

AN OLD-SCHOOL ROLEPLAYING GAME OF THE FROZEN
WORLD

STILLPOINT

FIVE DELVES · FROM THE FIRST STEP TO THE LAST
TICK

THE BOOK OF DELVES

△ FOR THE TICKWARDEN

This volume is a campaign — five linked adventures that carry a party of the Quick from their first delve to the fate of the whole Tableau, and the secret behind the Stilling. Players should not read past this page. It assumes you have the *Player's Guide* and the *Tickwarden's Guide* to hand, and uses their rules (v1.1): roll-under checks, the Quick/Hush/Grit economies, monster save TN = 8 + HD, the Thaw & doom clocks, and the ★ Stillpoint economy.

THE ROAD OF DELVES

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HOW TO RUN THIS CAMPAIGN

USING THE BOOK OF DELVES

The five delves here form one rising arc, but each stands alone — drop any into your own Tableau, or run them in order to carry a party from their first frozen ruin to the decision that ends, restarts, or seals the world. They begin where the starter adventure "Under the Standing Wave" (*Tickwarden's Guide*, Ch.9) leaves off.

EVERY DELVE IN THIS BOOK GIVES YOU...

- A **premise** and one-line pitch.
- A **Hooks** table (why the party goes).
- Its own **clock** (the pressure).
- **Keyed locations**.
- Key **NPCs & foes** (with the bestiary).
- **Treasure & Wonders**.
- **Scaling** notes.
- **Multiple endings** and what they change next.

SCALING ON THE FLY

To make a delve **harder**: +1 segment to its clock's start, +1 HD to key foes, or add a Regulator patrol. To make it **easier**: start the clock at 0, halve foe numbers, and seed an extra Wellspring. As a rule of thumb, a foe is a fair fight for a party when its **Threat** × roughly equals the party's level. Never forget the truest dial: *tell them what's dangerous, and let them choose.*

THE CLOCKS, IN BRIEF

Each delve runs on a **clock** of 4, 6, or 8 segments. Fill a segment when the party spends a watch, makes a great noise, triggers a Thaw, fails or greedily repeats a **PLUCK**, or rolls a Nat 20; fill two for a true catastrophe. When the clock fills, the delve's **doom** arrives. Show the clock on the table — dread is half the game. The GM also banks ★ **STILLPOINTS** from the party's risks and spends them to make the frozen world lurch (*Tickwarden's Guide*, Ch.1 & 5).



Run in sequence, the five delves spiral inward toward the heart of the mystery. Each can foreshadow the next. The campaign is built to let you choose which of the three secret truths (*Tickwarden's Guide*, Ch.2) is real — and the final delve pays off whichever you picked.

THE FIVE DELVES

#	DELVE	LEVELS	WHERE	WHAT IT'S ABOUT
I	The Salt Road	1–2	The Lurchlands	A caravan lost; the party learns to cross the frozen wilds, and meets the Saltmen.
II	The Feast That Never Ends	2–4	A frozen manor	A grand hall paused mid-poisoning; a classic Pluck-and-mystery delve, and the first whisper of the Hushed.
III	The Pleating's Heart	4–6	The Pleating	Down to the slumbering STILLBORN . The first great choice about waking the world.
IV	Below the Gasp	6–8	The Gasp	Into the catastrophe-city to the GREAT HOROLOGE , racing rival factions for the Key.
V	The Last Candle	8–10	The Hushed's spire	The climax: end the Stilling, seal it forever, or find a third way. The whole Tableau hangs on the choice.

THE THREAD THAT TIES THEM

Seed one recurring NPC early — a **Saltman** named **Odd Coldmarch** works well — who appears in each delve with a different agenda, and a recurring rival crew, **the Tickless Three**. By Delve V, what the party did to (or for) them decides who stands beside them at the last candle.



DELVE I · LEVELS 1-2

THE SALT ROAD

A *Saltman's caravan set out across the Lurchlands a fortnight ago, laden with dropglasses and salt, and never reached Candlemarch. The trade-house wants its goods; a mother wants her son, who drove the lead wagon. Out in the grey, something has been feeding. A wilderness delve that teaches the party to read Tempo, ration Quick, and run.*

HOOKS – D6

D6 THE PARTY IS SENT BECAUSE...

- | | |
|-----|--|
| 1-2 | The trade-house pays 20 Ticks for the recovered cargo — half up front. |
| 3 | Old Odd Coldmarch begs them to find his apprentice, the lead driver. (Begins the recurring bond.) |
| 4 | A rival crew, the Tickless Three , are already out there. First to the wagons keeps them. |
| 5 | A dropglass shortage grips Candlemarch; this caravan's cargo would break it. |
| 6 | A dying caravan guard staggered home with a map and one word: " <i>bounds.</i> " |

THE HUNT CLOCK (6 SEGMENTS, STARTS AT 1)

The clock — the hounds. Fill a segment each watch crossing the Lurchlands, on a great noise, or on a failed Pluck. At 3, the pack picks up the party's scent (drawn by their dropglasses) and **1d3 hounds harry them**. At 5, the **full pack attacks**. At 6, the pack reaches the caravan first and devours the live time there — the cargo is lost. Salt thrown on the road buys a delay (-1 segment, one dose).

BALANCE NOTE (RUN THIS AT THE TABLE)

This is a deliberately deadly first delve — but keep it *fair*. Use **Tickhound Guard 3** (so a 1st-level party can land hits), and **do not** stack a random Tickhound encounter on top of the keyed den — if the Hunt Clock has already thrown a pack this watch, roll a different result or skip the check. The lesson is "read the danger and run to a Wellspring," not "die to a double pack." The Weeping Statue (waypoint 3) is the party's pressure-release; point them toward it.

THE ROAD — KEYED WAYPOINTS

#	WAYPOINT	WHAT'S THERE
1	The Salt Gate	Candlemarch's edge. Odd sells dropglasses and warnings. Tempo TRUE.
2	The Frozen Ford	A river caught mid-flood, water standing in walls. Crossing is a FINESSE check (Standard) — or a VIGOR check to muscle across the frozen sluice. On a failed check: a loud slip (+1 Hunt-clock segment) or, on a Nat 20, a small Thaw drops a wall of water (FINESSE save or 1d6 Hurt + 1 Chill). Tempo STILL, pockets of DRAG.
3	The Weeping Statue	A lone Stilled pilgrim weeping amber tears — and those tears are a small Wellspring: a TRUE pocket where the party can rest, refill Quick, shed Hush, and (crucially) wake the rescued boy if they carry him here. The route's safety valve.
4	The First Wagon	Overtaken, picked clean by a Saltwretch (Bestiary) who will trade gossip and 1d4 dropglasses — or flee. He saw "the hounds take the boy down the dry wash."
5	The Dry Wash	The Tickhound den (3 hounds at 1st level, 4–5 at 2nd). The driver-boy is here, Stilled but whole , half-buried. Killing Stillness territory: ambush is everything. (<i>Use Guard 3 for these hounds, not 4 — a 1st-level party needs to be able to hit them; see the balance note below.</i>)
6	The Caravan	Four more wagons, frozen oxen, the cargo: 2d6 dropglasses, salt, a Tempo-glass , and — if you're generous — one <i>minor</i> Wonder. Keep it level-appropriate: the Marching Boots, Bottled Dawn, or a Salt-mantle. <i>Never</i> a campaign artifact (the Last Clock, a Key to the Horologe, the Heart-coal) — those belong to Delves III–V. Guarded by the rest of the pack.

KEY FOE TICKHOUND PACK (THREAT ×2)

WILDCARD SALTWRETCH

PRIZE DROPGLASSES + A TEMPO-GLASS

ENDINGS & CONSEQUENCES

- **The cargo home:** Candlemarch's shortage breaks; the party are minor heroes, and Odd owes them a favor (Standing +1).
- **The boy saved (Stilled, carried to a Wellspring):** Odd is theirs for life — and will open the door to Delve II.
- **Beaten by the Tickless Three:** the rivals bank the glory and the Ticks; a debt of pride that pays off in Delve V.



High on a frozen hill stands Manor Vesselot, where the Stilling caught a great feast at its worst instant: the host's poisoning. Two hundred guests hang forever between the first cough and the fall, goblets suspended, wine a red curtain in the air. The manor is a treasure-house — and a riddle. A dungeon of frozen opulence, built for Pickers and for those who ask the right questions of the dead.

HOOKS — D6

D6 WHY THE PARTY CLIMBS TO THE MANOR...

- 1-2 A collector pays richly for the host's fabled **Unwinding Watch** (a Wonder), said to be in the manor.
- 3 The host's Stilled daughter could name her father's poisoner — if woken at a Wellspring.
- 4 A **Hushed** preacher claims the feast is "blessedly at peace" and is leading pilgrims to seal it forever. Stop them, or help.
- 5 The manor's cellars hold dropglasses by the hundred — a fortune, if the hall doesn't wake.
- 6 Odd Coldmarch fences a map to the manor — and warns that the Tickless Three bought one too.

THE POISON CLOCK (8 SEGMENTS)

The feast is frozen one breath before catastrophe. Every greedy or failed **PLUCK**, loud Working, or Nat 20 fills a segment. At 4, the nearest guests twitch (DRAG). At 6, the hall begins to **Thaw** in waves — guests resume *dying*, screaming, collapsing (RUSH); the poisoned wine completes its work. At 8, the full feast wakes into a stampede of two hundred panicking, dying nobles — a deathtrap.

Plucking here: use the normal Picker rules (Player's Guide, Ch.5). Loose jewels and plate are a standard lift; anything *held or worn* on a guest is -3 (not an extra -2 — the crowding is already baked into "held/worn"); greed still compounds -2 per extra Pluck in the room. A Pluck that Thaws here doesn't just stir one guest — it fills 2 segments of the Poison Clock as the wave of waking spreads.

MANOR VESSELOT – KEYED ROOMS

#	ROOM	WHAT'S THERE
1	The Frozen Gate	A doorman paused mid-bow. His ring of keys is a clean Pluck — or a loud one if you snap his finger.
2	The Great Hall	The feast itself: 200 guests, jewels and plate everywhere (Frozen Loot ×6). The richest, greediest Plucking in the campaign — and the fastest way to fill the clock.
3	The Musicians' Gallery	A frozen quartet; their instruments are worth Ticks. An Echo-wraith of the singer endlessly mouths one word — the poisoner's name — to any who'll read her lips.
4	The Kitchens	The source: a cook frozen pouring the poison. A stilljar here holds the antidote-instant. Lurching (1d4) nest in the cold larder.
5	The Host's Study	The Unwinding Watch (Wonder) on a chain around the dying host's neck — a held, worn Pluck (-3, and he is mid-fall). His letters reveal the Hushed paid for the poison.
6	The Ice-Cellar	Hundreds of dropglasses; a TRUE-Tempo pocket where a Wellspring seeps. A pilgrim band of the Hushed are here, "tending the peace," and will parley or fight.

KEY FOE LURCHING NEST · THE HUSHED

MYSTERY WHO POISONED THE HOST?

PRIZE THE UNWINDING WATCH

THE SOLUTION (FOR THE TICKWARDEN)

The word the singer mouths is "Merrow." Steward Merrow — the host's trusted right hand, frozen *standing calmly* at the host's shoulder while everyone else panics — poisoned the wine. He was a secret convert to **the Hushed**, who paid and persuaded him that stilling the manor at the height of its joy was a *merrow*, a way to preserve it forever. The **cook in the Kitchens** is innocent: Merrow handed her the doctored wine; she is frozen pouring it in good faith, and the framing is deliberate. The three clues converge — the singer *sings* Merrow, the cook is the *unwitting hand*, and the host's letters reveal the Hushed *paid*. Reward piecing it together with bonus Grains, and let the party confront Merrow's calm, smiling Still figure however they wish.

ENDINGS & CONSEQUENCES

- **The Watch recovered, the hall left sleeping:** a clean, rich score; the poisoner's identity (the Hushed) becomes the campaign's first real thread.
- **The daughter woken & the truth told:** she becomes an ally who hates the Hushed — useful muscle for Delve V.
- **The hall thawed:** two hundred dead, the manor a tomb, a Regulator now hunting the party (great ★ pressure going forward).
- **Sided with the Hushed:** the party gains safe passage and an unsettling patron — and a hard look in the mirror.



DELVE III · LEVELS 4-6

THE PLEATING'S HEART

***B**eneath the frozen avalanche of the Pleating, something vast is dreaming. Its slow amber heartbeat can be felt through the stone, and where it beats, Wellsprings flow. The Wound-Keepers want to reach it; the Hushed want it left to sleep. The party must descend through a mountain caught mid-collapse to stand before the **STILLBORN** itself — and decide what to do with the heart of the world. An expedition delve and the campaign's first great moral fork.*

HOOKS — D6

D6 WHAT DRAWS THE PARTY UNDER THE MOUNTAIN...

- | | |
|------------|---|
| 1-2 | The Wound-Keepers hire the party to guide their expedition to the heart (and protect their secrets). |
| 3 | Wellsprings across the Tableau are drying ; the cause lies under the Pleating. |
| 4 | A dying Horologist's last map shows a " Heart-coal " — a Wonder — within the titan's chest. |
| 5 | The Hushed beg the party to stop the Wound-Keepers from "murdering the dreamer." |
| 6 | The titan's heartbeat has begun to quicken . Someone must learn why before it wakes. |

THE AVALANCHE CLOCK (8 SEGMENTS) + THE HEARTBEAT

The Pleating is a frozen landslide; loud acts and Thaws threaten to **finish the slide**. Fill a segment per watch spent **climbing**, per loud Working, or per Nat 20 — ~~one~~ per failed skill roll (climbing is dangerous enough without the clock lurching every time someone slips). At **4**, stones shift (DRAG; a one-time falling-rock hazard: **Standard FINESSE** save or 2d6 Hurt). At **6**, the slide moves in patches (RUSH). At **8**, the avalanche completes and buries the lower passages.

Separately track the **Heartbeat** (a 4-clock). It fills when the party **drills, blasts, or strikes the titan or its chamber** (the Wound-Keepers' drill fills it 1 per watch they work — **sabotaging the drill stops that, and removing it lowers the Heartbeat by 1**). If the Heartbeat fills, the Stillborn stirs — and the campaign changes forever (see Delve V).

UNDER THE PLEATING – KEYED DEPTHS

#	DEPTH	WHAT'S THERE
1	The Suspended Slide	Billions of tons of rock hanging overhead. Cross with three group checks , and let players pick the approach: FINESSE to thread the gaps, VIGOR to haul on ropes, or WITS to read a safe route (so the climb never punishes one Calling). A failed individual check costs 1 Quick or 1d6 Hurt (their choice); the clock only ticks per watch, not per slip.
2	The Frozen Camp	A prior expedition, Stilled mid-flight, their gear and a Wellspring-flask intact. What were they fleeing?
3	The Singing Fissure	A TUMULT zone (roll the Tumult table each round). The titan's dreams leak out as dream-wraiths — figures who never lived, so they can't be "laid to rest" like true Echo-wraiths. Instead, disbelieve them : a WITS or WILL save (vs their TN 11) lets a character see through and walk past one untouched; on a fail, the dream's repeated blow lands (d8 Chill). They cannot leave the fissure.
4	The Wellspring Vault	The source of half the Tableau's live time, tended by a Wellspring Guardian (stats in Appendix D) who guards the way to the heart. The Gate : it asks <i>why</i> the party has come and weighs the answer — a WILL save (Standard) made at <i>advantage if a player speaks a true, specific reason</i> , at disadvantage if they lie. Pass : it stands aside and grants one bath (full Quick, all Hush cleared) and lets them fill a flask. Fail : it turns them back to find the harder side-route (lose a watch, +1 Avalanche segment) — it does not fight unless attacked.
5	The Rival Camp	The Wound-Keepers (or Hushed, whoever you didn't hook with) drill toward the heart — a leader and 1d4+2 agents (stats in Appendix D); their drill fills the Heartbeat 1/watch. Parley (reaction roll, modified by Standing), sabotage (a Pluck or WITS check to wreck the drill — stops the Heartbeat, lowers it 1), or battle .
6	The Heart-Chamber	The Stillborn's open chest and its mountain-sized amber heart. Here the choice is made — and each option has a cost (see The Choice , below).

BOSS/PLACE THE STILLBORN (CAMPAIGN THREAT)

FACTION CLASH WOUND-KEEPERS VS HUSHED

WONDER HEART-COAL OF THE STILLBORN

THE CHOICE (GIVE IT TEETH)

Soothe the titan — a group **WILL** check (everyone present; need a majority of successes, TN worsens by the Heartbeat fill: 0–1 = Standard, 2 = Hard, 3+ = Desperate). Success: the heart slows, Wellsprings flow strong campaign-wide. Failure: it hitches — fill the Heartbeat 1 (a near-waking).

Take the Heart-coal — a desperate extraction: a **VIGOR** check (**Hard**) or a **Pluck** at **–6** to wrench the Wonder free. Either way it fills the Heartbeat 1 and Wellsprings begin to dry. You gain the Heart-coal (a Wonder).

Wake it — deliberately fill the Heartbeat to 4 (strike the heart). No roll; pure resolve. The Stillborn stirs. If the Held Breath is your truth, the endgame clock starts now.

ENDINGS & CONSEQUENCES

- **Soothed:** Wellsprings flow freely (cheaper dropglasses campaign-wide), but the dreamer sinks deeper — the world is harder than ever to wake. The Hushed rejoice.
- **Heart-coal taken:** a mighty Wonder, but Wellsprings begin to fail; the Quick grow desperate, and the Wound-Keepers turn their eyes to the Gasp (Delve IV).
- **Woken:** the Stillborn stirs. If the Held Breath is your truth, the endgame is now a race against the titan's waking. The boldest, most dangerous outcome.



DELVE IV · LEVELS 6-8

BELOW THE GASP

The Gasp — the capital frozen at the instant of its catastrophe, a wall of white fire and a shockwave hung forever over toppling towers. Beneath it lies the **GREAT HOROLOGE**, the city-sized machine that kept the world's time, its mainspring snapped. Whoever reaches its core and finds the **KEY** can mend time — or break it. Everyone is hunting that Key. A high-stakes dungeon crawl through a **TUMULT**-locked deathscape, against rivals and Regulators.

HOOKS — D6

D6 WHY BRAVE THE GASP...

- 1-2** The Wound-Keepers will pay a kingdom in Ticks for the **Key to the Horologe**.
- 3** The Hushed must be stopped from reaching the Horologe first and **welding time shut**.
- 4** The drying Wellsprings (Delve III) leave the Horologe the only hope; the party goes from need.
- 5** The Tickless Three already went in. They have not come out. Their map remains.
- 6** A Regulator delivered a frozen warning to Candlemarch — the Horologe is "to remain undisturbed." Naturally.

THE CATASTROPHE CLOCK (8 SEGMENTS, STARTS AT 2) — AND THE REGULATORS

The Gasp is frozen one instant from annihilation. Its Tempo is **TUMULT**: each round in the open, roll the **Tumult table** (Player's Guide, Ch.9). Fill the clock on every Thaw, loud Working, or Nat 20. **Waking the fire or working the Mainspring fills 2** — but ~~simply picking up the Key does not~~ (so the party can reach the payoff Vault, Works 6, and still escape). At **6**, the shockwave moves (RUSH, lethal). At **8**, the catastrophe completes across a district — anything there is gone.

Regulators (stats below) patrol the Horologe. "**Disturb**" has a **bright line**: a Regulator wakes only on a **Thaw inside the Gear-Cathedral, on working the Mainspring, or on a Nat 20 in its presence** — ~~not~~ on a merely failed stealth roll. Cause none of those and it ignores you. They are the delve's wall: **flee or evade, do not brawl** — one is a fair, deadly fight for a L7 party; two at once is a likely TPK (Hard mode only).

REGULATOR (REPRINTED HERE SO YOU NEEDN'T FLIP BOOKS)

Clockwork enforcer · keeper of the undisturbed silence

GUARD 6

GRIT 26 (5 HD)

AV 14

SAVE TN 13

MORALE 12

THREAT ×5

PENDULUM-BLADE: d10 Hurt; on a hit, target saves (FINESSE) or is **PINNED** 1 round.

MEASURED: never rolls initiative — always acts on Stutter count **4**. You can predict it exactly.

SWORN TO STILLNESS: attacks only those who have disturbed the freeze (see the bright line above). Give it no reason and it will not stir.

THE HOROLOGE — KEYED WORKS

#	WORKS	WHAT'S THERE
1	The Burning Boulevard	The frozen firestorm. A thawing patch makes a corridor of moving flame — time your crossing or burn.
2	The Toppling Spire	A tower frozen mid-fall is the only way down to the works; climbing inside a collapsing building, against the clock.
3	The Gear-Cathedral	The Horologe proper: vast frozen gears and stopped pendulums. Moving a wrong part = a WITS save (vs TN 12); on a fail, a gear lurches alive — fill 1 clock segment and roll the d12 Backlash table. Crossing unseen uses <i>group stealth</i> : only the Picker (or best-FINESSE PC) rolls , leading the party; armored PCs give them -2. A Regulator stands sentinel (stats above) — failing stealth does <i>not</i> wake it, only the bright-line triggers do.
4	The Tickless Three	The rival crew (stats in Appendix D): two are Stilled at the threshold , but their leader Quen is still Quick and racing you for the Key — a <i>live</i> rival to outpace, parley with, fight, or rescue the others alongside. Quen clutches half a map.
5	The Mainspring	The snapped heart of the machine, and the frozen hand of the saboteur still on the lever (friend or foe to your truth). The Key is here — taking it is safe, but <i>working the lever</i> (to mend or break time on the spot) fills 2 clock segments and wakes any Regulator.
6	The Saboteur's Vault	The why of the Stilling, in letters and a final stilljar — the campaign's biggest lore payoff and treasure. The Wonder here is the Key to the Horologe or the Last Clock (Delve V's artifacts). Reachable for a party that takes the Key and keeps moving rather than working the lever.

WALL REGULATORS (THREAT ×5)

RACE VS WOUND-KEEPERS / HUSHED

PRIZE THE KEY TO THE HOROLOGE

ENDINGS & CONSEQUENCES

- **The Key won:** the party hold the means to restart time. Every faction will now court or hunt them. This sets the stage for the finale.
- **The Key lost to a rival:** Delve V becomes a desperate bid to take it back before it is used.
- **The Horologe roused:** if the Cut Mainspring is your truth, the machine's waking begins the countdown the whole campaign has been building toward.



DELVE V · LEVELS 8-10 · FINALE

THE LAST CANDLE

*I*t comes to this. Atop the Hushed's high spire burns the **LAST CLOCK** — the final candle of the world, its wax almost gone. When it gits out, the Hushed believe, the Stilling will become eternal and holy; the Wound-Keepers believe the Key can relight it and restart time; and the Wellspring Guardians know a truth older than both. The party's choices across four delves decide who stands beside them now, and the last decision is theirs alone. The campaign's climax — a siege, a confrontation, and a choice that ends the world, or saves it, or changes what those words mean.

WHO STANDS WITH YOU – TALLY YOUR CAMPAIGN

IF, ACROSS THE CAMPAIGN, YOU...	EFFECT AT THE SPIRE
Kept faith with Odd and the Saltmen	Start the Guttering Clock at 0 instead of the usual 1 (they smuggle you in).
Saved the host's daughter (Delve II)	Her revolt occupies the Hushed: the Hierophant arrives one round late , and her rebels remove the pilgrim-crowd (skip Stage 1).
Spared / saved the Tickless Three	They join the fight: +1 ally combatant (use a Tickless Three stat line, Appendix D) who can soak the bosses' extra attacks.
Earned a Guardian's regard / answered true (Delve III)	+2 to every roll made to enact your chosen ending (the Wellsprings lend their light).
Wronged a faction	That faction's champion fights for the Hushed : add a second boss (Appendix D).
Woke the Stillborn (Delve III)	The titan is rising too: the Guttering Clock fills +2 per round , not +1. The fastest, most desperate finale.

THE GUTTERING CLOCK (6 SEGMENTS, STARTS AT 1) — THE CANDLE BURNS DOWN

Once the confrontation at the Candle-Crown begins, this clock fills **+1 every round** (plus Nat-20s and Thaws; +2/round if the Stillborn is rising). It is the timer the party's ending races against (see **The Last Choice**). **When it fills**, the candle gutters: if no ending has been enacted, the Stilling **seals by default** (the world freezes forever) — the Hushed win by inaction. The party has roughly **5–6 rounds** to fight through and enact their will. Time, at the last, will not be hoarded.

THE SPIRE — KEYED ASCENT

#	STAGE	WHAT'S THERE
1	The Hushed Gate	A freezing pilgrim-crowd rings the spire (Hushed Pilgrims, Appendix D). Pass by persuasion (a WILL contest), stealth , or force. Lingering is deadly: each round here, gain 1 Chill from the pressing silence. (Skipped if the daughter's revolt cleared them.)
2	The Stair of Saints	The Hushed's Stilled "saints" line the climb, exuding a Hush-aura: a WILL save to ascend unshaken (fail = 1 Hush). One saint is the campaign's recurring villain — Steward Merrow , or the Gasp's saboteur — a reckoning the party may settle (waking them for answers risks a fight).
3	The Whispering Vault	A Wellspring Guardian waits with the campaign's deepest truth and one last question: <i>"Now that you can choose — should the world wake?"</i> Answer honestly and it blesses the party: full Quick, all Hush cleared, full Grit before the climax. (This is the state the party enters the final fight in.)
4	The Candle-Crown	The spire's peak; the Last Clock burns and the Guttering Clock starts. The Hierophant (Hushed leader) and, if you wronged a faction, the Champion converge to stop you — full stat blocks in Appendix D . Fight through them while you enact The Last Choice .

THE LAST CHOICE — MAKE IT A RACE, NOT A SPEECH

The endings are not narration — they are **actions the party takes while the bosses try to stop them and the Guttering Clock burns down**. Enacting an ending takes a **4-segment Resolve clock** the party fills with their actions; if the Guttering Clock fills first, the candle guts out and the **Stilling seals by default**. The choice is whichever Resolve clock they fill first — so the climax *is* the choice, contested round by round.

RELIGHT IT (RESTART TIME)

Turn the Key in the Last Clock. Fill a 4-segment **Relight clock** with **WITS checks / Tier-3+ Workings** (one segment each, an action). Fill it and the world wakes — and so does every frozen catastrophe, all at once. A new age dawns in fire and grief.

LET IT GUTTER (SEAL IT)

The default if no one acts. Or **defend the candle**: simply survive until the Guttering Clock fills while fending off any who would relight it. The Stilling becomes eternal; the Quick are the last to live, in peace. *The Hushed were right — or were they?*

CARRY THE FLAME (THE THIRD WAY)

The Guardians' secret: the flame can be *moved*, not spent. The hardest path — fill a 4-segment clock with actions that **each cost 1 Quick or 1 Hush** (a true sacrifice), guarded from both bosses. Succeed and the Quick carry living time out to thaw the world hearth by hearth, for generations.

WHATEVER YOUR TRUTH DEMANDS

Re-skin the Relight clock to your chosen truth: let the **Held Breath** titan exhale, **wind the Cut Mainspring**, or grant the **Mercy** of a final rest. Same mechanic, different meaning — and different ghosts.

However it ends, end on the party. The last image of STILLPOINT should not be the world's fate, but four cold, tired, extraordinary people deciding — together — what to do with the only moving time that is left.

— A CLOSING NOTE FOR THE TICKWARDEN



Need a delve in five minutes? Roll across these columns and you have a frozen place worth raiding, a reason it's dangerous, a clock, and a prize. Pairs with the Frozen Scene Generator in the Tickwarden's Guide (Ch.8).

THE PLACE FROZE...
(D10)

THE CLOCK IS... (D8)

THE PRIZE IS... (D10)

1	4 seg: a quiet site
2	6 seg: a stirring Thaw
3	8 seg: a held disaster
4	a rival crew's race
5	a rising Tempo
6	a Regulator's patrol
7	a Lurching tide
8	the Hush itself, coming

1	A wedding
2	A hanging
3	A shipwreck
4	A siege
5	A plague-ward
6	A theater's finale
7	A mine collapse
8	A duel at dawn
9	A harvest fair
10	A god's last sermon

1	A Wonder
2	A hidden Wellspring
3	Dropglasses, a hoard
4	A Stilled loved one
5	A faction's secret
6	A map to a truth
7	A new Working/Tending
8	A rival's downfall
9	An everflame cache
10	Only a lesson



APPENDIX B

PATRONS & JOBS

Between delves, the Quick take work. Roll a patron, roll a job, and you have the next adventure's hook — and a thread to pull on.

WHO'S HIRING (D12)

D12	PATRON
1	The Hour-Council of Candlemarch
2	Odd Coldmarch & the Saltmen
3	A Wound-Keeper Horologist
4	A Hushed missionary
5	A grieving family of the Stilled
6	A rival crew, desperate enough to share
7	A Wellspring Guardian, through a dream
8	A Marchwarden captain
9	A collector of Wonders
10	An Echo with a message to deliver
11	A child born Quick, with strange knowledge
12	No one — the Quick choose their own road

THE JOB (D12)

D12	TASK
1	Recover a named Wonder before a rival does
2	Find and chart a new Wellspring
3	Wake a Stilled person at a Wellspring
4	Escort pilgrims across the Lurchlands
5	Lay an Echo-wraith to rest
6	Steal a secret from a frozen vault
7	Destroy or divert a spreading Thawpocket
8	Negotiate a debt with the Saltmen
9	Sabotage a rival faction's expedition
10	Map a route through a Tumult zone
11	Recover the dropglasses of a lost crew
12	Learn the truth of one frozen place

PAY & THE GOING RATE

A 1st-level job pays **10–20 Ticks**; a deep or deadly delve, **50–200** plus a shot at a Wonder. Pay partly up front (the Quick are not fools), and remember the truest reward is the **GRAINS** won by banking that live time — see the Player's Guide, Ch.10.

THE CAMPAIGN TRACKER

K *Keep this one page between sessions. It is the memory of the campaign — who owes whom, which truth is surfacing, and how close the candle is to guttering.*

FACTION STANDING (D6 EACH: 1 ENEMY → 6 ALLY)

Wound-Keepers: ____ · The Hushed: ____ ·

Saltmen: ____ · Regulators: *(never above 2)* ·

Wellspring Guardians: ____

The Tickless Three (rivals): ____

THE CHOSEN TRUTH (GM ONLY)

The Held Breath (the dreaming titan)

The Cut Mainspring (the broken machine)

The Mercy (the tourniquet on a dying world)

Reveal fragments as rewards; confirm it at the Whispering Vault (Delve V).

THREADS LEFT DANGLING

The boy of the Salt Road · the host's daughter · the poisoner's name · the drying Wellsprings · the saboteur's identity · the Key's whereabouts · the titan's heartbeat · the Tickless Three's grudge.

THE LAST CLOCK

Optional campaign doom: a 12-segment clock that fills **1 per delve completed** (or per great disturbance of the freeze). When it fills, the world reaches its turning point — bring on Delve V whether the party is ready or not. The candle does not wait.



Five delves, and then the choice. Walk your Quick to the edge of the frozen world, Tickwarden, and let them decide what time is for.



APPENDIX D

ANTAGONISTS & ALLIES

The campaign's named foes and friends, started so you never have to invent them mid-scene. Each block follows the bestiary format (*Tickwarden's Guide*, Ch.6): **Guard**, **Grit**, **Attack Value** (its TN to hit a Quick, minus their Guard), **Save TN** (= 8 + HD, the number a Working/Tending must beat), **Morale**, and **Threat**. Scale any of them to your party by ± 1 HD as needed.

THE HUSHED

CULT OF THE SACRED STILLNESS

HUSHED PILGRIM

Zealot of voluntary stillness · 1 HD

GUARD 1

GRIT 4

AV 11

SAVE TN 9

MORALE 12

THREAT $\times 1$

INVITATION TO REST: on a hit (a cold touch), the target saves (WILL) or gains 1 Hush as the peace beckons. Pilgrims do not flee — they welcome the freeze.

IN A CROWD: run them as a single "mob" filling a space; passing requires persuasion (WILL contest), stealth, or a round of shoving through (1 Chill each).

THE HIEROPHANT OF THE HUSH — FINALE BOSS

Leader of the Hushed · would seal the world forever · 6 HD

GUARD 5

GRIT 34

AV 15

SAVE TN 14

MORALE 12

THREAT ×5

WORD OF STILLING: one target saves (WILL) or is PINNED and gains 2 Hush.

HUSH-AURA: living creatures within 20 ft. gain 1 Chill at the start of their turn — *unless* within a Warden's Everflame or TRUE Tempo.

SACRED STILLNESS: once, when first bloodied, the Hierophant freezes itself — untouchable and unmissable for one round, then resumes.

THE WOUND-KEEPERS

HOROLOGISTS WHO WOULD RESTART TIME

WOUND-KEEPER AGENT

Horologist drill-band / expedition guard · 2 HD

GUARD 2

GRIT 9

AV 12

SAVE TN 10

MORALE 8

THREAT ×2

A WORKING IN HAND: may cast *Drag* or *Stutterstep* once (target resists on Save TN). Otherwise a light blade (d6).

MAELIS, THE WOUND-KEEPERS' CHAMPION — FINALE BOSS

Their sworn blade · would relight the world at any cost · 6 HD

GUARD 6

GRIT 36

AV 15

SAVE TN 14

MORALE 11

THREAT ×5

CHRONOMETER-GLAIVE: d10 Hurt, reach; on a Perfect Beat, also drains 1 Quick.

BORROWED SECONDS: once per fight, takes a second full turn at the end of a round.

ALLY OR FOE: if the party seeks to *relight* time too, Maelis fights *beside* them instead — a powerful temporary ally against the Hierophant.

RIVALS & RECURRING

THE TICKLESS THREE & OTHERS

TICKLESS THREE (RIVAL QUICK) — VURST, SABLE & QUEN

A rival crew: a brawler, a thief, a time-meddler · 3 HD each

GUARD 4

GRIT 16

AV 13

SAVE TN 11

MORALE 9

THREAT ×3

VURST (Marcher): two attacks, long blade d8. SABLE (Picker): Killing Stillness +2d6 on a first strike. QUEN (Horologist): one Working per scene.

RECURRING: scale them to match the party's level (±1 HD per two levels). They can be deadly foes, grudging rivals, or — if spared — unlikely allies at the Last Candle.

ODD COLDMARCH & THE FRIENDLY FACES

Allies rarely need full stats — Odd the Saltman, the host's **daughter**, a rescued **boy** — run them by their fiction. If an ally fights at the finale (per the campaign tally), give them a Tickless Three stat line and let them soak one boss attack per round. Their value is the *story*, paid back in the help that arrives when it is darkest.

ALREADY IN THE BESTIARY (TICKWARDEN'S GUIDE, CH.6)

The Lurching, Tickhound, Saltwretch, Echo-wraith, Regulator, Wellspring Guardian, the Hush, and the Stillborn all live there — this appendix only adds the campaign's *named* people the bestiary doesn't cover.

