

A TIER 1 ADVENTURE

Widdershin's Thrice-Bound Codex



 **DAGGERHEART**
COMPATIBLE

Adventure Overview

ONCE IN A LIFETIME

Once every few generations a scholar claims to have found **Widdershin's Thrice-Bound Codex**—a book that reads the reader inside and out, answers in slantwise truth, and attempts to rewrite choices. Most claims are forgeries. This time it is real. **Widdershin**, the author who mysteriously slipped from history, hid the Codex long ago in a small reading hall within the **Elsewhen Archives**. He has returned to “test the worthy”... or simply to get his Codex back. The Reading Hall's glass prison will open only after three seals are activated. The Codex is then released and sent rushing towards its home.

PALIMORA QUILL

Palimora Quill is a junior clerk at the city archives—a young Infernis from the working streets who patches ledgers and files accession slips. She's practical, bright, and painfully eager to prove herself. When an offer she couldn't refuse crossed her desk, she took it at face value and walked straight into someone else's game.

Quill has befriended several **Page-Guards**—the small paper sentries that patrol the halls. She's bribed them with ink, ribbon ties, and careful flattery (“excellent margins, soldier”). In scenes, treat them as her loyal minions.

She will interrupt the players at the study lectern and try to read one page from the Codex before this adventure ends... unless the party stops her or talks her down. When that page is read, the power of the Codex is displayed for all to see! Croak!

WIDDERSHIN'S THRICE-BOUND CODEX

The Codex is always blank until a reader tells it how many pages they wish to read. It then reveals exactly that many pages and the reader **must** read them.

THE READING HALL & THE SEALS

The adventure is set inside the **Reading Hall** of the **Elsewhen Archives**. It protects the Codex and is locked by three seals: **Time, Power, Fate**. Solve all three and the annex yields the Codex from its prison. **Widdershin** cannot reclaim the Codex himself because the three Seals were bound with a paradox-oath that locks out their creator. So, he must lure others into solving the seals to break the wards on his behalf.

THE ELSEWHEN ARCHIVES

Widdershin's door leads into a small annex of the Elsewhen Archives—a library of powerful artifacts, grimoires, and other highly sought after objects. Time there has its own rules. This is a “softened” area suitable for Level 1. Do your best not to use the name “Elsewhen” in player read-aloud. Treat the Reading Hall as an unnamed, off-the-map reading room that arrived at Widdershin's request.



Scene 3: Palimora Quill – The Tricked

Quill has been trapped in this annex for weeks. She's tired, damp, and starving. She is desperate. She follows the party at a distance, keeping to the shadows and secret rooms. When the study calls the Codex—or when the party idles in the study—she steps in and attempts to claim what she wants – Widdershin's Thrice-Bound Codex.

READ TO PLAYERS:

A woman in a travel-stained coat fills the doorway, hair pinned up with three mismatched quills. She looks you over with the brittle confidence of someone who's been lost for a while and refuses to admit it.

"Okay. Hi. Great. You figured out the sigil thing. I was absolutely about to do that." She clears her throat, stands taller. "I only need one page anyway. Then we all go home and pretend I solved it first. Deal? Deal."

THE WORDS OF PALIMORA QUILL

Use these as inspiration to how Quill might react:

- "He said 'minimal puzzle experience required.' I have *exactly* that."
- "Left door, right? I mean ... obviously. I was testing you."
- "Hand me the shards and nobody gets... emotionally inconvenienced."
- "If anyone mentions the horns, you'll regret it."
- "One page. I'll pay the cost. It'll be... fine. Probably. Statistically."

INTERACTIONS WITH QUILL

- **Presence (11) to deescalate:** She exhales, bravado slipping. "Fine. You caught me—the old man said I just had to hold the door. Didn't mention this *murder-hall!*" **On a failure,** She stiffens and doubles down: "I'm fine. I love halls. Big fan of... echoes."
- **Paper Pockets – Instinct (11):** you notice Quill keeps glancing toward her pockets every time she feels uneasy or threatened.
- **If PCs refuse to hand over shards or the Codex:** She lunges for the shards/Codex in a flash of desperation. PCs make an **Agility Reaction Roll (16)** to avoid theft. **On a failure,** Quill slips by and snatches the shards/Codex.
- **If attacked:** She yelps, more outraged than afraid. Her fight is all claws and flailing arms, aimed at making space, not killing. She summons **Page-Guards** to protect her.



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Croak!

The margin notes croak their verdict. You become a frog. You are folded into an amphibian copy of yourself.

When you become a frog:

- You retain all your character's stats and features.
- You can speak and understand every language you currently know.
- All equipped items (weapons, armor, rings, etc.) reshape and function at frog size and form.
- This transformation is permanent until unmade. It persists forever. You are a frog... forever.
- You can breathe underwater.

Unmaking: This curse can be ended only by one of the following, at the GM's discretion and within the fiction:

- A high-tier ritual explicitly capable of breaking potent curses;
- Direct divine intercession or an equivalent world-scale miracle;
- A page, relic, or effect that explicitly removes powerful curses.

The Hat With a Door

A dark point-bent hat appears atop your head.

This hat creates an extra-dimensional closet-sized space accessible via its brim. You can store or retrieve objects that fit through the brim.

To retrieve something within the space, you must make a **Knowledge (12)** roll. On a success, you retrieve exactly what you want. On a failure, you pull nothing. Each additional attempt to pull the same item after a failure requires you to mark 1 **Stress**.

If this hat is somehow destroyed, everything within the extra-dimensional space ejects in a powerful geyser at Very Close range.