

F focus 4 **Marcy Did It, Obviously (Argument Hazard)**

G grace 4 **Logos:** It is impossible to punch an Argument. Arguments are immune to physical ⚡. Arguments cannot take ⚡ if the Judge is in a different Location.

⚡ limit 10

Ethos: This is Arista's Argument. If Arista is Stressed Out while the Judge is in the same Location, the Argument takes 5 ⚡. If this occurs in Fairy Court, the Argument takes another 3 ⚡. The PC who strikes the final blow to destroy this Argument may spend 1 🎲 to give Arista the Temporary Quirk "Suspicious".

Pathos: As long as this Argument is active, Marcy gains the "Suspicious" Quirk. Whenever a PC fails a contest in the same Location as this Argument, Marcy is dealt 1 ⚡.

Logical, Insulting

F focus 4 **The Smoking Gun (Argument Hazard)**

M moxie 4 **Logos:** It is impossible to punch an Argument. Arguments are immune to physical ⚡. Arguments cannot take ⚡ if the Judge is in a different Location.

⚡ limit 10

Ethos: This is Vera's Argument. If Vera is Stressed Out while the Judge is in the same Location, the Argument takes 5 ⚡. If this occurs in Fairy Court, the Argument takes another 3 ⚡. The PC who strikes the final blow to destroy this Argument may spend 1 🎲 to give Vera the Temporary Quirk "Suspicious".

Pathos: As long as this Argument is active, the accused gains the "Suspicious" Quirk. The first time this Argument assists someone against a PC, it provides an extra bonus die.

Brash, Personal

F focus 3 **Marcy's Motive (Argument Hazard)**

G craft 3 **Logos:** It is impossible to punch an Argument. Arguments are immune to physical ⚡. Arguments cannot take ⚡ if the Judge is in a different Location.

⚡ limit 6

Ethos: This is Baudelina's Argument. If Baudelina is Stressed Out while the Judge is in the same Location, the Argument takes 5 ⚡. If this occurs in Fairy Court, the Argument takes another 3 ⚡. The PC who strikes the final blow to destroy this Argument may spend 1 🎲 to give Baudelina the Temporary Quirk "Suspicious".

Pathos: As long as this Argument is active, Marcy gains the "Suspicious" Quirk. If this Argument is Stressed Out, Baudelina takes 5 ⚡. She doesn't need this right now!

Thoughtful, Circumstantial

C craft 3 **Pumpkin Peril (Argument Hazard)**

G grace 3 **Logos:** It is impossible to punch an Argument. Arguments are immune to physical ⚡. Arguments cannot take ⚡ if the Judge is in a different Location.

⚡ limit 8

Ethos: This is Murgatroyd's Argument. If Murgatroyd is Stressed Out while the Judge is in the same Location, the Argument takes 5 ⚡. If this occurs in Fairy Court, the Argument takes another 3 ⚡. The PC who strikes the final blow to destroy this Argument may spend 1 🎲 to give Murgatroyd the Temporary Quirk "Suspicious".

Pathos: As long as this Argument is active, the accused gains the "Suspicious" Quirk. Failing a contest against this Argument is a scary ordeal and deals +1 ⚡.

Mocking, Authoritative

F focus 3 **Marcy's Means (Argument Hazard)**

G grace 3 **Logos:** It is impossible to punch an Argument. Arguments are immune to physical ⚡. Arguments cannot take ⚡ if the Judge is in a different Location.

⚡ limit 6

Ethos: This is Amber's Argument. If Amber is Stressed Out while the Judge is in the same Location, the Argument takes 5 ⚡. If this occurs in Fairy Court, the Argument takes another 3 ⚡. The PC who strikes the final blow to destroy this Argument may spend 1 🎲 to give Amber the Temporary Quirk "Suspicious".

Pathos: As long as this Argument is active, Marcy gains the "Suspicious" Quirk. Challenging the word of a noble knight is bad luck – all 1s rolled against this Argument Hazard generate 🙄.

Jealous, Embarrassed

M moxie 4 **The Accused's Poor Character (Argument Hazard)**

⚡ limit 4 **Logos:** It is impossible to punch an Argument. Arguments are immune to physical ⚡. Arguments cannot take ⚡ if the Judge is in a different Location.

Ethos: This is Volubilis' Argument. If Sir Volubilis is Stressed Out while the Judge is in the same Location, the Argument takes 5 ⚡. If this occurs in Fairy Court, the Argument takes another 3 ⚡. The PC who strikes the final blow to destroy this Argument may spend 1 🎲 to give Sir Volubilis the Temporary Quirk "Suspicious".

Pathos: This Argument grants two dice when assisting a roll.

Bloviating, Pedantic