# Dungeon World 2 Beta v3

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# Introduction

## About This Release

This release introduces **Dungeon World 2** (DW2) to both GMs and Players. It uses the Beta rules of DW2, which are still in development. This document does not include all of the rules, classes, or similar materials from the full version of the game; those will be released in the near future at **dungeon-world.com**. Changes since the previous beta will be colored in red like this.

## What is DW2?

**Dungeon World 2** (DW2) is a tabletop roleplaying game (or TTRPG) about a group of **messy people** embarking on **dangerous fantasy adventures** and growing into a **heroic found family**.

Characters embark on wondrous journeys, battle dangerous foes, take daring risks, enjoy quiet moments, and relax together as a team. They also demonstrate their talents, explore their motivations, confide in each other, and grapple with struggles past and present. Some non-TTRPG media that share this focus includes: *Baldur's Gate 3*, *Dungeons & Dragons: Honor Among Thieves*, *Guardians of the Galaxy*, and *The Mighty Nein*.

Like many TTRPGs, DW2 is played as a conversation about a shared imaginary world filled with interesting characters and events. When an uncertain or risky situation occurs, the game uses rules and mechanics to determine what happens next. Because of this, DW2 only requires a space to have the conversation (in-person or virtually), plus some dice (or a virtual dice roller), which add a random element that interacts with the rules and mechanics. It's also helpful, though not necessary, to have blank paper, writing utensils, and printouts of the rules.

The result of playing a TTRPG most closely resembles a more or less coherent story. This means that, even when the results in the fiction may not be what the participants wanted or anticipated, there are no winners or losers.

In DW2, **one** person takes on the role of **Game Master (GM)** and **everyone else** takes on the role of a single adventurer or **Player Character (PC)**. The actions, motivations, and struggles of the PCs are the central focus of what happens in the game. The GM, on the other hand, portrays the world and the rest of the characters in it, and describes the consequences of the PCs' attempts to change the fictional milieu.

In this way, the conversation structure usually looks like this:

- The GM describes a situation in the fiction, such as, *"You* (the PCs) *are in front of a locked door."*

- The GM finishes by asking one or more of the Players, *"What do you do?"* (or something similar)
- One or more of the Players, considering what their PC would do in such situation (AKA "roleplaying"), either says something (in 1st or 3rd person; i.e. *"I think…"* or *"My character thinks"*) and/or proposes a course of action (*"I try to pick the lock…"* or *"My character/Slick tries to pick the lock"*).
- The GM decides whether a mechanic is needed. This most often happens when the result of a proposed action is uncertain (can Slick's lockpicking ability overcome the door's lock?).
- When a mechanic is needed, in the case of DW2 and games like it (Powered by the Apocalypse or PbtA, in case you're interested) that is likely a **Move**.
- In this case, the GM thinks the Player's proposed action does fit the requirements, and immediately remembers that Slick, being a Rogue, has access to the Move **Tricks of the Trade** that includes Roguish Skills, one of which is "pick locks".
- Considering that, the GM says to Slick's Player, *"That sounds to me like you're picking locks, so that'll trigger your* **Tricks of the Trade**, *right?"*
- The Player agrees, so the GM says, "*In that case, you need to roll+DEX*".
- The Player rolls and, depending on the result, the GM incorporates the result into the conversation. For the sake of this example, let us say that Slick's Player rolls well enough to pick the lock open.
- Now that the door is unlocked, the Players decide to open it and go forward, so now the GM needs to describe the new situation… Bringing us back to the beginning.

This may sound like a lot but, in essence, it can be summarized into five simple steps:

1. The GM describes a situation and asks the Player(s) what they do in response
2. The Player(s) propose a course of action
3. If the action has no uncertainty and/or risk, the GM updates the fiction and starts from 1. again. If the action is uncertain/risky, the GM proposes a Move to resolve it
4. If the Player doesn't agree with the Move proposed by the GM, they can propose an alternative or otherwise negotiate with the GM. If they do agree, the Player makes a decision and/or rolls the dice and follows the instruction on the Move
5. The GM incorporates the Move's results to the conversation, updates the fiction, and goes back to 1.

# The Group

Everyone playing this game, GM or Player, is equally deserving of dignity and a voice in the game. No one is solely responsible for the game's "success". Instead, the game is successful (i.e. fun) when the PCs actions and their consequences, the GM's descriptions, and the dice rolls, all collide and combine together into a magnificent chain reaction. You are all in this together, simultaneously the co-creators and the audience of what's happening at the table.

**In other words, every one is equally responsible for:**

- Each other's enjoyment of the game
- Speaking up when there is an issue
- Respecting each other
- Trying to make the game experience as safe as possible for everyone involved
- Organizing and scheduling the game sessions
- Asking each other interesting questions both in- and out-of-character

# The Players

At the start of the first session of play, each Player creates their Player Character (PC) following the **Character Creation** procedure. During this process, players are encouraged to ask each other questions, discuss and flesh out ideas, and add interesting details to the game.

**Each Player is responsible for:**

- Collaborating with each other in- and out-of-the fiction
- Engaging with the fictional world
- Remembering the Moves they have access to
- Roleplaying their character

# The Game Master

Before play, the GM needs to familiarize themselves with the game, and come up with any ideas they'd like to include in the session. While Players create their characters, the GM leads an open discussion about the characters and the world, asking questions about the PCs, the unique Moves they have access to, their Relationships, and more. The GM is encouraged to note down the answers and use them as the basis for **Threats** and other adventure elements.

**The GM is responsible for:**

- Describing the world to the Players
- Having a reasonable understanding of the game's rules, and making fair rulings when necessary
- Making **GM Moves** that follow the game's **Agenda** and **Principles**
- Managing the game's pacing and PCs' spotlight
- Unleashing consequences

# Safety Tools

It's fundamental to recognize that every person has their own preferences about what might be enjoyable in a game—and what might be upsetting. That's why it's important to talk about the game beforehand to ensure everyone is on the same page, especially regarding uncomfortable themes, topics, and similar. Furthermore, even if you talk extensively about a game beforehand, there's always the

possibility of something unexpected happening in the middle of a session that disrupts or ruins somebody's fun.

With that in mind, the Session Zero section includes a number of Safety Tools to use to help all Participants can safely enjoy the game as much as possible.

- **The tools here only work if everyone approaches them from a kind and empathetic perspective.** They will not fix intentionally bad or uncaring behaviour.
- No one can read your mind, nor can you read others. Honestly and respectfully advocate for your own enjoyment, and make sure everyone has the chance to say their piece.
- This shouldn't be a majority vote, and a single "no" should override several "yes"s. Work together to make space for everyone and aim to respect and consider everyone's sensibilities.

However, even with safety tools in place sometimes there can be incompatibilities that can't be overcome. That's okay: it's better to have no game experience than a bad game experience. There is no shame in leaving the game, in asking someone else to do so, or in playing something else—and/or with other people—altogether.

## Safety Tools and Related Terms

**Lines and veils** (pioneered by Ron Edwards) are used to set boundaries on the allowed content in a game. **Lines are hard limits**, things that both the Players and the GM don't want to engage with. Setting up a line means that content won't show up in the game at all. **Veils are soft limits**, things that are okay "behind a curtain" or that, when they appear, the fiction "cuts to black". Setting up a veil means that the content might be included in the game, but not spotlighted or described in great detail. Lines and Veils can be adjusted as needed throughout play.

**The Open Door**, designed by Eirik Fatland, is the assurance that someone can leave or take a break from the game for their own safety and well-being without being judged. State this at the beginning and periodically throughout the game session(s).

**Bleed** occurs when emotions and stress from the game and characters cause real distress in the GM or Players. This can affect the enjoyment of the game, as well as out-of-game relationships if not addressed correctly. Being open and honest about where the game begins and ends, and being conscious of which feelings are caused by real life situations and which are caused by roleplaying, can greatly help to mitigate these effects.

## X, N, and O Cards

These cards are check-in tools. They can be used by tapping physical cards, typing the letter into chat, or using hand signals. Before the game begins, remind everyone that they are available and how to use them.

The **X-Card,** created by John Stavropoulos, can be used at any point if a participant is uncomfortable with the content happening at the moment in-game. When a Player calls for the X-Card, the GM stops the game and makes sure they know what triggered it. They then add a Line (if Lines and Veils are in place) or make a note of the content to avoid. When the X-Card is used, the group can change, rewind, or skip the content.

The **N-Card** (by Mysty Vander and Adam Cleaver) can be used at any point if a participant feels like they are headed towards something that would call for an X-Card. When the N-card is used, the group can change the content or have the Scene "fade to black".

The **O-Card**, designed by Kira Magrann, can be used at any point if someone wants to continue with the current content and wants to check in with the rest of the table to see if they're OK with doing so. They can also regularly be prompted by asking "O?" out loud or in chat to check-in if everyone is still okay.

## Script Change Toolbox

This is a set of cinema-themed terms, developed by Beau Jágr Sheldon, that can be used to adjust play and content as discussed.

**Rewind** can be used when something happens in play that makes a participant uncomfortable. When Rewind is used, be clear about what content is being adjusted, rewind to a point before it happened, and start playing again.

**Fast Forward** can be used when someone wants to skip past uncomfortable content or to the next part of the fiction. When it is used, skip forward to a new spot in the fiction that everyone in the game agrees on.

**Pause** can be used when things are too intense, but you still want to continue playing the Scene. When used, you can take a break and/or discuss the content as needed. After that, you can resume play, or use Rewind or Fast Forward.

# Further Tools

Visit **ttrpgsafetytoolkit.com** for more tools beyond what is present here.

# Playing the Game

## The Conversation

At its core, **Dungeon World 2** is a group conversation in a shared imaginative space, often called "the fiction" or "the narrative". Everybody takes turns describing what happens in the narrative, with Players presenting what their characters do, say, and feel as their characters (PCs), and the GM describing how the world reacts to the PCs' actions.

Generally, the cycle of the ongoing conversation looks like this:

1. **The GM presents a dramatic situation for the PCs to respond to**, often making a Move that follows their **Agenda** and **Principles**. This may be a tempting opportunity, intriguing clue, dangerous attack, jovial banter, ominous vision, tragic revelation, and/or much more. Often, the GM will end their description by asking *"What do you do?"* If multiple PCs are involved, the GM may ask them as a group or may focus on a specific PC.

2. **The Player(s) describe their response**. This may involve a bit of back-and-forth with the GM to clarify some details and what is reasonable to accomplish. Breaking through a barred door with your fists and feet might not be feasible, but if you use a huge axe it may very well be.

3. **The GM decides if a Move is triggered.** Most Moves begin with a narrative hook in bolded text that "triggers" when met (e.g. "When you engage a foe in battle…"). When this trigger happens the Move usually proceeds as-written, accounting for **Fictional Positioning**.

4. **If a Move is triggered** the Player resolves it, usually rolling dice as part of that. Some Moves, like **Aid a PC**, are meant to boost other Moves, so Players can describe how they trigger them to help another Move. Once a Move is resolved, it changes the fiction going forward.

5. **The GM describes how things change**, often building upon this change to present the next dramatic situation by returning to Step 1.

## Play to Find Out

The most important, foundational idea that underlies all of **Dungeon World 2**'s design is a very simple one: no one, Player or GM, should know with certainty what will happen next in the game. In short: **play to find out.**

This means that everyone trusts each other to discover and lead the action from moment-to-moment, rather than rigidly plan for particular outcomes. By following the **Player's Best Practices**, GM **Agenda**

and **Principles**, as well as the rest of the Moves and procedures presented here, everyone works together to let their actions—and their consequences—guide the conversation forward towards interesting and dramatic situations.

That's why the adventures we offer you (and the procedures to create them) aren't structured around specific outcomes or the PCs acting in a certain manner. In contrast, the GM is offered complicated situations and distinct elements to present to the Players, and the PCs actions will determine the possible ways in which things will evolve.

# Player's Best Practices

Each Player is free to play their PC however they want to, but if you'd like to get the best out of the experience, we recommend that you follow these principles.

## Accept Losses Gracefully

When your PC's sword breaks in a fight, they can still swing with their fists. When the PCs fail to save the prince's life, you can roleplay chasing down the assassin. And when someone's beloved fictional village lies in ruin, your PC can pick up their hammer and help with the rebuilding.

A clean success in DW2 is statistically rare so you'll most often get dice results that imply success mixed with failure and/or a cost. But even total failure is not the end, because you can always deal with the consequences and progress in the fiction.

If your PC loses something—be it an NPC relation, an important possession, or an opportunity they fought hard for—then you have the chance to roleplay how your character deals with loss.

## Cooperate with Each Other

Everyone at the table should work together to have the most fun possible. Even when your PCs are separated or arguing with each other, you as Players are on the same team. As such, here are some of our top recommendations for great cooperation at the table:

- Before starting or continuing an extended Scene on your own, such as the Rogue sneaking off to steal something, **check in with the others to see** if they're alright with that, or **if they want the spotlight** for a bit.
- Before significantly harming or altering another PC—or something important to them—**check to see if their Player consents to such harm and/or alteration**.
- **Try to make sure everyone gets a chance to speak**. Group dynamics are hard to navigate, and some people can unintentionally be louder or quieter than others. We advise that you listen intently and don't interrupt when someone else is speaking, and to check with anyone who hasn't spoken up in a while.

- Treat each other with respect, and uphold boundaries, especially those established through **Safety Tools**. For example, if the Cleric's uncle character passing away tragically would make the game less fun (for anyone in the game) then work together and search for another consequence.

## Engage With the Fictional World

Don't play your PC as a "lone wolf". Connections and related NPCs are interesting and can often serve as compelling motivations for adventure. Anchor your character's past to particular places, people, and/or events. Also, don't forget to build relationships with other PCs; admiration, competition, protectiveness, mentorship, family, romance, ideological conflict, and loyalty are just some aspects of relationships you can explore.

## Explore the Player Characters

Roleplay your character as best as you can. This includes expressing their thoughts, feelings, and motivation(s), either through first person "acting" (e.g. looking sad when your PC feels sad) or third person descriptions (e.g. my character/Duskmantle feels sad…) . We recommend that you start with a relatively simple character concept, then develop nuances and/or reveal details over time.

Finally, we advise that you ask each other questions, in- and out-of-character, and be generous with your responses when asked questions in return.

## Play Dangerously

Safety and patience are for real life (and most NPCs in the fiction), but they rarely make for fun adventures. Your PC shines the brightest when they're at their limit. As such, we recommend that you roleplay decisively and in the moment, pursuing dangerous fictional objectives/goals and acting on the opportunities that arise in the game. We advise you keep complex plans and preparations offscreen or in flashbacks, as they often abruptly stop the narrative flow.

We think that PCs should be easy to bruise but hard to break. According to the rules, even when in mortal danger, your character will only die when you risk it or choose to (see **Face Death**). That means that you make dangerous and exciting decisions for your character because their ultimate fate is always in your hands.

## Scenes

**Dungeon World 2** is a game structured around **Scenes**: situations of high tension, dangerous conflict, and/or crucial uncertainty in the continuous, collaboratively-built narrative we refer to in shorthand as "the fiction". The fiction emerges naturally as a result of simple moments of conversation and roleplay.

The GM is usually the one setting up most Scenes, and they are the ultimate arbiter on whether a Scene gets played or not, but the Players are encouraged to propose Scenes they would like to play. This is especially useful when the PCs **Make Camp**, **Enjoy Downtime**, or are having other moments of roleplay

between them. Moreover, everyone in the game is responsible for roleplay in the Scenes following what makes the most sense in the fiction as established so far (see Fictional Positioning below).

The most important aspect of a Scene is to have an uncertainty that needs resolving. It may be a mystery the GM presented and the PCs want to decipher, or a tense Scene where a PC-to-PC Relationship can be established or modified, among many others.

There are many techniques and approaches on how to accomplish this (we share some with the GM later), but here's a simple one that's good to keep in mind: **skip the boring stuff**. What's "boring" will depend highly on what everyone considers fun (and especially not fun), so it may take some time for a new group—or even an old group starting a new game—to find the right balance. In case of doubt, we recommend you focus on what really interests you about the game… And avoid most everything else.

And speaking of avoiding things…

### In Medias Res

Sometimes the GM will start a Scene *in medias res*; i.e. in the middle of the action. The PCs will be forced to immediately react and do things without much context or preparation, and the Players may feel a bit confused and uncomfortable.

If you're playing a PC, we recommend you resist the urge to stop and plan, or to renegotiate the Conditions of the Scene. Instead, think about what your character would do and, following one of the **Player's Best Practices** described above ("Accept Losses Gracefully"), just *roll with it* and see where it gets you. We believe everyone in the game will have a much better time playing this way than going for a more cautious, undramatic approach.

### "*What Do You Do?*"

The most important question that'll guide the conversation—and the fiction—is "*What do you do?*" The GM will most often ask the question to the PCs as a group (after presenting them with a given situation) and, at other times, they'll prompt a specific PC.

*"What do you do?"* is an invitation for Players to add to the conversation , to roleplay their characters in the moment, and act in a way that pushes the conversation forward. In this sense, it's good to remember that action is almost always more dramatic than planning or discussing what to do. The former will most probably advance and/or complicate the fictional situation, while the latter can lead to slowing down or even stopping all dramatic momentum. Remember that another way to express **Dungeon World 2**'s vision is to say that it's **a game about interesting fantasy people acting decisively under great pressure**. So, *don't feel afraid to increase the pressure*.

## Fictional Positioning

The result of the interaction between conversation and game mechanics is **the fiction**. That fiction starts building before any dice are rolled during **Session Zero**, with the Players and GM establishing

boundaries and agreeing on certain themes and/or ideas they want to explore. During this session (or even before it) the GM may present the Players with some ideas about the fantasy world they'd like to explore, either inspired by a known fantasy world or one of their own creation. The most important thing to remember here is that, in either case, DW2 is about **playing to find out**, so no detail or preference should make it so a specific outcome in the fiction is predetermined.

Once gameplay starts, all characters in the fiction have certain abilities (often determined by their Class) or carry possessions (any and all Equipment) that make it so certain actions should be reasonably easier or harder for them to pull off. For example, a diminutive pixie can't reasonably swing a greataxe—unless there's an explanation like magic or something else. Those properties and "reasonable"/logical things in the fiction we refer to in general as **fictional positioning**.

Fictional positioning is a responsibility of everyone in the game; that's why an important part of the conversation is about clarifying what's currently happening in the fiction and especially how the PCs are situated in relation to it. Moves interact directly with fictional positioning, as the decision to trigger them—or not—by the GM is often highly dependent on it. Coming back to the example of the diminutive pixie, it'd be well within reason for a GM to declare that the PC cannot **Trade Blows** with a greataxe they cannot wield!

# Session Zero

Before you start rolling the dice and facing dangers, we recommend that you discuss the game at length to get everyone on the same page about what kind of game this will be. This might be a group chat in the weeks leading up to the game, or an in-person sit-down for the first hour or two of the first session.

Be honest with and kind to each other, listen respectfully, and try to get everyone to contribute. Work together to create something that you're all interested in, and pay special attention if someone says no. This discussion is not restricted to the start of the game; so feel free to revisit it in the future.

## Talk About the Game

Example topics to discuss include:

- *What type(s) of fantasy are you interested i*n (dark, epic, grim, steampunk, sword & sorcery, etc.)?
- *What ideas do you have for the game?*
- *What types of adventures would you like your PC(s) to have?*
- *What story elements and/or themes would you like to explore?*
- *How long would you like the game to last* (one-shot, short adventure, campaign, long campaign, etc.)?
- *What things you'd like to be off-limits* (see "Lines and Veils" under **Safety Tools**)?
- *What do and don't you want to see in the game?*
- *What* **Safety Tools** *will you use?*
- *What kind of character would you want to play?*

## Talk About the Fantasy World

We advise that you try and establish as clear a vision for the fantasy world you're adventuring in as possible. Perhaps it's a custom world of the GM's creation, or a world from a fantasy book or movie, or a world you co-create together here and now.

As tempting as it can be (especially as the GM), we don't recommend establishing everything about the world right now. Instead, we think that focusing on what you need to start adventuring, and add in anything else you find interesting as you play, will serve you much better. We feel that leaving plenty of room for compelling mysteries, unanswered questions, and empty spaces that can be later filled in will probably lead to more fun in the long run.

Here are some example questions to discuss about the area in which the adventure starts. *The last question* of each is intended to create opportunities for adventure.

- What is the nearby landscape like? The weather? *What strange phenomenon is unique to this area?*
- What ancestries coexist here? How peaceful is that coexistence? How common are humans in the world? *Which ancestry recently appeared in the world, or vanished from it?*
- What gods are revered or worshipped? Are they plainly real, or is their existence a matter of faith? *What rumors or secrets follow them or their followers?*
- Who rules or governs this land? How have they maintained power or authority? *Who works to undermine them?*
- What cultural arts or practices are unique to this area? How are stories, traditions, and lessons remembered and maintained? *Who's trying to twist or silence them?*
- How accepted is magic in this area? Is it seen as a convenient tool, mysterious wonder, or unstable danger? How common is its practice or study? *What magical curse or catastrophe still shapes this area?*
- How technologically advanced is this area? What unique technology or tools have been developed? *What resource or risk of their creation is becoming less sustainable?*
- When did war last sweep this area? What was forever lost in the bloodshed? What finally brought peace? *What encroaching threat or simmering conflict might bring war again?*
- How common are adventurers, and how are they treated? Are they valued heroes or taken for granted? How often do people rely on them instead of guards or soldiers? *What infamous adventurer(s) give them a bad name?*

## Talk About the Player Characters

After each Player goes through **Character Creation**, you can **Introduce Your PC**, going around the table so everyone gets the chance to talk about their PC a bit. During this section all—Players and the GM alike — are invited to ask questions, draw out details, and establish how the PCs got together as a group.

Encourage each other to share as much or as little detail as you want about your characters. Also remember that you can always say "*You as Players would know this, but your characters wouldn't*" or

something similar, so you can separate things known in the Conversation (Players) vs things known in the fiction (PCs).

- Share your name, pronouns, and appearance. *What memorable features or behaviors do you have?*
- *What are your Origins?* Express some ideas about your **Ancestry**, **Community**, and **Background**, such as by answering the questions listed under each in your Class.
- Establish a Relationship with one other PC (hopefully connecting the whole group in this way), using the examples on each Class or writing your own. *How did it come to be?* (For multi-session adventures or campaigns, you can create one Relationship with each other PC now or add them when you **Comfort or Support** someone).
- *How did you all come together as a group?* Because of your Relationships you didn't just meet, but by default you're all still fairly new to adventuring together.

## Take a Break

You've probably spent a while doing some—or all!—of the above, and the GM may need a bit of time to turn their notes into something playable right now (if you're playing a session right after this)..

## Start Playing

When you feel ready to begin, the GM will set the first Scene of the game.

# Crash Course in (Understanding & Using) Moves

A Move is a **self-contained rule that defines what happens when a specific action is taken in the fiction**. When a PC does something risky, dangerous, or tense, and the group needs to determine how it resolves, it often results in a Move triggering. As such, we recommend you familiarize yourselves with the Moves available, especially the **Core Moves**.

## Triggering Moves

Many Moves start with "When you **do X**" to describe when they trigger (e.g. "When you **scrutinize someone throughout a conversation**…"), while others change or modify an existing Move (e.g. "When you **Spout Lore**, you may ignore the questions…").

If a Move makes sense for the current situation, follow its text to resolve it. Sometimes Moves will say to roll dice plus a Stat, answer questions, or just make choices when following them. Once the Move is resolved, resume the conversation, incorporating any changes the Move made in the fiction.

Some Moves say “Once per session…” at the start. This means that the Move only happens the first time its trigger is fulfilled in each session. Most of these are limited on an individual basis so, If there are three PCs in the group, for example, each can trigger such a Move once.

Some Moves are available to all PCs; namely, the **Core**, **Extra**, and **Campaign** Moves. Other Moves are only available by choosing a certain Class, or a Path within a Class.

There is also a list of GM Moves, split up into **Core** and **Class** Moves, which work very differently from Player-facing Moves. Instead of triggering as a result of a specific action happening in the fiction, all GM Moves happen when the GM is compelled to add to the conversation following a set of guidelines divided into an **Agenda** and **Principles** that best fit the spirit of a **Dungeon World 2** game.

It's usually fairly obvious, but when this game says "Move" and references a PC's actions and potential outcomes, it likely means a PC Move. If it references the GM's descriptions and reactions to a PC action, it probably means a GM Move.

## Rolling Dice

Many Moves call for dice to be rolled to resolve them. When you roll, you do so with two six-sided dice (often referred to as “2d6”, or "dice" by non-TTRPG enthusiasts), and add the numbers together. You usually also add a Stat to the roll; so when a Move says “roll+STR” that means you roll 2d6 and add their numbers together—adding your Strength stat (which is shortened to STR)—for a total. For example: *if you rolled a 4 and a 5, and your STR is -1, then your final result would be 8*.

The only exception to this is when rolling for damage (or DMG), which is explained below.

Instead of rolling with a Stat, some Moves instead ask you questions about the narrative and change your roll depending on the answers, adding +1 for each “Yes”.

## Move Results

- Rolling **a total of 10 or higher (✳10+)** means **you get what you want**, or as close to it as feasible, while avoiding most of the consequences. This doesn't always mean a complete success—depending on the Move and choices—but it's still something to rejoice.
- Rolling **a total of 7, 8, or 9 (✳7-9)** means **you achieve what you want, but there’s a cost, consequence, or the effect is reduced** or different from what was intended.
- Rolling **a total of 6 or lower (✳6-)** means **things don't go well, and you don't quite get what you want**, or you get it if you pay an extreme cost or suffer a terrible consequence. In such cases often the GM will decide what happens.

**The GM only rolls damage dice for the characters they portray** (NPCs). If the PCs act to resolve a situation that involves, affects, or opposes an NPC, then it's the PC's Moves and rolls that will inform the success of the NPC's actions.

So, for example, if a PC **Trades Blows** with an NPC, depending on the result of the roll and the Player's decisions, the NPC may inflict the DMG the GM rolled, max, or min, or the PC will have to mark a Condition, the NPC gets a fleeting opportunity, or the PC loses or breaks something.

In the case when a PC interacts with an NPC in a non-aggressive way, the NPC's actions are determined by the parameters of the Move the PC triggers, such as information revealed by **Sense Motive** questions, or getting an NPC to act a certain way thanks to successfully **Pulling** their **Strings**.

## Advantage and Disadvantage

Sometimes a PC might have Advantage (ADV) or Disadvantage (DIS) on a roll.

- When you have ADV, roll three dice (3d6) and **ignore the lowest result, keeping the highest two.**
- When you have DIS, roll three dice (3d6) and **ignore the highest result, keeping the lowest two.**

For example, if you had ADV on a roll and the dice came up as 2, 4, and 6, then you'd ignore the 2 and keep the 4 and 6, totalling 10. If you had DIS on the same roll then you'd instead ignore the 6 and keep the 2 and 4, totalling 6.

**ADV and DIS cancel each other out**. For example, if you have two sources of ADV and one of DIS, you roll with ADV.

You can never have more than 1 ADV or DIS total, so you never roll more than three dice (3d6).

## Misses vs Failures

A roll of 6- is often called a miss and not a failure… and that's intentional. Although most of the time a PC rolls a 6- they won't get what they want—and thus, it'll feel like a failure—that isn't always the case.

For example, if a PC is trying to pick the lock of a door, a 6- may be interpreted by the GM as the PC successfully picking the lock… But finding 10 guards waiting for them on the other side.

A GM may choose to do this for a variety of reasons, but the important thing here is to keep in mind that a 6- should always propel the conversation forward, adding new elements to it, instead of bringing it to a stop.

# Character Creation

## Character Creation Cheat Sheet

1. **Choose a Class**. The foundation of a PC is their Class, the fantasy archetype they embody and express. A PC's Class influences their specialties and fortes. There can be only one of each Class at the table at the same time so, if multiple people want to play the same Class, work with each other to find a happy compromise.
2. **Consider Your Origins.** These are three aspects of your character that have no specific mechanics associated with them, but that establish important **fictional positioning** about them. They are your character's **Ancestry**, **Community**, and **Background**.
3. **Familiarize Yourself with Your Class Starting Move.** Read and try to understand it to the best of your ability, asking the GM any questions you may have. Some Starting Moves may ask you to make a choice.
4. **Choose Equipment and Appearance.** Each Class lists a number of items, such as weapons, armor, or supplies for you to choose between, plus some cosmetic choices about your appearance. Make your choices and mark them on your character sheet.
5. **Assign Stats.** There are five Stats in **Dungeon World 2**:
   a. **Strength** (STR) represents how good you are fighting, pushing others around, and enduring harm
   b. **Dexterity** (DEX) represents how good you are at disappearing, moving quickly, aiming precisely, and escaping notice
   c. **Intelligence** (INT) represents how much you can notice, study, deduce, and calculate
   d. **Wisdom** (WIS) represents your ability to empathize with people and intuitively understand the supernatural
   e. **Charisma** (CHA) represents your ability to sway people, get their attention, and make a good impression

   You start with a +2, +1, 0, 0, and -1. Your Class will guide you on how to assign them.
6. **Write Your Character's Name and Pronouns.** Each Class lists some example names.
7. **Introduce Your PC (**and Talk About the Characters). Briefly describe your character, using their name, pronouns, and Class, as well as incorporating details such as their Origins and Equipment/Appearance choices.
8. **Establish a Relationship with Another PC.** Every PC has a Relationship with another PC, such as a belief, event, goal, or feeling related to them. Each Class lists some examples. The Depth of a new Relationship starts at 0, but increase it by 1 if you've adventured together before, and increase it by another 1 if you grew up together. (For multi-session adventures or campaigns, you can create one Relationship with each other PC now or add them when you **Comfort or Support** someone).

# Class

The Classes available in DW2 are: **The Barbarian**, **The Bard**, **The Cleric**, **The Druid**, **The Fighter**, **The Paladin**, **The Ranger**, **The Rogue**, and **The Wizard**.

## Changing Classes

When your character has changed significantly due to choice, consequence, or circumstance, it may be time to change their Class. Changing a character's Class typically represents a new chapter in their life. They may not have forgotten the past and how they used to do things, but they've left a significant part of that behind. You can change Classes when you **Level Up**.

1. **Choose your new Class.** *For example, Erinyette the level 5 Rogue resolved her* **Reformed** *Struggle, and decided to change to the Paladin Class to represent her determination to fight for what's right.*
2. **Assign your Stats as if you were creating a new character.** You can use your old Stats as guidance or completely ignore them and use this opportunity to start with a clean slate.
3. **Gain your new Class Starting Move**. Lose the one from your old Class.
4. **Reassign your Advancements.** Count the number of advancements you had from your old Class, and gain the same number in your old Class.

    *Erinyette had 4 Advancements as a Rogue. Her Player decides to keep the* **Burglar** *Path and it's Starting Move,* **Expert Treasure-hunter** *as a Multiclass, but she'll use the other 3 Advancements to improve her WIS, unlock the* **Inquisitor** *Path (their nemesis has hidden devotees everywhere), and to reveal a new Struggle:* **Vengeful**.

5. **Your XP, Level, and Treasure Track remain unchanged.**
6. **Your max HP changes to that of your new Class**, modified by your per Level bonus (+1 per Level beyond 1, max +10). Your current HP goes up or down by the same amount (this can't lower it below 1).

# Origins

The three aspects that make up your Origins are:

## Ancestry

This is usually who your parents were or who created you. Classic options in fantasy worlds include *dwarf, elf, human*, and *halfling*. More modern popular choices include *construct*, *dragonborn*, and *tiefling*. These days, Players seem to love *catfolk*, *fungiperson*, and *goblin*, just to name a few.

## Community

This is the environment you were raised in, which can or cannot be the same as that of your parents/creator(s). Popular options in fantasy worlds include *a mercenary company, road scholars, scheming nobles*, and *a tightly-knit tribe*, among many others.

## Background

This is your character's former occupation or profession before you started adventuring. Popular options in fantasy worlds include *acolyte, criminal, mage's apprentice*, and *soldier*, among many others.

# Stats

Each PC has five Stats which affect not just what they can do, but also how they might behave or how others perceive them.

- **Strength** (STR) represents **physical power** and **endurance**. It's the key Stat to **Trade Blows** in **hand-to-hand combat** and it's a requirement to know how to use armor properly.
- **Dexterity** (DEX) represents **speed, reflexes,** and **agility**. It's the key Stat to **Trade Blows** in **ranged combat** and it's the key Stat to **Sneak Past**.
- **Intelligence** (INT) represents **perception** and **calculation**. It's the key Stat to **Unearth Secrets**. It is NOT used to remember things, as any PC might know or recall different information based on their past experiences.
- **Wisdom** (WIS) represents **empathy, intuition**, and **instinct**. It's the key Stat to **Sense Motive**.
- **Charisma** (CHA) represents **allure, authority**, and **cordiality**. It's the key Stat to **Pull Strings**.

# Conditions

Conditions represent exhaustion, frustration, maladies, or emotions that affect a PC as they adventure. They usually happen as a result of a Player's choices, and are rarely inflicted specifically upon you. A Condition can be either **marked** or **locked**. There are five total Conditions:

- **Angry**. When marked or locked you have DIS on all +INT rolls. *Who or what are you angry at? Does it simmer or explode?*

- **Distracted**. When marked or locked you have DIS on all +WIS rolls. *What stubborn worry or feeling won't go away? How does it manifest?*
- **Exhausted**. When marked or locked you have DIS on all +STR rolls. *What tired you out? How does your fatigue show?*
- **Frightened**. When marked or locked you have DIS on all +DEX rolls. *What fear or memory is related? Why do your instincts scream?*
- **Insecure**. When marked or locked you have DIS on all +CHA rolls. *What made you feel you might not be enough? How do you react?*

## Clear, Marked, and Locked Conditions

Each Condition is represented by a circle on a PC's character sheet, which has three states:
○ **Clear** — The circle representing the Condition is empty. The Condition is inactive and it doesn't affect your character.

◫ **Marked** — The circle has a line or two through it, representing that the Condition is active and it's currently affecting your character.

● **Locked** — The circle is fully filled in. Not only is the Condition active and affecting your character, but it won't clear under normal circumstances. Only effects that specify that they clear locked Conditions can do so, such as **Enjoy Downtime** or **Reveal Your Struggle**.

When a PC has to mark or lock a Condition, their Player chooses one and then describes how their character suffers it in the fiction. While they have a marked or locked Condition, the PC can use the questions beside it to inform how it might affect their roleplaying.

Rare circumstances, such using certain *magic items*, may require a PC to mark a specific Condition. If they already have that Condition marked, they instead lock it. If it's already locked, then they mark another Condition of their choice.

When a PC marks their last Condition, they trigger **Reach Your Limit**.

# Starting Move

This Move is core to the Class and can only be used by a PC who is of that Class. For example, anyone can go on stage and show off their entertainment skills, but only The Bard can trigger **Perform Your Art**.

# Hit Points & Damage

## Hit Points

Hit Points (HP) are **an abstraction that represents a character's physical well-being**. PCs and NPCs have variable amounts of it. In the case of PCs, that amount is mostly determined by their Class and Level.

When a character suffers damage—mostly as a result of **Trading Blows** or other dangers of adventuring—they decrease their current HP by a specific amount, usually determined by the GM rolling appropriate dice. This might represent small scratches, significant wounds, loss of willpower, or general fatigue.

- When any character, PC or NPC, has less than half their maximum HP, they're **Bloodied**. While Bloodied, your injuries are obvious to all, and characters will react accordingly. Some Moves or other mechanics might reference being Bloodied.
- When a PC has lost all their HP, they're **Helpless**. If they want to act significantly in the fiction, they first need to **Face Death.** Most NPCs who lose their HP are either defeated or die of their wounds.

## Damage

A weapon or attack's damage (DMG) is shown like this: **1d8 DMG**. When DMG is dealt, the character inflicting it rolls the die or dice (one eight-sided die in the example above) to determine it.

Similar to Moves, DMG can also have ADV and DIS. This means that you roll one additional die with the same number of faces and use the highest (ADV) or lowest (DIS) result. For example, if your weapon deals 1d8 DMG and you deal DMG with ADV, you would roll two eight-sided dice and keep the highest one.

Some effects, notably **Trade Blows**, say that minimum (min) or maximum (max) DMG is dealt. In those situations, instead of rolling, treat the roll as it was the lowest or highest possible. This *does still count as rolling for damage* when it comes to triggering certain Moves and effects, even if dice weren't physically (or digitally) rolled.

**Dual Wielding:** When dealing DMG with two weapons at once, roll DMG for each and keep the highest result. By default, only #light weapons are designed to be wielded this way.

### Damage Dice Size

Some effects can increase or decrease the DMG die size. **Dungeon World 2**'s polyhedral die size levels are as follows:

| | | | | | | | | |
|---|---|---|---|---|---|---|---|---|
| d4 | d6 | d8 | d10 | d12 | d12+d4 | d12+d6 | d12+d8 | d12+d10 |

Most damage falls within between 1d4 and 1d10, but some can get much larger.

### Resistance

When a PC or NPC has preparations for, defenses against, or immunity to an effect, approach, or source of damage, they **Resist** it, meaning it's nearly useless against them. Resistance does not provide DMG reduction like armor does, but instead influences the Fictional Positioning and whether dmg (and Moves) would be rolled *at all*. Overcoming such resistance usually requires imagination, special circumstances, or overwhelming power.

When an NPC Resists a PC's efforts, the GM has a golden opportunity to make a Move. Similarly, when a PC Resists something an NPC does, the GM should usually give that PC a similar opportunity.

# Equipment & #tags

A PCs belongings can sometimes make the difference between life and death. Each PC chooses equipment from lists based on their Class. Don't worry about carrying capacity or inventory load—you can carry as much as it makes sense in the fiction.

## Uses

Some items have one or more circles ○ next them, indicating they have a limited number of uses. Each time you mark a use, cross one of the circles. When the last circle is marked, you can't use the item anymore—it may be depleted, spoiled, broken, or similar.

## Tags

Some items have tags, which are all listed after the name alongside the #symbol. For example, a sword might have the tags #hand and #versatile. These tags signal the item's advantages and limitations.

Here is the list of all tags in the game.

#ammo — it needs ammunition to work. By default you always have enough, but you might run out as a result of a GM Move
#area — can affect multiple targets in close proximity
#close — the target must be up to a few paces away, close enough to see their face expressions but not to touch
#concealed — easy to hide from others unless they search you thoroughly
#distinctive — has an obvious sound or appearance that attracts attention
#far — you must be able to clearly see your target, or to hear them if they yell at the top of their lungs.
#forceful — inflicts powerful blows that knock targets back and down
#hand — the target must be within grabbing distance

#holy — blessed by a divine power, and thus especially effective against a deity's enemies; ADV on DMG rolls against them
#light — easily dual-wielded with similar weapons (roll DMG for both and keep highest)
#near — the target must be up to speaking distance, even if you may have to raise your voice
#piercing — cuts or bypasses thick armor and shielding. DMG of this type ignores armor and shield protection
#precise — requires quick and careful aim to use well; **TRADE BLOWS**+DEX (instead of +STR).
#reload — after you use it, you need to spend time reloading, rearming, or recharging it to use it again
#thrown — you can **TRADE BLOWS**+STR instead of +DEX when using it as a ranged weapon
#two-handed — needs two hands to use properly, maybe for weight, balance, a second part of it, etc.

# Armor & Shields

Worn armor decreases damage taken by its wearer. Every time you receive damage from an enemy, the environment, or similar, decrease it by your Armor. **Armor cannot decrease damage below 1.** There will always be at least a few cuts and bruises from an attack, even if your armor stopped most of it.

Armor also encumbers its wearer if they aren't strong enough to manage its bulk. If your STR is below the armor's requirement (usually equal to its armor value) then you don't receive its protective benefit.

## Armor Types

- **Light armor**, such as sturdy hides and padded gambesons, has DMG reduction 1 (reduces all incoming DMG by 1, to a minimum of 1) and it requires a minimum STR+1 to use properly
- **Medium armor**, like a chain shirt, breastplate, or scale mail, has DMG reduction 2 (reduces all incoming DMG by 2, to a minimum of 1) and it requires a minimum STR+2 to use properly
- **Heavy armor**, like a proper chain mail or full plate, has DMG reduction 3 (reduces all incoming DMG by 3, to a minimum of 1) and it requires a minimum STR+3 to use properly

## Shields

Shields work differently from armor. Rather than decreasing DMG a little each time you suffer it, you can use your shield once to ignore all damage from a single attack. **Unlike armor, shields can reduce damage taken to zero**. You can use a shield this way after damage is rolled, so you know how useful it'll be in advance. When you use your shield, mark the circle near it to show it as used. When you finish **MAKING CAMP**, you can erase the mark and regain the use of your shield.

# XP, Level, and Advancements

## Experience (XP)

Over time the PCs become stronger, represented by their accrued **Experience (XP)**. XP is tracked separately for each PC. It starts at 0, and PCs mark it any time a Move says "mark 1 XP", most often when a 6- is rolled or when answering **End the Session** questions.

## Level

**Level** represents the overall advancement of a PC, and starts at 1.

## Leveling Up & Advancements

When a Player marks the 5th XP on their PC's Experience Track, the character **Levels Up**, resetting XP to 0. increasing their Level by one, adding +1 to their current and maximum HP (up to +10 in total), and gaining a chosen benefit—an Advancement—from the specific list associated with their Class. This can happen in the middle of battle or another climactic moment.

If **Leveling Up** would distract from the action and narrative, rather than add to it, the Player may choose to wait until a more relaxed moment—such as while **Making Camp**—to **Level Up**.

## Paths & Advanced Moves

Each Class features three Paths, which contain Moves and similar abilities a PC can unlock over time.

- When you **gain a Path**, choose a Path from your Class that you don't have yet (or from another Class if it's a Multiclass Path) and mark it to show that you've gained it. You also gain its Starting Move—the first one listed within it.
- When you **gain a Path Move**, choose a Move you don't have (within a Path you *do* have), then mark and gain it.

With enough time and growth, a PC can eventually have two Paths from their own Class and two Paths from other Classes. When taking a Path that another PC already has or might have, such as from their Class, ask them for permission first. Two PCs can both have the same Path, but take care to not overshadow each other.

# The Moves

## Core Moves

These Moves are supposed to be triggered frequently, and form the backbone of the DW2 experience.

### Aid a PC (N/A)

While you **help another PC**, they have ADV on their rolls. Before the helped PC rolls, you must choose one:

- *It's risky*; all consequences from this also affect you
- *It's stressful*; mark a Condition
- *They frustrate you*; erase 1 Depth with them

*"All consequences from this also affect you"* means those consequences are applied in full to both the aided and aiding PC, rather than being divided between them. For example, if the aided PC suffers damage, the aiding PC suffers the same amount. If one is caught and captured, the other one is too.

### Cast a Spell (+Variable)

When you **invoke magic you can use**, say what you want to happen; the GM will tell you the effect's MAG and then you compare it to your Casting Stat (see the Class or Path that is your magic's source).

- If the MAG *exceeds* your Casting Stat, the spell is beyond you; negotiate a lesser effect or **Perform a Ritual** to achieve it
- If the MAG *equals* your Casting Stat, roll+Casting Stat with DIS
- If the MAG is *lesser than* your Casting Stat, roll+Casting Stat

✶On a 10+, the effect comes to fruition as intended. ✶On a 7-9, it happens, but choose one:

- A unique option depending on your magic's source
- The effort is tiring; mark a Condition
- There's a twist; the GM will add an "and" or "but" to its effect

✶On a 6-, something goes terribly wrong; mark 1 XP and the GM makes a Move.

"*Magic you can use*" is most usually granted by a Class Starting Move or Path Move, but some *magic items* or *Artifacts* might let you **Cast a Spell**. These and other options will always clearly state that you can **Cast a Spell** in some way.

### Magnitude (MAG)

Magnitude (MAG) represents **a spell's overall power**. The GM has the final say on a spell's MAG, based on the effect's severity, target, range, duration, area, and similar factors. These guidelines below should help:

- **MAG 0** — Minor magic (sometimes called cantrips, orisons, or rote spells) can be executed even by beginners. They are the equivalent of 5e's Spell Levels 0 and 1. These could be achieved without magic at all. Examples include: *shoot a magical dart* (1d4 DMG)*; heal scratches and bruises* (1d4 HP restored)*, communicate from across a room; summon a tiny sprite; read someone's current emotions; charm someone distracted or exhausted; induce a light fitful, sleep; slow down a fall; turn someone invisible for a few seconds, repair ordinary wear and tear.*
- **MAG 1** — Standard magic commonly done by ordinary practitioners, the equivalent of 5e's Spell Levels 2 and 3. Doing something similar without magic would require complex, lengthy, or coordinated effort. Examples include: *shoot an acid arrow* (1d8 DMG #piercing)*; heal deep cuts* (1d8 HP restored)*; communicate from across a country; summon a sly imp; read someone's surface thoughts; charm an ordinary person; induce a deep but ordinary slumber; float up to a #near distance; turn someone invisible for a few minutes; create a mundane item from raw materials*
- **MAG 2** — Major magic that strains the abilities of most practitioners, only masters can perform it reliably every day. Similar to 5e's Spell Levels 4 and 5, doing these things without magic would take extreme effort, coordination, tools, time, and/or training. Examples include: *shoot an explosive fireball* (1d12 DMG #piercing)*; heal broken bones* (1d12 HP restored)*; communicate with a ghost or spirit; summon an elemental servant; read someone's secret desire; charm a guarded or hostile mind; induce sleep that won't end until the next day; fly for the next few minutes; turn someone invisible for an hour; conjure a mundane item out of thin air*
- **MAG 3** — High magic that is impossible for everyone but master practitioners. Equivalent to 5e's Spell Levels 6-7, it would be nearly impossible to do something similar without magic, even with all the help in the world. Example effects include: *emit a cloud of gas that poisons those who breath it* (1d12+1d6 DMG #piercing)*; restore someone on the verge of death* (1d12+1d6 HP restored)*; communicate with another realm of existence; summon a demonic guardian; control a weakened mind; induce a year-long slumber; fly for a few hours; turn someone invisible for the rest of the day; transform one creature into another similar one; create a door to another dimension; telekinetically lift a boulder or small house; teleport a few kilometers*
- **MAG 4+** — Mythical magic that some masters spend their entire lives in pursuit of, only the best of the best can accomplish these effects with a spell; most need to **Perform a Ritual** instead. Equivalent to 5e's Spell Levels 8 and 9, even with magic these feats are often only heard about in stories and legends. Example effects include: *utter a forbidden word of power that kills someone instantly or inflicts* (1d12+1d10 DMG #piercing)*; resurrect someone from the dead; communicate through time and space; summon a monstrous behemoth; control an alien or guarded mind; induce an eternal slumber; fly forever; create a* magic item *or* Artifact*; teleport yourself and allies anywhere in the world*

## Comfort or Support

Once per session, after you **offer comfort or support to another PC**, answer the following questions:

- *Did you explore, change, or reaffirm a Relationship or Bond?*
- *Did they open up to you in return?*
- *Did either of you reveal something new about your Struggle?*

For each "Yes", the comforted can choose to clear a marked Condition, gain 1 Depth to their Relationship with the comforter, or have the comforter clear a marked Condition. The comforted can choose an option more than once.

If one or both of the PCs don't already have Relationships with the other, their Players have the option to create one now as part of this Move and answer "Yes" to the first question.

**Comfort or Support** can look like many different things. Maybe you play music for them; or cook together, or you duel to blow off some steam, or you just talk, or you just sit with them quietly.

This is the main way PCs clear Conditions and grow closer together. Each PC can only use the Move once per session (consolation only goes so far), but multiple PCs can **Comfort or Support** the same PC if they want, even at the same time.

## Defy Danger (+Variable)

When you **contend with a risk, threat, or obstacle**—and no other Move fits—describe how you do it, then the GM chooses one and you roll:

- +STR if you power through, physically endure, or break it
- +DEX if you dodge, outpace, or target it precisely
- +INT if you analyze, notice, or outsmart it
- +WIS if you scrutinize, empathize with, or resolutely resist it
- +CHA if you charm, trick, impress, or provoke it

✶On a 10+, you overcome it flawlessly. ✶On a 7-9, you prevail over it, but choose one below:

- The effort drains or rattles you; mark a Condition
- You draw unwanted attention or escalate the situation; the GM will say how after you choose this
- You sacrifice something to do it; say what it is. The GM may ask for more

✶On a 6-, your efforts are thwarted or go terribly wrong; mark 1 XP and the GM makes a Move.

While this Move is very open-ended, it should still only be used when you "*contend with a risk, threat, or obstacle*". If you are doing something more relaxed like fishing, cooking, chatting, or exploring (or if you're doing something adventurous but not *contending* with anything) then this Move won't trigger. In such instances when this Move doesn't trigger, if you want to know how the situation resolves, look to the GM and they will follow the game's Agenda and Principles to tell you what happens.

Sometimes, in order to bring another Move to bear, you might first need to overcome one or more obstacles between you and your target. This is usually handled through **Defy Danger**, but not always. Examples of such instances include: escaping a brawl long enough to **Cast a Spell**; pushing past a bodyguard to get to an enemy leader; chasing down a citizen to convince them you're not a monster; or impressing a queen enough for her to grant you an audience.

The GM may say that some approaches don't make sense for some dangers. Most people can't talk their way through a hall of spike traps, precisely target invisible poison gas, or power through incinerating dragonfire. If your approach doesn't work, the GM will tell you. If you double-down, they might just inflict the consequences upon you.

## Pull Strings (+CHA)

When you **influence an NPC to do what you want**, choose an approach below and roll+CHA:

- If you *deceive them with false words or actions*, they might later seek the truth or learn a secret about you
- If you *persuade them openly and honestly*, they might ask for a promise and/or payment, or only partly follow through
- If you *threaten their safety or interests*, they might escalate the conflict now, or escape or betray you later

✶On a 10+, they'll do it as best as they can. ✶On a 7-9, they'll try, but the GM will add a complication based on your approach.

✶On a 6-, they make things worse; mark 1 XP and the GM makes a Move.

This Move isn't mind control. NPCs have their own wants and drives, and can't easily be influenced to act against those. *Persuading* an NPC usually has the lowest risk, but the NPC has to care about your argument in the first place for it to work. *Intimidation or deception* tend to work on a lot more NPCs, but when they go wrong, the consequences tend to be more hostile.

Each approach's complications are suggestions for the GM, but if something else fits the situation better, they're free to use that instead. No matter what, the complications should feel earned by the NPC's drive and the PCs past and present actions.

## Sense Motive (+WIS)

When you **scrutinize someone throughout a conversation**, roll+WIS. ✶On a 10+, you can ask their player two questions during the conversation (if they're an NPC, the GM answers). ✶On a 7-9, ask them only one. These questions can be about a character's thoughts, feelings, or motivations. All answers must be truthful, even if the character(s) might not be.

✶On a 6-, if studying an NPC, then you're discovered or interrupted; mark 1 XP and the GM makes a Move. If studying a PC, then they ask you a question instead.

Some example questions include:

- *Are you lying about _____?*
- *How might I get you to _____?*
- *How do you feel about _____?*
- *What do you desire most?*

As Players and GM, always ask and answer these questions plainly and clear. In character, however, you can use subtext and inference to create powerful dramatic dialogue. Maybe you ask something out loud, or maybe you assess their posture and judge their intent. Perhaps a character says one answer out loud, but their eyes say a different one, and they might not even know it themselves.

While all answers must be truthful, they don't need to be comprehensive. Your person-to-person answers should have as much detail as feels appropriately dramatic, and be sensible to how the question was handled in the fiction. Quietly studying someone's behaviour might reveal that they feel immensely guilty, maybe even that the guilt is related to family. Getting them to open up to you might reveal that they accidentally killed their sibling, and that guilt has driven them for years.

## Sneak Past (+DEX)

When you **stealthily evade notice**, roll+DEX. ✶On a 10+, you remain completely undetected. ✶On a 7-9, you do it, but the GM chooses one:

- Someone grows suspicious; you have DIS to **Sneak Past** until that changes
- You did it by the skin of your teeth; mark a Condition
- You don't have long; act now before the window of opportunity closes

✶On a 6-, you're spotted or expected; mark 1 XP and the GM makes a Move.

Setting up an ambush, picking a lock, emptying a pocket, or hiding among a crowd—these are just a few ways to employ this Move. It generally only triggers if you haven't been noticed yet. If you *have* been noticed, then you'll need to find a good hiding spot first.

## Spout Lore (+Questions)

When you **rack your brain for information about a specific subject**, ask the GM one question about it, answer the questions below, then roll with +1 for each "Yes":

- *Do you have access to a book or equivalent record about this subject?*
- *Is this subject related to your Origins?*
- *Is this subject relevant to your Struggle?*

✶On a 10+, the GM answers generously, and you or an ally also gain ADV the first time someone acts on the answer. ✶On a 7-9, the GM just answers generously.

✶On a 6-, the GM answers with danger or an unwelcome truth; mark 1 XP and the GM makes

a Move.

Everyone has their own past experiences with the world. While many other fantasy TTRPGs have you rely on your Intelligence or similar to recall information, here we mostly ask how central it is to your character.

If you've never had a **Struggle**, then the answer to the third question is always "No". If it's relevant to an already-resolved Struggle, then the answer can still be "Yes".

Some examples questions include:

- *Where is _____ located?*
- *What could have caused _____ ?*
- *What might be the best way to accomplish _____?*
- *What have I heard or read about _____?*
- *How might I gain access to _____?*

## Trade Blows (+STR or +DEX)

When you **engage a foe in battle,** roll+STR in melee or +DEX at range (or with #precise weapons). ✶On a 10+, choose one:

- An ally gets a fleeting opportunity
- You inflict max DMG
- You suffer min DMG

✶ On a 7-9, choose one of these instead:

- Something upsets or provokes you; mark a Condition
- You grant the opponent a fleeting opportunity
- You lose or break something. Choose what; the GM may ask for more

✶ On a 6-, you inflict min DMG or suffer max DMG (your call); mark 1 XP and the GM makes a Move.

After choices have been made, inflict your DMG and suffer theirs.

**Trading Blows** represents a back-and-forth exchange of attacks from multiple sides in a fight. When it doesn't make narrative sense for DMG to be suffered or inflicted to both combatants, then double-check if this Move triggers at all. If your foe can't hurt you back, then just deal damage (or defeat them, GM's call). If you can't hurt them, maybe you suffer damage and must take a new approach or get into a better position.

Choices here are made *before* DMG is rolled. You don't get to roll a 1 on DMG dealt and then choose to change it to max DMG afterwards.

## Unearth Secrets (+INT)

When you **investigate a mysterious situation or location**, ask the GM, *Are there any secrets to discover here?* If "Yes", roll+INT. No matter what you roll, you always discover something; the GM will tell you what. ✶On a 10+, your discovery is clear and significant. ✶On a 7-9, choose one from below:

- ✦ It is an important clue, but not a clear answer
- ✦ The discovery puts you at risk; the GM will say how after you choose this option
- ✦ The discovery rattles you; mark a Condition

✶On a 6-, the discovery is dangerous; mark 1 XP and the GM makes a Move.

You should only be rolling this Move if the GM answers "Yes" to the initial question. If there isn't anything to discover, then the GM just says "No" and the conversation progresses normally.

"*Investigating*" requires much more active, hands-on activity than just glancing around and taking in your surroundings. You might be running your fingers along the bricks in a wall to find a hidden door, or interviewing witnesses to a recent murder, or putting your ear to a door to hear a muffled conversation. If you just want to know what you perceive around you, ask the GM and they will answer.

# Extra Moves

These are Moves that will usually be triggered less often than **Core** ones, and are heavily dependent on the comings and goings of each specific campaign and playgroup. The frequency with which you use them in play can even vary from session to session.

## End the Session

When you **reach the end of a session**, answer the following questions as a group:

- ✦ *Did anyone add Depth to their Relationship(s)?*
- ✦ *Did we defeat a dangerous threat, visit a new location, and/or find a memorable treasure?*
- ✦ *Did we learn something new and important about the world or NPCs?*

For each "Yes", everyone marks XP.

For the first question, it's important to clarify that if *anyone* added Depth to one of their Relationships, *everyone* in the group gains one XP.

If it's not clear if a threat counts as "dangerous", a location counts as "new", etc., discuss it as a group and come to an agreement. If you can't reach a consensus, the GM has final say.

# Face Death

When you **reach 0 HP**, you're Helpless until you recover HP or the Scene ends. While Helpless, if you lose any HP, you die. When you recover any HP, lock one of your Conditions and you're no longer Helpless.

When you **take decisive action while Helpless**, choose one before resolving the action:

- *Gamble with Death*; roll+nothing. ✶On a 10+, you push past the pain; recover half your max HP (rounded down) then resolve your action. ✶On a 7-9, the GM says what part of you won't survive; accept the loss and recover 1 HP, or hold on to it and die after acting. ✶On a 6-, you're too hurt to act and will die before this Scene ends; you say when. *What are your last words?*
- *Go Out in a Blaze of Glory*; briefly take control of the Scene, describe one last deed you accomplish, then die.

While Helpless you may or may not be unconscious, but you can't feasibly do anything big (i.e. most Moves) without it counting as "decisive action". Maybe you can talk, but not eloquently enough to **Pull Strings**. Maybe you can remember things, but you can't wrack your brain enough to **Spout Lore**.

When "*taking brief control of the Scene*", you get to describe how your character overcomes all challenges in their last moments. You're still responsible for keeping it sane and somewhat feasible—don't randomly fly into the sun and turn it into a unicorn—but, beyond that, it's up to you what feels satisfying to your character to accomplish in death.

# Level Up

When you **mark the last XP on your PC's Experience track**, clear the track, add 1 to your Level and current/maximum HP (up to +10), and gain one Advancement available to your new Level (or lower).

You can **Level Up** in the middle of a Scene, or you can save the Advancement itself for after the session (when you have time to look at the options).

# Make Camp

Once per session, when you **spend a few hours resting** (even while adventuring), describe cooperatively what each PC is up to. Things in the world worsen each time you **Make Camp**.

When you **finish Making Camp**, each PC regains all HP and clears one marked Condition.

Feel free to discuss situations, events, or emotions while **Making Camp**. Not all conversations have to be in a group; one person can go off on their own or pull an ally aside for a 1-on-1. Other Moves might happen while you **Make Camp**, such as **Comfort or Support** or **Sense Motive**.

"*Things in the world worsen*" means that the Threats and other dangers in the fantasy world creep closer to their goals. Sometimes this manifests in obvious ways, other times it may be more subtle and require investigation. Urgent events may even interrupt this Move.

If the Move is interrupted, you need to resume and finish it to get its benefits.

## Perform a Ritual

When you **draw on a font of magical power (object, person, or place) to create an effect**, tell the GM what you're trying to achieve. The GM will tell you a number of requirements up to the effect's MAG (min 1) from the following (filling in the blanks or making choices when needed):

- *First you must* _____
- *It's going to take days/weeks/months*
- *It will require* _____
- *The effect will be unreliable or limited*
- *You and your allies will risk* _____
- *You'll need help from* _____
- *You'll have to destroy* _____ *to do it*

Once all requirements are fulfilled, the ritual is complete and the magical effect takes place.

Any PC can **Perform a Ritual**. Even if you can't **Cast a Spell**, you can still draw on a font of power to accomplish effects that might be impossible otherwise. It's up to the GM what counts as a suitable font of power.

## Reach Your Limit

When you **mark your last Condition**, clear all your marked Conditions then choose and act out one of the following outbursts:

- Angry — *Lash out at your allies* or *break something important*
- Distracted — *Wander off alone* or *miss something relevant*
- Exhausted — *Collapse* or *give up when it matters*
- Frightened — *Hide* or *flee from danger*
- Insecure — *Overcompensate* or *harshly criticize someone*

If your outburst isn't extreme enough, the GM may ask you to go further. After the outburst, lock the chosen Condition.

**Reaching Your Limit** is a great way to clear Conditions—as long as you're willing to accept the consequences of the outburst (and a single locked Condition afterwards).

# Undertake a Perilous Journey

When you **travel through hostile territory**, choose a destination, a leader, and a method of travel:

- *Quickly, risking it all* — -1 to the roll, everyone marks a Condition; you arrive earlier than expected
- *Regular pace* — +1 to the roll, only the leader marks a Condition; you arrive when expected
- *Slow & careful* — +2 to the roll; you arrive later than expected

Then the leader rolls with the corresponding modifier. ✴On a 10+, you arrive with a boon; the GM will tell you what. ✴On a 7-9, you'll get there but choose one:

- Someone's following you; let them, or everyone marks a Condition to lose them
- Something unpleasant awaits at your destination
- You encounter a danger along the way, but you have the drop on them

✴On a 6-, a danger surprises you; everyone marks 1 XP and the GM makes a Move.

You need to have a specific destination in mind for this Move to trigger. If you're just wandering, exploring, or surveying the land, then either another Move might trigger (**Unearth Secrets** maybe) or the GM will just make a Move and say what happens.

You also have to be traveling through "*hostile territory*", which might be an enemy country, dangerous forest, monster-infested cave network, or bandit-laden road. The GM has the final say on what territory counts as "hostile".

A "boon" might be a valuable ruin, a helpful NPC, a magical tree, an abandoned treasure, or something else. Even if it isn't immediately obviously useful, with some hard work and/or smart ideas it can still pay off.

# The Classes

## The Barbarian

*A mighty stranger from an even stranger land*

### Origins

**Ancestry:** I am a _____

*e.g. construct, minotaur, nephilim, etc. What makes your homeland so different from places here?*

**Community:** I was raised by _____

*e.g. brutal warriors, hospitable travelers, isolated devotees, etc. How did they adapt to your homeland's environment?*

**Background:** I used to be a _____

*e.g. dangerous bandit, powerful leader, renowned gladiator, etc. What betrayal or calamity caused your departure?*

### Relationships

| | | Depth |
|---|---|---|
| PC's Name | Relationship | ○○○ |
| PC's Name | Relationship | ○○○ |
| PC's Name | Relationship | ○○○ |
| PC's Name | Relationship | ○○○ |
| PC's Name | Relationship | ○○○ |

#### Relationship Examples

*I delight in their company; I wanna spend more time with them ✦ I hurt or abandoned them in a moment of rage or overindulgence ✦ I'm teaching them about my ways, whether they like it or not ✦ They are weak and pathetic; I will make them strong ✦ They showed me a new comfort of these lands; I want more of it! ✦ They're the only one I'd trust with my life ✦ They've seen my homeland more recently than me*

### Starting Move

#### Rage!

When you **enter a rage**, mark Angry. When you **calm down**, you may mark a different Condition to clear Angry.

**While Angry**, you get the following penalties and benefits:

- ✦ When you deal max DMG, increase the DMG by STR
- ✦ Ignore penalties from Conditions when you **Trade Blows**+STR or **Defy Danger**+STR

- ✦ Whenever you would mark a Condition (including from calming down), you may instead suffer 1d4 DMG #piercing
- ✦ You can't benefit from wearing armor (you can still wear a shield, though)
- ✦ If you don't act on your Rage at least once per scene you're in (usually attacking someone or something), mark an additional Condition at the end of that scene

## Equipment & Appearance

**Choose a weapon** (or create a new one with the GM):

- ancestral longsword 1d6 DMG #close + shield ○ use. Mark to ignore all DMG from one attack
- bloodstained greataxe 1d8 DMG #close #two-handed #forceful
- dual hammers 1d6 DMG #close #light, ADV on DMG rolls

**Choose two of the items below:**

adventuring gear ○○○ uses. Mark to rummage through and find a useful mundane item

hearty feast ○ use. Mark to share it with your allies; everyone recovers half their max HP (rounded down)

potion of healing ○ use. Mark to recover half your max HP or clear a locked Condition

provisions ○○○ uses. Mark once while you **Comfort or Support** to turn a "No" into a "Yes"

trap kit ○○ uses. When you spend time setting up a trap, mark once to create a dangerous, impeding hazard for anyone in its range; it typically deals 1d4 DMG

Regarding your appearance, **choose one per row** (or something else):

☐ cultural raiment ☐ hides and furs ☐ intricate tattoos
☐ massive stature ☐ monster skull trophy ☐ impressive scar

## Name (pro/nouns):

_____

*e.g. Alareiks, Clovis, Boudica, Etzel, Gaisarix, Gorm, Haepha, Hariman, Otakar, Silas, Tiidrik*

*Your* STR *is +2. Choose* WIS or CHA *to be +2 too, then assign 0, 0, -1 to the others.*

| HP | STR | DEX | INT | WIS | CHA |
|---|---|---|---|---|---|
| ♡ | ☐ | ☐ | ☐ | ☐ | ☐ |
| *Lvl 1 Max HP = 12* | | | | | |
| 🛡 | ○ | ○ | ○ | ○ | ○ |
| Armor | Exhausted | Frightened | Angry | Distracted | Insecure |

XP— ☐ ☐ ☐ ☐ ☐ LEVEL: _____

## ADVANCEMENTS

When you **LEVEL UP**, increase your HP by 1 (max +10) and choose one of the following:

☐ ☐ +1 to any Stat (max +2)
☐ Gain a Path from your Class (and its Starting Move)
☐ Reveal a Struggle
☐ ☐ ☐ ☐ Gain a Path Move
✦ Change your Class

From **Level 5 onwards**, you can also choose from the following:

☐ +1 to any Stat (max +2)
☐ Gain a Path from your Class, and its Starting Move
☐ **Multiclass** — Gain a Path from another Class (and its Starting Move)
☐ Obtain a *magic item*. Choose from those available or work with your GM to create one
☐ ☐ ☐ ☐ Gain a Path Move
☐ ☐ ☐ ☐ Gain a Path Move

From **Level 10 onwards**, you can also choose from the following:

☐ +1 to any Stat (max +3)
☐ **Multiclass** — Gain a Path from another Class (and its Starting Move)
☐ Obtain an *Artifact*. Choose from those available or work with your GM to create one
☐ ☐ ☐ ☐ Gain a Path Move

# Berserker

*You're the hardest of them all, with a touch of the uncanny*

## Trance-Like Fury

Gain the **Rage!** Barbarian Starting Move.

If you already have **Rage!**, then you get the following additional benefits and penalties:

- Add your STR to your armor
- When you **calm down**, mark an additional Condition
- When you **Trade Blows**, you and your foe have ADV to their DMG rolls

- ## Red Nails

Once per session, when you **become Bloodied** (your HP reaches half or less), clear a Condition.

While Bloodied, increase all DMG you deal by 1.

When you **deal DMG to a Bloodied foe**, it's #piercing.

## Spine-Chilling Countenance

You can **Pull Strings**+**STR by physically overpowering or manhandling them**. If you do and they go back on their word later, gain ADV the next Move you roll against them.

## The Beast Within

When you **unleash the beast inside while Angry**, you shapeshift into a hybrid form between yours and one of following animals:

- *Bear*. You **Resist** mundane weapons and fire
- *Boar*. You **Resist** fear, terror, and intimidation, even from supernatural sources
- *Wolf*. Increase your DMG dice size one step

To put the beast back under requires a great effort; mark a Condition.

- ## When It Earns Me

When you **Face Death** **while Angry**, you may also choose the option below.

- ✦ *Spit in Death's Face*. Recover all HP and you don't become Helpless. Don't lock a Condition either.

When you do, lose access to this Move until you gain it as an Advancement again.

# Hedonist

*You know what is best in life, and how to take it*

## Herculean Appetite — ☐ Unsatified

You have a grand and terrible need that pushes you to greater heights and deeper depths. Say what it is now — **Appetite**: _____

Examples include: *fame and glory, mortal pleasures, power over others, riches and property, the pride of my ancestors, the thrill of chaos, utter destruction*.

You have the additional Condition, **Unsatisfied**. It can be marked, locked, and cleared the same as any Condition, and **Reach Your Limit** only triggers when it has also been marked.

While Unsatisfied is marked, you have DIS to all Move rolls that don't pursue satisfaction of your appetite.

Whenever you **look to satisfy your appetite**, ask the GM how to pursue it here and now; they will tell you, usually with a risk or cost. When you satiate it, clear Unsatisfied. If locked, it only clears if you *gratuitously overindulge* it, usually with extreme cost and/or risk.

## Basking in Victory

When you **satiate an appetite to the extreme** (destroy something precious, gain enormous fame, mountains of riches, etc.), in addition to clearing Unsatisfied, choose two:

- ✦ Clear an additional Condition
- ✦ Gain 1 Depth with a PC that helped you satisfy it
- ✦ Mark 1 XP
- ✦ Rewrite one of your appetites

## Forthright Speech

When you **smash through social etiquette to call something what it really is**, roll+CHA. ✶On a 10+, name someone here who agrees and is willing to help, and clear a Condition. ✶On a

7-9, you find an ally or clear a Condition (your call). ✶On a 6-, you'll regret your honesty; mark 1 XP and the GM makes a Move.

### Insatiable — Appetite_____

You have a second appetite. *What is it? Did you always have it, or develop it over time?*
While you're Unsatisfied, you only need to pursue one of your appetites to not suffer its penalty.
When you look to satisfy your appetite, tell the GM which one before they tell you how.

- ### Strong as a Bull

When you **strain yourself to break free of a restraint or compulsion** (physical or mental), you can mark a Condition to automatically succeed.

## Outlander

*You can't take the homeland out of the...*

### Where I Come From...

When you **tell someone a new story from your homeland** (or about its practices, stories, traditions, etc.), mark and answer a question below and clear a Condition. When all five are marked, gain 1 XP and clear all questions.

*What drawback or failure of your homeland still bothers you?*
*What heroes or monsters feature in your homeland's stories?*
*What food, art, or event is central to your homeland's lifestyle?*
*What unique wonder or danger is native to your homeland?*
*Who from your homeland do you look up to—or despise?*

### Pack Reader

When you **Sense the Motive** **of a group of people**, you may ask an extra question below no matter the roll.

- *What recent event still troubles or excites them?*
- *Who have they outcast recently, and where can I find them?*
- *Who is hiding a secret from the others?*
- *Who's really in charge here?*

## Sacrificial Rite

When you **ritually sacrifice something significant to your homeland's wardens** (be it ancestors, deities, spirits, totem, etc.), roll+WIS. ✶On a 10+, choose all three. ✶On a 7-9, only two.

- ✦ Ask the GM a question about an enemy; they'll answer honestly
- ✦ Everyone who participated in the ritual clears a Condition
- ✦ Gain a blessing proportional to the offering you made. ask for what you want, the GM will say what you get

✶On a 6-, choose one, but the wardens will not accept your sacrifices again until you've fulfilled a demand; mark 1 XP and the GM makes a Move.

## Tread the Jeweled Thrones

When you **Sense the Motive of someone more powerful than you** (politically, physically, economically, etc.), you may always also ask them "*How can I best ruin or humiliate you?*". When you accomplish it, mark 1 XP and clear a Condition.

## Unerring Intuition

When you **arrive at a place you haven't visited before**, roll+WIS. ✶On a 10+, the GM will tell you what's terribly wrong here; ask a follow-up question and gain ADV to the first Move you roll when acting on the answer. ✶On a 7-9, as a 10+ but the answer disturbs or unsettles you; mark a Condition. ✶On a 6-, you get a cryptic hint…And nothing more; mark 1 XP and the GM makes a Move.

# The Bard

*An artist through and through, with ambitions far beyond merely pleasing an audience*

## Origins

**Ancestry:** I am a _____

*e.g. gnome, orc, giantkin, etc. What makes your art different from your people's?*

**Community:** I was raised by _____

*e.g. ever-curious scholars, filthy rich people, reclusive artists, etc. How do your life circumstances still influence your art?*

**Background:** I used to be a _____

*e.g. dreaming librarian, gossipmonger sailor, prestigious curator, etc. Why did you choose art and danger over a simpler life?*

## Relationships

| | | Depth |
|---|---|---|
| PC's Name | Relationship | ○○○ |
| PC's Name | Relationship | ○○○ |
| PC's Name | Relationship | ○○○ |
| PC's Name | Relationship | ○○○ |
| PC's Name | Relationship | ○○○ |

### Relationship Examples

*I would never betray or abandon them... again* ✦ *We ~~are~~* were *an item. It's complicated* ✦ *They are a fan of my art—and me, of course!* ✦ *They are my Muse* ✦ *They help me perform; with them, everything's better* ✦ *They know a secret of my art; I need to convince them to share it with me* ✦ *They think my art's useless; I'll prove them wrong*

## Starting Move

### Perform Your Art

You express yourself and affect others with a particular artistic skill. *Is it cooking, music, poetry, or something else?* When you **perform your art for an audience**, roll+CHA ✶On a 10+, choose three from below. ✶On a 7-9, only two. ✶On a 6-, you feel the performance was awful; choose one below, but mark a Condition. An option chosen more than once must apply to a new audience member.

- ✦ *Affect* — An audience member clears a marked Condition
- ✦ *Connect* — A PC audience member marks 1 Depth with you
- ✦ *Craft* — Regain one use of artistic samples (see below)

✦ *Dazzle* — An NPC audience member gives you a gift or tries to meet you privately (their call)

## Equipment & Appearance

**Choose a weapon** (or create a new one with the GM):

- a noble's crossbow 1d8 DMG #ammo #near #far #reload #two-handed
- deadly-sharp sword cane 1d6 DMG #concealed #hand #precise #two-handed
- decorated long sword 1d6 DMG #close + shield ○ use. Mark to ignore all DMG from one attack

**Choose two of the items below:**

adventuring gear ○○○ uses. Mark to rummage through and find a useful mundane item

artistic samples ○○ uses. Mark to share with an NPC while you **Sense Motive** to roll with ADV

bag of books ○○○ uses. Mark to find a record of relevant information

potion of healing ○ use. Mark to recover half your max HP or clear a locked Condition

provisions ○○○ uses. Mark once while you **Comfort or Support** to turn a "No" into a "Yes"

Regarding your appearance, **choose one per row** (or something else):

☐ colorful costume ☐ fanciful suit/dress ☐ masked leathers

☐ durable lute ☐ enormous wok ☐ numerous paintbrushes

## Name (pro/nouns):

_____

*e.g. Artemisia, Astrafel, Baldric, Casault, Harmenszoon, Keeva, Lodovico, Merida, Sai, Velasco*

*Your* CHA *is +2. Choose* DEX *or* INT *to be +1, then assign +1, 0, -1 to the others.*

| HP | STR | DEX | INT | WIS | CHA |
|---|---|---|---|---|---|
| ♡ | ☐ | ☐ | ☐ | ☐ | ☐ |
| *Lvl 1 Max HP = 8* | | | | | |
| ◓ | ○ | ○ | ○ | ○ | ○ |
| Armor | Exhausted | Frightened | Angry | Distracted | Insecure |

XP— ☐ ☐ ☐ ☐ ☐ Level: _____

## Advancements

When you **Level Up**, increase your HP by 1 (max +10) and choose one of the following:

☐ ☐ +1 to any Stat (max +2)

☐ Gain a Path from your Class (and its Starting Move)

☐ Reveal a Struggle

☐ ☐ ☐ ☐ Gain a Path Move
✦ Change your Class

From **Level 5 onwards**, you can also choose from the following:
☐ +1 to any Stat (max +2)
☐ Gain a Path from your Class, and its Starting Move
☐ **Multiclass** — Gain a Path from another Class (and its Starting Move)
☐ Obtain a *magic item*. Choose from those available or work with your GM to create one
☐ ☐ ☐ ☐ Gain a Path Move
☐ ☐ ☐ ☐ Gain a Path Move

From **Level 10 onwards**, you can also choose from the following:
☐ +1 to any Stat (max +3)
☐ **Multiclass** — Gain a Path from another Class (and its Starting Move)
☐ Obtain an *Artifact*. Choose from those available or work with your GM to create one.
☐ ☐ ☐ ☐ Gain a Path Move

# Dabbler

*Jack of all trades, master of none*

## Bardic Lore

You've studied a variety of arcane subjects, including: ☐ *A Bestiary of Creatures Most Unusual* ☐ *Gods and Their Servants* ☐ *Grand Histories of the Known World* ☐ *Legends of Heroes Past* ☐ *Spells and Magicks* ☐ *The Dead and Undead* ☐ *The Planar Spheres*. Mark one as active when you choose this Move.

You can ask the GM questions about your active subject a number of times per session equal to your INT (min 1); the GM will answer truthfully without the need to Spout Lore.

When you **Make Camp**, you can spend some time studying and/or remembering your training to change your active subject.

## A Kind of Magic

You can **Cast a Spell**+INT by combining a verb and a substance from the Wizard's ☐ **Enchantment** (substance: sapient beings; verbs: modify emotions; temporarily charm) or ☐ **Illusion** (substance: sight and/or sounds; verbs: cloak; disguise) Schools.

To **Cast a Spell** this way you need to do a performance, and your unique 7-9 option is:

- ✦ *Your magic is drained*; forget one of the Schools of Magic you have access to until you next **Make Camp**

If you could already use these Schools, work with the GM to create a new verb for each redundant School.

### A Knave, a Rascal

You get access to the following Roguish Skills: ✦ *climb walls* ✦ *detect noises* ✦ *pick pockets* ✦ *understand languages*. When you **Defy Danger** **or** **Sneak Past** **using one of your Roguish Skills**, **you may roll**+INT (instead of another Stat).

If you already had any of these Roguish Skills, work with the GM to create a new one for each redundant Skill.

### Artisan's Apprentice

Gain the **Perform Your Art** Starting Move from the Bard Class.

If you already have **Perform Your Art**, you gain a second artistic skill. When you **Perform Your Art** **by showcasing both artistic skills together**, make an additional choice (no matter the roll).

### Virtuoso's Mind

You can have up to two **Bardic Lore** subjects active at a time. When you ask the GM a question about an active subject, instead of them answering you may choose to **Spout Lore** with ADV. ✶On a 12+, you may answer (instead of the GM).

## Diplomat

*Mastery of people is an art in and unto itself*

### The Oldest Game

When you **accomplish a significant task for a relevant NPC** (GM's call), now you hold a Debt against them. While you hold a Debt over someone:

- ✦ Treat any 6- when you **Pull Strings** on them as a 7-9
- ✦ You can always ask them "*What do you* really *need right now?*" when you **Sense Motive**, regardless of the roll
- ✦ They'll give you insignificant favors (in their eyes), such as: small funding; introduction; borrowing of possessions for a limited time; etc.

When you **cash in your Debt**, choose one:

- Name something they have; they'll give it to you
- Point them at an enemy or obstacle; they'll act against it
- Tell them you're in trouble; they'll protect you

## Cards on the Table

When you **reveal your true intentions to a foe or stranger**, you may ask them a number of questions from the list below, up to your CHA (min 1). They will answer honestly, but ask a question back from the list in return each time. At the end of the scene, if you lied in your own answers, lock a Condition.

- *How might I convince you to _____?*
- *What do you most want me to do?*
- *What leverage or advantage do you have?*
- *What obligation or vulnerability is limiting you?*
- *Who or what do you serve?*

## Countercharm

When you **try to impede a mind-influencing effect**, roll+CHA. ✶On a 10+, it doesn't affect you or your allies. ✶On a 7-9, you *or* your allies are unaffected (your call). ✶On a 6-, it's beyond your ken; mark 1 XP and the GM makes a Move.

Once per scene, when **you or an ally would mark a Condition due to external influence**, you (or they) don't.

"External influence" could be emotional magic, mind control, an aura of fearful dread, or any number of things. Generally, it happens when the GM tells you to mark a specific Condition due the fiction, instead of when a Move you made tells you to mark one.

## Friends in High Places

When you **seek the help of a relevant NPC**, roll+CHA. If you owe them a favor (your call) or hold a Debt against them, roll with ADV. ✶On a 10+, they're free and able to help. ✶On a 7-9, they're in trouble and can't help until that's dealt with. ✶On a 6-, you find only treachery or tragedy; mark 1 XP and the GM makes a Move.

### Parley!

When you **call for a truce or ceasefire**, even mid-battle, roll+CHA. If you know what all parties want (or you hold a Debt against them), roll with ADV. ✶On a 10+, as a 7-9 but you can also ask them one question as if you **Sensed Motive**. ✶On a 7-9, hostilities pause and you get a chance to negotiate. ✶On a 6-, they misread or exploit your intent; mark 1 XP and the GM makes a Move.

## Swashbuckler

*There's beauty in all things, even fighting!*

### Style Is Everything — Panache ☐ ☐ ☐

Once per Scene, when you **do something in an unnecessarily dramatic manner**, you may mark a Condition to reset Panache to equal your CHA.

While you have Panache, when you **Trade Blows** using a #precise weapon, you can roll+CHA (instead of +DEX), and you may spend 1 Panache to gain ADV on the roll.

### Fly Into the Face of Danger

When you **Defy Danger** **by attempting something you've never tried before**, after the roll you may spend 1 Panache to treat a 6- as if it were 7-9, or a 7-9 as if it were a 10+.

### *I* Am Not Left-Handed!

When you **Trade Blows**, after you roll you can spend 1 Panache to do one of the following:

- *Disarm* — ✶On a 10+, you make your opponent drop something they're holding (instead of the other choices)
- *Feint* — #pierce your opponent's armor, ignoring it for this blow
- *Parry* — Reduce DMG received by your CHA, to a minimum of 0

### Very Intricate Backstory

You can have two Struggles active at the same time. Now or the next time you **Make Camp**, clear a locked Condition (if possible) or **Level Up** and **Reveal Your Struggle**.

### Watch Me Shine

When you **draw attention by doing something unnecessarily dramatic**, you may spend 1 Panache to roll+DEX. ✶On a 10+, choose two from the following. ✶On a 7-9, only one:

- ✦ Defuse or intensify a situation (your call)
- ✦ Your allies are ignored; they get an opportunity
- ✦ Your drama isn't interrupted, by word or by violence

✶On a 6-, the attention is followed by violent action; mark 1 XP and the GM makes a Move.

# The Cleric

*No mere priest, a divine emissary armed with steel and powers from above*

## Origins

**Ancestry:** I am a _____

*e.g. halfling, owlkin, tiefling, etc. What is their view of your faith?*

**Community:** I was raised by _____

*e.g. a bunch of lowlifes, devout people, law enforcers, etc. What traditions do you still honor separately from your deity?*

**Background:** I used to be a _____

*e.g. disillusioned sheriff, helpless urchin, skeptical wizard's apprentice, etc. What "divine intervention" made you quit and become a cleric?*

## Relationships

| | | Depth |
|---|---|---|
| PC's Name | Relationship | ○○○ |
| PC's Name | Relationship | ○○○ |
| PC's Name | Relationship | ○○○ |
| PC's Name | Relationship | ○○○ |
| PC's Name | Relationship | ○○○ |

### Relationship Examples

*I frequently need to mediate on their behalf ✦ My deity showed me their destiny ✦ We share very similar beliefs ✦ They follow a power who opposes my deity ✦ They have a history with a sworn enemy of my deity ✦ They have lost their way; I need to help them ✦ They knew me from before I found my faith*

# Starting Move

## Invoke the Divine — Name (pro/nouns): _____

You have a close connection with a deity who empowers you to spread their ideals. Give them a name and pronouns, then choose one per row below (or write your own):

- **Domain:** ☐ Craft ☐ Law ☐ Light ☐ Nature ☐ Travel
- **Worshippers:** ☐ artists ☐ explorers ☐ farmers ☐ merchants ☐ nobles
- **Enemies:** ☐ bandits ☐ industrialists ☐ nocturnal monsters ☐ rebels ☐ undead

You can **Cast a Spell**+WIS with any effect under your deity's Domain(s). To **Cast a Spell** you need to invoke your deity's name aloud. Write a 2-Depth Relationship with them. When you **Cast a Spell** this way, your unique 7-9 option is:

- *your deity disapproves*; erase 1 Depth with them

You can gain Depth with your deity by protecting their worshippers, spreading their faith, and vanquishing their enemies (GM's call).

"*Any effect under your deity's Domain(s)*" is intentionally broad. Here are some examples for each domain:

- Craft — *assemble or create objects, dismantle crafted objects, know who created something*
- Law — *command someone, detect deceit, summon enforcers*
- Light — *light up a room, conjure light-based illusions, call down searing light from above*
- Nature — *rapidly grow vegetation, summon animals to your aid, change the weather*
- Travel — *find or create shelter, carve a path through a hazard or obstacle, teleport somewhere*

# Equipment & Appearance

**Choose a blunt weapon** (or create a new one with the GM):

- consecrated mace 1d6 DMG #hand + shield ○ use. Mark to ignore all DMG from one attack
- plain quarterstaff 1d6 DMG #close #hand #two-handed
- reinforced net 0 DMG #close #hand ○ use. Mark to trap one medium or some small creatures under it

**Choose two of the items below:**

holy water vials #close #holy ○○○ uses. Mark to ignore all Resists of an enemy of your deity until the end of the scene

leather armor DMG reduction 1 (reduces all incoming DMG by 1, to a min of 1). Min STR+1 to use properly

medicine ○○ uses. Mark to have someone double the HP they recover next or to cure a minor disease or poison

pious supplies ○○○ uses. Mark to rummage through and find an item used in your deity's worship, such as candles, censer, incense, or holy vestments

provisions ○○○ uses. Mark once while you **Comfort or Support** to turn a "No" into a "Yes"

Regarding your appearance, **choose one per row** (or something else):
☐ ancient uniform ☐ prized hide coat ☐ simple robes
☐ animated tattoo ☐ blessed amulet ☐ stolen reliquary

## Name (pro/nouns): _____

*e.g. Artha, Cristalda, Drummond, Lenore, Freya, Li-Er, Masha, Mehmed, Nanaka, Qiu, Penrose, Sara*

*Your WIS is +2. Choose STR or CHA to be +1, then assign +1, 0, -1 to the others.*

| HP | STR | DEX | INT | WIS | CHA |
|---|---|---|---|---|---|
| ♡ | ☐ | ☐ | ☐ | ☐ | ☐ |
| *Lvl 1 Max HP = 8* | | | | | |
| 🛡 | ○ | ○ | ○ | ○ | ○ |
| Armor | Exhausted | Frightened | Angry | Distracted | Insecure |

XP— ☐ ☐ ☐ ☐ ☐ Level: _____

## Advancements

When you **Level Up**, choose one of the following:
☐ ☐ +1 to any Stat (max +2)
☐ Gain a Path from your Class (and its Starting Move)
☐ Reveal a Struggle
☐ ☐ ☐ ☐ Gain a Path Move
✦ Change your Class

From **Level 5 onwards**, you can also choose from the following:
☐ +1 to any Stat (max +2)
☐ Gain a Path from your Class, and its Starting Move
☐ **Multiclass** — Gain a Path from another Class (and its Starting Move)
☐ Obtain a *magic item*. Choose from those available or work with your GM to create one.
☐ ☐ ☐ ☐ Gain a Path Move
☐ ☐ ☐ ☐ Gain a Path Move

From **Level 10 onwards**, you can also choose from the following:
☐ +1 to any Stat (max +3)
☐ **Multiclass** — Gain a Path from another Class (and its Starting Move)
☐ Obtain an *Artifact*. Choose from those available or work with your GM to create one.
☐ ☐ ☐ ☐ Gain a Path Move

## Caregiver

*What good is a faith that doesn't make the world whole?*

## The Greatest Miracle — Name (pro/nouns): _____

Gain the **Invoke the Divine** Cleric Starting Move if you don't already have it, except your deity's domain is **Life**. Choose your deity's worshippers and enemies as detailed in the Move.

If you already have **Invoke the Divine**, add Life to your deity's domains. *Is this a new aspect of your deity, a result of your unique connection to them, or something else?*

*Battlefield Medic* — Once per session, when you **endanger yourself to protect or heal someone**, gain 1 Depth with your deity.

*Cure Wounds* — Whenever you **Cast a Spell** **to heal someone** (e.g. restore HP, cure disease, etc.), treat the MAG as if it were 1 lower when comparing it to your Casting Stat.

## Awake! The Shadow Is Gone

When someone else **Faces Death** in your presence, you may parley with Death and grant the other PC access to the following option:

- *Revivified* — You're no longer Helpless and you recover half your max HP. You still lock a Condition after **Facing Death**

If they choose this option, you cannot use this Move again until you've settled your deal with Death.

## Face of an Angel

No one will attack you directly and unprovoked, unless they've seen you fight or have a score to settle. When you **Pull Strings**, you get access to the following approach:

- If you *implore them to turn away from violence*, they might leave now or change their mind later.

## I'll Carry it For You

When you **touch someone else and offer yourself as a sacrifice**, erase 1 Depth with your deity then do either or both:

- Choose any Conditions they have; they clear those Conditions and you mark them
- Choose any amount of HP they are missing; they restore it, and you lose them

### Mass Cure Wounds

When you **proclaim your faith**, erase 1 Depth with your deity to restore half of your and your #close allies maximum HP (rounded down).

## Oracle

*Things that were, are, and yet may be*

### Visions From Above — Name (pro/nouns): _____

Gain the **Invoke the Divine** Cleric Starting Move if you don't already have it, except your deity's domain is **Knowledge**. Choose your deity's worshippers and enemies as detailed in the Move.

If you already have **Invoke the Divine**, add Knowledge to your deity's domains. *Is this a new aspect of your deity, a result of your unique connection to them, or something else?*

*Guidance* — Now and at the start of each session, roll 1d6 as your Fate Die and keep its result. Once per scene, **after someone rolls for a Move** (not for DMG or similar), you may switch one die with your Fate Die. The die that was switched out becomes your new Fate Die.

### A Moth to the Sacred Flame

When you **willingly expose yourself to an enemy attack**, roll+CHA; if you're vulnerable while doing so, roll with ADV. ✶On a 10+, they boast and babble at you, and you can ask any two questions about them or their superiors. ✶On a 7-9, you can ask one question, but after answering they'll turn to violence. ✶On a 6-, they're far more cunning or powerful than they appear (GM's call); mark 1 XP and the GM makes a Move.

### Haruspication

When you **ritually sacrifice something important**, ask your deity one question about your sacrifice or something associated with it (owners, loved ones, history, etc.), and roll+WIS. ✶On a 10+, your deity shows you a vivid vision that answers your question fully. ✶On a 7-9, the vision is cryptic and needs deciphering. ✶On a 6-, your vision includes an omen of doom; mark 1 XP and the GM makes a Move.

### Sacred Truth

Once per session, when you **publicly reveal the truth about a secret or mystery**, gain 1 Depth with your deity. If someone present doesn't want it known, you also gain ADV on your next rolled Move

against them.

### True Colors

When you **Sense Motive**, you can also ask one of the following questions, even on a 6-.

- ✦ *What are your true feelings about me?*
- ✦ *What do you not want to admit* (to me, to another, to yourself, etc.)?
- ✦ *Who or what do you care for most of all?*

## Warpriest

*Evil cannot be tolerated*

### Punishment Divine — Name (pro/nouns): _____

Gain the **Invoke the Divine** Cleric Starting Move if you don't already have it, except your deity's domain is **War**. Choose your deity's worshippers and enemies as detailed in the Move.

If you already have **Invoke the Divine**, add War to your deity's domains. *Is this a new aspect of your deity, a result of your unique connection to them, or something else?*

*Divine Shield* — Once per scene, when you take DMG, you may erase 1 Depth with your deity to ignore it, even if it is #piercing.

*Rebuke* — Once per session, when you condemn someone for their evil ways, gain 1 Depth with your deity.

### Divine Intuition

When you **first encounter an enemy of your deity**, you may ask the GM questions about it equal to your WIS. You get ADV on your first roll related to the answer(s).

### Drink From the Cup of Wrath

When you **condemn someone for their evil ways**, instead of gaining 1 Depth with your deity, you may make the condemned an enemy of your deity (if they aren't already).

When you **petition your deity to harm or curse a collective enemy** (e.g. a faction, creature type, inhabitants of a location, etc.), treat it as **Perform a Ritual**, but after the GM tells you the

requirements you may erase Depth with your deity, 1-for-1, to miraculously fulfill them.

### Not the End

When you **Face Death**, you can also choose the following option:

- *Divine Intervention*. Your deity miraculously saves your life, banishes a danger, enemy or obstacle, then restores all your HP. You're no longer Helpless.

You still lock a Condition after **Facing Death**.

### Spiritual Weapon

When you **shout your deity's name like a battle cry**, their power fills any weapon you wield until the end of the scene. Choose one blessing below, or erase 1 Depth with your deity to choose two.

- Add +1 to all DMG it deals
- It #pierces the armor of your deity's enemies
- It can hover and fight on its own as an extension of your will; treat it as a loyal NPC, when it takes DMG it loses this benefit unless you feed it your lifeforce to continue (lose 1 HP)

Like with all NPCs, if you choose the third option your spiritual weapon doesn't roll a Move to fight another NPC. The GM will say what will happen in the fiction and deal damage as appropriate.

# The Druid

*A disciple of nature who communes with the spirits and transforms into animals*

## Origins

**Ancestry:** I am a _____

*e.g. centaur, spiderkin, treefolk, etc. What physical feature persists throughout your transformations?*

**Community:** I was raised by _____

*e.g. obstinate industrialists, pack of wild animals, sacred protectors, etc. How do they see nature compared to you?*

**Background:** I used to be a _____

*e.g. brilliant artisan, devoted hermit, wealthy heir(ess), etc. Who wants you to return to your old, "civilized" life?*

## Relationships

| | | Depth |
|---|---|---|
| PC's Name | Relationship | ○○○ |
| PC's Name | Relationship | ○○○ |
| PC's Name | Relationship | ○○○ |
| PC's Name | Relationship | ○○○ |
| PC's Name | Relationship | ○○○ |

### Relationship Examples

*I feel drawn to them, but we come from such different places ✦ The spirits gave me a warning about them ✦ They are blind to nature's beauty; I'll open their eyes ✦ They think my forms amusing; I don't know how I feel about that ✦ They understand nature in a fascinatingly different way from mine ✦ They've defended nature before, and thus have my respect ✦ They've shown me an intriguing benefit of civilization*

## Starting Move

### Shapeshift

When you **transform into a beast you've encountered before**, describe your new shape, choose an adaptation below, and roll+WIS. If you encountered the beast before the game began, the GM may ask for details.

- ✦ *fast & agile* — 1d6 DMG #precise #hand #close
- ✦ *mobile & acclimated* — 1d4 DMG #hand, can ☐ fly, ☐ swim, or ☐ burrow
- ✦ *small or camouflaged* — 1 DMG #hand. You have ADV to **Sneak Past**
- ✦ *tough & strong* — Armor 2, 1d8 DMG #hand #close

✳On a 10+, it works and you gain the adaptation's benefits. ✳On a 7-9, it works, but the

GM will say what compels your instincts; pursue it now or mark a Condition to resist it.
✳On a 6-, it works, but you lose control over it for now; mark 1 XP and the GM makes a Move.

While shapeshifted you can't communicate with anyone except other PCs. You can return to normal any time you're in control, but must always do so when the scene ends.

## Equipment & Appearance

**Choose a weapon** (or create a new one with the GM):

- flowering staff 1d4 DMG #close #two-handed ○○ uses. Mark instead of another item to produce a natural alternative
- vine slingshot 1d6 DMG #near #ammo #two-handed
- wooden club 1d6 DMG #close + shield ○ use. Mark to ignore all DMG from one attack

**Choose two of the items below:**

adventuring gear ○○○ uses. Mark to rummage through and find a useful mundane item

alchemical vials ○○○ uses. Mark to withdraw of any of the following types: acid, fire, or smoke

medicine ○○ uses. Mark to have someone double the HP they recover next or to cure a minor disease or poison

potion of healing ○ use. Mark to recover half your max HP or clear a locked Condition

provisions ○○○ uses. Mark once while you **Comfort or Support** to turn a "No" into a "Yes"

Regarding your appearance, **choose one per row** (or something else):
☐ earthy robes ☐ handmade leathers ☐ leaf-covered vestments
☐ carved idol ☐ crown of antlers ☐ orphan seedling

## Name (pro/nouns):

_____

*e.g. Avirin, Budike, Dieremed, Elana, Elffin, Hari, Hycarax, Moridunum, Rhegar, Rose, Sétanta, Weylan*

*Your* WIS *is +2. Choose* DEX *or* CHA *to be +2 too, then assign 0, 0, -1 to the others.*

| HP | STR | DEX | INT | WIS | CHA |
|---|---|---|---|---|---|
| ♡ | ☐ | ☐ | ☐ | ☐ | ☐ |
| *Lvl 1 Max HP = 8* | | | | | |
| ◓ | ○ | ○ | ○ | ○ | ○ |
| Armor | Exhausted | Frightened | Angry | Distracted | Insecure |

XP— ☐ ☐ ☐ ☐ ☐ LEVEL: _____

## ADVANCEMENTS

When you **LEVEL UP**, increase your HP by 1 (max +10) and choose one of the following:

☐ ☐ +1 to any Stat (max +2)
☐ Gain a Path from your Class (and its Starting Move)
☐ Reveal a Struggle
☐ ☐ ☐ ☐ Gain a Path Move
✦ Change your Class

From **Level 5 onwards**, you can also choose from the following:

☐ +1 to any Stat (max +2)
☐ Gain a Path from your Class, and its Starting Move
☐ **Multiclass** — Gain a Path from another Class (and its Starting Move)
☐ Obtain a *magic item*. Choose from those available or work with your GM to create one
☐ ☐ ☐ ☐ Gain a Path Move
☐ ☐ ☐ ☐ Gain a Path Move

From **Level 10 onwards**, you can also choose from the following:

☐ +1 to any Stat (max +3)
☐ **Multiclass** — Gain a Path from another Class (and its Starting Move)
☐ Obtain an *Artifact*. Choose from those available or work with your GM to create one
☐ ☐ ☐ ☐ Gain a Path Move

## ANIMIST

*The natural world is alive in ways few mortals now understand*

### ANIMA MUNDI

You have an especially close connection with the elemental spirits of the world—the roots, rocks, winds, waters, and more—and they see you as a guardian, caretaker, and ambassador. You can **CAST A SPELL** by entreating natural spirits for aid. When you do so, your unique ✶7-9 option is:

✦ *The spirits demand a favor or sacrifice*; the GM will say more after you choose this

Each time you **CAST A SPELL** this way, answer the questions below. Your Casting Stat for the spell starts at 0 and increases by 1 for each "Yes".

✦ *Are you wielding and wearing no metal whatsoever?*
✦ *Does this leverage a nearby natural feature or entity?*
✦ *Will this restore harmony or advance a cycle of nature?*

### • Back to Basics

When you **reveal a new flaw or failure of civilization to one or more NPCs**, clear a Condition, then roll+CHA. ✶On a 10+, choose two below. ✶On a 7-9, only one. ✶On a 6-, you draw an enemy's attention; mark 1 XP and the GM makes a Move.

- ✦ They account for the issue and start working to fix it
- ✦ They attack or sabotage an enemy of nature
- ✦ They protect you or nature from an imminent threat

### • Commune with Nature

When you **spend time connecting with the natural spirits**, ask one question below about the region you're in, or ask all of them but mark a Condition after hearing the answers. The GM will answer honestly.

- ✦ *Does anything here threaten the natural world?*
- ✦ *What danger or enemy here should we be aware of?*
- ✦ *What person or location here could be helpful to us?*

### Death & Regrowth — Lifeforce ☐ ☐

When you **finish off a significant enemy**, or when you **suffer max DMG**, gain 1 Lifeforce (max 2). You can spend Lifeforce as if it was a use of medicine.

### • Eye of the Storm

When you **Cast a Spell by entreating natural spirits for aid**, if all three questions are answered "Yes", you can treat the MAG as if it were 1 lower when comparing it to your Casting Stat.

## Stargazer

*As foretold above, so unfolds below*

### Eye in the Sky

You have a special connection to the sun(s), moon(s), and stars. You always know the time and date, and can never get lost while you can see the sky. While **outside during the day**, ignore DIS from being Frightened and gain +1 Armor. While **outside during the night**, ignore DIS from being Insecure and deal +1 DMG.

### Augury

When you **read the future written in the stars**, you can focus your reading on a specific place or person; roll+WIS, then the GM reveals an important event that will happen soon. ✳On a 10+, you may ask a follow-up question. ✳On a 7-9, the vision is disturbing; mark a Condition. ✳On a 6-, the event involves an ally's terrible fate (PC or NPC); the GM will say how, but then you can twist the fate to fall upon you instead. Whoever suffers the terrible fate has DIS on all rolls during the event.

### Doomsayer

When you **proclaim an enemy's imminent fate to them**, roll+WIS. ✳On a 10+, choose two. ✳On a 7-9, only one.

- *Pain* — Increase DMG they take by 1 until the end of the scene
- *Regret* — Gain ADV the next time you or an ally **Pulls Strings** against them
- *Vulnerability* — The GM will tell you a weakness they hide

✳On a 6-, you only see their success; mark 1 XP and gain DIS against them until the end of the scene.

### Forecaster

After you **successfully Make Camp**, choose what the weather is like from the list below. It remains like this until someone changes it, you use this Move again, or you depart from the region. You and all companions gain the weather's benefit.

- *clear skies* — Clear a Condition when this is chosen
- *overcast* — Ignore DIS from being Exhausted
- *rain, fog, or snow* — Gain ADV to **Sneak Past** outside

### Scion of Sunrise and Sunset

When **outside during dawn or dusk**, gain **Eye in the Sky**'s daytime and nighttime benefits. When you **focus on your connection to the celestial bodies**, you may mark a Condition to treat this scene as if it takes place outdoors during dawn or dusk.

## Wildheart

*Follower of the oldest path, wild & weary as the beasts*

## Primeval Whisperer

You can communicate freely with wild creatures. When you **Sense the Motive of a wild creature**, no matter the result you may ask them an extra question, even on a ✷6-. When you **Pull the Strings of a wild creature**, if your approach aligns with their desires or instincts, roll with ADV.

*A "wild creature" can be an animal, plant, fungus, or other non-sapient living being. It isn't a "thing" like a rock or a river, but it could be a tree or an insect. If it's unclear whether something is a wild creature, the GM has the final say.*

## Call of the Wild

When you **call out to the wilderness for aid**, choose a suitable type of wild creature for your current environment and roll+CHA. ✷On a 7+, that wild creature arrives to help you for the scene as an allied NPC. ✷On a 10+, choose two. ✷On a 7-9, only one.

- A pack or group of them arrive instead of just one
- They accompany you for a period after this scene ends
- They cause no collateral damage or turmoil while here
- They intimidate or distract an enemy upon their arrival

✷On a 6-, you instead draw nature's ire or hunger; mark 1 XP and the GM makes a Move.

## Raised by Wolves — Creature : _____

Choose one type of wild creature (e.g. bears, eagles, wolves). By default, they treat you as a friend and your companions as allies by association. When you **spend time with your chosen wild creature**, choose one if alone or two if with another PC.

- *exchange gifts* — Regain a spent use of an item
- *listen to their stories* — Learn about a nearby danger or obstacle as if you rolled a ✷7-9 to **Spout Lore**
- *relax and recharge* — Clear a Condition

## Rumour From the Earth

When you **Unearth Secrets or Sense Motive by questioning nearby wild creatures**, you may roll +CHA.

*The wild creatures don't need to be the subject of your* **Unearthing** *or* **Sensing** *to get this benefit. For example, you could* **Unearth Secrets** *of a corrupt politician by asking the rats in their cellar what they've overheard.*

## Together as One

When you **mark a wild creature with blood, mud, or dirt**, erase previous marks, then you can share in their senses as if they were yours (and vice versa), no matter what distance separates you.

# The Fighter

*An expert in arms and armor; a professional in the deadliest proving ground*

## Origins

**Ancestry:** I am a _____

*e.g. dragonborn, fungikin, human, etc. What fighting lesson from your childhood still stays with you?*

**Community:** I was raised by _____

*e.g. peaceful farmers, self-sacrificing miners, tough sailors, etc. Did they appreciate fighting prowess? Why?*

**Background:** I used to be a _____

*e.g. feral child, respected miner, tireless healer, etc. What cause made you leave your former life of peace behind?*

## Relationships

| | | Depth |
|---|---|---|
| PC's Name | Relationship | ○○○ |
| PC's Name | Relationship | ○○○ |
| PC's Name | Relationship | ○○○ |
| PC's Name | Relationship | ○○○ |
| PC's Name | Relationship | ○○○ |

### Relationship Examples

*They desperately need training ✦ We have a kill count competition going ✦ They saw me defeated and afraid ✦ I look to them for guidance ✦ They owe me their life ✦ They knew me from before ✦ They will get us all killed*

## Starting Move

### Signature Weapon — Name: _____

You wield a unique, distinctive weapon. To start with, **choose its base** (or create a new one with the GM):

- *a small pair* — 1d4 DMG #hand #precise #light ADV on DMG rolls
- *medium-sized & versatile* — 1d6 DMG #close
- *large-sized & powerful* — 1d8 DMG #close #two-handed
- *ranged* — 1d6 DMG #near #ammo #reload #two-handed

Then, **choose two enhancements**: ☐ adaptable (choose an extra range: #hand, #close, #near, #far)
☐ adamantine (it's indestructible) ☐ alarming (glows in the presence of one creature type) ☐ grappling (after dealing DMG, you can pull a target closer to you) ☐ #piercing (ignores armor) ☐ pinning (after damaging a creature your size or smaller, you can briefly

immobilize them) ☐ #precise (can **Trade Blows**+DEX) ☐ sharp (increase DMG by 1)

Finally, **give your weapon a name**. Examples include: *Ataraxia, Cryptbreaker, Moonshadow, Sigil, Tempest, The Last Breath, The Rustbucket, Torrents of Blood*

## Equipment & Appearance

**Choose an additional weapon** (or create a new one with the GM):

- intimidating greataxe 1d8 DMG #hand #two-handed
- twin shortswords 1d6 DMG #hand #light #precise, ADV on DMG rolls
- yew longbow 1d6 DMG #ammo #near #far #reload #two-handed

**Choose two of the items below:**

adventuring gear ○○○ uses. Mark to rummage through and find a useful mundane item

breastplate DMG reduction 2 (reduces DMG taken by 2, to a min of 1), req. STR+2, or ☐ studded leather DMG reduction 1 (reduces DMG taken by 1, to a min of 1), req. STR+1

medicine ○○ uses. Mark to have someone double the HP they recover next or to cure a minor disease or poison

provisions ○○○ uses. Mark once while you **Comfort or Support** to turn a "No" into a "Yes"

shield ○ use. Mark to ignore all DMG from one attack

Regarding your appearance, **choose one per row** (or something else):

☐ champion's belt ☐ flowing cape ☐ tattered military badge
☐ battered greaves ☐ iconic helmet ☐ intricately decorated vambraces

## Name (pro/nouns): _____

*e.g. Ba'al, Cadeus, Harjaz, Hawk, Ioulos, Lenna, Paride, Niblung, Salah, Tassan, Temujin*

*Your STR or DEX is +2 and the other is +1, then assign +1, 0, -1 to the rest*

| HP | STR | DEX | INT | WIS | CHA |
|---|---|---|---|---|---|
| ♡ | ☐ | ☐ | ☐ | ☐ | ☐ |
| *Lvl 1 Max HP = 10* | | | | | |
| ◓ | ○ | ○ | ○ | ○ | ○ |
| Armor | Exhausted | Frightened | Angry | Distracted | Insecure |

XP— ❐ ❐ ❐ ❐ ❐ Level: _____

## Advancements

When you **Level Up**, choose one of the following:
☐ ☐ +1 to any Stat (max +2)
☐ Gain a Path from your Class (and its Starting Move)
☐ Reveal a Struggle
☐ ☐ ☐ ☐ Gain a Path Move
✦ Change your Class

From **Level 5 onwards**, you can also choose from the following:
☐ +1 to any Stat (max +2)
☐ Gain a Path from your Class, and its Starting Move
☐ **Multiclass** — Gain a Path from another Class (and its Starting Move)
☐ Obtain a *magic item*. Choose from those available or work with your GM to create one.
☐ ☐ ☐ ☐ Gain a Path Move
☐ ☐ ☐ ☐ Gain a Path Move

From **Level 10 onwards**, you can also choose from the following:
☐ +1 to any Stat (max +3)
☐ **Multiclass** — Gain a Path from another Class (and its Starting Move)
☐ Obtain an *Artifact*. Choose from those available or work with your GM to create one.
☐ ☐ ☐ ☐ Gain a Path Move

## Bulwark

*Unstoppable force? Meet immovable object!*

### Stalwart Protector

Once per session, when you **suffer DMG that isn't #piercing**, you may ignore it entirely. If the DMG came from an enemy, also choose one:

- ✦ They leave themselves open and exposed
- ✦ You learn a weakness or limitation of theirs
- ✦ You infuriate or terrify them (GM's call)—and they act accordingly

*I Am Your Shield* — When you interpose yourself between a #near ally and an attack or source of DMG, you suffer its effects instead of them.

### Armiger

You know how to customize your armor and bring the best out of it. Choose one enhancement now: ☐ #concealed (it looks and sounds like mundane clothing) ☐ reinforced (increase the DMG reduction by 1) ☐ spiked (when a foe deals DMG to you, they take 1 DMG #piercing in return) ☐ warded (choose a non-physical DMG type such as acid or fire; it's never #piercing for you)

When you **successfully** **Make Camp**, you may clear a use of a shield or change which enhancement your armor has.

### Second Wind

When you **Face Death**, you also have access to the following option:

- *Not as Bad As It Looks*. Grit your teeth, force yourself through the pain, and get back up with 1 HP. You're no longer Helpless and you don't lock a Condition, but you can't choose this option again until after you successfully **Make Camp**.

### Silent Protector

When **a combat situation begins**, choose an ally (PC or NPC) #near you and gain the following benefits until the battle ends:

- *Retaliate*. When they get hurt for 2 or more DMG, gain ADV on your next roll against the DMG source
- *Watchful Eye*. You can always appear #near them in a pinch, no matter where you were before. If you were in a tough spot, the GM will say how it's developed since you left

### Taunting Shout

When you **cry out a challenge to your enemies**, name one among them. For now, they will ignore your allies and treat you as the most obvious threat.

## Weaponmaster

*An expertise as ancient as it is deadly*

### The Blade Reforged

Gain a **Signature Weapon**, following the Fighter's Starting Move of the same name. If you already

have a **Signature Weapon**, either give it two more enhancements or gain a second Signature Weapon.

When you **Enjoy Downtime**, you may also do the following:

✦ *Enhance*. Spend 1 Treasure and choose a *magic item* or *Artifact*. It becomes part of your Signature Weapon, which gains the item's properties, Moves, and whichever #tags make sense. A Signature Weapon may only be grafted with one item at a time; a previously-grafted item can be split as part of this activity.

## Advanced Fighting Styles

You've mastered an especially difficult or obscure fighting style. Choose one below:

- *Might of Arms*. You can comfortably wield #two-handed melee weapons in one hand, and even dual-wield them
- *Point Blank*. All ranged weapons you wield gain #hand and #close. While using one up #close or closer, deal +1 DMG
- *Spellbreaker*. When a #close NPC tries to create a magical effect, you may interrupt and stop it; mark a Condition from backlash

## Boot Knife

Gain a set of adventuring gear (even if you already have one).

You may mark a use of adventuring gear to withdraw a mundane weapon; mark an additional use if the weapon is #two-handed.

Any weapon that isn't #two-handed can be easily #concealed by you.

## Secret Weapon

*The Hand That Wields* — When you **Trade Blows** **with an ordinary weapon, or no weapon at all**, ✶On a 10+, you may instead choose to clear a Condition and, ✶On a 6-, mark 2 XP instead of 1.

*Cometh the Hour…* — When you **finally draw your Signature Weapon after trying to defeat a foe without it**, until the fight ends, after you roll to **Trade Blows** you may mark a Condition to increase the result by one step (6- → 7-9 → 10+).

### Snap the Blade

When you **inflict DMG with a weapon**, after the DMG roll you may temporarily break the weapon (if it isn't indestructible) to instead deal max DMG. The weapon becomes nearly useless until repaired.

When you **Make Camp**, you may repair one Signature Weapon or mundane weapon that has been broken in this or a similar way.

## Tactician

*Audacious & cunning in planning, firm & persevering in execution*

### Plans Within Plans — Prep ❐ ❐ ❐

When you **enter a combat situation**, gain Prep equal to your INT (min 1). During the combat situation, you can spend 1 Prep to execute one of the following stratagems:

- *Charge!* — You and willing allies rush different foes; everyone charging and being charged gets ADV to their next DMG roll
- *Coordinated Maneuver* — **Aid a PC** without a cost or risk; *what does it look like?*
- *Hammer & Anvil* — Draw a foe's attention; suffer 1 DMG #piercing and grant an ally ADV on their next **Trade Blows** against them
- *Survey* — Ask the GM a question about a foe's strengths, weaknesses, or intentions and they will answer truthfully

When the combat situation ends, lose all Prep.

### Eye for Destruction

When you **set your mind to destroying something** (building, obstacle, magical artifact, etc.), treat it like **Perform a Ritual**, even if you don't have any source of magic. If this is during a combat situation, you can spend Prep, 1-for-1, to negate a requirement, except for the last one.

### Honed Instincts

When you **get a bad feeling about an upcoming situation** (your call), mark a Condition then ask the GM how to avoid or prepare for it. Whether or not your hunch is right, the GM will give you one piece of advice; clear a Condition if you follow it.

## Old Comrades & Former Foes

When you **go looking for someone from a past combat situation** (friend or foe), choose one below, or choose two if you're putting them at risk or already owe them (your call):

- They're willing to assist you with a current conflict
- They offer guidance, advice, or safety for some time
- They reveal a significant secret or opportunity

## Veteran of a Hundred Battles

When you **reach 0 Prep**, you may mark a Condition to regain 1 Prep. *What past situation does this remind you of?* Additionally, add the following stratagems to your **Plans Within Plans**:

- *Demoralize* — A Bloodied foe surrenders or flees (GM's call)
- *First Strike* — An ally acts now, even if they're surprised
- *Ralling Cry* — A #near ally clears a Condition

# The Paladin

*A wondering do-gooder empowered by oaths & steel*

## Origins

**Ancestry:** I am a _____

*e.g. dhampir, elemental, mousekin, etc. What custom among your people marks a formal oath or promise?*

**Community:** I was raised by _____

*E.g. a heartbroken vampire, fellow prisoners, forest dryads, etc. Who do you look up to despite them not being a paladin themself?*

**Background:** I used to be a _____

*e.g. daring revolutionary, evil warlord, kind free spirit, etc. What tragedy made you swear your vows?*

## Relationships

| | | Depth |
|---|---|---|
| PC's Name | Relationship | ○○○ |
| PC's Name | Relationship | ○○○ |
| PC's Name | Relationship | ○○○ |
| PC's Name | Relationship | ○○○ |
| PC's Name | Relationship | ○○○ |

### Relationship Examples

*Oaths or not, they are an inspiration to me ✦ They saved me from a terrible fate, and I swore my life to them ✦ They seem to be hiding something malevolent; I will find out what ✦ They think I'm a stick in the mud; I'll show them! ✦ They used to be my enemy in the past. Have they really changed? ✦ They're leading me to break my oaths, knowingly or not ✦ They're lost now, but were once as righteous as me*

# Starting Move

## Oaths of Conviction — Liege: _____

You have sworn righteous oaths and service to a liege; name them now. Example lieges include: *a visionary leader; an august institution; a subversive organization*, etc.

You start with all five of the following oaths marked. As long as you uphold an oath, you can use its benefit:

**Bravery** (*Always be the first one in and the last one out*). When you **Defy Danger**, treat any ✶6- as a ✶7-9

**Mercy** (*Never take a life*). ○ ○ ○ ○ ○ ○ use. Max uses equal to twice your WIS (min 1). Mark one to touch someone with a bare hand and restore 1 HP. Regain all uses when you finish **Making Camp**

**Protection** (*Never let an innocent die in your presence*). Your weapons deal #holy DMG and add +1 to your armor

**Purity** (*Never trick or deceive*). You're immune to all diseases and you can mark a Condition to cure someone else's disease

**Retribution** (*Never let an evildoer go unpunished*). You can mark a Condition to perceive creatures with evil intent up to #near you. When you **declare someone to have evil intent**, from now on they suffer 1d4 DMG #piercing whenever they inflict DMG on you or your #close allies

When you **break an oath** (your call), clear that oath and lock a Condition. When you **find a way to atone** (also your call), clear a Condition and mark a cleared oath.

# Equipment & Appearance

**Choose a weapon** (or create a new one with the GM):

- bloodied warhammer 1d8 DMG #close #two-handed #forceful
- crossbow with silver tipped bolts 1d8 DMG #ammo #near #far #reload #two-handed
- liege's longsword 1d6 DMG #close and gleaming shield ○ use. Mark to ignore all DMG from one attack

**Choose two of the items below**:

adventuring gear ○○○ uses. Mark to rummage through and find a useful mundane item

half plate DMG reduction 2 (reduces DMG taken by 2, to a min of 1), req. STR+2

javelins 1d4 DMG #ammo #near #thrown

potion of healing ○ use. Mark to recover half your max HP or clear a locked Condition

provisions ○○○ uses. Mark once while you **Comfort or Support** to turn a "No" into a "Yes"

Regarding your appearance, **choose one per row** (or something else):
☐ battered helm ☐ modest cloak ☐ rusted coif
☐ forgotten banner ☐ noticeable scar ☐ recognizable blazon

## Name (pro/nouns): _____

*e.g. Auda, Brom, Engelier, Garaine, Kyra, Loránd, Noll, Octavia, Shemesh, Thaddeus, Yvelise*

*Your CHA is +2. Choose STR or WIS to be +2 too, then assign 0, 0, -1 to the others.*

| HP | STR | DEX | INT | WIS | CHA |
|---|---|---|---|---|---|
|  | ☐ | ☐ | ☐ | ☐ | ☐ |
| *Lvl 1 Max HP = 10* | | | | | |
|  | ○ | ○ | ○ | ○ | ○ |
| Armor | Exhausted | Frightened | Angry | Distracted | Insecure |

## XP— ☐ ☐ ☐ ☐ ☐ Level: _____

## Advancements

When you **Level Up**, increase your HP by 1 (max +10) and choose one of the following:
☐ ☐ +1 to any Stat (max +2)
☐ Gain a Path from your Class (and its Starting Move)
☐ Reveal a Struggle
☐ ☐ ☐ ☐ Gain a Path Move
✦ Change your Class

From **Level 5 onwards**, you can also choose from the following:
☐ +1 to any Stat (max +2)
☐ Gain a Path from your Class, and its Starting Move
☐ **Multiclass** — Gain a Path from another Class (and its Starting Move)
☐ Obtain a *magic item*. Choose from those available or work with your GM to create one
☐ ☐ ☐ ☐ Gain a Path Move
☐ ☐ ☐ ☐ Gain a Path Move

From **Level 10 onwards**, you can also choose from the following:
☐ +1 to any Stat (max +3)
☐ **Multiclass** — Gain a Path from another Class (and its Starting Move)
☐ Obtain an *Artifact*. Choose from those available or work with your GM to create one
☐ ☐ ☐ ☐ Gain a Path Move

## Inquisitor

*Rotten apples must be purged before they spoil the rest*

## Beware My Power

If you don't have it, gain the **Oaths of Conviction** Paladin Starting Move, but with *only* the oath below. If you already have that Move, add this oath as well:

**Castigation** (*Never allow an evildoer to live*). When you **Trade Blows with a creature with evil intent (GM's call)**, add +1d6 #holy DMG

*Smite Evil* — When you **Trade Blows with a creature with evil intent (GM's call)**, ✳On a 10+, add the following to the list of options available:

- ✦ If they're an outsider to this world, you banish them for a while
- ✦ You mark their appearance permanently; describe how
- ✦ You weaken their resolve; the GM will say what happens

## By the Power Invested in Me...

When you **give an NPC an order based on your authority**, roll+STR. ✳On a 10+, they follow your order and you get ADV to your next Move rolled against them. ✳On a 7-9, they choose one:

- ✦ Back away cautiously, then flee
- ✦ Consult with another authority
- ✦ Do as you say, but tell someone about it afterwards

✳On a 6-, they dismiss your authority; mark 1 XP and the GM makes a Move.

## Mystical Imprisonment

When you **name an evildoer and order them to stop**, magical chains appear and bind them; roll+STR. ✳On a 10+, choose two below. ✳On a 7-9, only one.

- ✦ It lasts longer than a few moments
- ✦ They can't move
- ✦ They can't speak or cast spells

✳On a 6-, the chains can't hold them; mark 1 XP and the GM makes a Move.

## Nomosmancy

You can **Cast a Spell+STR to impose Order and deny a supernatural effect**. When you do so,

your unique ✶7-9 option is:

- *You get a supernatural stain*; you cannot use this Move until you **Make Camp**

### Public Condemnation

When you **proclaim someone to be an evildoer to the public**, roll+STR. ✶On a 10+, choose two from the list below. ✶On a 7-9, only one:

- They will hunt the evildoer down for you as a group
- They will protect you from the evildoer
- You impress someone powerful (GM's call); roll with ADV the next time you **Pull Strings** on them

✶On 6-, an evildoer is hidden among the crowd; mark 1 XP and the GM makes a Move.

## Paragon

*An inspiration to anyone who meets you*

### Safeguard the Helpless

If you don't have it, gain the **Oaths of Conviction** Paladin Starting Move, but with *only* the **Protection** oath. If you already have that oath, its benefits also stop foes from #piercing your armor.

*Hold the Line* — When a **#near NPC attempts to harm or move towards an ally**, you may interpose and roll+CHA.✶On a 10+ they can't get past you. ✶On a 7-9, they get past you, but their next DMG dealt is halved (rounded down) ✶On a 6-, they find an opening against you *and* your ally; mark 1 XP and the GM make a Move.

### A Shot at Redemption

When you **offer a defeated foe an opportunity to change their ways**, offer them proof of your sincerity and roll+CHA. ✶On a 10+, they'll make their best attempt at it. ✶On a 7-9, they're interested but will need constant monitoring and guidance. ✶On a 6-, they aren't ready; mark 1 XP and the GM makes a Move.

### "For the Honor of..."

Once per session, when you **assume a heroic form related to your Origins**, choose benefits from below up to your CHA, which last until you **Face Death**, **Reach Your Limit**, or the scene ends, whichever happens first.

- All allies who witness it clear a Condition
- All foes who witness it ignore your allies for now and treat you as the biggest threat
- Reduce DMG taken from NPCs with evil intent by half (rounded down)
- Your STR is +3

### Inspiring Presence

When you **rally your allies with a show of commitment**, roll+CHA. ✶On a 10+, all of them clear a Condition. ✶On a 7-9, you can mark a Condition so up to your CHA of them clear a Condition. ✶On a 6-, your action is ignored; mark 1 XP and the GM makes a Move.

### You Will Not Break Me

When you **Reach Your Limit**, you may also choose from the options below. If you do, you only clear up to CHA Conditions, but may mark 1 Depth with a PC who helped you.:

- Angry — *Make a show of force or lash out at your foes*
- Distracted — *Pursue a suspicion or side-quest*
- Exhausted — *Sound the retreat or make a personal sacrifice*
- Frightened — *Confront your fears or confide in another*
- Insecure — *Seek guidance or submit to authority*

## Questing Knight

*Absolute commitment can achieve the impossible*

### On a Mission: _____

When you **dedicate yourself to a quest for your liege**, describe it. If you already have a quest, erase it and mark a Condition. Then mark blessings up to your WIS. They remain while you stay true to your quest, and can be changed when you **Make Camp**.

*Ardent Dedication* — You know the direction of your quest
*Immaculate Body* — You are immune to a specific type of harm (fire, falling, arrows, etc.)

*Golden Tongue* — You can communicate with any sapient being
*Seventh Sense* — You can sense the presence of a creature type
*Superhuman State* — You don't need food, water, or sleep

When you **End the Session**, mark 1 XP if you've made significant progress on your quest. When you **finish your quest**, mark 2 XP, recover all HP, clear a locked Condition, and lose your blessings.

## I Dub Thee...

When you **Face Death**, you may also choose the following:

- ✦ *Newly Knighted*. Name a PC, say why you believe in them, then die. If they accept, they gain this Path (beyond normal Path limits).

## The Great Uniter

When you **try to join or ally with a faction, or request assistance from your liege**, if they aren't your direct foes they'll tell you of a big problem or goal they're grappling with. If you help them resolve it, you earn their loyalty, and they're willing to work alongside anyone, even their enemies, as long as you lead the efforts.

## Throw Down the Gauntlet

When you **demand a one-on-one duel in response to an insult**, your opponent cannot decline, but they can use a substitute, propose provisions, or add complications (GM's call). Additionally, whenever you begin the duel, clear Conditions up to your WIS.

## Trusted Squire — Name (pro/nouns): _____ XP — ☐ ☐ ☐ ☐ ☐

You have a young NPC at your service who carries your belongings, tends to your needs, and is learning to fight (1d4 dmg). When **they suffer harm**, mark a Condition. Once per session, when you **teach them a lesson**, **Defy Danger**+WIS. ✳On a 7+, they mark 1 XP. When the squire marks their 5th XP, they're ready. You **Level Up** when you sponsor them and they leave to become a paladin themselves. Lose access to this Move until you take on a new squire.

# The Ranger

*A seasoned hunter and traveler who works closely with a beast friend*

## Origins

**Ancestry:** I am a _____

*e.g. goblin, grippli, mer-person, etc. What natural environment did you grow up in?*

**Community:** I was raised by _____

*e.g. remote villagers, retired heroes, wandering bounty hunters, etc. What skills did you learn from them directly?*

**Background:** I used to be a _____

*e.g. royal gameskeeper, wanted criminal, wilderness guide, etc. What coming danger prompted you to adventure?*

## Relationships

| | | Depth |
|---|---|---|
| PC's Name | Relationship | ○○○ |
| PC's Name | Relationship | ○○○ |
| PC's Name | Relationship | ○○○ |
| PC's Name | Relationship | ○○○ |
| PC's Name | Relationship | ○○○ |

### Relationship Examples

*I helped them out of a bind once, and they never thanked me ✦ I know some subjects better than them, even if they can't stand it ✦ I'll keep a close eye on them, in case they find or bring trouble ✦ They seem to understand the wild better than I do...somehow ✦ They don't understand the dangers of the wild...and refuse to learn ✦ They show potential in the wilderness; I will teach what I can ✦ We defeated a dangerous monster together. That makes us family*

## Starting Move

### Animal Companion — Name (pro/nouns): _____

You work closely with a reasonably-sized mundane natural beast. Examples include: bear, fox, hawk, hound, wolf, etc. Give them a name, describe their appearance, and consider how you bonded.

Then choose three **Qualities** they have: ☐ aquatic ☐ burrowing ☐ cute ☐ fast ☐ flying ☐ intelligent ☐ intimidating ☐ large ☐ night vision ☐ stealthy ☐ strong ☐ tracker

And one **Drawback**: ☐ clumsy ☐ cowardly ☐ fragile ☐ hungry ☐ loud ☐ stubborn

When **your animal companion assists you**, say how, then choose one for each relevant Quality (GM's call):

- ✦ If fighting, they increase your armor by 1 and your DMG dealt by 1d4
- ✦ Their Drawback doesn't introduce a complication
- ✦ They create an opportunity or overcome a small obstacle
- ✦ They grant you ADV on an associated Move roll

Usually, you control and portray your animal companion along with your own PC. If they are separated from you or affected by their Drawback, the GM might control them for a time.

Your animal companion doesn't have HP. **When they get hurt**, you mark a Condition or say how they leave the scene.

# Equipment & Appearance

**Choose a weapon** (or create a new one with the GM):

- composite bow 1d6 DMG #near #far #ammo #two-handed
- dual scimitars 1d6 DMG #hand #light #precise, ADV on DMG rolls
- reliable staff 1d6 DMG #hand #close #two-handed and sling 1d4 DMG #near #ammo

**Choose two of the items below**:

adventuring gear ○○○ uses. Mark to rummage through and find a useful mundane item

light armor DMG reduction 1 (reduces dmg taken by 1, to a min of 1), req. STR+1

medicine ○○ uses. Mark to have someone double the HP they recover next or to cure a minor disease or poison

provisions ○○○ uses. Mark once while you **Comfort or Support** to turn a "No" into a "Yes"

trap kit ○○ uses. When you spend time setting up a trap, mark once to create a dangerous, impeding hazard for anyone in its range; it typically deals 1d4 DMG

Regarding your appearance, **choose one per row** (or something else):

☐ hooded cloak ☐ sturdy leathers ☐ warm hides
☐ monstrous trophy ☐ natural camouflage ☐ storied scars

# Name (pro/nouns):

_____

*e.g. Battuta, Celion, Dianna, Eloise, Gendrig, Hippolytus, Laifr, Throndir, Tsakaka, Ysolt, Zabel*

*Your* DEX *is +2. Choose* STR *or* INT *to be +2 too, then assign 0, 0, -1 to the others.*

| HP | STR | DEX | INT | WIS | CHA |
|---|---|---|---|---|---|
| ☐ | ☐ | ☐ | ☐ | ☐ | ☐ |
| *Lvl 1 Max HP = 10* | | | | | |
| ○ | ○ | ○ | ○ | ○ | ○ |
| Armor | Exhausted | Frightened | Angry | Distracted | Insecure |

XP— ☐ ☐ ☐ ☐ ☐ LEVEL: _____

## ADVANCEMENTS

When you **LEVEL UP**, increase your HP by 1 (max +10) and choose one of the following:

☐ ☐ +1 to any Stat (max +2)
☐ Gain a Path from your Class (and its Starting Move)
☐ Reveal a Struggle
☐ ☐ ☐ ☐ Gain a Path Move
✦ Change your Class

From **Level 5 onwards**, you can also choose from the following:

☐ +1 to any Stat (max +2)
☐ Gain a Path from your Class, and its Starting Move
☐ **Multiclass** — Gain a Path from another Class (and its Starting Move)
☐ Obtain a *magic item*. Choose from those available or work with your GM to create one
☐ ☐ ☐ ☐ Gain a Path Move
☐ ☐ ☐ ☐ Gain a Path Move

From **Level 10 onwards**, you can also choose from the following:

☐ +1 to any Stat (max +3)
☐ **Multiclass** — Gain a Path from another Class (and its Starting Move)
☐ Obtain an *Artifact*. Choose from those available or work with your GM to create one
☐ ☐ ☐ ☐ Gain a Path Move

## BEASTMASTER

*Two bodies, one soul*

### NO MERE CREATURE

Gain the **ANIMAL COMPANION** Ranger Starting Move if you don't already have it.

If you already have it, instead choose two additional Qualities for your Companion.

Either way, choose and mark one Special Training below. When you **MAKE CAMP**, you can retrain

them to change which is marked.

- *Magical Familiar* — They count as an extension of yourself when you **Cast a Spell**
- *Sentinel* — They will always alert you to sudden dangers or ambushes before it's too late
- *Sniffer* — When you **Unearth Secrets**, before you roll you may ask one question about the secret

- In this Together — Loyalty ☐ ☐ ☐

When you retrain your animal companion, you can also change their Drawback.

After you **help your animal companion work on their Drawback**, gain 1 Loyalty (max 3). You may spend Loyalty to gain an unmarked Special Training until the end of the scene.

- Kindred Spirits

When you **Make Camp**, your animal companion clears one of your Conditions (your choice).

*Emotional Support* — Choose a Condition now; ignore its penalties while your animal companion is with you. You may change the chosen Condition when you retrain them.

- Superior Companion

Your animal companion can have two Special Trainings (instead of one), and can also choose from the following:

- *Distraction* — When you **Sneak Past**, after you roll you may send your companion away to draw attention, increasing the result by one level (✳6 → ✳7-9 → ✳10+)
- *Pack Leader* — Others of their kind treat you and your companions as allies, if not friends
- *Rescuer* — When you would **Face Death**, they save you but can't help again until you **Make Camp**; regain 1 HP

### Warbeast

When your animal companion helps you to fight, increase the added armor to 2, and the added DMG to 1d6. Once per scene, when they would get hurt, they're actually fine.

## Deadeye

*One shot, one kill*

## Death from Afar — Aim ☐ ☐ ☐ ☐

When you **enter a combat situation**, gain Aim equal to your DEX (min 1). You can spend 1 Aim to do one of the maneuvers below. When the combat situation ends, lose all Aim.

- *Line It Up* — Your next ranged attack gains #piercing and ignores cover and concealment
- *Rapid Shots* — Your next ranged attack gains #area and either #hand, #close, #near, or #far
- *Suppressing Fire* — **Aid a PC** without paying another cost; if they take DMG, reduce it by 1 (min 1)
- *Take Cover* — After you **Trade Blows** at range, reduce DMG taken by your DEX (min 0)

## Find Weakness

You may **Sense Motive**+DEX by observing them in a battle or physical contest. If you do so, no matter the roll you may also ask one question about their strengths and weaknesses.

## Sniper Nest

When you **spend minutes or hours (GM's call) finding or creating the perfect vantage point**, you gain the following benefits while there:

- Once a combat situation begins, gain +1 Aim (max 4)
- The first time you attack with a ranged weapon from it, no one new learns your position
- Trap kits set up here deal 1d6 DMG instead of 1d4 and never impede or harm you or your allies

When you leave the nest, lose its benefits unless you spend time setting it up again. If you need to **Defy Danger** to leave it safely, roll with ADV.

## Spotter

When you **receive Aid while attacking with a ranged weapon**, instead of gaining ADV on a roll you may execute one maneuver without spending Aim.

## Trick Arrows

You may spend Aim or mark a use of the appropriate item to do any of the following maneuvers on your next ranged attack:

- *adventuring gear* — #forceful or pulls you to them or vice-versa
- *alchemical vials* — +1 DMG and spreads acid, fire, or smoke
- *poisoner's kit* — target takes +1 DMG until the end of the scene

- ✦ *trap kit* — +1 DMG and briefly immobilizes your target

# Scout

*Intimately familiar with wilderness' bounties and perils*

## Lay of the Land

When you **survey an environment or landscape away from your companions**, roll+INT, then skip ahead to when you return to your companions. ✶On a 10+, choose three benefits below. ✶On a 7-9, only two. ✶On a 6-, choose one but something followed you back; mark 1 XP and the GM makes a Move..

Natural wildlife won't prey on, or flee from, you or your allies
When you **Sneak Past** by blending in, treat a ✶7-9 as a ✶10+
When you **Unearth Secrets**, if the secret is related to the environment (e.g. corruption, feature, usual inhabitant, etc.), treat a ✶6- as a ✶7-9
When you **Undertake a Perilous Journey** as the leader, gain +1 to the roll and clear a Condition. If another PC is the leader, gain 1 Depth with them if they ask for your advice.

These benefits last until you leave the environment or use this move again.

## Hunter's Mark — Quarry: _____

Once per session, when you **focus on hunting an individual**, gain the following benefits when interacting with them until the end of that session:

- ✦ Gain ADV on Moves rolled in direct pursuit of them
- ✦ When you **Spout Lore** about them, gain +1 to the roll.
- ✦ The first time this session you deal DMG to them, it's max
- ✦ When you capture or defeat them, clear a Condition.

## Peerless Wayfarer

When you use **Lay of the Land**, ✶on a 12+, you also bring back a lead on an ally, opportunity, or treasure. Say which, then the GM will tell you more. No matter the roll, if you **spend weeks**, make an additional choice.

When you **leave an environment you've surveyed with Lay of the Land**, write down your benefits; you regain them if you ever return here.

## The Wild Provides

When you **search a natural landscape for resources**, Defy Danger+INT. ✳On a 7+, gain 2 Uses, split between adventuring gear, medicine, and provisions.

*The resources you find could be foraged from wildlife, or found in a hidden cache, or another method.*

## Natural Historian

When you Spout Lore about flora or fauna from the wild, ✳on a 7+, ask an additional question. If it can fight, the GM will also tell you its HP and DMG.

# The Rogue

*The ultimate misfit, every tool—legal or not—is at their disposal*

## Origins

**Ancestry:** I am a _____

*e.g. catfolk, firbolg, oozeling, etc. Were your parents law-abiding people?*

**Community:** I was raised by _____

*e.g. denizens of the Underdark, a street gang, privileged pricks, etc. Did you experience a lot of crime firsthand?*

**Background:** I used to be a _____

*e.g. beloved teacher, faithful squire, heartless criminal, etc. Was it a slippery slope or a conscious decision to become who you are now?*

## Relationships

| | | Depth |
|---|---|---|
| PC's Name | Relationship | ○○○ |
| PC's Name | Relationship | ○○○ |
| PC's Name | Relationship | ○○○ |
| PC's Name | Relationship | ○○○ |
| PC's Name | Relationship | ○○○ |

### Relationship Examples

*I once stole something important from them ✦ They know a secret about my life before crime ✦ They still owe me for the huge crime I committed for them ✦ They think I'm scum—and the feeling is mutual ✦ They're my partner-in-crime ✦ We're as close as family, for better and worse ✦ We're the only survivors of my last plan*

## Starting Move

### Tricks of the Trade

When you **Defy Danger** **or** **Sneak Past** **by applying one of your Roguish Skills,** you cheat; roll with 1d8+1d6 (instead of 2d6).

You start with the following Roguish Skills: ✦ *detect noises* ✦ *find/remove traps* ✦ *hide in shadows* ✦ *open locks* ✦ *pick pockets* ...plus any other Skills provided by your Paths.

## Equipment & Appearance

**Choose a weapon** (or create a new one with the GM):

- collapsible shortbow 1d6 DMG #ammo #close #near #two-handed

- hidden daggers 1d4 DMG #ammo #concealed #hand #close #light #piercing #precise #thrown, ADV on DMG rolls
- reliable whip 1d4 DMG #close #near #precise. When you **TRADE BLOWS**, ✶On a 10+, you can choose to have the target drop something they're holding, or grab one of their extremities

**Choose two of the items below:**

adventuring gear ○○○ uses. Mark to rummage through and find a useful mundane item

alchemical vials ○○○ uses. Mark to withdraw of any of the following types: acid, fire, or smoke

leather armor DMG reduction 1 (reduces DMG taken by 1, to a min of 1), req. STR+1

provisions ○○○ uses. Mark once while you **COMFORT OR SUPPORT** to turn a "No" into a "Yes"

thieves' tools ○○○ uses. When you **DEFY DANGER** with a Roguish Skill, ✶on a 7-9 you may mark a use instead of another option

Regarding your appearance, **choose one per row** (or something else):

☐ dark cloak ☐ fashionable suit ☐ forgettable face and attire

☐ lucky charm ☐ list of vulnerable targets ☐ sentimental jewelry

## NAME (PRO/NOUNS): _____

*e.g. Aldin, Cowl, Dominic, Eirene, Grimalkin, Kiera, Marlow, Merinier, Red, Riley, Senya, Yalt*

*Your DEX is +2. Choose WIS or CHA to be +1, then assign +1, 0, -1 to the others.*

| HP | STR | DEX | INT | WIS | CHA |
|---|---|---|---|---|---|
| ♡ | ☐ | ☐ | ☐ | ☐ | ☐ |
| *Lvl 1 Max HP = 8* | | | | | |
| ◓ | ○ | ○ | ○ | ○ | ○ |
| Armor | Exhausted | Frightened | Angry | Distracted | Insecure |

## XP— ☐ ☐ ☐ ☐ ☐ LEVEL: _____

## ADVANCEMENTS

When you **LEVEL UP**, choose one of the following:

☐ ☐ +1 to any Stat (max +2)

☐ Gain a Path from your Class (and its Starting Move)

☐ Reveal a Struggle

☐ ☐ ☐ ☐ Gain a Path Move

✦ Change your Class

From **Level 5 onwards**, you can also choose from the following:

☐ +1 to any Stat (max +2)

☐ Gain a Path from your Class, and its Starting Move
☐ **Multiclass** — Gain a Path from another Class (and its Starting Move)
☐ Obtain a *magic item*. Choose from those available or work with your GM to create one.
☐ ☐ ☐ ☐ Gain a Path Move
☐ ☐ ☐ ☐ Gain a Path Move

From **Level 10 onwards**, you can also choose from the following:
☐ +1 to any Stat (max +3)
☐ **Multiclass** — Gain a Path from another Class (and its Starting Move)
☐ Obtain an *Artifact*. Choose from those available or work with your GM to create one.
☐ ☐ ☐ ☐ Gain a Path Move

# Assassin

*Silent as the grave, deadly as nightshade*

## Dirty Deeds

Add ✦ *employ/cure poison* and ✦ *identify weakness* to your Roguish Skills. If you don't have the **Tricks of the Trade** Rogue Starting Move, you gain it, but only with these two Skills. If you already had any of these Roguish Skills, work with the GM to create a new one for each redundant Skill.

*Sneak Attack* — When you **Trade Blows+DEX**, if your opponent is distracted or flanked (and you're wearing light or no armor), ✶On a 10+, you can choose to deal max DMG for free. ✶On a 7-9, you suffer min DMG.

## Always a Way Out

When **you're in too deep and look for a way out**, roll+DEX. ✶On a 10+, you and your allies are gone. ✶On a 7-9, you need to leave something behind; the GM will say what. ✶On a 6-, it was a trick or a trap; mark 1 XP and the GM makes a Move.

## Backstab

When you **ambush a surprised or defenseless opponent with a #precise weapon**, you may roll DMG as normal, or may instead roll+DEX. ✶On a 10+, choose two from the following. ✶On a 7-9, only one:

- ✦ Reduce their armor DMG reduction by 1 until it's repaired
- ✦ Disable a weapon or other form of attack until they recover it
- ✦ Inflict your DMG+1d6

✶On a 6-, they were waiting for you; mark 1 XP and the GM makes a Move.

### Poisoncraft

You get ADV to **Defy Danger** against poison, and you get a poisoner's kit ○○○ uses. Mark to produce a poison on the spot; state its effect, then choose two from the following: ✦ it can be delivered by touch (otherwise it's ingestion) ✦ the GM doesn't add an "and" or "but" to the effect (otherwise they do) ✦ it's undetectable ✦ you clear a poisoner's kit use

### Stalker in Shadows

Add ✦ *hide in shadows* to your Roguish Skills. If you already have it, instead work with the GM to create a new Roguish Skill.

When you **Sneak Past** with a Roguish Skill, roll with 1d10+1d6 (instead of 1d8+1d6).

When you **look for a hiding space**, the GM will tell you where the best spot is, but it's up to you to get there.

## Burglar

*Skill and guile—and a dash of good luck, of course*

### Expert Treasure-hunter

Add ✦ *climb walls* and ✦ *fit into tight spaces* to your Roguish Skills. If you don't have the **Tricks of the Trade** Rogue Starting Move, you gain it, but only with these two Skills. If you already had any of these Roguish Skills, work with the GM to create a new one for each redundant Skill.

*Nose for Treasure* — When you **Unearth Secrets**, no matter the outcome of the roll, you may also ask the GM, *Are there valuables here I don't know about?* If yes, gain ADV on the next roll to pursue them.

### Better Lucky Than Good — Luck ☐ ☐ ☐

When you take this Move, gain Luck equal to your WIS (min 1). Once per scene, you can spend 1 Luck to reroll any die rolled by you or that directly affects you (such as the DMG roll of an enemy attacking you).

When you **Enjoy Downtime**, you can spend 1 Treasure helping an NPC to regain Luck equal to your WIS (min 1).

### Breaking & Entering

When you **set your mind to steal something**, name the thing, then ask the GM a number of questions below equal to your WIS (min 1) and they will answer truthfully. When you acquire it, you and everyone who helped each clear a Condition.

- *What's its most powerful defence?*
- *What's the best way in or out?*
- *Who else wants it?*
- *What else am I missing regarding it?*

### Quick on the Draw

When **the GM or another Player is about to make a Move**, with their permission (out of character) you can mark a Condition to interrupt it and act immediately instead.

Please: don't be an asshole and hog the spotlight with this Move. Use it in good faith (as everything else in the game).

### Vanishing Act

When you **are sure no one is paying attention directly to you**, you can disappear from a Scene entirely, not rejoining the narrative until the Scene ends. If you're in trouble or a bind, ask the GM what you must do to disappear and they will tell you up to 4-WIS of the following requirements:

- When you reappear, it will come with trouble
- You first need to risk/trick/steal _____
- You must leave something significant behind
- You must mark a Condition in the process

## Spy

*Obtaining and trading secrets is your trade*

## The One for the Job — Mask: ☐ ☐ ☐

Add ✦ *forge documents* and ✦ *understand languages* to your Roguish Skills. If you don't have the **Tricks of the Trade** Rogue Starting Move, you gain it, but only with these two Skills. For each Skill that is redundant, work with the GM to create a new one.

*Smooth Operator* — When you **disguise yourself as someone else**, gain Mask equal to your CHA (min 1). You can spend Mask, 1-for-1, to automatically overcome scrutiny. When you reach 0 Mask, roll+CHA. ✶On a 10+, they're none the wiser; gain 1 Mask. ✶On a 7-9, someone suspects you; the GM will say who. ✶On a 6-, your cover is blown; mark 1 XP and the GM makes a Move.

## Hand Trick

When you **leave a room or other location**, you can name something small that you saw that no one else was using or paying particular attention to. You took it with you.

## Maven Saboteur

When you **reveal that you've used a disguise to previously sabotage or nullify an obstacle or mechanism**, right as it becomes relevant, roll+CHA. ✶On a 10+, it goes off with a bang, creating the perfect opportunity. ✶On a 7–9, the opportunity is fleeting—act now or it'll be too late. ✶On a 6-, a tiny overlooked detail becomes a huge problem; mark 1 XP and the GM makes a Move.

## Underworld Connections

When you **put the word out that you're looking for something**, roll+CHA. No matter the result, someone brings you a lead. ✶On a 10+, choose one complication below. ✶On a 7-9+, choose two:

- ✦ It's not quite right; the GM will say how *after* you choose this
- ✦ Someone who doesn't know or like you has it
- ✦ You'll owe someone a steep debt to get it. Until you repay them you get DIS on this Move and can't choose this option again

✶On a 6-, the lead might be a fake, a trap, or already be claimed by an enemy; mark 1 XP and the GM makes a Move.

## You Know My Name

When you **first meet someone who's heard of you** (your call), roll+CHA. ✶On a 10+, tell the GM two things they've heard about you. ✶On a 7-9, tell the GM one thing, and the GM tells you the other. ✶On a 6-, you won't like what they've heard; mark 1 XP and the GM makes a Move.

# The Wizard

*A lifetime of study & dedication in exchange for mastering reality*

## Origins

**Ancestry:** I am a _____

*e.g. dwarf, elf, golem, etc. What event in your childhood drew you to the arcane?*

**Community:** I was raised by _____

*e.g. amateur magicians, landed gentry, nomadic people, etc. Was magic valued among your people? Why? Why not?*

**Background:** I used to be a _____

*e.g. cursed person, lonely scholar, street magician, etc. How much did you pay or sacrifice to learn the impossible?*

## Relationships

| | | Depth |
|---|---|---|
| PC's Name | Relationship | ○○○ |
| PC's Name | Relationship | ○○○ |
| PC's Name | Relationship | ○○○ |
| PC's Name | Relationship | ○○○ |
| PC's Name | Relationship | ○○○ |

### Relationship Examples

*I hurt them with a spell ✦ They have a mind for magic, but lack the discipline ✦ They believe a bunch of superstitious nonsense ✦ They think I'm a power-hungry megalomaniac ✦ They're keeping an arcane secret from me ✦ They're my willing test subject ✦ We share a niche interest and endlessly chat about it*

## Starting Move

### Weave the Arcane

You start with 3 Schools of Magic Prepared; mark them now. When you finish **Making Camp**, you can change which Schools you have Prepared.

- **Abjuration** (substance: magic itself; verbs: temporarily disable; protect from)
- **Conjuration** (substance: objects or outsiders; verbs: briefly create; momentarily summon)
- **Divination** (substance: past, present, and future visions; verbs: convey; discern)
- **Enchantment** (substance: sapient beings; verbs: modify emotions; temporarily charm)
- **Evocation** (substance: elemental energies; verbs: lesser sculpt; minor channel)
- **Illusion** (substance: sight and/or sounds; verbs: cloak; disguise)
- **Necromancy** (substance: unlife; verbs: briefly bestow; radiate)
- **Transmutation** (substance: matter; verbs: momentarily alter; repair)

You can **CAST A SPELL**+INT by combining a verb and a substance from your Prepared Schools to create an effect, as long as you have your arcane focus, both hands otherwise free, and the ability to speak aloud. You can combine verbs and substances from different Prepared Schools.

When you **CAST A SPELL** this way, your unique 7-9 option is:

✦ forget a Prepared School until you next **MAKE CAMP**

## Equipment & Appearance

**Choose an arcane focus** (or create a new one with the GM):

- bejeweled skull cap. Add 1 to your armor
- delicate grimoire. Once per session, you may reference or study it to Prepare a School instantly
- unwieldy staff 1d6 DMG #close #hand #two-handed

**Choose two of the items below:**

adventuring gear ○○○ uses. Mark to rummage through and find a useful mundane item

bag of books ○○○ uses. Mark to find a record of relevant information

razor dagger 1d4 DMG #ammo #hand #close #piercing #precise #thrown

potion of healing ○ use. Mark to recover half your max HP (rounded down) or clear a locked Condition

provisions ○○○ uses. Mark once while you **COMFORT OR SUPPORT** to turn a "No" into a "Yes"

Regarding your appearance, **choose one** (or something else):

☐ astral robes ☐ inconspicuous cloak ☐ mystical spectacles

## Name (pro/nouns): _____

*e.g. Adalheit, Bodin, Cuprumfeld, Draft, Galadir, Jillette, Mortimer, Seburnicus, Tamariz, Verna, Xela*

*Your INT is +2. Choose DEX or CHA to be +1, then assign +1, 0, -1 to the others.*

| HP | STR | DEX | INT | WIS | CHA |
|---|---|---|---|---|---|
| ♡ | ☐ | ☐ | ☐ | ☐ | ☐ |
| *Lvl 1 Max HP = 6* | | | | | |
| 🛡 | ○ | ○ | ○ | ○ | ○ |
| Armor | Exhausted | Frightened | Angry | Distracted | Insecure |

XP— ☐ ☐ ☐ ☐ ☐ LEVEL: _____

## ADVANCEMENTS

When you **LEVEL UP**, choose one of the following:
☐ ☐ +1 to any Stat (max +2)
☐ Gain a Path from your Class (and its Starting Move)
☐ Reveal a Struggle
☐ ☐ ☐ ☐ Gain a Path Move
✦ Change your Class

From **Level 5 onwards**, you can also choose from the following:
☐ +1 to any Stat (max +2)
☐ Gain a Path from your Class, and its Starting Move
☐ **Multiclass** — Gain a Path from another Class (and its Starting Move)
☐ Obtain a *magic item*. Choose from those available or work with your GM to create one.
☐ ☐ ☐ ☐ Gain a Path Move
☐ ☐ ☐ ☐ Gain a Path Move

From **Level 10 onwards**, you can also choose from the following:
☐ +1 to any Stat (max +3)
☐ **Multiclass** — Gain a Path from another Class (and its Starting Move)
☐ Obtain an *Artifact*. Choose from those available or work with your GM to create one.
☐ ☐ ☐ ☐ Gain a Path Move

## EVOKER

*There's a simple beauty in utter destruction*

### EVOCATION MAGIC

Gain the **WEAVE THE ARCANE** Wizard Starting Move, though you only have access to **Evocation** (substance: elemental energies; verbs: lesser sculpt; minor channel).

If you already have this Move, instead add the verbs detonate and magnify to the Evocation School's repertoire, and when you **MAKE CAMP** you can always mark Evocation in addition to your normal 3 Prepared Schools.

*Mental Reserves* — You can mark a Condition to instantly Prepare a School of Magic, up to your normal limit.

### CONTINGENCY

Mark 1-3 Conditions then choose a spell or a Move that you have access to that you could reasonably

prepare in advance. Also, define a specific circumstance. When **the circumstance occurs**, roll+Conditions marked; use the result to resolve the spell or Move.

### Elemental Cloak

Mark 1-3 Conditions to evoke a cloak made of one of the following elements. Replace X with the amount of Conditions marked:

- *cascading flames* — Up to X opponents who inflict DMG to you suffer Xd6 DMG
- *icy garments* — Up to X opponents who inflict DMG to you have DIS to their DMG rolls
- *rock protrusions* — Add +X to your armor for X attacks
- *wild gale* — You can mobilize unimpeded up to #near X times

### Instant Fireball!

Mark 1-3 Conditions, then a #near target and everyone #close to them suffers Xd6 DMG #piercing, where X is the amount of Conditions marked.

### Power Weapon

When you **shape an elemental energy in the form of a weapon**, mark 1-3 Conditions then roll+Conditions marked. ✶On a 10+, choose two of the following tags. ✶On a 7-9, only one: #close #piercing

By default the weapon inflicts 1d6 **DMG**, is #hand, and has ○○○ uses. When you **Trade Blows** with this weapon, roll+INT (instead of +STR or +DEX) and mark one use.

✶On a 6-, the element breaks free; mark 1 XP and the GM makes a Move.

## Illusionist

*How do you define 'real'?*

## Illusion Magic

Gain the **Weave the Arcane** Wizard Starting Move, though you only have access to **Illusion** (substance: sights and/or sounds; verbs: cloak; disguise) School.

If you already have this Move, instead add the verbs make permanent and substantiate to the Illusion School's repertoire, and when you **Make Camp** you can always mark Illusion in addition to your normal 3 Prepared Schools.

*Trickster* — Once per scene, when someone believes a lie because of one of your illusions, clear a Condition.

## Alter Perception

When you **touch someone or something**, you can alter one of their perceptible aspects without **Casting a Spell**; mark a Condition if they are unwilling. For example, you can change someone's perceived ancestry, outfit, or accent, or you can make an item seem magical, brand new, or made of a different substance. This effect lasts until you dismiss it or until the end of the Scene.

## Fool Me Once...

When you **trick someone with an illusion,** the next time you **Pull Strings** on them you have ADV and may roll+INT (instead of +CHA), even if they learn it was an illusion. You can share these benefits with other PCs that were part of the illusion.

## Mirror Image

When you **would suffer DMG**, you may mark a Condition to reveal that you were an illusion; prevent all DMG and say where #near you actually are.

## The Mirror Stares Back

The first time each NPC **falls for one of your illusions**, you may ask them one question as if you **Sensed Motive**.

When you **Cast a Spell** **to make an illusory copy of a person**, you can also mark a Condition to overcharge the spell. If you do, the illusory person perfectly imitates their original, lasts indefinitely, and starts loyal but slowly gains autonomy over time. You cannot dismiss an overcharged illusory person.

# Necromancer

*The greatest taboo among magic practitioners—for a reason*

## Necromantic Magic

Gain the **Weave the Arcane** Wizard Starting Move, though you only have access to **Necromancy** (substance: unlife; verbs: briefly bestow; radiate).

If you already have this Move, instead add the verbs corrupt and drain to the Necromancy School's repertoire, and when you **Make Camp** you can always mark Necromancy in addition to your normal 3 Prepared Schools.

*Rise and Serve* — When you kill a living creature with a spell, you can create a ghoul, skeleton, or zombie from their body (2 HP, inflicts 1 DMG).Undead you create are loyal to you and follow your commands, though only #intelligent ones (which these are not) can understand complex tasks.

## A Ghost at the Feast

When you kill a living creature with a spell, instead of creating something from their corpse, you can create a ghost, shade, or shadow from their soul (1 HP, inflicts 2 dmg #piercing | #invisible #immaterial). If you mark a Condition, you can create two undead—one from body and one from soul.

## Lifeforce Is a Resource

When you **Cast a Spell**, ✶On a 7-9 you can instead choose this:

✦ *it drains your lifeforce*; take 1 DMG #piercing

When you **attune yourself to the ethereal shackles that bind your undead to your will**, you may mark a Condition, then redestribute HP between yourself and any of your #near undead as you see fit.

## Sanctum to Unlife

When you **set your mind to imbue a location with unholy power**, treat it as **Perform a Ritual**, but you can sacrifice living people or your own *powerful* undead 1-for-1 to negate each requirement—except for the last one. After you succeed, for each requirement the GM originally gave you, choose one benefit below:

- Any creature that dies here automatically rises as an #undead that serves you

- #holy power is weak here, dealing half DMG (rounded down) and lessening other effects
- It acts as a source of power for even darker rituals
- It will attract willing devotees and followers
- The change will last indefinitely (unless actively cleansed at its heart)

### Shed this Mortal Coil

You've learned the secrets of lichdom. Gain a *Phylactery* (see *Magic Items*).

# Running the Game

## Behind the Screen

Running a TTRPG session can be *hard*; anybody who's ever done it knows that. But it doesn't *have to be*, which is why we added so much to this section. One of the biggest strengths of this style of game (PbtA) is its inherent flexibility and freedom, and we want this section to leverage those strengths and make **Dungeon World 2** as easy and fun to run as possible.

While previous sections of these rules are in the style of an instruction manual, this one is more like a letter and toolbox from us, as designers, to you, the GM. You want to have great experiences at the table, and we want to help, so let's talk about what we think that means.

There are also lots of tools in this chapter, meant to help both in-the-moment improvisation and structured preparation. Please pick and choose which ones you want to use. While some may reference each other, they're mostly standalone in nature.

Thank you for running this game for your friends, family, or even strangers! We sincerely hope that everything you find here helps you to have the most enjoyment while orchestrating, encouraging, and growing your Players' fun. **Dungeon World 2** truly couldn't exist without you!

*—Helena & Spencer*

## The Role of the GM

Being a Game Master (GM) is an important part of the game, and it can be extremely fun and rewarding, but it can also be nerve-wracking when first starting out (or even after decades of experience). To help ease those pressures, here is our list of what a GM *is* and (more importantly) *isn't* responsible for:

- **You are responsible for portraying the world around the PCs**, such as the environment, NPCs, enemies, and obstacles all along the way.
- **Your NPCs are NOT the protagonists**. They can still be awesome, some can be around frequently, but their most memorable moments should draw the game's focus back to the PCs in some way.
- **You are NOT responsible for everyone's fun**. This is a collaborative game, and everyone is equally responsible for being mature, kind, and respectful to each other.
- **You are here to have fun too!** Collaboration is a two-way street, so feel free to inject your ideas into the world, or suggest an idea to a Player (after asking if they are okay with you doing so, of course).
- **You are NOT the "author of a story"**. This is a shared game about an evolving conversation that creates something like a story *ex post facto*. If you go in with a fixed "plot" in mind, then we assure you everything will become more difficult and less fun for everyone. Lean into the unexpected and let yourself be surprised. PLAY TO FIND OUT!
- **You are NOT the organizer.** It's up to everyone in the group to decide how to handle things like session scheduling, group behavior, snacks, and what to do if someone is late or can't make it. Don't overburden yourself with these tasks, and learn to delegate them as much as possible.

- **You are NOT infallible**, so don't sweat over the small stuff. If you make a mistake, or have trouble coming up with ideas, that's okay. Feel free to ask for help from others in your gaming group, or outside of it.

# Play Order Flowchart

This showcases what the flow of a game of **Dungeon World 2** typically looks like, in more detailed fashion than in the Playing the Game section, and focused on the GM's side of things.

1. **You as the GM make a Move**. Following the game's **Principles**, you set up a situation. Then you usually ask "*What do you do?*"
2. **Player(s) describe their response**. Sometimes you or another Player might ask clarifying questions about this response, such as "*What does it look like when you do that?*" or "*What do you want to accomplish?*"
3. **Is a Move triggered?** If so, proceed to #3. If not, go back to #1.
4. **Is there a roll involved?** If not, resolve the Move and then go back to the start. If so, roll what the Move says. Freely remind the PCs they can **Aid** each other. Also, remember that Conditions affect rolls.
5. **What was the roll's result?** Follow what the Move says happens.
   - A 10 or higher (10+) means a full success, as close to clean as can be expected
   - A 7, 8, or 9 (7-9) is still a success but messier, with a cost, drawback, or milder consequence
   - A 6 or lower (6-) means things go badly. Most of the time that means the GM makes a Move and the rolling Player gains XP, but a few Moves say something else.
6. **What now?** After every Move's resolved you need to update the fiction to reflect the change that happened.
7. **Has any PC marked all Conditions or reached 0 HP?** If so, they **Reach Their Limit** (for Conditions) or **Face Death** (if they reached 0 HP).
8. Go back to #1!

# Agenda

These are the core overarching goals you have while running a game of **Dungeon World 2**. Even if you forget or miss other parts of this chapter, the Agenda is what you should refer to when in need of guidance. Your Agenda every session is:

- Fill the Player Characters' lives with adventure
- Play to find out what happens
- Portray a meaningful fantasy world

## Fill the Player Characters' Lives with Adventure

By "life of adventure" we mean one of highs and lows, victories and defeats, drinks with friends, hard roads, swollen bruises, and open laughter. Give the PCs opportunities (and motives) to accomplish exciting things, but don't make it too easy (or it won't be adventurous). We recommend you put the

Player Characters in situations that test them, hurt them, exploit their weaknesses, show off their strengths, and/or tempt their desires… Then see how they handle it all. We encourage you to celebrate their successes, mourn their losses, and anticipate—as best as you can—what they might do next.

You may need to prepare (or "prep" in TTRPG parlance) the ingredients of an adventure ahead of time, such as:

- ideas for **Potential Scenes**
- details (and stats when necessary) for **Important NPCs & Villains**
- descriptions for some **Fantastic Locations** and, of course,
- some **Rewards**.

If you want more guidance about how to Prep a Session, check here.

If you prefer to improvise, at least knowing that these ingredients are important to create an adventure should help you with coming up with them in the moment.

## Play to Find Out What Happens

The key difference between a TTRPG and any other type of game or fiction is that in these games—and DW2 is no different—**no one knows what will happen in advance**. You as the GM may do some setup, but the Players and their PCs will interact with your preparation and change the situation, often in ways you can't predict. On the flip side, every time the PCs attempt something, they're confronted with the fictional world that you portray and its often unexpected (especially to them) consequences.

This back and forth creates a wonderful unknown that is discovered, through play, by the whole table together. This is what we mean with **play to find out what happens**! We invite you to embrace this uncertainty, and to empower the Players to do the same. So, don't hold on to your prep or ideas too hard, because they'll probably never come true in *exactly* the way you imagined them. Similarly, Players shouldn't really grow too attached to their plans or even their PCs, because something could always happen that changes everything.

## Portray a Meaningful Fantasy World

Fantasy fiction and games—and DW2 is no different—include many elements that do not and could never exist in our world, such as magic, nonhuman sapient beings, and other dimensions that can't usually be accessed physically, among many others. "Fantasy" may seem like an obvious concept these days, but such worlds have become so filled with mundanity as to not feel truly fantastical anymore.

We believe that what makes fantasy worlds amazing is the right mixture of *wonder* and *believability*. If you focus on wonder too much, the world (and game) often feels inconsistent and driven by whim, which can reduce the emotional impact of events and consequences. On the other hand, focusing purely on believability will make the world feel predictable, sterile, or boring— too close to what we are already familiar with. As such, we recommend you don't try to rationalize or unnecessarily justify the fantastical

elements in the world, and instead leave room for new and peculiar forms of the impossible to appear later.

The abstract ideal lies in a balance between the two. The specific proportions will depend on you and your group's preferences, so you'll probably need to discuss this with them during **Session Zero** procedures, but here are some ideas for adding both to your world.

To make your world more wondrous:

- *Incorporate unique aspects of your world* into its factions, traditions, and civilizations
- *Introduce something unique and magical*, such as a location, creature, or phenomenon
- *Make the world's environments vibrant*, with dangerous inhabitants and colorful flora and fauna

To make your world feel more believable:

- *Describe what the PCs see and hear, yes, but also what they smell, touch, and more*. How warm is the fire? What does the room smell like after a magical lightning is unleashed within it?
- *Give its inhabitants human emotions and struggles*. Maybe elves don't sleep or age, but they still struggle with love, loss, and fear, even if they might express it in unusual ways.
- *Show how the passage of time affects people and places*. This could be as simple as a holiday festival, or a change in leadership, an ongoing project, or a collapsing building. Change, growth, and decay all overlap

# Principles

If the Agenda are your objectives/goals as a GM, then the Principles are your ways/roads of getting there, your specific guidelines on how to achieve them. In short, they are:

- Be a fan of the Players & their characters
- Describe with dramatic detail
- Give every NPC a motivation
- Let the Players roleplay with each other
- Use the PCs' names whenever possible

## Be a Fan of the Players and Their Characters

While authentically portraying the world (and its consequences) may lead you to harm the PCs, you are neither an "antagonistic enemy" to them nor an "impartial referee" of their actions. We envision you, the GM, as someone who's purposefully on the side of the PCs, collaborating with the Players to go on adventures and have fun at the table.

Going even beyond that, we recommend that you try and be a fan of the Players at your table. This should lead you, hopefully, to create a cooperative environment in which everyone feels comfortable speaking up, offering their own ideas, and being creative. We dearly encourage you to incorporate the Players' ideas into the game as much as you can, even if they seem weird or discordant at first. In short: try to "Yes, and…" as much as possible, and reserve your "No"s to the moments when you really need them.

## Describe with Dramatic Detail

When describing characters, environments, and actions, we invite you to aim for vivid, dynamic language. A yeti doesn't just swing its claws—it roars, grabs its victim, and drags them towards their frozen lair. A burning acid swamp doesn't just bubble corrosively; the air burns your nostrils as clouds of colorful insects bite you.

It takes practice to become good at this, but often the best way to start is to **focus on a few specific details and let the Players' imaginations fill in the rest**. If you describe a brilliant apothecary with thick glasses, a simmering scowl, swarmed by a dozen scrambling assistants, then that's more than enough to convey a strong impression of her.

In contrast, we think that the best way to communicate larger scale situations is in down-to-earth ways. If there is a plague sweeping through a city, then maybe evoke the feeling of decaying streets, describe the smell of burning bodies, and have a coughing beggar ask for change.

## Give every NPC a Motivation

Non-player characters (NPCs) are your characters in the game. As such, the best advice we can offer on how to portray them better is to *know why they do what they do*. In writing, this is often referred to as a character's motivation, desire, or goal. We use the term **Drive** in our NPC statblocks. The idea is the same: knowing a character's underlying reason for acting the way they do will make it easier for you to roleplay them. Additionally, if the PCs come to learn that reason, it will add a sense of believability to the fantasy world you're all building together.

## Let the Players roleplay with each other

One of the most common foibles among GMs is that *we just speak too much*. We want to "fill the silence," so to speak, to keep things moving, and to make the whole game as entertaining as possible for everyone involved. The "problem" is that part of the fun of playing a TTRPG is roleplaying PC-PC interactions when you are a Player. DW2, even more so, has as a core part of its vision the idea that PCs are encouraged to form deep Bonds with each other. And even though that may happen mechanically without that much actual roleplay, the ideal is that the Players feel that their characters are getting closer to one another in the fiction.

So, in short: every once in a while just shut up, sit back, and enjoy your Players roleplaying with each other. Let it happen naturally, and don't intervene unless you're required to. The adventure will be ready when they are.

## Use the PCs' names whenever possible

If you're running the game for people you know, it may feel weird or awkward to refer to them by invented fantasy names. As true as that may be, though, if you talk to them by using their real names, you're referring to them as Players outside of the fiction, and that isn't a good way to encourage them to

roleplay their PCs. Instead, learn by heart and use the PCs' names as much as you can, so Players are subtly pushed to answer questions and look at things in the fiction from their PC's perspective which may, in some cases, greatly differ from their own.

# GM Moves

These Moves are the way in which you as the GM add to the conversation, altering the fiction directly. This is one of the ways in which the role of GM differs from that of a Player: the Players need to trigger Moves (and usually roll dice) to alter the fiction, while you just get to make a Move, either when instructed or when you think it's appropriate.

## When to Make a GM Move

Generally you should make a GM Move when…

- A Player rolls a 6- on a Move
- The Players look to you for a response or answer
- You have a golden opportunity

### A Player rolls a 6- on a Move

This one's easy. All Moves in the game that include dice-rolling on the part of the Players—and thus can produce a 6- result—will tell you on the Move's text that you get to make a GM Move as a result. Which GM Move will depend on the specific situation, but the most important decision is whether the Move will be "hard" or "soft" (see **Hard & Soft Moves** for more info).

### The Players look to you for a response or answer

This one is often automatic. The Players want to know what will happen next, and they look at you to portray the world to them. *How does the sleeping troll react to the spell's magic? What's behind the secret door they just opened?* Make a GM Move and describe what happens in response to their actions.

Sometimes a moment may be tense enough that you might think dice should be rolled. Check if any available PC Moves apply, but if none do then the tension is yours to resolve with a GM Move.

### You have a golden opportunity

If the players do something that is an exceptionally bad (or good) idea, they're giving you a golden opportunity to make an appropriate GM Move, even if you interrupt them or override something. For example, if a PC swings their weapon by jumping into a dragon's open mouth, then maybe instead of triggering **Trade Blows** they just take damage or are outright swallowed. On the other hand, if they offer an NPC the very jewel they've been secretly longing for, then maybe they don't need to **Pull Strings**, as the NPC may just agree to their offer.

# Hard & Soft Moves

A GM Move can be described as "hard" or "soft" based on the severity of its consequences, and how much the PCs can do to negate or recover from it.

## Hard Moves

A **hard Move** is when **something changes in the fiction in a way that can't easily be undone**, such as an ally getting seriously wounded, a treasure getting lost or stolen, or an enemy escaping the PC's grasp. Hard Moves are typically described with the full consequences, with the PCs only being asked "*What do you do*?" **after** this happens, rather than before or during the resolution of the Move.

For example: *"The elementalist raises a crackling orb high in one hand, and even as you dive for her, a bolt of lightning arcs straight into the market center, detonating several barrels in a fiery explosion"*. In this case, the unrecoverable consequence here is the explosion.

## Soft Moves

On the other hand, a **soft Move lets the PCs intervene before the consequences are fully in effect**. Maybe you describe a sword swinging towards a PC, but they still have a chance to dodge or block it, or you ominously hint at strange lights coming from the sealed tower in the center of town, giving the PCs a chance to investigate. Soft Moves are often used to warn the PCs of future Hard Moves, sometimes imminent ones and sometimes distant.

For example: *"The duchess pauses her speech to look at each face in the crowd. You suppress goosebumps as her gaze meets yours, before moving on to the next guest. It seems she's heard rumors of your plan."* The soft Move here is that the PCs may be under suspicion.

# GM Core Moves

Other Powered by the Apocalypse (PbtA) games present sets of GM Moves that are highly evocative and specific, describing as many Moves available to the GM as possible. In DW2 we've decided for a more didactic approach, if you will. We assume you've never run another PbtA before and, as such, our list of GM Moves is less extensive and more general, trying to point to the most fundamental actions a GM can take in more or less broad strokes.

To make the GM Moves as easy to remember and apply while running the game, we've further divided them into three main categories: GM Moves that **increase the tension**; GM Moves that **release the tension**; and GM Moves that **ask for a Player's input**.

Within these three subdivisions, the specific GM Core Moves are:

## Increase the tension

- ✦ Have one or more PCs pay a cost

- Make the situation worse
- Skip to the middle of the action

### Release the tension

- Allow for a moment of respite
- Make the situation better

### Ask for a Player's input

- Ask someone to describe something
- Present the PCs with a decision

Here are the GM Core Moves described in detail.

### Allow for a moment of respite

Especially after a moment of high tension—such as a protracted fight or intense negotiation/intrigue Scene—the Players will be looking forward to a moment to relax, **Comfort or Support** each other, **Make Camp**, or just talk to each other. It's very important to grant them these moments because, otherwise, it may feel like too much.

### Ask someone to describe something

The most important aspect of a TTRPG is that it is a collaborative effort. If you as the GM are the only one describing the fantasy world, then it becomes your (singular) world instead of your (plural) world. As a result, we advise you to ask the Players—especially those who are on the quieter side—to describe what they're seeing, to add elements to a location, or to describe a specific quirk of an NPC. With some Players this may feel like pulling teeth at first but, with practice and patience, most Players in our experience end up enjoying these moments of creative spotlight greatly.

### Have one or more PCs pay a cost

This can mean to have them mark a use of a piece of equipment, a Condition, or even to lose some precious HP. The important thing here is that PC(s) feel that the situation is getting more dangerous and difficult, so the specific cost will be highly dependent on whatever makes sense in the fiction at the time.

### Make the situation better

If every twist in the fiction is bad, then they'll stop being twists at all, and they'll become predictable and, worst of all, boring. As such, nice twists are not only desirable but fundamental for good pacing. Having a villain surrender, an unexpected ally appear to help save the day, or just receiving good news can improve the mood of the Players for the better—and restore the enthusiasm after losing badly.

### Make the situation worse

Tension increases when things turn from good to bad—or bad to worse—suddenly and unexpectedly, so that the shift in the fiction makes the PCs (and maybe even Players) pay more attention to what's

happening. An ally revealing a betrayal, a wound that turns out to be fatal, or a portcullis that suddenly separates the group are all good examples of this.

### Present the PCs with a decision

If you want a situation to feel significant and important to the Players, explain what's going on and offer them a decision. The more meaningful and difficult the decision, the more the Players will talk about it, invest time and energy, and the more involved they'll be in seeing through whatever decision/plan of action they invest in.

### Skip to the middle of the action

The temptation to describe everything in extreme detail is always there… And we recommend you resist it as much as possible, especially if things are relaxing and you want to increase the tension back up again. Putting the NPCs in an unexpectedly tense but believable situation, out of nowhere, will surely have the PCs jump to action.

## GM Class Moves

*[To be added later!]*

# Preparing a Session Cheat Sheet

There may be as many ways to prepare a TTRPG Session as there are GMs, but there's one we've found to be both effective and relatively easy. It's taken from the fantastic (*sic*) **Lazy GM's Resource Document** by Michael E. Shea of **SlyFlourish.com**

## Review the Player Characters

The first step we recommend is to review the PCs. *What are their names? What do they want? What plays into their backgrounds? What do their Players enjoy?*

You might not even write anything down during this step, but reviewing the PCs helps refreshing them into your mind—and ensures that the rest of your preparation keeps them in consideration.

## Create a Strong Start Scene

How a game starts is likely the most important piece of prep you can do. Setting the stage for the Session determines a great deal about how the rest of the game will go. When you define where a game session starts, you figure out what's going on, what the initial focus of the session is, and how you can get as close to the action as possible. **When in doubt, start with a fight**. Example strong starts include:

### Cities & Towns Strong Starts

1. A golem from a wizards' academy goes on a rampage

2. A group of cultists kindly ask for a sample of a character's blood
3. A hooded patron visits the characters, asking the characters to kill them in two days
4. A noble lord bumps into one of the characters and threatens to have them arrested
5. A riot draws the local watch away, whereupon a squad of hired killers descends on the characters
6. A scarred explorer offers to sell one of the characters a map to a site of a lost or stolen ancestral heirloom
7. Something slithers out of a nearby sewer
8. The campaign's main villain shows up and invites the characters for a drink
9. The characters interrupt bandits breaking into a shop
10. The local monarch is assassinated and a villain takes over the government

### Dungeons, Caves & Caverns Strong Starts

1. A spectral hound guides the characters to the camp of a reclusive mage.
2. A vampire appears from a sudden rise of mist, introduces herself, and asks the characters for a favor
3. A wounded knight collapses near the characters, begging them to find her lost love before she dies
4. An ancient statue turns its head toward the characters and whispers a valuable secret
5. An eyestalk swells out from an oozy patch on the wall, beholds the characters, and then disappears back into the wall
6. Stars swim in a moonlit well, then rise up to reveal themselves as will-o'-wisps
7. The characters come across two bands of goblins fighting each other for the favor of a hag named Auntie Chiptooth
8. The floor collapses, revealing even deeper tunnels long forgotten
9. The ground cracks open and a pillar of chipped obsidian juts out, projecting a prophecy in red Infernal glyphs on the walls of the chamber
10. Through a cracked wall, the characters spot a gateway flanked by two huge obsidian statues, and featuring a set of stairs leading down

### Wilderness Strong Starts

1. A golden-antlered stag leaps into the characters' camp and asks to be defended from the hunters chasing it
2. A nearby tree opens up, and a satyr steps through and says "Hi!"
3. An old woman greets the characters, offering them candy and baked treats if they will come to her nearby cottage
4. A rampaging werebear storms through the area, mistaking the characters for the hunters who killed their mate
5. A sinkhole opens up, revealing the tunnels of long-forgotten burial chambers
6. A skeleton hanging from a tree begs the characters to right the wrong it committed while alive
7. Night falls, revealing an alien starscape above

8. The characters see a tall humanoid with antlers stalking from the shadows, carrying a large scythe in one hand and three humanoid heads in the other
9. The ground suddenly churns, bringing the body of a long-lost elf king to the surface. The king's eyes open
10. The characters stumble upon a nest of skeletal pixies surrounding a desecrated fey gate

## Outline Other Potential Scenes

With a strong start in hand, you can then outline a short list of other potential Scenes that might unfold. This step exists mostly to make you feel as though you have a handle on the game before you start. However, as GMs, all of us must always be ready to throw our potential Scenes away when the game goes in a different direction—as it often does. Usually, it's enough to come up with only a few words per Scene, and to expect one or two Scenes per hour of play. At other times, you might skip this step completely if you don't think you need it.

## Develop Important NPCs

During prep, it's best to outline those NPCs most critical to the Session, focusing on a name and a connection to the fiction, and stating them if necessary. Many other NPC —maybe even most of them— can be improvised right at the table.

## Detail Fantastic Locations

In our experience, building evocative locations isn't easily improvised. As such, it's worth spending time writing out a handful of fantastic locations that the characters might discover and explore during the game. Each location can be thought of as a set, a room, or a backdrop for a single Scene in the Session.

Describe each location with a short evocative title such as "The Lost Citadel". Then write down three descriptors for it, such as: *odor of stagnation and slow decay*; *stone as old as the mountains*; *strange echoes of sorrow and misery*.

Ultimately, whole dungeons can be built from a series of connected fantastic locations, with each location representing a large area or chamber. A specific location might not come up during the game for which you prepare it, but it will be ready for a later session as the PCs explore. Example locations include:

### Starting Locations

Often a small settlement from which the PCs set out to explore neighboring lands. A village always works well as a starting location, but there are many alternatives.

1. Adventurers' guild

2. Crumbling fortress
3. Fortress under siege
4. Frontier outpost
5. Great library
6. Holy temple
7. Mining outpost
8. Planar hub city
9. Recent shipwreck
10. Refugee camp

### Adventure Locations

We recommend you drop three of these into the areas close by the starting location

1. Abandoned dungeon
2. Ancient crypt
3. Dangerous caves
4. Dead hollow tree
5. Festering well
6. Faërie glade
7. Forgotten sewers
8. Haunted forest
9. Haunted keep
10. Huge hollow statue
11. Obsidian ziggurat
12. Otherworldly rift
13. Rat-infested cellar
14. Ruined watchtower
15. Submerged grotto
16. Sundered shipwreck
17. Sunken catacombs
18. Underground city
19. Unholy temple
20. War-torn citadel

## Write Down Some Secrets & Clues

Secrets and clues are single short sentences that describe a clue, a piece of the story, or a piece of the world that the characters can discover during the game. **You shouldn't have a fixed idea on how the characters will discover these clues**. As such, you'll want to keep these secrets and clues abstract from

their place of discovery, so that you can drop them into the game wherever it makes sense. This lets the game flow freely, while still allowing you to reveal important pieces of the story at any point where the characters might discover them. During this step, you might write down ten such secrets or clues. Example secrets and clues include:

### Historical Secrets

Use historical secrets to give the PCs meaningful and useful information as they explore the fantasy world. Secrets of this kind should provide characters and Players alike with bite-sized pieces of local or world history.

Historical secrets might be found as mosaics in ancient tombs, statues in old ruins, dusty tomes in ancient libraries, markings on strange weapons, or tales shared among elderly villagers.

1. What alien creature or power is hidden here?
2. What ancient civilization once thrived here?
3. What armies once battled here?
4. What cruel lord was slain in this place?
5. What dead god has a connection to the area?
6. What horrific monster once ruled here?
7. What old empire's settlements lie buried here?
8. What primeval mysteries lay buried here?
9. What rebellion took place here?
10. What was this location's former purpose?

### NPC Secrets

Use NPC secrets to reveal information about these NPCs to the PCs, especially as a means of introducing villains before they face them.

PCs might learn NPC secrets from a herald or sidekick, rumors at a local pub, recovered journals, a minion's last words, captured letters, or town gossip.

1. What dark history follows the NPC?
2. What does the NPC desire?
3. What foe did the NPC defeat?
4. What great power does the NPC possess?
5. What makes the NPC politically untouchable?
6. What makes the NPC think they're right?
7. What regular routines does the NPC follow?
8. What secret does the NPC want to keep hidden?
9. What was the NPC's great accomplishment?
10. Who does the NPC love above all others?

### Player Character Secrets

Use PCs secrets to tie them to the fantasy world. These sorts of secrets might be revealed by NPCs, old journals or letters, suddenly recalled memories, or prophetic dreams.

1. How is the villain related to the character?
2. What dreams fill the character's rest?
3. What family history might be revealed?
4. What ghost or spirit haunts the character?
5. What NPC who the character thinks is dead still lives?
6. What parasite secretly infests the character?
7. What previous event ties the character to the story?
8. What ritual was the character blessed with as a child?
9. What ties the character to this location?
10. Which family member is involved in the adventure?

### Rest of the World Secrets

Use rest of the world secrets to inform the PCs about the larger events happening in the rest world (and to plant seeds for future Threats in Campaign Mode).

PCs might learn these secrets from quest-giving NPCs, notes found on defeated foes, dreams or portents from the gods, NPCs fleeing a disaster, arcane feedback from an object, or psychic projections.

1. What armies just invaded the realm?
2. What dark sign or portent just appeared?
3. What disaster is about to befall the land?
4. What dungeon entrance just became revealed?
5. What monsters recently appeared in the realm?
6. What natural disaster has recently struck the area?
7. What royal figure was just assassinated?
8. What unnatural being has appeared in the world?
9. What unusual creature was seen walking the wilds?
10. What villainous event will soon come to pass?

## Prepare Rewards

Players love treasure, and it's worthwhile to spend time preparing things they'll find interesting. This step also helps to directly impact the characters—by dropping an interesting part of the fiction literally into their hands. You can use a mixture of techniques to prepare these rewards, from generating them randomly to selecting specific items based on the PCs Classes and Paths and the desires of the Players. **Treasure** pieces are also a great mechanism for delivering secrets and clues.

# Major NPCs

A Non-Player Character (NPC) is any character that the GM portrays: friends, foes, people, animals, monsters, spirits, or strangers. Each session typically involves various NPCs across different Scenes, which act as the most active part of the adventurer's surroundings.

All NPCs have the following traits:

- A **Name**, maybe of them individually, maybe just of the type of NPC they are collectively, plus what pronouns they use (if applicable)
- A **Description** that summarizes who they are
- A **Drive** that they primarily desire and pursue, be it an instinct, value, emotion, or vow
- A short list of **Resources** that they typically rely on to pursue and achieve their Drive

Additionally, an NPC may have all or any of these traits:

- If they have notable defenses or preparations against something, they might **Resist** some things, meaning they are unaffected by them by default (though this may be overcome narratively)
- If they know how to fight, then they'll have **HP**, **DMG**, and **Armor**
- If they're a relevant NPC in the fiction, usually a major antagonist or obstacle, they'll have **Conditions** that cause **Escalations** when marked. Each Condition can be emotional or situational, and don't need to be the same as the PCs' Conditions. When an NPC suffers significant DMG or setback (your call as the GM), you can mark a Condition and have them **Escalate**, pulling the spotlight back to them and **Making the Situation Worse** in the process.

## Fighting NPCs

When an NPC inflicts DMG, usually from a PC **Trading Blows** with them, the GM rolls the DMG openly. When an NPC suffers DMG, reduce their HP by that same amount (just as PCs do).

An NPC is defeated when they either reach 0 HP or mark all of their Conditions (after or as part of their final Escalation). NPCs who aren't tough in a fight generally have no HP or DMG, meaning they are defeated after taking a single hit, or even without rolling.

When time passes, such as when the PCs **Make Camp**, then NPCs can restore some or all of their lost HP and clear their Conditions. You can also restore HP or Conditions in the moment if the fiction fits, such as incredible regeneration abilities, but this should be rare and exceptional.

*[More text will be added here later to talk about allies, hirelings, and managing multiple different NPCs in a fight]*

# Creating an NPC Cheat Sheet

1. *Who are they and what do they look like?* Write as much or as little of this down as their **Description**
2. *What core goal or desire do they protect or advance?* Write that down as their **Drive**
3. *What do they use to pursue their Drive?* These could be approaches, tools, methods, weapons, or other things; write these down as their **Resources**

   *For a dragon this could be* teeth, claws, and fire. *A merchant might use* an always-friendly face, an eye for appraisal, *and* connections with everyone

4. *What are they particularly defended against or prepared for?* Write this down as what they **Resist**

   *A knight with a tower shield might* **Resist:** arrows, *while a master ranger might* **Resist:** people sneaking up on them in the wilderness

5. *How relevant do you expect them to be to the fiction?* Give them an appropriate number of Conditions and Escalations following these guidelines:

   - *Barely a character at all* — 0 Conditions & Escalations
   - *Minor character with a single trait* — 1 Condition & Escalation
   - *Relevant character who spends time in the spotlight* — 2-3 Conditions & Escalations
   - *Critically relevant character, candidate to be a major antagonist to the PCs* — 4-5 Conditions & Escalations

6. *Do they know how to fight?* If "Yes", continue on. If not, you're done!

7. *How do they usually fight?* This determines their **starting DMG** and **HP**.

   - *In large groups* — d4 DMG, 3 HP
   - *In small groups, about 2–5* — d6 DMG, 6 HP
   - *All by its lonesome* — d8 DMG, 12 HP

8. *How big are they?*

   - *Smaller than a house cat* — #hand, reduce DMG die size by one step
   - *Between halfling and human sized* — #close #hand
   - *As big as a cart* — #close #hand #near, +4 HP, increase DMG die size by one step
   - *Much larger than a cart* — #close #far #hand #near, +8 HP, increase DMG die size by two steps
   - *Can devour ships or houses whole* — #close #far #near, +12 HP, increase DMG die size by three steps

9. *What is their most important defense?*

   - *Cloth or flesh* — Armor 0
   - *Leathers or thick hide* — Armor 1

- ✦ *Mail or scales* — Armor 2
- ✦ *Plate or bone* — Armor 3
- ✦ *Permanent magical protection* — Armor 4 and/or list what it Resists

10. *Which of these describes them?* Choose all that apply:

- ✦ *Abhors violence or especially frail* — reduce damage die size by one step
- ✦ *Actively defends themselves with a shield or similar* — +1 armor
- ✦ *Usually attacks at range* — #near #far or both (your call)
- ✦ *Especially deadly* — increase damage die size by one step
- ✦ *Prone to extreme emotion or outbursts* — +1 Condition & Escalation

# Example NPCs

## Adult Red Dragon (pro/nouns)

*A flying titanic lizard who breathes fire & is seemingly impervious*
**Drive** destroy all who threaten their lair
**Resources** enormous teeth and claws, incinerating fire, tail spikes
**Resists** mundane blows, engage in conversation with anyone who's "boring"
**DMG** 1d12+1d8 #far (bite, claws, and #fire dragon breath) **HP** 24/___ **Armor** 2 vs extraordinary blows (layers of scales)
*Conditions* & **Escalations**
*Annoyed* — **Tear Something to Pieces**
*Proud* — **Take to the Skies**
*Nervous* — **Conjure Allies of Living Flame**
*Furious* — **Ignite Everything in the Scene**
*Afraid* — **Escape to Enact Future Vengeance**

## Infamous Thief (pro/nouns)

*Friend or foe? Hard to know with a face-covering mask*
**Drive** take what's theirs in their mind
**Resources** acrobatics, custom gadgets, poisons, stealth, and tricks
**Resists** being seen when in shadows, faster reflexes, subterfuge
**DMG** 1d8 #close #hand **HP** 12/___ **Armor** 1 (well-oiled leather armor)
*Conditions* & **Escalations**

- *Endangered* — **Unleash Dangerous Poison**
- *Cornered* — **Escape with Shadows and Smoke**

## Mutated Grizzly Bear (pro/nouns)

*Probably the single most dangerous animal when provoked*
**Drive** eat everyone it encounters OR protecting her children
**Resources** incredible strength, sharp claws and teeth, thick fur

**Resists** pushes, restraints, and barriers
**DMG** 1d12 **HP** 16/___ **Armor** 1 (thick fur)
*Conditions* & **Escalations**

- *Enraged* — **Maul a Threat**
- *Starving* — **Flee with Prey**

### Goblin Horde

*"When you see one there are nine more just out of sight"*
**Drive** steal whatever they can
**Resources** cohesive teamwork, giant pet bugs, hidden tunnels, rapid scavenging, worn weapons
**Resists** individual attacks, staying trapped for long
**DMG** 1d8 #close #hand #near **HP** 11 **Armor** 4 (salvaged leathers and metal pieces) vs attacks to the whole horde
*Conditions* & **Escalations**

- *Annoyed* — **Jump onto Someone's Back and Start Biting**
- *Bold* — **Reinforce with Insect Mounts**
- *Terrified* — **Retreat Underground**

*[More will be added later!]*

## Sample NPC Traits

### Conditions

- Afraid, Terrified, Panicked
- Amused, Entertained, Arrogant
- Angry, Enraged, Furious
- Charged, Explosive, Immolated
- Confused, Disoriented, Perplexed
- Controlled, Possessed, Enchanted
- Desperate, Frantic, Frenzied,
- Determined, Stubborn, Relentless
- Excited, Impressed, Thrilled
- Exposed, Cornered, Helpless
- Greedy, Demanding, Impatient
- Hopeless, Distraught, Despondent
- Hungry, Thirsty, Sleepy
- Injured, Hurt, Pained
- Insulted, Embarrassed, Ashamed
- Nervous, Anxious, Annoyed
- Proud, Smug, Imperious
- Rabid, Maddened, Delirious
- Sick, Disgusted, Horrified
- Surprised, Alarmed, Astonished
- Suspicious, Paranoid, Cautious

### Drives

- A glorious death
- Become a "true hero"
- Collect and leverage secrets
- Corrupt what is good or sacred
- Destroy all magic
- Devour metal
- Grow and multiply endlessly
- Hunt with allies
- Money, and lots of it
- Protect their family
- Prove their might
- Rebuild a broken relationship
- Revenge no matter the cost
- Rise to power and prominence
- Spread the word of their god
- Start and spread fires
- Take to the skies
- Test dangerous mixtures

- To fight for the clan
- True freedom
- Uncover mysteries

### Escalations

- Blanket the area in anti-magic
- Briefly stop time
- Cover the area with smoke, fog, or darkness
- Destroy a piece of gear or equipment
- Divide into copies
- Encase themselves in a forcefield
- Get a (much) bigger weapon
- Imprison someone in toxic vines
- Maul someone
- Open an unstable portal
- Rapidly change someone's age
- Rip away an important memory
- Summon a swarm of insects
- Take a hostage
- Take to the skies and attack from above
- Throw a boulder, tree, or another person
- Transform into something more dangerous
- Trap someone in a dream or memory
- Turn invisible
- Unleash dangerous magic
- Unleash elemental powers

### Resources

- A dangerous weapon and the skill to use it
- Addictive substances
- An enchanting gaze or voice
- Binding deals and contracts
- Bolts or streams of energy
- Charming personality
- Claws and/or teeth
- Comprehensive backup plans
- Crafted or summoned minions
- Disguises or shapeshifting
- Haunting dreams and visions
- Hidden traps and ambushes
- Incredible speed and reflexes
- Necromantic magic
- Possession and mind control
- Scavenged weapons or tools
- Spies and informants
- Stinging swarms or pecking flocks
- Teleportation magic or technology
- Twisted curses or costly blessings
- Vials of poison and disease

### Resists

- All magical effects
- Arrows and bullets
- Being seen from a distance
- Binds and snares
- Distractions once focused
- Drowning or going overboard
- Fear or guilt
- Fire and heat
- Gravity
- Intimidation and blackmail
- Lies and deception
- Pain in any form
- Physical weapons and harm
- Poison and disease
- Sleep and unconsciousness
- Transform into something more dangerous
- Trap someone in a dream or memory
- Traps and ambushes
- Turn invisible
- Unleash dangerous magic
- Unleash elemental power

## Threats

Threats are antagonistic forces that endanger what the PCs care about, drive them to adventure, and challenge them during play. They may be things that will happen in the future or things happening right now, but either way the PCs probably want to stop them from happening.

Threats are made up of several components:

- **Name** — What the Threat is. This could be: *an infesting curse, an ambitious organization, a corrupting influence, an encroaching army, an invading plane, a collapsing society, an awakening titan*, etc.
- **Description** — A short sentence adding context and details
- **Goal** — How the Threat will change the world for the worse, intentionally or not
- **Assets** — Advantages it has going for it before it's introduced, such as important locations, NPCs, objects, secrets, or even stranger things. During play the PCs may learn about these Assets and act to remove them from the Threat's control
- **Developments** — Steps the Threat will enact to reach towards its Goal. Once enough Developments are completed, the goal is achieved. Maybe all Developments need to be completed, maybe just some of them, depending on the Threat and the fiction.
- **Reactions** — Actions the Threat might take during a session in response to the PCs impeding it, often as a negative consequence or GM Move

Optionally, a Threat may also have:

- **Scenes** that may happen in relation to the Threat
- **Secrets** that can be discovered or revealed about the Threat

## Developments

Developments are meant to prompt Scenes during the game, usually ones involving tension and action regarding what terrible things might happen next. Generally, you want early Developments to be softer and lighter while introducing the Threat to the PCs, and later Developments to really raise the stakes, push the goal forward, and seal the fate of the Threat itself.

You might sometimes start a later Development before resolving an earlier one. Follow what makes sense in the fiction and what makes for a better paced game in your evaluation at the moment. The example Threat below has far more Developments than needed, but when prepping you can pick and choose which are the most fitting and interesting.

By default, all Goals and Developments are what happens if the PCs don't intervene, and so can only be thwarted by the PCs. Other characters in the world can stall Threats, but if they can fully defeat them without help then those weren't real Threats to begin with.

## Changing and Ending a Threat

At some point the PCs will probably act against a Threat, such as stopping a Development or removing an Asset, thus making some of the aspects of a Threat stop making sense or being feasible. When this happens, you can either:

- **Rewrite it**. Find and create new Developments for the Threat to reach its goal. If the Threat is particularly tenacious you could even tweak the Goal itself. It should still be a problem for the world and the PCs, but the PCs have changed how those problems manifest. Maybe they're weaker or more desperate, maybe two small Threats join forces, or maybe the Threat's goals become much more ambitious.
- **End it**. If the Threat's goal is now impossible, unimportant, and/or uninteresting, then remove it as a Threat. *What happened to its Assets? Will any latent Secrets get revealed?*

## How Many Developments Should I Prep?

The number of Developments in a Threat can vary depending on how wide-reaching it is, how complicated its Goal is, and how long you intend them to be in the game. Here are some guidelines.

- *Local Threat*, simple adventure of the week, resolved in one session — 2-3 Developments
- *Regional Threat*, straightforward steps to its Goal, resolved in 2-5 sessions — 4-6 Developments
- *World Threat*, complex machinations to its Goal, resolved in 6+ sessions — 7-10 Developments

A Threat typically has a number of Assets and Reactions each loosely equal to half its number of Developments. So, a Threat with 7 Developments might have 4 Assets and 3 Reactions.

## Example Threat: The Bandit King

*Unifier of the criminals of the region, seems to have endless resources at hand*

**Goal** become an actual monarch

**Assets**

*Disabled ones impact Developments & Reactions*

Loyalty of The Duskhounds, fear of the other gangs: the White Fox, the Rrawlins, and the Three River Club

A remote fortress, highly defensible and tricky to sneak into

Several secondary camps and hideouts across the region

An especially fearsome and infamous leader

**Developments**

*Happen in order; skip one or more if necessary*

1. Recruit or destroy the opposition
2. Send a message to the lonely sheriff, forcing them to look the other way
3. Kill the mayor of Clearbrook, who openly resist their demands, as an example
4. Hunt down and kill troublesome law enforcers
5. Demand open loyalty from all nearby settlements
6. Raze Clearbrook to the ground

**Reactions**

*Activate each as a hard GM Move*

- Secretly sabotage or steal from the PCs
- Try to bribe or recruit the PCs
- Ambush or trap the PCs in a brutally unfair fight

**Scenes**
*Can happen in any order, if at all. Fights not included*
Someone pleading for help
The gangs openly taking tribute from even town centers
A local militia leader trying to resist a shakedown

**Secrets**
*Can be revealed whenever it makes sense, if at all*
The Bandit King commands otherworldly power, and many fear or revere the idea that they aren't a person at all
The lonely sheriff has a dark secret that would ruin them if it got out, and the Duskraiders are using it as blackmail

*[More example Threats will be added in the future]*

# Rewards

# Magic Items & Artifacts

Magic items are any objects that have exceptional or supernatural components to them. Sometimes they might not technically be magical, but with their effect might as well be. They often increase a user's power, agency, and ability to affect the world around them.

Below are guidelines for how to use magic items in your game. You can change all of these to fit your world, tone, and goals for your game, but these are the default suggestions.

**Some magic items may tell you to mark a specific Condition**. If the Condition is already marked, lock it instead. If it's already locked, lock another Condition of the GM's choice.

## Encountering Magic Items

Magic items are almost never merely purchased. They are rare, often unique, and usually can only be found through adventures. Some campaigns might not have magic items at all.

When a PC acquires a magic item by **Leveling Up**, they choose from the **Example Magic Items** or create it themselves. When a magic item is found in the fictional world, the GM creates it.

Most magic items existed before they were found by the PCs, and likely affected the world and narrative then. Perhaps an enemy was using the item before they were felled, or the item was specifically sealed or

hidden here for a purpose. Maybe the previous owner perished or lost it. The GM may often use them to shape or inform the adventure before the PCs acquire them.

## Identifying Magic Items

There are several ways to handle recognizing and learning to use magic items, depending on how you want to portray them and varying depending on the item itself.

- **Once you trigger its effects.** This is the default since players need to engage the item narratively before they see its mechanics. Even without definitively identifying it, PCs can intuit, research, Spout Lore, or ask around to get information about the magic item and how it might work.
- **When you Make Camp**, you automatically learn how it works, maybe you spend some time during your break experimenting and learning. This encourages Making Camp a bit more for groups that might want to avoid it, and can make the choice of when to do so more interesting.
- **When you first pick it up.** Maybe it imprints knowledge onto its holder, communicates directly, has written instructions, or it's just really obvious how to use it.
- **When you get a specialist to reveal or unlock it**. Perhaps this magic item has a protective charm that needs to be broken before someone new can use it, or perhaps figuring magic items out is a very involved and dangerous process that has a dedicated profession in your world.

## Example Magic Items

### *Adamantine Armor*

*This suit of medium or heavy metallic armor is reinforced with adamantine, one of the hardest substances in existence*

While you're wearing it, any time you would suffer max DMG, instead they just roll with ADV.

### *Alchemy Jug*

*A seemingly-ordinary 1 gallon ceramic jug*

When you speak its magic word, one of the following liquids fills the jug (your call): ✦ acid ✦ basic poison ✦ beer ✦ fresh water ✦ mayonnaise ✦ oil ✦ saltwater ✦ vinegar ✦ wine

### *Animated Rope*

*A rope that listens and sometimes wags one of its ends like a tail. Does tricks, too, like a smart and more obedient snake might*

When you command the rope to perform a simple action (within its capabilities), it does so. Example orders include: ✦ coil ✦ come here ✦ slack

### *Animated Shield* — ◯ USE

*This shield has been enchanted to follow its owner around and protect them. It's sometimes overzealous in its duty*

This shield floats near you, and protects you of its own volition without you needing to hold or wear it. Mark a use to ignore all DMG from one attack.

### *ARMOR OF VULNERABILITY*

#cursed *This golden suit of armor never needs to be polished*

Choose one type of DMG from the following: divine, magical, or physical. While you're wearing it, you suffer only half the DMG of the chosen type.

***Cursed***. You cannot take this armor off unless you find a way to lift its curse. While you're wearing it, you suffer double the DMG of any type not chosen above.

### *ARROW OF _____ SLAYING*

*This arrow is a magic weapon meant to slay a specific kind of creature*

Examples include: angel, demon, devil, dragon, or giant, just to name a few. Against such a creature the *arrow* has #piercing and, ✶on a 12+ when you **TRADE BLOWS**, it kills the creature immediately and the *arrow*'s magic is gone.

### *ARROWS OF ACHERON* — ◯◯◯ USES

*Crafted in darkness by a blind fletcher, these arrows disintegrate if ever touched by the light of the sun*

Mark a use to have your arrows ignore all darkness, blindness, and concealment for a scene.

### *BAG OF HOLDING*

*This ordinary-looking belt pouch that smells faintly of ozone*

This bag can contain a cart's worth of volume and weight, while still weighing and measuring as if it was empty.

### *BARB OF THE BLACK GATE*

*A nail or spike, twisted and forever cold, said to have been pried from the Gates of Death themselves*

When you embed the barb into a corpse, it disappears and ensures that corpse will never be risen again—no one and nothing but Death himself can reignite the flame of life (or unlife) in the body.

### *BEAD OF FORCE* — ◯◯◯◯◯◯◯◯ USES

*This small black sphere measures 3/4 of an inch in diameter and weighs an ounce*

Typically, 1d4+4 beads of force are found together. You can throw it up to #near and the *bead* explodes on impact (and is destroyed). Everyone within #close of the explosion is trapped inside a sphere of transparent force that fills the area until the end of the scene. The sphere can be picked up, and its magic causes it to weigh only 1 pound, regardless of the weight of creatures inside.

### *BERSERKER AXE*

#cursed *This giant, double-headed axe has a bloodstain that always look fresh—and can't be rubbed away*

While you wield this axe, you get +1 to your DMG rolls and your max HP increases by your STR (min 1).

***Cursed***. You cannot wield any other weapon or let go of the axe unless you find a way to lift its curse. While you're wielding it, any time you deal DMG you or one of your allies (your call) suffers the same amount.

### *DANCING SWORD*

*A long thin blade that emits a faint humming tune, even while sheathed*

When you toss the sword into the air it begins to sing, flies around within #near range, and attacks your foes until the end of the scene. If it fights alone, it deals 1d6 DMG and becomes Helpless if attacked. If you fight alongside it, add 1d6 to your DMG.

### *DUST OF DISAPPEARANCE* — ◯ USE

*Found in a small packet, this powder resembles very fine sand*

When you throw the dust into the air, you and each creature and object within #close of you become invisible until the end of the scene. If someone under the effect of the *dust* **TRADES BLOWS** or **CASTS A SPELL**, the invisibility ends for them.

### *DUST OF DRYNESS* — ◯ ◯ ◯ ◯ ◯ ◯ ◯ ◯ ◯ ◯ USES

*This magical sand contains a mote from the earth dimension*

This small packet contains 1d6+4 pinches of *dust*. When you sprinkle a pinch over a cube of water it transforms into one marble-sized pellet. The pellet's weight is negligible. You can smash the pellet against a hard surface, causing the pellet to shatter and the water to be released.

When you expose a creature mostly composed of water to a pinch of *dust*, you need to **TRADE BLOWS**+DEX. ✶On a 12+, the creature's destroyed. ✶On a 10+, you inflict 2d6 DMG #piercing on them. ✶On a 7-9, you inflict only 1d6 DMG #piercing.

### *DUST OF SNEEZING AND CHOKING* — ◯ USE

#cursed *This powder appears to be dust of disappearance*

When you throw the dust into the air, you and each creature and object within #close of you that needs to breathe become unable to do so while sneezing uncontrollably. You roll+DEX for everyone involved. ✶On a 10+, everyone escapes quickly, each suffering only 1d6 DMG #piercing. ✶On a 7-9, the escape takes longer, so everyone suffers 2d6 DMG #piercing. ✶On a 6-, everyone is at 1 HP and you all become unconscious; mark 1 XP and the GM makes a Move.

### *EARWORM WAX* — ◯ ◯ ◯ USES

*A yellowish candle, it seemingly never burns out and its light is strange and weak. Its wax is always cool, too*

When you drip the wax into someone's ear, mark 1 Wax to ask your target a question and force them answer with the whole truth, despite themselves.

### *EFFICIENT QUIVER*

*The quiver connects to an extradimensional space that allows it to hold numerous items while never weighing more than 2 pounds*

While wearing the *efficient quiver*, any weapon with #ammo loses the tag.

### *ELEMENTAL GEM*

#consumable *This gem contains a mote of trapped, vibrant elemental energy*

When you break the gem, an elemental is summoned from their home dimension and the gem's magic is lost. The type of gem determines the elemental summoned:

- *blue sapphire* — air elemental
- *emerald* — water elemental
- *red corundum* — fire elemental
- *yellow diamond* — earth elemental

### *EVERSMOKING BOTTLE*

*Smoke leaks from the lead-stoppered mouth of this brass bottle, which weighs 1 pound*

When you remove the stopper, a cloud of thick smoke pours out in a #near area from the bottle. The cloud's area is heavily obscured. As long as the bottle remains open and within the cloud, the area increases until it covers up to #far. The cloud persists as long as the bottle is open. Closing the bottle requires someone speaking a command word. Once the bottle is closed, the cloud disperses.

### *FORGET-ME-NAUGHT* — ◯ USE

*This highly secretive and illegal smoky liquid is magically synthesized rather than harvested*

When you or another ingests *forget-me-naught* and focuses on a specific memory, you/they forget it forever.

### *HELM OF COMPREHENDING LANGUAGES*

*This shiny helm is inscribed with all manner of hieroglyphs, letters, and runes*

While wearing this helm you can mark a Condition to understand the literal meaning of any spoken language that you hear until the end of the scene. You also understand any written language that you see, but you must be touching the surface on which the words are written.

### *HORN OF BLASTING*

*This silver horn bears the enchantment of the thunder rune*

When you speak a command word and blow the horn, mark a Condition to have it emit a thunderous blast. Then, roll+CHA. ✶On a 10+, all your enemies #near suffer 1d6 DMG #piercing and are deafened until the end of the scene, and all your allies clear a Condition. ✶On a 7-9, choose one or the other. ✶On a 6-, you get both but the horn explodes, causing you to suffer the same DMG as your enemies and losing all its magic permanently; mark 1 XP and the GM makes a Move.

### *IMMOVABLE ROD* — ◯ USE

*A funny metal rod with a small button on it*

When you press the rod's button, it freezes in place—in midair, standing up or lying down. It can't be moved. Pull it, push it, try as hard as you like, the rod stays. Maybe it can be destroyed, maybe it can't. Push the button again and it's free to move once more.

### *MAGIC WAND* — ◯ USE

*Wizards and politicians have spent generations debating the risks and benefits of anyone being able to use magic with these*

A wand acts like a *spell scroll (minor)* but isn't consumed when used. When you first receive the wand, you learn which spell it can cast. When you **unleash the magic within the wand**, choose one:

- ✦ The wand drains itself, and can't be used again until you next successfully **MAKE CAMP**
- ✦ The wand drains you; mark a Condition

### *MARVELOUS PIGMENTS* — ◯ ◯ ◯ ◯ USES

*Typically found in 1d4 pots inside a fine wooden box with a brush (weighing 1 pound in total)*

These pigments allow you to create three-dimensional objects by painting them in two dimensions. When you complete the painting, mark 1 use and the object or terrain feature depicted becomes a permanent, nonmagical part of reality.

### *MITHRAL ARMOR*

*This suit of medium or heavy metallic armor is made of mithral, a light and flexible metal*

A mithral chain shirt or breastplate can be worn under normal clothes. Any mithral armor has no STR requirement to be used properly.

### *OIL OF SLIPPERINESS* — ◯ USE

*This sticky black unguent is thick and heavy in the container, but it flows quickly when poured*

Mark the use to cover someone of human size or smaller (along with the equipment they're wearing and carrying). Until they **MAKE CAMP**, the target cannot be slowed down, paralyzed, or restrained.

Alternatively, the oil can be poured on the ground, covering up to #close. Anyone inside this area—or who enters it—falls prone. This effect lasts until the end of the scene.

### *PHILTER OF LOVE* — ◯ USE

*This philter's rose-hued, effervescent liquid contains one easy-to-miss bubble shaped like a heart*

When someone drinks this philter, the next time the imbiber sees someone they become charmed until the end of the scene. If the imbiber's alloromantic, they regard that person as their true love while this effect lasts.

### *PHYLACTERY*

*You've bound your soul to a #hidden #warded vessel and escaped the grasp of true death.*

*Special: This magic item can only be gained through* **SHED THIS MORTAL COIL** *from the Wizard's Necromancer Path.*

While **your phylactery is intact**, gain the following:

- After you die, you return from death in a newly reformed body, and rejoin your allies the next time they **MAKE CAMP**. You still lock a Condition from **FACING DEATH**.
- When you **CAST A SPELL** using both a substance and a verb from the Necromancy School, treat the MAG as if it were 1 lower when comparing it to your Casting Stat

If your Phylactery is ever destroyed, you can spend (8 - Necromancer Moves gained) Treasure to create a new one when you **ENJOY DOWNTIME**.

### *PORTABLE HOLE*

*A silky black cloth, folded like a handkerchief, that can unfold to 6 feet across*

When you spread the full cloth across a surface, such as a wall or floor, it becomes a 10ft deep extradimensional pit. Fold it up again, and anyone or anything inside is trapped if they don't escape in time.

### *POTION OF ANIMAL FRIENDSHIP* — ◯ USE

*Agitating this muddy liquid brings little bits into view: a fish scale, a hummingbird tongue, a cat claw, or a squirrel hair*

When you drink this potion, you can charm one beast you can see until the end of the scene. While charmed, the beast will try to fulfill your commands to the best of their ability.

### *POTION OF CLAIRVOYANCE* — ◯ USE

*An eyeball bobs in this yellowish liquid, but vanishes when the potion is opened*

When you drink this potion, you choose seeing or hearing. Until the end of the scene, you can either

see or hear in a location you're familiar with or in an obvious location unfamiliar to you until the end of the scene.

### *POTION OF CLIMBING* — ◯ USE

*The potion is separated into brown, silver, and gray layers resembling bands of stone*

When you drink this potion, you can climb any surface at the same speed you usually walk until the end of the scene.

### *POTION OF DIMINUTION* — ◯ USE

*The red in the potion's liquid continuously contracts to a tiny bead and then expands to color the clear liquid around it*

When you drink this potion, your size is halved in all dimensions, and your weight is reduced to one-eighth of normal until you next **Make Camp**. You get ADV to **Sneak Past** while this effect lasts. Everything you're wearing and carrying changes size with you, and returns to normal when you drop it.

### *POTION OF FLYING* — ◯ USE

*This potion's clear liquid floats at the top of its container and has cloudy white impurities drifting in it*

When you drink this potion, you can fly and hover at the same speed you usually walk until the end of the scene.

### *POTION OF GASEOUS FORM* — ◯ USE

*This potion's container seems to hold fog that moves and pours like water*

When you drink this potion, you and everything you're wearing and carrying transforms into an #incorporeal misty cloud until the end of the scene.

### *POTION OF GROWTH* — ◯ USE

*The red in the potion's liquid continuously contracts to a tiny bead and then expands to color the clear liquid around it*

When you drink this potion, your size doubles in all dimensions, and your weight is multiplied by 8 until you next **Make Camp**. You inflict +1d4 DMG while this effect lasts. Everything you're wearing and carrying changes size with you, and returns to normal when you drop it.

### *POTION OF HEALING* — ◯ USE

*The potion's red liquid glimmers when agitated*

When you drink this potion, recover half your lost HP (rounded down) or clear one locked Condition.

### *POTION OF HEROISM* — ◯ USE

*This blue potion bubbles and steams as if boiling*

When you drink this potion, you get +1d4 to your next Move roll and to your next DMG roll. Also, the

next time you **Face Death**, if you choose to *Gamble with Death*, you get ADV.

### *POTION OF INVISIBILITY* — ◯ USE

*This potion's container looks empty but feels as though it holds liquid*

When you drink this potion, you become invisible until you **Cast a Spell**, inflict DMG, **Trade Blows**, or the scene ends. Anything you wear or carry is invisible with you.

### *POTION OF POISON* — ◯ USE

#cursed *This concoction looks, smells, and tastes like a potion of healing or other beneficial potion*

When you drink this potion, roll+STR. ✶On a 10+, you were able to withstand most of the poison's effect; suffer only 1d6 DMG #piercing.✶On a 7-9, you suffer 2d6 DMG #piercing and are #poisoned (DIS to all rolls until you stop being poisoned). ✶On a 6-, you need to **Face Death**; mark 1 XP and the GM makes a Move.

### *POTION OF _____ RESISTANCE* — ◯ USE

*The color of this dense liquid varies depending on the type*

When you drink this potion, any DMG rolls of the chosen type get DIS against you until the end of the scene. The types (and potion colors) include:

1. acid (caustic green)
2. fire (molten red)
3. holy (golden yellow)
4. lighting (electric blue)
5. magic (jade black)
6. poison (mud green)
7. psychic (wild rose)
8. unholy (crimson red)

### *POTION OF SPEED* — ◯ USE

*The potion's yellow fluid is streaked with black and swirls on its own*

When you drink this potion, you can move twice as quickly, you get +1 to your armor and ADV to any DEX-based rolls until the scene ends. When the effect ends, mark Exhausted.

### *POTION OF WATER BREATHING* — ◯ USE

*Its cloudy green fluid smells of the sea and has a jellyfish-like bubble floating in it*

When you drink this potion, you can breathe underwater until the end of the scene.

### *RESTORATIVE OINTMENT* — ◯ ◯ ◯ ◯ ◯ USES

*This glass jar, 3 inches in diameter, contains 1d4+1 doses of a thick mixture that smells faintly of aloe. The jar and its contents weigh 1/2 pound*

When you apply to the skin or swallow a dose, you recover 1d8 HP, stop being #poisoned, and are cure of any disease.

While wearing this ring you don't mark Conditions or suffer DMG from extremely cold environments. In addition, everything you wear and carry are unharmed by low temperatures.

When you speak into one stone, the other emits your voice.

When found, a container has 1d6+1 uses left. One use can cover a 1-foot square surface and it takes 1 minute to set. Once it has done so, the bond it creates can only be broken by the application of *universal solvent* or *oil of etherealness*.

When you read this scroll, its magic is consumed and you can **CAST A SPELL**+INT with an effect of MAG 0 or 1. The spell scroll is considered a magic item you can use and ✶on a 7-9, it doesn't grant you a unique option.

When you wield and command this staff, it transforms into a venomous snake which understands and follows your commands until the end of the scene.

**Venomous Snake** — 3 HP, 1 Armor (bark-like skin), 1d4 DMG (bite). *Poison*. PCs bitten must roll+STR. ✶On a 7-9, they suffer 1d4 extra poison DMG. ✶On a 6-, they suffer 2d4 extra poison DMG

### *Sword of Life Stealing*

*This blade's crossguard and pommel are ornate, decorated with skull motifs. The grip is wrapped in black material with red accents and tied with red ribbons*

While you wield this sword when you **Trade Blows**, ✶on a 12+, you inflict +1d6 DMG as long as your opponent isn't a construct or undead, and you regain HP equal to the total DMG you inflicted.

### *Tears of Annalise*

*Cloudy red gemstones the size of a thumbnail, the tears of Annalise are always found in pairs*

When you and another PC each swallow a tear, you can feel the other's strong emotions, particularly sadness, loss, fear, or desire. Whenever one of you marks a Condition, the other may mark one instead. The effects last until one spills the blood of the other.

### *Trident of Fish Command* — ◯ ◯ ◯ USES

*This trident has a staff made of dark, weathered wood, adorned with rough, organic textures and sharp, dark green barnacle-like growths near the base*

While you wield this trident, you can mark a use and roll+WIS to telepathically connect with a beast native to water. ✶On a 10+, you take total control of the creature's actions until the end of the scene. ✶On a 7-9, you can give the creature a single, simple command that they'll follow to the best of their ability. ✶On a 6-, the creature sees you as a menace; mark 1 XP and the GM makes a Move.

### *Universal Solvent* — ◯ USE

*This tube holds milky liquid with a strong alcohol smell*

When you mark a use and pour the contents of the tube onto a surface within reach, the liquid instantly dissolves up to 1 square foot of adhesive it touches, including *sovereign glue*.

### *Vicious Weapon*

*A weapon with an ornate gold basket hilt and a long, thin steel blade*

While you wield this weapon when you **Trade Blows**, ✶on a 12+, you inflict +1d6 DMG.

## Example Artifacts

### *Alveric's Soulstealer Blade* — Trapped Souls ☐ ☐ ☐ ☐ ☐

*This obsidian, rune-engraved weapon is rumored to be more than a mere instrument of destruction*

**Devourer of Souls**. When you **take a person's life with *Soulstealer*,** it absorbs their soul; mark a box in the Trapped Souls track above. When you mark the fifth box, clear the track and unlock one of the Moves below.

While wielding it, you can replace your STR stat with the number of *Soulstealer* Moves you have

unlocked (min. +1, max. +4).

**Gravity-Defying Menace**. Clear one Trapped Soul to have *Soulstealer* fight on its own or fly to your hand from afar.

**Reality Rifter**. When you **use *Soulstealer* to open a rift in reality**, connecting the world you're currently in with another you know of, treat it as **Perform a Ritual** with the blade as the font of magical power. After the GM tells you the requirements you may clear Trapped Souls, 1-for-1, to profanely fulfill them.

**The Great Banisher**. When you **Trade Blows** while wielding *Soulstealer*, and your opponent is a Bloodied outsider, ✷On a 10+, you can banish them from the Material world permanently. Mark a box in the Trapped Souls track. They cannot manifest again until you die or that box is cleared.

## *Caliburnus, The Sword That Heals* — Ruin ☐ ☐ ☐ ☐ ☐

*A legendary sword that can only wielded by those the weapon deems worthy*

**Rightful Touch**. When you touch someone you deem worthy with *Caliburnus*' flat side, mark Ruin so they recover Xd6 HP, where X equals your CHA. When you mark the fifth box, clear the track and unlock one of the Moves below. *Caliburnus* is virtually indestructible.

While wielding it, you can replace your CHA stat with the number of *Caliburnus* Moves you have available (min +1, max +4)

**A New Dawn**. When you raise *Caliburnus* towards the sky and cry out for light, the blade lights up with the radiance of thirty torches; mark Ruin and roll+CHA. ✷On a 10+, choose two from below. ✷On a 7-9, only one.

- ✦ The shining light illuminates a secret, treasure, or opportunity
- ✦ You and all your allies up to #far clear a Condition
- ✦ Each evildoer up to #far suffers 1d6 #holy #piercing DMG

✷On a 6-, the light draws the ire of evil forces; mark 1 XP and the GM makes a Move.

**Bright Eyes**. You may mark Ruin to see through any concealment, deception, or illusion, as well as feel the presence of magic all around you.

**Promised Victory**. When you would **Face Death**, you can mark Ruin equal to your CHA and remain at 1 HP instead.

If you ever reach 5 Ruin and have no further Moves to take, your ruin has finally come. Your character must leave the Material world and *Caliburnus* must be returned to its keeper.

## *Elleovene's Circlet of Supreme Mesmerism* — Stone Heart ☐ ☐ ☐ ☐ ☐

*An apparently simple silver circlet with a blue jewel at its center*

**Awakened Mind**. You can read sapient beings' superficial thoughts and you can focus on someone #near to delve into their deeper mind. For the purposes of **Sensing Motive** of someone #near, this focus counts as intimate or prying conversation.

You no longer mark Conditions. When instructed to do so, you can either mark Stone Heart above

or lock a Condition. When you mark the fifth Stone Heart box, clear the track and unlock one of the Moves below.

**Master of Puppets**. When you **touch someone skin-to-skin and force your mind on them**, roll+WIS.

✳On a 7+, choose one below. ✳On a 7-9, mark Stone Heart due to the effort.

- ✦ They answer two of your questions as if you **Sensed their Motive**
- ✦ They follow a simple command until the scene ends
- ✦ They forget a memory

✳On a 6-, mark 1 XP and they choose one for you instead.

**Spy the World's Mind Web**. When you **expand your mind to sense all of the Material world's mind**, roll+WIS. ✳On a 7+, the GM will tell you one detail of a Threat (Asset, Development, or Reaction). ✳On a 7-9, you also choose one below:

- ✦ Somebody unwelcome knows of your spying
- ✦ You suffer from psychic whiplash; mark 2 Stone Heart boxes

✳On a 6-, something or someone's blocking you; mark 1 XP and the GM makes a Move.

**Willbreaker**. When you **unleash your mind's power upon someone #near**, roll+WIS. ✳On a 10+, choose two from below. ✳On a 7-9, only one.

- ✦ They can't act until they're harmed or the scene ends
- ✦ They suffer 1d10 #piercing DMG from mental overload
- ✦ You can use this again this scene (otherwise you can't)

✳On a 6-, they were somehow ready for you; mark 1 XP and the GM makes a Move.

If you would ever mark the fifth box and you have no further Moves to take, you lose your character, as you become an NPC that's transcended the mortal condition.

## *Indelible Mark of Drakon* — Spreading Scales ❐ ❐ ❐ ❐ ❐

*A gleaming, draconic scale made of an unknown, indestructible metal, forever searching for a new worthy host*

**Draconic Desires**. After you get the *Mark* embedded in your body (willingly or unwillingly), you feel its influence. You mark Spreading Scales when any of the following is true: ✦ You **End the Session** without having spent or gained Depth ✦ You **Reach Your Limit** ✦ You refuse **Comfort or Support**. When you mark the fifth box, clear the track and unlock one of the Moves below.

You get extra HP equal to the number of *Mark* Moves you have available (min. +1, max. +4). You can clear a marked Spreading Scales to reduce DMG you suffer to min (even if it was max).

**Claws Like Steel.** Reptilian, razor sharp talons replace your usual hands and feet. When you **Trade Blows** with them, you can clear a marked Spreading Scale to inflict 1d6 DMG #piercing (and roll DMG with ADV if you attack with both).

**Fire Tongue**. You now know the ancient tongue of dragons. You can clear a marked Spreading Scale to spew flames, inflicting 1d12 DMG #piercing #close

**Sinewy Wings**. Additional draconic appendages materialize on your back. You can clear a marked Spreading Scale to fly freely until the end of the scene.

If you would ever mark the fifth box and you have no further Moves to take, you lose your character.

They become an NPC dragon under the GM's control.

## *Gwendolen's Branch of the Green* — Growth ☐ ☐ ☐ ☐ ☐

*An everchanging, seemingly innocuous tree branch which contains the unbound power of Nature*

**Spring's Saplings**. While holding this youthful wand. you can mark Growth to **Shapeshift** (as per the Druid Starting Move) as if you rolled a ✷10+. If you already have **Shapeshift**, you can now transform into a hybrid form between mortal and beast, that grants you both the benefits of the chosen adaptation and all your normal capacities.
When you mark the fifth Growth box, clear the track and unlock the next Move in order from top to bottom. Clear the previous Move this branch had; *the cycle is eternal*.

**Summer's Blooms**. While holding this now robust staff, you can mark Growth to intervene and miraculously save someone who shouldn't die yet who's **Facing Death** #close to you. They regain 1 HP.

**Autumn's Fruits**. While holding this now diminished rod, you can mark Growth to **Cast a Spell** by entreating the natural spirits for aid (as per the **Anima Mundi** in the **Animist** Druid Path). Once per session, you can also ignore the questions and treat the result as if you rolled a ✷10+ with MAG up to your WIS.

**Winter's Solace**. While holding this now withered wand, you can mark Growth to end an unnatural creature's life who's Bloodied. When you mark the fifth Growth box, the *Branch* crumbles to ashes until only a seedling remains. You need to plant the seed so someone else can have access to a new *Branch* in the future.

## *Lazurite Dragon Orb* — Mastery ☐ ☐ ☐ ☐ ☐

*An etched crystal globe with blue mist whirling inside*

Once per session, when you **confront the blue dragon trapped in the *Orb***, roll+INT. ✷On a 10+, mark 3 Mastery over them. ✷On a 7-9, only 2. ✷On a 6-, mark 1, but the dragon clouds your mind; lock Angry. When you mark the fifth box, clear the track and unlock one of the Moves below. As long as you have any Mastery marked, you're considered to be *In Control*.

**Draconic Might**. As long as you're *In Control*, you can clear Mastery to improve a **Defy Danger** or **Trade Blows** by a number of steps equal to the number of boxes cleared (min 1, max 2). You can also clear Mastery to ignore all DMG from a draconic source.

**Draconic Magic**. As long as you're *In Control*, you can **Cast a Spell**+INT by changing reality through words of draconic power; clear Mastery equal to the spell's MAG (min 1, max 4).

**Draconic Power**. As long as you're *In Control*, you can unleash a jumping lightning bolt that inflicts Xd6s #piercing DMG to X creatures up to #far. where X is the amount of Mastery boxes cleared. You can also clear a Mastery box to ignore all DMG from a dragon's breath.

**Draconic Sway**. As long as you're *In Control*, you can give an undeniable order to a dragon up to #far. To do so, clear a number of Mastery boxes equal to a dragon's power (min 1, max 4); then it *must* follow the order. You can also clear a Mastery box to know whether there are any dragons up to 10 miles away.

# Campaign Mode

## Campaign Moves

### Enjoy Downtime

When you **spend a few days resting in a safe place**, you may do as many as you'd like of the following:

- *Carouse*. Spend 1 Treasure to clear a locked Condition or gain 1 Depth with another PC.
- *Resupply*. Spend 1 Treasure to refresh all uses on a PC's non-magic items.
- *Shop*. Spend 1 Treasure to repair equipment, purchase items, or enlist services; you spend 1 Treasure per good/service.
- *Train*. Once per Downtime each PC can spend 1 Treasure to mark XP.

In order to count as safe enough to trigger this Move, you usually need to rest in a well-guarded place without any imminent Threats. A makeshift camp in the wilderness isn't safe enough to really relax, no matter how hidden or well-defended you make it.

### Forge a Bond

When **two PCs have 3 Depth with each other**, clear both tracks and the Relationships, then choose one:

- *Establish a new Bond*. Choose a Bond; write it on both character sheets in place of the Relationships. If you shared another Bond, erase it; both of you mark 1 XP for each Bond Advanced Move it had unlocked.
- *Reinforce an existing Bond*. Unlock a new Bond Advanced Move from it.
- *"How are you* really *feeling?"* Ask each other at least one question about your character's thoughts, feelings, or motivations. If both answer truthfully, each marks 1 XP or clears 1 locked Condition.

If one PC already has 3 Depth with another, they won't trigger this Move until that 3 Depth is matched in kind. If they would gain a 4th Depth with that PC, nothing happens. Remember that you can spend Depth to **Aid a PC**.

**Example Bonds** can be found below.

### Reveal Your Struggle

When you **Make Camp** **with a locked Condition, or when you** **Level Up**, you may choose to confess a new, terrible truth about your PC's Struggle, If you do, reveal a new Struggle or add a new detail to an already revealed one (and clear the locked Condition if any).

You can only have one revealed Struggle at a time. When **your revealed Struggle is resolved**, **Level Up**

(keeping marked XP), erase the Struggle, and lose both its Benefit (+) and Drawback (-). Clear the Advancement box if marked; you can choose a new Struggle in the future.

**Example Struggles** can be found below.

It's up to you what terrible truth you want to confess about your Struggle, but here are some examples:

- A powerful enemy knows all about your Struggle and how to exploit it
- An important NPC in the world shares or reflects the worst aspects of your Struggle
- Something about your Struggle was a lie; the truth is much worse
- There's another aspect of your Struggle that makes resolving it even more complicated
- You once did something terrible because of your Struggle
- You find evidence that your Struggle will only end in doom
- You're Struggle has put you, and maybe your allies, in much deeper trouble than anyone thought

# Bonds

Bonds represent the core unbreakable connection between two PCs. They aren't always positive, and don't negate disputes, but through Bonds the PCs work together and help each other overcome hardship and strife. By default a PC doesn't start with any Bonds; a Bond must usually be forged during play.

While Relationships and their Depths are managed individually, Bonds and their Moves are mutually shared. When a Bond is first forged, both PCs immediately gain access to its Starting Move, and similarly Bond Advanced Moves become available to both PCs simultaneously.

- "You" refers to the singular PC triggering the bond's Move
- "Your bondmate" refers to the other PC who isn't triggering the Move, but is still part of this Bond with you. Certain bonds may instead use rival, student, teacher, or similar specific terms
- "Either of you" means you or your bondmate
- "Both of you" and similar refers to both bonded PCs

## Example Bonds

### Champions

*You both share a set of beliefs, morals, values, or maybe a faith*

**Your Cause**: _____ (e.g. *no monarchs, protect the innocent, share your faith, etc.*)

**One Vision**. When you **End the Session** also ask, *"Did we significantly support our cause?"* If "Yes", both of you mark 1 XP.

**Return the Favor**. When you **help or save a relevant NPC**, they now support your Cause. Once in the campaign per helped/saved NPC you may request their aid; they will appear as soon as possible and help you with any current predicament you're in.

**You Cannot Kill an Idea**. When you **Face Death** **while fighting for your Cause**, you may choose to *Go Out in a Blaze of Glory* without dying. Each of you can use this Move once in a campaign.

**United We Stand**. Each of you, once per session, may **Aid** the other while pursuing your Cause without paying any cost. When either of you **Sense Motive**, you can always ask *"Do you believe in my cause?"* no matter the result.

## Comrades in Arms

*You support each other through fights and their aftermaths*

**Back to Back**. When you **Aid** your comrade when they **Trade Blows**, you may choose one (or none):

- ✦ Suffer 1 DMG #piercing instead of another **Aid a PC** cost
- ✦ Instead of granting ADV to their roll, you may add your DMG to theirs. This DMG is still affected by min and max choices.

**Killer Combo**. ✶On a 12+ when you **Trade Blows** with your comrade's **Aid**, make an additional choice from the ✶10+ list.

**Let It All Out**. When you **Comfort or Support** **your comrade by dueling, brawling, or fighting them**, they either choose an extra option or mark 1 XP (their choice).

**Training Exercise**. When you **Make Camp**, you and your comrade can choose the same Condition together. Until you next **Make Camp**, you both ignore penalties from that Condition.
☐ Exhausted ☐ Frightened ☐ Angry ☐ Distracted ☐ Insecure

## Enthusiasts

*You both share a passion for a topic, hobby, craft, or similar*

**Shared Interest**: _____ (e.g. *arena fights, birds, cooking, local politics, magic, secret history*)

**Joy of Discovery**. Once per session, when you **discover something new related to your Shared Interest**, clear a Condition. If your fellow enthusiast is present for the discovery, or when you show/tell them later, choose one from **Comfort or Support**.

**Great Minds**. When you **Spout Lore** **about your Interest**, if your fellow enthusiast could answer "Yes" to a question, then you can too, even if they aren't nearby. ✶On a 12+, your bondmate may answer instead of the GM.

**Paired Project**. When you **Enjoy Downtime**, you can begin working on a project together related to your Shared Interest. Say what it is, and the GM will give you 1-4 requirements (similar to **Perform a Ritual**). When you meet the requirements, you finish the project and each mark 1 Depth with each other (in addition to the project's effects). When you **Enjoy Downtime** with a paired project already underway, together you may ask the GM any one question about it.

**Specialists.** When you **Defy Danger** **in direct relation to your Shared Interest**, ignore penalties from Conditions.

## Student & Teacher

*One advises and guides the other through life and its dangers*

I am the ☐ Student ☐ Teacher

**Words of Wisdom**. Once per session, when **the Teacher gives advice or guidance to the Student**, the Teacher says what the Student should do. If the Student accepts, their first roll in pursuit of it has ADV. If the Student rejects it, the Teacher marks a Condition but the Student clears one. Either way, if the Student achieves it later, the Student marks 1 XP and the Teacher clears a Condition.

**Heroic Sacrifice**. When the Student **Faces Death**, the Teacher may take their place, clearing a Condition (and joining the scene if they were absent).

When **the Teacher dies**, they can give the Student a final word of guidance, either here and now or based on their last conversation. From now on, until they see the Teacher again (if ever), when the Student **Ends the Session** having followed that guidance, they mark 1 XP.

**Just Like We Practiced**. Once per session each, the Teacher and the Student can **Aid** one another without any cost or risk.

**The Sincerest Form of Flattery**. When **the Teacher Senses Motive**, they may always ask the Student one additional question, even if they're **Sensing** another. When **the** Student **imitates a mannerism or ability from the Teacher**, the Student may mark a Condition to gain access to one of the Teacher's Moves for the rest of the scene (Student's call).

## Rivals

*Each of you refuses to be outdone by the other*

**Always a Competition**. When you start each session, neither of you has the Upper Hand. When you **End the Session**, whoever has the Upper Hand marks 1 XP. Between the two of you, only one can have the Upper Hand at a time.

When you **pull off an impressive feat or dangerous trick**, ask your rival if they agree. If they do, gain the Upper Hand. If they don't, either gain ADV on your next roll or erase 1 Depth with them to gain the Upper Hand anyways (your call).

**I Can Do That.** When you **Aid** your rival by copying their actions, instead of giving them ADV you may roll at the same time with your own Stat. If your result is higher, they can use it instead and you have the Upper Hand.

**Still Counts as One**. Once per session, when you **admit that your rival went above and beyond or did the impossible**, they may make one choice from **Comfort or Support**.

**Try to Keep Up**. When you **gain the Upper Hand,** you may taunt your rival to clear a Condition. If you do, they get ADV to their next roll.

## Romantic Partners

*'This is true love. You think this happens every day?'*

**Always on My Mind**. Once per session each, you can **wonder dreamily about your lover** to gain ADV on a roll as if they were **Aiding** you (at no cost).

**Handfasting**. When you **both commit to a lifelong partnership**, each of you can now use **Always on My Mind** a number of times per session equal to your current Depth with your bondmate (min 1).

**Let Me Tell You All About Them**. When you wax poetically about your lover to an NPC, you can **Pull Strings**+your Depth with your lover (instead of +CHA).

**Together Forever**. When **either of you dies**, the GM will tell the other how to bring you back to life. At the end of the next session (not this one), if you haven't revived your lover, you follow them in death.

### Siblings

*You know each other better than most… For better and for worse*

**Look Out For Each Other**. When **your sibling is about to mark a Condition or suffer DMG**, if it makes sense in the fiction, you can mark the Condition or suffer the DMG instead.

**I Carry Your Heart with Me**. When **your sibling dies**, they choose one of their Advanced Moves; you can now use it even after you erase this Bond.

**Push Your Buttons**. When you **try and convince your sibling to do something they don't want to**, they can clear a Condition if they reluctantly go along—or mark a Condition if they don't.

**Shared Past**. When you **Comfort or Support** your sibling, you can also ask "*Did we talk about a happy memory we share?*"

## Struggles

Struggles are powerful narrative aspects of a character that they grapple with over the course of play. All Struggles are, at their heart, a question about who the PC is, what matters to them, and what choices they are willing to make.

By default, each PC can only have one Struggle at a time. If you want to reveal a second Struggle, you must first resolve your current one.

**When a Struggle is revealed**, do each of the following:

- Read through the Struggle's questions and decide which to answer now and which to explore in play
- Gain the Struggle's benefits (+) and drawbacks (-) until resolved
- Clear a locked Condition, if you have one

**While you have a Struggle**, try to:

- Dramatically engage with both its benefit(s) and its drawback(s)
- Explore new details or emotions about it when appropriate, especially when someone **Comforts or Supports** you
- Grapple with the hard choices or difficult circumstances it puts you in
- Ponder a terrible truth about it, which might be revealed in the future
- Resolve it only when narratively satisfying

**When another PC has a Struggle**, other Players should try to:

- Adapt your Relationship and/or Bond with them to their Struggle and how it affects the narrative

- ✦ Comfort, support, and sometimes challenge them regarding it
- ✦ Gasp in shock when a terrible truth is confessed
- ✦ Have your PC ask questions and express opinions about it

**The GM should reflect a PC Struggle in the world by:**

- ✦ Making it the focus of an obstacle, danger, or hard choice
- ✦ Portraying the benefits and drawbacks of it without holding back
- ✦ Presenting opportunities to resolve it when the time feels right

# Example Struggles

## Amnesia — Memories ☐ ☐ ☐ ☐ ☐

*You have no memory of your past. You know one thing, though: you may not want to remember it.*

**Questions**: *Where did you wake up without memory? What places, behaviours, or people feel familiar? What new identity are you building for yourself?*
**Shards (+)(-)** — Once per session, when you **would mark your last Condition (thus Reaching Your Limit)**, you can instead mark Memories and *Have a Flashback*. When you do, you discover an important part of your past; mark 1 XP and the GM advances a Threat.

When you **reach 5 Memories**, the picture of your past is complete; confess a truth as terrible or wonderful as you wish, then resolve this Struggle. (see **Reveal Your Struggle** for details).

## Betrayed

*A dearly beloved double-crossed you, and you've never been able to trust again*

**Questions**: *Who was the betrayer to you? How did they betray you? How can you heal that wound?*
**Driven (+)** — You can suffer 1d4 DMG #piercing to ignore all Condition penalties for your next roll.
**Hurting (+)** — When you **Comfort or Support (or receive it)**, you may also ask, "*Did I tell them about my betrayer?*". If "Yes", the comforted gets an extra option.
**Wary (-)** — When you gain Depth with another PC, mark a Condition.

## Caretaker

*You travel with an NPC who depends on you for aid or guidance*

**Questions**: *Why does this person depend on you so much? Do they know how much you do for them? How do they tax your patience?*
**Biggest Fan (+)** — When you **give or receive Comfort or Support alongside your dependent**, treat one "No" as if it were a "Yes".
**Guardian (+)** — When you **worry about your dependent**, you may mark a Condition to ask the GM a question about their location, activities, or wellbeing, and they will answer truthfully. When you **End the Session**, if you feel your dependent mostly did what you wanted, mark 1 XP.

**Troublesome (-)** — When you **hurt or fail to protect your dependent (GM's call)**, mark a Condition.

## Coward

*Most adventurers are used to frequent dangers and near death experiences. You are not one of them*

**Questions**: *Who did you once abandon? How do you try to fight your fears? How do you (over)compensate for them?*

**Skittish (+)** — While Frightened, you have ADV on rolls made to flee or hide from danger, and you mark 1 XP when you make such a roll.

**Brave Face (+)** — You may clear Frightened by landing the final blow on an enemy, or taking credit for such a blow.

**Terrified (-)** — When you mark Frightened, and when you mark a Condition while already Frightened (other than from this Move), mark an additional Condition.

## Dark Whisperer — Whispers ❒ ❒ ❒ ❒ ❒

*A voice tells you truths you couldn't know—and lies you can't discern*

**Questions**: *How does the voice communicate with you? Which other PC did they warn you about? How did they help you when no one else could?*

**Shoulder Devil (+)** — Your Dark Whisperer is an NPC that no one else can perceive and that you can't **Sense Motive** against. When you **ask your Dark Whisperer a question**, they will usually tell you the truth or what they want you to do next. If you accept their words, gain ADV on your next roll, but mark a Whisper (max 5).

**Shadow Puppet (-)** — When you **try to reject your Dark Whisperer's words**, roll+Whispers, then erase your Whispers. ✶On a 6-, you shut them down; mark 1 XP. ✶On a 7-9, their words echo in your mind; mark two Conditions. ✶On a 10+, you obey them, perhaps without realizing it; mark XP and the GM makes a Move.

## Disillusioned

*You were once a true believer, a champion, a paragon. No more*

**Questions**: *What was the cause? What defeat or revelation showed you the meaninglessness of it all? Is there any way to make you believe again?*

**Cynic (+)** — You can always ask one extra question when you **Sense Motive**, even on a 6-. You also get ADV to **Defy Danger** when you try to overcome deceptions of any kind.

**Pessimist (-)** — The comforted gets one less option when you **Comfort or Support** them.

## Doomed — Doom ❒ ❒ ❒ ❒ ❒

*A terrible affliction will claim your life (or worse), unless you can find a cure*

**Questions**: *How were you afflicted? What are the symptoms so far? What dubious lead do you have on a potential cure?*

**Good Days (+)** — When you **End the Session**, ask the group "*Did I learn more about my affliction, or made*

*notable progress towards a cure?*" If "Yes", mark 1 XP, clear a Condition, and clear 1 Doom.
**Bad Days (-)** — If the answer to the question above is "No", mark 1 Doom and a Condition.
Doom starts at 0 and represents your affliction's progress. At 5 Doom, it's too late for a cure; your affliction will claim you next session.
**Not Like This (+)** — When you **would** **Face Death**, you may instead *Invoke Your Doom* — Say how your affliction (or how others view it) helps you survive, then mark 1 Doom and regain 1 HP. You don't lock a Condition, since you know it wasn't your time—yet.

## Emotionally Scarred

*Your past was dark, violent, and still haunts you. Were you a victim or a perpetrator?*

**Questions**: *What other PC was affected by your dark past? How do you calm down or cope with the stress? What mystery from your past was never answered?*
**Don't Provoke Me (+)** — You have ADV on rolls intended to directly prevent or de-escalate violence.
**Instincts (-)** — Once per scene, when you **get hurt or witness unexpected violence**, choose one instinct below. Until the violence is over or the scene ends, when you **act in a way that doesn't follow this instinct**, mark a Condition.

- Fight: *charge, attack, throw, destroy*
- Flee: *hide, escape, run, fortify*
- Freeze: *stop, stare, follow orders, hold tightly*

## Folk Hero

*You once saved a humble community all on your own, and some now see you as a symbol of hope*

**Questions**: *What heroic deed did you accomplish in your community? What did you lose? What prophecy of your heroic future have you heard?*
**Inspiring Presence (+)** — Anybody who isn't a noble or someone with power will treat you as family, offering you shelter & whatever resources they have. When you **Trade Blows** **to defend ordinary people**, ✶On a 10+, you can have another PC clear a Condition (instead of the other options).
**Burdened (-)** — When you **refuse a chance to help the common folk**, mark a Condition.

## Forbidden Romance

*You and an NPC are deeply in love, but you must remain apart*

**Questions**: *Who is your loved one? What impossible obstacle stands in your way? What far-fetched solution could bring you together?*
**The Power of Love (+)** — Once per session, when you **share a memory of your loved one with another PC**, clear Conditions equal to your Depth with them (min 1).
**Soft Spot (-)** — When you **get news that your beloved is in danger**, mark a Condition, plus another one if you don't immediately drop everything to go and try saving them.

## Hunted — Heat ☐ ☐ ☐

*A powerful individual or organization is actively hunting you down.*

**Questions**: *Who leads the hunt for you? How did they once almost catch you? What have you sacrificed to escape them?*

**Catch Me If You Can (+)** — When you **would mark a Condition**, you may instead mark Heat. *How do you leave evidence of your presence behind?* When you **Enjoy Downtime**, you may spend 1 Treasure to erase your Heat.

**Reckoning (-)** — When you **reach 3 Heat**, or **Make Camp** with 1 or more Heat, roll+Heat then erase your Heat. ✶On a 10+, hunters arrive in force here and now. ✶On a 7-9, hunters arrive, but you have a chance to act before they spot you. ✶On a 6-, hunters get distressingly close to finding you, but you slip away; mark 1 XP.

## Indebted — Debt ☐ ☐ ☐ ☐ ☐

*You owe a steep debt to  some very dangerous people.*

**Questions**: *Who do you owe? What makes them so dangerous? Who or what did they take as collateral?*

**Keep Digging (+)** — When you **would spend Treasure**, you may instead mark an equal amount of Debt, which represents additional dues beyond what you initially owed. You can also buy items beyond your current Wealth tier by marking 1 Debt per tier difference. When you **give your creditor something they really want** (GM's call), reset Debt to 0.

**Collectors (-)** — After you **Enjoy Downtime**, agents of your creditor approach; roll+Debt. ✶On a 6-, they only want to remind you of your dues; mark XP. ✶On a 7-9, they want a small favor or item; mark a Condition if you refuse them. ✶On a 10+, they want something big, and are prepared to force your hand.

## Innocent

*You're new to this life, and are still figuring out yourself and the world*

**Questions**: *What other PC first took you in? What do you accept without question? What do you endlessly interrogate?*

**Wide-Eyed (+)** — Once per session, when **another PC receives Comfort or Support near you**, you can also receive the same number of benefits (though you can make different choices).

**Impressionable (-)** — Once per scene, when you **reject the words of a PC or NPC**, mark a Condition.

## Loner

*You're a misunderstood renegade who doesn't need any friends...right?*

**Questions**: *What is your (presumably tragic) backstory? How did the last person who got close to you suffer or betray you?*

**Guarded (+)** — When you **use or receive Comfort or Support**, you may also answer *"Did I show that I really do care?"* If "Yes", the comforted gains a benefit like the other questions. If "No", you mark 1 XP.

**Aloof (-)** — **Forge a Bond** requires 1 additional Depth from both you and the other PC.

## Lost Heritage

*You search for your people (or whatever's left of them), lost long ago to conquering or catastrophe*

**Questions**: *Who or what took your people away? How did you manage to escape and/or survive? Who or what's keeping you from learning more?*
**Seeker (+)** — When you **Unearth Secrets or Sneak Past in pursuit of something or someone related to your people**, roll with ADV. Once per session, when you find and study a relic of your people, tell the group what you learned and mark 1 XP.
**Open Wound (-)** — When you **encounter an incomplete, lost part of your people's culture, or a stolen relic**, mark a Condition.

## Ominous Dreams — Wyrd ☐☐☐

*You've begun experiencing confusing visions of an upcoming danger or catastrophic event*

**Questions**: *What one aspect of your prophetic dreams is consistently clear? Do you know who sends you these visions? Who close to you do they depict as in danger?*
**Saw It Coming (+)** — When you **finish Making Camp successfully**, gain Wyrd equal to your WIS. When **something terrible happens to another PC** (your call), you may spend 1 or 2 Wyrd to allow their Player to re-roll that number of dice *after* making a roll and seeing the consequences. The new result is what *really* happens.
**No Rest for the All-Seeing (-)** — When you **finish Making Camp successfully**, you recover only half the amount of HP you normally would (rounded down).

## Pariah

*You're reviled by polite society, and most who learn who you really are reject you*

**Questions**: *What aspect about you is reviled? Do you hide your reviled aspect or revel in it? If you, would you get rid of it?*
**Monster! (+)** — When you **first reveal your reviled aspect to an NPC**, they're surprised for a moment and they're now #afraid of you . You get ADV to **Defy Danger**, **Pull Strings**, or **Trade Blows** against any NPC who's #afraid of you.
**Wretch (-)** — You get DIS to **Defy Danger**, **Pull Strings**, or **Trade Blows** against any NPC who isn't #afraid of you.

## Reformed — Guilt ☑☑☐

*You did terrible things in the past, and now seek atonement.*

**Questions**: *Which PC used to be your enemy? Who doesn't think you've changed? What do you regret the most?*
**Haunted (+-)** — You start with 2 Guilt; mark it now. When you **act selfishly**, you may mark Guilt to gain ADV on a roll. Whenever you **have fewer marked+locked Conditions than your Guilt** (including when you first gain this Struggle), immediately mark Conditions until they match.
**Reparation (+)** — Once per session, when you **significantly help an NPC** (GM's call), clear 1 Guilt and a Condition.
**Retribution (+)** — When you **Trade Blows with someone from your villainous past**, add your Guilt

to all DMG dealt to them.

## Renowned — Fame ☐ | ☐ ☐ ☐

*Stories of your exploits have spread far and wide. Some are true, others are brazenly false.*

**Questions**: *How do the stories depict you? What's the most difficult part to live up to? What other PC is a frequent side character?*

**Rumors & Legends (+-)** — Your Fame starts at 1. At the start of each session, tell the group a story someone heard about you. If your Fame is 2 or more, the GM may then add a twist or complication someone else heard. When you **End the Session**, if you lived up to the story (GM's final say), gain 1 Fame (max 3). Otherwise, lose 1 Fame (min -1) and mark a Condition.

**Larger Than Life (+)** — When you **interact with the public, or try to live up to this session's story**, you may roll+Fame instead of another stat. If you do, ✶on a 9 or lower, you also reduce your Fame by 1.

## Secret Identity

*You've been keeping your true identity a secret this whole time, and the wrong people are looking for you*

**Questions**: *What's your real name and appearance? Who are "the wrong people"? What nefarious scheme do they want you for?*

**Scion (+)** — Once per session, you can **mark one of the following to get temporary access to**: ☐ ancient lore ☐ bountiful resources ☐ iconic treasure ☐ powerful allies ☐ unique magic source. When you assume your real identity, clear one of the boxes.

**Unmasked (-)** — When your **real identity is revealed to someone new**, the GM may have the wrong people get news of you or the GM advances a Threat (GM's call).

## Treasure Obsession — Leads ☐ ☐ ☐ ☐ ☐

*You're consumed with finding a legendary lost treasure, to succeed where so many have failed and died*

**Questions**: *What is the treasure and what the legends say about it? Why is it so important to you? Who is a dangerous and deadly competitor for it?*

**On the Trail (+)** — Once per session, **after you Spout Lore or Unearth Secrets**, mark a Lead to ask the GM a question about your treasure, such as: who guards it, who could abuse it, or what curse it supposedly places on whoever finds it, just to name a few. When you mark your 5th Lead, you can ask the GM: *where exactly can I find my treasure?*

**Dragon-Sickness (-)** — You can only **Comfort or Support** (or receive it) from other PCs who have promised to help you obtain your treasure.

## Vengeful

*There's no justice in this world, but the one you will wield against your archenemy*

**Questions**: *Who's your archenemy? What did they take from you? What stands between you and satisfaction?*

**Unwavering (+)** — When you **Trade Blows with your archenemy (or anyone associated with them)**,

roll DMG with ADV. Once per session, while pursuing your archenemy, when you **would FACE DEATH,** you instead stay at 1 HP.
**CONSUMED (-)** — When you would take a course of action that pulls you away from vengeance against your archenemy, mark a Condition.

# TREASURE & WEALTH

*[This section only matters for Campaigns. For a one-off session of* **DUNGEON WORLD 2***, you don't have to worry about Treasure or Wealth]*

## TREASURE

Most of the valuable things PCs will get their hands on come in the form of leftovers from a bygone age/civilization(s) (AKA "looting"). As such, these items vary in actual value when they're sold to specialists and/or brokers. To avoid the confusion and hassle of having to assign these arbitrary values in the moment, we decided to abstract their value and simply refer to them in the rules as "Treasure".

1 Treasure is then anything of potential value the PCs find and, unless the GM and/or the rest of the players consider that there's an interesting Scene to be played when selling them, they're available to be spent, anytime the PCs **ENJOY DOWNTIME**.

1 Treasure can come in many forms. The most usual way is as **a sack of coins**, but other alternatives include (but are not limited to):

- A piece of old non-magical equipment, such as **a battered breastplate**, **a functional spyglass**, or **an ornate sword**
- A small, mostly intact piece of ancient art, such as **a golden bracelet**, **an obsidian statuette**, or **a silver necklace**
- A substantial amount of common but valuable goods, such as **a bolt of linen**, **a cask of wine**, or **a few pounds of raw iron ore**
- An uncut, semi-precious stone, such as **a garnet**, **an amethyst**, or **a pearl**

Some items or collections of them can offer more value. In such cases, they'll be described as 2-, 3-, or even 4-Treasure. Acquiring such large amounts of wealth is always a very risky proposition, as those tend to be well-guarded or have deadly security measures established long ago by their original owners.

## WEALTH

Wealth is an abstract measure of the amount of money you have available to make purchases, your relative status in society, and which expenditures you need to worry about—and which ones you don't. Wealth is determined by how much Treasure you've accumulated through adventuring, as in fantasy

worlds no mundane/regular job would pay as well as risking your life to deal with the unusual and/or supernatural.

There are six tiers of Wealth in DW2 by default, from Broke to Aristocratic. You can always purchase any item of your Wealth (usually for 1 Treasure) and get access for free to any item corresponding to lower Wealth (within reason). The GM's the ultimate arbiter as to whether something is available or not, so always consult with them first.

## The Treasure Track

Every PC starts the game with a Treasure Track, which shows their accumulated Treasure and current Wealth. This track begins at Poor Wealth (all four Broke boxes already ticked). When a PC finds Treasure, they mark a number of boxes (going left to right) on their Treasure track equal to the Treasure's value (GM's call). Once you mark the final slot on a specific Wealth tier, you advance to the next tier in the track.

Treasure is tracked individually, not as a group. If four PCs find something worth 3 Treasure, they will have to decide how to divide that up between them. What qualifies as treasure (and how much) also depends on a PC's Wealth. A small bag of silver coins might be chump change to a Rich PC (0 Treasure), or be a nice bonus for a Comfortable PC (1 Treasure), or cover the expenses of a Poor PC for weeks (2+ Treasure).

*So, for example, Slick has been a PC for a few sessions and has found 5 Treasure during that time. His Treasure Track looks like this at the start of the session:*

### Slick's Treasure Track & Wealth Standings

Broke ☑ ☑ ☑ ☑ Poor ☑ ☑ ☑ ☑ ☑ ☐ Modest ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ Comfortable ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
Rich ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ Aristocratic

*During this session, Slick finds a well-made tapestry worth 1 Treasure, and adds it to his Treasure Track. This marks the last slot on the Poor Wealth tier, so he immediately changes his Wealth from* Poor *to* Moderate. *To reflect this change, Slick's player erases the line under Poor and relocates it to Modest. Now he gets to enjoy a better standard of living!*

### Slick's Updated Treasure Track & Wealth Standings

Broke ☑ ☑ ☑ ☑ Poor ☑ ☑ ☑ ☑ ☑ ☑ Modest ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ Comfortable ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
Rich ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ Aristocratic

The Wealth tiers are as follows:

- **0 — Broke (4 slots).** You have shelter from the elements, but you live in a desperate and often violent environment, rife with disease, hunger, and misfortune. You are beneath the notice of most people,

and have few legal protections. You need to spend Wealth for basic expenses, and can't afford even simple comforts.

- **1 — Poor (6 slots)**. Simple food and lodgings, threadbare clothing, and unpredictable situations result in a sufficient but unpleasant experience. You benefit from some legal protections.
- **2 — Modest (8 slots)**. You're out of the slums and can maintain your equipment. You don't go hungry or thirsty, and your lifestyle is clean, if simple.
- **3 — Comfortable (10 slots)**. You can afford nicer clothing and can easily maintain your equipment. You associate with merchants, skilled tradespeople, and military officers.
- **4 — Rich (12 slots)**. A life of luxury, though you might not have achieved the social status associated with it. You have respectable lodgings. You likely have a small staff of servants.
- **∞ —Aristocratic (No slots)**. A life of plenty and comfort. You move in circles populated by the most powerful people. You must also contend with the highest amounts of treachery & deceit. You don't need to spend Treasure for any expense.

### Treasure Track & Wealth Tiers

Broke ☐ ☐ ☐ ☐ Poor ☐ ☐ ☐ ☐ ☐ ☐ Modest ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ Comfortable ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ Rich ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ Aristocratic

### Making a Purchase

The GM confirms the cost of the item, taking into account which Wealth tier would treat it as a meaningful purchase, but not a trivial or impossible one.

- If the Cost is **below your Wealth**, your finances can painlessly absorb it, and you can buy it without clearing any boxes from your Treasure track
- If the Cost is **equal to your Wealth**, you'll still have to pay, but not a huge amount. Clear the rightmost box from your Treasure Track to buy it
- If the Cost is **above your Wealth**, you can't afford it, or those who sell it aren't willing to sell it to someone of your standing

## Items & Costs

The lists below detail common useful things you might find or purchase while adventuring. These lists aren't exhaustive, prices and details might vary depending on location, haggling, and similar factors. For example, you might have a cheap rusty sword that costs less, but is more easily broken in combat. Or you might have a masterwork bow which has #piercing in addition to its other tags.

See **Equipment & #Tags** on page 22 for a detailed explanation of item details.

**Selling Items:** Just like when buying items, sold items also relate to your Wealth. If an item's cost is equal to your Wealth, it sells for 0 Treasure (you're no merchant). If it's *above* your Wealth, it's worth 1 Treasure, no matter how much higher above your Wealth it is, unless you go out of your way to find a broker or make a deal.

**Ignore Costs Below Wealth**: As your Wealth Standing rises, smaller costs are "absorbed" by your improved lifestyle, and can be ignored. If the cost of an item or service is equal to or less than your Wealth Standing, ignore it. This *does not* discount any costs that are above your Wealth level. *For example, Slick's new Modest standing lets him ignore costs of 1 or below, so he can buy medicine without spending Treasure.*

## Armor

| Name | Details | Cost |
|---|---|---|
| light armor *(studded leather, sturdy hides, or a padded gambeson)* | reduces DMG taken by 1, to a min of 1, req. STR+1 | Modest (2) |
| medium armor *(breastplate, chain shirt, or half plate)* | reduces DMG taken by 2, to a min of 1, req. STR+2 | Comfortable (3) |
| heavy armor *(scale mail or full plate)* | reduces DMG taken by 3, to a min of 1, req. STR+3 | Rich (4) |
| shield *(polished steel or reinforced wood, usually takes an arm)* | ○ use. Mark to ignore all DMG from one attack | Modest (2) |

## Melee Weapons

| Name | Details | Cost |
|---|---|---|
| brass knuckles | 1d4 DMG #hand | Broke (0) |
| club | 1d6 DMG #close | Broke (0) |
| dagger | 1d4 DMG #ammo #hand #close #light #precise #thrown | Broke (0) |
| greataxe/greatsword | 1d8 DMG #close #two-handed #forceful | Comfortable (3) |
| longspear/halberd | 1d6 DMG #close #near #two-handed | Modest (2) |
| longsword | 1d6 DMG #close | Modest (2) |
| mace | 1d6 DMG #close | Modest (2) |
| scimitar/shortsword | 1d6 DMG #hand #light #precise | Modest (2) |

| | | |
|---|---|---|
| shortspear | 1d6 DMG #close #hand | Poor (1) |
| sword cane | 1d6 DMG #concealed #hand #precise #two-handed | Comfortable (3) |
| quarterstaff | 1d6 DMG #close #hand two-handed | Broke (0) |
| unarmed | 1d4-1 DMG #hand optionally #precise | Broke (0) |
| whip | 1d4 DMG #close #near #precise. When you **Trade Blows**, ✶On a 10+, you can choose to have the target drop something they're holding, or grab one of their extremities | Poor (1) |

## Ranged Weapons

| Name | Details | Cost |
|---|---|---|
| arbalest | 1d8 DMG #ammo #near #far #reload #piercing #two-handed | Rich (4) |
| crossbow | 1d8 DMG #ammo #near #far #reload #two-handed | Comfortable (3) |
| hand crossbow | 1d4 DMG #ammo #near #piercing #reload | Rich (4) |
| javelin | 1d4 DMG #ammo #near #thrown | Poor (1) |
| longbow | 1d6 DMG #ammo #near #far #reload #two-handed | Comfortable (3) |
| net | ○ DMG #close #hand ○ use. Mark to trap one medium or some small creatures under it | Poor (1) |
| sling | 1d4 DMG #near #ammo | Broke (0) |
| shortbow | 1d6 DMG #ammo #near #reload #two-handed | Modest (2) |
| slingshot | 1d6 DMG #near #ammo #two-handed | Poor (1) |

## General Equipment

| Name | Details | Cost |
|---|---|---|
| adventuring gear | ○○○ uses. Mark to rummage through and find a useful mundane item | Poor (1) |
| alchemical vials | ○○○ uses. Mark to withdraw of any of the following types: acid, fire, or smoke | Comfortable (3) |

| | | |
|---|---|---|
| artistic samples | ○○ uses. Mark to share with an NPC while you **Sense Motive** to roll with ADV. *Usually made rather than bought* | Comfortable (3) |
| bag of books | ○○○ uses. Mark to find a record of relevant information for the purposes of **Spout Lore** | Comfortable (3) |
| fishing rod | While fishing with someone, you can **Pull Strings**+WIS or **Sense Motive**+CHA against them. ✶On a 12+, you also catch something valuable, gain 1 Treasure | Poor (1) |
| hearty feast | ○ use. Mark to share it with your allies; everyone recovers half their max HP (rounded down) | Rich (4) |
| holy water vials | #close #holy ○○○ uses. Mark to ignore all Resists of an enemy of your deity until the end of the scene | Poor (1) |
| medicine | ○○ uses. Mark to have someone double the HP they recover next or to cure a minor disease or poison | Poor (1) |
| pious supplies | ○○○ uses. Mark to rummage through and find an item used in your deity's worship, such as candles, censer, incense, or holy vestments | Poor (1) |
| poisoner's kit | #dangerous for the untrained. ○○○ uses. Mark to produce a poison on the spot; state its effect, then choose two from the following: ✦ it can be delivered by touch (otherwise it's ingestion) ✦ the GM doesn't add an "and" or "but" to the effect (otherwise they do) ✦ it's undetectable ✦ you clear a poisoner's kit use | Rich (4) |
| potion of healing | ○ use. Mark to recover half your max HP or clear a locked Condition | Rich (4) |
| provisions | ○○○ uses. Mark once while you **Comfort or Support** to turn a "No" into a "Yes" | Poor (1) |
| spellbook | Req. **Weave the Arcane** from the Wizard. Once per session, you may reference or study it to Prepare a School instantly | Comfortable (3) |
| thieves' tools | Req. **Tricks of the Trade** from the Rogue. ○○○ uses. When you **Defy Danger** with a Roguish Skill, ✶on a 7-9 you may mark a use instead of another option | Poor (1) |
| trap kit | ○○ uses. When you spend time setting up a trap, mark | Poor (1) |

| | | |
|---|---|---|
| | once to create a dangerous, impeding hazard for anyone in its range; it typically deals 1d4 DMG | |

## Services

| Type | Modest (2) Example | Comfortable (3) Example | Rich (4) Example |
|---|---|---|---|
| **A week's stay at...** | a shared room in a simple inn | separate rooms at a luxurious inn | a noble's manor or palace wing |
| **Buying or building a...** | simple one-room cottage | comfortable multi-room house | large homestead or manor |
| **Guided passage through an area that is...** | inconvenient or unpleasant | dangerous or unforgiving | deadly or unfathomable |
| **A night of song, dance, or companionship with..** | someone ordinary | someone prestigious or elusive | someone royal, magical, or divine |
| **Access to an organization that is...** | an everyday club or association | a noble court or prominent guild | a secret cabal or legendary group |
| **Information about...** | a public figure or recent event | a private figure or obscure history | a shadowy mastermind or ancient mystery |
| **Repair of...** | standard, ordinary equipment, a small house | masterwork equipment or most magical items, a manor | artifacts, ancient magical items, a palace or fortress |
| **A fine, bounty, or bribe for a...** | small crime, such as pickpocketing | significant crime, such as assault or arson | capital crime, such as murder or treason |
| **A vehicle like a...** | simple wagon or canoe | riding animal, six-person boat, or armored carriage | trained and armored war mount or fine small ship |
| **The services of a...** | common thug, sentry, or assistant | well-trained soldier, scholar, or spy | elite magician, advisor, or bodyguard |

| | | | |
|---|---|---|---|
| **Enough food and drinks to supply a...** | gathering with a handful of friends | boisterous feast | grand banquet |
| **An outfit and style to...** | blend in with ordinary citizens | impress ordinary citizens or blend in with the upper class | impress the upper class or blend in with royalty |
| **Treatment and healing for...** | mundane wounds and simple illnesses | magical wounds and debilitating illnesses | curses and other dark maladies |

# Miniaturized Adventure: The Stolen Children

*A Miniaturized Adventure Example* — Miniaturized Adventures are supposed to be condensed adventures for DW2 that fit in a single, double-sided sheet of paper. The idea is that they should contain everything you need in order to run the adventure, just in a compressed form. They're great for convention play or to pull out and run out of the blue (if you need to).

Whenever checkboxes □ appear throughout the text that means that you, the GM, need to make a decision about what's true for your version of the adventure.

**Content Warning: Implied violence against children**

*The children of Glen-kar are disappearing! Rumours speak of alien woodland creatures seemingly made of briar & thorn, with almond-shaped eyes of a single hue, who've taken the youngsters hostage deep into Sleuth Wood, the feared forest nearby. The townspeople are desperate, and willing to offer everything they have in exchange for professional help. How far will you go to save the little ones, even for such a meager recompense?*

## GM Background

- *In a time the Land forgot…* **Spinster of Shadows' Threads (she/they)**, the Sovereign of Sleuth Wood, was happy.
- *Before your ancestors were born…* Spinster's last partner passed away. She's mourned them ever since.
- *In the past decade…* Spinster's last child, **Cacophony of Silence (they/them)** died; they were killed □ deliberately or □ accidentally by some of Glen-kar's inhabitants.
- *A few moons ago…* Spinster sent her subjects to kidnap Glen-kar's mortal children to perform **The Ruinreap Ritual**.
- *Now…* The PCs arrive at Glen-kar and get involved, mostly ignorant of this tragedy's origin.

## Setup

- The people of Glen-kar possess no riches, so the reward they offer in exchange for help is barely a decent loot. Ask the PCs as a group: *Why did you decide to help the locals anyway?*
- One PC should write a positive Relationship with Spinster. Ask them: *What's your Bond with Spinster? How did you acquire it?*
- Another PC should write a negative Relationship with Spinster. Ask them: *Why do you keep this grudge? Can it be resolved? If yes, how?*
- Ask a different PC: *What's your special connection to Sleuth Wood? Why do you have it?*
- If there's any PC who hasn't answered a question yet, ask them: *Why do you suspect the adults of Glen-kar?*

# NPCs

## Awakened Trees (n/a)

*Trees who developed limited sapience. Consciousness can be a blessing—or a curse.*
**Drive** eliminate all disturbances to their eternal lethargy
**Resources** restrain & crush with roots, soporific shade
**Resists** any mundane weapon (except axes)
**dmg** 1d8 #close #hand #piercing **HP** 10 **Armor** 3 vs axes, resists other mundane weapons
*Conditions* & **Escalations**

- *Annoyed* — **Crunch Invaders Harder & Faster**

## Hedge Guard (various)

*A dozen, highly-trained sylvan elf warriors. Cloaked in nature's green. Swift, deadly & remorseless.*
**Drive** fulfill their oathbound duty to their Sovereign
**Resources** bow & arrow & spear, hit-and-hide tactics
**Resists** any direct attacks
**dmg** 1d6 #close #hand #near **HP** 3 **Armor** 1 (camouflaged leathers)
*Conditions* & **Escalations**

- *Exposed* — **Show Them Who's Hunter and Who's Prey**
- *Cornered* — **Stop Playing & Fight For Your Lives**

## Spinster of Shadows' Threads (she/they)

*Sovereign of all the Sleuth Wood. Widow & childless. Impossibly tall with long dark green hair.*
**Drive** find some solace to her sorrow & solitude
**Resources** command blight & blossom, read hearts & minds, terrify with their presence
**Resists** anything "young" (i.e., not ancient), attempts at intimidation or coercion
**dmg** 1d10 #near affects everyone #close to each other **HP** 16 **Armor** 0
*Conditions* & **Escalations**

- *Angry* — **Drown the Invaders under the Burgeoning Green**
- *Hurt* — **Unleash the Blight, Consequences Be Damned**
- *Hopeless* — **Slow Down Forest Time to a Crawl**

## Wildheart Willingly Tamed (he/they)

*First of the Hedge Guard. Birdspeaker & Falconmaster. Looks more bird than elf.*
**Drive** Protect Spinster no matter the cost
**Resources** falcon friends, *hawk-o'-nine-claws* (whip)
**Resists** direct blows (the *many-feathered mantle*)
**dmg** 1d8 #close #hand **HP** 12 **Armor** 2 (many-feathered mantle)
*Conditions* & **Escalations**

- *Hopeless* — **Confess Their Love for Spinster, Then Fight to the Death**

## Other NPCs

- **Kiela der Liadin (human, she/her)** — Town mayor. Succeeded her recently deceased mother. *Drive*: Solve the "children crisis" ASAP [secretly guilty, logical, ruthless]
- **Riri Grandbrand (halfling, he/him)** — Up-and-coming wood merchant. *Drive*: Get rid of Sleuth Wood to turn Glen-kar into a place of industry [ambitious, generous, paranoid]
- **Bonlyn Herdovar (dwarf, she/her)** — Local stonemason & priestess of Orius, god of Civilization. *Drive*: Increase her god's influence [caretaker, devoted, manipulative]
- **Mossbones (goblin, they/them)** —Hermit druid. Lives between mortals & Sleuth Wood. *Drive*: Grow a lasting peace between them [honest, kind, loony]

# The Threat: The Ruinreap Ritual

*Spinster ordered their servants to bring her mortal children. She intends to use them as the main component of a dreadful ritual.*

**Goal** (Choose one) — □ Isolate Sleuth Wood □ Raise a forest army □ Unlock wondrous & terrible powers

## Assets

*Sabotaged ones impact Developments & Reactions*

- Fealty of her remaining Sylvan subjects
- Goodwill of the forest's inhabitants
- Unswerving loyalty of The Hedge Guard

## Developments

*Happen in order; skip one or more if necessary*

- 1. Collect materials—including willing innocent sacrifices
- 2. Persuade her subjects of the wisdom of her decision
- 3. Beseech the help of Sleuth Wood's land itself
- 4. Order Wildheart & the Hedge Guard to protect her while she performs the ritual
- 5. Steal the mortal children's □ capacity for love □ hopes & dreams □ lives (keep them forever young)
- 6. Sacrifice her own lifeforce (Spinster's) to complete the ritual; afterwards she's deadly weakened until spring arrives

## Reactions

*Activate each as a GM Move*

- Alter the layout of Sleuth Wood to magically lose the PCs
- Bid the **Awakened Trees** to destroy Glen-kar
- Send **Wildheart** & the **Hedge Guard** to hunt down the PCs

## Scenes

*Can happen in any order, if at all. Fights not included*

- Meet with Kiela and discuss the terms of the PCs' help
- Persuade Mossbones to intervene on behalf of the PCs with the forests' inhabitants
- Discover Riri's secret plans to get rid of Sleuth Wood
- Confront Kiela about Cacophony of Silence's death
- Convince Wildheart & The Hedge Guard to stand down
- Find the stolen children; they've been treated very well
- Heal Spinster's heart
- Navigate the dangerous maze of Sleuth Wood
- Receive Bonlyn's help—and a nudge towards destroying Sleuth Wood

## Secrets

*Can be revealed whenever it makes sense, if at all*

- The new town mayor, Kiela, was directly responsible for Cacophony's death. She knows the truth of the matter
- Spinster's lost in her own sorrow & grief, and she doesn't realize the harm she's causing
- Riri was the main contributor to the reward. He did so mainly out of interest in professionals getting rid of the Sleuth's ruler
- Mossbones has a great relationship with the Sleuth Wood's inhabitants, and often goes deep into the haunted forest
- The stolen children have been convinced by Spinster that their sacrifice (and the following ritual) is for the best
- Bonlyn secretly consider the children's abductions a chance to increase her god's popularity among the people

# Locations

## Glen-kar

[locals weary of foreigners, materially poor, very old]
*Small, humble town on the edge of a haunted forest*

### Features

- ✦ Alchemical & poisonous supplies at Carrion's Apothecary
- ✦ Free food & lodging for the PCs at The Swift Hunter Inn
- ✦ Stories about times long past at Grandpa's Weavings

### Related Locations & NPCs

- ✦ *Carrion's Apothecary* [crammed, stifling, strange odors] — **Carrion (tiefling, any/all)** [charming, curious, foolhardy]
- ✦ *The Swift Hunter Inn* [cozy, fur everywhere, warm] — **Myrrei (catfolk, they/she)** [adviser, ex-adventurer, moody]

- *Weavings* [colorful, ordered, soft] — **Wrexim (gnome, he/him)** [archaic, extremely knowledgeable, cantankerous]

## Sleuth Wood

[enchanted, haunted, primeval]
*A forest untouched by mortal hands, untamed & wild*

### Features

- A verdant maze, hard to navigate even for veteran explorers
- Primeval animals; stronger, deadlier, and very territorial
- Green life thought otherwise extinct elsewhere

### Related Locations & NPCs

- *Leafy Island* [only friendly place in the forest, middle of a lake, tranquil] — **Mossbones** (see above)
- *The Shrouded Palace* (see below) — **Spinster** (see above)
- *Grove of Murmuring Trees* [deathly quiet, unnerving, leaves all over] — **Awakened Trees** (see above)

## The Shrouded Palace

[gloomy, hidden, moonlight & shadows]

*A non-built building, magnificent result of tree persuasion & cajoling*

### Features

- Concealed dangers everywhere! Sylvans, wild beasts & traps
- Dungeons with fading prisoners from throughout history
- Tormented ghosts from better times; they wish to transcend

### Related Locations & NPCs

- *Dungeons* [dark, forgotten, foul]
- *Hall of Song* [discordant, joyous, messy] — The Glen-kar children are here, playing, eating, and somehow sleeping
- *Standing Stones* [lit by dying sun wells, sylvan people in trance, archaic stones] — **Spinster** (see above)

# Rewards

A handful of assorted coins and a tiny, beautifully intricate black wooden box worth 1 Treasure (it contains Cacophony's crystal)

#### *HAWK-O'-NINE-CLAWS*

*Whip with nine lashes that finish in claws of great birds, killed by careless mortal hands*

When you **Trades Blows** with the *hawk*, you can divide your DMG with up to nine different targets.
✶On a 10+, you can choose to restrain and trap up to nine different targets instead.

### *Many-Feathered Mantle*

*Cloak made shed feathers collected over countless seasons*

You can activate the mantle to shapeshift into a giant eagle; the effect lasts for a scene. When you return to your natural form, mark a Condition.

### *Ur-Sprig of The Green*

*Timeworn, seemingly mundane twig freely given by one of the first treants*

You can activate the *ur-sprig* to **Pull the Strings**+WIS of the unseen spirits of nature to manifest and do your bidding. Each time beyond the first, you need to mark a Condition to activate the *ur-sprig*.