

[Ritual of Scrying - The Festival of the Damned - A. Clark](#)

Simulacrum - an finely wrought metal writing quill, glinting in candlelight illuminating my tome

Motif - These are mine and mine alone

- Sea that steals the moon (c)
- Foretelling of death (l)
- A long journey (a)
- Draining energy (k)
- Summoning light from the stars (b)
- Dead soldiers (d)
- Trapped in the festival of the damned (i)
- Shroud of moonlight (e)
- Gathering of the dead (g)
- Valley of mausoleums (f)
- Great beasts of burden (h)
- Trickle of a river (m)
- Friends blind to dangers at hand (j)
- Boney feet clicking on marble floors
- Is this part of the festival
- Fiery hair ignited once more
- Riding into battle on a giant goat
- Charging golden bear
- Rolling over the body of a companion
- Deep breathing
- Companions separated by a mystic portal

Morals - My vision of the lessons which the Rogues should learn (made before the rogue begins their narration)

- A festival that has ended should not be revived (Glum)
- Drink not from the bottom of the barrel (Glum)
- Long journeys often conclude in dangerous places (Glum)
- Guardians removed from their rightful place are powerless (Glum)
- The field of battle is still dangerous once the fighting is done (Glum - recorded in end-game)

Rogues' narration echoing of my Scrying

- A deep tiredness (a)
- Eerie light (b)
- Crashing of the waves and the sailing of a spectral navy ©
- Entertaining the dead (d)
- Long shadows (e)
- Temple guardian (f)
- Rotting flesh dripping from bone (g)
- Overgrown horns dragging along the ground (h)
- Attempting to climbing into my boat (i)
- Looking around for friends (j)
- Just as tired as when you started (k)
- Offering a merciful death (l)
- Leaps into the shallow river (m)

Now the contemplative work of the wizard begins. . . .

What meaning lies among your scrawl?

- Morals are often left unresolved by the Rogues
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What has been woven and how will it affect your own plans?

- I could present these morals to my Rogues as a component to the perilous phase
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Compare your notes with fellow wizards so that you may glimpse theirs. What secrets have they uncovered?

- The tying of the silver thread is a complex thing:
  - Silver displays poorly in my tome
  - The threads while pleasing to the eye are complex to follow, additional notation imperative
  - Unclear how to best share with my fellow wizards and to what collaborative effect
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Should you find myself at the table as an Overplayer or a Rogue, you may take any three elements from a Scrying thread that are connected through silver cords and present them as part of a Destiny trick