

ADVENTURE!

Atlas Obscura (Automatic) – Before the journey begins, everyone works together to create a new Stop or Event table. It replaces one of the standard tables for this journey. Keep a copy of the table in a journal. Trade journals with other *Cerebos* players when the opportunity arises.

Every Port in a Storm (Train) – As the Stop the Train action, but roll twice on the Atlas. Pick the Stop of your choice. An unexpected peril deals one Damage to a randomly determined traveler.

Easy Confidence (Train) – Share a story about a previous Stop or one of the train's passengers with a fellow traveler. The next time you team up with this traveler to make a Trait check, receive a +1 bonus to your Trait check.

Naturalist's Pen (Stop) – Sketch a map or detail from the Stop in your journal. If anyone collects a keepsake from this Stop, remove one Momentum from two different touchstones that belong to you.

PSYCHOGRIT

Desert of the Mind (Automatic) – Each touchstone can only have one skill-focused Trait. The rest must be attitudes, relationships, or ideologies.

Eye of the Desert (Train) – Encounter a symbol previously revealed in another traveler's flashback. It's an omen. Roll 1d6 and explain its meaning: 1-2, the next Stop has +1 Danger; 3-4, the next Stop has -1 Danger; 5-6, the other traveler loses 1 Momentum if they have any.

Dry Well (Train) – Clash with a traveler. Each of you takes one Damage. The traveler who initiated this action gains +2 to their next roll.

Waking Dream (Stop) – Experience a personal flashback that bleeds into the reality of the current Stop. See *Flashbacks* (p. 34) for more details.

ALL-AGES FAIRY TALE

Happy Endings (Automatic) – After their epilogue roll, each traveler can choose to take part in a scene that discusses the moral of the story. Anyone who does so may reroll one die. Travelers who offer mean-spirited morals are declared Grumpus Bumpuses by all.

Why Do You Even Have That Car? (Train) – Explore the train with at least one additional traveler. Discover a new car that serves an unexpected function or contains a unique passenger. The explorers share a Keepsake that gives them a rank 1 Trait related to the car's contents. Either character can use this Trait in a Trait check. Sharing can be difficult!

Tea and Doughcakes (Train) – Each traveler gains a colorful d6, which can be kept or given to a fellow traveler who does something entertaining. The holder of a die can spend it to reroll any one die. Mr. Wumpus restocks his tea and doughcakes after each Stop.

Friends Forever (Stop) – A different traveler heals two Damage. Change one of your lowest-ranked Traits so it relates to that traveler or your current Stop. If you don't have any Traits, that's all right.

MUSICAL JOURNEY THROUGH SPACE

Galactic Express (Automatic) – You're on an intergalactic space train riding the lepton rails. Adjust the Event and Stop descriptions for the blackness of space. Every player contributes songs to a session playlist; the selected tracks may suggest directions for character growth.

Polyphonic Spree (Train) – Provoke a shared flashback (p. 31) in any number of travelers. The active traveler need not be involved in this flashback.

Soliloquy (Train) – Sing out your feelings to explain how another traveler complicates your goal. Give their player a colorful d6 or a sour glare. You receive the other. The d6 allows the reroll of any one die; the glare causes the traveler to reroll their next Success. This power can be used once for each flashback you've experienced.

Montage (Stop) – Contribute a song to the session's playlist. Share the song with the other players. One of your Traits, which must share a song lyric or title, gains +1 rank. This power can be used by a character once per flashback experienced.

SURREAL ANIME BILDUNGSROMAN

Take My Revolution (Automatic) – At the gates of Cerebos, the Seeker must confront Duke Akira before making their decision. Cerebos becomes a Danger (the Seeker's total Momentum + 2) Stop.

A Heart That Longs For Eternity (Train) – The duke says or does something that echoes a previous flashback; a traveler's understanding of the experience they remember is irrevocably altered. The players vote on a new rank 1 Trait to add to the key touchstone associated with that flashback.

Allegoriest (Train) – Narrate a scene delving into Akira's backstory. He should serve as a narrative foil for one of the travelers; the traveler in question adds one rank to an existing Trait.

All According to Keikaku (Stop) – Take the role of Duke Akira for this Stop, manipulating or exploiting the other travelers as you go. Your traveler heads off to see the sights, heals 1 Damage, and modifies an existing Trait based what they learned from the Stop. No traveler can take this action a second time unless every traveler has already taken it once.

TWISTED FOLK HORROR

Why Can't I Forget (Automatic) – One touchstone for each traveler is a Twisted Touchstone, and starts with 2 Momentum. When you roll a Partial Success using a trait attached to your Twisted Touchstone, you must choose to gain Momentum if you're able.

Burn That Bridge (Train/Stop) – Replaces **Release Touchstone** (p. 32) for Twisted Touchstones. On a 10–12, you also lash out at a traveler; the chosen traveler loses one rank in a Trait related to confidence or fortitude, if they have one. The next time you team up with them on a Trait check, take -1 to your roll.

I Heard a Story Once (Train) – Share a story with another traveler. They gain the story as a keepsake with the following effect: the next time they roll doubles, they take 1 Damage instead of gaining Momentum.

No No No (Stop) – The Stop's narrative loses coherency. The traveler with the highest total Momentum chooses to bestow a fell boon on a random traveler, or else take 1 Damage and lose one Trait rank. The boon increases the recipient's highest Trait by two ranks, but twists it to be unsavory or monstrous.

MYTHIC TRANSGRESSION

Final Destination (Automatic) – The journey takes place in the land of the dead. Each traveler's goal explains what they'll do on returning to the land of the living. All Events have +1 Danger and the **Share a Meal** Train Action (p. 32) is unavailable.

There You Are! (Train) – Old Ko tries to evict the travelers. Each traveler secretly spends a number of Trait ranks. Total ranks spent < 3: all travelers take 1 Damage. Total ranks spent > 3: a random traveler loses 1 Momentum and the last sentence of "Final Destination" doesn't apply for the next full round of Train Actions. Total ranks spent = 3: no extra effect.

Never Look Back (Train) – Entice another traveler to boast of their intentions. As **Provoke a Flashback** (p. 31), except instead of taking place in the past it reveals a potential future. The target gains +2 Momentum to the key touchstone, but gains a copy of the next Keepsake encountered.

Psychopomp and Happenstance (Stop) – Convince a spirit to pass on. Gain a rank 1 Trait related to the Stop. Roll 1d6: on a 6, spend a Trait rank or take Damage.