

Phase 1: Establishment

Duration: Until the first Queen of any suit is drawn

Tone: Hopeful, ambitious, foundational

Focus: The settlement is finding its footing. Players define community identity, establish resources, set up infrastructure, and articulate initial aspirations. Challenges exist but feel manageable. The future seems open.

Mechanical Notes:

- Characters emerge slowly; typically 2-4 by phase end
- Tension starts low and builds gradually
- Projects initiated tend to be infrastructural
- Deliberate actions often define cultural identity

Phase Ends: When any Queen appears, read that suit's Growth Phase entry below, then transition to Phase 2.

Revision #6

Created 2025-11-28 13:24:42 UTC by zeruhur

Updated 2025-11-28 14:49:53 UTC by zeruhur