



AN OLD-SCHOOL ROLEPLAYING GAME OF THE FROZEN
WORLD

STILLPOINT

THE WORLD REMEMBERS EVERY RISK

THE TICKWARDEN'S GUIDE

⚠ FOR THE TICKWARDEN'S EYES ONLY

This book holds the secrets of the Stilling, the truth behind the Wellsprings, and the things that hunt in the frozen dark. Players should read the *Player's Guide*, and nothing more. What follows will spoil the central mysteries of your world. Read on only if you intend to run the game.

THE KEEPER'S INDEX

CONTENTS

1. Running STILLPOINT
2. The True History of the Stilling
3. The Tableau: A Gazetteer
4. Factions & Powers
5. The Tickwarden's Tools
6. A Bestiary of the Still
7. Treasure, Wonders & Relics
8. The Great Tables
9. Adventure: Under the Standing Wave
10. Appendix: Tickwarden's Screen



CHAPTER ONE

RUNNING STILLPOINT

You are the **TICKWARDEN**. You play the frozen world and everything paused within it; you describe what the Quick see, hear, and disturb; and you decide, fairly and swiftly, what happens when they act. You are not the players' adversary. You are the honest, curious referee of a world that is beautiful, deadly, and indifferent.

THE FOUR PILLARS

THE OLD-SCHOOL WAY

PILLAR	WHAT IT MEANS AT YOUR TABLE
Rulings over rules	When in doubt, make a quick, fair call and keep play moving. Note it and stay consistent. Never stop to look things up.
Player skill over character sheet	Reward clever plans, careful questions, and good descriptions. The dice are for danger — let good ideas simply <i>work</i> .
Real danger, real choices	Death and Stilling are on the table. Telegraph threats clearly so death always feels earned, never arbitrary.
The world is bigger than the plot	Prep situations, not stories. Stock places, factions, and dangers; let the Quick decide what matters.

THE STILLPOINT ECONOMY (★)

The named heart of this game is **THE STILLPOINT** — the moment the frozen world turns its attention on the Quick. Mechanically, it is your currency of menace. Keep a small pile of tokens (coins, glass beads) where the players can see it grow.

BANK A ★ WHEN...

- A player rolls a **Nat 20** (the Hush Stirs).
- Someone takes a loud, greedy, or reckless shortcut.
- A Working's Backlash calls for it.
- The party lingers, rests carelessly, or makes a great deal of noise.
- A scene's Tempo tips toward waking.

SPEND ★ TO...

- 1★** wake a single Lurching; spring a hazard; impose disadvantage once.
- 2★** shift a region's Tempo one step toward Thaw; summon a wandering threat.
- 3★** trigger a full **Thaw** — the scene resumes motion now.
- 5★** a doom: the wave falls, the Stillborn wakes, the city burns.

Always *narrate the spend*. The players should feel the world noticing them: a single frozen eye turning, a far-off bell beginning, impossibly slowly, to ring. The ★ pile is a pressure gauge they can read — and dread.

THE GOLDEN TENSION OF THE TABLE

Every session, push the party between two fears: **spend Quick** and you grow weak (Running Slow); **hold it** and you cannot escape danger or shed Hush. Between those jaws lies the whole game. Your job is to keep both fears alive and never let the party feel safe for long — except in the warm, fragile pockets of TRUE time, which they will learn to love and to leave.



CHAPTER TWO

THE TRUE HISTORY OF THE STILLING

No one among the Quick knows why time stopped. You do — or rather, you choose the truth that will give your campaign its spine. Below are the rumors the Quick whisper, and then three secret truths. Pick one, blend them, or invent your own. Whatever you choose, reveal it slowly, in fragments, as a reward for deep delving.

WHAT THE LIVING BELIEVE

THE RUMORS OF THE STILLING — D10

- 1 ...a god inhaled to speak the world's true name, and never let the breath go.
- 2 ...the great Clock at the world's heart had its mainspring cut.
- 3 ...every soul on the world feared the same thing in the same instant, and flinched as one.
- 4 ...a Horologist tried to stop a single death and stopped everything instead.
- 5 ...the sun blinked, and the world is only waiting for it to open its eye.
- 6 ...we are a memory being remembered, and the rememberer paused to weep.
- 7 ...the Hushed are right: stillness is the world's true and holy state.
- 8 ...a war-engine of unmaking detonated, and we are caught in its endless first second.
- 9 ...the dead grew so numerous that time itself could no longer move for the weight of them.
- 10 ...there was no cause. It simply stopped, the way a heart simply stops.

CHOOSE ONE

THE THREE SECRET TRUTHS

I. THE HELD BREATH

The world is the dream of a sleeping titan — the **STILLBORN** the Quick find half-buried in the Pleating. It did not die; it gasped, and held the breath, and time is the rhythm of its breathing. To restart time, the Quick must make it *exhale* — which may wake it, and end the world a second way. The Wellsprings are wounds in its skin where its slow blood (live time) still seeps. *Campaign spine: should the world be woken, even at the price of the dreamer?*

II. THE CUT MAINSPRING

Beneath the Gasp lies the **GREAT HOROLOGE**, a machine the size of a city that kept the world's time. Someone — a faction, a fool, a saboteur whose frozen hand still grips the lever — cut its mainspring at the instant of catastrophe. The Stilling is mechanical, and it can be *fixed*. But the Mainspring is also the only thing holding back the disaster the Gasp was frozen mid-escaping. *Campaign spine: a dungeon-crawl race to repair time before a rival faction weaponizes it.*

III. THE MERCY

Time was stopped *on purpose*, by the Wellspring Guardians, to halt an extinction already underway — a plague, an invasion, a falling star. Every frozen person was a heartbeat from death. The Stilling is not a catastrophe; it is a tourniquet. To restart time is to let the dying finish dying. The Hushed know this, which is why they fight to keep the world asleep. *Campaign spine: the horror that the merciful thing and the right thing may not be the same.*

THE TEXTURE OF A STOPPED WORLD

Keep these sensory truths consistent and your world will feel real: the Still are **warm**, not cold. Frozen flame gives **light but little heat**. Frozen water is **solid as glass but not cold**, and shatters wetly if struck. Sound carries strangely; your own footsteps are the loudest thing for miles. Dust does not settle. Nothing rots, so the world smells of **nothing at all** — and that absence is the first thing every newly-Quick person weeps over.



CHAPTER THREE

THE TABLEAU: A GAZETTEER

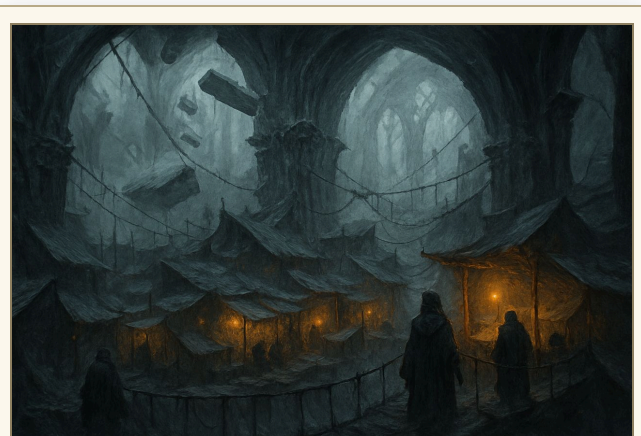
The Tableau is the known portion of the frozen world — perhaps a hundred miles of coast, city, and shattered mountain, all caught in one instant. Here are its great places. Use the map opposite; stock the blank spaces with the tables in Chapter Eight.



THE TABLEAU — THE KNOWN FROZEN WORLD. AMBER LINES MARK THE SAFE-ISH MARCHING ROUTES.

CANDLEMARCH, THE QUICKHOLD

The greatest refuge of the Quick: a vertical shanty-city built inside the shell of a colossal cathedral frozen mid-collapse, its falling roof-stones hanging forever overhead like a held rockfall. Candlemarch sits in a rare **TRUE-Tempo** pocket — here time runs, fires warm, children age. Rope-bridges and scaffold-streets climb its frozen pillars. It is ruled, loosely, by the **Hour-Council** and defended by the **Marchwardens**. Everything the Quick need is sold here, and everything they fear is rumored here first. *Use it as your home base: a place to bank Grains, buy dropglasses, hear rumors, and recover.*



CANDLEMARCH, THE LAST WARM CITY.

CANDLEMARCH – D8 THINGS HAPPENING WHEN THE PARTY RETURNS

D8	ON THE SCAFFOLD-STREETS...
1	A dropglass shortage; prices doubled; tempers short.
2	A newly-Stillled citizen is being mourned at the Cathedral's frozen altar.
3	A Saltman caravan has arrived with strange wares and stranger debts.
4	The Hushed are preaching at the Low Bridge; a crowd is turning ugly.
5	A rival crew of Quick is boasting of a Wellspring they "found first."
6	A child has gone missing into the frozen undercroft.
7	A roof-stone has shifted — one inch — and the whole city is terrified.
8	A Regulator was seen at the gates, motionless, simply... watching.

THE GASP



THE GASP — THE CITY FROZEN AT ITS END.

The capital that was, frozen at the precise instant of its catastrophe: a wall of white fire and a shockwave hang motionless over toppling towers and crowds caught mid-flight. The Gasp is the Tableau's greatest treasure-house and its greatest grave. Its Tempo is **TUMULT** — unstable, prone to **RUSH** thaws that finish the catastrophe in a heartbeat. Beneath it (the Cut Mainspring truth) lies the **Great Horologe**. Delves who enter the Gasp do not all come back, and those who do come back changed.

THE PLEATING

A mountain range caught mid-avalanche: billions of tons of rock and snow frozen in a towering, motionless wave. Travelers thread the suspended debris-field beneath it, where a single greedy Pluck or loud Working can begin the slide. Deep within sleeps the **STILLBORN** (the Held Breath truth) — a titan whose slow amber heartbeat can be felt through the stone, growing stronger the closer you come.

WELLSPRINGS & THE LURCHLANDS

Wellsprings are the holy grail of the Quick: hidden grottoes where live time still flows as glowing amber water — the only moving water in the world. To bathe in one is to be made whole: full Quick, no Hush, healed wounds. They are rare, often

guarded by a **Wellspring Guardian**, and every faction wants them. The **Lurchlands** are the badlands between — regions of DRAG and half-Thaw where the **LURCHING** roam, neither Still nor Quick, hungry for the warmth of the living.



CHAPTER FOUR

FACTIONS & POWERS

The Quick are few, and they cannot afford to be alone. Five powers contend over the frozen world. Each wants something from the party; each can offer aid or become an enemy. Track their regard with a simple **Standing** die (d6, 1 = sworn enemy, 6 = sworn ally).

THE WOUND-KEEPERS (HOROLOGISTS)

Want: to restart time and "heal" the world.
Offer: Workings, lore, dropglasses, the secrets of the Horologe.
Cost: they will spend anything — and anyone — to win back the clock.

THE HUSHED

Want: to make the Stilling permanent and holy.
Offer: safe passage, sanctuary, freedom from fear of the Hush.
Cost: they practice voluntary Stilling, and they would still the Quick "for their own peace."

THE SALTMEN (TIDELINE TRADERS)

Want: profit, monopoly on salt and dropglasses.

Offer: anything, for a price; transport; information.

Cost: debt, always debt — and they collect in Ticks or in years.

THE REGULATORS

Want: to keep the Stilling *undisturbed* — purpose unknown.

Offer: nothing. They cannot be reasoned with.

Cost: they hunt those who disturb the freeze too greatly. See the bestiary.

THE FIFTH POWER: THE WELLSPRING GUARDIANS

Serene spirits of moving light who tend the Wellsprings and may be the architects of the Stilling itself (the Mercy truth). They speak in riddles, test the worthy, and sometimes *abuse* a Quick for a purpose. They are the closest thing the Tableau has to gods — and the only beings who remember the world before it stopped.



CHAPTER FIVE

THE TICKWARDEN'S TOOLS

***T**his chapter is your toolbox: how to run Tempo at the table, how to spring a Thaw, how to turn the Hush against the party, and the dice you roll behind the screen.*

RUNNING THE CLOCK

TEMPO IN PLAY

Assign every region and room a Tempo (Player's Guide, Ch.9). You may keep it secret and let the party *read* it through clues — a flickering of a frozen flame (DRAG warming toward TRUE), dust beginning to drift (RUSH), a wrongness in the air (TUMULT). Shift Tempo with ★ or with the Thaw clock below.

THE THAW CLOCK

For any scene that can wake, draw a **4-segment clock**. Fill a segment when the party: makes a loud noise, fails a greedy Pluck, casts a clumsy Working, spends too long, or when you spend ★. When the clock fills, the scene **Thaws**: roll on the table, then run it as live, moving, often-lethal time. *Telegraph every tick.*

WHEN A SCENE THAWS – D6

D6	THE FROZEN INSTANT FINISHES ITSELF...
1	A held catastrophe completes: the wave falls, the fire blooms, the floor gives way. FINESSE save or take 2d6 Hurt + 2 Chill.
2	Every Still figure present resumes its final action — usually fleeing, fighting, or falling.
3	The Tempo jumps to RUSH for 1d4 rounds; everything moves at double speed, including the danger.
4	A frozen foe wakes mid-strike, already in melee with the nearest Quick.
5	Live weather returns: wind, water, or fire surges through the space.
6	The scene wakes <i>and remembers</i> : it will pursue the party even as they flee.

THE BACKLASH TABLE (FULL)

When a Horologist's Working rolls a Backlash (a 1 on the d6), roll again here:

WORKING BACKLASH – D12

D12	RESULT
1	The nearest Still wakes, hostile and confused.
2	The caster gains 2 Hush as time bleeds backward through them.
3	A dropglass on the caster cracks; lose 1 Quick to the air.
4	The Working rebounds: it affects the caster instead of the target.
5	A 10-ft. patch of TUMULT opens here for 1d4 rounds.
6	An Echo-wraith is drawn to the disturbance (arrives in 1d4 rounds).
7	The caster ages visibly — a cosmetic mark, and a story.
8	The Working over-shoots: double magnitude, but you choose the target only loosely.
9	Time snags: the caster loses their next turn, frozen for one beat.
10	Fill a segment of the nearest Thaw Clock.
11	The GM gains 1★.
12	A Regulator, somewhere, turns its clock-face toward you. It is coming.

DICE BEHIND THE SCREEN

REACTIONS, MORALE & ENCOUNTERS

REACTION (2D6, ON FIRST MEETING)


MORALE (2D6 VS THE FOE'S MORALE RATING)

When a foe is bloodied, loses its leader, or first takes Hurt, roll 2d6. If the result is *higher* than its Morale rating, it breaks — flees, surrenders, or refreezes. Most Still have Morale 7; mindless or compelled things, 12 (never flee). Use this often: it keeps fights short and lethal-feeling without a TPK.

2D6	REACTION
2	Hostile; attacks or flees in terror.
3–5	Wary, unfriendly.
6–8	Uncertain; open to talk.
9–11	Interested, helpful for a price.
12	Eager ally — for now.

WANDERING ENCOUNTERS (CHECK 1-IN-6 EACH WATCH; ROLL D10)

D10	IN THE LURCHLANDS & FROZEN WILDS...	TEMPO
1	1d4 Lurching , drawn to the party's warmth.	DRAG
2	A single Echo-wraith , replaying its death across the road.	STILL
3	A Tickhound pack (1d6) on the scent of live time.	RUSH
4	A rival crew of Quick — Reaction roll.	TRUE
5	A Saltman caravan, willing to trade (and to gossip).	TRUE
6	A spreading Thawpocket — flee or be caught in waking time.	TUMULT
7	A lone Saltwretch , hoarding stolen dropglasses.	STILL
8	A frozen scene worth Plucking (roll the Frozen Scene table, Ch.8).	STILL
9	A Regulator , patrolling. It ignores you unless you've disturbed much.	DRAG
10	A faint amber glow on the horizon — a possible Wellspring .	varies



CHAPTER SIX

A BESTIARY OF THE STILL

The frozen world is not empty. Some things were half-woken by the Stilling; some feed on the warmth of the Quick; some were made to keep the silence. Each stat block lists **Guard** (the TN penalty for hitting it), **Grit**, **Attack Value** (its TN to hit a Quick, before their Guard), damage and type, **Morale**, and a **Threat** rating for Grains.

HOW MONSTERS SAVE, HIT, AND CRIT (READ THIS FIRST)

Monster saves. When a Working or Tending forces a creature to save (Drag, Still the Foe, Rebuke, the Marcher's Breaker, etc.), its **SAVE TN = 8 + ITS HIT DICE**. The caster's effect succeeds if the monster rolls *over* that TN — i.e., the monster resists on $d20 \leq (8 + HD)$. So a 2-HD Lurching resists on $d20 \leq 10$; a 5-HD Regulator on ≤ 13 . (Notable foes may list a different Save line; use it if given.)

Attacks & crits. A monster hits a Quick on $d20 \leq (\text{its AV} - \text{that Quick's Guard})$. A monster's **natural 1** is a Perfect Beat (one extra damage die, like the Quick); its **natural 20** is simply a miss and banks you *no* ★ — only the living draw the world's attention.

THE LURCHING

Half-thawed humanoid · the restless almost-dead

GUARD 2

GRIT 9 (2 HD)

AV 11

MORALE 9

THREAT ×2

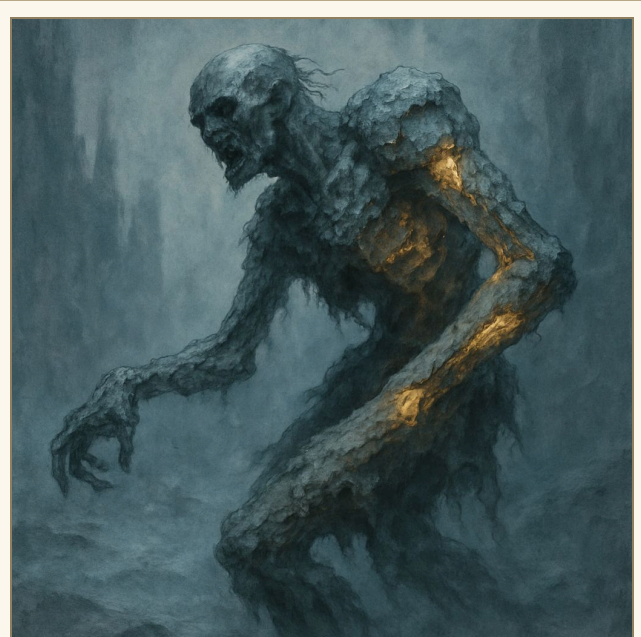
ATTACK: raking grasp, d6 CHILL (raises Hush, not Grit).

MOVE: jerking, unpredictable; in DRAG zones it is slow, in RUSH it is horribly fast.

SPECIAL — STUTTER-STEP: once per round it may teleport-jerk 10 ft. with no warning.

COLD-HUNGRY: always moves toward the warmest living thing. Fire and Everflames lure it.

The most common threat of the Lurchlands: people the Stilling caught imperfectly, frozen and thawed a thousand times until something broke. They feel the warmth of the Quick like a fire in a dark room and shamble, jerk, and stutter toward it. They are not evil. They are cold, and they remember being warm. *Use them in packs to pressure the party's Hush, not their Grit.*



A LURCHING, DRAWN TO WARMTH.

THE HUSH (MANIFEST)

Elemental silence · the freeze given a shape

GUARD 5

GRIT SPECIAL

AV 13

MORALE 12

THREAT ×6

ATTACK: the closing silence — each round, every Quick within 30 ft. gains 1 CHILL (no save) and must make a WILL save or be unable to speak or shout.

BODILESS: immune to Hurt. It can only be driven off — by warmth (an Everflame), by a Warden's Rebuke, by reaching TRUE-Tempo, or by simply outrunning it.

STILLING TOUCH: a Quick reduced to Hush 10 within its presence goes Still instantly.

Not a monster to be killed but a weather to be survived — the freeze itself, gathered into a shape of fog and absence. It does not chase so much as *arrive*, draining color and sound as it comes. The only victory against the Hush is to be elsewhere, warm, and moving. Save it for the campaign's darkest hours; one appearance should be remembered for years.



THE HUSH, WHERE COLOR AND MOTION END.

ECHO-WRAITH

Looping revenant · a death that won't finish

GUARD 4

GRIT 13 (3 HD)

AV 12

MORALE 12

THREAT ×3

ATTACK: the replayed blow, d8 CHILL, only along the line of its endless final motion.

LOOPING: it repeats one action forever; learn the pattern and you can pass it untouched. It cannot leave the scene of its death.

LAID TO REST: giving it what it died reaching for (a child, a message, a name) ends it peacefully — and grants bonus Grains.

When a person dies in the frozen world, their final instant sometimes refuses to end, smearing into a translucent loop of a single repeated motion. Echo-wraiths are dangerous but tragic, and the cleverest parties defeat them not with blades but with *understanding* — solving the puzzle of what they died wanting.

TICKHOUND

Chronophage beast · pack predator of live time

GUARD 4

GRIT 7 (2 HD)

AV 12

MORALE 8

THREAT ×2

ATTACK: gear-toothed bite, d6 Hurt; on a Perfect Beat (their crit), it drains 1 QUICK from the bitten Quick.

PACK: +1 AV for each Tickhound beyond the first attacking the same target.

SCENT OF TIME: tracks dropglasses and high-Quick characters across any distance.



AN ECHO-WRAITH, REPEATING ITS LAST INSTANT.

Lean predators whose bodies are a patchwork of frozen sinew and ticking clockwork, Tickhounds hunt the one thing the frozen world is starving for: live time. A party heavy with dropglasses is a ringing dinner bell. They are cowards in ones, terrors in packs.



A TICKHOUND, ALL GEARS AND HUNGER.

THE STILLBORN

Slumbering titan · the dreamer of the world (boss)

GUARD 8

GRIT 200+

AV 16

MORALE 12

THREAT CAMPAIGN

ATTACK: it does not attack — it *moves*, and its movement is an avalanche: 6d6 Hurt + 4 Chill to all in a region, FINESSE save for half.

HEARTBEAT: its slow amber pulse is the source of nearby Wellsprings. Wound it and Wellsprings dry; soothe it and they flow.

NOT A FIGHT: the Stillborn cannot be defeated in combat. It can only be woken, soothed, or left to dream.



THE STILLBORN, HALF-BURIED IN THE PLEATING, ITS HEART STILL FAINTLY BEATING.

The campaign's great question made flesh (the Held Breath truth). Treat it not as an enemy but as a place, a force, and a choice. To stand in its presence is to feel the world's held breath in your own chest.

SALTWRETCH

Crusted scavenger · a Quick who boarded too long

GUARD 3

GRIT 6 (1 HD)

AV 11

MORALE 6

THREAT ×1

ATTACK: rusty shiv, d4 Hurt; or a thrown fistful of salt (blinds, no save, 1 round).

SALT-CRUST: immune to Chill and the Hush; in exchange, it can never enter a Wellspring or feel warmth again.

HOARD: carries 2d6 dropglasses it will not part with while it lives. Will flee at the first sign of real danger.

A cautionary tale that walks: a Quick who packed themselves in warding salt to escape the Hush forever, and paid by losing all warmth, all softness, all hope of the Wellsprings. Pitiable, treacherous, and a tempting source of dropglasses for a ruthless party.

REGULATOR

Clockwork enforcer · keeper of the undisturbed silence

GUARD 6

GRIT 26 (5 HD)

AV 14

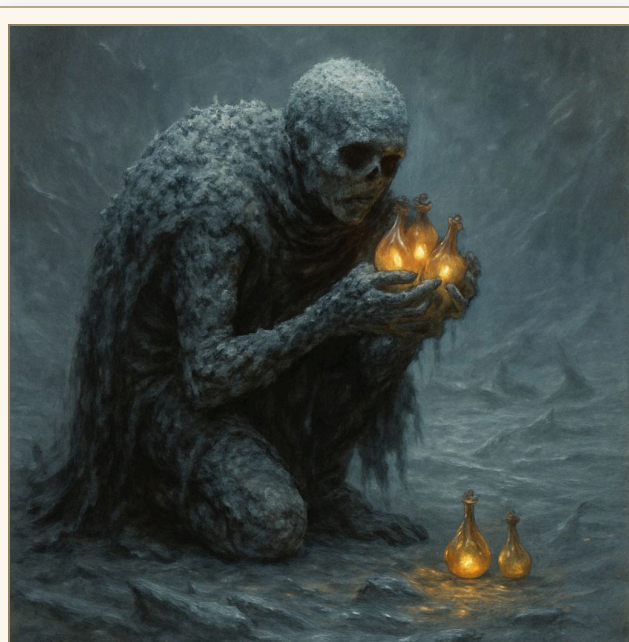
MORALE 12

THREAT ×5

ATTACK: pendulum-blade, d10 Hurt; on a hit, the target saves (FINESSE) or is PINNED (frozen) for 1 round.

MEASURED: always acts on the same Stutter count (it does not roll); you can predict it exactly.

SWORN TO STILLNESS: it attacks only those who have *greatly* disturbed the freeze (a big Thaw, a woken Stillborn, a stolen Wellspring). Cause no disturbance and it ignores you entirely.



A SALTWRETCH AND ITS HOARD.

Tall, faceless constructs of brass and frozen marble, the Regulators were made (by whom, no one knows) to keep the Stilling undisturbed. They are not evil, not even truly alive — they are a rule given legs. The surest way to survive one is to give it no reason to wake. The surest way to die is to take what the frozen world is keeping.



A REGULATOR — THE CLOCK THAT HUNTS.

WELLSPRING GUARDIAN

Spirit of moving light · keeper of the last live time

GUARD 7

GRIT 30 (6 HD)

AV 15

MORALE 12

THREAT ×5

ATTACK (ONLY IF PROVOKED): a lance of years, d8 Hurt + the target ages 1d10 years (cosmetic, or a curse).

WARDEN OF THE SPRING: may grant, withhold, or ration a Wellspring's gifts. Tests petitioners with riddles and tasks rather than violence.

MEMORY OF BEFORE: knows the world as it was, and one true answer about the Stilling — if the party proves worthy.

The nearest thing to a deity the Quick will ever meet, and your best instrument for doling out the campaign's truths. A Guardian rarely fights; it judges. Treat encounters as social and moral set pieces, and let the Wellspring's blessing be a reward the party must *earn*, not merely find.



A WELLSPRING GUARDIAN, WOVEN OF LIGHT AND WATER.



CHAPTER SEVEN

TREASURE, WONDERS & RELICS

***T**he frozen world is the richest treasure-house ever imagined — and most of its riches are worthless. Gold buys bread, nothing more. What the Quick truly hunt is **TIME**: dropglasses, Wellsprings, and the rare **WONDERS** of the world that was.*

THE REAL HOARD

TIME AS TREASURE

When stocking a delve, think in **Ticks**, not coins. A frozen wine-cellar might hold a thousand bottles (worthless) and one dusty dropglass (priceless). Reward exploration with Ticks banked for Grains, and reward *cleverness* with Wonders.

FROZEN LOOT – D12 (WHAT'S IN THAT PAUSED POCKET, VAULT, OR HAND)

D12	YOU FIND...
1	A handful of Still-coin (2d6 × 10 sc). Heavy. Nearly useless.
2	1d4 dropglasses, sealed and full. (10 Grains each.)
3	Salt, salt, blessed salt: 2d6 doses.
4	A fine weapon or armor, perfectly preserved (treat as masterwork: +1).
5	A frozen meal still warm — real food for 1d6 days, a small miracle.
6	A letter, map, or ledger hinting at a Wellspring or a Wonder.
7	A stilljar with something <i>already inside</i> (roll to see what wakes).
8	A Horologist's casebook: learn one new Working.
9	An everflame coal, or a salt-mantle, intact.
10	A Stilled person who might be woken — a future ally, a future debt.
11	A vial of concentrated time : drink for +1d6 Quick at once (and a Backlash roll).
12	A Wonder (roll below). The find of a lifetime.

RELICS OF THE WORLD THAT WAS

WONDERS — D10

D10	WONDER	POWER (AND PRICE)
1	The Unwinding Watch	Once per session, rewind 6 seconds (undo a round). Each use ages you a year.
2	Heart-coal of the Stillborn	Never gain Hush while held; but the Stillborn dreams of you, and stirs.
3	The Marching Boots	You may always move, even Pinned or Stilled. They will not let you stop — ever.
4	Bottled Dawn	Shatter to flood an area with TRUE Tempo for an hour. One use.
5	The Hush-Bell	Ring to freeze all who hear it (WILL save); the wielder gains 1d4 Hush per ring.
6	Wellspring in a Flask	Three sips of a true Wellspring, portable. When empty, it weeps.
7	The Cartographer's Eye	See every Tempo and Wellspring within a day's march. Slowly blinds the bearer.
8	Loom of Instants	Weave two frozen moments together — teleport between two places you've stilled.
9	The Last Clock	It still ticks. While it does, the bearer's party is immune to going Still. It is winding down.
10	A Key to the Horologe	Opens the way to the Great Mainspring beneath the Gasp. Every faction will kill for it.



CHAPTER EIGHT

THE GREAT TABLES

***P**rep less; roll more. These tables build your world at the table — frozen scenes to plunder, places that have begun to thaw, the people of the Quick, the rumors that send heroes into the cold, and what the Hush does to those it is slowly taking.*

INSTANT DUNGEONS

THE FROZEN SCENE GENERATOR

Roll once on each column to conjure a paused place worth delving. The frozen instant is your dungeon; the Tempo is your clock.

WHAT FROZE (D8)

THE CATCH (D8)

THE PRIZE (D8)

1	A grand feast
2	A burning house
3	A sinking ship
4	A battle
5	A market day
6	A temple rite
7	A prison break
8	A coronation

1	It's mid-disaster
2	A Lurching nest
3	An Echo-wraith haunts it
4	Tempo is shifting
5	A rival crew is here
6	A Regulator patrols
7	It's flooded/aflame if thawed
8	Someone here is still Quick

1	A cache of dropglasses
2	A Wonder (Ch.7)
3	A hidden Wellspring
4	A map to elsewhere
5	A Stilled loved one
6	Pure Ticks, lots
7	A truth of the Stilling
8	Nothing — it's a trap

PEOPLE OF THE QUICK

NPC GENERATOR

THEY ARE... (D8)

1	A weary Picker
2	A Saltman debtor
3	A Hushed preacher
4	A grieving parent
5	A Horologist exile
6	A Marchwarden
7	A child born Quick
8	An Echo, passing as living

THEY WANT... (D8)

1	A loved one woken
2	Dropglasses, badly
3	Revenge on a rival
4	To find a Wellspring
5	To keep a secret
6	Out of a debt
7	To stop the party
8	Simply to survive

QUIRK (D8)

1	Counts seconds aloud
2	Won't stop moving
3	Frost on the eyelashes
4	Hoards salt obsessively
5	Speaks of the Still as alive
6	Missing all warmth
7	Laughs at silence
8	Remembers "before"

RUMORS OF THE TABLEAU — D12

D12	OVERHEARD IN CANDLEMARCH...
1	"A new Wellspring opened in the Pleating — but a Regulator stands over it."
2	"The Standing Wave is starting to fall. A whole frozen district under it, ripe for one last Pluck."
3	"A Saltman's caravan never came back from the Lurchlands. He owed me. Find it."
4	"The Hushed have a Stilled saint they say can be woken to 'bless' us all. Stop them — or help them."
5	"My daughter went Still on the Low Bridge. There's a season left. Please."
6	"Someone found a Key to the Horologe in the Gasp. Everyone's hunting them now."
7	"A frozen feast-hall, untouched, full of dropglasses. The catch? It's mid-fire."
8	"An Echo-wraith on the Salt Road keeps whispering a child's name. It won't let anyone pass."
9	"The Stillborn's heart beat <i>twice</i> last watch. The Wound-Keepers are very excited. That's the bad kind of excited."
10	"A rival crew is selling a map to a Wonder. It's almost certainly a trap. Almost."
11	"There's a Quick who hasn't aged a day since the Stilling. They know something. They're not telling."
12	"The Last Clock is winding down, and when it stops, they say the whole Tableau goes Still at once."

THE SLOW COLD

MARKS OF THE HUSH — D10

When a Quick reaches Hush 6 (the Stiffening) and at each point thereafter, roll or choose a sign of the cold taking hold — a roleplaying cue, and a clock the whole table can see.

D10 AS THE HUSH CLIMBS, YOU...

- 1** ...stop blinking. Your gaze goes glassy and far.
- 2** ...speak slower, with longer and longer pauses.
- 3** ...grow frost on your lashes, your lips, your fingertips.
- 4** ...feel the world's silence as a comfort, which terrifies your friends.
- 5** ...cast no shadow that moves when you do.
- 6** ...hear the Still whispering, and begin, faintly, to answer.
- 7** ...find your own heartbeat hard to locate.
- 8** ...forget why moving mattered so much.
- 9** ...leave handprints of frost on everything you touch.
- 10** ...catch yourself, once, having stood perfectly still for an hour. When did that happen?



CHAPTER NINE · A STARTER ADVENTURE

UNDER THE STANDING WAVE

A complete first delve for 3–5 Quick of 1st level. The drowned district of Lowmere lies frozen beneath a tidal wave caught mid-crash — and the wave has begun, ever so slowly, to fall. Somewhere in its glassy shadow glows a Wellspring. The party has perhaps a day before the ocean finishes what it started.

THE HOOK

In Candlemarch, an old Picker named **Holt Saltfingers** is dying of the Stiffening (Hush 8 and climbing). He has a map to a Wellspring in Lowmere, the drowned district — but he's too far gone to reach it. He'll trade the map for a promise, and gives the party an empty **Wellspring-flask** so they can bring the cure to him: *fill the flask at the Wellspring and bathe his brow to break the Stiffening*, or, failing that, carry his daughter **Vesha** — Stilled at the district's edge — out before the wave falls. (Hardier parties may instead haul Holt down on a litter to bathe him at the source — far riskier, and it fills the clock faster while he slows them.) Either way, the clock is running.

THE FALLING-WAVE CLOCK

This adventure runs on an 8-segment **doom clock that starts at 2** — the wave has already begun to lean. Fill a segment each time the party: spends a watch in the district, triggers a Thaw, makes a great noise, rolls a Nat 20, *or makes a greedy-failed Blast*; fill **two** for a true catastrophe (a full Thaw, a woken Regulator). At 4 the Tempo rises to DRAG and the wave groans. At 6, RUSH — water seeps and moves. At 8, the wave **falls**: everything in Lowmere not already out is drowned and lost. With the merciful route a ~4–5-watch round trip, a careful party clears it just ahead of the water and a greedy one does not. Show the clock. Let them feel it.

THE APPROACH

Lowmere is reached by a frozen sea-stair down into the wave's shadow. The light here is green-grey and underwater, though no water moves — yet. Fish hang in the air. A gull is frozen mid-dive. The whole district is **STILL** Tempo, for now.

KEYED LOCATIONS

#	LOCATION	WHAT'S HERE
1	The Sea-Stair	The way in. Vesha stands Stilled at the bottom, frozen reaching upward. Carrying her out is slow (counts as over-encumbered) — a real choice against the clock.
2	The Drowned Market	Frozen stalls full of loot (roll Frozen Loot ×3). A greedy Pluck here wakes 1d4 Lurching sheltering among the stalls.
3	The Glass Wave	The wave itself, a cliff of frozen water overhead. Embedded in it, 30 ft. up: a glittering Wonder (the GM's choice). Climbing it is Hard and fills the clock.
4	The Bell-House	A drowned chapel; an Echo-wraith tolls a frozen bell, replaying the moment it failed to warn the district. Give it Vesha's name and it tolls a true warning — pause the clock one segment.
5	The Sunken Counting-House	A vault of worthless Still-coin and one cache of 1d6+2 dropglasses . A Saltwretch has nested here and will parley, beg, or flee.
6	The Underchapel	The Wellspring , glowing amber in the deepest dark, tended by a sorrowful Wellspring Guardian . It will heal one true need — Holt, or the party — but asks a question first: <i>"When the wave falls, who will you have chosen to save?"</i>
7	The Regulator's Post	A Regulator stands motionless at the district's heart. It wakes only if the party triggers a major Thaw or tries to take the Wellspring itself. Avoidable — if they're careful.

THE THREE ENDINGS (AND THERE ARE MORE)

- **Mercy:** they bathe Holt or wake Vesha and escape before the wave falls. Holt's line endures. Modest treasure, great Grains, a friend in Candlemarch.
- **Greed:** they strip Lowmere of every dropglass and Wonder and run. Rich — but the clock likely catches someone, and a Regulator now knows their faces.
- **Disaster:** they linger too long, the wave falls, and the survivors crawl out with whatever — and whoever — they could carry. The Tableau's most honest ending.

However it ends, the party leaves knowing the first truth of the frozen world in their bones: *you cannot save everything. Choose, and keep moving.*

TICKWARDEN'S QUICK REFERENCE

SPENDING ★ (STILLPOINTS)

- 1★ wake a Lurching / spring a trap / one disadvantage.
- 2★ shift a Tempo step / summon a wanderer.
- 3★ Thaw a scene now.
- 5★ a doom (the wave falls; the titan stirs).

MONSTER MATH

- Monster hits a Quick: $d20 \leq (\text{its AV} - \text{that Quick's Guard})$.
- Quick hits monster: $d20 \leq (\text{their Attack Value} - \text{monster Guard})$.
- Morale: roll 2d6; over its rating = it breaks.

THREAT → GRAINS (PER FOE DEFEATED, WHEN FIGHTING WAS THE RIGHT CALL)

THREAT	×1	×2	×3	×5	×6
Grains	15	40	80	200	400

THREE RULES FOR YOUR FIRST SESSION

1. Telegraph danger — always. A death the players saw coming is a great story; one they didn't is a betrayal.
2. Let good plans skip the dice. The cleverest table is the one that rolls least.
3. Show the clocks. The Thaw clock, the ★ pile, the doom — keep them on the table where everyone can watch the cold come in.



You hold the clock now, Tickwarden. Wind it slowly. Let them feel each tick. And when at last the world begins to move — be ready, for the wave has been falling all along.

STILLPOINT · THE TICKWARDEN'S GUIDE · THE WORLD REMEMBERS