

# Those Whose Time Is Up

New occupations, backgrounds and rituals.

# More Monstrosities

Beasts of wing and beasts of whisper.

# Thirty-Six Drives That Move You

Motivations born from desperation.

# Shifting Sands

An incursion lost to time.



# TROPHY

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# Those Whose Time Is Up

The following are new options for treasure-hunters for use with the Incursion *Shifting Sands*, or any other session of Trophy.

## OCCUPATIONS

Guide (*skilled in traveling, foraging, lore*)

Merchant (*skilled in convincing, appraisal, focus*)

Shaman (*skilled in spirits, animals, rituals*)

Spy (*skilled in silence, poison, impersonation*)

## BACKGROUNDS

Banished Dancer (*skilled in grace*)

Disgraced Preacher (*skilled in lies*)

Injured Sculptor (*skilled in stone*)

Unheeded Prophet (*skilled in omens*)

## RITUALS

Dessicate (*remove water from a person or animal*)

Mirage (*create an illusion*)

Gale (*conjure and guide a mighty wind*)

Burrow (*move through the ground*)

Delay (*push a person or animal slightly back in time*)

# More Monstrosities

The terrible things that hunt treasure-hunters don't have names. They are nightmares given form, however incomprehensible that form might be. Rather than trying to name them, describe them in exquisite detail.

Below is a system you can use for generating monstrous descriptions.

First, roll a dark and light die to select two adjectives for the monstrosity:

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 ancient	 group of	 sand-made	 burrowing
 many-eyed	 simmering	 marble	 leaping
 armored	 transparent	 winged	 deformed

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Then, roll again and add the two dice for the general form the monstrosity takes:

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2 crocodile	5 tiger	8 bull	11 rhinoceros
3 leopard	6 ape	9 hippopotamus	12 chimera (combine 3)
4 moose	7 elephant ( <i>young</i> )	10 horse	

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Finally, roll again and add the two dice for its current behavior:

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2 barreling through obstacles	8 digging grave-like holes
3 whispering a character's name	9 guarding enticing treasure
4 constantly teleporting	10 tainting a well
5 drooling blood	11 engaged in deadly combat
6 getting ready to pounce	12 turning sand to glass
7 crunching bones	

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Your monstrosity might be a *group of burrowing crocodiles turning sand to glass*, or a *many-eyed, winged bull whispering a character's name*. What it does next is up to you.







# Thirty-Six Drives That Move You







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There are a multitude of reasons for seeking treasure. Introduce a bit of chance by rolling a dark and light die to determine what drives your treasure-hunter.







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-  Hire a rescue team to retrieve your son from the Endless Canyon
  -  Buy your membership in the Golden Order
  -  Pay the toll of the Emerald Bridge
  -  Break the siege on your sibling's fortress
  -  Find the last piece of the Centennial Puzzle
  -  Bribe the seneschal into leaving you alone
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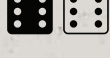
-  Find the artifact that proves the king's true nature
  -  Earn the right to your family's name
  -  Buy the orphanage where you were mistreated
  -  Give your betrothed the gift they crave
  -  Commission a glorious statue of your deity
  -  Have your mother's name inscribed in the Azure Archives
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-  Become part of the Swirling Court
  -  Renovate your crumbling estate
  -  Seize control of the Free Borough of Khamal
  -  Acquire the Gleaming Cache before it's too late
  -  Destroy the works of Ajino, the Debauched Painter
  -  Win the auction for Princess Ylliria's weapon collection
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## 36 DRIVES THAT MOVE YOU

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-  Become the only patron of Ansem, the Wistful
  -  Arm the resistance against Lord Haffir's tyranny
  -  Restore the lost glory of the Caliginous Grove
  -  Hire 100 chanters to perform the ritual that will bring forth the Scion
  -  Send your partner's meddlesome child to the Concealed College
  -  Pay the magus that can lift Garalum's curse
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-  Locate the jewel that haunts Eriol's dreams
  -  Finance an expedition into the Blossoming Sea
  -  Acquire Dread Forel's rebel fleet
  -  Take Cyrus' place at the Earthen Council
  -  Pay your father's debt to Bright-Teeth Assyrio
  -  Buy the only potion that can stop Mistral's death
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-  Bribe the dean into expelling your insolent colleagues
  -  Rebuild Hisham's Fountain
  -  Give your ailing sibling the care they need
  -  Bribe the justiciars so they'll erase your crimes
  -  Bring freedom to Tirollis
  -  Attend Countess Shima's Forbidden Festival
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## INCURSION

# Shifting Sands

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They say a powerful civilization of untold riches once ruled over what is now an immense desert. Many believe an entrance to that people's lost seat of power lies somewhere in the sand, open to whoever can find it. You have a map from an old, mad hermit who cried as you took it, talking of angry spirits that shape the wind and haunt the mind. Time to find out what lies buried in the desert—and what will remain there after your journey is done.

### THEME

Time

### MOMENTS

- ◇ The whistling wind sounds like a familiar tune you've never heard
- ◇ A sandstorm rages briefly in the distance; dark shapes move within it, but nothing's there when it subsides
- ◇ The ruins of a stone house are revealed by the shifting sand
- ◇ A large grove of old, petrified trees are, on closer inspection, an ancient creature's fossilized ribcage
- ◇ The sun stops in its midday point for hours
- ◇ Every time you wake up from your fitful sleep, the stars are different
- ◇ A sandy wind scours your flesh and erases a scar
- ◇ As the wind passes through a circular rock formation, you hear the lament of a hundred different voices
- ◇ A very tall stone pillar stands mostly intact, with nothing around it
- ◇ A dead vulture drops from the sky; it's already decomposing
- ◇ Many animal statues lie broken on the sand; there are bones mixed in with the pieces
- ◇ Shadows from birds pass over your heads, but the sky is empty when you look up
- ◇ In the distance, a snake egg hatches; the snake quickly grows into an adult, shedding skin after skin, and dies
- ◇ The sand feels crunchy; looking down, you realise you've been stepping on buried bones

# INCURSION: SHIFTING SANDS

## CONDITIONS

- ◇ An alien, all-consuming sense of loss, like nostalgia for something you've never known
- ◇ Sudden bursts of personality that differ entirely from your own
- ◇ Difficulty remembering every other word
- ◇ A song gets stuck in your head, but you've never heard it and it keeps getting louder
- ◇ Every time you speak, you instinctively default to a foreign language that no one understands
- ◇ Your loyal dog (which you've never actually had) goes missing
- ◇ Senses are dulled
- ◇ Thoughts start sparking too fast; you jump from one to the other, barely processing any of them
- ◇ The skin gradually becomes spotted, wrinkly, and your hands become too smooth to get a grip
- ◇ A lethargy that seeps your will
- ◇ You see the world around you as it was a thousand years ago
- ◇ A deep hatred for every modern object
- ◇ Sudden flashes of the imminent future that are always proven wrong
- ◇ You briefly warp back in time to an earlier point in this journey
- ◇ Visions of yourself, from a parallel present

## RING 1

**TERRORS:** The group is surprised by a decaying warrior carrying a spear as they cross a rocky plateau. This frail soldier has been patrolling the ruins for centuries. It immediately attacks the party with feeble strikes from its weathered weapon, and won't be reasoned with. It can be easily dispatched, turning into dust after taking a few blows. Its remains are blown and mixed into the sand.

**TEMPTATIONS:** The cracked armor and faded fabrics of the warrior indicate it was a palace guard. A couple of gems and a golden necklace can be pillaged from its remains.

# INCURSION: SHIFTING SANDS

## RING 2

**TERRORS:** A sudden sandstorm whips up and engulfs the group. The sand scours the skin, clouds the vision, invades lungs and turns people around. Shadowy figures tug at the group, pulling them in different directions.

**TEMPTATIONS:** The group breaks out of the storm and find themselves mildly scattered, but in eyesight of each other. Two stone pillars mark what seems to be the start of an ancient pathway, mostly drowned in the sand. The peaks of buried pathstones show the way.

## RING 3

**TERRORS:** The sun finally starts setting, and the temperature drops as the frosty night winds pierce the group's bones. A circular, mostly collapsed structure provides shelter; solid, reasonably sandless ground to sleep on; and a hole that can be used as a fire pit. The walls are filled with an ancient mural that depicts scenes of life, love, aspiration and betrayal. The violent painted figures that are shown backstabbing each other can be eerily familiar to a susceptible mind.

**TEMPTATIONS:** The scenes in the mural bring back all sorts of memories, as each onlooker fills in the blanks in the lost history with their own experiences. They can also seem like foreboding predictions that depict their deepest fears. Ask them what they see and how they relate to the memory or the thought.

## RING 4

**TERRORS:** The earth starts shaking and the shouting of a thousand angry voices fills the air as a wraith-like army of the dead stomps the sand, rushing in the direction of the group with blood in their eyes and rage in their war cries. The dead army starts taking the shape of a crescent moon, forcing the group up a nearby hill. Arrows made of bone rain down ahead of the army, and every time they find their mark, a character loses a moment of their past. The arrows steal their history, which becomes etched along the shaft in a language they can't read.

## INCURSION: SHIFTING SANDS

**TEMPTATIONS:** On the top of the hill, the sand is blown away by a sudden wind to reveal the entrance. It's little more than a hole in the ground, a passageway into impenetrable darkness, but a cool breeze blows from within, and a stone frame clearly indicates these are the ruins they were looking for. After a long drop, they find themselves on an underground crossroads. Three of the four paths are immersed in deep darkness, and a strong, cold wind blows out of them, extinguishing the torches of those who brave the dark. The fourth path is a walkway above a deep, dark pit. Huge metal pendulums, evenly spaced, swing steadily across the path. At the end there is a mural made of gold, depicting a large crowd kneeling below a ruler. Every single person in the mural is made of different gemstones. The ruler is a stunningly beautiful diamond impossibly shaped into a human outline.

### RING 5

**TERRORS:** Dear people who the characters have lost start whispering from the shadows. Their whispers soon turn into moans and cries for help, beckoning the characters to kill their companions so the spirit can inhabit a body once more. The people in the mural also plead for help, begging to be removed from the wall. They remind the characters of all they could purchase if they took them out, all of the goals they could achieve. They also reveal a secret: if there is only one heart beating in the ruins, the pendulums would follow their pace, making the walk over an easy task.

**TEMPTATIONS:** Time and money. Whichever otherworldly plea the character decides to listen to, they can get something invaluable. Will they choose the return of a loved one, a second chance at a relationship they may have squandered? Or will they choose precious gems and gold, enough to afford any wish their heart desires? All it takes is a little murder.

