

LOVER OF

JET & GOLD

sorcery
in a world of desire

LOVER OF JET & GOLD

How are you called?

If you have three or four companions, give each other the name by which you are called. A namedealer knows to never give a real name to any but those whom they trust by treaty, such as this one.

If you play with but one companion, one of you must choose your name. The other knows the will of all of the names of the world that beset, seduce, serve, befriend, and coerce the namedealer.

From whom do you flee?

Those who speak the language of names can be powerful allies — but those who want power fear it in others.

What does this name wish of you? Why do you flee them?



What name do you know?

A bronzesmith knows the name of a fine sword.

A priest knows the names of their gods.

An astrologer knows the names of the stars.

A desertman knows the names of
the strong right eye of the desert sky
that they may pass unburnt.

Is it:

old?

big?

known to all?

mighty? beautiful? written on its body?

Give it one gold die for each.

Fear your mortality.

You are a mortal human and your name
will be lost soon in the sands of time.

*You have two mortal dice of jet. If you lose
both, you will depart for the underworld.*

But you can be remembered.

Your destiny adds to the power of your
name. When you do well, it is because of
destiny. Soon, you will see if your name is
remembered in adulation, in contempt, or
not at all. *You will need a handful of dice
for your destiny. You may need very few.*

Where are you? What are you doing? Who else is there?

If you know the will of the names of the
world, ask this of each companion. They
may invite their companions along.

天
下
無
不
有
之
名
也

If you are playing with three or four players, one companion's namedealer will be absent, or slipping and struggling, during this turn. That companion knows the will of the names of the world on this turn.

What is that will? What do the names desire? What do they know of the namedealers?

Impose your will and face the consequences of your hubris.

When you face a trial by taking action, you will pick up your two mortal dice. Any companion will tell you how they have seen you act in this trial. Which did you:



Coerce
Escape

Negotiate
Thieve

If you wish, you may ask any name with whom you have treated to assist you. If the action you have chosen would benefit the name according to its desires, they will so act.

If it joins your trial, either before or after you have rolled your dice, roll its dice of gold as well.

When you are harmed, remove the highest mortal die of jet before you learn the consequences of your action.

If you are harmed again before healing, you must depart for the waters of the underworld.

- If no die bears a 5 or 6, Do as your opponent demands or they may harm you at a whim!
- If 1 die bears a 5 or 6, pick one consequence of the action.
- If 2 dice read a 5 or 6, you have succeeded well! Pick two consequences.
- If more dice bear a 5 or 6, add one to your destiny!
- If you have fewer than two dice of jet that read a 5 or 6, you may spend one destiny to reroll one, or roll a new die altogether.

Negotiate

- They give you what you ask.
- You reveal nothing of yourself to them.
- They make you a promise.

Coerce

- They agree, or you may harm them.
- You are not harmed in the exchange.
- No one else is harmed.

Escape

- You get away.
- You are unseen.

Thieve

- You gain what was theirs for your own.
- You remain unharmed.
- They do not know that you took it, for now.

When a name comes to your aid

When any of your dice bears a 1 and the name has two or more dice reading 5 or 6, the name has the upper hand. It may dismiss you as incapable of fulfilling your duty, and so may make a demand. If you do not fulfill its demand, it may harm you.

It may also choose this moment to negotiate with you a new agreement.

Or it may enjoy your arrangement, taking pity for your mortal frailty and giving you further chances to prove yourself.

Treating with a name

Speak or write the name of the thing.

You may ask it for its name by giving it your own real name. To give a false name now will bring certain doom.



Discuss with the name what you desire and what it desires. The language of names can be spoken quickly, between breaths, as silently as a whisper, or in a voice as great as the sea, or written in blood on a banner.

When you agree, each of you will make every effort to fulfill your duty. If you fail to discharge your duty while the name has discharged theirs, the name may harm or forgive you at its whim when its dice allow.

THE NAMES OF THE WORLD

Draw from the well of names until you have found that which you seek

a
ad
ak
al
ar
as
ash
bar
bi
bur
dim
du
e
en
fa
gal
gil
gish
gu
gue
hf

hu
il
ir
ka
kal
kin
ku
kur
la
lab
lil
lim
lu
lug
lum
ma
mard
mat
mni
mu
mum

na
nam
ne
nu
pa
ra
ri
rim
ru
sar
sha
shu
siz
ti
tu
u
uk
un
ya
zi
zkur



When you know the will of the names of the world

Persue the desires of all names present.

Describe with all of the senses the expressions on a face; the cloying flavor of honey wine; the scent of perfume and sweat on a lover; the touch of rain on desert-chapped skin; the sound of a ktesh-skinned viol singing to the wind that bears your ship eagerly to its port.



When you know only the will of your namedealer, describe how they do what they do. Tell how they stand; the expression of their face; the secret they wish to keep.

When you depart for the waters of the underworld, take actions on your descendants, as with any other action. Roll all of your destiny dice and hope.

No laws can constrain the will of the names of the world. What reason of the minds of man can overcome the stalwart will of the rock to seek its lover, the waters under the world? Or the restless will of a ship to seek its port across the Southern Sea? Or the capricious will of a necklace of jet and gold to rest upon the beautiful breast of a fearsome queen?



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