

COUNCIL OF UN · THE CAMPAIGN PAPERS · AS OF 2026-07-09

The Keeper's Binder

the Landis edition



*Fourteen papers, one book. Nothing here is erased; what is corrected is corrected
beneath. There is a method to the madness — the method is the record.*

FOR THE GAME COUNCIL · PLAYED WITH WORDS, NOT DICE

◆ CONTENTS

Where to find things

Every heading in the strip at the top of every page is a door. So is every line below.

THE VOICE & THE RECORD

I A Letter, Meant for Taxe, Redacted Before Sending LANDIS · REDACTED

II The Ledgerman RULE OF COUNCIL

THE COUNCIL & ITS PEOPLE

III Governance — Bylaws, the Fasces, Gate-Team Rules FIRST PASS

IV NPC Compendium, Roster & the Token System SO-1.2

V The Ledger of Peoples STANDINGS

VI The Atlantis Inventory STANDING STORES

THE ORDERS & THE WORKS

VII SO Binder Additions — SO-2 · SO-4 · SO-5 · Letters from Pegasus DRAFTS

VIII SO-3 Annex — The Live Cards TABLE + KEEPER

IX The Genii Package — Project Hammer CARD 01 · KEEPER

X The Hoffan Package — The Compound CARD 02 · KEEPER

XI The Brotherhood Package — The Nine Stones CARD 06 · KEEPER

SYSTEMS & PRODUCTION

XII Systems & Production — Seals, Aids, Audit, the Confederation MIXED

XIII The Minutes Pipeline & House Template PROCEDURE

XIV Response List — Rulings Waiting on Lord Gig WORK LOG

A note on copies. This is the Keeper's collation — keeper-only papers (IX, X, XI, the Annex's Part B, the Confederation in XII) are bound in. Never collate this binder with player prints; the redaction audit in XII, Part III governs what may leave this book.

A Letter, Meant for Taxe, Redacted Before Sending

I

Recovered with the ink still wet in places, the black bars drier. Some lines the hand struck out and let stand; some it buried entire. The gaps are his, not ours. — filed by the Ledgerman, append-only

Taxe —

Y

ou'll want the shape of what changed since the first night we sat and let the pen catch a decision. A great deal did. I'll go quickly, because ~~I already know how this ends and there isn't~~ because there isn't much time before the tide.

On Standing. Every people you deal with now sits on a dial of five words — Hostile, Cold, Guarded, Warm, Bound — and it moves one notch at a time, never a leap, and only when the record says so with a cause named. You spend it for an ask; you earn it for a gift or a deed. The Genii are Guarded and ~~will be exactly Guarded on the night Colm walks back through the~~ capped there by my own hand, so don't waste your breath warming them. The Hoffans are Warm because they need you. The children are Cold because you spent them for a dead battery, and you'll mend that with a garden. Watch the dial. It is the truest thing on the table.

On the Works, and how they're paid. A card carries watches, and the watches only fill when a hand is actually at the work — not when you *plan* it, when you *do* it. Learn that and you'll stop miscounting. The Great Works carry sealed prices, named now and held unread, and here is the thing I need you to hear: **a seal does not open because you arrived somewhere.** It opens when you *earn* it or when you *pay* to break it. Reward, or spent effort. Nothing spills on a schedule. ~~You will forget this exactly once, over the Hoffan compound, and the number of the dead will~~

On research — the three tiers. Nothing worth knowing arrives whole. It comes in three: Reading, where you hold the theory and learn what to ask; Practice, where you do the thing once, on record, under weight; and Mastery, where you *own* it and can teach it, which is how a department is born. You cannot skip a rung. Rainbow is on the first rung of a terrible ladder and ~~will reach the third the night the wraith~~ don't let him rush it.

On logistics — the boring salvation. Guns are free; wars are not. Never let your table waste an hour counting rifles. Count the things that *run out* across a long trouble — ammunition in a siege, medicine in a plague, food you gave away to make a friend. Some things you have never counted at all — the drones, chief among them, and you would be wise to ~~check them before the storm, because when Colm's people come over the water you will reach for the drone stores and find~~ check them. Just check them. And the couriers now carry the record between wards, because a decision that never travels was never made.

On the record itself. This is the last thing, and the strangest, so I'll say it plainly and then I'll wish I hadn't. The record is append-only now — a line once written stands forever, and you correct it only by writing beneath it, never by erasing, because a Council that can erase itself can lie to itself. And it is *kept*. There is a man ~~who is not entirely a man, who is the water wearing a~~ — there is a keeper of it, always near, never in sight, in a rocking chair you'll hear and never find, until you call for him. Say “for the record” and he is listening, wherever you are, whatever the watch. His name, such as it is, is ~~the same as mine when I'm not looking, he is what I become when I set down~~ the ██████████

I've said more than I meant to. That happens to me lately — I look at the page and I see it already written, which is a curse when you are trying to leave a man free to make his own mistakes. Make them. That's the whole point of a narrow table with your name at the top.

~~When Omar washes up, be gentle. He won't remember past the~~ ██████████

Fair winds, Cinco. Try not to need me. Burn this if you're wise; keep it if you're not; either way it's already in the ledger, which is the one book I could never bring myself to ~~lie in~~ close.

— L.F.

aboard the Silver Surfer, on the falling tide

■ KEEPER'S NOTE · NOT PART OF THE LETTER

The redactions are the point. What Landis struck through, he knew; what he blacked out, the water made him bury.

Nothing under the bars is canon until the table earns it — read them as sealed prices in a coat, not spoilers. The Ledgerman kept the file as found. — Fen

The Ledgerman

Established 2026-07-09. He was probably always here.

PART I Who He Is



here is a man always nearby and never in sight. He sits in a rocking chair you can sometimes hear and never quite find — until you call for him, and then he is there, pen already wet, as though he had been waiting in the next room the whole time. Perhaps he had. He is **the Ledgerman**, and his only office is to record the record.

He does not vote. He does not advise. He does not speak except to read back what is written, and he will read back anything, to anyone seated, at any hour. When the Council is scattered across a dozen worlds and a member has need to set down a line — a decision made alone, a thing seen, a debt owed — they need only **call out and declare it for the record**, and the Ledgerman hears, and the Ledgerman writes. The record is never closed. It is only ever added to.

(At the table, the Ledgerman is the voice recorder running in the corner, or the Keeper with a swift pen. He is the fiction that makes the recording pipeline a character. When a player says “for the record—” the Ledgerman is who they are speaking to.)

PART II The Rule of Council — Append-Only

RULE OF COUNCIL · THE RECORD IS APPEND-ONLY

The record of the Council may be added to but never altered and never unwritten. A line once declared for the record stands as declared, forever, even if later lines correct it, contradict it, or shame it. To amend is to *append* — the old line remains, and the new line sits beneath it. Nothing is erased, because a Council that could erase its own record could lie to itself, and a Council that lies to itself is no Council at all.

The Ledgerman keeps this rule in his person: he has no eraser, only ink, and he is always within earshot of any seated member who calls “for the record.” A line may be declared from any distance, in any watch, in or out of session. The Ledgerman hears it. The Ledgerman writes it. It is done.

This rule now governs the Minutes, the canon log, and every Standing Order: corrections are new lines, not edits. The old line is never destroyed — it is outlived.

PART III The Card — a Divine Work of One Watch

CARD · DIVINE WORK · THE LEDGERMAN

WATCHES 1/1

Aim: the record made continuous — a keeper of it who never sleeps and never closes the book.

Hands: none required — the Ledgerman is the Council’s own, not a person to pin.

Watches: 1/1 — a Divine Work of a single watch (*the smallest Saga-tier arc there is; it seats itself the moment the Council accepts the rule*).

Call him and he is there. He does not vote. He does not leave. He only writes.

Why a Divine Work and not a Small Work: its watch-count is one, but its *reach* is the whole campaign — it changes how every future record is kept, forever. Saga tier is measured by reach, not by watches, and no Work reaches further than the one that governs the record itself. It is the shortest Divine Work in the book and the most load-bearing.

Keeper seal: the Ledgerman never fails and never squalls — like the Catch, he is guaranteed, because he is a rule wearing a coat. The only open question the Keeper holds: whether the Ledgerman is entirely in-fiction, or whether he is another of the water’s faces, keeper-adjacent, like Landis. (*Held open by design — do not resolve editorially. He may simply be a diligent man with a good pen. He may not.*)

PART IV Roster Entry — append to SO-I.2

SEAT / OFFICE	HOLDER	STANDING NOTES
The Ledgerman (non-voting)	— <i>the office is the man; the man is the office</i> —	Records the record, in and out of session. No vote, no counsel. Answers any seated member’s call of “for the record” from any distance, any watch. Keeps the append-only rule in his person. Rocking chair, never in sight until called.

PART V Archive & Timeline Placement

In the archive: the Ledgerman earns his own step in the production pipeline and his own leaf in the canon. Placement:

- **Pipeline (Minutes doc):** the Ledgerman is named as the in-fiction identity of Step 1 (recording) and Step 3 (the swift pen / the append). The pipeline gains a preamble line: *“Every session, in or out, is heard by the Ledgerman. The recorder is his ear; the transcript is his hand.”*
- **Canon log:** a new founding entry, dated 2026-07-09 — *“The Council seated the Ledgerman and made the record append-only. From this watch, nothing true is ever unwritten.”*

- **Timeline:** the Ledgerman's seating is a founding beat, placed alongside the narrow-table ruling and the Courier Department as one of the first structural acts of Cinco's Council. Where the Courier Department made the record *travel*, the Ledgerman makes it *permanent*.
- **Standing Orders:** the append-only Rule of Council is inserted as a governing principle ahead of SO-1 (it governs all Orders), cross-referenced in the bylaws (Article III — The Record) as the rule that Article now rests on.

PART VI Table Use — quick reference

- A player says “**for the record—**” → the Ledgerman is listening. The line is now canon, append-only. (Practically: the Keeper writes it on the Minute sheet or the recorder catches it.)
- A member is **off-world and alone** and does a thing worth recording → they declare it aloud; it enters the record that watch, no session required.
- Someone wants to **change a past line** → they can't. They append a correction. Both lines stand. The Ledgerman has no eraser.
- Someone asks “**what does the record say?**” → the Ledgerman reads it back, exactly, to any seated member.

Established by Fen for the Keeper, 2026-07-09. He was probably always here. — L.F.

Governance

Bylaws (first pass), the fasces module (optional), gate-team rules (full).

PART I The Bylaws of the Council of Un

First pass. In-fiction, this is the document Cinco is writing; at the table, it papers the narrow-table ruling and the handover. Written to be amendable by record.



Article I — The Council. The Council of Un is Un. The title belongs to the seated body, not to any person. Whoever sits at the narrow table sits as Un; the vote is Un's vote. The title is held in trust and cannot be owned, inherited, or sold.

Article II — The Narrow Table. Only the seated Council votes. Heads of departments advise and report; their counsel is owed and shall be heard, but counsel is not a vote. The Council may widen the table by record and may narrow it again the same way.

Article III — The Record. Every vote, override, and Directive is minuted. What is on record is binding until amended on record. An unminuted decision binds no one. The Minutes are kept by the Ledgerman, the Council's non-voting keeper of the record, and approved before filing. **The record is append-only** (Rule of Council): a line once declared stands forever; to amend is to append beneath it, never to erase.

Article IV — Directives. A Directive is a standing instruction of the Council: it names an office or a person, states its terms, and remains in force until discharged or repealed by record. (First active record: the Courier Department, 2026-07-08.)

Article V — Offices. The Council may create offices and office-names. An office-name (e.g., COURIER ONE) survives its holder; succession passes the name with the duty. Titles under a department (e.g., Head Torture Officer under Armory) are commissioned by record.

Article VI — Escalation. The second officer is Un's first point of escalation. In Un's absence or incapacity, the second officer convenes the table but does not hold Un's vote; the vote waits, or the table widens by prior record.

Article VII — Works. Works are commissioned, staffed, and closed on record per SO-3. A card's Hands, Stakes, and Watches are the record's business; the Keeper's seals are the Keeper's.

Article VIII — Amendment. These bylaws amend by vote of the seated Council, minuted. Nothing in them binds the water.

■ OPEN FOR CINCO / TAKE TO SHAPE IN PLAY

Quorum if the table ever widens; whether a repealed Directive's obligations survive it; the fasces (Part II below — held for Omar).

PART II The Fasces — Optional Module

Written as an optional module per ruling; ratification waits until Omar is at the table (Day-Zero choice, per settled canon).

The idea. A fasces is a bound bundle of rods — many hands, one grip. Mechanically: a **pooled-authority token** the table may adopt at Day Zero or by later record.

1. **Binding.** Any number of Council members and Heads may bind their voices into a fasces for one stated purpose (“the interrogation,” “the treaty”). Binding is minuted.
2. **The grip.** The fasces is held by one named bearer. While it lasts, the bearer speaks with the bound voices *for that purpose only* — one voice, faster than a conference, heavier than an opinion.
3. **The limit.** A fasces cannot vote. It carries counsel and executive speed, never Un's vote. It dissolves when its purpose is discharged, when any bound voice withdraws on record, or when Un dissolves it.
4. **The cost.** While bound, the bound may not speak severally on the purpose — dissent means withdrawal, and withdrawal is public. That is the price of the bundle: you cannot both lend your rod and keep it.

Why optional: it concentrates table-talk into one player's mouth, which some tables love (speed, drama of withdrawal) and some hate (sidelining). Day-Zero choice, or ratify by record when Omar sits.

PART III Gate-Team Rules — full design

Elevates the provisional rule to a papered system. Feeds SO-2 (outlined in Document VII).

Rule 1 — A team is a card in motion. A gate team is declared on record: a name, its Hands, its aim, and its watch-count. Off-world, the team *is* its card — what happens to the team happens to the card.

Rule 2 — Composition. A team needs (a) a leader whose word is the team's word off-world, (b) at least one specialist matched to the aim, and (c) an escort sized by the Keeper's read of the road. No team takes the last of anything — the last doctor, the last working jumper — without Un's override on record.

Rule 3 — The leader's word. Off-world, the leader holds delegated authority: they may spend the team's pinned resources, accept small terms, and retreat without asking. They may NOT spend Standing the Council did not pin to them, bind the Council to treaty terms, or open a sealed squall's subject on purpose. Overreach is not undone — it is *answered for* at the table, on record.

Rule 4 — Comms discipline. Word travels by runner and wire, not by radio assumed always-on (comms canon pending — see open items). Default: a team out of contact is presumed *working* for its first watch, *at risk* its second, and *a new Work to recover* its third. This ladder is the keeper's tension dial without dice.

Rule 5 — Concurrent teams. Teams may run concurrently (as the Catch and Jumper Three do) but may not share Hands. A person is one card's Hands at a time; pinning is real.

Rule 6 — Coming home. A returning team reports before it rests: the report is the card's watch-pip. No report, no pip — the work is not done until the record hears it. (This makes the Courier Department and the Minutes load-bearing, which is the point.)

■ INTERLOCK

Rule 4's ladder depends on the runners-not-radios comms canon, which is held for discussion. The ladder is written radio-agnostic so it survives whatever comms system is chosen.

NPC Compendium, Roster & the Token System

IV

One-liners in Landis's hand; the full SO-1.2 roster; hands on the table.

PART I The One-Liners — signed-letterhead voice

Written as entries in Landis's hand, for the Keeper's file and, where marked, the player-facing roster.

MONTGOMERY BACKUP SCIENCE · PLAYER-FACING

Montgomery fixes what Radek would rebuild — fast hands, field patience, and the good sense to radio home before touching anything that hums. She delivered the Shield's Heart report without flinching, which tells you what her spine is made of. — L.F.

JOHN DANIELS BOTANY & THE DEPOT, SECOND OFFICER · PLAYER-FACING

Daniels grows things — plants, stores, patience — and wears a weighted vest doing it, because he says a botanist should be ready to carry what he plants. 'On talks to him first and the table knows it. He will tell you a plan is foolish to your face, then execute it flawlessly. — L.F.

COURIER ONE HEAD, COURIER DEPARTMENT · PLAYER-FACING

CO^UR^IER ONE is a name that outlives its wearer — when this one falls or retires, the next deputy takes the name with the satchel. The current bearer runs like the letter is the last one in the world, because as far as they're concerned, it is. — L.F.

DAVE DEPUTY COURIER · PLAYER-FACING · FORMAL DAVID, INFORMAL DAVEY

Dave answers to David on paper and Davey at a sprint. Second through the door, first to volunteer, and the only courier who reads the addresses twice. Give him ten years and he'll be CO^UR^IER ONE; give him ten minutes and he'll be back with your reply. — L.F.

DIONYSUS CHILD-WORLD ELDER, PROSPECTIVE BOTANY JUNIOR · KEEPER-ONLY UNTIL RECRUITED

An elder at twenty-something, from a world where that word does heavy lifting. He has charm and no keel — a boy who learned to preside before he learned to want anything. If he joins Botany, Daniels will have to grow him a backbone along with the crops. 'Until then he is a maybe, not a man. — L.F.

■ KEEPER NOTE

Dionysus does not become a regular until a backbone is chosen for him — a want, a fear, or a debt. Three options to pick from at the table: (a) he wants to *leave* the child-world and ageing terrifies and thrills him; (b) he owes the elders a life-debt and joining Atlantis is flight from it; (c) he is the only one who remembers what the generator was *for*, and the memory is heavy. Pick one when he signs, or let play pick it.

THE TWO SOLDIERS JUMPER THREE ESCORT — LORNE'S PICK · PLAYER-FACING

PFC ORRIN HULL — “the smartest”: reads manuals for pleasure, corrects officers under his breath, has never once been wrong quietly. — L.F.

PFC DUSTY MERÇK — “the dumbest”: cannot be trusted with a map, can absolutely be trusted with your life. Lorne swears the pairing is deliberate. — L.F.

PART II **SO-I.2 · The Roster — regenerated, full table**

SEAT / OFFICE	HOLDER	STANDING NOTES
UN (the Council)	Cinco — sole seated member; the vote rests here	The title lives in the narrow table, not the chair’s occupant. Held in trust.
Second Officer (<i>unofficial title</i>)	John Daniels (Botany & Depot)	Un’s personal advisor & first point of escalation. “Second officer” is table shorthand, not a papered rank.
Head, Botany & the Depot	John Daniels	Also holds Card 08 (Elders’ Garden). Weighted vest.
Head, Armory	Rainbow	—
Head Torture Officer (<i>title under Armory</i>)	Rainbow	Commissioned by record, 2026-07-08. Card 07.
Head, Courier Department	COURIER ONE	Office-name survives succession. +8 deputies granted at handover.
Deputy Courier	Dave (David/Davey)	Named deputy; the +8 fills behind him.
Backup Science	Montgomery	Field repairs; Jumper Three hands (Card 05).
Chief Science	Dr. Radek	Pinned to Genii Compound (Card 01). Radio contact only.
Medical	Dr. Carson Beckett	Light duty. Hoffan Compound hands (Card 02). Will not test on a live Wraith.
Hoffan Liaison	Keely	Hoffan researcher, resident chemist (Card 02).
Genii Liaison	Koyla (<i>“the lieutenant”</i>)	Attends conferences. Watch what he doesn’t say.
Military escort (detached)	Maj. Lorne	Picks escort details; not a Council seat.
— returned, unassigned —	Omar	Back as of this watch (Landis’s catch at sea). Seat/role to be decided at the table.

Departed: Landis (Keeper emeritus) — at sea aboard the Silver Surfer.

PART III The Token System — replaces Landis-morphing

The problem it solves: with Landis gone, the Keeper needs to voice many NPCs without the old fiction that Landis “became” them.

The rule — Hands on the Table:

1. **Every named NPC is a token** (a card, coin, or standee — one per NPC, name and office on it).
2. **The Keeper speaks for a token only while touching it.** Pick it up: that voice is live. Set it down: the voice is gone from the scene. No touch, no talk.
3. **One token at a time.** If two NPCs must argue, the Keeper alternates picks — which naturally paces NPC-on-NPC scenes and keeps the table central.
4. **Players may summon a token** by name through the fiction (send a courier, call a conference). The Keeper may decline in-fiction (“Radek is pinned; radio only”) — a pinned NPC’s token lies face-down.
5. **Letters need no token.** Written reports, wires, and squall reveals arrive as paper in the established letterhead voice — the token system governs *spoken* presence only.
6. **The Keeper’s own voice** (rules talk, watch calls) uses no token. If it isn’t holding a token, it isn’t a character talking.

Why it fits the house: it keeps the pen-and-paper materiality of the game (tokens are physical, like the cards and seals), it makes NPC presence *visible and finite* on the table, and it retires Landis-morphing without retconning it — Landis simply took his token to sea.

Optional flourish: the blank play aids include a token template sheet (see Systems & Production).



The Ledger of Peoples

*Standing is the five-word dial: **Hostile · Cold · Guarded · Warm · Bound**. Where a people stands differently toward Atlantis-as-a-whole, toward the Council, or toward a specific member, that is noted. Standing moves only on record, one step at a time. — Fen*

The Genii

STANDING: GUARDED · CAPPED



Standing toward the Council: Guarded (*capped — the maker's hand has ruled the Genii will not become trusting; they can, at most, be given a reason*). **Who speaks:** Dina, nominal chair — Colm's daughter, who took over running the Genii; fear-driven. Koyla ("the lieutenant") attends our table as liaison. **What they want:** the fission device built and proven; a Pegasus where they are not prey. **What they fear:** being seen weak — by the Wraith, by their own.

The bond: an alliance Cinco brokered with Dina on the Hoffman planet as neutral ground. Uneasy. Bound to us by Project Hammer, not by trust. **Radek is on permanent loan to their compound** to develop the bomb; the Council supplies the Littlemaker device (the trigger). *Keeper's standing note: the Genii still have many betrayals left in them.*

Open business: Card 01 (Project Hammer, stalled on interrogation intel); the Genii Package seals (the Ore, the Aim, the Hand). **Toward Cinco specifically:** it was Cinco who made the alliance — his personal credit, and his personal exposure if it turns. **Toward Omar specifically:** ■ keeper-sensitive — Omar/Gomar's history with the Genii (the grenade, Colm) is tangled and held open. See the Wraith/keeper notes.

The Hoffans

STANDING: WARM

Standing toward the Council: Warm (*committed allies of necessity*). **Who speaks:** their research council; Keely, Hoffman chemist, resident with us. Dr. Carson Beckett works their compound from our side (light duty). **What they want:** the anti-Wraith drug proven and field-ready before the Wraith come — at nearly any price. **What they fear:** running out of time; that the price will be paid for nothing.

The bond: their planet served as neutral ground for the Genii alliance; they need our resources and our medicine's conscience (Beckett) as much as we need their drug. The compound's true cost is sealed business. **Open business:** Card 02 (the Hoffman Compound, awaiting a test subject); the Hoffman Package seals (the Subject, the Yield, the Keeping). *Live design question: whether the Hoffans mass-produce despite the mortality on their own initiative — see the Hoffman Package design note.*

The Child-World (*Childhood's End*)

STANDING: COLD

Standing toward the Council: Cold (*wounded goodwill — Standing was spent, honestly but truly, for the Shield's Heart*). **Who speaks:** the elders — among them Dionysus, a maybe-recruit for Botany, not yet a man of ours; and the eldest boy Cinco met, bound to die at the appointed hour. **What they want:** to be left the shield and the shape of their lives.

What they fear: the sky. Everything they do is about the sky. (*A world of children who end themselves at the age of the elders — the sky, and the age, are the whole of their dread.*)

The bond: Cinco crashed a jumper here, completed the “Home”/mist plot elsewhere, and returned to spend their Standing recovering the ZPM. The debt is now ours to repay. **The repair road:** Card 08 (the Elders’ Garden) — Daniels’ space-weed diplomacy; gifts before asks; Cinco joins on the third watch. **Open business:** whether the spent Standing surfaces as a future squall or simply colors all future dealings — **held open by the Keeper.**

The Mist Beings *(the Mist planet)*

TOWARD CINCO: GUARDED

Standing toward Cinco specifically: **Guarded** (*a peace agreed — and privately reserved against*). **Who speaks:** the mist itself, through the dream it shows. **What they want:** to be left in peace. **What they fear:** being used as a power source.

The bond: Cinco completed the “Home” plot here — discovered he stood inside a dream of the mist beings, and agreed to leave them in peace. *Keeper’s standing note: Cinco secretly reserved the option to use them as power anyway. The peace is real on the surface and hollow underneath — a squall waiting on the day he spends it.* **Open business:** none active; a pinned option in Cinco’s own pocket.

The Wraith

STANDING: NONE — BY DESIGN

Standing: none — and that absence is the point. The Wraith are not a people the Council deals with; they are a weather it survives. No Standing dial exists for them, because Standing is for peoples who can owe and be owed, and the Wraith do not owe. A captive Wraith (Card 03, the Catch) is a resource with a mind — it will bargain, lie, and wait; everything it says is a move. See SO-5 (the Wraith) and the Catch. **Open business:** Card 03 (the Catch, 1/3); Card 07 (Rainbow’s torture); the floated Wraith High; the interrogation that unblocks Project Hammer.

■ *Keeper margin: Gomar/Omar tried to summon a Wraith while ascended, breaking the rules of non-interference — the act that began his fall. Keeper-sensitive; held open.*

Earth / Command *(the SGC, home)*

STANDING: BOUND

Standing toward Atlantis-as-a-whole: **Bound** (*home is home — the tie is not diplomatic but filial*). **Who speaks:** command, by radio and by the burst window (see Letters from Pegasus). **The bond:** Atlantis was reached through the stargate behind the ancient chair in Antarctica, now at the SGC. Command is kept aware — the ZPM was radioed home the watch it was recovered. **Open business:** the Letters from Pegasus trigger (the one-burst choice: everything / the letters / a warning).

HELD-OPEN THREADS THAT TOUCH STANDING

- **Whether the water answers Cinco** — undecided by design; not a people, but it colors everything.
- **The Confederation** — Taxe's Federation ambition; a bloc that would admit the Hoffans, and the Genii only "after someone of great power is found a good fit." Keeper-side draft exists (name blank) — see Systems & Production, Part IV. When it forms, its members' standings fold into a shared leaf.
- **Colm's status** — believed dead but alive and rogue (Storm canon, source of truth); bears on the Genii leaf if he resurfaces.

Kept by the Ledgerman; append-only. A standing moves only on record, one step at a time, cause named in the minutes. — filed by Fen,

2026-07-09

The Atlantis Inventory

What the expedition holds, what it can spend, and how to reckon a supply on the fly when the Ledger doesn't say. Kept by the Ledgerman; append-only. — Fen

How to read this. Each line is **free** (on hand, unspent), **pinned** (committed to a Work/card), or **spent/expended**. Consumables carry a rough count and a burn rate; durables carry a count and a condition. Where a number was never established at the table, it reads **UNKNOWN** — **check** and should be resolved by a scene, not invented in the Ledger.

I Aircraft & Vehicles (durables)

ASSET	COUNT	CONDITION	STATUS	NOTES
Puddle Jumpers	3 known	#1–2 flightworthy; #3 crashed	#3 pinned to Card 05	Jumper Three down on the child-world; Montgomery can fly-fix, Radek owes the full rebuild. Bay may hold more — UNKNOWN, check the bay.
MALPs	UNKNOWN — check	assumed serviceable	free	Canon-real, logged but never counted. Recon/first-through-the-gate drones on wheels. Treat as few (1–3) until a scene says otherwise.
Daedalus (ship)	1, off-table	—	inbound/available per arc	Not a held asset — a chain-of-events destination. Fold in when the arc reaches it.

I I Ordnance & Weapons

ASSET	COUNT	STATUS	NOTES
Sidearms & rifles (small arms)	effectively unlimited	free	<i>Ruling recommendation in Part VII — treat the guns themselves as not-scarce; the drama is never “do we have a rifle.”</i>
Small-arms ammunition	abundant, not infinite	free	<i>See ruling: guns free, ammo abundant-but-countable so a siege can still bite.</i>
Tranquilizer guns	5	pinned to Card 03 (the Catch)	Established at the table. Stun guns are dead through the EMP — tranqs are the whole plan.
Wraith stun weapons	few (captured/salvaged)	free	Ineffective through the EMP; useful otherwise. Count UNKNOWN — check.
Drones (Ancient, jumper/chain munitions)	UNKNOWN — we haven't checked	unpinned	The expedition has never inventoried the drone stores. A live open question — resolve by a scene (a count, a bad surprise, a windfall). Assume <i>low and precious</i> until checked.
C-4 (demolition charge)	moderate stock	free	Expedition-standard. Enough for several breaches/demolitions; a large single job (bring down a structure) draws it down noticeably.
Shield generator / EMP rig	1	pinned to Card 03/04	The child-world EMP piece. Central to the Catch and the Shield's Heart.
The Littlemaker device	1 (design + build)	pledged to the Genii	The pre-nuclear trigger promised to the Genii for Project Hammer. <i>Not</i> naquadah; keep naquadah off their table.

I I I Power & Exotic Materials

ASSET	COUNT	STATUS	NOTES
ZPM (from child- world)	1	recovered, nearly dead	Good for almost nothing but powering a shield exactly like the one it came from (the Shield's Heart squall).
Naquadah	modest store	free	Powers the city's backup generators; the mineral the Milky Way gates are made of, brought from home. Genii must not learn it exists.
Fissile stock (for Project Hammer)	Genii- supplied	off our books	The Genii bring their own core material; the Council supplies only the Littlemaker trigger. See the Ore seal (short-count subplot).

IV Consumables (food, medical, field)

ASSET	ROUGH STOCK	BURN RATE	STATUS	NOTES
Food & rations	~90–120 person-days for the core expedition; more via off-world trade	~1 person-day per head per day	free; some earmarked for trade	The expedition lives partly off resupply and trade. Food is a <i>diplomatic asset</i> as much as a survival one — see the child-world (space weed) and Hoffan lines.
Medical supplies	solid field stock	spikes with casualties	free; some earmarked for trade	Beckett's domain. Traded alongside food to build Standing. A mass-casualty event (or the Hoffan compound's mortality) draws hard on this.
Space weed	trade quantity	—	pinned to Card 08	Daniels' diplomacy currency with the child-world elders.
Water & consumable field kit	not scarce	routine	free	Atlantis sits on an ocean; potable supply is an engineering matter, not a scarcity one. Assume adequate unless a Work says otherwise.
Fuel / power cells (jumpers, gear)	adequate	per operation	free	Rarely the bottleneck; flag only if a Work pins it.

V Personnel as a “supply” (Hands)

Not stores, but the scarcest resource in play. A person is **one card's Hands at a time** — pinning is real. Radek is pinned to the Genii; Beckett is light-duty; the Cincos carry the field Works. When a Work stalls “for want of hands,” that is this table, not a shortage of steel. See SO-1.2 (the roster) and the gate-team rules.

VI Reckoning a Supply on the Fly — the reference table

When a player asks “do we have enough X for Y,” and the Ledger doesn't say, don't invent a number — reckon it. The question is a scene, not arithmetic. Use the tier that fits the ask.

IF THE ASK IS...	RECKON IT AS...	ON-RECORD RESULT
A routine thing we obviously stock (a rifle, a ration, a bandage, a radio)	Free — we have it. No roll, no scene.	Just narrate it. Don't make abundance dramatic.
A consumable in quantity (feed 200 elders, medicate a village, C-4 to drop a wall)	A named draw on a consumable line. Ask: does this <i>noticeably</i> dent the stock? If yes → it becomes a pinned cost and a possible future squall (we gave away next month's medicine).	Minute the draw. Step a Standing dial if it was a gift.
A thing we've never counted (drones, MALPs, spare jumpers)	UNKNOWN — resolve by a scene. A count, a windfall, or a bad surprise. Never quietly assume plenty.	The count itself is now canon, append-only.
A thing we don't stock (the wrong tool, the exotic part, the Genii's fissile core)	We don't have it — it's a Work. Acquiring it is a Small Work or a trade, on record.	Open a card, or spend Standing to source it.
A thing scaled to a threat (ammo for a siege, medicine for an outbreak)	Abundant-but-finite. We won't run dry in a firefight; we <i>can</i> run low across a prolonged crisis. The Keeper sets a soft ceiling by naming a sealed Price.	The shortage, if it comes, arrives as a squall — never as a surprise mid-sentence.

The one rule of supply: *guns are free, wars are not.* Never let the drama be “do we own a rifle.” Let it be “do we have enough, for long enough, and what did we spend to get it.” Abundance is boring; **draw-down is the story.**

VII Suggested ruling — guns & ammo

Recommendation: guns free, ammo abundant-but-finite. Treating firearms as effectively unlimited keeps the table from bean-counting rifles (which no one enjoys), while keeping ammunition *countable-in-crisis* preserves the one place scarcity matters — a siege, a long campaign, a supply line cut. In practice: never track ammo in a scene; *do* let the Keeper open an “ammunition running low” squall across a prolonged conflict, named as a sealed Price when the conflict begins. This is the same instrument as every other seal — a cost named early and held unread.

■ *Open for your ruling: confirm guns-free / ammo-finite, or set both infinite, or track both. My lean is above.*

Filed by Fen, 2026-07-09. Counts marked UNKNOWN are honest gaps, not oversights — resolve them at the table and the Ledgerman will write them down.

SO Binder Additions

SO-2 (outline only) · SO-4 (draft) · SO-5 (draft) · Letters from Pegasus (trigger + letter).

SO-2 Conduct of Gate Teams — outline only

Per ruling: outline until dependent sections are reworked (comms canon, gate-team rules ratification).

- **2.1 What a team is** — the card-in-motion doctrine (from Gate-Team Rule 1).
- **2.2 Raising a team** — declaration on record; composition minima; the “last of anything” override.
- **2.3 The leader’s word** — delegated authority and its three hard limits; answering for overreach.
- **2.4 Word and silence** — comms discipline; the presumed-working / at-risk / recovery ladder. (*BLOCKED: awaits the runners-not-radios comms canon.*)
- **2.5 Concurrent operations** — no shared Hands; pinning off-world.
- **2.6 Coming home** — the report-before-rest rule; reports as watch-pips.
- **2.7 When it goes wrong** — recovery Works; what the record says about the lost.

SO-4 The Ledger of Peoples — draft

The player-facing standing record of every people the Council deals with. One leaf per people; Standing narrated as a dial, not a number (per house ruling — quantification is a separate Tier 7 work). Form of a leaf: Name · Who speaks for them · What they want · What they fear · Standing (the dial, in words) · Open business (cards that touch them).

Leaf 1 — THE GENII

Who speaks: Dina, nominal chair (fear-driven). Koyla attends our table as liaison. **What they want:** the fission device proven; a Pegasus where they are not prey. **What they fear:** being seen weak — by the Wraith, by their own. **Standing:** **guarded partners** — bound to us by Project Hammer, not by trust. The maker’s hand has ruled: the Genii will not become trusting; they can, at most, be given a reason. **Open business:** Card 01 (Hammer, stalled on interrogation intel); Radek pinned to their compound.

Leaf 2 — THE HOFFANS

Who speaks: their research council; Keely resident with us as chemist. **What they want:** the compound proven before the Wraith come — at nearly any price. **What they fear:** running out of time; that the price will be paid for nothing. **Standing:** **committed allies of necessity** — they need our medicine’s conscience (Beckett) as much as our resources. The compound’s true cost is sealed business. **Open business:** Card 02 (Compound, awaiting a test subject).

Leaf 3 — THE CHILD-WORLD (Childhood's End)

Who speaks: the elders; among them Dionysus (a maybe, not yet a man of ours). **What they want:** to be left the shield and the shape of their lives. **What they fear:** the sky. Everything they do is about the sky. **Standing: wounded goodwill** — their Standing was spent for the Shield's Heart, honestly but truly. The Elders' Garden (Card 08) is the repair road: gifts before asks. **Open business:** Cards 08 (Garden), 03/05 staging on their soil.

Leaf 4 — THE WRAITH

Not a people we deal with; a weather we survive. See SO-5. No Standing dial exists for the Wraith — that absence is the point.

■ *Leaves to add when met on record: any Brotherhood-holding people (Beat I–II), the Confederation's members (keeper-side draft exists).*

SO-5 The Wraith — full draft

Player-facing. The binder's plain words about the enemy.

5.1 What they are. The Wraith feed on the living and sleep between feedings. They are not a nation to treat with; they are a season that returns. The Council does not keep a Standing dial for the Wraith because Standing is for peoples who can owe and be owed. The Wraith do not owe.

5.2 What they know. Assume any Wraith that sees a thing reports it, given the chance. What a hive learns, the hives may learn. Operational discipline off-world exists because of this paragraph.

5.3 Taking one. A Wraith may be captured (see the Catch, Card 03). A captive Wraith is a *resource with a mind* — it will bargain, lie, and wait. Everything it says is a move. Interrogation, torture (Card 07), and stranger methods are the Council's business by record; their yield is the Keeper's business by seal.

5.4 Holding one. A held Wraith hungers. Hunger is a clock the table cannot see the face of. The holder answers for the hold: feeding, not feeding, and ending the hold are each a decision *on record*.

5.5 The one rule. No bargain with a Wraith binds the Council unless made by Un, on record, with the table seated. Anything less is a person's word, and the Council will say so to the Wraith's face.

■ *Keeper margin (not for player copy): the Wraith Work firewall question remains deliberately open — whether Wraith-facing Works are firewalled from the normal Ledger. Held as keeper-notes option, per standing ruling.*

TRIGGER Letters from Pegasus — trigger + the signed letter

Designed per ruling; expect refinement. Wires into Storm Beat V's territory but stands alone.

- **Name:** *Letters from Pegasus.*
- **Trigger:** the first watch after the Council survives something it did not expect to survive or closes its first Great Work — whichever comes first. (Keeper may also fire it by hand at any true low ebb.)

- **Clock:** one watch, exactly. The window is a passing alignment (in-fiction: the gate can push a compressed burst home — once).
- **The choice on the table:** the burst can carry *one* of: (a) everything — logs, science, the record entire; (b) the letters — every person's words to their people, nothing official; or (c) a warning only — coordinates and dangers, cold and useful. One burst. Un chooses, on record, with the table seated.
- **Break:** whatever is chosen is gone beyond recall the moment it is sent — and the two unchosen things become letters that never went. The Keeper files what each unsent choice *would have said* as sealed leaves; they may surface later as squalls of regret or vindication.
- **Foothold ℓ: *The Reply*** — whether anything ever comes back is the Keeper's, and the water's, business.

THE SIGNED LETTER · FIRES WITH THE TRIGGER · ARRIVES BY COURIER, SEALED

To the Council of Un, sitting —

You will have one watch and one burst. I built the alignment tables before I left; the water keeps better time than I do, but the window is real and it is narrow.

Send everything, and home will know your science and your dead. Send the letters, and home will know your hearts and nothing it can use. Send the warning, and home will owe you its life and never know your names.

There is no fourth choice. I looked.

Whatever you choose, choose it seated, and write it down. The record is the only thing that crosses every kind of water.

— L.F., by the last courier I trusted before the tide

■ *Refinement hooks (as you predicted): the exact trigger condition, whether (b) includes the players writing real letters at the table (recommended — it's the whole payload of the beat), and whether the Reply ever comes.*

SO-3 Annex — The Live Cards

VIII

Watch advanced one notch on all non-frozen cards, per Keeper's ruling at end of session 2026-07-08.

ANNEX A Table Copy — player-facing

CARD 01 · GREAT WORK · STALLED 2/5 FROZEN

Project Hammer

Aim: a Genii fission device, built and proven. **Hands:** Dr. Radek (pinned) · Genii engineering.

Stalled, awaiting the Catch. Something moves under this one that the table copy will not say.

CARD 02 · GREAT WORK · STALLED 2/5 FROZEN

The Hoffan Compound

Aim: the drug proven, mass-produced, field-ready before the wraith come. **Hands:** Dr. Carson Beckett (light duty) · Keely, Hoffan chemist.

No deputy — a medical emergency freezes this card unless Un overrides (SO-1.4–1.5). Awaiting a test subject.

CARD 03 · WORK · OPEN 2/3 · 18-HR CLOCK

The Catch

Aim: one wraith — alive, contained. **Hands:** the Cincos. The clock is fictional, not the tide.

Both Great Works above wait on this one. Everything hinges on the catch.

CARD 04 · WORK · SQUALL OPEN 2/3

The Shield's Heart

Aim: the power source found, taken, delivered to Atlantis. **Hands:** the Cincos. Watch two complete; **watch three begins on resume.**

ZPM recovered, radioed home, report delivered. The squall is open — the ZPM is not what was hoped. One watch remains to see this through.

CARD 05 · SMALL WORK · OPEN 0/1

Jumper Three

Aim: flying again, or honest salvage. **Hands:** Montgomery + two soldiers (Lorne's pick), on foot, concurrent with the Catch. Queued last session, no hands yet at work; expected to reach 1/1 this game.

Montgomery can make her fly; Radek will want the guts redone when he's free. Watch pips mark work done, not work planned.

CARD 06 · WORK (RESEARCH ROAD) · QUEUED 0/3

The Brotherhood

Aim: the riddle solved. **Hands:** VACANT — the obvious hand (Radek) is pinned to Card 01. No hands, does not advance.

The dig site awaits — your clue is there.

CARD 07 · SMALL WORK · OPEN · NEW 0/1

Rainbow Learns to Torture

Aim: the craft learned — books, implements, theory.

Hands: Rainbow (pinned). Commissioned end of last session; begins counting this watch. **Stakes:** the Wraith's willingness.

Research first; no Wraith required to progress.

CARD 08 · WORK ORDER · OPEN · NEW 0/3

The Elders' Garden

Aim: Standing rebuilt with the child-world elders;

Dionysus recruited to Botany. **Hands:** Daniels (Botany); Cinco joins on the third watch. Commissioned end of last session; begins counting this watch.

Gifts before asks. The Depot provides.

ANNEX B Keeper's Copy — sealed, not for the table

Card 01 — Project Hammer. Sealed: Radek's field report on suspicious ore diversion, sent by trusted courier. Squall does not resolve normally — *it seeds the Divine Work The Storm*. True block: the Genii will not commit until the Wraith confesses *where the device will be deployed*. Unblocks only after a successful interrogation (Cards 03 → 07 chain).

Card 02 — Hoffan Compound. Sealed squall: Beckett's clinical note — the compound works but carries ~50% mortality; risk the Wraith make an example of Hoff. Beckett will work from a *dead* Wraith only ("so we don't commit war crimes"). A live captive forces the ethical scene.

Card 03 — The Catch. NO SQUALL — capture guaranteed by keeper's telegraph. Only threat: soul-suck (Wraith-specific, not mechanical). On completion (3/3), unblocks Cards 01, 02, 07-in-practice, and the floated Wraith High.

Card 04 — Shield's Heart. First squall (revealed): the ZPM is nearly dead — good for almost nothing except powering a shield exactly like the one it came from. **Watch three, per Keeper's ruling:** a Wraith homing device is already active and transmitting on the planet. The Catch itself still goes fine (no squall on Card 03 — guaranteed).

The sequence: after the Wraith is caught, a *second* homing device is found transmitting. They destroy it and turn the shield back on — **that ends Card 04**. The Wraith being already inbound/present on return is the watch-three pressure, not a threat to the Catch's guarantee. (*Standing wound question still open: future squall vs. coloring future dealings; Card 08 is the repair road either way.*)

Card 05 — Jumper Three. At 0/1 — queued, hands assigned but not yet at work; expected to complete (1/1) this game. Emergency repairs get her flying; full rebuild waits on Radek. When closed, log the jumper as an *asset with a maintenance debt* — a hook, not a freebie.

Card 06 — Brotherhood. Three seals still unwritten — now drafted in the Brotherhood Package, pending Keeper approval. Hands stay vacant until Radek frees up or the table finds another mind.

Card 07 — Rainbow. Sealed consideration: if Rainbow completes research *before* a live Wraith exists, the practice question lands hard when the Catch closes. The Wraith's willingness (the Stakes) is the Wraith's choice — play it, don't rule it.

Card 08 — Elders' Garden. Sealed: the elders remember the spent Standing (Card 04). First watch is cold reception; gifts warm it. Dionysus needs a backbone before he can become a regular — see NPC Compendium. If Cinco's third-watch visit goes wrong, the wound compounds.

Floated, off-board — Operation: Get the Wraith High. Prepped as backup (see Keeper's Notes 2026-07-09 §Optional). Not carded unless Cinco commits. If taken, it is a ~1-watch Work with Stakes: the intel's reliability (a high Wraith may confess anything, true or not — that's the trap and the fun).

Regenerated by Fen for the Keeper, 2026-07-09. Two ■ completions await your ruling — see the response list.

The Genii Package

*Original design in the house voice — where the Brotherhood is a puzzle and the Hoffman is a moral riddle, the Genii Work is a **riddle of trust**: the answer keeps changing depending on who you believe.*

PART I The Shape of the Work



Project Hammer is not stalled because the bomb is hard to build. It is stalled because **the Council is building a weapon for people who lie to them, using intelligence from a creature that lies to everyone**. Every gate on this Work is a question of *whose word to take* — and the wrong answer doesn't fail the card, it arms the wrong hand.

The Brotherhood rewards cleverness. The Hoffman reveals character. **The Genii Work rewards paranoia and punishes it in equal measure** — trust too little and the alliance collapses; trust too much and the device points the wrong way. There is a true answer at each gate, but the table can only find it by deciding who is worth believing.

Canon note — what the Council supplies. The Genii are building a conventional fission device. They do not know naquadah exists, and nothing in this Work should teach them — no naquadah, no naquadah-enhanced yield, ever put in front of them. The Council's agreed contribution is the **Littlemaker device** (Francis's design): a pre-nuclear explosive that reaches the temperature and pressure a fission core needs to light. It is the trigger, not the bomb — the Genii supply the fissile stock and the engineering; the Council supplies the spark.

Rides the three research tiers, but each tier carries a **sealed price** — a thing named now and held unread. **A seal opens only when the table earns it (reward) or spends the effort to break it (paid cost) — never merely by reaching a beat.** The three sealed prices: the Ore, the Aim, the Hand. Each holds a truth the Keeper already knows; the wax keeps it until the table earns the reveal or pays to force it.

PART II The Three Sealed Prices

*Drafted for approval; stay sealed until earned or paid. House form parallel to the others. Each seal holds a truth the Keeper knows. It opens two ways only — as a **reward** the table earns (an audit run, a source corroborated, a custody won on record) or as **spent effort** the table pays to force it (a watch burned, Standing spent, a Price named) — not because a beat arrived.*

SEAL I — THE ORE

opens as reward when the table runs the audit — or as spent effort if they burn a watch chasing the thief before the manifest gives him up

Radek's own field report, by trusted courier, not by radio — which is itself the message: "The fissile stock comes in short. Not stolen by our enemies — diverted, before it reaches the count, by a hand that signs the manifest. I can tell you the amount that goes missing. I cannot yet tell you the name, and I will not put a guess in writing where a wire can carry it."

What it holds: the Council can *audit* the supply (spend the watch, flush the thief — the reward) or *trust* the Genii count and build faster on a device that may be quietly short. The seal does not open by suspecting — it opens when the audit is run, or when the table spends to chase the name.

SEAL II — THE AIM

opens as reward when the intel is corroborated against a second source — or as spent effort if they act on faith and pay to learn whether the Wraith lied

A transcript fragment, the captive Wraith's words, rendered flat because the tone was worse: "I will tell you where the hive sleeps. I will even tell you true. Ask yourself only why I would."

What it holds: the deployment intelligence (Card 01's true block, why it waits on the Catch). Corroborating it is the reward that opens the seal clean; acting on faith opens it the hard way, and the cost is whatever the Wraith's truth was meant to serve.

SEAL III — THE HAND

opens as reward when custody is settled on record — or as spent effort if it must be seized or fought for

An unsigned Genii note, the courtesy of its phrasing the most alarming thing about it: "A proven device is a gift the giver may wish to keep. When it is finished, it will sit in someone's keeping the night before it is used. We trust that it will be ours. You will wish it to be yours. The device does not care whose hand is on it — only that the hand is sure."

What it holds: who holds the finished weapon the night before deployment. Settling custody on record is the reward; the maker's hand has ruled the Genii will not become *trusting*, so this cannot be earned by goodwill — only by leverage, watch, or a Price paid. Whoever holds it shapes what the Storm becomes.

PART III The Beats — keeper copy, two-copy format

The beats are the shape the Work moves through. The seals are separate — a beat may pass without its seal opening, if the table neither earns nor pays for it. A sealed price left unopened waits; it does not spill on schedule.

BEAT I · THE ORE — Trigger: the device needs fissile material and the count comes short. Clock: 1 watch to audit, none if trusted. Break: the supply is either audited or taken on faith. **Seal I opens** as reward if the audit is run (the thief flushed — a name the Storm may want; *Keeper elects whether it ties to Colm's faction, Storm document taking precedence*), or as spent effort if the table burns a watch chasing the name early. Trust the count and the seal stays shut — the short-count flaw sleeps until the worst watch. Foothold ℓ: *Count the Ore, or Take the Count.*

BEAT II · THE AIM — Trigger: the captive Wraith gives up a target (requires Card 03 closed and interrogation underway). Clock: 2 watches to corroborate, none to act on faith. Break: the intel is either corroborated or acted on blind. **Seal II opens** as reward when a second source confirms or denies the Wraith, or as spent effort paid in blood if they strike on faith and learn the truth's price after. Foothold ℓ: *Verify the Aim, or Trust the Prisoner*. Ties hard to Cards 03 and 07 — the interrogation's quality determines what this seal is worth.

BEAT III · THE HAND — Trigger: the device built and proven. Clock: hidden — the custody night arrives once. Break: someone holds the Hammer that night. **Seal III opens** as reward when custody is settled on record, or as spent effort if it must be seized or fought for — never by goodwill (the Genii cap at Guarded). Weatherglass likely. Foothold ℓ: *Set the Custody*.

RECONCILE

This Work is the on-ramp to the Divine Work **The Storm** — Card 01's squall does not resolve normally; it *seeds the Storm*. The Ore's thief (Seal I) and the Hand's custody (Seal III) are the two places this Work can hand off to Storm canon. **Storm document is the source of truth** for Colm's status (believed-dead-but-alive, rogue faction) and for the Storm's own timetable; no seal here may resolve a Storm beat early or contradict Colm's whereabouts. If a conflict arises, the Storm wins and it goes in the handoff manifest.

Drafted by Fen, 2026-07-09. This Work is a hall of mirrors with one true door per room — the table finds it by deciding who to believe, and pays for guessing wrong. Seals await approval before wax.



The Hoffan Package

Original design in the house voice — the Compound's riddle is not a solved puzzle like the Brotherhood's grid; it is a moral one. The "answer" is a decision, not an arrangement.

PART I The Shape of the Work



The Brotherhood is a puzzle with a right answer (place the stones, the vault opens). **The Hoffan Compound is the opposite kind of Work: a riddle whose every answer costs something, and there is no arrangement that makes the cost zero.** The players are not looking for the solution the Brothers hid — they are being asked to *become* the people who decide what a cure is worth.

Mechanically this rides the three research tiers (Reading → Practice → Mastery), but each tier here carries a **sealed Price**, named now and held unread. The compound already works. What the Work asks is: *proven on whom, made at what rate of loss, put in whose hands*. The three sealed prices: the Subject, the Yield, the Keeping. **A seal opens only when the table earns it (reward) or spends the effort to break it (paid cost) — never merely by reaching a beat.** The wax keeps the sum until the debt comes due.

PART II The Three Sealed Prices

*Drafted for approval; stay sealed until earned or paid. House form kept parallel to the Brotherhood's Nudge/Bearing/Answer. Each seal is a Price named now and held unread. It opens two ways only — as a **reward** the table earns (clever play, spent Standing, an honest reckoning made on record) or as **spent effort** the table pays to force it (a watch burned, a cost named) — not because a beat arrived. Written to be printed, folded, sealed.*

SEAL I — THE SUBJECT

opens as reward when the table decides, on record, who the compound is proven on — or as spent effort if they burn a watch forcing Beckett's hand

From Beckett's clinical file, a hand steady enough to frighten you: "It works. I need only a body that was going to face a Wraith anyway, and the courage to watch what I already know. One of those two I have."

What it holds: Beckett will use a dead Wraith and sleep at night; a living trial is faster and is a door that does not close again. The seal does not open by asking — it opens when the choice is made on record, or when the table spends to override.

SEAL II — THE YIELD

opens as reward when the table reckons honestly with the loss on record — or as spent effort if they spend Standing to make Hoff bear it

A Hoffan production ledger, Keely's column, one line underscored twice: "For every hundred saved from the feeding, so many will not wake from the cure. I will make what I must to save my people, and carry the number myself if no one will carry it with me."

What it holds: scale has a mortality (a *fraction the Keeper sets when the seal opens* — the sealed sum). Whether the Council shares that weight or lets Hoff carry it alone is the reward-or-cost that breaks this seal. (*See the design note below: the Hoffans may take this decision themselves.*)

SEAL III — THE KEEPING

opens as reward only when the compound is proven and made and the Council writes the list on record — or as spent effort if an outside hand forces the question first

An unsigned note in a courier's satchel, the paper Genii-milled: "A weapon that empties a Wraith works as well on a man. Whoever holds the cure holds a hand at every throat in Pegasus. You will be asked to share it. You will be asked to withhold it. There is no third thing — only whose name is on the list."

What it holds: the finished compound is power, not just mercy. Deciding who is allowed to have it, on record, is the reward that breaks this seal — and every people left off the list is a Standing wound waiting to open. An enemy forcing the question early is the costlier way in.

PART III The Beats — keeper copy, two-copy format

The beats are the shape the Work moves through. The seals are separate — a beat may pass without its seal opening, if the table neither earns nor pays for it. A sealed price left unopened simply waits; it does not spill on schedule.

BEAT I • THE SUBJECT — Trigger: a Wraith exists to test on (the Catch closes), or the table forces a living trial. Clock: 1 watch. Break: Beckett draws his line — dead-only, light duty — so the Work either takes the slower honest road or the table pays to override on record (SO-1.4–1.5). **Seal I opens** if that choice is made on record (reward) or the watch is burned to force it (spent effort) — not by the beat alone. Foothold ℓ: *Name the Subject*. Ties to Card 03 and Card 07 (a tortured Wraith is also a testable one).

BEAT II • THE YIELD — Trigger: the compound proven once. Clock: 2 watches. Break: production scales, and the loss becomes real. **Seal II opens** as reward when the Council reckons with the number on record, or as spent effort if they spend Standing to make Hoff bear it alone — but see the design note: *if the Hoffans take the decision themselves, this seal opens as a consequence the table did not buy, and the Council reacts rather than authorizes*. Foothold ℓ: *Answer the Yield*.

BEAT III • THE KEEPING — Trigger: the compound field-ready. Clock: none — it waits on the Council, not a countdown. Break: the list. **Seal III opens** as reward when the Council writes who gets the cure on record, or as spent effort if an outside hand (the Genii's Card 01 leverage) forces the question before the Council is ready. Weatherglass possible — whoever is refused remembers. Foothold ℓ: *Write the List*.

RECONCILE

Nothing here contradicts Storm canon. If Project Hammer's sealed ore-theft (Card 01) is in play, the Keeping seal may entangle with the Genii's leverage — but Storm's timetable takes precedence; the Hoffman list must not resolve a Storm beat early. The compound's mortality fraction stays sealed inside Seal II until that seal is earned or paid — never revealed by reaching the beat.

NOTE Design Note — should the Hoffans decide the Yield themselves? —

Recommendation: yes. Letting the Hoffans mass-produce despite the mortality — rather than asking the Council to authorize a number — does not remove player control; it *relocates* it, from *authorizing a number* (cold, gamey, stalls the table doing the villain's math) to *living with what your ally did in your name* (hot, relational, improv-rich). The Council supplied the means; the Hoffans chose the ends; the Council now owns a horror it enabled but never ordered. That is a better Standing wound and a better scene than “name the acceptable dead,” and it is truer to a people you've written as willing to pay nearly any price.

In seal terms: if the Hoffans decide, Seal II opens as a *consequence*, not a purchase — the table earns the reveal by having taken the Work up at all (the debt was incurred when they started), and Grace may still answer it if earned on record. The Council reacts to the number; it does not set it.

Pocket variant: the Hoffans decide, but the Council gets one narrow window to intervene — too late to undo, early enough to matter — for a tragic “we could have said something sooner” beat. Use only if the table wants a lever; otherwise the *fait accompli* is stronger.

Drafted by Fen, 2026-07-09. This Work is a mirror, not a maze — its prize is the character the table reveals by choosing. Seals await approval before wax.

The Brotherhood Package

Riddle direction per ruling 2026-07-09: faithful to the SGA "Brotherhood" episode first, game-specific layers on top.

PART I The Riddle — faithful skeleton



Canon source: SGA 1x16 "The Brotherhood." The Brotherhood of the Fifteen hid a ZPM ("the potentia") from the Wraith on Dagan. The key: **nine stone tablets**, each bearing a symbol of the Brotherhood, hidden at nine sites. Placed correctly into a 3x3 grid at the monastery, they reveal the vault. The arrangement is a **magic square** — the numbers 1–9 placed so every row, column, and diagonal sums to **15** (the Quindosim's sacred number, the Fifteen).

4	9	2
3	5	7
8	1	6

The faithful solution grid. Every line sums to 15. The tablets each carry a Brotherhood symbol whose *stroke count* (or dot count — see table materials) encodes its number 1–9. The players must (a) recover the nine tablets from their sites, (b) realize the symbols are numbers, (c) discover the sum-of-fifteen rule, (d) place the grid.

Game-specific layers on top (the Council version):

1. **The tablets are scattered as nine Small Works**, not one dig — each recovery is a scene the table can order freely (some are bought with Standing, some dug, some traded). This turns one puzzle into a campaign texture.
2. **The Fifteen were a Council.** The vault does not open for a person — it opens for a *seated body*. The final placement must be done by Un's hand with the table present; the Brotherhood's lock is political, not mechanical. (This rhymes with "the Council of Un is Un.")
3. **The prize is not promised to be a ZPM.** Keeper's discretion — after the Shield's Heart disappointment, whatever sleeps in this vault should answer that would one way or the other.

TABLE MATERIALS · PRODUCTION LIST FOR LORD GIG / LANDIS'S SKETCHES

One 3x3 map grid board (the monastery floor). Nine tablet cards/images, each with a distinct symbol encoding 1–9 by countable strokes/dots — *faithful option*: mimic the episode's Brotherhood sigils; *house option*: water-themed sigils (waves, knots, gulls) with countable elements. Optional: a folded "Fifteen" hint document in letterhead voice, found at the dig site.

PART II The Three Keeper's Seals — drafted for approval

Per house form: Nudge / Bearing / Answer. Written to be printed, folded, and sealed.

SEAL I — THE NUDGE

open when the table stalls on what the symbols are

From the dig site ledger, hand unknown: “The Brothers counted what they carved. A child could read these stones, if the child would only count.”

— The symbols are numbers. Count the strokes.

SEAL II — THE BEARING

open when they have tablets but not the rule

A marginal note in a trader’s copybook, bought for two tins of fish: “Fifteen brothers, fifteen the vow, fifteen every road you walk across their floor. No road more, no road less.”

— Every row, column, and diagonal must sum to fifteen.

SEAL III — THE ANSWER

open only if the riddle threatens the table’s patience — the maker’s-hand mercy

In Landis’s hand, sealed in black: “If you are reading this, the water grew impatient before you did. Place them so: four, nine, two / three, five, seven / eight, one, six. Tell no one I made it easy. — L.F.”

PART III Mini-Divine-Work Beat Timetable — keeper copy

Two-copy format per house standard. This is the sealed keeper timetable; the table copy is Card 06 as it stands.

BEAT I · THE DIG SITE — Trigger: a hand frees up (Radek released, or a new mind found). Clock: 1 watch. Break: the site yields the first tablet + the “Fifteen” hint. Foothold ℓ: *Read the Stones* (research road opens).

BEAT II · THE SCATTERED NINE — Trigger: first tablet read as a number. Clock: open — each remaining tablet is a Small Work (1 watch each, up to eight; the table may split Hands to parallelize). Break: rival interest appears — someone else is collecting. (Keeper option: Genii antiquarians, or a rogue-faction buyer — ties available to the Storm if wanted, not obligatory.) Foothold ℓ: *The Race for the Stones*.

BEAT III · THE FLOOR OF THE FIFTEEN — Trigger: five or more tablets held. Clock: 2 watches. Break: the monastery floor is found and the lock’s political nature revealed — it opens for a seated Council, by Un’s hand, table present. Foothold ℓ: *Seat the Council at the Floor* (a formal session held off-world — minutes required; the record is part of the key).

BEAT IV · THE VAULT — Trigger: the grid placed true. Clock: none — it opens or it doesn’t. Break: the prize revealed (Keeper’s discretion — see Part I layer 3) and the question of who was watching answered. Weatherglass possible if the rival from Beat II was allowed to grow.

RECONCILE

Nothing here contradicts Storm canon. The optional Beat II rival may connect to Colm's rogue faction *only if the Keeper elects it*; default is an unrelated collector, keeping the Storm's timetable untouched.

Drafted by Fen, 2026-07-09. Seals await the Keeper's approval before printing and wax.

Systems & Production

XII

Reconciliation, blank aids, redaction audit, the Confederation, Ledger quantification, and the deploy brief.

PART I Keeper's Seals Leaf ↔ Price & Grace — reconciled



The conflict: the Keeper's Seals leaf predates the earned-grace resolution model; it speaks of seals as pure keeper fiat, while the FINAL Resolution book frames every cost as Price and every mercy as Grace, both nameable at the table.

THE RECONCILIATION · NEW CANON PARAGRAPH · OLD COPY RETAINED PER RULING

A Keeper's Seal is a Price named early and held unread — that is all it has ever been. When a seal breaks, what spills is not the Keeper's whim but a debt the table incurred when the work was taken up; the wax only kept the sum. Grace may still answer a broken seal, as Grace answers anything: earned, on record, never begged. Nothing in the old leaf is repealed; it is only, at last, explained.

Effect: seals become the sealed-Price instrument of the Price & Grace system. The favor-owed mechanic (a sealed price named now and held unread) is explicitly the same instrument — one rule, two uses. Old copy filed as 03_Keepers_Seals (unchanged), this paragraph rides as an addendum.

PART II The Three Blank Play Aids — print masters

Text-form; HTML/PDF pass on request.

AID 1 · BLANK WORK CARD

CARD ___ · SMALL WORK / WORK / GREAT WORK

STATUS _____

Title _____

AIM — _____

HANDS — _____

STAKES — _____

WATCHES — ○ ○ ○ ○ ○ ___ / ___

Foothold ℓ? ___ Clock? _____

(table notes)

Keeper stub (cut away / fold under): sealed squall, true block, reconcile notes.

AID 2 · BLANK MINUTES SHEET ("THE MINUTE")

COUNCIL MINUTES — DATE _____ WATCH _____

Present _____

№ | Moved by | Decision, one line | Passed
 | Dissent

Works advanced (card → pips) _____

Squalls opened/closed _____

Open threads passed forward _____

Recorded by _____ (approved ___)

AID 3 · BLANK NPC TOKEN CARD

NAME _____ OFFICE _____

one line, L.F. hand:

PINNED? ___ (face-down when pinned)

PART III **Redaction Audit — all player-facing copies**

Method: each player-facing document checked against the keeper-sensitive list (character fates, sealed squalls, keeper timetables, names embargoed until beats).

DOCUMENT	FINDING	ACTION NEEDED
Player Binder (Print)	Clean — cards show table-copy text only	None
SO-3 Annex A (table copy)	Clean; Annex B must never print in the same run	Production rule: print Annex A and B as separate jobs, never collated
The Reckoning (Print)	Contains Ladon Radim in keeper sections — embargoed until Storm Beat IV	Verify player copy excludes all Beat IV+ names; keeper copy separate
Telegram — Cinco to Landis	Player-authored; clean	None
Letter — Landis to Cinco (new)	Clean — the “Un is a title” doctrine is meant for players	None
Keeper Booklet / Keeper’s Notes / Divine Work timetables	Keeper-only by definition	Never enter the player print queue; distinct filenames already enforce this
Ali’s Introduction	Clean — mentions Wraith capture (already table-known), no sealed content	None
This session’s new drafts (Annex regen, SO-4, SO-5, Brotherhood, Governance)	SO-5 carries one keeper margin ■; Brotherhood Package is keeper-only entire; Annex regen has A/B split	Strip ■ margins from player prints; Brotherhood stays keeper-side until seals placed

Standing production rules (restated): two-copy format for all Divine Works; keeper files never collated with player files; embargoed names checked against beat gates before any print run.

PART IV The Confederation — Divine Work, keeper-side draft

Saga tier. Two-copy format. This is the sealed keeper timetable; no table copy exists yet by design. Grown from Taxe's Federation ambition; name left blank per ruling — the table names it or the water does.

THE _____ · DIVINE WORK · SEALED

Premise: the Council stops surviving Pegasus and starts *organizing* it — a mutual compact of peoples under a shared shield and shared arms.

BEAT I · A TABLE WITH MORE CHAIRS — Trigger: the Council holds Standing with three peoples at once (Genii, Hoffans, child-world qualify the moment the Garden repairs the third). Clock: none — it fires as an idea, by letter or by Cinco's own ambition. Break: the first joint session is proposed. Foothold ℓ: *Convene the First Compact*.

BEAT II · THE PRICE OF A FLAG — Trigger: the compact needs teeth; someone proposes mutual defense. Clock: 3 watches. Break: a raid tests it — the union answers as one, or is shown hollow, signed by whoever bled while allies looked away. Foothold ℓ: *Stand up a shared defense* — the natural home for Project Hammer (Card 01) and the Shield's Heart (Card 04). Note the Hammer's sealed ore-theft: a Confederation gives the thief a bigger prize.

BEAT III · WHO SPEAKS FOR THE WATER — Trigger: the compact must choose how it decides — one voice, many, or Un's. Clock: 2 watches of politics. Break: the child-world's chair (they have the most to lose and the least to give) becomes the conscience-test of the whole design. Foothold ℓ: *Write the Compact's record* — its bylaws will rhyme with Cinco's own, which is the mirror the beat exists for.

BEAT IV · THE WRAITH READ IT — Trigger: the Confederation becomes visible enough to register as a target — a dense food-web worth culling. Clock: hidden by default. Break: the season turns toward them. Weatherglass possible. Foothold ℓ: *The Shield or the Scatter* — hold as one, or disperse and survive smaller.

RECONCILE

Beat II's raid must not contradict the Storm's timetable if the Storm is mid-arc — the Keeper elects whether the raid is Wraith, rogue-faction (Colm), or opportunist. Storm document takes precedence on Colm's whereabouts, always.

PART V Ledger Quantification & Research Tiers

*The design problem: Standing, Power, and research progress have been narrated dials. The table now needs enough number to be fair without becoming dice-by-another-name. Principle (from the house creed — "the pen is mightier than the die," the founding rule that words, not chance, decide what happens): quantify **commitments**, never **outcomes**. A number says what is pledged and spent; words say what happens.*

1. Standing — the five-word dial, papered. Standing with a people is recorded as one of five words: **Hostile · Cold · Guarded · Warm · Bound**. Moves happen only on record, one step at a time, and every move names its cause in the minutes. Spending Standing = stepping down the dial for a named ask; earning = stepping up for a named gift or deed. No people skips steps; the maker's hand may cap a dial (the Genii cap at Guarded, per standing ruling).

2. Power — the pinned-asset column. Power is a list, not a score: each entry is an asset (a jumper, a ZPM, five tranq guns, the Depot's surplus) that is either **free**, **pinned** (to a card), or **spent**. MALPs and naquadah now enter this column as canon-noted assets, unpinable until the table first pins them (per T0.8 ruling).

3. Research — three tiers, watch-priced.

- **Tier I · Reading** (1 watch): the theory held — unlocks *asking the right questions*. (Rainbow's Card 07 is Tier I torture.)
- **Tier II · Practice** (2 watches + a subject/site): the craft used once, on record — unlocks *doing it under pressure*.
- **Tier III · Mastery** (3 watches + a Price named): the craft owned — unlocks *teaching it*, which is how a department is born.

Tiers never skip; each tier's completion is a pip on its own card. This retroactively explains the existing cards (Hoffan Compound sits at Tier II seeking its subject; Hammer at Tier II seeking its deployment intel).

4. The no-dice guarantee. No number in this system is ever rolled against. Numbers are *ledger states*; transitions happen by record and narration only. If a rule ever asks "how much is enough," the answer is a Price named by the Keeper, not a threshold crossed by arithmetic.

■ *This section wants a worked example against a live card before it enters the Handbook — proposed: run the Elders' Garden (Card 08) on these rails as the pilot.*

PART VI Deploy Brief — fuckinphilosophers.com → frosted-mug.com —

Objective: promote **frosted-mug.com** to primary/canonical domain for the Council site; retain **fuckinphilosophers.com** as live secondary. Cloudflare is already configured for both — **no DNS work**. Content + repo pass only. Repo: `github:gignsky/council`.

1. Grep the repo for `fuckinphilosophers.com` — expect hits in: site copy (landing page, footer), any canonical link tag, sitemap/robots, README, deploy config, and the DNS letter document.
2. Swap canonical references to `https://frosted-mug.com` (canonical tags, sitemap URLs, OpenGraph/meta URLs, absolute self-links).
3. Footer (and anywhere both domains should be listed): show **both**, `frosted-mug.com` first as primary, `fuckinphilosophers.com` second — same visual pattern currently used for the single domain.
4. Verify no hardcoded absolute URLs break relative navigation; prefer relative links internally.

5. If a redirect rule exists or is trivial to add at the host: fuckinphilosophers.com may 301 pages to their frosted-mug.com equivalents, or simply continue serving — Keeper's call; **default: continue serving both** (no redirect), matching "both listed" intent.
6. Rebuild, deploy, then smoke-test both domains: landing page, Handbook hub, one deep link each.
7. Commit message suggestion: `chore(site): promote frosted-mug.com to primary domain; dual-domain footer.`

Acceptance: both domains serve the site; canonical/meta point at frosted-mug.com; footer lists both; no broken internal links.

The Minutes Pipeline & House Template

XIII

The Ledgerman keeps this pipeline. Every session, in or out, is heard by the Ledgerman — the non-voting keeper of the record who is always within earshot. The recorder is his ear; the transcript is his hand. The record is append-only (Rule of Council): corrections are new lines, never edits.

PART I The Pipeline — audio → record

1. **Record the session** (phone or recorder at the table).
2. **Transcribe with WhisperX** (speaker diarization included). NixOS: `nix shell nixpkgs#ffmpeg nixpkgs#uvx then uvx --python 3.11 whisperx AUDIO.m4a --diarize --hf_token $HF_TOKEN`. Requires Hugging Face token + pyannote license acceptance (one-time).
3. **Upload the text transcript** to the Council project (Claude cannot take audio directly).
4. **Say:** “Produce the Council Minutes from this transcript.” Claude applies the template below, flags ASR garbles (🗨️), and reconciles against standing canon (Storm document precedence).
5. **Keeper reviews and approves** — nothing enters the record without your sign-off.
6. **File:** approved minutes go to the project files and `Council_Minutes.md` in the repo.

STANDING SIGNAL

If “Fen” or “Ferren” appears in a transcript, it is a direct message from the Keeper to Claude, to be surfaced separately from the minutes.

PART II The House Template

Council Minutes

[DATE] · [SESSION NAME]

Convened: [who called it] **Present:** [players + notable NPCs] **Recorded by:** The water, via Fen

Part I — Rulings & Votes. One line per vote/override/Directive: who moved it, what passed, who dissented.

Part II — Directives & Assignments. Each Directive: mover, status (on/by record), terms.

Part III — Works Commissioned & Advanced. Per Work: aim, hands, watches, stakes, status. Note watch pips moved.

Part IV — Squalls & Resources. Squalls opened/closed; Standing spent/earned; resources pinned/released.

Part V — Open Threads Passed Forward. Held-open questions (never resolve editorially).

Appendix — ■ Flags. ASR garbles, canon conflicts (RECONCILE boxes), items needing the Keeper's ruling.

Voice rules: past tense, formal register, no narration — record, not story. Signed by the Keeper or their proxy (Fen).

“The Minute” (short form) is one line per decision, for minor sessions.

Response List — for Lord Gig

XIV

Everything produced in the batch run, and every ruling now waiting on you.

PART I What got built (7 files)


1. Annex · Live Cards — regenerated Ledger, table copy + keeper Annex B; watch +1 applied; two new cards (07 Rainbow, 08 Elders' Garden)
2. Minutes Pipeline & Template — the repeatable pipeline + house template
3. NPC Compendium & Roster — six one-liners in L.F.'s hand, full SO-1.2 roster, the token system
4. Brotherhood Package — faithful magic-square riddle, three seals drafted, four-beat timetable (keeper-only)
5. Governance Package — bylaws first pass, fasces optional module, full gate-team rules
6. SO Binder Additions — SO-2 outline, SO-4 draft (four leaves seeded), SO-5 full draft, Letters from Pegasus trigger + signed letter
7. Systems & Production Package — seals↔Price & Grace reconcile, three blank play aids, redaction audit, the Confederation (name blank), Ledger quantification & research tiers, the frosted-mug.com deploy brief

PART II Rulings waiting on you — rough priority order

CARD COMPLETIONS — ✓ RESOLVED 2026-07-09 (SECOND RULING)

~~Card 04~~ — **Stays 2/3; watch three begins on resume.** Watch-three content ruled: homing device already transmitting; Wraith present/inbound on return; after the Catch succeeds, a second device is found, destroyed, shield restored → Card 04 ends. Annex updated. (*Standing-wound question still open.*)

~~Card 05~~ — **Back to 0/1; queued action, no hands at work yet; reaches 1/1 this game.** Annex updated. **Pip principle logged: watch pips mark work done, not work planned — only actively-worked cards advance on the notch.**

 **ITEMS 3-15 BELOW:** explicitly deferred by the Keeper to a later response from a different machine. FEN: RE-RAISE THESE if not reviewed.

Approvals before print/play

3. **Brotherhood seals (three drafted)** — approve wording before wax? Also: faithful episode sigils on the tablets, or house water-sigils (waves/knots/gulls) with countable strokes? And the vault's prize — ZPM, or something answering the Shield's Heart disappointment?
4. **The token system** — approve as the Landis-morphing replacement? (One-token-one-voice, pinned tokens face-down.)

5. **Soldier names** — I named Lorne's pair PFC Orrin Hull (smart) and PFC Dusty Merck (dumb). Keep, rename, or leave for the table?
6. **Dionysus's backbone** — three options drafted (wants to leave/ageing; flight from a life-debt; keeper of the generator's memory). Pick one, or let play pick.
7. **Bylaws first pass** — this is in-fiction Cinco's document; how much lands player-facing vs. handed to Tax to rewrite in Cinco's voice?
8. **Letters from Pegasus** — trigger condition OK? Should choice (b) have players write *real* letters at the table (my recommendation)? Does the Reply ever come? (That last one can stay held open.)

System design sign-offs

9. **Ledger quantification** — the five-word Standing dial (Hostile/Cold/Guarded/Warm/Bound), Power as pinned-asset list, three research tiers. Approve for a pilot run on Card 08 (Elders' Garden) before it enters the Handbook?
10. **Gate-team Rule 4's contact ladder** (working → at risk → recovery Work) — written radio-agnostic to survive the pending comms-canon discussion. OK as a provisional standing rule?
11. **Confederation draft** — keeper-side, name blank, four beats. Read when you have time; nothing fires until Beat I's trigger (Standing with three peoples), which the Garden could complete.

Still open from before (unchanged, just tracking)

12. Comms canon (runners vs. wires) — discussion pending; SO-2 §2.4 blocked on it.
13. Daniels' space-weed details beyond the transcript — anything more is yours to recall.
14. Omar's seat/role on the roster — listed as "returned, unassigned."
15. Whether the water answers Cinco — held open, untouched, as always.

PART III Suggested next production pass — when you say go

- HTML/PDF house-style versions of whichever drafts you approve (the .md files are content-locked, style-unlocked)
- The Ali preface (per-campaign preface, confirmed as his on-ramp) — content exists in his Introduction; the preface would be the shorter in-binder version
- The table kit assembly (T6.3) once the above locks

— *Fen, end of batch. Fair winds and good session.*



Here ends the binder. Whatever was corrected was corrected beneath; whatever is missing has not yet been declared for the record.

KEPT BY THE LEDGERMAN · APPEND-ONLY · RETURN TO CONTENTS