for every city along the route. You will receive a quintessence reward which may increase for the length of the route that you exchange.

When you use this skill, you are overwhelmed with the energies associated with the attunements you have exchanged. Their influence will fill you for an hour after using this skill, and you will not be able to use it again until the hour is up. Repeated use of this skill on particularly long chains may have unforeseen consequences.

You have gained the skill DESTROY OR CREATE ROAD.

Once during the Thirteenth Annual, you may with 2 minutes of appropriate roleplaying of surveying, and the expenditure of 75 Drachma, destroy or create one land trade route on the Map of Attunement – which will also destroy or create that trade route in reality. This counts as a move on the map for the purposes of receiving the consequences of success or failure.

Appendix H: Additional Move Summary

Destroy or Create a Route

Trade routes may become destroyed or created as the result of player action. This should be indicated on the map.

If this happens due to some external factor, and it either causes a bad state or a reward state, then fix the bad state (as outlined above), but do not give out the reward for the reward state.

Some PCs, the Master Builders, will have the power to create and destroy roads using the map as a focus. If they do this, this counts as a move for the purpose of rewarding success or punishing failure.

Oscillate Route Harmonics

Some PCs (including the Master Builders) may use the skill “Oscillate Route Harmonics”. They may choose a connected route of cities of length 3 or more, along which their attunements alternate. (For instance, Devotion-Curiosity-Devotion-Curiosity).

With 2 minutes of appropriate roleplaying, they may flip the attunements of every city along this alternating route.

This costs 10 Drachma for a route of length 3, and increases by 1 Drachma for every city along the route.

They receive:

Chain Length	Amount of Quintessence Recieved
3	1
4	1
5	2
6	3
7	5
8	8
9	13
Etc.	Etc.

1 quintessence for a chain of 3, 1 for 4, 2, for 5, 3 for 6, 5 for 7, 8 for 8, 13 for 9, 21 for 10 – going up in Fibonacci numbers.

If this skill is used repeatedly on the same set of cities, bad things will happen.

Claiming Cities

PCs may attempt to use a certain Lesser Mystery to claim the cities marked in white from the board.

This requires a ref to be present anyway – they will also end up needing to go to GOD to collect the deed if they are successful.

If successful, the city should be marked on the map to show that it has been claimed, by colouring in the white black.