



A R O L E P L A Y I N G G A M E · R U N O N W O R D S , N O T D I C E

COUNCIL

strive and pay, or be given — but keep hope, whatever the weather

*For the fucking philosophers at the table — the ones who would rather argue what is true than roll
a die to be told.*

STEP ABOARD ▼

MEET THE MADMAN

WHAT IS COUNCIL?

A game of knowing, choosing, and consequence, for tables who left the dice behind and found they had left something with them.

When a crew stops rolling and starts telling, the story runs warmer – until a locked door appears that no one at the table happens to be clever enough to open. Council hands back the insight the dice used to give, without handing back the dice. It asks one question of every rule: *how does a soul come to know a thing without guessing the exact right way to ask?*

THE TWO WAYS AN ANSWER COMES

Price

What you pay for. Seize an answer by spending something of your own – a truth confessed, a fresh trouble taken on, a little time lost. Price is yours to demand. It costs the self, and it is always true.

Grace

What you are given. The keeper may set an answer gently in your lap – unearned, unasked, because you are stuck and the story loves you. Grace cannot be bought or demanded. It falls where it will, and falls most on those who keep hoping.

And behind every real obstacle wait three clues, written before play and never withheld forever. No riddle here is a locked room with no key. That is a promise.

THE ONE THING WORTH KEEPING

Council is built to reward **hope**. The world bends kinder to a crew that believes it can be made better, and grace runs toward them like water downhill. The game can wound you, and grieve you truly — but it only breaks the one who has stopped hoping.

Despair is the only door that locks from the inside.

ONE STRANGER YOU SHOULD KNOW

There is a madman named Landis, who is real only in water.

Find still water in any world — a sea, a cistern, a cup — look in, and ask him with grace. He will sell you a true answer for a steep and personal price. He is not the road you walk often. But he is there in every water, in every game Council has ever run, and every answer he gives is true.

“Change everything you like. Leave me the water.” — L.F.

a game played with words, not dice - the handbook is being bound