



GRIM WORLD

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Enter a dark, deadly world full of gruesome beasts, sinister plots, and cosmic horror with this grim fantasy supplement for Dungeon World and Fate Core.



GRIM WORLD FOR DUNGEON WORLD

FOR USE WITH

DW
DUNGEON WORLD

In this book, you'll find new classes, monsters, fronts, cursed/magic items, and more to fill your existing Dungeon World campaigns or spark a brand new one.

Beyond a few simple tweaks, you'll find that the Grim World content should be compatible with most other Dungeon World content.

PORTRAYING A GRIM WORLD

As a GM, it's up to you to make the world feel dark and gritty. There are several strategies you can use, but first you should talk to your players to get an idea of how gruesome they want the world. Often, it might be best to make things feel more dire than they actually are. However, some players really do want death and disaster to be always lurking in their peripheral vision.

MESSY TAG

Use it often and descriptively. The Werewolf's jaws may have only dealt 3 damage, but it opened a huge gash in your leg that's not going to stop bleeding any time soon.

USE UP THEIR RESOURCES

This GM move is often overlooked but it's vital to put pressure on the players. Food, water, healing, ammo, potions, spells, weapons, armor, even allies (such as hirelings). Take these resources away temporarily or permanently.

ENCOURAGE PREPARATION

Running headlong into battle shouldn't always be the most effective strategy. Monsters are a lot less scary when anyone can just fight them face to face. Encourage players to uncover a beast's weakness, set a trap, or have a battle stratagem.

ADDITIONAL GM PRINCIPLES

• Every village has its secrets

The world is dangerous and it's almost impossible for a village to remain unscathed or uncorrupted. What horrors threaten them? How has the village managed to survive? Perhaps they've bargained *with* the evil and must make bloody offerings. Or maybe the village hides a clandestine cult that has sinister ambitions.

• Every beast has its weakness

Silver, holy water, wolfsbane; every beast has a weakness. Finding out what it is might give the players the edge they need to defeat it. Note: this doesn't mean things become easy when you know a beast's vulnerability. Rather, it should show that a seemingly invincible monster can in fact be slain. Often, uncovering this information can be a great story goal for the players.

• When a player dies, the world trembles.

Making sure events have real consequences such as player death can be vital to portraying a grim world. As a GM, encourage players to embrace character death when it would make for a good story. Do your best to always make a player's death meaningful. It should be a big moment and above all else, it should be memorable.

PLAYABLE SPECIES

As you'll see in the first section, species/race has been decoupled from the class playbooks. In its place, you'll find a section special to each class (such as Natural Tactician for the Battlemaster, and Hexed Body Part for the Necromancer). This means any species/race can play as any class.

However, having something special about your species that makes you different is still important. You'll find each species has their own unique move that you can keep in mind or write down on your playbook when you choose.

DEATH MOVES

All Grim World playbooks have extremely powerful moves that trigger when a character dies. Death Moves help ensure all player death is memorable and impactful. Furthermore, you'll find an entire section devoted to Death Moves for the base Dungeon World classes and other popular playbooks from around the community.

Like with anything Dungeon World, creating your own moves is encouraged and that's true of Death Moves too. If you as a GM or a player wants to change or create one that fits your character better, go right ahead. Don't be afraid to change them in play when the death actually happens.

GRIM WORLD FOR FATE CORE



This book is filled with ideas for potential Fate campaigns. As with anything Fate, you should take the content as inspiration, not law. Even the Dungeon World side of things might give you some ideas, so don't be afraid to read those sections!

CHARACTER CREATION

You can use the standard Fate Core character creation method; however, if you choose, there's a few changes you can make to spice things up.

If you choose to use one of the classes in this book, your High Concept (and possibly your Trouble) aspect should reflect your choice. Beyond that, instead of doing the Phase Trio method, create three Details aspects. These can be inspired by your class or can be things like:

- Special equipment: *Sword of Arnock, Mithril Gauntlets, Cursed Looking Glass, Chest of Curios*
- History: *Veteran of the Red War, Werewolves Ate My Parents, Infamous Hunter, Ex-King's Guard*
- Physical Trait: *Renowned Acrobat, Muscles Like Tree Trunks, Heavier Than a Horse, Crazy Eye*
- Relationships: *I've Got Nolly's Back, Thorbur is My Rival, Lord Dren Hates Me, Indebted to Aryn*
- Unfinished business: *I Will Avenge My Son, Treasure Map, Boontown or Bust, O Brother Where Art Thou?*
- Hatred: *The Old Gods Must Pay, Vampire Slayer, A Good Elf is a Dead Elf, The World Deserves to Burn*
- Multiclass: Consider taking an aspect from one of the other class playbooks as a Details aspect!

INCREASING DIFFICULTY

As a GM, if your players are up for it, there's many Fate Core mechanics that can be tweaked or adjusted to provide a deadlier world. Such as:

- Invoke limits. Only allow one invoke at a time or don't allow stacking of "+2 to roll" invokes.
- No stress boxes, only consequences!
- Characters have additional Trouble aspects (2+).
- Trouble Game Aspects. Similar to Game Aspects, but with a negative slant that causes trouble on a regular basis.
- More GM Fate tokens.
- Monsters get a "+3 to roll" when they invoke their Instinct aspect, or one free invoke.

STATUS EFFECT ASPECTS

One way to make the world feel more grim is to use special **situation aspects** to reinforce the feeling of a dire situation. Think of them like Consequences that may only last a scene or two (depending on the situation). Examples:

- "Dehydrated"
- "Starving"
- "Low on Ammo"
- "Broken Sword"
- "Sundered Armor"
- "Exhausted From Travel"

As a GM, create these aspects and remove them when it would make sense in the fiction (similar to situation aspects).

Under normal circumstances, these status effects could be easily solved, but the players might not have the time or resources to do so currently.

DEATH EVENTS

In the hopes of making player death a more pleasant experience, optional Death Events have been added that trigger when a player character dies. The goal is to ensure player death is always memorable and meaningful.

SKILL LIST

Suggested skill list for a dark fantasy campaign. You'll notice this list has many of the default skills, but some have been renamed and a few new ones were added. You can also use the default Fate skills list or create your own!

Alchemy (<i>potions, medicine</i>)	Physique
Animals (<i>riding, taming</i>)	Provoke
Arcana (<i>magic sensitivity</i>)	Resources
Athletics	Spirit (<i>spiritual attunement</i>)
Charisma (<i>aka Rapport</i>)	Stealth (<i>hiding, sleight of hand</i>)
Contacts	Thievery (<i>pickpocketing, robbery</i>)
Crafting (<i>aka Crafts</i>)	Volley (<i>ranged combat</i>)
Deception (<i>aka Deceive</i>)	Wilderness (<i>camping, herbalism</i>)
Investigation	Willpower (<i>aka Will</i>)
Knowledge (<i>aka Lore</i>)	
Melee (<i>aka Fight</i>)	
Perception (<i>aka Notice</i>)	

PLAYABLE SPECIES

*For **Dungeon World**, any species can be any class, assuming your GM is okay with the combination.*

In the left box, you'll find a special species-specific move. When you choose a species during character creation, make sure you write down this move somewhere on your character sheet. If you're playing a non-Grim World class that has a "Race" section, ask your GM what to do. You can either ignore the race bonus, choose the one that makes the most sense, or create a new one.

*For **Fate Core**, when you create a character, choose a species. Then, decide how important your species is to your character's identity. If it's very important, it's best to reference it in your High Concept aspect. If it's not that big of deal to your character, then make it one of your Details aspects. Sometimes you may even want to reference your species in your Trouble aspect, if it's a source of great hardship for you.*

In the right box, you'll find a section called "Free Invoke". This is an innate bonus that your species has. As a GM, you can choose to allow this free invoke to happen any time the requirements are met, or you may limit the free invoke to only happen once per session. The former will make species very important to your campaign, while the latter will limit its effect.

HUMAN



This world is always one step from the precipice, and yet humanity endures. We are not as strong as the Orcs, nor as graceful as the Elves. We cannot match the heartiness of the Dwarves, and unlike the Drakarn, we live short, brutal lives. But who can match our diversity? Who can adapt to this cruel world as well as we? Humanity has spread from sea to mountain, from desert to swamp. In the midst of every forest, you will find a village that somehow manages to scrape by and survive. This is what it means to be human.

- Common Qualities/Goals: *Humans are the most common of species, but also the most diverse. There are no two alike.*

HUMAN PLASTICITY

When creating a character, you may choose to take a Starting Move from any class playbook not already in use. However, one of your existing Starting Moves becomes an Advanced Move (you lose it, but you can choose it later when you level up). The GM will ask you how you came to learn the ability.

FREE INVOKE

Choose one of your existing aspects and put a star next it. Each session, the first time you invoke this aspect, it does not cost a fate point.

DWARF

You must always remember the sacrifice at Mount Athûn. Remember the defeat. Remember the triumph. Do not expect others to understand. They will blame you for the appearance of the demonkin and say that it was the Dwarves who unleashed horror upon the land. It is true we delved deeply, but know it was hell itself that clawed up through the earth to meet our tunnels.

Dwarves do not shirk our burdens or blame others for failures. We knew the part we played, and so the call went out for all dwarves to make for the Capital. There in the carved halls of our ancestors, we made our final stand. But the hordes of the endless hellspawn were too great. We had no choice. We deployed Sundrin's Failsafe.

The great stone pillars that held Athûn's grand peak were destroyed. The entire mountain collapsed. Few dwarves made it out in time, but the river of demonspawn was finally dammed. Remember the sacrifice. Remember when the Dwarves gave everything for this world.

- Common Qualities: *Stout, Battle-Hardened, Stubborn, Courageous*
- Common Goals: *To slay hellspawn, To atone for Mount Athûn, To recover the glory and riches of old*



DWARVEN BATTLEBOND

The sacrifice of Mount Athûn has united the Dwarven people. **When you meet another dwarf**, they always treat you as a trusted ally as long as you do the same.

FREE INVOKE

When using Charisma on another dwarf
When using Crafting on stone

POTENTIAL COMPELS

When someone disrespects the Dwarven people
When presented with a precious mineral or gemstone

ELF



Where are you? We are gone now, you know this. The time of the Elves has passed. Why did you stay? This world belongs to darkness and shadow. Even our people could not hope to shine light into the world. The corruption was seeping into our forests, could you not feel it? Our highland kin say the taint of evil was even spreading to their soil. This world is doomed. And so the elvish fleet set sail one last time. May we find peace across the sea.

What do they say about us? Do they call us cowards? I wish they knew the truth, that our hearts are broken. If they had seen what this world used to be... How grand! How beautiful! We could not stay and see all of that taken away. I know you feel it too. Why did you not come with us?

- Common Qualities: *Graceful, Wise, Beautiful, Arrogant, Vain*
- Common Goals: *The remaining elves have diverse goals, but each has a very specific reason why they chose to stay. What is yours?*

ELVISH ARTIFACT

When the other elves sailed across the sea, they left you a powerful weapon or item. It is one of the last known elvish artifacts. Work with the GM to create this item (it should have above average stats or possibly even magical properties), then name it.

FREE INVOKE

You have an additional Aspect that represents an Elvish Artifact. It can be invoked for free once per session.

POTENTIAL COMPELS

When the Elves are called cowards for leaving
When vanity clouds judgment

TUSKER



It is not wise to underestimate a tusker. Behind our calm demeanor is an intensity. Look deeply and you will see, as if we were sitting by firelight, a dancing flame of fury reflected in our eyes. To awaken a tusker's temper is to beckon unto death.

But please, heed my words. It is true some of us hide it better than others, but none of us wish to be known for the rage buried deep inside. Back when my tusks were no more than big teeth, the elder in my tribe used to tell us the source of our inner passion. She said of all the peoples in this world, ours is the closest to the spirit realm. When we feel intense emotion, we draw nearby spirits into us, feeding the flames of our soul. There is a power there, I think. But draw too much upon it and I fear we lose ourselves.

- Common Qualities: *Spiritual, Guarded, Wrathful, Passionate*
- Common Goals: *To respect the spirits, To attempt to stay calm*

BERSERK TUSKER

When you're below 10 HP, you can choose one damage die to reroll per attack

FREE INVOKE

When you take a physical consequence, your rage awakens and you get a free invoke.

POTENTIAL COMPELS

When rage gets the better of you

When you attempt to kiss someone

HALFLING



They call us weak! They call us tiny! Runty! Insubstantial! Pint-sized! Bah! Even the common name for our people "halfling" makes us seem lesser. But we are none of these! We have within us potential for true power! We must only seize the opportunity.

The world is in shambles, and yet everywhere you look you'll find halflings thriving with genuine power! Some go the route of wealth and commerce. Others seek influence through dark secrets or grand magic. And don't be surprised to find the local governor or gang leader is one of us! We always know the value of power, no matter its form.

So treat us with some respect! Or we'll be glad to show you what we're really capable of.

- Common Qualities: *Greedy, Power-Hungry, Intelligent, Wily*
- Common Goals: *To gain wealth and power, To uncover useful secrets, To gain respect*

HALFLING POWER

At character creation, choose your preferred type of power: Wealth, Knowledge, Fear, or Social Status. When you Parley using your preferred type of power as leverage, always treat 7-9 as 10+.

FREE INVOKE

When using [Choose only one: Resources, Knowledge, Provoke, Contacts] as leverage to manipulate someone

POTENTIAL COMPELS

When taunted for being a halfling

When offered significant power

DRAKARN



You may think us a proud people, but those that look deep enough to pierce our pride will see our eyes filled with sorrow. We are dying. No, not of age, time only makes us stronger. Not of disease, for our blood remains pure. But yet, we, our people, grow fewer in number every time another drakarn is laid to rest.

Dark memories haunt every female drakarn, of eggs turning to dust with a touch, or worse, hatching unspeakable horrors. The eldest of us, as few as they are, speak of the Broodmother, she who gave life to us all, she who slumbers in a forgotten place, she who knows the secrets of our infertility. And so we wander the world, and search. May she be found before there is no one left to look.

- Common Qualities: *Nomadic, Rare, Driven, Prideful, Long-lived*
- Common Goals: *To find the Broodmother, To seek out other drakarn, To never harm another drakarn*

DRAKARN BROODMATE

You have met all other drakarn. **When you come across one**, the GM will tell you useful information about them or ask you to come up with some.

FLAMEGUT

When you belch, two things catch fire. Choose one. The GM chooses the other.

FREE INVOKE

When using Charisma or Knowledge on another drakarn

POTENTIAL COMPELS

When acting against another drakarn

When hearing a rumor about the Broodmother

INFERNAL



The hot blood of a demon flows through you. Was it your father that made the bargain? Your mother? Was it you who chose the dark pact? Do not speak, you need not answer. I am not here to pass judgment.

I see your horns have grown in splendidly. Do not be ashamed of them. Others will say they are the mark of true evil. They will call you fiend and hellspawn. But their words do not hold power. There is a will inside you, and it is more powerful than most. You decide your actions; you decide how to wield your power. Whether they call you good, or evil, or psychotic, it matters not.

Others may fear or distrust you. Maybe they are right to. But they also want something. Everyone does. And it just so happens that within you flows the blood of a bargainer...

- Common Qualities: *Cruel, Calculating, Fierce, Feisty*
- Common Goals: *To tempt, To bargain, To gain power*

INFERNAL TEMPTATION

When you tempt someone and they act against their nature, alignment, or conscience, take +1 forward.

FREE INVOKE

When you use Charisma to tempt someone

POTENTIAL COMPELS

When your appearance causes distrust

When you yourself are tempted

CRYSTALLINE



Awaken, now. You have been given a gift. Feel the subtle rumble inside you. It is your life, your being, your heartgem. Listen deeply to the resonant hum. It will guide you. But you must fill it. Give it your emotions, feed it knowledge and companionship. Remember, your body was grown around it not just for protection. You are its escort, its chaperone to the world.

You will encounter beings made of flesh of all shapes and temperaments. Some may wish you harm, but not all. They will feel as foreign to you as you are to them. Do not despair, you will feel more like them every day. For better or worse, you will learn. And you must! For the sake of your survival and the enrichment of your heart. Awaken, now, and know life!

- Common Qualities: *Patient, Curious, Naive, Malleable*
- Common Goals: *To learn, To see the world, To gather memorable trinkets*

CRYSTAL GROWTH

When you are healed by natural or magical means, instead of regaining HP, you may regenerate a damaged or lost part of you, such as a limb.

FREE INVOKE

Once per session, you may invoke your Crystalline aspect to regenerate and remove a physical consequence.

POTENTIAL COMPELS

When shown something new or interesting

When taken advantage of

DHAMPIR

My child to be, I write this letter for you. I think you are coming soon, or at least that is what the witch of the woods tells me. Carrying you has been a great hardship, I will not lie. Not because of the pain, nor the knowledge that I will not survive your birth. I do not fault you for that. No, it is the memories of your conception that has ruined me. I suspect your father was not always a monster, but that night he was more beast than man. If it were not for the witch, I do not think you or I would still live, as bittersweet such a prospect.

In truth, I do not know what my womb will gift upon the world. The witch tells me you will have aspects of your mother and your father, like any child. Surely, you will inherit some of your father's power, his strength, his agility, maybe even his bite. But from your mother, it is not my blue eyes I wish to grant you. It is my rage. It is my hate. Think of your parents what you will, but please my child, do not reject our gifts. Use them to fulfill your mother's dying wish: **Be the last of your kind.**

- Common Qualities: *Agile, Deceptive, Conflicted*
- Common Goals: *To find a place in the world, To follow or rebel against your nature*



ACQUIRED TASTE

When you drink the blood of a sentient creature, you are healed for 1d10 damage, but you gain the Sick debility (-1 CON) until the blood is digested.

FREE INVOKE

Twice per session, you can invoke the vampire side of you for free to help you overcome an obstacle.

POTENTIAL COMPELS

When you feel the urges of your parent

When others discover what you are

KOBOLD



All will bow to the glory of Saranak! We are but his humble servants! Forever shall we serve his dark purp—oh he's gone? FINALLY. Alright, soft-scales, listen up! We haven't gotten long before the big guy gets back.

I heard from Seven-Tooth that you've been planning some kind of mutiny. Let me guess, you're thinking we just kill this Saranak lunatic and take his stuff. Well, let me ask you this. Have you ever heard the phrase, *knowledge is weakness*? No? That's because it's the stupidest thing a kobold could say! We're here because Saranak *knows* things. And where there's knowledge, there's power! Lucky for you, we've learned about everything we can here.

Hey Seven-Tooth! Yeah, you! Get that tripline set up for when Sara-whatever gets back. We're leaving!

- Common Qualities: *Curious, Clever, Submissive, Excitable*
- Common Goals: *To gather knowledge, To accumulate power, To discover*

KOBOLD TRAPPER

When you construct a trap, roll. If you have...

...the appropriate materials, take +1

...help from others, take +1

...constructed it slowly and safely, take +1

On 10+, it works flawlessly. On a 7-9, it works! Sort of...

FREE INVOKE

When you use Crafting to set a trap

POTENTIAL COMPELS

When there's secrets to uncover

When someone bigger gives orders

FACELESS

Little is known about the

- Common Qualities: *Secretive, Lethal*
- Common Goals: *To infiltrate, To stay hidden, To*

FACE CHANGE

When your face changes to another's, roll. If you have...

...studied their mannerisms, take +1

...heard their voice, take +1

...tasted their blood, take +1

On a 10+, you're very convincing. On a 7-9, something's slightly off. On a 6-, and then

FREE INVOKE

When you use Deception to change your face to someone else's.

POTENTIAL COMPELS

When exposed to

When someone discovers

FIRBOLG



The clans may be scattered now, but I remember a time of glory! I told you stories of Lorna the Brute. Now there was a warrior! She must have been 8 feet tall with limbs the size of a horse's neck. It's no wonder she was clanmaster for two decades. I know what they say. That it was only her savage methods that kept the clans united. It's true she saw fear as the only true motivator. And I won't deny the world now sees us as barbarians. Maybe they're right to think as much.

But do not forget the honor she brought to her family! Until the day she died, every action was for the betterment of her clan. That is what it means to be firbolg. We do not come into this world alone. We do not leave our kin to fend for themselves. We are each other's strength.

- Common Qualities: *Strong, Tall, Devoted, Unyielding*
- Common Goals: *To protect one's kin, To strengthen the clan and defeat its enemies*

FIRBOLG WRESTLING

When you grapple with someone smaller than you, roll+STR. On a 7+, you pin them. On a 10+, you may deal your damage.

FREE INVOKE

When using Physique to wrestle or grapple with a smaller foe

POTENTIAL COMPELS

When kin is in danger

When the clan is insulted

PRIMORDIAN



Our world is the focal point between each of the elemental planes. The curtain between realms can be weakened or punctured. This is why we can call upon fire with mere flint and steel. This is why lightning strikes the sky and water falls to the earth, bringing life. This plane would be nothing without the elements to fill it.

The creatures of this world do not realize that they too are made up of the elements. It is the balance that determines our nature. The dwarves are of earth, the drakarn of fire, the elves of air.

And then there's us. Our mothers and fathers may be of this world, but **we are the Chosen** of the elemental planes. We are the Primordians. Pure elemental blood flows through us.

- Common Qualities: *As varied as the elements*
- Common Goals: *Often associated with their element*

PRIMORDIAN INFUSION

Choose an element (fire, ice, lightning, water, etc.). Your body is infused in specific ways (hair of fire, veins of ice, etc.) and you are highly resistant to the element.

FREE INVOKE

You have an aspect that represents your elemental infused body, such as "Eyes of Lightning" or "Earthly Fists". Once per session, this aspect has a free invoke.

POTENTIAL COMPELS

When you are called a dangerous aberration

When your element causes you trouble

CENTAUR



Run Free. Those are the words of the Centaur. Know them, live them. Remember, it is better to die than to submit. If you find yourself questioning, you need only look to our cousins. Watch the wild stallion run through the tall grass. Feel his joy. Then look to the horses that serve mankind. Their spirit is broken. They have chosen to submit. A life of a slave is no life at all.

To truly run free, you must be beholden to no one. What starts as a simple agreement or concession can lead to a saddle on your back. Mankind will impose their laws upon you. They will teach you the concept of "property" as if the word itself held power. But who are they to say what does and does not belong to you? Does the hunter listen to the rabbit's pleas? Must the gatherer ask permission of the berry bush?

No. We are centaurs. We run free.

- Common Qualities: *Nomadic, Chaotic, Proudful, Stubborn*
- Common Goals: *To serve no man, To take what they will, To run free*

CENTAUR RAIDER

When you Undertake a Perilous Journey and act as scout, on a 10+ in addition to spotting any danger, you also find a good raiding target, such as a traveling merchant, caravan, or village.

FREE INVOKE

Once per conflict, you can move two zones for free without rolling.

POTENTIAL COMPELS

When the laws of man threaten a centaur's concept of freedom

BOAG



We boag live in great swamp for many lifetimes. We grow stuck in place like mudwillow. Then long summer dry swamp to dust. Boag have no choice. We move to cold riverland. More lifetimes. We grow fat like belly lizard. Then beasts come to eat us. Boag escape towards sunrise.

We find marsh to raise new pollywogs. But man atop horse comes. He say boag not welcome. Boag say man not welcome. Man say all of us die even pollywogs. We teach man: *Boag spear is best spear*. We stay. But then come men who wear metal. They teach us: *Boag spear is not best spear*.

Young pollywog, listen to wise words. You swim like fish but soon legs will grow. Legs are gift. That is secret to Boag survival. Always use legs. Boag who stays is like butterfly who wriggles on belly.

- Common Qualities: *Simple, Accepting, Wise, Nomadic*
- Common Goals: *To survive, To eat, To wander*

TONGUE SNAG

When your tongue grabs something tiny within reach, roll+DEX. On a 7+, you quickly snatch it. On a 10+, nobody saw.

FREE INVOKE

When you use Athletics or Thievery with your tongue

POTENTIAL COMPELS

When in a dry climate

When staying in one place for too long

DUNGEON WORLD PLAYBOOKS



Battlemaster

tactical maven, gambit expert

"I HAVE A PLAN."

Your spear throw connects but it only enrages the grotesque shambler as its tentacles rip your shield away. It pulls you in close and the beast's great maw finally opens. You shout, "NOW!" as you throw the blue oil flask straight down its bellowing gullet. The hidden archer is revealed and lets loose an arrow of flame. The explosion tears the shambler apart. You land on your back smiling, as entrails drop nearby. Another plan well executed.

Channeler

conduit to raw magic, elemental summoner

"I AM THE GATEWAY."

Let the mages wield their spellbooks and grand wisdom. None of them have what throbs inside of you: a conduit to pure magic. Your body is the gateway, like a dam holding back an ocean of power. "Does it hurt?" They always ask. As if the scars you bear are not answer enough. You think you know the cost, but truly, how much can flesh weather? You expect you'll find out, one way or another.



Necromancer

corpse crafter, hexbody

"ARISE!"

Well, here you are. Run out of another town. "Grave robber!" They wailed. "Maniac! Death caller!" Death... caller? Pah! Do they not see? You are the life bringer! That which was dead now RISES! The sages say death conquers all. Then who are you, if you have bested death? You will show them; and then what will they shout? Nothing. For the dead do not speak.



Shaman

totem carver, spirit binder

"CAN YOU NOT HEAR THE MURMUR?"

The carving knife scrapes against bone, the tibia of a satyr not long dead. Your finger spreads the black-green paste, mashed root beetles, painting long whirling lines. You hold the finished totem up to the light, pride unhidden. Your companions watch through squinted eyes as you begin to whisper. The fire dims blue, and then comes the murmur. The spirits are alive this night. And you call each by name.

Skirmisher

battle adept, opportunistic striker

"TIMING IS EVERYTHING."

A blacksmith has their hammer, a painter their brush. With spear and shield, you are a craftsman, an artist like them, but your trade is war and your canvas is the battlefield. Other warriors will call you coward. They'll shout at you to stand still as they attack with barbarous strength. But you are speed incarnate. Precision personified. You won't stop moving until they fall to the ground bleeding from a dozen wounds. And then you'll stand above them. Unscathed.



Slayer

walking arsenal, addict

"I'LL SLEEP WHEN YOU'RE DEAD."

Dry throat, red eyes, your hands shake, your muscles ache. How long has it been? Food doesn't help, even if you could keep it down. Sleep? You know it's futile. No, what you need is... there! Movement in the trees! You leap, the beast roars, there's blood and fur and something like pain. And then it's over. You pluck back the blade of silver and your body shivers. Euphoria. You laugh, you sigh. You are the Slayer.

Templar

red hot wrath, holy inquisitor

"TAKE PENANCE, OR KNOW VENGEANCE."

You must seek out the seeds of heresy and evil; you must show this vile world it can be made clean once more. Foul beasts and blasphemers shall be the kindling to your righteous fires. And if the cleansing flame grows so hot that you too must be consumed, then you will burn in contentment, knowing you leave the world closer to absolution.





Battlemaster

Your spear throw connects but it only enrages the grotesque shambler as its tentacles rip your shield away. It pulls you in close and the beast's great maw finally opens. You shout, "NOW!" as you throw the blue oil flask straight down its bellowing gullet. The hidden archer is revealed and lets loose an arrow of flame. The explosion tears the shambler apart. You land on your back smiling, as entrails drop nearby. Another plan well executed.



STARTING MOVES



TACTICS

Your knowledge and training allows you to assess a battle and know the correct tactical approach. **Only one Tactic can be active at a time.**

Aggressive

When you Hack and Slash, deal your damage even on a 6-.

Cautious

Gain +1 when you Defy Danger.

Reactive

You cannot Hack and Slash, but you can Counterattack:

When you are attacked in melee and attempt to counter, roll +DEX. *On a 7+, you expertly parry the attack. *On a 10+, you riposte and deal your damage.

Defensive

When you use the Defend move, treat a 6- as a 7-9.

Reckless

When you deal damage, deal +1d4 damage. When you take damage, take +1d4 damage.

CHANGE TACTICS

When you draw on your knowledge and training to assess a combat situation, roll +INT.

*On a 10+, you formulate a plan and select a new Tactic.
*On a 7-9, also choose one:

- The new Tactic isn't effective at first, take -1 Forward
- An early plan lead up to this, spend 1 Gambit
- The Tactic requires that you draw attention or put yourself in a spot. The GM will tell you how.

HEAVY ARMOR TRAINING

You ignore the clumsy tag on armor you wear.

GAMBIT

When you or someone you have a bond with takes damage from an outside source, it was part of your plan the whole time, gain +1 Gambit. What some might see as an unwanted setback, you know it's merely a stratagem to gain a later advantage.

At any time, **reveal your ploy** and use Gambits to:

- Add +1 to anyone's roll (Cost: 1)
- Deal your damage to an enemy (Cost: 2)
- Create an obstacle or distraction that a single enemy has to deal with before they can do anything else (Cost: 3)
- The GM will help you reveal a trap, ambush, or plan that gives you and your allies a surprising advantage (Cost: 4)

Multiple Gambits can be used and the effects stack. After the end of a battle or when it makes sense, your Gambit count resets to 0.

WAR KNOWLEDGE

When you Spout Lore about combat topics such as historical battles, military figures, martial weapons or armor, take +1.

BATTLE OF WITS

You always know in which goblet resides the poison. **When an enemy is watching you and there's a difficult choice to make**, the GM will tell you what the enemy expects you to do.

NATURAL TACTICIAN

Choose a **Default Tactic**. By nature you always have this Tactic active until you Change Tactics.

Aggressive, Cautious, Reactive, Defensive, Reckless

You can always spend 1 Gambit to instantly return to this Tactic.

STATS



Your base damage is d8.

Your maximum HP is 10+Constitution.



LOOK



Calculating Eyes, Eyepatch, Wise Eyes

Cropped Hair, Facial Scars, Bald

Military Garb, Worn or Polished Armor

Sinewy Body, Bulky Body, Battlescarred

BONDS



_____ has a lot to learn about the ways of battle.

My respect for _____ was earned on the battlefield.

I can always depend on _____ to follow my stratagems.

GEAR



Your Load is 10+STR. You carry dungeon rations (5 uses, 1 weight), a spyglass (1 weight), and a dagger (hand, 1 weight).

Choose your defenses:

- ☐ Scale armor (2 armor, clumsy, 3 weight)
- ☐ Chainmail (1 armor, 1 weight) and adventuring gear (5 uses, 1 weight)

Choose your armament:

- ☐ Warhammer (close, 1 weight) and shield (+1 armor, 2 weight)
- ☐ Halberd (reach, +1 damage, two-handed, 2 weight)

Choose one:

- ☐ Bag of books (5 uses, 2 weight)
- ☐ Bandages (3 uses, slow, 0 weight)

ALIGNMENT



☐ GOOD

Endanger yourself to make a plan succeed

☐ NEUTRAL

Outwit a formidable opponent

☐ EVIL

Use someone as bait to give yourself an advantage

WHEN YOU DIE
(IF YOU FAIL OR FORGO LAST
BREATH), YOU CAN USE THIS MOVE:

GRAND PLAN

IT'S TIME. ALL OF YOUR PREPARATION FOR THIS MOMENT MUST FINALLY COME TO FRUITION. WHEN YOU DIE, YOUR GRAND PLAN IS REVEALED AND YOUR DEATH PROVES TO BE THE FINAL GAMBIT. YOUR ALLIES MAY HAVE KNOWN ALL ALONG OR MAYBE YOU KEPT THEM IN THE DARK, KNOWING THEY WOULDN'T UNDERSTAND.

WORK WITH THE GM TO REVEAL THIS MASTER PLOT. THE PLAN SHOULD GIVE YOUR ALLIES A MAJOR BOON OR ADVANTAGE, OR SET UP YOUR ENEMIES FOR DESTRUCTION, OR SET MAJOR WORLD EVENTS IN MOTION.

REST IN PEACE, BATTLEMASTER, KNOWING EVEN NOW IN DEATH, THE GOALS YOU HAD IN LIFE WILL SOON BE ACHIEVED.

ADVANCED MOVES



When you gain a level from 2-5, choose from these moves.

☐ BLOCK AND STRIKE

Add your shield's armor to your damage. Additionally, when you wield a shield in Reactive Stance, you can roll +STR for Counterattacks instead.

☐ BATTLE LEADER

Take +1 when you Order Hirelings. Often, Hirelings will accept your training as payment for their services.

☐ RECKLESS AGGRESSION

When you're using Reckless Tactics, your melee attacks gain +2 Piercing. When you're using Aggressive Tactics, always roll damage twice and take the better result.

☐ COMBAT SIGHT

When you're using Cautious Tactics and you Defy Danger, on a 10+ you gain a Gambit. When you're using Reactive Tactics and you Counterattack, on a 10+ you can ask the GM one question from the Discern Realities list.

☐ INTELLIGENT DEFENSE

When you use your knowledge and training to decide the best defense, you can use the Defend move with INT instead of CON. Furthermore, when you're using Defensive Tactics, you can always spend 1 Gambit to halve an attack's effect or damage directed at you or something you Defend.

☐ BATTLEFIELD MOTIVATION

When you rally your allies in the midst of battle, spend 1 Gambit. Your allies can ignore the effects of a single debility (their choice) until the debility is made worse or the end of the battle. Optionally, you may choose to do this without spending a Gambit, but you draw unwanted attention to yourself (the GM will tell you how).

☐ RISKY GAMBIT

When you tell an ally to do something obviously dangerous and they are put in a spot, gain +1 Gambit.

☐ MISDIRECTION

When you have an enemy's attention, you can spend 2 Gambits to let an ally make a free attack (as if they rolled a 10+) against the enemy.

☐ PHASE 2

When you kill an enemy, you may immediately Change Tactics for free.

☐ PLAYING THE LONG GAME

At the end of a battle (or when it makes sense) and your Gambit count would reset to 0, you can keep 1 Gambit instead.

☐ MULTICLASS LEARNER

Get one move from another class (excluding Called Shot and Backstab). Treat your level as one lower for choosing the move. When you select this move, tell everyone the story of how you came to learn it.

When you gain a level from 6-10, choose from these or the level 2-5 moves.

☐ LETHAL GAMBIT

You can spend 3 Gambits to add +1d10 Damage to anyone's attack.

☐ AMBUSH MASTER

When you and your allies set up a surprise attack or trap, designate a number of Strikers up to your INT modifier (Min: 1, Max: 3). A Striker can be yourself, an ally, or a trap object. The first time each Striker deals damage, they can roll twice and take the better result.

☐ COMBAT ASSESSMENT

This question is added to your Discern Realities list of choices:

- "What mistake has my enemy made that I can exploit?"

When you Change Tactics, on a 12+, you may ask this question for free.

☐ SELF DEFENSE TRAINING

When you know the enemy you're about to fight, you can spend an hour or two training your allies on how best to Defy Danger. The GM will tell you which stat modifier to use, it's up to you to explain why it's effective. When you or an ally uses Defy Danger with that method against the enemy, they get an additional +1 to the roll. Such training needs to be practiced daily to be effective.

❑ ALL PART OF THE PLAN

Spend 2 Gambit to negate the damage of any attack.

❑ BATTLEFIELD DESPERATION

Requires: Battlefield Motivation

When you use Battlefield Motivation, you rally your allies so well that instead of just ignoring a single debility's effects, the debility turns into a +1 bonus for that modifier instead (this modifier cannot go above +3). This lasts until the debility is made worse or the end of the battle.

❑ COMMAND ALLY

Replaces: Misdirection

You can spend 2 Gambits to let an ally make a free attack (as if they rolled a 10+) against an enemy. You may spend an additional Gambit to maximize the damage.

❑ SURPRISE ATTACK

Choose either Called Shot (Ranger) or Backstab (Thief). You gain this move. If there is already a Ranger or Thief, when you spend a few moments coordinating to use the move at the same time, they can add your +INT modifier to the damage of their first attack (in addition to any other bonuses).

❑ TACTICAL TEACHER

You gain an additional Bond:

I will teach _____ to have a tactical mind.

Whoever this bond is with can choose to gain the effects of your current Tactics.

GM ADVICE

Dealing with Gambits

Gambits are central to the idea of a Battlemaster. They represent battle plans, ploys, and stratagems. The way Gambits function might seem very mechanical at first, but it's important to take care to integrate them in the fiction.

When a player adds a +1 to someone else's roll, encourage the Battlemaster to say how they're helping. Perhaps they gave the ally advice previously, or somehow they've given the ally an opening.

Embrace the Retcon

"Retcon" is a comic book term for "retroactive continuity". It means to add or alter background details later in a story (when it might not have been intended to be that way originally).

The Battlemaster is the king of the retcon. And that's a good thing! It can make for some exciting and surprising moments.

When a Battlemaster wishes to use the 4 point Gambit to reveal a trap, ambush, or plan, it's perfectly okay (and expected) that they did not spend time during play to set it up. In the fiction, they certainly made preparations, but think of it as happening "off-camera".

How to "Be a Fan" of a Battlemaster

Your Battlemaster player might be different, but here's a few things to keep in mind when GMing for them:

- Don't be afraid to make a Gambit feel powerful.
- When you help reveal a big Gambit, make it cinematic. Describe it like the climax of a movie.
- When you describe a scene, occasionally tell the Battlemaster something only they notice (especially when it comes to their knowledge).
- The Battlemaster is all about flexing their intellect and outwitting opponents. Make your player feel smart!
- Ask them lots of questions about how they know what they know. Then reference what they tell you later!

Death Move: Grand Plan

This should be the BIGGEST reveal of all. It's okay if it takes a few minutes to work it out. The Battlemaster has been planning something since the very beginning! Dig deep into their past. Make your players' jaws drop. Blow their minds! Change the world!



Channeler

Let the mages wield their spellbooks and grand wisdom. None of them have what throbs inside of you: a conduit to pure magic. Your body is the gateway, like a dam holding back an ocean of power. "Does it hurt?" They always ask. As if the scars you bear are not answer enough. You think you know the cost, but truly, how much can flesh weather? You expect you'll find out, one way or another.



STARTING MOVES



CONDUIT

Within you resides a gateway to pure magic.

Choose a **Primary Element**. Your magic is of this element.

Flame, Frost, Shock, Shadow, Wind, Water, or _____

Choose an **Emanation Point**. This is where magic leaves your body.

Forehead, Eyes, Mouth, Chest, Fingers, Palms, or _____

CHANNEL

When you open your Conduit up wide and channel magic through your body, roll +CON.

*On a 10+, raw magic of your Primary Element flows out of your Emanation Point. Use one of your Techniques.

*On a 7-9, the same, but the power is too much. You can use your body as a dam and take 1d4 damage (ignores armor) or allow the power through. If you allow the power through, the GM will tell you of one or more complications, such as:

- The magic flows out of a different part of your body or is of a different element
- The magic has an unintended effect on the environment
- It causes a blast wave and you're thrown backwards

SUMMON ELEMENTAL

When you beckon inwards to call forth an Elemental being, choose any Technique tag and roll+CON.

*On a 10+, the Elemental flows out of you and a stream of magic connects it to your Emanation Point like a leash. The Elemental's nature and appearance wholly embodies the tag you chose. You gain **1d4 Control**.

*On a 7-9, the Elemental is also moody or troublesome, choose one:

- You must immediately spend 1 Control
- It embodies a different tag instead (the GM will tell you which)
- It resents you and will certainly be hostile later

As long as the Elemental remains leashed, you have the Elemental Protection and Elemental Attack moves.

When you have 0 Control, your elemental is released! It can act and use its tag at will, and its HP is 2x your level. Maybe it's friendly, hostile, mischievous, or just bored.

TRICKLE

You can emit a small amount of your Primary Element for mundane tasks or to impress someone without having to Channel.

TECHNIQUES

You have special Techniques that allow limited control over the flow of magic. **When you spend several hours developing a new Technique**, add it to your list or replace an existing one. You can learn up to **3 Techniques**.

Keeping in mind your Primary Element, name the Technique and choose 2 tags:

- *Projectile (1d6 damage if Near)*
- *Blast (1d8 damage if Close)*
- *2 Piercing*
- *Barrier (+1 Armor until next Channel)*
- *Hazard (Environmental effect)*
- *Forceful*

Examples

Wind Push (*Blast, Forceful*)

Earth Wall (*Barrier, Hazard*)

Icy Ground (*Hazard, Forceful*)

The Zapper (*Projectile, 2 Piercing*)

ELEMENTAL PROTECTION

When you or your leashed Elemental takes damage from any source, you lose 1 Control and the damage is negated.

ELEMENTAL ATTACK

When you command your leashed Elemental to use its tag, roll+Control. *On a 10+, success. *On a 7-9, you also lose 1 Control.

STATS



Your base damage is d4.

Your maximum HP is 10+Constitution.



LOOK



Glowing Eyes, White Eyes, Intense Eyes

Bald Head, Wild Hair, Tattooed Scalp

Tattered Clothing, Flowing Robes, Finery

Scarred Body, Hairless Body, Muscular Body

BONDS



I will make _____ respect the power I wield.

I see the raw potential in _____.

_____ is wary of my power, for good reason.

_____ and I have helped each other countless times.

GEAR



Your Load is 9+STR. You carry dungeon rations (5 uses, 1 weight) and a soothing balm (0 weight) that feels nice on your emanation point.

Choose one:

- ☐ Leather armor (1 armor, 1 weight)
- ☐ 3 healing potions and adventuring gear (5 uses, 1 weight)

Choose your backup weapon:

- ☐ Knife (hand, 1 weight)
- ☐ Bō staff (close, two-handed, 1 weight)

Choose one:

- ☐ Smelling salts (0 weight) and 1 antitoxin (0 weight)
- ☐ Pouch with 1d10 coins

ALIGNMENT



☐ GOOD

Use your Conduit to help someone at cost to your body

☐ CHAOTIC

Use your Conduit to cause great disorder or chaos

☐ EVIL

Use your Conduit to inflict devastation upon the world

WHEN YOU DIE
(IF YOU FAIL OR FORGO LAST
BREATH), YOU CAN USE THIS MOVE:

RUPTURE

YOU ALWAYS WONDERED WHAT WOULD HAPPEN TO YOUR CONDUIT IF YOUR BODY WASN'T HERE TO IMPEDE IT. WELL, NOW THE WORLD GETS TO FIND OUT.

WHEN YOU DIE, THE DAM BREAKS. WHAT'S LEFT OF YOUR BODY EXPLODES AS RAW MAGIC POURS THROUGH. EVERYONE NEARBY IS ENGULFED OR THROWN BACKWARDS. YOUR CONDUIT NOW HANGS IN THE AIR, FOREVER A GATEWAY TO THE ELEMENTAL PLANES.

THE AREA AROUND THIS LOCATION WILL BE PERMANENTLY IRRADIATED WITH YOUR MAGIC AND QUICKLY SHOW SIGNS OF YOUR PRIMARY ELEMENT. TRULY, CHANNELER, YOU HAVE LEFT YOUR MARK ON THE WORLD.

ADVANCED MOVES



When you gain a level from 2-5, choose from these moves.

☐ THREAD THE NEEDLE

You have learned to increase the flow of magic even further at the expense of your body. When you deal damage with a Technique, you can choose to roll an additional 1d4 bonus damage. If you roll a 1 or 2, you are also hurt by the bonus damage (ignores armor).

☐ CALLUS

Your body has become almost entirely immune to your primary element. You have 5 Armor against outside damage consisting of your Primary Element.

☐ BENDER OF THE ELEMENTS

Your control over your primary element extends beyond your body. When you manipulate something in the nearby environment made of your primary element, roll +CON.

*On a 10+, hold 3.

*On a 7-9, hold 1. So long as you do nothing but concentrate on controlling it, you may spend hold, 1 for 1, to choose an option:

- It does 1d6 damage to something
- It has the Forceful tag
- It moves to a new position within sight
- It holds a particular shape (even after you stop concentrating)

☐ SIGNATURE TECHNIQUE

You gain an additional Technique slot. This Technique can have 3 tags. Examples: Thunderclap (*Blast, 2 Piercing, Forceful*), Shadow Orb (*Projectile, Burst, Hazard*)

☐ DUAL CONDUITS

Choose another element. With a grunt or a snap of the fingers, you can toggle your Primary Element to this second element, or vice versa. Only one of the two elements can be considered your Primary Element at a time. Your Techniques are the same and use the same tags, but the element changes.

☐ MY BODY IS READY

When you have a few minutes to concentrate without interruption, you can end your concentration by unleashing a Channel that is an automatic success.

☐ TELEPORT

You gain access to the “Teleport” Technique tag. When a Technique has this tag, you instantly move somewhere Near. Describe what it looks like. Examples: Shadow Defense (*Barrier, Teleport*), Frost Bang (*Teleport, Forceful*).

☐ CONDUIT WARRIOR

Your Primary Element engulfs the weapons you wield. When you Hack and Slash and roll a 10+, you can add 1 Technique tag to the attack.

☐ REABSORB ELEMENTAL

When you reabsorb an unleashed Elemental, roll +CON.

*On a 10+, the Elemental is sucked back through your Conduit.

*On a 7-9, you absorb it, but your body suffers, take 1d4 damage (ignores armor).

When you gain a level from 6-10, choose from these or the level 2-5 moves.

☐ FISSURE

Requires: Thread the Needle

When you use Thread the Needle, you can choose to roll up to three bonus damage dice (1d4, 2d4, or 3d4). For each roll that is a 1 or 2, you are also hurt by the bonus damage from that roll (ignores armor).

☐ AREA BURST

You gain access to the “Burst” Technique tag. When a Technique has this tag, it affects up to 3 targets nearby each other. If it deals damage, roll once and apply to each target. Examples: Fiery Explosion (*Blast, Burst*), Shield Allies (*Barrier, Burst*)

☐ ARMOR OF THE ELEMENTS

Your Barrier tag now adds +2 Armor until your next Channel.

☐ DEVASTATION WAVE

Requires: Signature Technique

When you use your Signature Technique, you may choose to temporarily add a fourth tag, but you take 1d4 damage (ignores armor) when it's channeled.

☐ OSMOSIS

Requires: Reabsorb Elemental

When you use Reabsorb Elemental and roll a 10+, your body heals 1d6 damage.

☐ FALLOUT

When you kill an enemy by using Channel, the body becomes a Hazard.

☐ CORPOREAL TRAUMA

When you deal damage, you can choose to suffer a debility of your choice to reroll any or all of your damage dice. If you already have all six debilities, this move cannot be used.

☐ AFFLICTION

When you Channel and roll 12+, choose something on your target (an item, a limb, a weapon). It melts, freezes, it's corrupted or encased, or whatever makes sense for your primary element.

☐ DON'T BLINK

Requires: Teleport

Techniques with the "Teleport" tag can now be used on other targets.

☐ CONDUIT CHAMPION

Replaces: Conduit Warrior

Your Primary Element engulfs your body and the weapons you wield. When you Hack and Slash and roll a 10+, you can add 1 Technique tag and the Barrier tag to the attack. The Barrier lasts until your next Channel or Hack and Slash.

☐ RECKLESS SUMMONER

When you use Summon Elemental, on a 10+, you can choose an option from the 7-9 list to make the Elemental have 2 tags instead.

GM ADVICE

Elemental Arbiter

Remember who the Channeler is. Hint: it's not you! You're not the expert here on Conduits, the Planes, and Elementals. (Okay, okay, you might be an expert too, but...) Try to lean on the Channeler when fictional questions come up. Still support them when they need it, but encourage your Channeler to be the expert.

Tag: Barrier

Ask the Channeler what it looks like! Is it a bubble of shadow energy or a shield of ice? Mechanically, they get more Armor; fictionally, it's up to the Channeler to justify why!

Tag: Hazard

Think of this as an environmental effect (possibly even a permanent one). It's dealt with mostly fictionally instead of mechanically. It could be a ring of fire or an orb of water. When combined with a Barrier tag, perhaps it's a wall of ice that gives protection when you crouch behind it.

Tag: Teleport

This tag could just as easily be "Move Quickly". The effect doesn't have to be a literal teleport. Perhaps the Channeler is riding a bolt of lightning or is pushed by a gust of wind.

Summoning Elementals

Elementals are actual beings. Personify them! Their appearances and personalities can vary drastically. Give them physical traits that fit well with the Technique tag they embody. They don't have to be one-offs, bring back the more memorable ones.

Death: Rupture

Other death moves often affect the world, this literally changes it. This is the nuclear bomb of death moves. The location is permanently and drastically changed. Make it feel like an earth shattering event (because it probably is). The other players just barely make it out alive and there's a massive amount of elemental fallout.

The land will never be the same. This is something new. This is now the Forest of Flame or the Hoarfrost Tower. The Shadow Marsh. Death's Lake. Thundervally. Name it and don't forget about it! Have your players come back here. Have NPCs speak of the event and the new location. Use it in other campaigns.

Make it memorable!



Necromancer

Well, here you are. Run out of another town. "Grave robber!" They wailed. "Maniac! Death caller!" Death... caller? Pah! Do they not see? You are the life bringer! That which was dead now RISES! The sages say death conquers all. Then who are you, if you have bested death? You will show them; and then what will they shout? Nothing.

For the dead do not speak.



STARTING MOVES



CORPSE COLLECTOR

When you spend a few minutes collecting a corpse to use later, you can store it in one of your 3 Hexed Canopic Jars. Even though a jar is only about the size of your fist and almost weightless, each can magically hold one corpse of any size. Opening a jar drops the corpse in front of you.

RAISE THE DEAD

When you seek to use the blackest of magics to **reanimate the dead**, choose a nearby corpse or one from your collection and roll +INT. Only one corpse can be controlled at a time and it must be around humanoid size or smaller.

*On a 10+, the Animated Corpse rises under your control and **you have 3 Power**.

*On a 7-9, also choose one:

- The flesh resists you, start with 1 less Power.
- You draw unwelcome attention or put yourself in a spot. The GM will tell you how.
- Magic barely holds the corpse together and afterwards, the corpse will disintegrate.

When you run out of Power, the Animated Corpse collapses. If there's anything left, you can attempt to raise it again.

ATTACK COMMAND

When you order the Animated Corpse to perform a harmful action, such as attacking or using a special move, roll +INT.

*On a 10+, the action is successful and it deals 1d6 damage.

*On a 7-9, the same, but you lose 1 Power.

FLESH WOUND

The Animated Corpse ignores most lower damage attacks, but **when the Animated Corpse takes a significant hit**, the GM will tell you an important appendage (such as a claw, limb, or jaw) that may come loose. Spend 1 Power to keep the corpse together or the appendage will be destroyed.

PIECE OF MIND

When you or an Animated Corpse eats part of a sentient creature's brain, the GM will tell you an interesting piece of knowledge the creature possessed.

CURSE

When you use dark magic to curse someone or something, tell the GM what you're trying to achieve. Curses are always possible, but the GM will give you one to four conditions, such as:

- It requires the blood of _____
- It will require a lot of money
- You'll need a rare component
- The best you can do is a lesser or limited version
- It will take days/weeks/months before the curse takes effect
- _____ will know or hear about it
- You'll need to travel to _____

REPLACEMENT PARTS

Your knowledge of stitching together corpses allows you to reattach body parts, such as severed limbs, eyeballs, or teeth. It takes you a few hours and you'll need the original body part or one that is similar to the original. Besides stitch lines and a slight odor, the body part is as good as new.

HEXED BODY PART

A part of your body is hexed and can be freely detached and reattached at will. **Choose one:**

☐ ALL SEEING EYE

When your hexed eye is detached, you can still see through it.

☐ LENDABLE EAR

When your hexed ear is detached, you can still hear through it.

☐ IDLE FINGER

When you detach your hexed finger, name something you can see. As long as the finger remains detached, it will point to what you named.

☐ CREEPY TOE

For reasons you don't wholly understand, when you eat your hexed toe, it heals you for 5 Damage and then regrows after a couple days. Don't forget to describe the taste. Note: You're not sure what happens when someone else eats it, nobody's been willing to try...

STATS



Your base damage is d4.

Your maximum HP is 4+Constitution.



LOOK



Crazy Eye, Squinting Eyes, Black Eyes
Hooded, Long White Hair, Deathmask
Black Robes, Death Tattoos, Boneshirt
Filthy Body, Stitch Lines, Lithe Body

BONDS



_____ doesn't seem to fear me, I must see to that.
I can't help but think what a powerful corpse
_____ would make.

_____ always leaves a trail (or should I say buffet?) of corpses.

GEAR



Your Load is 7+STR. You carry dungeon rations (5 uses, 1 weight), a shovel (1 weight), and a needle and thread (0 weight).

Choose one:

- ☐ Leather armor (1 armor, 1 weight)
- ☐ 3 healing potions and adventuring gear (5 uses, 1 weight)

Choose your armament:

- ☐ Bone dagger (hand, 1 weight)
- ☐ Skull staff (close, two-handed, 1 weight)

You start with 3 Hexed Canopic Jars (0 weight), **one jar already has a corpse in it:**

- ☐ A one-armed dwarf
- ☐ Someone you used to know personally
- ☐ A skinless hound

ALIGNMENT



☐ NEUTRAL

Animate a particularly powerful or unique corpse

☐ CHAOTIC

Kill a creature purely to collect its corpse

☐ EVIL

Truly horrify someone

WHEN YOU DIE
(IF YOU FAIL OR FORGO LAST
BREATH), YOU CAN USE THIS MOVE:

UNDEAD ARMY

VENGEANCE. VENGEANCE AND HATE.
THAT'S ALL THAT'S LEFT WHEN YOUR VISION
FADES TO BLACK.

WHEN YOU DIE, THE EARTH BEGINS TO
TREMBLE. HANDS OF BONE AND DECAYING
FLESH BURST FORTH. HUNDREDS OF
BODIES DIG THEIR WAY OUT. YOUR CANOPIC
JARS BREAK OPEN AND YOUR CORPSE
COLLECTION RISES TO LEAD THE HORDE
OF UNDEAD. THEY SEEK ONLY ONE THING:
REVENGE.

THE ONES WHO CAUSED YOUR DEATH WILL
BE TORN APART. YOUR ARMY WILL EXIST
UNTIL YOUR VENGEANCE IS ACHIEVED OR
EVERY LAST CORPSE IS DESTROYED. LET
THEM KNOW TRUE PERIL, NECROMANCER,
SHOW THEM ONCE AND FOR ALL.

ADVANCED MOVES



When you gain a level from 2-5, choose from these moves.

☐ UNLIVING LARGE

When you Raise the Dead, you can use the corpse of a Large creature.

☐ DISPOSABLE

When you Raise the Dead with a 10+, you can choose to treat the corpse as disposable flesh. Gain +1d4 Power, but the corpse always disintegrates afterwards.

☐ MONSTROUS

Animated Corpses under your control deal 1d8 damage. When you use Attack Command, on a 12+ the Animated Corpse deals the full 8 damage (no roll).

☐ TRUE COLLECTOR

You have an additional Hexed Canopic Jar that's special. It can store a corpse normally, or it can store a preassembled Amalgamation or Abomination.

☐ AMALGAMATION

When you Raise the Dead, you can choose two corpses (nearby or from your collection) to combine. Describe how you choose to meld them. The Animated Corpse gains all the benefits and special moves of both. If the corpses survive, they can be split and stored again.

☐ DEAD MEAT SHIELD

When you take damage and your Animated Corpse is nearby, you can make the corpse take the hit instead, but you immediately lose all Power.

☐ HEXBODY

Pick 2 more Hexed Body Parts. In addition, your teeth are hexed. When you detach a tooth, to others it looks exactly like a coin of the local currency. You can turn the hex on and off at will. Just keep in mind teeth don't grow back...

☐ ASSISTANT

You craft a special assistant out of the skin and bones of a corpse. It has 5 load and 1 HP. When you give it an order more complicated than "follow me", roll+nothing (good help is hard to find).

*On a 10+, choose one.

*On a 7-9, choose two.

- You have to explain your orders several times before it comprehends
- It causes problems or draws unwanted attention (the GM will tell you how)
- It takes a lot of time and drooling to fulfill your orders

☐ GRAVEDIGGER

When you scour a graveyard for new material, you may always ask the GM: What dead thing here...

- ...was most powerful in life?
- ...had the richest burial?
- ...lived the most noteworthy life?

When you gain a level from 6-10, choose from these or the level 2-5 moves.

☐ COLOSSUS

Requires: Unliving Large

When you Raise the Dead, you can use the corpse of a Huge creature.

☐ CORPSE EXPLOSION

Requires: Disposable

Corpses you deem Disposable explode instead of disintegrating, dealing their damage to anyone within Reach.

☐ MORTIFEROUS

Replaces: Monstrous

Animated Corpses under your control deal 1d10 damage. When you use Attack Command, on a 12+ the Animated Corpse deals the full 10 damage (no roll).



☐ UNDEAD PACK RAT

You have an additional Hexed Canopic Jar that can also be used to store replacement parts. When you cut up a corpse you don't intend to use and put the body parts in the jar, add 1 Charge. When you go looking for a replacement part to add to a corpse (or living person), spend 1 Charge to find a suitable part.

☐ ABOMINATION

Requires: Amalgamation

Choose up to three corpses to amalgamate.

☐ HOPELESS NECROMANTIC

When you attempt to deceive someone into thinking an Animated Corpse is still alive, roll +INT.

*On a 10+, choose two.

*On a 7-9, choose one.

- The corpse can move convincingly as it did in life
- You can make the corpse say anything you wish
- The corpse doesn't have a potent stench

☐ CRANIUM ACCESSORIES

Instead of just stitching Replacement Parts, you can add entirely new body parts to yourself or others. New fingers, eyes, or even whole limbs. But beware, go too far and the GM may tell you about a side effect or complication...

☐ SWARM

You can Raise the Dead with the corpses of Tiny/Small creatures, creating a swarm that acts together. A canopic jar can hold a group of corpses that make up a swarm.

☐ LIFE SAP

When you use blood magic to transfer health, choose a Blood die (1d6, 1d8, or 1d10). Roll the Blood die. You or an ally takes this much damage (ignores armor). Roll the same Blood die a second time and heal yourself or an ally for as much as this second roll.

GM ADVICE

Attack Command

This can be thought of as a catchall move for when the Animated Corpse attacks or does something special. What the corpse can do is primarily dealt with in the fiction. For example, if it's a corpse of a harpy, it can fly around at will. But when it dive bombs someone's face, the Attack Command move is triggered.

On a 7-9, the attack is still successful, but something happens (the corpse resists you, etc.) to make the Necromancer lose some of their control (they lose 1 Power).

Flesh Wound

An Animated Corpse is partially held together by magic. Low damage attacks (those that would only cut or bruise someone) do not phase the corpse. It doesn't even notice. However, when the Animated Corpse takes a big hit, a portion of it is likely to be dislodged.

As a GM, it's up to you to trigger when this move happens. Don't feel like you need to make it happen every time, it's best to use it sparingly. Beating up or even stabbing an already dead corpse isn't going to affect it much.

Trigger this move when the Necromancer knowingly sends the Animated Corpse into harms way. Trigger it when you want to give them a hard choice.

Curse

This is somewhat similar to the Wizard's Ritual move. It does not need a place of power, but you can choose to make that one of the requirements.

Replacement Parts, Cranium Accessories

These moves are fun and disturbing at the same time. You should treat any side effects or complication with the same philosophy. Maybe the new limb looks or smells grotesque; or maybe it has a mind of its own.

Death: Undead Army

Army means ARMY! Hundreds of undead. Sure some of them might be slow and stupid, but there's a whole lot of them. Try to make the corpses fit whatever environment you're in. What would make sense to be buried here? If nothing comes to mind, then perhaps the corpses have clawed their way up from the underworld. Don't forget to give the dead Necromancer player a say in how the army acts and what it attacks. Unleash the undead horde!





Shaman

The carving knife scrapes against bone, the tibia of a satyr not long dead. Your finger spreads the black-green paste, mashed root beetles, painting long whirling lines. You hold the finished totem up to the light, pride unhidden. Your companions watch through squinted eyes as you begin to whisper. The fire dims blue, and then comes the murmur. The spirits are alive this night. And you call each by name.



STARTING MOVES



SPIRIT PACT

You have made a pact with the spirit realm, allowing you to create up to 3 Worldly Spirit Totems. Describe what your totems look like. Are they wooden statues? Hex dolls or symbols carved from bone? Maybe they're ceremonial masks or the skulls of fallen enemies? You have your own methods, but you always take great pride in crafting totems worthy of the spirits they hold.

Totem Appearance: _____

TOTEM CREATION

When you spend uninterrupted time (an hour or so) creating a new totem, you can bind any Worldly Spirit on the list, or others the GM tells you about (which may be tied to a location or event). You cannot bind more spirits than your pact allows, you must choose one to release first. Each totem starts with 1 Charge. Saying the spirit's name will release it and consume a Charge. When a totem runs out of Charges, the totem shatters and the spirit cannot return.

SPIRITUAL ADVISER

You may give Worldly Spirit Totems you have created to your allies. Describe what it looks like and how many Charges it has. And don't forget to teach them the name to say aloud to release the spirit held within. The totems work normally but keep in mind: only you can Spirit Talk.

SPIRIT TALK

When you say the name of a spirit bound to a totem you've made, instead of consuming a Charge, you can roll +WIS.

*On a 10+, the spirit is successfully released and it returns to the totem afterwards.

*On a 7-9, the spirit is released but choose one:

- You draw unwelcome attention or put yourself in a spot. The GM will tell you how.
- Your reputation in the spirit realm is damaged. Take -1 Ongoing to Spirit Talk until you have about an hour to perform a ceremony honoring the spirits.
- A Charge on the totem is still consumed.

SPIRIT CATCHER

When you witness a creature die, you can bind its spirit to a special totem you carry, roll +WIS.

*On a 10+, the spirit is captured. The GM will tell you what happens when you release the spirit. The effect is something supernatural and associated with the spirit's nature or greatest desire in life. Your Spirit Catcher totem does not have Charges and can be released freely, but the spirit must move on after it is used (Spirit Talking does not work). You can only ever have one Spirit Catcher totem.

*On a 7-9, the GM will also tell you a complication, such as:

- The spirit is unpredictable
- There's an additional undesirable effect
- The spirit is restless and must be used within a certain amount of time

MURMUR

When you Discern Realities, you can also ask: **What do the spirits whisper here?**

GUARDIAN SPIRIT

Choose a spirit that forever watches over you.

Once per attack, **when you deal damage and roll a 1**, the spirit comes to your aid. Reroll that damage die and...

☐ BOAR SPIRIT

...add the Forceful tag to the attack

☐ BEETLE SPIRIT

...take +2 Armor Forward

☐ FALCON SPIRIT

...take +1 Forward on your next attack

☐ IRONTREE SPIRIT

...take +1 Forward to Defy Danger

STATS



Your base damage is d6.

Your maximum HP is 6+Constitution.



LOOK



Distant Eyes, Intense Eyes, Wise Eyes

Headdress, Mask, Wild Hair

Boneshirt, Animal Skins, Ceremonial Garb

Lithe Body, Tattooed Body, Thick Body

BONDS



It's clear to me _____ has a troubled spirit.

_____ and my spirit are bound together.

I have heard the spirits speak of _____'s power.

_____ must learn to respect the spirit realm.

GEAR



Your Load is 8+STR. You carry dungeon rations (5 uses, 1 weight), a Spirit Catcher Totem (1 weight), and a carving knife (hand, 1 weight).

Choose your weapon:

- ☐ Ceremonial Dagger (hand, 1 weight)
- ☐ Spear (reach, thrown, near, 1 weight)
- ☐ Staff (close, two-handed, 1 weight)

Choose your defenses:

- ☐ Painted wooden shield (+1 armor, 1 weight)
- ☐ Light armor made of hide or bone (1 armor, 1 weight)

Choose one:

- ☐ Dreamcap mushrooms (hallucinogenic, 0 weight)
- ☐ Poultices and herbs (2 uses, 1 weight)
- ☐ Antitoxin (0 weight)
- ☐ Ritual Drum (1 weight)

ALIGNMENT



☐ GOOD

Heal or help a troubled spirit

☐ NEUTRAL

Show someone the wisdom you possess

☐ CHAOTIC

Facilitate a spirit's revenge

WHEN YOU DIE
(IF YOU FAIL OR FORGO LAST
BREATH), YOU CAN USE THIS MOVE:

THE LAST TOTEM

YOU KNEW THIS TIME WOULD COME, THAT YOUR BODY COULD NOT LAST FOREVER. AS FOR YOUR SPIRIT, IT HAS ONLY ONE MORE TASK. WHEN YOU DIE, ALL OF YOUR EXISTING TOTEMS SHATTER AND RELEASE THE SPIRITS HELD WITHIN. A CHRYSALIS OF SPIRITUAL ENERGY BEGINS FORMING NEAR YOUR BODY. RANDOM OBJECTS FROM THE ENVIRONMENT AND PIECES OF BROKEN TOTEM FLY INTO THE COCOON. FINALLY, THE SPIRITUAL MAELSTROM DISSIPATES. THERE ON THE GROUND IS YOUR TOTEMIC LEGACY: AN ARTIFACT OF GREAT POWER.

WORK WITH THE GM TO CREATE A POWERFUL MAGIC ITEM. IT COULD BE AN AMULET, OR SPEAR, OR ANY TYPE OF OBJECT. ITS MAGICAL EFFECTS SHOULD BE RELATED TO WHAT YOU DESIRED OR STOOD FOR IN LIFE. LET THIS BE YOUR HEIRLOOM, SHAMAN, YOUR SPIRIT'S ENDOWMENT TO FUTURE GENERATIONS.

ADVANCED MOVES



When you gain a level from 2-5, choose from these moves.

☐ CHAIN LIGHTNING

When you release a Lightning Spirit, it can jump to an additional nearby target. Roll an additional 1d6. You can decide which damage die affects which target.

☐ WISE COUNSEL

When you show someone the wiser path, you can Parley with WIS instead of CHA.

☐ WEB OF WHISPERS

Whisper Wind spirits no longer count towards your totem limit. Anyone that whispers into a Whisper Wind totem can be heard from all other Whisper Wind totems you've made.

☐ WANDERING SPIRIT

Your Spirit Pact allows for 1 additional Worldly Spirit Totem, but the spirit realm decides what spirit is bound. When you craft this totem, the GM will tell you which Worldly Spirit to use (and it's likely one you haven't used much or at all).

☐ ANCESTRAL HEALING

You call upon your ancestors to act as Spirits of Mending. When you release a Spirit of Mending to heal an ally, add your level to the amount healed.

☐ SÉANCE

Your connection to the spirit realm grows stronger. You can now use Spirit Talk when releasing your Spirit Catcher totem as if it were a normal totem.

☐ INCITER

When you Spirit Talk, on a 10+ you can still choose from the 7-9 list. If you do, the spirit's effects double in power or the number of targets doubles (choose one).

☐ TOTEMIC DEFENSE

When you take damage, say the name of one of the spirits you have bound. The spirit blocks the damage, but its totem is destroyed.

☐ SPIRIT GUIDE

Your Spirit Pact allows for 1 additional Worldly Spirit Totem, but it must be given to and used by someone else. Attempting to use it yourself is in violation of your pact and the spirit realm will seek retribution.

☐ VISION QUEST

When you spend the night alone in nature and consume a vision enhancing substance (such as ghostroot or dreamcap), the spirits will offer you guidance. Tell them something that troubles you. They will do their best to bestow wisdom. Take +1 Forward when acting on the problem.

When you gain a level from 6-10, choose from these or the level 2-5 moves.

☐ TOTEM OF THE FIRST SPIRITS

When you spend about a day crafting a grand totem worthy enough for the most ancient of spirits, choose a First Spirit to summon and bind. This totem always has 1 Charge and it always shatters when you call the spirit's name (Spirit Talk does not work). Your Spirit Pact allows you to create and bind only 1 Totem of the First Spirits at a time.

Be wary, calling on the First Spirits too often and the spirit realm might begin making demands of you.

☐ TOTEMIC WEAPON

Choose a Worldly Spirit to bind to a weapon you carry. When you Hack and Slash or Volley with this weapon, on a 10+ you may also release the spirit for free.

☐ MEDIUM

When you first meet a noteworthy individual, the GM will tell you what the nearby spirits whisper about the person.

☐ MAKER OF TALISMANS

It takes a valuable or rare item (such as a gem or the bone of a powerful beast), but you can convert a Worldly Spirit totem into a talisman, giving it **2 Charges** instead. When a talisman runs out of Charges, instead of shattering, the spirit just needs rest instead. At the dawn of a new day, or when you spend an hour or so performing a reverence ceremony, the totem's Charges reset to maximum. In every other way, the talisman acts as a totem would.

☐ SPIRIT WALKERS

When you and anyone with you sit in a circle around a fire, you may leave your bodies behind and enter the spirit realm. For as long as the fire burns, you may wander the world and see as a spirit sees.

☐ SOULGAZE

When you look deeply into someone's eyes and they gaze back, you catch glimpses of each other's soul. Reveal something to them, such as a dark secret, desire, or intention. Something equally meaningful about them is revealed (the GM will tell you what).

☐ FLAME SPIRIT

When you inhale the spirit of a flame from a campfire or torch, the fire is extinguished and you carry the spirit under your tongue. At any time, you can spit out the flame spirit, dealing your damage and lighting your target on fire.

☐ PROTECTOR

The protection of your Guardian Spirit extends to anyone you have a bond with (when they roll a 1 on a damage die).



GM ADVICE

Say the Name!

It's more fun if the player actually says the spirit's name! Encourage them to speak it aloud as the Shaman would. *Yukaaaaa-OOOOM!*

Totem Creation

As your Shaman player levels up and becomes more powerful, you should consider giving them access (temporarily or permanently) to additional spirits. These could be more animal spirits, or the spirit of a location or event. In a way, they can be thought of as magic items. The benefits can be mostly based in the fiction or they can give mechanical effects as well.

Spirit Catcher

Another way to add more spirits is through the Spirit Catcher move. These are spirits captured when the Shaman witnesses a creature die. The effects of such a totem should be inspired by the creature's personality, desires, and abilities it had in life. This is different from raising the corpse of a creature (like the Necromancer can do).

For example, if the Shaman captures the spirit of a Werewolf, perhaps releasing it will cause the moon to rise, no matter the time of day/month. As you can see, this is more supernatural and "spiritual" than what the Necromancer would be able to do.

Totem of the First Spirits

These are the weapons of mass destruction or power in the Shaman's arsenal. There can and should be consequences to using them. If your Shaman player is constantly trying to solve all their problems with First Spirit totems, it's time to bring the spirit realm into play. Have it make uncomfortable or unexpected demands. Remember, the source of the Shaman's power is his or her pact with the spirit realm.

Death: The Last Totem

Unlike many other death moves, this does not cause an immediately powerful or catastrophic event. The spiritual maelstrom that forms will likely shake the battle up some, but it's mostly there to emphasize that a significant event is happening. A powerful magic item is being created!

What makes this move memorable is not just what the item is, but what you do with it. This item should stick around and be incorporated as a permanent element of your campaign. Whenever a player uses it, they should be reminded of where it came from. In a way, the Shaman is still around, helping the party.

WORLDLY SPIRITS



☐ SPIRIT OF MENDING “NAANDAWI”

Releasing this spirit heals you or a nearby ally for 1d8 damage.

☐ LIGHTNING SPIRIT “YUKA-OOM”

When released, lightning streams to a nearby target, dealing 1d6 Damage. This damage ignores armor, unless the target is made of something resistant like stone or wood.

☐ SPIRIT OF THE PYTHON “CHU’A”

Releasing this spirit summons a large snake that quickly wraps itself around your target. The victim cannot move anything but their mouth and the effect lasts until they take damage or you call off the snake spirit. Powerful creatures may be able to break out of the constriction, but if they do so, they take 1d6 Damage.

☐ STUBBORN TURTLE SPIRIT “MISHI-MISHI”

This turtle spirit increases the speaker’s Armor by your (the Shaman’s) WIS modifier, but only for attacks against the back. Once released, the spirit lasts until the end of battle.

☐ PRICKLY PORCUPINE SPIRIT “PAHEEN”

Once released, the porcupine spirit lasts until the end of battle. When the speaker is struck by a melee attack, the attacker takes damage equal to your (the Shaman’s) WIS modifier and the damage ignores armor.

☐ SPIRIT OF THE OWL “SUU’AK”

When released, this owl spirit will stay near you, waiting to bestow its wisdom. Take +1 when Discerning Realities. If you get a 6-, the owl spirit will disappear, but not before giving you one last piece of wisdom (reroll the failure).

☐ PLAYFUL TIGER SPIRIT “AMOTEKUN”

Once released, point to the target you wish the spirit tiger to begin stalking. Anytime the target attempts a ranged attack, the tiger will leap out and stop them, preventing the attack. The spirit will then jump away and begin stalking the target again. This lasts until the target dies or you call the tiger away.

☐ ORNERY DONKEY SPIRIT “BALUBERA”

When released, this particularly stubborn donkey spirit will carry 10 load. Once a day, you must feed it berries or some other delectable food. It lasts until you dismiss it or it was not fed the previous day.

☐ WHISPER WIND SPIRIT “MADWEYAASHI”

Whenever you whisper, your voice emits from this totem, no matter how far away it is. Once a week, release the spirit and rebind it, or it will begin to grow restless.

☐ SPIRIT OF DESIRE “TELAKAPA”

Point this spirit’s totem towards someone when you speak its name. The target will be filled with an immense desire to touch the totem. They will stop at nothing and do everything in their power to hold the totem. Once the totem touches their skin, the spirit releases and the desire disappears.

THE ANCIENT FIRST SPIRITS



The first time something happens is a powerful event in the spirit realm. These are ancient spirits created when the world was young. Only the most wise of Shaman can hope to call upon the First Spirits, but when they do, the realm trembles.

☐ SPIRIT OF THE FIRST EARTHFORMER “SENU-TAAHI”

After releasing this spirit, the ground will grow hot and emit a deep rumble. The earth will crack and melt away as a volcano begins to form. When it finally erupts, it will spew lethally hot lava and massive chunks of rocks everywhere nearby.

☐ SPIRIT OF FIRST LOVE “SENU-NAYOK”

When you touch this totem to a person's skin and release the spirit, speak a name. If the person knows whose name you speak, they will fall into deep, naive love with them. This is no meager love potion; the effects are permanent, but note: hearts can still be broken. Beware the wrath of a lover scorned.

☐ SPIRIT OF FIRST FEAR “SENU-GOSHI”

When you bind this spirit, speak the name of a specific person or creature. When that person or creature sees the totem, they will be filled with immense terror and stop at nothing to get away from the totem or destroy it. If released, the spirit will haunt the person or creature until you call it off or it's exorcised.

☐ SPIRIT OF THE FIRST TRADE “SENU-GENV”

When you press this totem to someone's skin and release the spirit, choose something about your target, such as their face, magical ability, or even their spirit. Whatever you chose, you will gain it and your target will gain something of yours that is the equivalent (a face for a face, an ability for an ability, a spirit for a spirit). Destroying the totem will reverse the effect.

☐ SPIRITS OF THE FIRST WOLVES “SENU-HOKA”

When released, this pack of ferocious spirit wolves will hunt and pursue a specific person or creature of your choice, no matter how far away they are. When you raise your head to the sky and howl as loud as you can, the pack will howl back and you will know which direction they are. They will continue to stalk the target until you catch up, at which point the pack will disappear.

☐ SPIRIT OF THE FIRST HARVEST “SENU-LESQUA”

When released, this spirit causes every nearby fruit, vegetable, and crop to immediately grow and ripen, ready to be reaped and gathered. If there is nothing of the sort nearby then edible mushrooms, desert fruit, or something of nourishment will burst forth ready to be eaten.

☐ SPIRIT OF THE FIRST WINTER “SENU-WANBER”

Upon releasing this spirit, the temperature will plummet and the land around you will be covered in a thick snow. Those who are susceptible to the cold gain the Clumsy tag (-1 ongoing) until they warm up.

☐ SPIRIT OF THE FIRST SPRING “SENU-DOONA”

When released, every plant as far as you can see will experience immense growth. Flowers will bloom brightly, saplings will grow into tall trees, and all manner of undergrowth will flourish. Every creature nearby (no matter their alignment) will be healed for 2d8 damage.

☐ SPIRIT OF THE FIRST SUN “SENU-SAKUUN”

No matter the time of day or night, the sun rises to its apex in the sky. The temperature increases rapidly and any water nearby quickly evaporates. Plants dry up and shrivel and anyone caught in direct sunlight risks severe burns.

☐ SPIRIT OF THE FIRST STORM “SENU-YUKA”

The sky grows dark with clouds of black when this spirit is released. An immense and powerful storm engulfs the land. Rain and hail pour from the sky, lightning strikes every few seconds, and thunder shakes the earth. You have limited control over the storm, allowing you to do such things as focusing its rage on particular targets or willing its hurricane winds to topple a building.

☐ SPIRIT OF FIRST HOME “SENU-JATI”

This spirit can only be bound in a place you consider safe and familiar. Later, when you release this spirit, anyone touching the totem will be dragged through the spirit realm, eventually depositing them back at the binding location.





Skirmisher

A blacksmith has their hammer, a painter their brush. With spear and shield, you are a craftsman, an artist like them, but your trade is war and your canvas is the battlefield. Other warriors will call you coward. They'll shout at you to stand still as they attack with barbarous strength. But you are speed incarnate. Precision personified. You won't stop moving until they fall to the ground bleeding from a dozen wounds. And then you'll stand above them.

Unscathed.



STARTING MOVES



FULCRUM

When you spend a moment getting into position near an ally, they become your Fulcrum on the battlefield. You can still act normally, but by keeping an eye on your Fulcrum, you'll often find opportunities for quick strikes against enemies they engage. This ally is considered your Fulcrum for as long as you stay Near them or until you select a new Fulcrum.

When you Aid your Fulcrum, add +1 to your roll.

OPPORTUNITY STRIKE

The actions of your Fulcrum will often open up enemies to your attacks. An Opportunity Strike might be a quick stab of your spear, or a javelin throw, or a fast shot from your bow.



When you perform an Opportunity Strike, you deal d6 damage (and any weapon bonuses) to the target.

Reprisal

When your Fulcrum takes damage, you can immediately make an Opportunity Strike against the attacker.

Flanking Maneuver

When your Fulcrum attacks and deals damage, you can immediately make an Opportunity Strike against the same target.

(If the attack hit multiple targets, choose one.)

SPEAR THROW

When you throw your spear, roll+DEX.

*On a 10+, you hit your intended target and deal your damage.

*On a 7-9, also choose one:

- The spear is lodged and won't be easy to recover.
- The spear's shaft is damaged, take -1 ongoing to Spear Throw.
- The spear's head is broken, it deals -1 damage from now on.

When you spend an hour or so repairing your spear, remove its negative effects.

DISTRACTION

When you seek to distract one or more opponents, say how you try it and roll. If you do it...

- ...through intimidation or brute strength, +STR
- ...through acting fast or maneuvering, +DEX
- ...by enduring bodily harm, +CON
- ...with quick thinking or useful knowledge, +INT
- ...by overcoming a fear or being perceptive, +WIS
- ...with social prowess or charm, +CHA

*On a 10+, the distraction works perfectly.

*On a 7-9, the distraction is mostly successful but the GM will tell you of a complication. Perhaps it only works briefly or an ally can't help but be distracted too.

Anyone taking advantage of the distraction gets a +1 on their roll.

FEINT

When you Hack and Slash, on a 7-9 instead of dealing your damage you can choose to avoid the attack the enemy makes against you.

ADAPTIVE SHIELDING

When you wield a shield, it gives an additional +1 armor.

When you do not wield a shield, your melee attacks have +2 piercing.

FULCRUM ASSISTANCE

Using an ally as a Fulcrum gives you the benefit of plenty of opportunities for quick strikes. Likewise, your Fulcrum benefits from your presence in a specific way. **Choose one:**

☐ I'VE GOT YOUR BACK

When you alert your Fulcrum of a sudden danger, they are warned in time to act and they take a +1 forward against the danger.

☐ SHIELD WALL

When you are within Reach of your Fulcrum, they gain the armor bonus of your shield against incoming attacks.

☐ CONFIDENCE

Your current Fulcrum deals +1 damage when they attack.

STATS



Your base damage is d6.

Your maximum HP is 8+Constitution.



LOOK



Piercing Eyes, Troubled Eyes, Calculating Eyes
Plumed Helmet, Cropped Hair, Rugged Hair
Battle Kilt, Light Clothing, Battle-worn Armor
Lithe Body, Tanned Body, Muscular Body

BONDS



_____ and I keep an eye out for each other.
Things never go as planned with _____ around.
_____ can sense opportunity as well as I can.
Sometimes I think _____ has a death wish.

GEAR



Your Load is 8+STR. You carry a spear (reach, thrown, near, 1 weight), a parma shield (+1 armor, 1 weight), and dungeon rations (5 uses, 1 weight).

Choose one:

- ☐ Leather armor (1 armor, 1 weight)
- ☐ 3 healing potions and select an additional secondary armament
- ☐ Atlatl (1 weight, when used with spears/javelins they gain the Far and Reload tags)

Choose one secondary armament:

- ☐ Bundle of javelins (2 ammo, thrown, near, 1 weight)
- ☐ Sling (near, -1 damage, 0 weight)
- ☐ Fine Bow (near, far, 2 weight) and a bundle of arrows (3 ammo, 1 weight)
- ☐ Crossbow (near, +1 damage, reload, 3 weight) and a bundle of arrows
- ☐ Spear (reach, thrown, near, 1 weight)

ALIGNMENT



☐ GOOD

Help your Fulcrum at great risk to yourself

☐ NEUTRAL

Distract a powerful opponent

☐ EVIL

Provoke someone into doing something they'll regret

WHEN YOU DIE
(IF YOU FAIL OR FORGO LAST
BREATH), YOU CAN USE THIS MOVE:

FINAL THROW

WHEN YOU DIE, YOU SEE ONE LAST OPPORTUNITY FOR A STRIKE BEFORE THE LIFE DRAINS FROM YOU COMPLETELY. THROW YOUR SPEAR AT ANY ENEMY YOU CAN SEE. A CREATURE OF LESSER OR AVERAGE POWER IS KILLED INSTANTLY. MORE POWERFUL CREATURES ARE DEALT A SIGNIFICANT BLOW OR THEIR WEAKNESS IS REVEALED TO YOUR ALLIES. IF YOUR FULCRUM STILL LIVES, THEY CAN DEAL THEIR MAXIMUM DAMAGE TO THE SAME TARGET.

ADVANCED MOVES



When you gain a level from 2-5, choose from these moves.

☐ ARMOR BREAK

When you attack a specific section of physical or natural armor, roll+STR.

- *On a 10+, you chip away or break the enemy's physical protection in that specific spot. Any attack that manages to hit this spot ignores armor.
- *On a 7-9, the GM will tell you of a complication or inconvenience, such as the effect is only temporary or the vulnerable spot is difficult to target.

☐ DESPERATE THROW

When you throw your last or only spear, on a hit you deal your maximum damage.

☐ INTERCEPTION

When you throw or shoot at an airborne projectile, roll+DEX.

- *On a 10+, the projectile is deflected and you choose its direction.
- *On a 7-9, the GM chooses.

☐ MILITIA

When you organize a group of people to fight or harass the enemy, roll+CHA.

- *On a 10+, choose two.
- *On a 7-9, choose one.
- They follow their orders exactly
- They are more effective than expected
- They don't suffer massive casualties

☐ GROUP VOLLEY

When you and one or more allies unleash a coordinated volley at the same time, the best roll is applied to everyone's attack. For example, if you roll a 7 and an ally rolls a 10, you both take the 10 instead. Damage is rolled individually as normal.

☐ RESOURCEFUL CARVER

You are adept at crafting replacement spears, javelins, arrows, or any wood-based gear you're familiar with. The GM will tell you how long it takes and any additional requirements, but your allies will always be surprised by your resourcefulness and speed.

☐ RIOTER

When you Discern Realities on a person, add this question to the list of choices:

- What is the best way to provoke them?

When you Discern Realities, on a 12+ you may ask this question for free.

☐ SITUATIONAL ASSISTANCE

Whenever you set a new Fulcrum, you can select a different Fulcrum Assistance to provide. (Only one of the three can be active at a time.)

☐ EVADE

When you attempt to escape from an enemy's grapple or movement hindering attack, roll+DEX.

- *On a 7+, you quickly escape or avoid the danger.
- *On a 10+, you can also immediately make an Opportunity Strike against the enemy.

☐ MULTICLASS DABBLER

Get one move from another class (treat your level as one lower when choosing).

When you gain a level from 6-10, choose from these or the level 2-5 moves.

☐ SELF-CENTERED

You can act as your own Fulcrum in battle, but Opportunity Strike cannot trigger itself.

☐ BATTLEKIN

Take a move from the Battlemaster playbook. Additionally, if there is already a Battlemaster, whenever they are your Fulcrum, they can spend 1 Gambit to grant you an immediate Opportunity Strike against any target.

☐ SPEAR MASTER

You deal an additional +2 damage with spears.

☐ FIRST BLOOD

On your first successful attack in a battle, you deal +1d6 damage.

☐ **RABBLE-ROUSER**

Requires: Militia

When you organize a Militia, on the roll...

...if you equip them with at least basic weaponry, take +1

...if you spend at least a day teaching them, take +1

...if you lead them yourself, take +1

*On a 12+, they follow orders exactly, they are more effective than expected, and they don't suffer massive casualties.

☐ **EXPENDABLE SHIELD**

When you block the mightiest of blows with your shield, it shatters into splinters. Take no damage and immediately make an Opportunity Strike against the attacker.

☐ **TAG TEAM**

When you make an Opportunity Strike, instead of dealing damage, you can set up your Fulcrum for a powerful hit. Their next attack against the target deals +1d8 damage.

☐ **POWER THROW**

When you use Spear Throw, on a 10+ you have the option of choosing from the 7-9 list. If you do, your damage is doubled.

☐ **OUTRIDER**

When you Undertake a Perilous Journey and act as a scout, take +1 on the roll. On a 10+, you and your allies deal +1d4 damage forward against any trouble you spot.

☐ **OFF-BALANCE**

When you use Feint, whoever attacks your target next takes a +1 on the roll.

☐ **HARASSER**

When you hit and run against an enemy to provoke or confuse them, roll+DEX.

*On a 10+, deal your damage and choose one.

*On a 7-9, just choose one.

- The enemy is enraged and follows you
- The enemy loses track of you temporarily
- The enemy breaks formation or reveals a vulnerability

GM ADVICE/TIPS

Fulcrum

When a Skirmisher player designates an ally as a Fulcrum, mechanically they're basically saying they're going to stay near them and use them to generate Opportunity Strikes. Fictionally, they could be in formation, such forming a shield wall or back to back. Or the Skirmisher might just be staying nearby and keeping an eye on their Fulcrum.

Spending "a moment getting into position" just means they're changing their focus to a different ally. They shouldn't be changing Fulcrums too often, but it is okay to change in the midst of battle if it make sense.

If a Skirmisher picks the Self-Centered move, it means they can act as their own Fulcrum. When they deal damage or take damage, they can immediately follow it up with an Opportunity Strike. However, this can only happen once. You can't trigger an Opportunity Strike off of damage from another Opportunity Strike (for obvious reasons).

Death of a Thousand Paper Cuts

The Skirmisher attacks a lot, but they deal low damage. This can make it tough to fight very strong opponents that have high armor. There are several moves that can help the Skirmisher overcome this. Armor Break allows them to remove an enemy's armor bonus in a specific area. It might be difficult to hit and the enemy might try to counter it somehow, but if damage is dealt to this area, the attack ignores armor.

Also, the Skirmisher can always temporarily drop their shield on the ground (dramatically of course). Adaptive Shielding gives them a +2 piercing to their melee attacks when they're not wielding their shield.

Spear Synergy

The synergy between Spear Master, Power Throw, Desperate Throw, and First Blood is intended and encouraged. They won't know what hit 'em.

Death: Final Throw

As with any death move, this should be as dramatic a moment as possible. Most targets should die instantly from the Skirmisher's spear throw. If they don't die, then they should be weakened somehow or a vulnerability should be revealed.

The dragon's wing should break. The God King should bleed, showing he is mortal after all.

This is the spear throw they will tell stories about.



Slayer

Dry throat, red eyes, your hands shake, your muscles ache. How long has it been? Food doesn't help, even if you could keep it down. Sleep? You know it's futile. No, what you need is... there! Movement in the trees! You leap, the beast roars, there's blood and fur and something like pain. And then it's over. You pluck back the blade of silver and your body shivers. Euphoria. You laugh, you sigh. You are the Slayer.



STARTING MOVES



BLOODTHIRST

When you roll 6- on any move, gain 1 Thirst. It has been too long since your last kill, causing your body to begin to show symptoms of withdrawal.

WITHDRAWAL

As your Thirst grows, your health begins to deteriorate. Bloodshot eyes, muddled thoughts, you grow anxious and irritable. Your stomach sours, your muscles ache and tremble. Restlessness quickly turns to insomnia. Death lurks ever closer, you're sure of it.

[THIRST]

When you gain a point of Thirst, take a debility you do not already have. If you have all 6 debilities, take 1d6 damage (ignores armor).

SLAYER'S STRIKE

When you Hack and Slash, you may roll+THIRST instead of STR/DEX.

CATHARTIC KILL

When you deal the killing blow to a person, monster, or beast, your Thirst is quenched and resets to 0. Any debilities caused by Withdrawal quickly fade away.

SLAYER'S ARSENAL

When you know of a specific weapon, tool, or substance that will aid in the slaying of a creature, unpack all of your slaying gear and start searching. If it's relatively cheap or common, you have it. If it's expensive, rare, or unique, roll+STR.

*On a 10+, the GM will say you have it or something useful.

*On a 7-9, the GM will pick one:

- You have it, but it needs to be repaired, charged, or assembled
- You have it, but there are serious drawbacks to using it
- You remember having it, but it was stolen or lost
- You don't have it, but you do find a hint on where it is or how to get it

OLD FRIEND:

You have an associate that occasionally helps you on particularly difficult hunts. When you really need them, they're usually not far away. How did you meet? Did something happen to make you allies or do they just owe you a favor? Name them and choose their specialty:

☐ LIBRARIAN

Experts on lore, they can be called upon to research any subject. Sometimes they need time or a favor, but they always tell you useful information.

☐ MERCENARY

A Hireling that you can call upon to help you on a hunt. They have 10 Hireling points and usually no cost, but call upon them too much and they may start requiring something from you or they may call upon you to get them out of trouble.

☐ BARTENDER

Knows everyone who's worth knowing. Looking for someone? They'll point you in the right direction. Keen to acquire goods? They'll set up the deal.

MANIFESTATION

Your bloodthirst often manifests itself in unexpected and sometimes even helpful ways. Choose one:

☐ DEADLY THROW

When you Volley with a thrown weapon, you can use Slayer's Strike.

☐ ADRENALINE

When you Defy Danger with strength, you can roll+THIRST instead.

☐ TENACITY

You ignore the -1 effect of CON debilities.

☐ PENETRATING GAZE

When you Discern Realities on a creature you intend to slay, you can roll+THIRST instead of WIS.

STATS



Your base damage is d10.

Your maximum HP is 8+Constitution.



LOOK



Hungry Eyes, Bloodshot Eyes, Tenacious Eyes

Flowing Hair, Mohawk, Piercings

Bandolier, Tinker's Pack, Hidden Weapons

Lithe Body, Hardened Body, Tattooed Body

BONDS



_____ has seen me at my worst.

I can always count on _____ to lead me to a kill.

One day, the time may come to slay _____.

_____ shares my thirst for combat.

GEAR



Your Load is 11+STR. You carry dungeon rations (5 uses, 1 weight), leather armor (1 armor, 1 weight), and your Slayer's Arsenal (4 weight).

Choose your weapon:

- ☐ Dual battle axes (close +1 damage, 2 weight)
- ☐ Spear (close, thrown, near, 1 weight)
- ☐ Claymore (close, +1 damage, two-handed, 2 weight)

Choose one:

- ☐ Bundle of javelins (2 ammo, thrown, near, 1 weight)
- ☐ Crossbow (near, +1 damage, reload, 3 weight)
- ☐ A trophy from a recent kill worth 4d8 coins

ALIGNMENT



☐ GOOD

Show mercy despite your thirst

☐ NEUTRAL

Use your thirst to slay a grand foe

☐ CHAOTIC

Withhold satisfaction to drive your thirst to dangerous levels

☐ EVIL

Slay an undeserving creature to sate your thirst

WHEN YOU DIE
(IF YOU FAIL OR FORGO LAST
BREATH), YOU CAN USE THIS MOVE:

SOULBOUND SLAYER

THERE WAS A NAME ON YOUR LIPS WHEN YOU FELT YOUR HEART STOP. WAS IT A BEAST? WAS IT A PERSON? WHEN YOU DIE, SAY THE NAME ALOUD. YOUR SOUL IS NOW BOUND TO HUNT AND SLAY THE CREATURE YOU HAVE NAMED. YOUR HEART MIGHT NOT BE BEATING, YOUR BODY MIGHT BE IN SHAMBLES. IT DOESN'T MATTER.

THE BLOODTHIRST CONSUMES YOU. FOR AS LONG AS YOUR QUARRY LIVES, YOU HAVE CONTROL OVER YOUR BODY. YOU MAY ACT AS IF YOU STILL LIVE, BUT YOU PERMANENTLY HAVE 6 THIRST. YOU MUST PURSUE YOUR TARGET OR YOU WILL LOSE CONTROL.

YOU DO NOT NEED TO EAT OR SLEEP. IF YOUR BODY IS DESTROYED, THEN YOUR SOUL WILL BE A PHANTOM, HAUNTING YOUR QUARRY UNTIL ITS DEATH. FIND THEM, SLAYER, KILL THEM, AND ONLY THEN MAY YOU REST.

ADVANCED MOVES



When you gain a level from 2-5, choose from these moves.

☐ **PARCHED**

When you use Slayer's Strike and deal damage, add your Thirst to the damage.

☐ **USEFUL SYMPTOMS**

Choose an additional Manifestation.

☐ **MARKSMAN**

When you Volley with bows or crossbows, you can use Slayer's Strike.

☐ **WELCOME THIRST**

When you awake in the morning, you can choose to add 1d4 Thirst (and any associated Withdrawal symptoms).

☐ **WILDLING**

Take a move from the Ranger class list. If there is already a Ranger, they'll need to help you tame the beast or learn the move.

☐ **INSOMNIA**

When you Take Watch, you can roll+THIRST instead. On a 10+, you also deal +1d4 Damage against the approaching enemy.

☐ **EUPHORIC SLEEP**

When you Make Camp and sleep with 0 Thirst, you gain all your HP back (instead of just half).

☐ **ENSNARE**

You are a bolas expert. When you throw your bolas to ensnare an enemy, roll +DEX.

*On a 7+, the enemy is ensnared.

*On a 10+, the bolas cannot be easily untangled.

☐ **WITH FRIENDS LIKE THESE**

You've made unlikely allies with monsters or other nasties in the past. Maybe they saved your life or gave you vital information, whatever happened, it was enough to spare them. Because of this, you can occasionally call upon Hirelings that are monsters or corrupted humanoids. Perhaps they're not as bad as everyone thinks? Sometimes, they'll have a Cost associated with their monstrous nature, like needing to feed on human flesh. If it doesn't work out, you can always just slay them, right?

☐ **SPONSOR**

By taking this move, you acknowledge you might have a problem. When an ally attempts to calm your bloodthirst, roll+Bond.

*On a 10+, your Thirst is reduced by half (then it's rounded down).

*On a 7-9, your Thirst is reduced by 1.

When you gain a level from 6-10, choose from these or the level 2-5 moves.

☐ **I'LL SLEEP WHEN YOU'RE DEAD**

When you use Slayer's Strike and fail to slay the target, your next attack against that foe deals +1d8 damage.

☐ **SLAYER OF GIANTS**

When you Defy Danger against a Large or Huge enemy, take +1.

☐ **ARMORED SLAYER**

You ignore the clumsy tag on armor.

☐ **TASTE FOR THE HUNT**

When you taste something a creature has left behind, such as its blood, hair, or excrement, the GM will tell you the species of the creature. Take +1 Forward against it.

☐ **SLAYING GANG**

Add an additional Old Friend or give your existing ally an additional specialty.

☐ **CONSTRICTION**

Requires: Ensnare

When you throw your bolas and get a 10+, deal your damage. If this damage would kill the target, they fall unconscious instead.

☐ **SIGNATURE KILLER**

You gain the Signature Weapon from the Fighter playbook. If there is already a Fighter, they must forge your weapon or greatly aid in its procurement.

❑ CORRUPTED

Sometime recently or in your past, you had a close call with a virulent monster. You managed to prevent it from fully infecting you, but you remain partially tainted. You gain a benefit (such as unnatural regeneration, speed, or reflexes), but also a detrimental side effect or weakness (such as daylight, silver, or holy relics).

❑ AEGIS INK

You have a tattoo that offers immunity to a specific magical effect or ability (such as possession, hypnosis, or mind control). Describe what the tattoo looks like. The symbol will protect you as long as it remains intact.

❑ BLISS

When you use Cathartic Kill, you are immediately healed for as much Thirst as you possessed.



GM ADVICE

A Warning

This class should probably be considered “advanced”. It is very possible to end up killing yourself when playing as a Slayer, maybe even in the first session. It may take a little while for the player to understand how to balance their Thirst; when to satisfy it and when to withhold satisfaction.

Bloodthirst and Withdrawal

The Slayer is powerful, but they’re also an addict. They can be perfectly normal one minute and seriously jonesing the next. But that’s part of the fun!

With every point of Thirst, the Slayer gets more powerful at killing, but potentially worse at everything else. Sometimes, a debility will contribute to a failed roll which will lead to another debility, and the Slayer will spiral down into withdrawal.

That’s intended. That goal is for the player to feel genuine fear at their rising Thirst. When a player says something like “Oh man, I really need to kill something or I’m a goner!” You’ll know it’s working.

Slayer’s Arsenal

An important part of this move to note is the clause “or something useful” on a 10+. If the players need The Sword of Kelthar to slay a beast, it’s okay to say the Slayer doesn’t have it. Once in awhile they *should* have something as rare and cool as that (so they feel like a badass), but not necessarily always. Instead, the Slayer may not have that exact sword, but they do have Kelthar’s Whetstone that will make the sword more powerful when they do find it.

Old Friend

In popular fiction, a slayer or hunter might be the star, but they almost always have backup. The Old Friend is one source of help. It’s also a perfect opportunity for some great character drama and plot. Don’t be afraid to use these NPCs in your campaign. Make them feel real, get the players attached, and then put the Old Friend in danger.

If something happens to them, eventually you’ll want to introduce a “new” Old Friend for the Slayer to call.

Death: Soulbound Slayer

Usually it’s best to allow the Slayer to get their kill relatively quickly so they can truly die and move on. However, if it’s interesting to your group, you can draw this out over multiple sessions. Just make sure the Slayer is always trying to continue their hunt; don’t let them spend too much time delaying the inevitable.





Templar

You must seek out the seeds of heresy and evil; you must show this vile world it can be made clean once more. Foul beasts and blasphemers shall be the kindling to your righteous fires. And if the cleansing flame grows so hot that you too must be consumed, then you will burn in contentment, knowing you leave the world closer to absolution.



STARTING MOVES



WRATH EMBODIED

You are heavenly vengeance made manifest and Wrath is your currency. The more pure your soul, the more holy power can pass through you. If your soul is immaculate, then you have 3 Wrath (the max).

When you spend time performing your purification ritual (an uninterrupted hour or so), set your Wrath to the max.

PENANCE

When you quickly perform penance, take 1d4 damage (ignores armor) and gain 1 Wrath. Penance is self-punishment, such as tightening a cilice, using a whip or knout, or other forms of mortification of the flesh. This type of brutal penance might be painful, but it's the only way to purify your soul quickly, such as in the midst of a battle.

[WRATH: / 3]

SMITE

When you Hack and Slash, on a 10+ you may spend a Wrath to deal +1d4 extra damage.

DIVINE FORCE

When you Volley, on a 10+ you may spend a Wrath to forcefully knock back all enemies who are close by to where your volley landed.

BLINDING LIGHT

When you Defy Danger, on a 10+ you may spend a Wrath to emit an immensely bright holy light that temporarily blinds your attacker.

CONSECRATED GROUND

When you Defend, on a 10+ you may spend a Wrath to consecrate the ground around you. When an enemy first enters consecrated ground, they take damage equal to your level.

CONFESSION

When you hear someone else confess a sinful act or wrongdoing, you can grant them absolution. The confession can be a recent action or something that happened in the character's past. Roll +CHA.

*On a 10+, they are healed for 1d8 damage.

*On a 7-9, they are healed, but the confession sullies your mind and you must immediately perform penance, take 1d4 damage (ignores armor).

INQUISITOR

When you hold a captive for questioning, roll+CHA.

*On a 7+, the captive (the GM) will tell you three statements: two are true, but one is a lie.

*On a 10+, the GM will tell you one of the three statements that is definitely true (leaving the 2 unknown statements). If you choose to press the captive further, pick a statement that you guess to be the lie. Your methods cause significant emotional or physical scars, but if you picked the lie correctly, the captive will break and truthfully answer any questions you ask.

*On a 6-, they won't break, or they hold back, or something went very, very wrong. Oops.

FACETS OF INQUISITION

There are many facets of inquisition, **choose one you favor**:

☐ FEAR

+1 to Parley when the character fears you

☐ SURPRISE

+1 Piercing against surprised enemies

☐ RUTHLESS EFFICIENCY

When Quartermaster on a Perilous Journey, treat 7-9 as 10+

☐ FANATICAL DEVOTION

Ignore the effects of Charisma debilities

STATS



Your base damage is d8.

Your maximum HP is 8+Constitution.



LOOK



Doubting Eyes, Vengeful Eyes, Sad Eyes

Bald Head, Helmet, Mitre

Red Robes, Shining Armor, Simple Garb

Scarred Body, Thin Body, Strong Body

BONDS



I worry _____ is practicing heresy.

I don't trust _____, but they make a powerful ally.

_____ saw me stray from the righteous path. Never again.

I have heard the secret confessions of _____.

GEAR



Your Load is 10+STR. You carry dungeon rations (5 uses, 1 weight), interrogation tools and a penance device, such as a cilice, whip, or knout (1 weight).

Choose your weapon:

☐ Short sword (close, 1 weight) and shield (+1 armor, 2 weight)

☐ Flail (close, +1 damage, 2 weight)

Choose your defenses:

☐ Chainmail (1 armor, 1 weight)

☐ Shield (+1 armor, 2 weight)

Choose one:

☐ Bag of books (5 uses, 2 weight)

☐ A recent offering of 3d6 coins

ALIGNMENT



☐ **LAWFUL**

Show no mercy when extracting a confession

☐ **GOOD**

Uncover a vile or dangerous truth

☐ **EVIL**

Cause a heretic great pain before they expire

WHEN YOU DIE
(IF YOU FAIL OR FORGO LAST
BREATH), YOU CAN USE THIS MOVE:

ANGEL OF WRATH

Let the cleansing fires consume the vile and unworthy. Let them know my wrath.

WHEN YOU DIE, YOUR EYES BOIL AND BURN AWAY AS HOLY LIGHT POURS OUT OF YOU. EVERY INCH OF YOU RADIATES HALLOWED FLAME. YOU WIELD THE SWORD OF VENGEANCE, THE SHIELD OF RIGHTEOUSNESS, AND YOUR GAZE PIERCES THE SOULS OF ALL YOU LOOK UPON. THE GROUND YOU TOUCH IS FOREVER CONSECRATED. UNTIL YOUR WRATH IS DELIVERED TO THOSE DESERVING NEARBY, YOU SUCCEED AT EVERY ROLL AND DEAL MAX DAMAGE. THE GM WILL SOON TELL YOU YOUR WORK HERE IS DONE.

EMBRACE SERENITY, TEMPLAR, YOU HAVE LEFT THIS PUTRID WORLD ONE STEP CLOSER TO ABSOLUTION.

ADVANCED MOVES



When you gain a level from 2-5, choose from these moves.

☐ RED HOT WRATH

The weapon you wield glows hot with holy power, add your current Wrath to your damage. Additionally, Smite costs no Wrath on a 10+.

☐ ARMOR OF WRATH

The armor you wear is charged by the purity of your soul. You ignore the clumsy tag on all armor. When an enemy's skin touches your armor, they take your current Wrath in damage (ignores armor).

☐ CLEAN CONSCIENCE

When you hear someone's Confession, they deal +1d4 damage on their next attack.

☐ PROPHECIC DREAM

When you sleep for at least a few hours, you have a vague dream warning you of a danger that will be faced in the next day or so. You awaken with 1 Prophecy. Spend a Prophecy to make a Defy Danger an automatic success (10+).

☐ KEEN TO INQUIRE

When you use Confession or Inquisitor, you can roll +Wrath instead of +CHA.

☐ STENCH OF GUILT

You can sense the guilt that weighs on someone as if it were an odor. Most people have at least a minor stink, but some reek of guilt. Beware of those who have no stench; you know how rare the truly pious are. It's much more likely you have found genuine evil that feels no guilt at all.

☐ WARMING UP

When an ally Aids you, instead of taking a +1, you can choose to gain 1 Wrath.

☐ WHITE KNIGHT

Choose one move from the Paladin class list. If there is already a Paladin, you must have similar beliefs or goals, or at least a mutual respect.

☐ CLEANSING CENSER

You gain a blessed censer that emits holy flames of purification. It hangs from a chain and can be used as a melee weapon with Reach and +1 damage. When you Make Camp and purify the campsite, anyone who sleeps at least a few hours is healed to full HP.

☐ JUDGMENT

When you declare someone deserves punishment, spend 1 Wrath. The next time they deal damage, they are also harmed for 1d6 damage (ignores armor). Describe what form this punishment takes (it may appear coincidental or blatantly celestial).

☐ HOLY VENGEANCE

When you kill an enemy that has done you harm, you gain 1 Wrath.

When you gain a level from 6-10, choose from these or the level 2-5 moves.

☐ SOUL FIRE

Smite now deals +1d8 extra damage instead and can be used on a 7+.

☐ NOBODY EXPECTS

You gain the benefits of all Facets of Inquisition.

☐ FRIEND OF SINNERS

When you hear someone's Confession, on a 7+ they are healed for 2d8 damage instead and penance is not owed. On a 10+, you are also healed for 1d8 damage.

☐ VIVID PROPHECY

Requires: Prophetic Dream

When you have a Prophetic Dream, you awaken with 2 Prophecy instead and your dreams can be about anyone you have a bond with.

☐ WE HAVE WAYS

When you act as Inquisitor, you can treat a 6- as a 7-9, or a 7-9 as a 10+, but the captive dies at the end of your brutal interrogation.

□ ZEALOTRY

When you use your holy authority to convince a believer to do something clearly dangerous, roll+CHA.

*On a 7+, they do it, but you must spend a Wrath for each option you select.

*On a 10+, you can choose one option for free.

- They'll try as hard as they possibly can without hesitation
- They won't give up when faced with certain death
- They'll spread the word and try to get other believers to help

□ HOLY CRUSADE

Requires: White Knight

Choose an additional move from the Paladin class list. If there is already a Paladin, they can choose to take a move from the Templar list when they gain a level.

□ MIRACLE OF HEALING

Requires: Cleansing Censer

When you Make Camp using your Cleansing Censer, anyone who sleeps at least a few hours can choose to heal to full HP or remove 1 Debility.

□ BLESS ALLY

When you Aid an ally, you may spend a Wrath to choose one:

- Their weapon is blessed and deals +1d8 damage on the next attack.
- Their armor is blessed and the next damage they take is halved.

□ WRATHFUL

You can choose to use Divine Force, Blinding Light, and Consecrated Ground on a 7+ instead of a 10+. Furthermore, on a 12+, you gain the effect for free.

GM ADVICE

Inquisitor Usage

This move can take a few tries to get the hang of it, but once you do, it makes interrogations a lot of fun. When you come up with the three statements, try to keep them as simple as possible. A statement can be something relevant to the situation or it can just be a fact about the NPC. Here's an example:

GM: Okay, you tie up the poor merchant.

Xan: I unpack my interrogation tools slowly in front of him. I say menacingly: Tell us what you know about the Cult of Korthaka!

GM: He looks afraid but sits up tall in his chair. Roll!

Xan: I got an 11. This guy better spill it!

GM: As you begin interrogating him, he tells you three statements; two are true, but one is a lie.

The first is: "I went to one meeting, but that's it!"

The second is: "I only just moved here recently!"

The third is: "I stay away from those Korthaka people!"

Xan: I got a 10+, so you tell me one that's true, right?

GM: Oh yeah, so you remember his house looked like it was built recently. You conclude statement 2 is definitely true. Statement 1 or 3 is a lie, which is it?

Aryn: Hey Xan, what if he's just supplying them?

Xan: Hmm, maybe! Okay, I push him further. 3 is a lie!

GM: Your methods cause some scarring, but he breaks fairly quickly. And you're right, he has been selling to the Cult. He was lying about staying away from them. His spirits are broken. He'll answer any question now.

Xan: Mwahahahaha!

Aryn: I feel dirty.

As you can see, by guessing what statement was the lie, you make the captive realize they're powerless. They'll break and answer any question truthfully. If you guess incorrectly, they'll know they can hold back the juicy information. Just like real life!*

(*Not really. Real torture is bad and unreliable. We also don't condone smiting, mortification of the flesh, or using a flaming claymore to murder people and take their stuff.)

Death: Angel of Wrath

After the Templar dies, they temporarily become an angel of wrath. Generally this will only last a scene, but make sure it's a climactic one. If the effect needs to last a little longer to make the Templar feel like they're really making a difference, that's perfectly acceptable. Possibly even until the end of the session. Remember, it needs to be memorable!

FATE PLAYBOOKS



Battlemaster

tactical maven, gambit expert

"I HAVE A PLAN."

Your spear throw connects but it only enrages the grotesque shambler as its tentacles rip your shield away. It pulls you in close and the beast's great maw finally opens. You shout, "NOW!" as you throw the blue oil flask straight down its bellowing gullet. The hidden archer is revealed and lets loose an arrow of flame. The explosion tears the shambler apart. You land on your back smiling, as entrails drop nearby. Another plan well executed.

Channeler

conduit to raw magic, elemental summoner

"I AM THE GATEWAY."

Let the mages wield their spellbooks and grand wisdom. None of them have what throbs inside of you: a conduit to pure magic. Your body is the gateway, like a dam holding back an ocean of power. "Does it hurt?" They always ask. As if the scars you bear are not answer enough. You think you know the cost, but truly, how much can flesh weather? You expect you'll find out, one way or another.



Necromancer

corpse crafter, hexbody

"ARISE!"

Well, here you are. Run out of another town. "Grave robber!" They wailed. "Maniac! Death caller!" Death... caller? Pah! Do they not see? You are the life bringer! That which was dead now RISES! The sages say death conquers all. Then who are you, if you have bested death? You will show them; and then what will they shout? Nothing. For the dead do not speak.



Shaman

totem carver, spirit binder

"CAN YOU NOT HEAR THE MURMUR?"

The carving knife scrapes against bone, the tibia of a satyr not long dead. Your finger spreads the black-green paste, mashed root beetles, painting long whirling lines. You hold the finished totem up to the light, pride unhidden. Your companions watch through squinted eyes as you begin to whisper. The fire dims blue, and then comes the murmur. The spirits are alive this night. And you call each by name.

Skirmisher

battle adept, opportunistic striker

"TIMING IS EVERYTHING."

A blacksmith has their hammer, a painter their brush. With spear and shield, you are a craftsman, an artist like them, but your trade is war and your canvas is the battlefield. Other warriors will call you coward. They'll shout at you to stand still as they attack with barbarous strength. But you are speed incarnate. Precision personified. You won't stop moving until they fall to the ground bleeding from a dozen wounds. And then you'll stand above them. Unscathed.



Slayer

walking arsenal, addict

"I'LL SLEEP WHEN YOU'RE DEAD."

Dry throat, red eyes, your hands shake, your muscles ache. How long has it been? Food doesn't help, even if you could keep it down. Sleep? You know it's futile. No, what you need is... there! Movement in the trees! You leap, the beast roars, there's blood and fur and something like pain. And then it's over. You pluck back the blade of silver and your body shivers. Euphoria. You laugh, you sigh. You are the Slayer.

Templar

red hot wrath, holy inquisitor

"TAKE PENANCE, OR KNOW VENGEANCE."

You must seek out the seeds of heresy and evil; you must show this vile world it can be made clean once more. Foul beasts and blasphemers shall be the kindling to your righteous fires. And if the cleansing flame grows so hot that you too must be consumed, then you will burn in contentment, knowing you leave the world closer to absolution.





Battlemaster

Your spear throw connects but it only enrages the grotesque shambler as its tentacles rip your shield away. It pulls you in close and the beast's great maw finally opens. You shout, "NOW!" as you throw the blue oil flask straight down its bellowing gullet. The hidden archer is revealed and lets loose an arrow of flame. The explosion tears the shambler apart. You land on your back smiling, as entrails drop nearby. Another plan well executed.



ASPECTS



DEATH EVENT:

GRAND PLAN

It's time. All of your preparation for this moment must finally come to fruition. Your grand plan is revealed and your death proves to be the final gambit. Your allies may have known all along or maybe you kept them in the dark, knowing they wouldn't understand.

Work with the GM to reveal this master plot. The plan should give your allies a major boon or advantage, or set up your enemies for destruction, or set major world events in motion. Rest in peace, Battlemaster, knowing even now in death, the goals you had in life will soon be achieved.

HIGH CONCEPT

The Battlemaster looks like any other warrior and they'd love you to think as much. But underneath, their mind is racing, formulating plans and all manner of tactics. Their High Concept aspect should reflect their affinity for battle and tactical nature. Knowledge and strategy cut deeper than swords.

TROUBLE

Everyone has weaknesses; a good Battlemaster will know their own vulnerabilities as well as their enemy's. Trouble aspects don't need to be related to being a Battlemaster, they can be things like "Drunkard" or "Wanted for Murder". If you want the Trouble to be related, concentrate on their past experiences (with war trauma or tactical sacrifices) or take their tactical nature to an extreme (like making them paranoid or a cold calculator).

DETAILS

Additional aspects can be anything, but good areas to concentrate on are history, relationships, and tactical tendencies. What events in your past affected you most? Who trained you? Who did you fight with or against? Do you tend to favor a particular tactic (like Reckless or Defensive)?

The Battlemaster
Tactical Mind
Natural Tactician
Battlefield General
Trust In My Stratagem
Always Follow the Plan
Tactics Are My Weapon
Knowledge is Power
War History Buff
Heavily Armored
Battle Blooded
Master of the Gambit
Strategy
Aggression is Medicine
Always First to React
Evasive Maneuvers!
Defense is My Offense

I'll Show Them Reckless
Reckless Abandon
War Hero
Born on the Battlefield
Cold Calculator
My Plans Always Succeed
Veteran of War
Dirty Trickster
I Live By My Wits
Enlisted Man/Woman
Calm and Collected
Always the Bait
Grand Planner
Everything's Out to Get Me
Love a Good Ambush
Paranoid
Khan of War

Gambit Expert
Battlefield Brute
Tactical Maven
Read You Like a Book
Cautious to a Fault
I Meant To Do That
All Part of the Plan
Be My Bait
I Trust __ With My Life
__ is My Student
__ is My Battle Brother
__ is My Pawn
__ Was My Teacher
__ Makes Good Bait
__ Is My Sworn Enemy
Sworn to Protect ____

STUNTS



When you take an aspect that grants you a truly tactical mind, you can take the Change Tactics stunt. This stunt gives different benefits depending on your current tactics.

CHANGE TACTICS

At the start of every scene, choose one Tactic to be active. You gain the corresponding Stunt, the title of which acts as a temporary Aspect that can be invoked or compelled normally. Spend a fate point during a scene to change to a different tactic.

Aggressive Tactic: +1 when you attack with Melee

Cautious Tactic: +1 when you defend with Melee

Reactive Tactic: When you defend with Melee, getting a tie or a success gives you a boost.

Defensive Tactic: +2 when you defend with Melee if you're standing in defense of someone or something

Reckless Tactic: +2 when you attack with Melee, but -2 when you defend with Melee.

GAMBIT

Once per scene, when you or an ally takes a consequence, unveil your plan and create a situation aspect with a free invocation.

BAIT

Once per scene, you can create an advantage for free, but only if you or an ally is put in great danger.

WAR KNOWLEDGE

+2 when using Knowledge to overcome something related to historical battles, military figures, martial weapons or armor.

WELL TRAINED

+2 to Knowledge when creating an advantage if it's something you've read or were trained to do.

BLOCK AND STRIKE

When you defend with Melee and succeed with style, you can inflict a 2 shift hit instead of the boost.

BATTLE LEADER

+2 when you use Rapport against soldiers, sellswords, or military personnel.

COMBAT SIGHT

You can use Knowledge instead of Perception to determine turn order in a conflict, if your tactical prowess and training would give you an edge.

GO FOR THE SWEET SPOT

+2 when you use Melee to attack against heavily armored opponents.

BATTLEFIELD MOTIVATION

+2 to Rapport when you deliver an inspirational speech to allies or a crowd.

DESPERATE MANEUVER

Once per scene, you can rally your allies. Any ally who has taken a consequence in this scene gets a boost (+2) on their next roll.

AMBUSH

+2 to Knowledge when you use it to set up an ambush or trap.

INTELLIGENT DEFENSE

You can use Knowledge to defend against Melee, provided you are familiar with the enemies technique or strategy.

PHASE 2

When you take an enemy out of the conflict, you can immediately Change Tactics for free.

SELF DEFENSE TRAINING

Once per session, you can teach your allies how best to defend against the enemy you're about to fight. You and your allies get a situation aspect for the next conflict and everyone gets 1 free invoke each when using it to defend against that enemy.

ALL PART OF THE PLAN

Once per session, you can spend a fate point to ignore a mild consequence or reduce a moderate consequence to a mild consequence.

HEAVY ARMOR TRAINING

When you are wearing heavy armor, you always have +1 when defending with Melee.

EXPLOIT WEAKNESS

+2 when you use Perception to create an advantage by finding an enemy combatant's weakness.

BATTLE OF WITS

You can use Knowledge in place of Stealth, provided you had time to study or research what you're hiding from.



Channeler

Let the mages wield their spellbooks and grand wisdom. None of them have what throbs inside of you: a conduit to pure magic. Your body is the gateway, like a dam holding back an ocean of power. "Does it hurt?" They always ask. As if the scars you bear are not answer enough. You think you know the cost, but truly, how much can flesh weather? You expect you'll find out, one way or another.



ASPECTS



DEATH EVENT:

RUPTURE

You always wondered what would happen to your conduit if your body wasn't here to impede it. Well, now the world gets to find out. The dam has broken. What's left of your body explodes as raw magic pours through. Everyone nearby is engulfed or thrown backwards.

Your conduit now hangs in the air, forever a gateway to the elemental planes. The area around this location will be permanently irradiated with your magic and quickly show signs of your primary element. Truly, Channeler, you have left your mark on the world.

HIGH CONCEPT

Half monk, half magic user, the Channeler has a conduit to raw magic inside of them. At any time, they can open the conduit and release the magic through their emanation point. Often this will harm their bodies in the process, if they're not careful. A Channeler always has a primary element (such as flame, frost, shock, shadow, wind, or water) and an emanation point (like forehead, eyes, mouth, chest, fingers, or palms).

TROUBLE

The biggest trouble to a Channeler is always going to be themselves. If they open their conduit too far, the magic will take its toll out of their body. Channelers tend to have scars or other visible signs of this distress. For other possible Troubles, they can also be power hungry or arrogant from knowing how much power they can wield.

DETAILS

Additional aspects might be related to how they view their body or their power. Some might treat their body as a temple and put runes and tattoos on their skin. A Channeler may have had a traumatic childhood due to their abilities. Or maybe there was an event that awakened their powers?

The Channeler

Conduit to Raw Magic

Elemental Summoner

Hands of Flame

Master of the Wind

Shadowy Eyes

Elemental Conduit

Shocking Fingertips

Icy Glare, Literally

My Body Is Damaged

I Am My Own Worst Enemy

Self-Inflicted Scars

I Am the Devastator

Fire Does Not Harm Me

I Wield Dual Conduits

Bender of Flame

Gateway to Magic

Mistress Freeze

Elementals Do My Bidding

Immune to Lightning

Elemental Warrior

The Iceman Cometh

Armor of the Elements

Water Dancer

Shadowmolder

Frost Champion

The Dwarven Torch

Chaotic Elementalist

Pyromaniac

Breather of Fire

Barely Contained

Burn, Baby, Burn

Ravaged Body

Ice To Meet You

Glowing Eyes

Complicated Childhood

Never Enough Power

Body Can't Take Much More

Covered in Calluses

Energy Blaster

Wind Waker

I See the Raw Potential in __

Planar Touched

They Will Know My Power

Hair of Fire

My Conduit Helps The Needy

Minor Control Issues

Wanted: Wanton Destruction

Runic Tattoos

Elemental Subjugator

STUNTS



When you take an aspect that gives you permission to have a Conduit, you gain the Conduit Channel stunt for free. This allows you to use the Physique skill as your primary way to attack and gives you access to all further stunts.

CONDUIT CHANNEL

You can channel elemental magic through your conduit, allowing you to make magic attacks with Physique.

THREAD THE NEEDLE

You can choose to add +1 when you use Conduit Channel but you take 1 shift of stress on a tie or failure.

HAZARD

You can use Conduit Channel to create advantages when targeting the environment.

TELEPORT

Once per scene, you can use your elemental magic to teleport two zones for free.

BARRIER

You can use Conduit Channel to defend against Melee attempts.

PIERCING

+2 when you use Conduit Channel to attack against heavily armored opponents.

FORCEFUL

+2 when you use Conduit Channel to create advantages if that advantage involves knocking the target down or into something.

SUMMON ELEMENTAL

Once per session you can beckon to what lies beyond your Conduit and summon forth an Elemental being. The Elemental has 3 stress boxes and you can Conduit Channel through it with an additional +2, as long as you remain in control of it.

ELEMENTAL MASTER

You can spend a fate point to Summon Elemental if you have used your free session summon.

DEVASTATION WAVE

You can use Conduit Channel with a +2 but you take 1 shift of stress.

ELEMENTAL UNLEASHED

If you are controlling an Elemental and you take a hit, you can negate the full attack (stresses or consequence) but doing so unleashes the Elemental. It is now controlled by the GM and could be hostile, friendly, or just bored.

BENDER OF THE ELEMENTS

Your control over your element reaches beyond your body. +2 when you use Conduit Channel to manipulate anything in the nearby environment made of your conduit's element to create an advantage.

FALLOUT

Once per scene, when you kill an enemy by using Conduit Channel, you turn the victim into a hazard and create an environmental aspect with a free invocation.

ELEMENTAL CALLUS

+4 when overcoming or defending against your primary element.

OSMOSIS

Once per scene, when you touch something of your primary element in the environment, you can heal one of your stress boxes.

DUAL CONDUITS

Choose another element. With a grunt or a snap of the fingers, you can toggle your Primary Element to this second element, or vice versa. Only one of the two elements can be considered your Primary Element at a time.

ELEMENTAL WARRIOR

Your primary element engulfs the weapon you wield. You can Conduit Channel in place of a Melee attack when attacking with your weapon.

ELEMENTAL CHAMPION

If you use Elemental Warrior and succeed, you still get a boost.

CORPOREAL TRAUMA

When you Conduit Channel and get a failure or tie, you can treat it as if you succeeded with style (3-shifts), but you immediately take a mild consequence from letting too much magic through.

AFFLICTION

When you succeed with style when using Conduit Channel, you can add a situation aspect with a free invocation to the target instead of a boost. This aspect should be something your primary element has done to them, such as "Melted Weapon" or "Frozen Limb".



Necromancer

Well, here you are. Run out of another town. "Grave robber!" They wailed. "Maniac! Death caller!" Death... caller? Pah! Do they not see? You are the life bringer! That which was dead now RISES! The sages say death conquers all. Then who are you, if you have bested death? You will show them; and then what will they shout? Nothing. For the dead do not speak.



ASPECTS



DEATH EVENT:

UNDEAD ARMY

Vengeance. Vengeance and hate. That's all that's left when your vision fades to black...

And then the earth begins to tremble. Hands of bone and decaying flesh burst forth. Hundreds of bodies dig their way out. Your corpse collection rises to lead the horde of undead. They seek only one thing: revenge. The ones who caused your death will be torn apart.

Your army will exist until your vengeance is achieved or every last one of them is destroyed. Let them know true peril, Necromancer, show them once and for all.

HIGH CONCEPT

Central to the Necromancer is their ability to raise the dead. They may or may not be evil, but they do tend to gravitate toward darker impulses. They always have a unique perspective on death. Feel free to add additional descriptors like "Infamous Necromancer" or "Misunderstood Necromancer" to flesh out your High Concept.

TROUBLE

Most people don't take kindly to their friends being raised from the dead. Often, a Necromancer's biggest trouble will be the living. How do you view others? Do they not understand you? Or do you just not care what they think? Maybe you've made some powerful enemies in your disturbed past. Necromancers tend to be frail and physically weak. They also work with corpses all day, you can imagine what that does to their appearance (and scent).

DETAILS

Due to their proximity to dark magic, often Necromancers have body alterations such as sewn on limbs or hexed body parts. A detachable hexed eye might allow them to spy on others. Other aspects should concentrate on their past. Did they flunk out of wizard school? Were they a cleric or paladin before they chose a darker path?

The Necromancer
The Dead Will Rise
Infamous Gravedigger
Death Is Only the Beginning
Hex: All Seeing Eye
Hex: Lendable Ear
Hex: Idle Finger
Hex: Creepy Toe
Corpse Crafter
Corpse Collector
Reaper of Souls
Stitcher of Limbs
Hexed Canopic Jars
Brain Eater
Brrraaaaains...
I Will Curse You
Hopeless Necromantic
Hexbody

You Will Fear Me
Ooo, a New Corpse!
____ is my Minion
I Horrify ____
Amalgamator
Life Sapper
Swarm of Undead
Meet My Abomination
Extra Appendage
Cranium Accessories
Skin and Bones
I Want ____ Undead
Careful, I'm Fragile!
Evil Cackler
Don't Mind the Smell
Looks Like Death
Curse you ____!
Hated by the Living

Fallen Cleric
I Will Make You Pay!
Compulsive Monologuer
Cursed Mage
Thrown out of Magic School
Black Hearted
Organ Transplanter
Haunted Past
Misunderstood Motives
Ex-Apprentice
____ Wants Revenge
Life Bringer
I Have Bested Death!
Mortiferous
I Fear Nothing
Master of Death

STUNTS



When you have an aspect that gives you necromantic abilities, you can take the Raise the Dead stunt.

RAISE THE DEAD

You can use Arcana to overcome death. Choose a nearby corpse that's around humanoid size or smaller. The GM will set the passive opposition based on how powerful the corpse was in life. Succeeding raises the corpse and puts it under your control. It has the "Undead Minion" aspect and any other aspects or stunts it had in life (that it would make sense to have). Only one corpse can be raised at a time.

UNLIVING LARGE

You can Raise the Dead on corpses that are exceptionally large.

CORPSE EXPLOSION

You can use your Arcana or your Undead Minion's Physique to force it to explode, making an attack against anyone nearby.

ABOMINATION

You can choose multiple corpses to combine into one Undead Minion, gaining the benefits of all the corpses and any new aspects that would make sense.

REPLACEMENT PARTS

Your knowledge of stitching together corpses allows you to reattach body parts, such as severed limbs, eyeballs, or teeth. It takes you a few hours and you'll need the original body part or one that is similar to the original. Besides stitch lines and a slight odor, the body part is as good as new.

CRANIUM ACCESSORIES

Instead of just stitching Replacement Parts, you can add entirely new body parts to yourself or others. New fingers, eyes, or even whole limbs. But beware, go too far and the GM may tell you about a side effect or complication...

HEXBODY

+2 when you use one of your hexed body parts (assuming you have a corresponding aspect) to gain an advantage.

DEAD MEAT SHIELD

You can use your Undead Minion to defend an attack against you for free, but the Undead Minion is destroyed.

GRAVE ROBBER

+2 when you use Thievery to steal a corpse.

THE SWARM

You can Raise the Dead on a group of creatures smaller than you. The swarm acts as one and gains the "Swarm of Undead" aspect.

MORRIFIC

+2 when you use you or your Undead Minion to Provoke someone by scaring them.

PIECE OF MIND

You can use Arcana in place of Knowledge when you or your Undead Minion can eat a portion of a sentient creature's brain and gain their knowledge.

CORPSE COLLECTOR

+2 when you use Resources to acquire a corpse.

DARK AURA

You can use Arcana instead of Deception when you animate a corpse purely to trick someone.

LESSER CURSE

+2 when you use Arcana to curse a target to create an advantage.

GREATER CURSE

Once per session, you can put a Curse aspect on someone or something that can be invoked or compelled. Such as "Curse: Unlucky" or "Curse: Klutz". The GM may give certain conditions like it requires: the blood of a creature, a lot of money, a rare component, considerable time, a special location, or there might be unintended consequences.

MORTICIAN

+2 when you Investigate a corpse or are dealing with anatomy.

LIFE SAP

Once per scene, you can transfer a stress from you to an ally, an ally to you, or an ally to an ally. The ally should probably be willing...

MONOLOGUE

You love a good monologue. You can use Arcana in place of Charisma to distract or preoccupy someone.

CARRY ME!

You can use your Undead Minion's athletics in place of your own, provided they can help you perform the action.





Shaman

The carving knife scrapes against bone, the tibia of a satyr not long dead. Your finger spreads the black-green paste, mashed root beetles, painting long whirling lines. You hold the finished totem up to the light, pride unhidden. Your companions watch through squinted eyes as you begin to whisper. The fire dims blue, and then comes the murmur. The spirits are alive this night. And you call each by name.



ASPECTS



DEATH EVENT:

THE LAST TOTEM

As all of your totems shatter and release the spirits held within, a chrysalis of spiritual energy forms near your body. Finally, the spiritual maelstrom dissipates, leaving your totemic legacy: an artifact of great power.

Work with the GM to create a powerful magic item. It could be an amulet, or spear, or any type of object. Its magical effects should be related to what you desired or stood for in life. Let this be your heirloom, Shaman, your spirit's endowment to future generations.

HIGH CONCEPT

You are the Shaman. The one who can hear the murmur of the spirits. Others may not understand the wisdom you possess, but they will quickly see the spiritual power you wield when you call each spirit by name. Your High Concept should convey your pact with the spirits or your totem carving ability.

TROUBLE

Often others do not understand your power and therefore they tend to fear it. And really, when you carry around bone carvings all the time and hear whispers on the wind, you're not doing your reputation any favors. Maybe you don't like leaving the wilderness or you have strange habits that alienate others. Or perhaps you hate when people disrespect the spirits and your need for vengeance is always causing problems.

DETAILS

Spirits are core to your being and there are many ways this can affect you. Do you have favorite spirits that you always call upon? Maybe you've befriended one that acts as your guardian? Perhaps there are certain items in your possession (such as Dreamcap Mushrooms) that serve your purposes, but others look down upon.

The Shaman
Spirit Talker
Spirit Catcher
I Hear Dead People
Totemic Warrior
Totem Crafter
Binder of Spirits
Spiritual Adviser
Wielder of the Lightning
Inciter of Spirits
Spiritual Medium
Maker of Talismans
Renowned by Spirits
Spirit Guide
I Owe the Spirit Realm
My Ancestors Watch Me
Wise Counselor

Wind Whisperer
Friend of the First Spirits
My Spirit is Restless
Seeker of Troubled Spirits
Master of Ceremonies
Sharer of Wisdom
Vengeful Spirit
Pact with Spirit Realm
I Watch Over ____
My Spirit Is Bound to ____
I Follow the Spirit of ____
Respect the Spirits!
Guardian Spirit: Boar
Guardian Spirit: Beetle
Guardian Spirit: Falcon
Guardian Spirit: Iron tree
Soulgazer

Listen to the Murmur
Namer of Spirits
Troubled Soul
Dreamcap Mushrooms
The Spirits Will Be Avenged
No One Is Past Help
Stranger than Strange
Prideful Carver
Eye of Wisdom
Eclectic
Witchdoctor
One with the Wild
Hermit
No One Understands Me
A Touch of Insanity
Your Ways Are Strange

STUNTS



When you have an aspect that grants you a spirit pact or communication, you gain the Spirit Pact stunt for free.

SPIRIT PACT

In place of taking a stunt, you can gain a Totem Spirit aspect instead (this has the same costs as a normal stunt). You can take one from the list or create your own and you can have as many as the normal stunt rules allow. When you have a few hours, you can craft a new totem and add or swap out an existing one (instead of waiting for a milestone).

Totem Spirit aspects symbolize a spirit that is bound to a totem you carry and they grant any permissions such an aspect would give. Sometimes totems will let you use your Spirit skill in place of other skills (like using Spirit in place of Volley using a Lightning Spirit).

Once per day, they have a free invocation, or you can invoke them as you would any other aspect. You are the Shaman, it's up to you to decide how invoking a spirit will help.

When your character invokes or uses a spirit, they must speak its name aloud. Here are some examples:

OFFENSIVE SPIRITS

Lightning Spirit	"yuka-oom"
Playful Tiger Spirit	"amotekun"
Prickly Porcupine Spirit	"paheen"
Constricting Python Spirit	"chu'a"

HELPFUL SPIRITS

Spirit of Mending	"naandawi"
Stubborn Turtle Spirit	"mishi-mishi"
Spirit of the Owl	"suu'ak"
Ornery Donkey Spirit	"balubera"
Whisper Wind Spirit	"madweyaashi"

POWERFUL FIRST SPIRITS

Spirit of the Earthformer	"senu-taahi"
Spirit of First Love	"senu-nayok"
Spirit of First Fear	"senu-goshi"
Spirit of First Trade	"senu-genv"
Spirit of First Harvest	"senu-lesqua"
Spirit of First Winter	"senu-wanber"
Spirit of First Spring	"senu-doona"
Spirit of First Sun	"senu-sakuun"
Spirit of First Storm	"senu-yuka"
Spirit of the First Wolves	"senu-hoka"

MURMUR

You can use Spirit in place of Perception when you listen to what the spirits tell you.

SPIRIT CATCHER

When you witness a creature die, you can bind its spirit to a totem. This stunt is replaced with a Totem Spirit aspect, following the same rules as your Spirit Pact. At any time, you can release and invoke this spirit for free, but it then disappears and you regain Spirit Catcher.

SPIRITUAL ADVISER

You can now use your Spirit Pact to give your allies Totem Spirit aspects. These work the same as your other Totem Spirits, but either you or your ally can pay the cost associated with them (the stunt slot or refresh).

GUARDIAN SPIRIT

When you have a Guardian Spirit aspect and this stunt, once per scene you can spend a fate point to invoke the Guardian Spirit aspect to reroll AND give a +2, if the spirit can feasibly help.

VISION QUEST

When you spend time in the wilderness and eat vision enhancing substances (such as ghostroot or dreamcap), you can use Spirit in place of Investigation or Contacts. Afterwards, for a few hours (or a scene) you have the "Might Be Hallucinating" aspect.

SOULGAZE

When you look deeply into someone's eyes and they gaze back, you catch glimpses of each other's soul. Reveal something to them, such as a dark secret, desire, or intention. Something equally meaningful about them is revealed (the GM will tell you what).

CHAIN LIGHTNING

When you use a Lightning Spirit to attack and succeed with style, you can immediately take another attack on a nearby target as the lightning arcs to them. This can happen multiple times.

WISE ONE

You can use Spirit in place of Charisma if you are showing someone the wiser path.

SPIRIT WALKERS

When you and anyone with you sit in a circle around a fire, you may leave your bodies behind and enter the spirit realm. For as long as the fire burns, you may wander the world and see as a spirit sees.





Skirmisher

A blacksmith has their hammer, a painter their brush. With spear and shield, you are a craftsman, an artist like them, but your trade is war and your canvas is the battlefield. Other warriors will call you coward. They'll shout at you to stand still as they attack with barbarous strength. But you are speed incarnate. Precision personified. You won't stop moving until they fall to the ground bleeding from a dozen wounds. And then you'll stand above them.

Unscathed.



ASPECTS



DEATH EVENT:

FINAL THROW

When you die, you see one last opportunity for a strike before the life drains from you completely. Throw your spear at any enemy you can see. A creature of lesser or average power is killed instantly. More powerful creatures are dealt a significant blow or their weakness is revealed to your allies. If your Fulcrum still lives, they get a +4 on their next attack against your target.

HIGH CONCEPT

You are a Skirmisher. You specialize in the spear and shield. You are fast, athletic, and cunning. You fight best when you can maneuver around the battlefield at will. You'll do anything to gain advantage or provoke your enemies into showing a vulnerability. Your high concept should reflect this combat style. While you might lack the raw strength others have, you make up for it in pure skill, accuracy, and timing.

TROUBLE

When deciding a Skirmisher's trouble aspect, consider how it would affect you both in and out of combat. Are you headstrong or always looking for a fight? Do you hide your abilities or flaunt them? How did you learn to be a Skirmisher? If you can't find something related that you like, don't feel you need to always tie your trouble aspect to being a Skirmisher.

DETAILS

Additional aspects might be related to a militaristic past, a combat tendency, or a past mentor. You likely carry some kind of ranged weapon, such as javelins, a bow, a crossbow, or even an additional spear. Maybe you have a scar from a particularly nasty battle. With such skills in combat, surely you've made some enemies. Perhaps you travel with a companion that you've sworn to protect.

The Skirmisher

Master of Spear and Shield

Faster Than You

Famous Marksman

Battle-hardened Veteran

Born for Battle

Watch This!

Memories of War

Headstrong Warrior

Maneuvering Maven

Hard to Catch

Hand Carved Javelins

Walking Arsenal

Hits and Runs

Skilled Tumbler

Show Me Your Moves!

Shieldmaiden

Who Needs Armor?

Faster Than Lightning

Arrowstorm

No One Calls Me Coward

Unassuming Appearance

Respects Only Skill

Crossbow Adept

Perfect Timing

Thirst for Combat

Wanted War Criminal

Can't Stay Still

Obsessive Compulsive

Chronic Athlete

Fashionably Late

My Spear Is My Wife

Survival of the Fastest

Skilled Arbalester

Bullseye!

Scars of Mind, Scars of Body

Sunderer of Armor

Everyone Can Be Provoked

This Calls For a Distraction

Flashy Moves

Attended Stealpeak Academy

Veteran of the Crimson War

Always Scout First

I Will Never Forget ____

____ Taught Me Battle

____ Owes Me Big

____ Is My Sworn Ally

I Will Make ____ Pay

____ Is My Commander

I Will Always Hunt ____

STUNTS



When you take an aspect that identifies you as a Skirmisher, you can take the Fulcrum stunt.

FULCRUM

At the start of a conflict, choose an ally to be your Fulcrum on the battlefield. You can still act normally, but by keeping an eye on your Fulcrum, they'll often give you openings you can exploit when you attack.

Any time your Fulcrum is hit by an attack, you gain a boost against the attacker.

Any time your Fulcrum hits an enemy, you gain a boost against the enemy.

Such boosts represent an opening that you can take advantage of on your next turn. The boosts do not stack and they fade after your turn even if you don't use them.

DISTRACTION

+1 when you use a distraction to create an advantage using any skill.

SHIELD WALL

+2 when you defend with Melee and you're standing next to your Fulcrum.

CONFIDENCE

Choose a skill when you set an ally as your Fulcrum. They receive +1 to this skill as long as you are close by.

ADAPTIVE SHIELDING

+1 when you wield a shield and defend with Melee.

+1 when you don't wield a shield and attack with Melee.

FEINT

When you succeed with style on a Melee action, you can reduce the hit by two. If you do so, choose two allies. They each get a boost against your opponent.

SELF-CENTERED

You can act as your own Fulcrum in battle, but you gain the boosts only when you're hit by an attack.

FIRST BLOOD

You always get a +2 on your first attack in a conflict.

OUTRIDER

+2 when you use Perception to create an advantage by scouting ahead.

EXPENDABLE SHIELD

Any time you defend with Melee, you can choose to succeed with style automatically but your shield is completely destroyed by the attack.

MILITIA

+2 to Charisma when you're organizing a group of people to fight or harass the enemy.

RABBLE-ROUSER

Requires: Militia

When you organize a Militia, you can give them a situational aspect (with a free invoke) such as:

"Equipped With Good Steel"

"We Survived Basic Training"

"Expertly Lead By <You>"

RESOURCEFUL CARVER

+2 when you use Crafting to create replacement spears, javelins, arrows, or any wood-based gear you're familiar with.

RIOTER

Twice per session, you can ask the GM how best to Provoke an NPC to create an advantage. You get a +2 on the roll when you do so.

EVADE

+2 when you defend using Athletics if your opponent is attempting to grapple you or hinder your movement.

TAG TEAM

Any time you take a physical stress or consequence, your Fulcrum gets a boost against your attacker.

POWER THROW

Any time you attack with Volley using your spear, you can choose to add a +2 but after the throw your spear is lodged and is difficult to recover.

HARASSER

When you succeed with style on a Melee action, instead of reducing the hit by one and taking a boost, you can reduce the hit by one and attach a situation aspect on your opponent (with a free invoke). The aspect should reflect your actions and your opponent's frustration, anger, or concern.

ARMOR BREAK

+2 when you use Melee to create an advantage by breaking or damaging an enemy's armor.



Slayer

Dry throat, red eyes, your hands shake, your muscles ache. How long has it been? Food doesn't help, even if you could keep it down. Sleep? You know it's futile. No, what you need is... there! Movement in the trees! You leap, the beast roars, there's blood and fur and something like pain. And then it's over. You pluck back the blade of silver and your body shivers. Euphoria. You laugh, you sigh. You are the Slayer.



ASPECTS



DEATH EVENT:

SOULBOUND SLAYER

There was a name on your lips when you felt your heart stop. Say the name aloud. Your soul is now bound to hunt them. Your body might be in shambles. It doesn't matter. For as long as your quarry lives, you have control over your body.

You may act as if you still live, but you have the "I'll Die When ____ Is Dead" aspect. You have +4 to Fight/Volley, but -4 to all other skills. Every action you take must be in pursuit of your target or you will quickly lose control.

If your body is destroyed in the pursuit, then your soul will be a phantom, haunting your quarry until its death. Find them, Slayer, kill them, and only then may you rest.

HIGH CONCEPT

You are the slayer of beasts, the killer of monsters. Not every hunt is as easy as sticking them with the pointy end. Often you'll need to show how resourceful you can be. Every beast has its weakness and you always find it. Your High Concept should reflect your desire to slay and your formidable combat abilities.

TROUBLE

Your trouble will almost always be your bloodthirst. As good of a slayer as you are, you've become addicted to the hunt. Slaying is a part of you; it fills your lungs with air and pumps blood through your veins. As your thirst grows, your health begins to deteriorate. Bloodshot eyes, muddled thoughts, you grow anxious and irritable. Your stomach sours, your muscles ache and tremble. Restlessness quickly turns to insomnia. Death lurks ever closer, you're sure of it.

DETAILS

Slayers tend to have others who help them on occasion. It might be an old friend or even another hunter. Some slayers might feel more at home in the wilderness, while others hunt in the dark underbelly of a city. Maybe you've been partially corrupted by what you hunt or you specialize in slaying your own species.

The Slayer

Slayer of Beasts

Bloodthirsty Slayer

Thirst for Blood

Killing Is Cathartic

Addicted to Blood

Addicted to Slaying

I Have to Slay

Adrenaline Junkie

Slayer's Arsenal

Seeker of Trophies

____ is an Old Friend

Librarian ____ Owes Me

Dhampir

____ Shares My Bloodthirst

I Trust ____ Implicitly

Penetrating Gaze

Deadly Thrower

Stubborn? No, Tenacious!

Renowned Marksman

One with the Wild

They Call Me Wilding

Troubled Insomniac

Bolas Master

Taste for the Hunt

I Can Control My Thirst

Well Armored

Walking Tank

Slayer of Giants

I Welcome My Thirst

Corrupted by ____

Half-blooded ____

Taste for the Hunt

I Dwell in the Shadows

The Bigger the Better

Painful Past

Check Out These Scars

I Dream of Blood

Sucker for a Pretty Monster

Know My Pain

Always Has the Right Tool

I Hunt For the Good of All

____ the Bartender Owes Me

_ Has Seen Me At My Worst

Friend to ____ the Mercenary

Merciful Hunter

Family of Slayers

The Chosen Slayer

Walking Armory

I'll Sleep When You're Dead

STUNTS



BLOODTHIRSTY

When it's been awhile since your last kill and you choose (or you're compelled), add the "Minor Withdrawals" stunt/aspect, or if you have that already, swap it to the next step. Each works as both a stunt (giving you passive skill modifiers) and an aspect that can be invoked or compelled normally (think of it as a temporary consequence). When you deal a killing blow, the stunt/aspect disappears as your addiction to slaying is sated for now.

Minor Withdrawals (+1 to Melee, -1 to all other skills)

Major Withdrawals (+2 to Melee, -2 to all other skills)

Dying From Withdrawals (+4 to Melee, -4 to all other skills)

If your character is more ranged oriented, you can instead change the withdrawals to be:

Minor Withdrawals (+1 to Volley, -1 to all other skills)

Major Withdrawals (+2 to Volley, -2 to all other skills)

Dying From Withdrawals (+4 to Volley, -4 to all other skills)

PENETRATING GAZE

+2 to Perception when you use it to create an advantage against a target you intend to slay.

I HIDE IT WELL

When you use Deception on someone to hide your Withdrawal symptoms, ignore the Withdrawals stunt penalty.

INSOMNIAC

+2 to Perception when you're taking watch or something attacks at night.

OLD LIBRARIAN FRIEND

+2 to Knowledge when your old librarian friend helps you overcome or create an advantage.

OLD BARTENDER FRIEND

+2 to Contacts when your old bartender friend helps you overcome or create an advantage.

COMBAT EXPERT

When you attack with Melee and succeed with style, you can discover a weakness and reduce the result by one shift to make a situation aspect (with a free invocation) instead of gaining a boost.

ARMOR PIERCER

+2 when you use Melee to attack against heavily armored opponents.

SLAYER OF GIANTS

You can spend a fate point to automatically defend against Melee attacks by enemies that are significantly larger than you.

SLAYER'S ARSENAL

+2 when you use Resources to find a specific weapon, tool, or substance that will aid in the slaying of a creature.

BOLAS MASTER

+2 when using Volley to create an advantage with bolas by ensnaring your target.

HIDDEN LETHALITY

When you are not holding any obvious weapons or appear otherwise harmless, you gain +2 when you attack with Melee.

FIRST BLOOD

When you have the Dying From Withdrawals aspect, your turn is always first in combat (provided you're not taken off guard).

TASTE FOR THE HUNT

+2 to Investigate when you can taste something a creature has left behind, such as its blood, hair, or excrement.

LIMITED CONTROL

Choose a skill. This skill is not affected by the penalties that come with your Withdrawals.

FORCE OF WILL

You can spend a fate point to temporarily suppress your bloodthirst. For one exchange, you grit your teeth and ignore the benefits and penalties of whichever Withdrawal aspect you have.

WILDLING

Your Wilderness skill benefits from your Withdrawal symptoms.

ARMORED SLAYER

When you are wearing heavy armor, you always have +1 when defending with Melee.

EUPHORIC SLEEP

You can remove a mild or moderate consequence when you sleep after slaying a notable enemy.





Templar

You must seek out the seeds of heresy and evil; you must show this vile world it can be made clean once more. Foul beasts and blasphemers shall be the kindling to your righteous fires. And if the cleansing flame grows so hot that you too must be consumed, then you will burn in contentment, knowing you leave the world closer to absolution.



ASPECTS



DEATH EVENT:

ANGEL OF WRATH

Your eyes boil and burn away as a holy light pours out of you. Every inch of your body radiates hallowed flame. You wield the sword of vengeance, the shield of righteousness, and your gaze pierces the souls of all you look upon. The ground you touch is forever consecrated. Until your wrath is delivered to those deserving nearby, every roll you make counts as a success with style.

The GM will soon tell you your work here is done. Embrace serenity, Templar, you have left this putrid world one step closer to absolution.

HIGH CONCEPT

The clerics pray, the paladins quest, the monks chant, and you, Templar, you dole out heavenly wrath. Your devotion is unquestioning. You might be quick to give mercy to those who need it, or you may not. Maybe you even get sick pleasure from burning heretics. Your High Concept should reflect your devotion to seeking out and purifying evil.

TROUBLE

Not everyone agrees with your methods (they do tend to be extreme). Sometimes your wrath gets the better of you. Often you'll need to atone for your actions by taking penance. You carry a device for that purpose (be it a cilice, whip, or knout) that you use on yourself. Maybe that makes you fanatical, but you know how important it is to keep a pure soul.

DETAILS

Try to use additional aspects to flesh out more of your backstory. What is the religion you follow? What made you wish to seek out and destroy blasphemers? Maybe you have visions of the future, or there are prophecies about you. Think about taking an aspect that draws attention to your inquisition or crusade.

The Templar
Holy Inquisitor
Daily Penance
Holy Confessor
Burn the Witch!
No Mercy For Heretics
Seeker of Truth
Fear! Surprise!
Ruthless Efficiency!
Fanatical Devotion!
___ Is My Disciple
Heretics Will Suffer
___ Knows My Secrets
Germaphobe
Shun the Nonbeliever!
I Know the Secrets of ___
Blasphemers!

Pure Soul
Bestower of Blessings
True Prophet
Dreamer of Prophecy
Nobody Expects Me
We Have Ways of Making
You Talk
I Am the Law
Heavily Armored
Defender of Truth
Divine Authority
Cannot Tell a Lie
Holy Knight
Voice of Authority
Devout Follower of ___
You Will Be Converted
Disciple of ___

Martyr Waiting to Happen
Anointed One
More Humble Than You
By Fire Be Purged!
Beacon of Light
Know My Wrath
I Trust In the Tenants of ___
Join My Crusade
Bless You, Child
___ Will Burn For Their Sin
Robes of Holy Power
I Am The Inquisition!
I Can Smell Your Guilt
Zealot
Censer of Cleansing
I've Secrets of My Own
Heavenly Crusader

STUNTS



When you have an aspect that grants you divine authority or holy power, you gain the Bestower of Blessings stunt.

BESTOWER OF BLESSINGS

When you perform a holy ritual or hear someone's confession, you can cleanse a person or object of worldly filth and bestow a Blessing aspect. You can only have 3 Blessings active at a time, but they can be on yourself, others, or an object. Once per scene, Blessing aspects gain a free invocation. They can be invoked and compelled normally.

You are the Templar and you determine what the blessing is or how it might be used. Here are some examples:

Divine Wrath. Divine Grace. Divine Purpose. Repel Evil. Holy Bastion. Spiritual Buoyancy. Sanctuary. Miracle Healing. True Sight. Hallowed Ground. Sanctified. Ethereal. Immaculate.

DIVINE SKILL

When you use Bestower of Blessings, instead of giving a Blessing aspect a free invocation per scene, instead you can pick a skill to give +1 to passively. Otherwise, the Blessing can still be invoked or compelled normally.

PENANCE

Sometimes your methods are questionable or you can't help but bend the rules. If you do not already have the "I Owe Penance" aspect, you can add that aspect to yourself and immediately gain a fate point. Getting rid of the "I Owe Penance" aspect requires mortification of the flesh or spending time praying. Do this too often and your god(s) might require more...

PUNISHMENT ENOUGH

Requires Penance. If you have the "I Owe Penance" aspect and you take a physical consequence, remove "I Owe Penance".

NOBODY EXPECTS

Choose a skill. +2 when you attack with that skill unexpectedly.

KEEN TO INQUIRE

When you hold a captive for questioning, you can gain a +3 to Investigation, but the target always dies from your severe interrogation methods.

EYE FOR EVIL

+2 when you use Empathy to judge if someone has evil intentions.

CONFESSION

+2 when you use Charisma to hear someone's confession and overcome mental consequences.

UNYIELDING DEVOTION

+2 to Willpower when you use it to defend against something that goes against your faith.

HOLY AUTHORITY

+2 when you use Charisma to order someone who respects you or your religion.

OFFERINGS

+2 when you use Resources and have access to followers of you or your religion.

CRUSADE

If you are not already on a Crusade, add a Crusade aspect and state your intention, such as "Crusade: I Will Defend Jeral Castle" or "Crusade: I Will Slay the Elder Beast". Once per day, you can invoke this aspect for free if it furthers your Crusade. The aspect can also be invoked or compelled normally. Once the Crusade is complete, remove the aspect.

DARK SECRETS

When you gain information that would embarrass or give you leverage on someone, create a situational aspect with a free invocation.

RENOWNED

+2 when you use Contacts using your network of church officials or devotees.

PROPHETIC DREAM

Occasionally you have prophetic dreams that warn you of impending danger. Once per session, you can automatically succeed when you defend.

HEAVENLY PURPOSE

You can use Charisma in place of Thievery if you can convince the person you need what you're stealing for a divine purpose.

YE BE JUDGED

Once per scene, you can put the "Blasphemer!" aspect on someone. For the duration of the scene, gain +2 when you attack them, but -1 when you attack anyone else.



MONSTERS

The world is not a safe place. You need not travel far to find ancient horrors, gruesome beasts, and all manner of monster.

Here are but a few of the lurking evils that exist. Some are intelligent; some even have legitimate goals.

But most just want to eat you.

For Dungeon World, you'll find the stats for each monster in the left box. There's also a new piece of information on some monsters called "Vulnerability". This is a potentially crucial piece of knowledge that could give characters the edge they need to defeat the monster. Players will likely need to seek out such knowledge before they engage a beast.

For Fate Core, the bottom right box gives some suggested aspects and a skill pyramid. As a GM, when you use a monster, it's up to you to choose the level of skill it has. Some can be average, fair, or good nameless NPCs. The more powerful beasts should likely be supporting or main NPCs. Follow the "Creating the Opposition" section of the Fate Core rules as you would normally. **For example:**

I decide to use Harpies in my campaign and I make the nameless ones Good. Their skill pyramid says: Athletics, Melee, Thievery. Therefore, a Good one would have:

Good (+3) Athletics, Fair (+2) Melee, Average (+1) Thievery.

However, the Queen Harpy is a different story. She's a main NPC and has much higher skills. She might have *Fantastic* (+6) Athletics, *Superb* (+5) Melee, and even more skills depending on what I intend for her in the campaign.



Later, you'll find monsters, swarms, and other nasties that have been submitted by the community. Some are intended to be used with one of the Front or Location contributions, but any of them can be added to an existing campaign as a new threat. Many submissions were originally created for Dungeon World, but they can be easily used as a basis for a Fate monster.

GRASPER



Listen here, boy. These woods might look green and all genial like, but don't end up like your pop. "Ho! That's a strange lookin' tree!" Was his last words. I saw it happen. Grasper, got him before he could even squeal. What's that, you ask? Did he teach you nothin'? You've seen those caterpillars... yeah, yeah, the ones who turn into those pretty butterflies. Picture that but bigger than a horse. It'll blend right in with the trees, then strike when you're not 'spectin it. It's the stuff of nightmares, believe me. What'd you say? What's it turn into if not a butterfly? Gods, boy, what's wrong with you, asking me somethin' like that? Don't think I'll sleep ever again.

- Camouflage as a tree
- Grab someone suddenly
- Retreat to camouflage again

Grasp and munch (d10+2 damage)

12 HP | 3 Armor

Reach

Large, Solitary, Stealthy

Instinct: To feed on unsuspecting prey

Vulnerability: Watch for trees that do not belong

Aspects

- ◇ Giant Caterpillar
- ◇ Camouflaged Danger
- ◇ Only Just a Larva

Skills

- ◇ Stealth, Melee, Physique

WENDIGO



In the realms of man or beast, there is nothing more abhorrent than eating the flesh of one's kin. Whether it comes from malice, desperation, or starvation, such a vile act opens one's soul to darkness. They become Wendigo. For as long as they still draw breath, they will feel the hunger. They will stop at nothing to gorge themselves on flesh. Yet, no matter how much they consume, their hunger will not be satisfied. For with every bite taken, they grow larger and more grotesque.

- Tear out a chunk of flesh
- Grow larger after a meal
- Chew on their own limbs or lips when no prey is around

Bite (d10+2 damage)

15 HP | 1 Armor

Close, Messy

Solitary, Large

Instinct: To consume flesh

Vulnerability: Use their hunger against them

Aspects

- ◇ Insatiable Hunger for Flesh
- ◇ Grows Larger With Every Bite
- ◇ Will Always Follow Its Hunger

Skills

- ◇ Physique, Melee, Athletics

HARPY



You could call them a nuisance, always stealing food like they do. But when a half-woman, half-bird of prey with bloody sharp talons picks you up and drops you from 500 feet in the air, maybe “nuisance” isn’t the right word. Did I mention they travel in flocks? You know what they say, a woman scorned hath no fury like a hungry horde of harpies.

- Steal rations
- Dive and rake with talons
- Drop someone from a great height

Talons (d6 damage, 1 piercing)

8 HP | 1 Armor

Close

Horde, Flying

Instinct: To steal food

Vulnerability: Where the wings meet the shoulders

Aspects

- ◇ Half-Bird, Half-Woman
- ◇ Hungry Scavenger
- ◇ Devious Flight

Skills

- ◇ Athletics, Melee, Thievery

URSINE



You think that paw print is from a regular, run-of-the-mill, steal-some-honey, eat-some-salmon, bear? When’s the last time you saw a paw print you could sit in the middle of? This is no meager bear. This is something from a nightmare: an ursine, a dire bear. Your daddy told you not to get between a mother bear and her cubs. I’d say that applies. Just keep in mind an ursine’s cubs are probably bigger than you are.

- Drag meat back to its den
- Protect its cubs
- Rend and tear a trespasser



Bite, Claw (d10+5 damage, 3 piercing)

24 HP | 1 Armor

Reach, Forceful, Messy

Huge, Solitary

Instinct: To protect its cubs and den

Vulnerability: They tend to keep to themselves, just never go near its den

Aspects

- ◇ Ferocious Dire Bear
- ◇ Mother Bear
- ◇ Territorial

Skills

- ◇ Physique, Melee, Provoke

CULTIST



The world's a deadly place for such a small, secluded village like this one. Think about all the gruesome beasts you had to slay just to get here. Does this community even have a town watch? Well, that group looks fairly well armed. And now they're holding you at spear point, binding you to a log. They take you underground and there's some sort of altar. Now the tall villager with black eyes is calling out in a vile, guttural tongue; he's holding a blade of obsidian high in the air. The fires flare brightly when the dagger meets your throat.

- Call upon the power of their dark god
- Sacrifice themselves
- Make a vile deal to ensure their town's survival

Ceremonial Weaponry (d6 damage)

4 HP | 0 Armor

Close

Horde, Organized, Intelligent, Stealthy

Instinct: To serve and give tribute

Vulnerability: Some are not as fanatical as they seem

Aspects

- ◇ Member of a Dark Cult
- ◇ Made a Desperate Deal
- ◇ Fanatical Devotee

Skills

- ◇ Deception, Charisma, Arcana

ALPHA VAMPIRE



Look into my eyes. Yes, like that. Deeper. Peer into my soul. Do you see another young farmboy or a meager cobbler? No, those were two of my recent children you slew on the way in here. They were beautiful creatures, but weak. I am not like them. Don't you understand? I am the first. I walked this land when the world was young, giving your ancestors my gift. Now the time has come for you to join me.

- Mesmerize
- Give the gift
- Escape into the shadows

Bite, Claws (d10+4 damage, 2 piercing)

18 HP | 2 Armor

Close, Forceful

Group, Intelligent, Stealthy, Cautious, Regeneration

Instinct: To rule from the shadows

Vulnerability: A wooden stake carved from a tree older than the Alpha

Aspects

- ◇ The First Vampire
- ◇ Mesmerizer
- ◇ Survival At All Costs

Skills

- ◇ Charisma, Athletics, Physique, Knowledge

NIGHTGAUNT



A gaunt, faceless horror, with dark rubbery skin and massive claws. Its barbed tail whips around behind large, skin-taut wings. If its physical appearance wasn't bad enough, it feasts on nightmares and pain. Without a mouth, it is utterly silent.

- Cause waking nightmares
- Lash out with its barbed tail
- Lurk in the shadows

Claws, Barbed tail (d8+2 damage)

10 HP | 1 Armor

Close

Stealthy, Planar, Flight

Instinct: To feed on nightmares

Vulnerability: Sunlight

Aspects

- ◇ Faceless Horror
- ◇ Feeds on Nightmares
- ◇ Shadow Lurker

Skills

- ◇ Stealth, Melee, Arcana

SKINLESS



Maybe it's just paranoia, or maybe Byran the Blacksmith *is* acting stranger than normal. Perhaps he was gathering wood in the forest behind his home late in the day, when an odd person with grotesque sagging skin came upon him. Perhaps Byran was overpowered and skinned alive. Maybe this monster stepped into the skin of Byran like it was a pair of pantaloons and a nice hat. Maybe that's why he stares at you so strangely. Or maybe it's just paranoia...

- Assume the appearance of an ally
- Skin someone alive
- Gain trust before striking

Dagger in the Back (d8 damage)

10 HP | 0 Armor

Close

Devious, Intelligent, Stealthy, Cautious

Instinct: To assume another's identity

Vulnerability: Decapitation

Aspects

- ◇ Wears ____'s Skin
- ◇ Skinner of Flesh
- ◇ Acting Strangely

Skills

- ◇ Deception, Stealth, Melee

LADON



I cannot fathom how such a creature as the Ladon came to exist. A beast of such massive size is not difficult to track; the difficulty is only gathering one's own courage. When I finally caught up to it, the sun was beginning to rise. I found it impossible to accurately count all of its snake-like heads, even with many of them sleeping. There must be hundreds. Truly, if there was a mother of hydras, the Ladon would be it. I'm beginning to think its entire mass is made up of ever growing heads. Even its legs and tails look as if several of its long necks melded together to form them. There is much I could still learn, but I cannot linger here any longer. Several of its heads have done nothing but stare in my direction from across the valley.

- Tear something apart
- Fight over food
- Roar with a hundred voices

Bite (5d6, 2 piercing)

25 HP | 3 Armor

Reach, Near, Messy

Huge, Solitary, Terrifying

Instinct: A beast with hundreds of minds that agree on only one thing: food.

Vulnerability: Turn its heads against one another

Aspects

- ◇ Ancient Serpentine Horror
- ◇ Countless Heads
- ◇ Countless Minds

Skills

- ◇ Melee, Physique, Perception

DEEP ONE



Whether they're humans corrupted by the sea, or creatures from the depths becoming more humanoid, I cannot say. In my travels, I've found three different specimens. The first had the head of a fish, its body covered in scales. The second was more frog-like, with a terrible, croaking voice to match. The third was the worst. Not because it was the most monstrous, in fact it was the least. Before I realized its true nature, I took it to be a slightly malformed human, with long, lanky limbs. It was his expressionless eyes, those of a fish, that gave him away. I shudder to think what his origin could be, but I cannot ignore the rumors of Deep Ones living amongst humans along the eastern shores.

- Emerge from the sea
- Demand tribute to its master
- Call upon its kin

Spear (d8 damage)

8 HP | 1 Armor

Close, Near

Group, Organized, Intelligent

Instinct: To serve what lies beneath the sea

Vulnerability: Its large eyes

Aspects

- ◇ Creature from the Depths
- ◇ Serves Its Dark Master
- ◇ Alien Unblinking Eyes

Skills

- ◇ Volley, Melee, Athletics

CHAUGNAR



I consider myself fortunate that I have only seen the creature known as Chaugnar in works of twisted art. Half mad sketches in an archaic tome, a crude carving chiseled directly into the wall of an abandoned house, and a priceless statuette made from pure ivory. Chaugnar's connection to the elephants of the southern savanna seems undeniable. Even his appearance resembles them in a fashion. However, it is true I have not seen the elephants since I was a boy, but I do not remember the trunks to have teeth. And only Chaugnar walks upright, holding his monstrously long, almost tongue-like trunk in his hands. He is spoken of with reverence reserved for ancient demigods of old, and I doubt I shall regret never seeing him in person.

- Demand veneration
- Constrict someone with its trunk
- Suck an unbeliever dry

Maw-like Trunk (d10 +4 damage)

22 HP | 3 Armor

Close, Reach

Solitary, Terrifying, Planar

Instinct: To be revered

Vulnerability: It feeds only from its trunk

Aspects

- ◇ Ancient Demigod
- ◇ Monstrous Mutant Elephant
- ◇ Teeth Filled Trunk

Skills

- ◇ Physique, Melee, Provoke

ELDER BEAST



You may have heard by now, the entire town of Brooker lies in ruins. Only a quarter of its population was able to flee in time. I was there when the last of the Elder Beasts was put down. It was I who led the expedition to find any egg sacs left behind. For you see, that is its only true weakness. It is true the monster is not immortal nor impervious to a well-sharpened spear. But no full grown Elder Beast has ever been killed without a trail of bodies behind it. Once its dead, you must scour the countryside and find its offspring. If you are fortunate, you'll find them still in their soft egg sacs stuck under a tree or cave. Wait more than a month and its offspring will have hatched, and the bloody cycle will begin anew.

- Frenzy at the smell of blood
- Bellow a massive roar and charge
- Consume chunk by bloody chunk

Attack (d10 damage, 2 piercing)

12 HP | 3 Armor

Close, Messy

Large, Group, Terrifying

Instinct: To consume until death

Vulnerability: Its offspring

Aspects

- ◇ Monstrous, Hungry Beast
- ◇ Bloody Frenzy
- ◇ Spawns Offspring Quickly

Skills

- ◇ Melee, Physique, Athletics



BY ADRIAN THOEN

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THE ANCIENT HERMIT



Curses and Hexes (w[2D10] damage)

Near, Far

Solitary, Stealthy, Cautious, Devious, Magical, Intelligent, Hoarder

Instinct: Demand grisly payment to enter it's cave.

Special Quality: Can't stay dead

The Ancient Hermit lives in a cave hidden in a valley that has never felt the light of the sun, the moon, or the stars. It is an immortal being of twisted cruelty and malice. It hates the living and the dead, since it can never join either, and wishes only to cause as much suffering as it can. It is a small, incredibly dirty, horrifically smelly humanoid shrouded in shadow, but its head is covered in countless rheumy, cataract-blinded eyes. The Hermit collects small things of perfect beauty, and will trade old secrets about the lands of the dead for them. It will only allow the living or dead to pass through its cave into the Underworld if it is given a gift of an eye that has seen true beauty. It will only let them out if the gift is one of their own eyes.

- Demand a beautiful trinket for a secret of the Great Beyond.
- Demand an eye that has beheld True Beauty for passage through the cave to the Underworld.
- Demand one of their own eyes for passage back to the Living.
- When they give you an eye, see everything the eye has seen.
- When a player attacks, vanish into the shadows of your cave.
- When players invade your cave without paying the price, hex them from the shadows.
- When the light of the sun shines on you, go blind at its touch.
- When they have you cornered or trapped, beg for mercy.
- When they show you mercy, betray them later.
- When they kill you, rise later to exact terrible revenge.

THE JEALOUS DEAD



The Jealous Dead can be found in the Shade, the Grey Desert, and many other limbo-like afterlives. They are the souls of those that did not cross through a Gateway to the Great Beyond, or had no Afterlife to belong to. They either wander these limbos with no purpose (no way to interact with their surroundings), continuously relive some traumatic event from the lives, or watch the living with envious eyes. If the Jealous Dead sense the spark of something living in their realm, they are drawn to it, and will try to possess it when it sleeps or is unconscious.

- When the living enter your realm, be drawn to them and wait for an opportunity to possess them.
- When they are asleep or unconscious, possess their living body.
- When discovered, drive them unconscious with your ghostly touch.
- When they attack you, overwhelm them with greater numbers.
- When they strike you with magic or pure iron, recoil in pain and fear.

Ghostly touch (d6 damage, nonlethal, ignores armor)

Horde, Stealthy, Devious, Terrifying, Amorphous

8 HP | 1 Armor

Special Quality: Can only be hit by magic or pure iron.

VENGEFUL SPECTRE



Spectral Energies (D6 damage)

6 HP | 0 Armor

Close, Reach, Near

Solitary, Amorphous, Planar, Intelligent, Terrifying

Instinct: To include others in your suffering.

Special Quality: Cannot be harmed by mundane means.

Sometimes, mortals live tragic, pain-filled lives, or suffer tragic, pain-filled deaths. These traumas can cause them to cling to a person, place, or object instead of passing to the Great Beyond. They exist mostly in the Shade, but can influence the land of the living in small ways - moving objects, noises, causing a chill to descend on the immediate vicinity, giving the living frightening visions. Vengeful spirits will often have an agenda against someone or something. They can have an obsession, or relive their trauma over and over, oblivious to their actual situation or their effect on the world around them.

- Exist trapped in repeats of your own personal nightmare.
- When the object of your vengeance or an approximation is nearby, bring your hatred against them.
- When they are in a heightened emotional state, possess them.
- When the object of your obsession is threatened, use all your power to protect it.
- When others invade your personal nightmare, incorporate them into it.
- When your trauma is resolved, externally or internally, pass peacefully into the Great Beyond.
- When you are exorcised, be violently driven from that which you haunt or possess and wander the Shade, to become the Jealous Dead.

THE GREY PRINCE



Hollow Touch (b[2d12+2] damage)

Close, Ignores Armor

Solitary, Magical, Stealthy, Divine, Organized, Intelligent, Cautious, Hoarder, Planar, Terrifying, Amorphous

Instinct: Conquer the Shade

Indestructible spirit of entropy, can never truly be destroyed.

The Grey Prince is an ancient spirit from beyond the stars, a wanderer from when the world was a hot swirling cauldron of potential. It is then that the Grey Prince came, and cooled the world with its chill, hollow touch. When the first living thing crawled upon the world's surface, it was the Grey Prince that touched it, and gave it the gift of death. The Grey Prince is ancient, eternal, and wishes only to conquer and dominate the Dead. When its army of dead souls is large enough, the Grey Prince will invade the bright warm world of the living, and suck out its warmth and light, until it too is a pale, cold shadow. Then the Grey Prince will leave this hollowed out world to find another bright, hot cauldron to cool with its hollow touch. In order to do this, the Grey Prince needs its Red Right Hand, which was lost at the beginning of the world.

- Bleed their souls of wonder.
- Bind the dead to your service with clever words.
- When you have regained your Red Right Hand, tear the veil between the living and the dead.
- Call up your horde of dead souls.
- Dominate them with ancient knowledge.
- Retreat in the face of an innocent heart forged in blood.

DEATH SHADOW



BY TOM MISKEY

There are two ways a Death Shadow may be created. The first, and most common means, is for a necromancer to curse a character so that their heroic death will come back to haunt the ones they love. The second method is more rare, but sometimes when a hero dies and performs their Death Move on exceptionally corrupted ground, a Death Shadow may be spontaneously created a few days later. However it forms, though, it appears to be a solid black silhouette of the character with menacing red eyes. It has all of the memories of the person that died, and it will attempt to kill those the person loved, and destroy any good that they did. It exudes a feeling of malevolence and the chill of death... In fact, if a room suddenly gets colder, or you get a chill up your spine like you are being watched by something evil, a Death Shadow may be lurking in the shadows nearby.

- Use a class move from its creator (including casting spells)
- Fade into one shadow and step out of another within sight
- Perform a weaker, corrupted version of the Death Move that created it when it is destroyed



Shadow-weapon (Class die+2, 2 Piercing)

(For example, a Fighter uses d10's for damage, so a Fighter Death Shadow rolls 1d10+2 for damage, with 2 points of Piercing)

10+ class bonus HP | 3 Armor

Tags based upon weapon used

Instinct: Whatever its creator loved, it hates and will seek to destroy it

Vulnerability: Attacks from the same class as the Death Shadow automatically penetrate its Armor.

Aspects

- ◇ "Whatever my creator knew, I know too, but whatever my creator loved, I shall destroy!"
- ◇ "The shadows are my conduits, my hunting blind, my escape route, for I am one with them now."
- ◇ "If you slay me, I shall exact swift and terrible revenge!"

Skills

- ◇ Same skills as creator

JET SCROLLS OF SHAX



BY HANNAH FORSTER

[google.com/+HannahForster](https://www.google.com/+HannahForster)

d6 damage

10 HP | 0 Armor

Close, Reach

Magical, Group, Small, Devious, Stealthy

Instinct: To consume flesh

The treasure is there for the taking; the glittering gold, the sharpest of swords and scrolls of untold arcane powers. Upon opening this supposed vessel of knowledge you see the page is blank, and the ends of the charcoal paper begin to snake around your wrists...

- Constrict around a victim
- Bind them magically or physically
- Cover their eyes, ears or mouth



HEX MITES



BY HANNAH FORSTER

[google.com/+HannahForster](https://www.google.com/+HannahForster)

d4 damage

3 HP | 0 Armor

Hand

Solitary, Large

Instinct: To corrupt and devour Magic Items

These tiny insects seem insignificant; at first. But soon the sheen of that priceless sword you found starts to tarnish around the edges, and it soundly seems almost eager for blood. Eventually as you sleep your arcane weapon disintegrates slowly, slowly eaten away by the tiny buggers.

- Twist the purpose of a Magical Item
- Devour a Magical Item when given time
- Latch on and hide from sight



THE DROHUNG



BY RAY BECKMANN

12 HP | 1 Armor

Solitary, Intelligent, Devious, Planar

Instinct: To create a body of its own

Vulnerability: Use their hunger against them

Born in a realm of pure darkness and sorrow, the Drohung is a creature of unbridled malice. It has no solid form of its own so it seeks to create one out of parts stolen from its victims. Once it is freed from its home dimension, it lurks until it can find a suitable host to latch on to. The Drohung merges with the victim's shadow and begins to whisper horrible secrets into their ear.

At first the victim cannot fully hear the Drohung, its voice is just a subtle itch in the back of their mind. Eventually these whispers do manifest as subconscious masochistic desires. The victim will put themselves in harm's way or even injure themselves and not notice.

The next stage is when the Drohung starts to appear in their dreams, always as a shadowy figure in the distance. By this point the Drohung is strong enough to be understood by the victim when it speaks. They will demand flesh in exchange for hidden truths, forcing the victim to disfigure or dismember themselves in the dream. Sadly, when they awaken, their severed parts are missing and the Drohung has moved on.

- If a Drohung can collect enough parts from enough victims, it can fully materialize as a horrible creature of immense nightmarish power.



TUNNEL SPIDERS (SWARM)



BY RAY BECKMANN

Fangs (d10+3 damage) <20-30HP>

Fangs (d8+2 damage) <10-20HP>

Fangs (d6+1 damage) <0-10HP>

30 HP | 1 Armor

Close

Swarm, Tiny, Stealthy

Instinct: To consume



The bane of adventures and arachnophobes the world over, tunnel spiders are an unfortunately common sight. Each the size of a melon, their slightly thorny bodies blend in perfectly with natural surroundings and dungeons alike.

- Enmesh in webbing
- Attack from above

New Monster Type: The Swarm

Swarms of monsters act in a slightly different fashion from other Dungeon World monsters. Rather than having a set number of monsters, swarms are considered innumerable. Swarms typically have much higher HP than a regular monster. The HP of the swarm is more of a representation of how many are left before they flee or are otherwise neutralized. Whenever a hero does damage to a swarm, they are actually killing scores of creatures.

Another good option for a swarm is to start with a high damage rating that decreases when it loses HP, showing that there are less creatures attacking the heroes.

THE YUUREI



BY QUENTIN BOURNE

inveighed.tumblr.com

Bite (d10+2 damage)

3 HP | 2 Armor

Touch

Amorphous, Horde, Stealthy

Instinct: To draw warmth from the living.

Special Qualities: *Incorporeal*

The Yuurei are trapped souls, unable to move on. They act as the Nue's heralds in the waking world. Wherever the Nue goes it is preceded by thick mist made up of ghost-stuff which the Yuurei can melt in and out of at will. They crave warmth and crowd around heat sources, draining it from anything they touch.

- Silently surround
- Melt in and out of the fog
- Drain warmth with cold hands



THE NUE



BY QUENTIN BOURNE

inveighed.tumblr.com

Mindrend (d10)

28 HP | 5 Armor

Near, Far

Large, Magical, Devious, Terrifying, Solitary, Stealthy

Instinct: To eat away at dreams and memories until nothing is left.

Special Qualities: Cannot be killed in the real world.



The servant of a grim god, the Nue is a terrifying, tiger-headed creature which lurks in dreams and mist and dark planes and can only exist during the hours of darkness. It eats memories and has power over dreams. It can trap sleepers in nightmares while it feeds on them and will sometimes offer them cruel deals or play cruel tricks. Its arrival is always heralded by a thick mist which surrounds the area, which is in fact made up of unfulfilled spirits called the Yuurei. If the Nue is ever killed, whoever killed it is bound to take its place as the new servitor of its god.

- Consume a memory
- Pull dreamers into nightmares which can only be escaped by completing an unknown task
- Enshroud the world in mist
- Offer cruel deals

THE PHAGE



BY JOSHUA BAILEY

ironhawkgames.com

Touch of the Phage (d10 damage)

Close, Ignores Armor

Small, Group, Terrifying, Slow

Instinct: To feed endlessly

Treasure: Only the souls that it has devoured

Special Qualities: Cannot be touched by conventional nor magical damage. Cannot be directly perceived



What you see before you resists your mind's eye. Pushing away and pulling to the dark corners of your mind. It's at home there. Your mind refuses to piece the image together. Instead you see fragments of vision, pieces of blur, ripples in reality, wisps of chaotic darkness. It can only be described as anathema, abomination... the Phage.

- Devour Life Force
- Appear as that which the beholder fears most
- Phase through the shadows

GRIM LOCATIONS

THE GREAT DESOLATION

Previously a forest full of immensely sized trees that reached up to the clouds. A foul corruption has spread throughout almost the entire forest, killing the trees, but leaving their massive husks standing. What was once a sanctuary for flourishing wildlife, now is home to the foulest of beasts and the tainted druids who worship them. Legends tell of a city built into the treetops, but what's become of it, no one knows.

THE ASHFALLS

When a range of dormant volcanoes known as The Slumbering Titans erupted a year ago, the nearby towns thought themselves lucky to survive. Then came the ash. What seems to be an eternal rain of soot and ash has drastically altered the surrounding land. Most inhabitants have died off or moved on, but there are those who have managed to hang on to a bleak, desperate life; just watch for movement on the gray horizon.

SUNSTOUT TAVERN

Impressively sized and older than most would dare to guess. You can say the same about the owner and tender, Thorbur Sunstout. Also home to the infamous Mug of Holding. Very few know about the hidden backroom, and even less know what's in it. Some say Thorbur is a retired Hunter and the backroom is one of their secret lodges. Others say a game of dice is held there that has the power to change one's destiny. Don't bother asking Thorbur, he'll only laugh until he's red in the face.

RUINS OF NURAMZAR

An ancient dwarven city built into a snow-topped mountain. The gates have long been sealed and until recently, it was thought abandoned. Then a crazed man appeared in a nearby town claiming to be the sole-survivor of a band of fortune seekers. The ruins are not abandoned, according to him, yet it is not dwarves who walk the halls of Nuramzar. If the man's ravings are to be believed, the Dwarves forged something new before they disappeared. Something made of metal and magic. Something alive.

THE WORM WAYS

Underneath stone, underneath earth, the tunnels are everywhere. From forest to sea, from mountain to marsh, the Worm Ways are below. Those who have walked the channels know that strange things happen under the crust of the world. What seems a month underground, might be a day above. But be warned, traveler, they say the creatures that formed the Ways still use them.

THE EDGE OF THE WORLD

In a monastery high atop the cliffs, where the sands of the Crystal Wastes meet the endless Boiling Sea, the abyssal monks keep vigil. Forever they watch the steaming horizon. Forever they wait and worship in the sandstone halls of the monastery. Soon the simmering waters will recede and the world itself will expand. The monks will be the first to walk the new land. They will plant the new seeds of life. And only then will the shining City of the Chosen form out of the dust, an oasis, the paradise that has been promised. And all of the sacrifices, all of the screams of those boiled alive, will have been worth it.

THE SPEAR OF THE SKY

No one knows where the colossal spear came from, or even what seemingly unbreakable material it's made from. Some say it fell from the heavens when the world was formed. Others believe it belongs to a giant, though no one has ever seen one big enough to wield it.

For all the theories and the endless conjecture, no one had anything to say when one winter morning, the sun rose to illuminate a massive hole in the ground.

The spear was gone.

HOVEL OF THE MUD WITCH

You'll find it somewhere in the sinking swamps and belching bogs. At first you'll mistake it for yet another hill of mud, but then you'll notice the light smoke trailing from a roof hole. Before you can avoid it, an old crone with fading red hair will appear in the doorway. She'll tell you her name is Elys, short for Elysandra. A name she says her parents didn't choose until her 11th birthday when they suddenly remembered she lacked one.

Elys will seem lonely, and it's true, so far from civilization, she is. She'll smile at you, an expression made awkward from missing teeth, but endearing none the less. And then you'll smell something strange cooking. Your stomach will rumble loudly and you'll realize you're starving. Before you know it, Elys will insist you stay for dinner. You'll hear yourself agree, surprising Elys as much as you.

As you sit on an old log, she'll feed you hot mushroom stew and tell stories that can't possibly be true but you'll find yourself believing anyway. And then, when your head feels heavy and your body aches from travel, Elys will turn to look at you. Her eyes filling with an unsettling deepness, she'll finally speak the words she's been waiting all night to say:

"Before the winter comes, you will be dead and buried. I have seen it. May I tell you how?" And somehow, as if you've known her for a lifetime, her words will ring true. But they come with a cost.

LOCATION BUILDER

A [adjective] [place]
that [trait 1], and also has [trait 2].

ROLL 7D6 OR CHOOSE!

For example:

1,1, 3, 4,3, 1,2

A wealthy town *that* has bizarre customs *and also has* a cult that kidnaps travelers.

4,5, 1, 1,5, 2,3

An ugly hamlet *that* first appears devout *and also has* a hidden monster that is actually a person.

ADJECTIVE

1	1. Wealthy 2. Touristy 3. Boring 4. Charming 5. Bustling 6. Beautiful	4	1. Overgrown 2. Coastal 3. Woodsy 4. Creepy 5. Ugly 6. Mysterious
2	1. Expansive 2. Compact 3. Gaudy 4. Mystical 5. Picturesque 6. Polluted	5	1. Silent 2. Cosmopolitan 3. Dirty 4. Tranquil 5. Unsettling 6. Smelly
3	1. Ancient 2. Young 3. Hilly 4. Mountainous 5. Fertile 6. Dry	6	1. Half-Burned 2. Dangerous 3. Secluded 4. Wild 5. Spotless 6. Dreary

PLACE

1	Hamlet	3	Town	5	Keep
2	Village	4	City	6	Castle

TRAIT 1

	First Appears...
1	1. Abandoned 2. Peaceful 3. Violent 4. Prosperous 5. Devout 6. Hospitable

	Specializes in...
2	1. Industry 2. Mining 3. Fishing 4. Forging 5. Farming 6. Weaving

	Has a...
3	1. Marketplace 2. Cathedral 3. Theatre 4. College 5. Port 6. Tower

	Has Bizarre...
4	1. Architecture 2. Inhabitants 3. Customs 4. Wares 5. History 6. Religious Beliefs

	Is Near...
5	1. a River 2. the Sea 3. a Volcano 4. the Borderlands 5. a Massive Cave 6. an Ancient Tree

	is Threatened by...
6	1. Ravenous Beasts 2. Earthquakes 3. Pests 4. Bandits 5. Drought 6. Flooding

TRAIT 2

	a Cult that...
1	1. Promises eternal life 2. Kidnaps travelers 3. Sacrifices virgins 4. Summons its dark lord 5. Practices witchcraft 6. Worships nature

	a Hidden Monster that...
2	1. Everyone protects 2. No one knows about 3. Is actually a person 4. Exacts vengeance 5. Wishes no harm 6. Only kills "bad" people

	a Curse:
3	1. The dead walk at night 2. No one can leave 3. Vivid nightmares 4. Dawn never comes 5. Exceedingly bad luck 6. An eternal storm

	made a Faustian Bargain for...
4	1. Bountiful harvest 2. Good weather 3. Health 4. Protection 5. Prosperity 6. Fertility

	Strange Magic:
5	1. No one ages 2. No lies can be spoken here 3. Plants grow 10x as fast 4. It rains gold 5. Violence is impossible 6. Wounds heal overnight

	a Special Person that is...
6	1. a prophet 2. a fallen angel 3. unable to die 4. an infamous warlord 5. a player's long lost relative 6. a player's sworn enemy

LANDS OF THE DEAD LOCATIONS



BY ADRIAN THOEN

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Adrian Thoen is a publisher of 3rd Party Dungeon World content. Released so far are 4 playbooks, The Spellslinger, The Fae, The Giant, and The Fool. Adrian is also working on a number of other supplements, most notably The Lands of The Dead, which will feature locations, monsters, magic items, compendium classes, and full classes for playing in the realms in the Great Beyond on the other side of the Black Gates.

LOCATIONS

In Lands of the Dead, Locations are important places that have their own tags, descriptions, and GM moves. Locations can be as big as entire planes of existence, or as small as a forest glade or a crossroad, or a room in a dungeon. Often a monster or group of monsters will be associated with a location as its denizens.

LOCATION INSTINCT

A location's instinct describes what it attempts to do, and often points to why it is a problem for the players. It should be short and evocative like "to trap them" or "to isolate them in darkness" or "to crush them".

LOCATION DENIZEN(S)

Denizens cover the creatures, people, and notable entities that inhabit the location. It can be as general as a type of species, or as specific as an important individual.

LOCATION DESCRIPTION

The description is a paragraph of text that more thoroughly describes the location, what it is, why people would travel there, and what makes it interesting or dangerous.

LOCATION MOVES

Location moves are extra, specific GM moves that can be used while the players are in that location.

LOCATION TAGS

Location tags are used to describe a location's properties in simple, evocative words. Here are a few examples, but don't hesitate to make up your own.

GATEWAY: It can take the Dead (and under the right conditions, the living) to an Afterlife, but can't often be used to travel back.

AFTERLIFE: It is where souls of the dead that meet certain requirements spend eternity.

LABYRINTH: It is confusing to navigate, with many dead ends and wrong turns. It may have magical means to confuse those that attempt to traverse it.

ISOLATED: It's hard to get to, requiring a difficult journey and often secret knowledge to find.

DARK: It is dark, with no natural light of its own.

UNSTABLE: It is in some way unstable and likely to collapse, explode, erupt, or otherwise change violently.

HOSTILE: It hates intruders, and actively tries to kill or expel them.

ROOM: It is a single enclosed space, usually a room in a larger structure.

PLANAR: It exists as a separate plane to the material.

DUNGEON: It is a dangerous series of rooms, chambers, and tunnels filled with traps, monsters, and dangers.

SETTLEMENT: It is a community anywhere in size from a small village to a large city.

FORTIFIED: It has external defenses to keep intruders out.

RUINS: It is old and has been abandoned or destroyed long ago. Many areas have collapsed.

CONNECTS TO: This tag can be used to note which other locations this one connects to. E.g.: "Connects to: mountain hive, hidden valley."

THE HERMIT'S CAVE

Isolated, Gateway: Underworld, Labyrinth, Dark

Instinct: To trap them in labyrinthine tunnels.

Denizen: The Ancient Hermit [See Monsters Page]



Deep in a valley with no name, where light of the sun, the moon, or the stars can never touch, there is a cave. In the cave there is a foul smelling, indescribably dirty hermit of indistinct gender and race. If you bring the Hermit an eye that has beheld true beauty, it will replace one of its countless rheumy, cataract-blinded eyes with your gift, and will let you pass into its cave. The cave is worse smelling than the Hermit, and winds ever downward. The cave's floor is littered with the bones and viscera of uncountable dead things.

Eventually the cave opens up into the Underworld, one of the Afterlives in the Great Beyond. When you leave the cave, its exit vanishes completely and can only be found again if the gift you gave the Hermit was one of your own eyes.

- Confuse them with twists and turns.
- Trip them with scattered bones.
- Lead them astray with false echoes.
- When they have paid the price, show them the way to the Underworld.

THE SHADE

Planar, Unstable, Afterlife

Instinct: To imperfectly mirror the material world of the Living.

Denizens: Fae, Souls of the Dead, Ghosts, Spirits, Dream Creatures



The Shade is a shadow, a pale twilight reflection of the physical world. It is the closest land of the dead to the land of the living, and the easiest to cross to and from. The souls that inhabit the Shade are of people who have died, but not crossed through a gateway into the Great Beyond. Ghosts and restless spirits often live in the Shade, and cross over to influence the physical world from time to time. Some living people can catch glimpses of the Shade, or even visit it in their dreams. Many Fae or magical creatures exist partially or entirely in the Shade.

While the souls of some dead reside in the Shade, it is not technically an afterlife, as it is not part of the Great Beyond. The Shade is an ephemeral, hard to define plane. While it reflects a lot of the physical world, and you can even sometimes see reflections of the living, only things that are permanent in the physical world have a solid, reliable form in the shade. An ancestral home would be solid and defined, but a new home would be vague, with some walls that randomly vanish. Doors flutter, or occasionally vanish, or cannot be budged. An ancient forest has a strong presence, but a regularly tilled field flickers and changes between states in patches.

Souls appear in the Shade as spectral forms of light or shadow, becoming more indistinct or changing the longer they are in the Shade. The living cannot take their physical body into the Shade. Many souls are tied to the place of their death, or somewhere or something that was important to them during life. These are where the stories of ghosts come from. Some cultures' souls live in the Shade, often these cultures have strong relationships with their ancestors, so the ancestors live in the Shade reflections of their homelands, watching over their descendants.

- Make impermanent things flicker indistinctly or vanish.
- Present them with restless spirits of dead from their past.
- Confuse them with dream logic and strange laws.

A TALE OF TWO TOWNS

Two very different towns sit on either side of a river, with only a rickety bridge between them: Glimmerkeep and Whisperwillow. What was once a harmless rivalry has turned deadly. It quickly becomes clear that each town wants the other destroyed. The cultists of Whisperwillow hope to summon their dark master. The inner circle of Glimmerkeep sees Whisperwillow as a threat to their safety and will attempt to use forbidden magic to destroy them. All the while, a greedy band of mercenaries, The Silver Spears, sees an opportunity for coin and combat.

CAST

- Walden, dwarf mage, leader of inner circle
- Sorna, halfling, Whisperwillow cultist
- Emerald, firbolg, leader of Silver Spears

STAKES

- Which side will the players choose?
- Will the inner council of Glimmerkeep succeed in controlling the Nightgaunts?
- Will the cultists of Whisperwillow succeed in summoning the demigod, Chaugnar?
- Will the Silver Spears be a powerful ally or a deadly enemy?
- What ancient treasures are stored in the tower of Glimmerkeep?

OPTIONAL TWISTS

- The Nightgaunts or Chaugnar destroys both towns
- The Silver Spears switch sides
- The Nightgaunts feast on Glimmerkeep instead

TOWN OF GLIMMERKEEP (MAGES)

A town built on the ruins of an old keep that once stood as the center of the Guild of Magi. Almost all citizens still consider themselves mages, but most can wield no more than parlour tricks. There is a powerful, but secretive inner circle that seeks to destroy the occultists of Whisperwillow. They will recklessly call upon the creatures known as Nightgaunts to do their bidding.

Impulse: To destroy Whisperwillow

Grim Portents:

- A beloved mage is found dead, after clawing his own face off
- Whisperwillow is publicly blamed for all the recent problems
- The corpse of a Nightgaunt is found near Whisperwillow

Impending Doom: Nightgaunts descend on Whisperwillow, killing everyone

CULTISTS OF WHISPERWILLOW

What first appears as a peaceful town living in harmony with nature, the dark intentions of the Chaugnar Cult will soon be revealed in Whisperwillow. The cultists seek to summon the demigod known as Chaugnar. They see Glimmerkeep as a threat and wish its destruction, but will pretend to be harmless nature lovers and the victims of the “evil” Guild of Magi.

Impulse: To summon Chaugnar

Grim Portents:

- Archaic tomes are stolen from the library of Glimmerkeep
- The ancient obelisk at the center of town is restored
- A secret ritual causes the obelisk to emit dark energy

Impending Doom: Chaugnar rises and destroys Glimmerkeep

THE SILVER SPEARS MERCENARIES

By happenstance, a company of mercenaries known as the Silver Spears is camped nearby. A bidding war from Glimmerkeep and Whisperwillow begins. Both wish to have the mercenaries destroy the other town.

Impulse: To get paid

Grim Portents:

- The Silver Spears arrive and camp nearby
- They meet with emissaries from both towns
- They begin marching to one of the towns

Impending Doom: The Silver Spears destroy one or both towns

THE BAYMOOR BUTCHER

The town of Baymoor sits on the edge of a foul smelling marsh. Recently, livestock has gone missing. The players are contacted by a family member or friend that lives in the village (make sure to give the players incentive to stick around the town and see what's happening). Soon, more villagers are brutally murdered. The players must uncover that Mera Faynor is a Werewolf with a deadly nightlife. She is being protected by her father, Galeon, the mayor. Furthermore, a member of the Hunt known as Kante shows up to investigate. If left unchecked, he will begin to suspect the players of foul play.

CAST

- Mera Faynor, teenager (Spoilers: She's a big scary Werewolf)
- Galeon Faynor, Mayor, father of Mera
- Kante, member of the Hunt
- Thamund, the Blacksmith
- Daymund, blacksmith's son, Mera's secret boyfriend
- Laura, harmless baker
- _____, family member or friend of a player

STAKES

- What will happen to Mera?
- How far will Mayor Galeon go to protect her?
- How will the players deal with Kante?

OPTIONAL TWISTS

- Someone else is a werewolf too (Galeon, Laura, Kante, etc.)
- Daymund has known all along
- A player or an ally contracts lycanthropy

MERA FAYNOR THE WEREWOLF

Mera is a seemingly innocent teenager terrified of the recent events. She slowly begins to realize that she is the werewolf and the cause of so much blood. However, her hatred for her father may give her reason to embrace her new found power. Mera's elicit relationship with Daymund is a badly kept secret in the town.

Impulse: *To feast in the moonlight*

Grim Portents:

- Thamund the blacksmith is eaten
- Laura the baker thinks she saw something large, with black fur, last night
- Laura the baker and her family are killed
- Daymund the Blacksmith's son contracts lycanthropy

Impending Doom: The lycanthropic curse spreads

MAYOR GALEON FAYNOR

Galeon is the proud mayor of Baymoor. He loves his daughter, but his controlling nature has driven a wedge between them. Still, he will do anything to protect his daughter, even after discovering her dark secret. Galeon will eliminate anyone he deems a threat.

Impulse: *To protect his daughter, Mera*

Grim Portents:

- Galeon finds out Mera is the werewolf, but keeps it secret
- He attempts to lock her in the basement, but she breaks free
- Covers for Mera by blaming wild animals using (falsified) proof
- He sees the players as a threat to Mera

Impending Doom: Galeon incites the town against the players, causing a dangerous mob

KANTE THE HUNTER

Somewhat of a wildcard, Kante is a member of the Hunt and is also in town investigating the strange happenings. His personality should be directly opposed to the player group's tendencies. If they're do-gooders, he should have borderline evil tactics. If the players are neutral or evil, Kante should be a paragon. Either way, he will come in direct conflict as he begins (wrongly) suspecting it is the recently arrived players who are the cause of the killings. The players can attempt to prove their innocence or just kill him and take his stuff.

Impulse: *To hunt those who do harm*

Grim Portents:

- Investigates the killings at Baymoor
- Investigates something the players have left behind (e.g. a battleground, corpses, people they've talked to)
- Grows suspicious of the player group
- Stalks the player group and watches

Impending Doom: Players are designated as targets worthy of death by the Hunt

THE AZURINE BURDEN

When the players kill a creature (can be anything) with blue skin, its corpse dissolves and leaves a blue gemstone that hums with power. When the gem is touched, it immediately “melts” into the skin of the person who touched it, disappearing and turning the person a permanent shade of blue. What the players will soon discover, one of them has just joined the cursed ranks of the Azurine. The infected person can immediately feel a subtle beckoning in multiple directions: towards the other infected!

The players will find out more about the Azurine through their own research or from dealing with the Cerulean Order. Legends say if an Azurine manages to consume all the gemstones, they will hold enormous power.

CAST

- The Blue Goliath
- The Queen of Sapphire Peak
- Ellariel, female elf, leader of Cerulean Order

STAKES

- How will the players react to being infected by the Azurine?
- Will they seek to cure the player or attempt to gather all of the Azurine together?
- What power does the full Azurine hold when gathered?

OPTIONAL TWISTS

- There's more Azurine than just two others
- Being infected causes powerful benefits or detriments
- Ellariel secretly wants to gather the Azurine for herself

THE BLUE GOLIATH

A massive giant, recently infected by the Azurine. He slowly follows the player's group, destroying anything in his path.

Impulse: *To follow the beckoning of the Azurine*

Grim Portents:

- The infected player feels a beckoning that seems to follow them
- A town or location the players have recently been to is destroyed
- The Goliath appears on the horizon

Impending Doom: The Goliath attacks

THE HARPIES OF SAPPHIRE PEAK

One of the longest lived Azurine is the Harpy Queen of Sapphire Peak. Her hundreds of offspring all have light blue feathers, a side effect of the infection. The Queen prefers to stay safely on the peak, waiting for other Azurine to come to her. Many corpses of the Cerulean Order can be found littered around the mountain.

Impulse: *To nest and wait*

Grim Portents:

- The infected player feels a beckoning towards Sapphire Peak
- The players are attacked by a group of blue feathered harpies
- The harpies kidnap someone close to the infected player

Impending Doom: The harpies kidnap the infected player

THE CERULEAN ORDER

An ancient order that seeks out the Azurine and kills them when they get too close to each other.

Impulse: *To keep the Azurine separate*

Grim Portents:

- The players receive a message from Ellariel, warning them to ignore the beckoning
- A Cerulean assassin attacks the infected player
- Ellariel seeks to destroy the infected player herself

Impending Doom: The Cerulean Order attacks in force



THE RISING DEPTHS



The coastal town of Olmstead has enjoyed decades of abundance and prosperity, until now. A grotesque tribe of fish people known as the Deep Ones have begun to surface. They worship the Ladon, a massive monstrosity of the sea. The townspeople will do what it takes to survive, even if that means losing their humanity.

CAST

- The Deep Ones
- The townspeople of Olmstead
- The Ladon

STAKES

- What will become of Olmstead?
- Will the Deep Ones corrupt the townspeople?
- Will the Ladon rise from the depths?

OPTIONAL TWISTS

- There's a cult in Olmstead that worships the Deep Ones
- The Ladon can be bargained with
- The Deep Ones are actually slaves to the Ladon

THE DEEP ONES

Terrible fish-like people that worship the Ladon as a god. Because the Deep Ones are often eaten by the Ladon, they seek to find others to be eaten instead. They see Olmstead as the perfect tribute to their god.

Impulse: *To serve the Ladon*

Grim Portents:

- A strange fish-like monster is seen outside of town
- The Deep Ones raid Olmstead and kidnap townspeople
- The captured townspeople are found dead on stakes placed on the beach

Impending Doom: Olmstead is offered as tribute

OLMSTEAD TOWNSPEOPLE

The townspeople of Olmstead think the only chance for survival is making secret deals with the Deep Ones. Those in power begin kidnapping and giving townspeople to the Deep Ones to ensure the survival of the town.

Impulse: *To survive*

Grim Portents:

- Townspeople begin going missing
- Kidnapped townspeople are found but they're... changed
- More and more townspeople are turned into Deep Ones

Impending Doom: The townspeople are forever corrupted

THE LADON

Among the most ancient of horrors, its immeasurable bulk is made up of countless snake-like heads. It is currently lurking off the coast of Olmstead.

Impulse: *To devour*

Grim Portents:

- Reports of a horrific sea serpent
- The Olmstead shipyard is decimated at night
- The Ladon appears near shore with greater regularity

Impending Doom: The Ladon walks on dry land

THE GRAND HUNT



A massive bear known as the Ursine has awoken from a long hibernation and is terrorizing the mining town of Marigold. The bear has killed at least a hundred miners and the death toll has continued to rise. The town is on the brink of economic collapse when the Hunt announces a public contract that pays an enormous bounty for the pelt of the Ursine. Such a large sum attracts adventurers, heroes, and cutthroats alike.

CAST

- The Ursine, a monstrous bear the size of a house
- Hunters, Adventurers, Cutthroats
- Clawtotem Druids, who worship the Ursine

STAKES

- What is the fate of the town of Marigold?
- Will the hunters manage to collect the bounty?
- Will the druids use the Ursine to destroy Marigold?

OPTIONAL TWISTS

- The Ursine is sentient
- The players are attacked by greedy hunters
- The Ursine's mate is revealed

THE URSINE

While not an evil beast, the Ursine will protect its cubs and its territory. Having grown bigger than a house, it is not to be underestimated.

Impulse: *To protect its cubs and be left alone*

Grim Portents:

- Marigold miners are slaughtered
- Marigold is forced to shut down its mines
- The mayor begins making plans to leave

Impending Doom: The town of Marigold is abandoned

THE OPEN HUNT

The Hunt does not often make one of its contracts public. In this case, the Ursine has killed so many hunters, the bounty for its massive pelt would make an entire village rich.

Impulse: *To collect the bounty*

Grim Portents:

- The Hunt announces the public contract
- Two groups of hunters fight each other
- An Ursine cub is captured as bait for a trap

Impending Doom: The Ursine is enraged and destroys Marigold

CLAWTOTEM DRUIDS

An ancient order of druids who worship beings such as the Ursine. They see the Ursine's awakening as a sign to take back the wilderness from the people of Marigold. They will guard the Ursine against hunters. The druids seek to beckon the Ursine to destroy Marigold.

Impulse: *To destroy civilization*

Grim Portents:

- A hunter is found dead, encased in a tree
- The druids hide a Beckoning Totem inside Marigold
- The Ursine appears near Marigold

Impending Doom: The town of Marigold is destroyed



CHAOS OF CRESCENT VALLEY

Crescent Valley is named for its mountain range that almost completely surrounds the valley. The main entrance is along a river that enters the valley and empties into the massive lake called the Mouth. In the center of the Mouth is a single mountain island where the demigod known as Korthaka slumbers within. The Wardens watch over his body, the Children of Korthaka seek his power, and all the while ancient monsters known as elder beasts have been unleashed on the valley.

CAST

- Korthaka, slumbering demigod
- The Wardens who guard Korthaka
- The Children of Korthaka, a secret cult

STAKES

- Will the Wardens awaken Korthaka?
- Will the elder beasts escape from Crescent Valley?
- Will the Children of Korthaka gain his dark power?

OPTIONAL TWISTS

- The Sun Stone was brought to the valley in the merchant caravan
- The Children see themselves as good
- The towns of Crescent Valley begin a mass exodus

THE WARDENS

A secretive order of guardians located on the mountain island in the middle of the massive lake known as the Mouth. At first they appear to be keeping Korthaka imprisoned, but in reality, they only guard him while his body slumbers. They have released the elder beasts to attempt to slow the Children and buy themselves time.

Impulse: To guard Korthaka's slumbering body

Grim Portents:

- A fishing boat is set aflame for coming too close to the island
- Twelve villagers are simultaneously kidnapped
- The villagers are sacrificed to wake Korthaka early

Impending Doom: Korthaka awakens, furious that his slumber has been cut short

ELDER BEASTS

Some say elder beasts are not from this world; that they came here to consume it when the world was young. Now something has awoken them from slumber and the elder beasts are once again growing in number. If they are not stopped inside the Crescent Valley, the entire world may fall to their unchecked virility.

Impulse: To consume and multiply

Grim Portents:

- A nearby merchant caravan is decimated
- Elder beast eggs are found near the river
- The town of Valley's Edge is slaughtered

Impending Doom: The elder beasts spread outside the Crescent Valley

THE CHILDREN OF KORTHAKA

A shadowy cult that has members from all over the towns of Crescent Valley. They revere Korthaka and at first might be taken for his followers. In reality, they only seek to steal his power while he slumbers. To weaken Korthaka's body enough to steal his power, they have found an ancient artifact known as the Sun Stone that emits immense heat. They seek to put the stone in the lake and boil the Wardens and Korthaka alive.

Impulse: To usurp and gain power

Grim Portents:

- A bright light is seen flowing down the river until disappearing in the lake
- Fish and anything living in the Mouth die as the lake heats up
- The Mouth begins to boil, Korthaka's body begins to deteriorate

Impending Doom: They steal Korthaka's power and begin enslaving the world

THE PHAGE



BY JOSHUA BAILEY
ironhawkgames.com

Your world has fallen into chaos. Evil of all sorts has crawled out of every orifice of the land you once called home, taking advantage of the wake of destruction left by a new form of evil. An evil that seem unconcerned with motive, purpose, life. Evil spreading across your world as a plague. Some have taken to calling them The Phage, for they only devour. Devour each other. Devour your love and hope. Devour you.

Nowhere feels safe, but some have tried carving out a resting place in this new world; some place that they may one day be able to call home, but that day is eons away from the now.

The short, meaningless life left to be lived in the wake of destruction is in your hands now. Can you give it meaning? What do you do?

CAST/PLACES

- The Phage
- Orcus, the Mad
- Dazhar, Orcus's Homunculus Abomination
- Orcus's Demon Army
- Erebus, portal of Madness
- Erebus's Baleful Attendants
- Spire of Madness
- Spire of Darkness
- Hellcleft

HISTORY QUESTIONS

During character creation, choose four and ask:

- How far have the Phage spread?
- Are there any strongholds left untouched?
- Can the Phage devour anything apart from souls?
- Who did Orcus used to be?
- What drove Orcus to his quest to become a Lich?
- Did anyone attempt to stop Orcus while he amassed power, or did he rise unopposed?
- What sort of abominable creatures does Orcus have watching over Erebus?
- Can demons be redeemed?
- Where is Erebus being held?

STAKE QUESTIONS

- How can the Phage be defeated?
- Can the souls devoured by the Phage be restored?
- What happens when you are devoured by one of the Phage?
- How will creatures from beyond the material realm react to Orcus's rapidly growing power?
- Is Erebus the only portal Orcus has?
- How can the portal through Erebus be shut down?
- Can the portal be reversed?

THE PHAGE (HORDE)

When you Discern Realities in the presence of the Phage, use these results instead.

*On a 10+, your vision is obscured with fears of your past. Your answers are tinged with fears of your past. Ask one question, as Discern Realities, and take +1 forward when acting on it.

*On a 7-9, Orcus appears to you, amused to find someone powerful enough to see.

*On a 6-, one of the Phage attaches itself to the your soul; not to feed... for something worse.

Impulse: to destroy all semblance of order

Grim Portents:

- The Phage destroy civilization
- The Phage destroy the wildland

Impending Doom: Rampant Chaos

ORCUS (ARCANE ENEMY)

The mad wizard responsible for this. In his quest to become a lich, he discovered a way to use living beings as phylacteries.

Impulse: To seek magical power

Grim Portents:

- Orcus beings to bring the now empty bodies of the dead to unlife
- Orcus lays claim to a seemingly meaningless site

Impending Doom: Tyranny

EREBUS (CURSED PLACE)

The demonlord tricked by Orcus to be a never ending fountain of destruction; destruction in the form of the Phage. The portal rips at Erebus's body, only as fast as it can heal.

Impulse: To disgorge chaos demons

Grim Portents:

- The portal grows, accelerating the spread of the Phage
- The portal grows too large to ever be truly sealed

Impending Doom: Destruction

AEON STAR OF SAIR'N



BY DAVE BOZARTH

Beneath its silvery radiance, the mind-bending geometry of the Aeon Star's metal construction belies its true purpose, to imprison the fallen intelligence Sair'n. Expelled from the heavens unto the mortal plane, the Aeon Star rests on the sun scorched fire plains far beyond the reach of any sane man. Still, Sair'n calls out for a Prophet. Someone that can spread the word of unity, of peace, and generosity. Someone to shepherd the faithful across the ashen dunes of the deep desert and claim the Aeon Star for mankind.

IMPULSE:

- To convert and draw in the living

GRIM PORTENTS:

- Starfall
- The Prophet of Sair'n Appears
- The Cult of Altruism forms
- The Ritual of Unity is performed

IMPENDING DOOM:

- Singularity (Pestilence) - the coalescence of all living beings within the circle of Sair'n

CUSTOM MOVES:

THE RITUAL OF UNITY

When the Ritual Circle is completed around the Star of Sair'n, all living things, from man and woman, goat and cow, to the lowly worm and the very grass on the ground becomes one with the Star and its imprisoned intelligence. The circle can be as big as the Cult can make a solid uninterrupted circle (it may simply be a line dug in the dirt, poured salt, intricate stone blocks or a metal ring). The ritual leaves the contained area a barren patch of land unable to sustain life for many years while all buildings and natural features rapidly wear away.

THE GIVING PLAGUE

When you are touched by the Prophet, either by his hand, his words, or spirit; roll +WIS. *On a hit, you are consumed by the thought of community and generosity.

*On a 10+, choose two traits below. *On 7-9; choose one trait below. *On a miss, you may act as your wish, but gain 1xp if you immediately and violently attack a Prophet or member of his entourage.

- **Heart of Gold:** You are driven to be generous, sincere, and friendly. When you act in this way and it brings you harm, gain 1xp.
- **Defender of the Gift:** Provide succor to the weak and downtrodden, preserve all that Sair'n has brought into this world and take +1 ongoing against those denied the blessing of the Heart of Gold.
- **Speaker of Unity:** You now count as a Prophet, and others must make this roll when you interact with others. When other Prophets suffer at the hands of another, you are aware of it and have a general sense of where it took place.

THIS LITTLE LIGHT OF MINE...

When you take a moment to bask in the presence of the Aeon Star, roll +WIS. *On a 10+ you gain all three. *On a 7-9, choose one.

- The touch of the star is cool and refreshing; you will not succumb to the desert's heat, nor thirst beyond your means, or hunger without sustenance this day.
- The light of the Sair'n eases your burdens, heal +1d6. All of your healing attempts will enjoy an additional +1d6 for the next day.
- So moved by your experience, Sair'n imparts some of his essence unto you and are now a Prophet in regard to The Giving Plague move.

*On a Miss; you are not moved by the Aeon Star and denied the blessings of Sair'n. Sair'n knows this and so do all that have been called. You will never become a Prophet of Sair'n and will never be afflicted by the Giving Plague.

THE HUNT & THE HUNTER

THE HUNT

The world is dark. The world is deadly. There are no white knights. No heroes of a benevolent order to tuck us in at night. The world wants to eat you. The world wants to chew on your bones. And there is nothing to stop it. Except us. We are the Hunt. There is only one law:

Good Must Outweigh Evil



Hunters are not here to save you. We are not here to hold your hand when you walk a night path. Our business is delivery and the parcel is death.

Break our law and we will hunt you.



THE LAW OF THE LAND

The Hunt is not a government. The Hunt does not hold office. We are not town elders, mayors, or kings. We do not collect taxes. We do not grant property. That is not the purpose of the Hunt. We have only one goal. The Hunt demands one thing from the world: Good must outweigh evil.

A good act can wash clean an evil deed. Evil means are justified by an end that is a greater good. The Hunt demands this simple thing from the world. But we are not idealists. We know the world will not listen. And so we hunt and we kill those who do not justify their actions. We hunt beast, we hunt man, and if a hunter loses his way...

We'll hunt him too.

RANKS

The Hunt does have ranks, but it's less of a command structure and more of a way to honor successful hunters. The ranks are:

Initiate, Blooded, Veteran, and Retired

BECOMING AN INITIATE

There is no public sign-up form or recruitment center. The Hunt prefers to keep themselves hidden and decentralized. Most initiates are found by chance by hunters. When a hunter sees potential in someone, they may take them on as an apprentice of sorts, or send them to the nearest lodge. It's rare, but particularly clever individuals have been able to find a hidden Hunter's Lodge and infiltrate it without help. If they're not outright killed, they're given an initiate's bounty and a chance to prove themselves.

THE BLOODED

When an initiate has proven themselves and successfully completes their first hunt, their rank is raised to that of the Blooded. It's not easy to make it past the initiate stage of the Hunt, but if they do, a Blooded hunter is given access to Hunter's Lodges and Caches and a Hunter's Mark to guide them. Unfortunately, a hunter's survival expectancy is always low and most hunters die before becoming veterans.

VETERANS

When a Blooded hunter is deemed experienced enough, they are promoted to the mostly ceremonial rank of Veteran. Hunters who have managed to live this long are almost always scarred, maimed, or otherwise grizzled in some way. They've *seen* things. They've been to hell and back again. No, really, they probably have. Beyond the considerable respect they receive from other hunters, Veterans are also in charge of creating new bounties if they come across something that needs to die.

RETIREMENT

When you manage to live long enough to retire from the Hunt, you are given authority over a lodge. It might be an existing lodge you're familiar with, or a brand new one in a location of your choice. A lodge's true purpose (a secret location for the Hunt) can be hidden behind a facade of a tavern, workshop, or store, or the lodge can be entirely out of sight.

Younger hunters will often seek you out for training or information. You're responsible for creating and paying out bounties, keeping the cache stocked, and coordinating with the other lodges.

Enjoy your rest, hunter, and good luck staying retired.

COMPENDIUM CLASS: THE HUNTER

Unlike other compendium classes, players need not spend a level up or advancement on these moves. Instead, when a character joins the Hunt and increases their rank, they automatically gain access to the moves listed below.

HUNTING BOUNTY

Requires Rank: Initiate

Whether you're a recent initiate or a grizzled veteran, hunters have access to plenty of potential hunting quarries. These bounties are created by other veteran hunters who deem a creature worthy of death. Occasionally, you might even see a bounty for the head of a hunter if it's decided they've done more harm than good. Murder is a surprisingly lucrative business and most bounties pay well.

HUNTER'S MARK

Requires Rank: Blooded

When you complete your first hunt as an initiate, you are given a special brand or tattoo called a Hunter's Mark. It is your guide to locating Hunter's Lodges and Caches. When you concentrate on the mark, you will be given a vague sense of the nearest lodge or cache.

GATHER TROPHY

Requires Rank: Blooded

When you kill a creature, your Hunter's Mark glows briefly. You immediately recognize the part of the creature's body that would make the best trophy (such as a horn, tooth, or fur). This trophy holds within it a testament to the creature's life. The more harm the creature did in life, the more valuable the trophy. A creature can only have one trophy of this type.

HUNTER'S LODGE

Requires Rank: Blooded

Whether it's hidden underground or in the backroom of a tavern, a Hunter's Lodge is a secret place for hunters to rest, resupply, group up, and find new bounties. The larger lodges will usually have a retired hunter watching over the lodge and there will likely be beds, food, a well stocked cache, and other helpful amenities. A small lodge might just be a muddy hole in the ground in the middle of the forest. Regardless of its size, a lodge always has a bounty board filled with potential hunts.



HUNTER'S CACHE

Requires Rank: Blooded

Hidden in tree stumps, under stones, in caves, or inside lodges, a Hunter's Cache is a magical supply device that uses a bartering system. Place one or more items inside, close it, and when you open it again a different item will be inside. The new item will tend to be the same value as what you put in. The cache is not limitless nor inexhaustible, but the magic within will attempt to give you what you need for your current hunt. Likewise, when you place a trophy inside of it, the cache will reward you as appropriately as it can.

BOUNTY CREATION

Requires Rank: Veteran

When you set a bounty on someone's head, name the bounty's conditions and reward. A day or two after you place it in a Hunter's Lodge, the bounty will have spread to all other lodges. Hunters aren't always known for their subtlety, but they'll get the job done if the reward is worth it. Just be wary of placing a bounty on the wrong person.

OPEN HUNT

Requires Rank: Veteran

When you declare a bounty as public, anyone, even non-hunters may participate. These types of contracts tend to simultaneously attract the best and worst the world has to offer. There will likely be more blood shed from fighting over the bounty's reward than actually accomplishing the contract, but desperate times and all that, right?



COMPENDIUM CLASSES

THE WENDIGO



BY HANNAH FORSTER

[google.com/+HannahForster](https://www.google.com/+HannahForster)

When you willing partake on the flesh of your own kind on the winter solstice, the next time you level up you may choose to gain this move:

OF ICE AND HUNGER

You can now take the form of a Wendigo; a horrific amalgamation of stag, bear, wolf and hunger. In this form you have the tags Forceful, Messy, Terrifying and ferocious claws (close, piercing +1). However from this point onwards whenever you are asked to mark off a ration, you must instead consume the flesh of a sentient creature. This is the only way you can gain sustenance in your new twisted existence.

When you have taken the above move, you may take any of the following moves instead of a move from your class when you level up:

WINTER'S CHILD

Cold no longer has any physical effect on you, as the spirits of ice are now your brethren. You can see through snowstorms, sleet and fog as if it was the clearest of days. However now sunny and warm weather renders you uncomfortable.

ICY DAGGERS

When you commune with the spirits of ice and winter, roll +WIS. *On a 10+ you create several floating ice crystals (thrown, near, Elemental Ice, +2 piercing, 2 Ammo). *On a 7-9 choose 2:

- You can only generate a small amount, gain only 1 Ammo worth.
- They aren't that sturdy and will melt soon; you have to move fast.
- You have to pay tribute for the spirits' help, take 1d4 damage (ignores armor).
- You upset the spirits and they take their anger out on you; take -1 ongoing to WIS until you eat flesh.
- The crystals came out the wrong shape; lose the piercing tag.

PASSING HUMAN

When you eat "normal food" that is not a part of your... actual diet, roll +CON. *On a 10+ you manage to choke it down and actually derive some nutritional value from it. *On a 7-9 choose 2. *On a 6- you regret even attempting this.

- You manage to get it down with out flinching, retching or grimacing.
- You feel perfectly fine right after consuming it.
- You suffer no weird or horrible side effects from digesting it.

CHILLING APPETITE

When you Hack & Slash with the intent to devour your prey, add +1d6 damage.

WINTER'S TOUCH

Requires Winter's Child

You are an embodiment of winter itself, cold emanating from your very skin. Wherever you pass through in your journeys, snow will follow regardless of season or location. Your very touch can cause frostbite; your hands now have the tags Debilitating and Elemental Ice.

DEATH MOVE: ETERNAL HUNGER

Even as everything else fades away it still remains; your hunger for flesh. Your icy brethren still scream for it. And neither of you are going to let something as irrelevant as death get in your way. **When you die**, join your brethren in mind and soul; become a truly monstrous spirit of winter. Where you die will always be marked by winter, and will forever be your domain. Before you lose yourself to the spirits' undeniable appetite; name your first prey in your new domain. Hunt. Rip. Tear. Devour. They never had a chance against what you've become, Wendigo.

THE HOUNDKIN BY KEN THRONBERRY AND TRENTON KENNEDY

The world was still young when a lone wolf accepted a haunch of meat and an invitation to sit by the campfire. A silent, but solemn covenant was forged that night between the first human and the first hound. When the sun rose the next morning and every morning after, it shone down on what would prove to be a timeless companionship. The Houndkin is the chosen embodiment and guardian of this sacred pact.

When you are chosen by a spirit hound to be its companion, you may take this move when you level up:

SPIRIT HOUND

By accepting a spirit hound's companionship, you reaffirm the timeless covenant. The spirit hound coalesces into a physical manifestation. Choose a name, breed, and appearance. Your hound is bound to you in spirit and in flesh. You act as one, sharing each victory and feeling every defeat. You share HP; if your hound is harmed, you take the damage.

You have a new modifier: +Hounds, equal to how many hounds you have. You start with 1.

- When you attack, add +Hounds to the damage.
- When you take damage, add +Hounds to your armor.
- Your hounds growl at anyone wishing you harm.
- When you command a hound to fetch something small you can see, it'll do it swiftly and enthusiastically.
- When you command your hounds to Defy Danger, use +Hounds.

You gain an additional hound each time you take a Houndkin move, up to 3.

You can now choose these moves when you level up:

RELEASE THE HOUNDS

When you command your hounds to attack a target, roll +Hounds. *On a 10+, choose two. *On a 7-9, choose one:

- Your hounds deal 1d10 damage, with +Hounds piercing.
- The attack is Forceful or Messy.
- Your hounds enter a frenzy, the next time you Release the Hounds take +1 on the roll.
- Your hounds surround the enemy, the next ally to attack this target gets a +1 on the roll.

EMISSARY

You represent the sacred covenant between canine and man. Dogs, wolves, even three-headed hellhounds will treat you with respect. They will refuse to harm you in any way. Likewise, they will expect the same from you.



WATCHDOGS

When you Make Camp, your hounds act as watchdogs and no one needs to Take Watch. With the extra rest, everyone can add +Hounds to the amount of HP healed. If something approaches the camp, the hounds will wake everyone up in time to prepare a response and the camp gets a +1 forward.

Furthermore, **when you send your hounds to protect a downed ally**, you can add +Hounds to your Defend roll.

DOGLIKE

When you gaze deeply into your hound's eyes by firelight, its spirit bestows a canine trait upon you of your choice. You determine how subtle or pronounced the physical change is to your body. From this point forward, you can only replace your current canine trait, you must always have exactly one, no more, no less. Here are some examples:

- Ears: canine hearing ability and sensitivity
- Snout: smelling ability and an overwhelming urge to sniff new scents
- Eyes: motion acuity, lower light vision, color blindness
- Fur: a thick coat makes you resistance to cold
- Tail: slightly better balance but mostly just shows others your mood

GHOST

Your hounds exist somewhere between the corporeal world and the spirit realm. They can step between the planes at will. You no longer share HP with your hounds. Instead, **when a hound takes damage**, its physical form dissipates and the hound is gone.

When you throw a fresh haunch of meat or a good bone into the air, before it touches the ground, a missing hound will rematerialize and catch it.



Basilisks. Wizards. Artifacts. There are many ways you might be turned into a statue—and the process of reversal is not always perfect. But those who have not fully returned from stone find there are benefits to being bonded with a substance older than human civilization. Because the earth remembers. Because the earth speaks.

If you have been imperfectly cured of petrification, you may take this move at advance...

STONE COMMUNION

A part of you is still stony from your petrification; describe it. **When you stand still and open yourself to the natural earth around you**, the GM will tell you what the stone in your area knows. Stone does not have a complex “language” but it can communicate basic things: weather patterns, animal trails and dens, hidden creatures and ambushes, etc. If you designate a target, the stone can guide you towards it and help you track it so long as the target remains on or near natural stone. Stone Communion gives +1 forward to certain moves when appropriate, such as Take Watch, Hunt and Track, etc.

Once you’ve taken Stone Communion, the following moves count as class moves for you. In addition to your normal list of moves, you may choose from this list when you level up:

EARTHLY ACQUIESCENCE

When you plead or politely ask the earth for assistance, roll+CHA. *On a 10+, the effect you desire comes to pass. *On a 7-9, choose one:

- The effect you desire comes to pass perfectly.
- You avoid paying nature’s price for aid.

When you demand or threaten the earth into helping you, roll+CHA. *On a 10+, choose two. *On a 7-9, choose one. *On a miss, some catastrophe occurs as a result of your impetuosity.

- The effect you desire comes to pass.
- You avoid paying nature’s price.
- You retain control.

THE GREAT WALL

When you call upon the strength and durability of rock, you cannot be moved except by feats of extraordinary strength. A troop of orcs will crash against you like surf upon the beach.

HEART OF STONE

In an emergency, you can be healed by opening yourself to the nature of stone, but the stone takes something in return. **When you call upon your connection to stone to heal your wounds**, roll+CON. *On a 10+, roll b[2d10]; you heal that much damage. *On a 7-9, roll w[2d10]. Either way, the wound becomes rock as it heals over. *On a 6-, there is no effect and the GM makes a move as normal. No matter the result, you must make a Recover move before using this move again.

THE CITY SPEAKS

Your understanding of stonemasonry has been refined. You can now use Stone Communion to communicate with stoneworks or magical stone: cobblestones, buildings, statues, etc. You can track a foe through the city, evade the City Guard’s nightly patrol routes, or the like.





There are many gods in the world; some of them were forgotten before your kind even walked the earth. And sometimes they take an interest in your kind. You came face to... “face” with one at the Black Gates. It was your time to pass beyond, but this eldritch lord decided it had a task for you. It made a deal—either with you, or with Death itself—and it has returned you to life. But in return you must sometimes enact its plans. Plans you cannot begin to fathom.

If you **have died but an ancient deity negotiated your return to life**, you may take this move at advance...

ELDRITCH GUIDANCE

You have a physical manifestation of the elder god that owns your life: either a small icon (Weight 0), a tattoo that appears upon your body, or something similar. Describe it, and name the god. **When you contemplate this symbol and ask the deity for guidance**, roll+WIS. *On a 10+ ask three of the questions below. *On a 7-9, ask one. Take +1 forward when acting on the answers.

- What does the god want to happen here?
- What is hidden here?
- Who here will act against the god?
- Who protects this place?
- Who here can be swayed to work for the god?
- How can this place be defiled?

Once you’ve taken Eldritch Guidance, the following moves count as class moves for you. In addition to your normal list of moves, you may choose from this list when you level up:

A TASK IS OWED

When you work to further the deity’s goals despite a danger to yourself, either gain 1-hold or take +1 forward. If taken as hold, you may add this to any hold generated from a move you take. If taken as forward, you may add this to any roll you make, including damage. Your capacity for hold/forward generated by this move is equal to your level, but you may only use one point of hold/forward from this move at a time.

TAKE HIM INSTEAD

When you personally kill a sentient creature that defied your god, you gain +1 forward towards your next Last Breath. If you loudly proclaim devotion to your god when the creature dies, you grant +1 forward to those present who also worship the deity.



UNHOLY TONGUE

You’ve heard the ancient god’s voice squirm in your head. **When you speak in the ancient tongue**, roll+WIS. *On a 10+ you instill fear and madness in your opponents and they flee in terror until their resolve returns. *On a 7-9, they flee but choose a consequence:

- Your allies run off as well.
- You take d6 damage as your mind and body rupture, unable to channel the eldritch language.



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[google.com/+AdrianThoen](https://www.google.com/+AdrianThoen)

When you have lost or abandoned your physical body, the next time you level up you may take the following move instead of a move from your class:

EPHEMERAL

You do not have a physical body. You can pass through physical matter, including people, but you cannot pick up physical objects.

When you have taken the above move, you may take any of the following moves instead of a move from your class when you level up:

NINE TENTHS

When you attempt to possess the sleeping or unconscious body of someone or something, roll+WIS.

*On a 10+, You gain total control of the body. *On a 7-9, you have to regularly struggle with your host's consciousness to maintain control.

WHAT DREAMS MAY COME

When you touch the minds of those grieving for their departed loved ones, roll+WIS. *On a 10+, choose one now, and hold 1 for later. *On a 7-9, choose one. *On a miss, the GM chooses one. Spend hold, 1 for 1, on the following:

- You drive them into a vengeful fervor.
- You bring them peace and acceptance.
- You destroy their will to live.

POLTERGEIST

When you attempt to move an object with your strong emotions, roll+WIS. *On a 10+, choose one. *On a 7-9, choose two:

- You make a terrible mess.
- Someone's put in danger.
- You leave ectoplasmic residue behind.
- You break something.





BY TIM FRANZKE

www.tinyurl.com/TFDungeonWorld

When you have come back from death and had a glimpse into the realm of ghosts or if you found a way to return from the Underworld with a living body, you can choose the following move when you level up:

GHOSTWALK

When you leave your body behind and turn your soul into an incorporeal ghost, roll +Ghost and then lose 1 Ghost.

*On a 10+, choose two. *On a 7-9, choose one:

- You can still affect the physical world in your ghost form.
- You create ghostly copies of your gear.
- You can maintain your ghost form as long as you want.

You also get this move:

ABSORPTION

When you absorb a ghost, you hold 3 Ghost (max 3).

You may absorb a ghost by killing it, talking it into giving up its existence, or absorbing the rest of its essence when you help it pass on.

You can now choose these moves when you level up:

GHOST EFFECT

You can spend Ghost 1 for 1 for the following effects:

- Unleash a poltergeist to haunt a room.
- Drain all the warmth from an object or person for a moment.
- Create a terrifying ghostly illusion.

NOT SO FINAL RIGHTS

When you take the time to properly bury your enemies, you collect parts of each of their spirits and gain 1 Ghost from the process.

UNLEASH THE SPECTRES

You can spend 3 Ghost for one of the following effects:

- Ignore one of the conditions of the ritual move.
- Unleash a banshee howl and name one GM character present, they will die soon.
- Cast the Resurrection spell but the character will be plagued by visions of the dead.

When you have suffered a tragedy from the hand of a Monster of the Night (Vampires, Werewolves, Ghosts, etc.) and have sworn revenge on their kind, you can choose the following move when you level up:

PREPARE THE HUNT

When you prepare to fight against the Monsters of the Night in a steading, roll+WIS.

*On a 10+ choose two. *On a 7-9, choose one:

- You can find a weapon or spell that will get past their dark defenses.
- You find out something interesting about their past or unholy life.
- You find a way to protect yourself and your party against them.
- You assemble a mob with pitchforks and torches.

You can now choose these moves when you level up:

REBUKE

When you call on the light and pray for protection, roll+WIS. *On a 7-9, no Monsters of the Night can come within reach of you. *On a 10+, they also must flee the light.

SCARRED BY DARKNESS

The first time you take a debility or suffer great personal harm after you gain this move, do not mark that debility or suffer that harm. Instead gain one of the following scars:

- A hand bloodied: your body is a weapon with the Hand and Forceful tags.
- A body scarred: you have +1 armor.
- A mind shattered: you take +1 to Defy Danger against being manipulated in any way.
- A heart broken: take +1 forward against any who insults your quest against darkness.
- A scar burning: this scar glows and burns when another Monster of the Night is close.

LIFT THE CURSE

Requires: Rebuke

When you spend a day of uninterrupted time and perform a ritual of exorcism on a Monster of the Night, you can lift their curse and return them to their mortal existence.

LYCANTHROPE



BY JAMES BRANDON MASSENGIL

Inner beast: *Wurm, Bear, Wolf, Boar, Owl, Rodent, Panther*

Trigger: *Intense Heat, Anger, Lunar Cycle, Fear*

When you are wounded by a shape changer's bite or claws, you gain the following two moves:

UNLEASH THE BEAST

When you experience your trigger, roll +CON. *On a 12+, you resist the curse and do not transform. *On a 10-11, you transform but remain in relative control of yourself. Choose three. *On a 7-9, you transform and choose two:

- You can still communicate.
- You are in control of your inner beast's violent urges.
- Your form is more humanoid than beast.
- You gain a combat monster move appropriate to your inner beast.
- You gain a non-combat monster move appropriate to your inner beast.

*On a 6 or less, you transform and your inner beast is in control. The GM will describe the nature of your savagery and the consequences.

REMOVE THE CURSE

On the eve of your transformation, melt 2 silver coins and apply to your beast mark/scar and roll +CON. *On a 12+, You control the curse, losing all Lycanthrope moves and gain the move I'm Angry All the Time, *On a 10+, you drive out the curse and lose all Lycanthrope moves, *On a 7-9, you delay the curse. You may select a non-lycanthrope move the next time you level up and are SCARRED until you receive medical attention. *On a 6- the curse is driven deeper into your essence. You gain another Lycanthrope move immediately and are SCARRED until you receive medical attention.

POWER OF BLOOD

When you mix the blood of another lycanthrope with the silver used for Remove the Curse and perform a ritual chant, roll +INT. *On a 10+, receive a +2 to your Remove the Curse roll. *On a 7-9, receive a +1 and you are WEAK until you have a chance to rest. *On a 6 or less, You are WEAK and SICK until you have a chance to rest.

CALL OF THE PACK

Animals that are of a similar type to your inner beast see you as a one of their pack. **When you call out for aid and are near animals of your pack,** roll +CHA. *On a 10+, you receive immediate aid. *On a 7-9, you receive aid, but with a complication. Choose one:

- It takes longer than you would like.
- It isn't as many or as strong as you would like.
- It will aid you and no one else.

HEIGHTENED SENSES

For a few hours or days after you transform, your senses are heightened to levels that match your inner beast. After reverting back to your natural form, take a +1 Ongoing to WIS rolls relating to tracking and detection. This effect lasts until you fail a roll or the GM says otherwise.

WILD ATTACK

Your inner beast is always just under the skin. **When you let your inner beast show and make an attack,** roll +DEX. *On a 10+, deal damage and choose two. *On a 7-9, deal damage and choose one. *On a 6 or less, deal damage and you are WEAK until you can rest.

- Deal an additional 1d8 damage.
- Your attack has the Messy tag.
- Your attack has the Forceful tag.
- Deal 1d6 damage to an additional target.

I'M ANGRY ALL THE TIME

When you call upon your inner beast to aid you, roll +CON. *On a 12+, you gain a couple physical benefits of your inner beast without actually transforming. Hold 3. *On a 10+, you transform and hold 2. *On a 7-9, You transform and hold 1. *On a 6 or less, the beast resists you and you are CONFUSED until you have a chance to steady your mind.

- Spend 1 hold to perform an inner beast monster move.
- Spend 1 hold to quickly revert to your natural form.
- Spend 1 hold to take +1 forward to the next roll for the stat of your choice.

LYCANTHROPE BONDS

_____ fears me and with good cause.

With _____'s help, I can be rid of this curse.

While transformed, I have dreamt of _____.

DEATH: CONSUMED BY THE BEAST

When you have taken all of the Lycanthropy moves, the curse has corrupted you completely. Your inner beast bursts forth from your flesh, set free from the morality of your soul. It is the curse manifest. As it devours the remains of your ruptured body, your spirit grants its protection to one of your allies. They are immune to the curse of the lycanthrope and their touch is its bane.

If they already carry the curse, they are cured as if they rolled a 12+ for the Remove the Curse move.

Once you have become a Lycanthrope, you **must** choose from the following moves when you level up:

THE DEATH KNIGHT



BY PETER JOHANSEN

“Do you think you can stop me? A thousand men have fallen before my blade. They thought their valor or their faith would save them. They were wrong. At night, I hear their souls crying in agony from my blade, and I laugh. After you are gone and your proud city has crumbled to dust, I will still be here.”

When you pledge your soul in service to the Lich King, the next time you level up you may choose to gain this move:

REAPER

You are given one of the black-bladed weapons of the unliving, describe it! Your weapon has the following tags: close, two-handed, messy, +1 damage, 2 weight. If you have the Signature Weapon move, this weapon replaces it, gaining any enhancements or other moves that improve the weapon.

When you slay a living person with your dark blade and consume his soul, you take +1 forward to your next move and heal 1d6 damage to yourself. Souls consumed by you cannot be resurrected unless your weapon is destroyed. Additionally, when you take your Last Breath, take -1. Death doesn't like to be cheated.

Taking this move immediately changes your alignment to evil, and when you snuff out the hope of the living, mark XP.

If you have the move Reaper, these count as class moves for you; you can choose from them when you level up:

CHILL OF THE GRAVE

Rime ice coats your blade. Your black-bladed weapon deals +1d4 damage, and all damage done by your weapon counts as cold damage.

RAVEN'S FEAST

When you swing your black-bladed weapon overhead to summon a wave of darkness, roll+STR. *On a 10+ you deal your damage against any target in near range.

*On a 7-9 you still deal damage, but you take 1d6 damage yourself, ignoring armor.

When you use this move, you cannot use it again until you slay and consume a living soul as per the Reaper move.

UNSTOPPABLE AS DEATH

Your maximum hit points are increased by the sum of your STR and CON modifiers. Additionally, you can never become weakened or sickened, and you ignore the Forceful tag on any attacks made against you.

REBUKE UNDEAD

When your voice resonates with the land of the dead, roll+CHA. *On a 10+ any mindless undead near you are cowed into submission, and you may command them to do your bidding. *On a 7-9 the undead will not approach you, but neither will they follow you. Intelligent undead are more resistant to this move. They cannot be commanded, but a successful roll may convince them to help you for a while. For them, on a 7-9, there's a price, the GM will tell you what.

BLIGHT

Your touch is toxic to all life. Plants swiftly wither and die in your grasp. **When you grab a person and will the Blood Plague upon them,** roll+CON. If you succeed, they are infected. The plague deals 1d4 damage immediately, and another 1d4 damage every day until cured. The damage from the disease cannot be healed until the plague is cured. *On a 10+ choose three. *On a 7-9 choose two:

- The plague is very virulent; increase the damage dice to 1d6.
- The plague is extremely difficult to treat, and will require magical intervention or a rare, expensive medicine.
- The person you infected is contagious, though anyone he spreads the plague to is not.
- Anyone killed while they have the plague will rise the next night as a ghoul.

When you use this move, you cannot use it again until you slay and consume a living soul as per the Reaper move.

ARISE!

Requires: Rebuke Undead AND Blight

When you sound the horn of Ragnarok, roll+CON. A number of undead equal to the result of your roll rise up around you. *On a 10+ you have complete control of your undead horde. *On a 7-9, your hold is somewhat tenuous. Recently killed corpses rise immediately as ghouls. If there are no corpses around you, skeletons claw their way from the earth to serve you, but it takes a little time for them to get there.

When you use this move, hold Torment equal to twice the number of undead raised. You cannot use this move again until you have gotten rid of all of your Torment. Healing from the Reaper move may be instead spent to remove torment on a 1:1 basis.

THE ASSASSIN



BY PETER JOHANSEN

She could be anywhere. She could be anyone. No place is safe from her, no one too powerful or wealthy to fall to her blade. By the time you know she's there, it's too late. She slips in unnoticed, makes her kill, and then disappears without a trace, just as quickly as she appeared.

When you slay an important person at the behest of a member of the Dark Brotherhood, the next time you level up you may choose to gain this move:

HIDDEN BLADE

You may conceal a melee weapon no larger than a dagger on your person. The weapon will not be found if you are searched; not even magical detection can find it. You can draw this weapon in the blink of an eye.

When you get close to your mark to make a surprise attack with your hidden blade, roll+DEX if you use stealth or speed, or roll+CHA if you use deception or charm. *On a 10+ choose two. *On a 7-9 choose one:

- You deal your damage+1d10.
- The attack is silent.
- No one sees where the attack comes from until it's too late.

When you gain this move, if you also have the Backstab move, you may immediately gain another move from the Assassin move list for free.

If you have the move Hidden Blade, these count as class moves for you and can choose from them when you level up:

INCOGNITO

When you attempt to remain inconspicuous as someone passes by, roll+CHA. *On a 10+ gain both of the following effects. *On a 7-9 choose one:

- Your presence is ignored, or otherwise forgotten.
- No one will remember what you looked like.

RIGOR MORTIS

When you kill someone with your hidden blade, you may instead choose to leave him or her alive but paralyzed for several hours.

ASSASSIN'S MARK

When you leave a dagger upon your quarry's pillow and he discovers it, the next time you deal damage to that target, you automatically deal the maximum damage on all of your damage dice. You may only have one mark active at a time. A mark lasts for twenty-four hours.

SHINOBI

When you move through the shadows across a dangerous or difficult path, roll+DEX. *On a 10+ choose three. *On a 7-9 choose two:

- Your steps are completely silent.
- You leave no trace of your passage.
- You are not harmed or hindered while you move.
- You move with near superhuman speed and grace.

ASHES TO ASHES

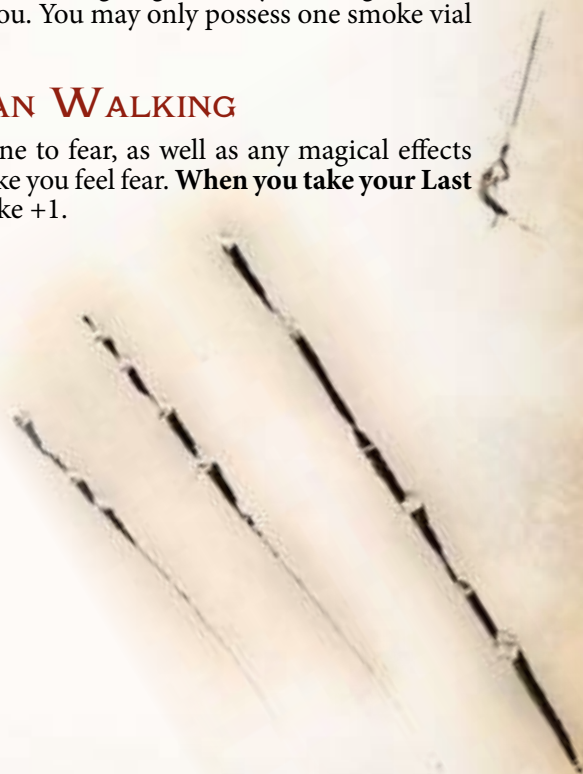
When you whisper a prayer to the Night Mother in the ear of someone you have just killed, their body turns to dust as they die, leaving no corpse. The victim cannot be resurrected, and any type of communication with their spirit fails. You can also choose to have some or all of their possessions turn to dust as well. Magical items cannot be destroyed this way.

VANISHING TRICK

You can create a vial of alchemical smoke at a cost of 10 coins. **When you throw the vial upon a hard surface**, a cloud of smoke bursts forth from it. The smoke briefly blinds and causes a coughing fit in anyone caught in the cloud except you. You may only possess one smoke vial at a time.

DEAD MAN WALKING

You are immune to fear, as well as any magical effects that would make you feel fear. **When you take your Last Breath**, you take +1.



[image to right] © Stephanie Brown
offbeatworlds.com



THE CURSED KNIGHT PLAYBOOK



BY TIM SCHROEDER

rpgnow.com/index.php?manufacturers_id=5554

RIP AND TEAR!

When you invest some of your dark power into a **mighty strike**, roll +STR. *On a 10+, deal your damage and add two of the following tags to your attack: Forceful, Messy, Area. *On a 7-9, same, plus the enemy makes an attack against you and you gain 1 urge. *On a miss, gain 2 urge in addition to any other outcomes.

BREAK FREE

If a move would cause you to exceed your maximum urge or if you take damage while at your maximum urge, roll +CON. *On a 10+, choose one. *On a 7-9, choose one and the GM chooses one.

- Lash out at an ally.
- Corrupt something or someone else.
- Break something important.

PURIFY

When you take several hours to meditate, lose all urge. Your maximum urge is 3.

THE NATURE OF THE BEAST

Some force or entity has a hold on you.

Choose its nature:

- ☐ **BESTIAL:** You can smell the fear of those around you.
- ☐ **DEMONIC:** Add “cut a deal with your demon” to the options for Break Free and all moves that replace it.
- ☐ **CURSE:** You possess a weapon with (close, +2 damage, 1 weight), describe it. If you are ever separated, your cursed weapon can be called to your hand at will.
- ☐ **UNLIVING:** If a move tells you to mark off a ration, ignore it.

In addition, choose how your curse inconveniences you:

- ☐ **PARIAH:** Your curse is obvious to those around you, and whenever something bad happens you always seem to be the first one blamed.
- ☐ **BATTLE RAGE:** All Break Free rolls are made at -1.
- ☐ **BLOODTHIRST:** Gain 1 urge whenever you allow an enemy to live.
- ☐ **BANE:** Some material, symbol, or type of person burns you on contact for 1d8 damage and, in sufficient quantity, can force you to flee its presence. Consult with your GM.



ART BY GREG TAYLOR

gregtaylorart.com

RACE

- ☐ **HUMAN**

When you roll a 12+ on Rip and Tear or its replacements, you may additionally dismay, awe, or terrify a lesser opponent.

- ☐ **ELF**

When you meditate using Purify or its replacements, you may additionally count as having used the Bolster move for one week.

Area tag: This attack sweeps a wide radius, striking every enemy within range.

STATS



Your base damage is d8.

Your maximum HP is 8+Constitution.

LOOK



Feral Eyes, Clear Eyes, World-Wearied Eyes

Wild hair, Hooded Head, Ritual Tattoos

Piecemeal Armor, Shining Armor, Excessively Spiky Armor

Scarred Body, Muscular Body, Monstrous Body

BONDS



_____ knows something about my past that I'd prefer to keep hidden.

_____ is wise to fear me.

Intentionally or not, I've caused great trouble for _____.

I am sworn to protect _____.

_____ stood up for me when no one else would.

GEAR



Your load is 8+STR. You start with dungeon rations (5 uses, 1 weight).

Choose a Defense:

- ☐ Predator's Armor (1 armor, worn, 1 weight)
- ☐ Destroyer's Armor (2 armor, worn, 3 weight)

Choose Your Armaments:

- ☐ Battle Axe (close, 1 weight) and Spiked Gauntlet (hand, +1 armor, 1 weight)
- ☐ Monk's Staff (Stun, close, reach, 2 weight)
- ☐ Rending Claws (hand, 2 piercing, 0 weight)

Choose one:

- ☐ A scroll of forbidden knowledge (0 weight)
- ☐ A precious memento (0 weight)
- ☐ Proof of your guilt or innocence (0 weight)

ALIGNMENT



☐ **GOOD**

Endanger yourself to protect another.

☐ **CHAOTIC**

Give in to your desires.

☐ **EVIL**

Prove your power over others.

WHEN YOU DIE
(IF YOU FAIL OR FORGO LAST
BREATH), YOU CAN USE THIS MOVE:

EXPULSE

FOR YEARS, YOU FOUGHT. AGAINST YOUR ENEMIES, AGAINST YOUR FRIENDS, AND AGAINST THE FORCE THAT HAS TAKEN SO MUCH FROM YOU. AT THE END OF ALL THINGS, YOU STAND VICTORIOUS. WHEN YOU DIE, THE FORCE POSSESSING YOU IS FORCEFULLY EXPELLED, RAVAGING YOUR BODY AND DESTROYING UTTERLY EVERYTHING IN FRONT OF YOU AS IT VIOLENTLY DISCORPORATES. FREE OF YOUR CURSE, YOU COLLAPSE TO DIE WITH THE CLOSEST THING TO PEACE YOU'VE EVER KNOWN.

THEN AGAIN, YOU'VE ALWAYS BEEN LUCKY WHEN IT COMES TO SECOND CHANCES.

ADVANCED MOVES

When you gain a level from 2-5, choose from these moves.

HUNTER'S INSTINCT

Add your current urge to your damage.

BONDS OF SILVER

Replaces: Break Free

You possess an item that helps restrain your "condition". If a move would cause you to exceed your maximum urge or if you take damage while at your maximum urge, roll +CON. *On a 10+, choose one. *On a 7-9, choose two. *On a miss, you are rendered temporarily unconscious.

- Lash out at an ally.
- Corrupt something or someone else.
- Break something important.
- Take 1d6 damage, ignores armor.

DARK PASSAGE

When you step into one shadow and out another that you can see, roll +CON. *On a 10+, you get through easily. *On a 7-9, same, but gain 1 urge. *On a miss, gain 2 urge in addition to other outcomes.

QUELL THE SPARK

When you drain life force from a dying foe, roll +CON. *On a 10+, you gain 2d6 hit points. *On a 7-9, you gain 2d6 hit points and 1 urge. *On a miss, you gain 2 urge and something you didn't want.

SCATTER BEFORE ME!

Replaces: Rip and Tear!

When you invest some of your dark power into a mighty strike, roll +STR. *On a 10+, deal your damage and add three of the following tags to your attack: Forceful, Messy, Area, +1d4 damage. *On a 7-9, same, plus the enemy makes an attack against you and you gain 1 urge. *On a miss, gain 2 urge in addition to any other outcomes.

INHUMAN RESILIENCE

You may gain 1 urge in place of spending hold to defend.

BLOODHOUND

When you track a living creature whose blood you have tasted, roll +WIS. *On a 10+, choose one. *On a 7-9, choose two:

- They know you're coming.
- It takes a long time to catch the trail.
- The trail leads through somewhere inconvenient.

SATE THE BEAST

When you kill a living being, you may reduce your urge by 1. Once you have taken this move, you cannot take Starve The Beast.

STARVE THE BEAST

If a move tells you to gain 2 urge, gain 1 instead. Once you have taken this move, you cannot take Sate The Beast.

RIDE THE WAVE

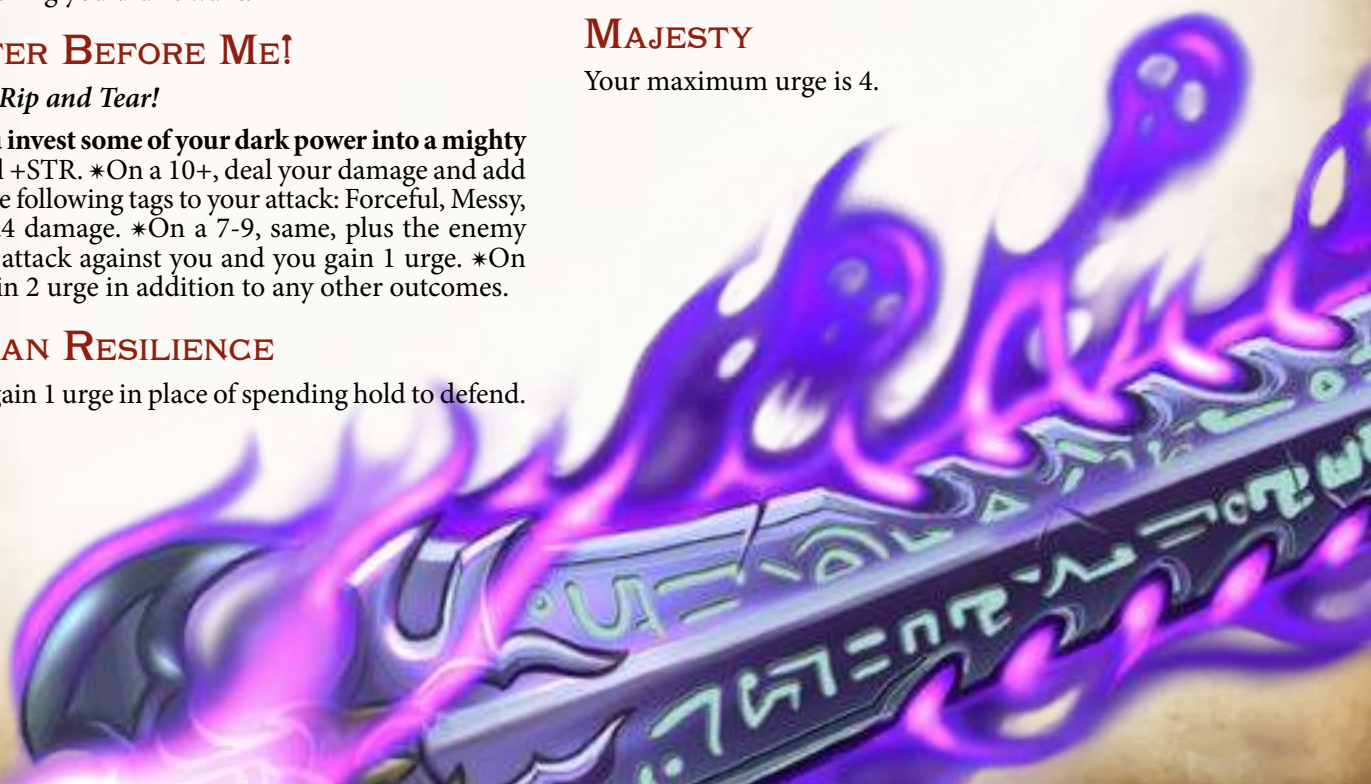
When you would be forced to use Break Free or any of its replacements, you may instead forgo rolling to enter a berserker rage which lasts until you exhaust yourself. In this state, add half your urge rounded up to armor and you must Defy Danger to distinguish friend from foe. If you would gain additional urge in this state, you must immediately make the Break Free (or replacement) move.

MULTICLASS DABBLER

Get one move from another class. Treat your level as one lower for choosing the move.

MAJESTY

Your maximum urge is 4.



When you gain a level from 6-10, choose from these or the level 2-5 moves.

KILLER'S INSTINCT

Add twice your current urge to damage.

DARK ASCENSION

Replaces: Majesty

Your maximum urge is 5.

APEX PREDATOR

When you open your senses to their fullest capacity, roll +WIS. *On a 10+, you can track enemies at near range by heartbeat. *On a 7-9, same, but gain 1 urge. *On a miss, gain 2 urge in addition to any other outcomes.

SAVAGE SILHOUETTE

Requires: Dark Passage

When you step into one shadow and out another that you can see, roll +STR. *On a 10+, you leap from the shadows with murderous intent and deal your damage to a nearby enemy. *On a 7-9, same, but your target makes an attack against you and you gain 1 urge. *On a miss, gain 2 urge in addition to any other outcomes.

HURRICANE SLASH

Replaces: Bonds of Silver

If a move would cause you to exceed your maximum urge, roll +CON. *On a 10+, you defy the beast and may lose 1 urge. *On a 7-9, choose one. *On a miss, mark a debility for every stat (if you cannot do this, you are instead rendered temporarily unconscious).

- Lash out at an ally.
- Corrupt something or someone else.
- Break something important.
- Take 1d6 damage, ignores armor.
- Suffer a debility of your choice.

RIDE THE HURRICANE

Replaces: Ride the Wave

When you would be forced to use Break Free or any of its replacements, you may instead forgo rolling to enter a berserker rage which lasts until you exhaust yourself. In this state, add half your urge rounded up to armor and you must Defy Danger to distinguish friend from foe. If you would be forced to make the Break Free (or replacement) move in this state, don't.

DEATH RAGE

While you are at your maximum urge, being reduced to 0 hit points does not make you take a Last Breath until battle ends.

QUENCH THE SPARK

Replaces: Quell The Spark

When you drain life force from a dying foe, roll +CON. *On a 10+, you gain 3d6 hit points and take +1 forward. *On a 7-9, you gain 3d6 hit points and 1 urge. On a miss, you gain 2 urge and something you didn't want.

DIE! DIE! DIE!

Replaces: Scatter Before Me!

When you invest some of your dark power into a mighty strike, roll +STR. *On a 10+, deal your damage and add three of the following tags to your attack: Forceful, Messy, Area, +2d4 damage. *On a 7-9, same, plus the enemy makes an attack against you and you gain 1 urge. *On a miss, gain 2 urge in addition to any other outcomes.

MULTICLASS INITIATE

Get one move from another class. Treat your level as one lower for choosing the move.



CURSED MAGIC ITEMS

*Not all magic items are entirely beneficial or without cost. The items in this section hold great power but beware the cost of using them. Be sure to read the **Cursed Item Toolkit** for tips on creating your own or tweaking an existing item.*

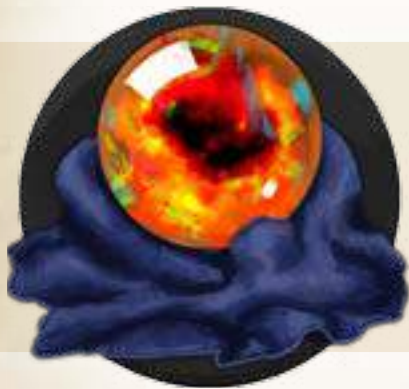
*For **Dungeon World**, the items will be used primarily through the fiction. The Toolkit also has suggestions on how to add mechanical benefits/detriments as well.*

*For **Fate Core**, it's best to treat a powerful item as an aspect. Whoever wields the item holds the aspect. As with any aspect, the item can be invoked or compelled. As a GM, you may also wish to give a magic item a free invoke under certain circumstances or once per session.*

You'll also find a large grab bag of cursed/magic items contributed by the community. They can be taken straight out of the book or used to inspire your own creations.

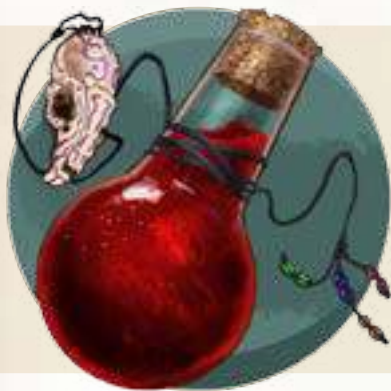
FULGRUM'S LOCKBOX

A fairly large chest that has been magically made impervious to any damage. Instead of a keyhole, there is a slot for coins. Above the coin slot, there is a mechanical display of words and a number. It says "Incalculable Wealth Awaits! Please enter coins to open:" and then a number. The number will go down with every coin entered, but randomly (and always on the last coin entered) the display will temporarily say "Counterfeit coin detected, please try again." and the number will reset. If players ever manage to open it (likely by cheating), they'll find that the coins were being sent through a small portal and the box is designed to never open.



THE EMBEREYE

A brilliant fire opal the size of a cherry, carved and polished to be perfectly round. Holding it in your hand allows you to see what any flame within miles sees, as if you were standing there. Be warned, the longer you use it, the hotter the gemstone becomes. Use it too often and you may even begin to associate burning with pleasure.



VIAL OF DEFERRED PAIN

When this vial is filled with a substance, the bearer becomes immune to harmful effects associated with its contents. Filling it with ashes gives immunity to fire. Filling it with the blood of someone gives the bearer immunity to that person's attacks. If the vial were to ever break, all of the built up harmful effects would instantly come to pass upon the current bearer.

BANOCA'S BOOK OF FAVORS

A small leather bound book with an unknown sigil on the cover. Inside are hundreds of favors written and crossed out, some in black ink, others in red. Write a short sentence describing a favor you wish to be done. The moment you stop writing, a sentence will appear on the opposite page. Do this new favor, and your own request will come to pass. For every day that you do not act towards the new favor, your own request will begin to change, word by word, to something less desirable until such an unfortunate event comes.



ACORN OF CORRUPTION

A blackened, foul smelling seed of corruption incarnate. When this acorn tastes even just a drop of water, it immediately begins to sprout and meld itself into whatever it touches. The putrid contamination will spread faster and faster with every rise of the moon. Anything or anyone affected by the blight will be both physically and mentally corrupted, tending to more and more evil acts. Whole lands will be consumed unless it is burned away and contained.

INKLING

A (usually mischievous) sentient being made of pure arcanist's ink. It is able to travel across any surface that can be drawn on, such as paper, wood, or skin. It can magically speak and sometimes even knows spells (likely stolen or overheard). Most of the time it will stay still and hide as a drawing or tattoo, but it can move and animate at will. Inklings are easily amused, but have short tempers.





WORD OF DAY'S REGRET

A seemingly mundane slip of paper, with a single word written on it in an ancient tongue. When the word is read, the piece of paper turns to ash, but the sole reader sees the letters burnt into their mind's eye. At any time in the future, this person can speak the word aloud. The entire world immediately turns to ash before the person's eyes, but after a moment of darkness, they wake to find time has reset to the morning of the same day. Anyone who heard the word spoken still has their memories of the day's events, but no one (not even the speaker) remembers the word.

SCROLL OF THE NIGHTSHADES

What first appears to be a blank scroll, viewing it at night shows glowing runes of an ancient language. When viewed for more than a moment, the black and white of the viewer's eyes invert. Their pupil turns white, their sclera turns black. Likewise, they see the light of the world completely opposite. The darkest night will seem as bright as day. They will be completely blind on a sunny day. This effect lasts until the next eclipse.



FRUIT OF CRAVING

A perfectly succulent fruit of any type (such as an apple, plum, or peach). Likely cursed by a dark fae with a cruel sense of humor. When this cursed piece of fruit is consumed, the eater experiences a few moments of immense bliss. Unfortunately, their mind is slightly altered in the process. Whenever they see an ordinary fruit of the same type, they are filled with an intense craving. They will do everything they can to get their hands on it. They may be compelled to trade their belongings, give away secrets, steal or even murder.

THE BLOOD DRINKER

A ceremonial dagger with small grooves running along the blade. Whenever it touches blood, such as when it is stabbed into the flesh of an enemy, the grooves glow and drink the blood in. The blade's thirst is unquenchable and will drain an entire body if left in long enough. Every day, the dagger must drink half a flask of blood or it will begin to dull or rust, and eventually break.



CURSED ITEM TOOLKIT

MAKING A CURSED ITEM

Here's a list of some possible cursed item tags, but don't be afraid to create your own.

A good cursed item is just as tempting for the player as it is to the character. And the best cursed items *ARE* tempting. An item that's just bad all around isn't nearly as interesting as an item that holds great power but comes with a cost. Consider perhaps the most infamous cursed item of them all: *The One Ring*.

Also, as a GM, don't feel you need to always reveal every detail of the item. Sometimes it's best to tell the player what they're risking, but often it's more fun to find out the item's curse through play.

Often it's best to keep things primarily fiction driven, but for the tags that give a character certain impulses, emotions, or desires, GM's may want to add a mechanical effect.

For Dungeon World, when you give in to such an impulse, take +1 forward. When you resist, take -1 forward. Another option is only allowing partial successes (7-9) when you act against the cursed item.

For Fate Core, treat these impulses as a Compel against the item's aspect (versus the wielder). Occasionally, you may wish to add a situation aspect, if the scene calls for it.

ANTITHESIS

When this item is in your possession, something about you (such as your personality or alignment) will be completely opposite. The bold will become meek; the good will turn evil.

APPETITE

Periodically, the item needs to consume or soak up a specific substance (such as sunlight, blood, tree sap, etc.). If this is not done, the item will not function or begin to degrade.

BACKBITER

When you attack with this weapon and fail, the damage is dealt to you instead.

DISGUST

When this item is in your possession, everyone around you will feel an inexplicable sense of disgust towards you.

BOUND

An item with the Bound tag means it's somehow attached to the wielder. It could be embedded in your skin, or cause you great pain when you put it down. Perhaps every time you attempt to rid yourself of it, somehow the world conspires to give it back. The item could bind itself to you as soon as you pick it up, or need to be used or triggered first.

DISTRUST

When this item is in your possession, those you interact with will be deeply suspicious and think you're up to something.

IMPULSIVE

Occasionally, the item will put a troublesome impulse in your mind without you realizing it. The item might want you to steal a valuable, betray an ally, or start a fire, depending on its personality.

INCITE

The item will encourage a specific emotion, such as anger, fear, sadness, or apathy.

SENTIENT

Whether it's magically powerful or seemingly mundane, a sentient item is one with a mind, will, and goals of its own. Maybe it's a spirit living inside the item, or the personality of a past bearer has imprinted itself. It's not always inherently evil, but beware what happens when you disagree.

TRIGGERED

Something (usually bad) happens when a particular trigger is hit. The trigger could be a fictional event (when the item is in moonlight), or something mechanical (like rolling a specific number).

UNLUCKY

Unlucky items will cause their bearers misfortune. Depending on the severity, this might manifest as a -1 to all rolls, or as serious complications that unexpectedly happen when the character acts. Particularly unlucky items will tend to "attach" themselves to their owner somehow, making them very difficult to get rid of (see: *Bound*). Often, another person must be tricked into accepting the item.



BY RAY BECKMANN



THE CURRENCY OF GOBLIN GREED

(0 weight)

The first coin ever earned by a certain notorious goblin 'merchant' who refused to ever part with it. When he was captured by authorities who wanted to talk to him about his 'business' practices, he swallowed the coin to keep it safe. Unfortunately his incarceration was longer than he expected so this became a... reoccurring event.

While this coin itself has no monetary value anymore, swallowing it will cause the character to vomit up several pieces of useful currency. They will gain the Sick debility and it takes twice as long as normal to remove. The coin will come into the character's possession again once the debility has been removed.

TALISMAN OF ANCIENT SORROWS

(0 weight)

Created by a shaman from a long-dead tribe, this necklace of monster teeth has been passed down from warrior to warrior. It is said once you own it that you must wear it until you fall in battle or your dreams will forever be haunted by those who find you unworthy.

While wearing the talisman, you can hear the thoughts of any monster you are fighting. This can allow you to gain insight into its motivations and strategies (if any) but you can easily become overwhelmed by the mind of such creatures.

Whenever you kill a noteworthy monster, you may add a tooth to the talisman. This will help – and hinder – you in unusual ways.



THE TRICKSTER'S VIAL

(1 weight)

According to legend, a bet was made between a vindictive king and his court jester. Of course, when the king lost, he ordered the jester executed rather than honoring his bet. Thrown into the dungeon, the jester offered his soul to the God of Fools if he would save him from his terrible fate.

Amused by the jester, the God of Fools gave him a small vial filled with gently glowing white liquid. When the jester drank the liquid, he found that he could convince the guards of any falsehood that he spoke. Using this trick, he escaped and eventually plotted the downfall of the king.

When you drink from the vial, people become willing to believe even the most outrageous falsehoods. While under the effect of the vial, you can not speak the truth and are compelled to make up outlandish stories. Also, the people you trick will eventually realize that you were lying and likely seek revenge. The Trickster's Vial will slowly refill itself if emptied.



SHALANDAR'S BRACER

(1 weight)

Long ago, a traveler with a wanderlust like no other made his way to a sinister temple. Hearing chanting from within but heedless to the danger, he ventured inside and came across a dark ritual. A young maiden was about to be sacrificed so the traveler intervened and saved her but was beset by the cultists and the hellhounds they summoned.

During the battle his arm was badly mangled so he crafted a bracer from the skin of the hellhound that maimed him. He soon found that while the bracer strengthened his arm, it prevented the wound from ever closing properly – seemingly out of pure spite.

While wearing the bracer you become nearly immune to fire and heat. Likewise, you gain bonuses on feats of strength. However any healing effects you receive are significantly lessened unless it comes from a source that causes pain and suffering to another. When you put on the bracer it sears itself to the flesh of your arm, so removing it will be problematic at best.

RAZIEL'S WINGS

(1 weight)

The exact origin of this extraordinary cloak is open to debate. Some believe that it was made from the wings of a fallen angel who was looking for his long lost love. Others say the wings were torn from a noble vampire that was betrayed by his master. Either way, those who wear it for extended periods begin to hear whispers in the back of their mind and feel a compulsion to find something called the 'Sword of Micah'.

When the wearer of this torn grey cloak pulls it tightly around them, they can fade into a realm of shadows. Once there they can see and hear everything around them as a muffled reflection while remaining hidden themselves. Planar creatures or those heavily attuned to darkness and magic have a chance to sense the wearer.

Also, if the wearer lingers too long in this shadowy realm they begin to attract the attention of the foul denizens that live there.



THE FANG OF THE WORLDEATER

(close, +2 damage, 3 piercing, 1 weight)

This dagger is supposedly made from the creature that devoured the world before this one. Even if you do not believe this tale, a sense of dread fills whomever holds it and no one can deny its deadly properties.

This weapon can damage any creature, regardless of immunities or other such effects. Whenever a creature harmed by this dagger dies (even from some cause other than the dagger), the person who currently owns the blade senses it. The death causes a deep hunger to arise in the owner and they become obsessed with satiating themselves. This hunger can be a craving for whatever the GM chooses, even if it is a desire the character doesn't normally have.

VERMONSPIT

(close, near, 1 weight)

A staff of inky black wood carved in the shape of a hissing serpent. For centuries, this staff was held by the leaders of a powerful necromantic sect. When the sect was finally destroyed by a group of adventurers, the staff became a war trophy that brought both glory and misery to those who used it.

The user will find hidden barbs located along the length of the staff. These barbs can be used for bloodletting (and it can happen accidentally if they are not careful) which will cause all spells to become far more potent and frequently have additional effects. However, a small amount of necromantic venom is injected into the character as they do this. Over time this venom can build up and cause insanity, death... or worse.



BY TOM MISKEY

POTION OF THE FLUID FORM

When someone drinks this potion, their entire body becomes liquid for a few moments. They may flow under doors, around the bars of a cell, down a drain pipe, etc. While in this form they take no damage and can do nothing but move at their normal speed. They may not attack, cast spells, or do anything else in this form.



RING OF MEMORIZATION

When worn by a spellcaster who must prepare their spells, this ring allows them to memorize a number of spells whose total levels don't exceed their level +3 instead of +1.

SERPENT'S TONGUE

While holding this mummified snake's tongue in their hand, the possessor may speak to and understand all snakes and snake-like beings. This does not mean the snakes will want to talk to you or do as you say. Some say that whatever process that created the Serpent's Tongue may be used on other types of animals as well if their tongues were used, but so far no other types are known to exist.





VOODOO DOLLS

(100 coin, 3 uses, 1 weight)

Scorned by a lover? Draconic Boss? Irritating Nemesis? You can make them all pay! Just grab a lock of hair, maybe a nail clipping, and some blood never hurts, and put it in this doll here! All you need is a couple of needles and they'll rue the day they crossed you! Of course we give a seller's guarantee, its not like these things could ever fail...

CIRCLET OF ENFYS

(+1 armor, 0 weight)

The circlet always settles neatly on your head; when worn ghostly apparitions fill your vision. They are hauntingly beautiful; but never trust them. They aim to lead you astray, fool your senses and leave you addled. And never sleep with the circlet on; once in your dreams they no longer require the circlet as a gateway to your eyes.



MUZZLE OF THE BLACK HORSE

(1 weight)

A muzzle; when placed on the face of a living creature, it will immediately shift and bind their mouth. The muzzle is near irremovable, leaving the poor unfortunate to starve at an accelerated rate.

SHOE OF THE WHITE HORSE

(1 weight)

A seemingly ordinary horseshoe, with a slightly tarnished appearance. When nailed to a being, object, or place, the unfortunate host starts to suffer from The Rot. Disease and decay will spread from the shoe, until the point of complete ruin.

BLINKERS OF THE RED HORSE

(1 weight)

A pair of vermillion equine blinkers. When attached to a living creature, they morph into a perfect fit. The creature wearing the blinders will fall into blind rage, and lash out at anything that moves. It is impossible to reach the mind of anything wearing this item.

BRIDLE OF THE PALE HORSE

(1 weight)

A fabled item brought back from the Black Gates by a legendary Thief. Nobody knows what it does; nobody has been willing to try.



BY DAVE BOZARTH



SHIELD OF UNLIFE

When you would take damage while in the Bone Armor, you may negate that damage by marking 1 Stress. When the Bone Armor takes Stress, mark one of the following:

- Bruised: You no longer gain any of the benefits of counting as the Undead, though all of the negative effects still apply.
- Battered: The Bone Armor no longer provides an Armor value.
- Beaten: The forces that bind the Gravepact have faltered, those conjoined body parts no longer function.

When every Stress box is filled in, the Bone Armor is reduced to dust.

MEMENTO MORI

When you make camp, taking some time to adorn your armor with the remains of the freshly dead and grave decorations of your homeland, you may unmark 1 Stress.

BONE ARMOR OF THE NECROMANCER

(2 armor, stress 3)

Created from the remain of great warriors lost to the fields of war, the Bone Armor bears the unmistakable mark of necromancy and stench of the dead. While you wear this armor, you are for all purposes considered undead. Additionally, you may take any of the following as advanced moves. Doing so, bonds the Bone Armor to you forever.

GRAVEPACT

By investing a little of your life essence (-3HP) you can graft a dead limb or organ to the armor, able to use it as an extension of your own body and gain an extraordinary trait like one of the following:

- Arachnoid: When you take limbs and join them into a semblance of spider legs (or simply use large spider legs), you may move along walls and ceilings just as well as you would the floor.
- Second thoughts: By grafting parts of the brain and spine to your armor, you grant it the ability to operate without anyone inside of it, following your orders without question.
- A thousand Eyes: After you attach the extra eyes to your armor, you are able to see any direction that they are pointing, granting you 360* vision. This does not allow you to see in the dark or beyond your normal limits of sight. That will require another graft.
- Serrated Bone Ridges: Extending the bone plates and jagged edges of the armor allows you to use it as a weapon with a range of Close.
- The Heart Cage: When you graft the hearts of 7 strong and stout warriors (the GM's call if they count) to your armor, gain +1 Stress Box.



BY SÖREN KOHLMAYER



DEAD MAN'S ARM

This mummified arm is often found choking the throat of a dead, one-armed body in black robes. If you're a Necromancer, you can stitch this arm to your body. If you do, you must give some of your life energy to the arm to keep it happy. Choose how much Constitution you lose (1 to 4). Whenever you Raise the Dead, the arm will give you +1d4 extra Power. But be warned, if your bonus Power is ever more than the amount of Constitution you gave the arm, well, you get the point...



BY ADRIAN THOEN

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Drivethru RPG Publisher Page
rpg.drivethrustuff.com/index.php?manufacturers_id=5316

google.com/+AdrianThoen



THE RED RIGHT HAND

A severed right hand, coated in slick red blood that never dries. It is said to belong to the Grey Prince, a being from beyond the stars that brought death and decay to the world at the beginning of time. For the price of a piece of your soul, you can use the hand to tear the veil between the living and any land of the dead, but you will gain the attention of the Grey Prince, who tirelessly seeks his lost Hand.

When you slash at reality with the Red Right Hand, say which land of the dead you made an opening to, and roll+WIS.

MOONSHADE BREW

A potion that glows with a strange negative light.

When you drink the brew made from the flowers of the rare and mysterious moonshade vine, and sleep there during the dark of the moon, roll+CON. You will pass into a deep slumber. Your spirit will drift free of your body and enter the Shade, where you can see and interact with the souls and other creatures in the Shade.



THE BLACK COMPASS

A large, indestructible flat disc made out of an unrecognizable metal. It is always cold to the touch, even if thrown into the heart of a forge fire. When struck, or hit on something, it makes no sound. The disc is perfectly flat and smooth, apart from a small indent in the center, large enough for a single drop of liquid.



WYTCHKNIFE

(hand, 1 weight)

It appears to be a shard of volcanic glass, sharper than sin and blacker than a moonless midnight. It should be as fragile as ice, but seems harder than steel when its edge is put to the test. One end is swathed in strands of strange leather, while the rest is etched with sigils of pain and loss and fear.

It slides through flesh as easily as air, and blood seems to seep into its thirsty surface, never spilling a drop. And it whispers, cajoles, pleads with you – just a little pain now for so much power later.

Once per level, the wielder may make a Pact with the Wytchknife. The wielder permanently loses 1 HP and may choose one of the following benefits:

- **Pact of Pain:** Mere metal cannot hold back the misery the Wytchknife can inflict. Gain Piercing 2
- **Pact of Hate:** The Wytchknife burns with the purple flames of hatred. Add the tag Flaming to the Wytchknife (hack and slash moves can light objects and enemies on fire).
- **Pact of Misery:** The wounds made by the Wytchknife last a lifetime. Add the Messy tag to the Wytchknife.
- **Pact of Shadow:** Those who cannot see the Wytchknife have already tasted its edge. The wielder may use the Backstab move from the Thief playbook with the Wytchknife. If you already have this move, you may now choose 3 on a 10+ and 2 on a 7-9.
- **Pact of Spirits:** Those slain by the Wytchknife feed its strength and its cruelty. Each opponent killed by the wielder with the Wytchknife gives a +1 ongoing to damage for the encounter. This is cumulative.
- **Pact of Blood:** the Wytchknife drinks deep, and may sustain both flesh and bone. Each kill with the Wytchknife heals the wielder 1 HP per Pact made.

Power, however, comes at a greater price than a mere pound of flesh. Once the wielder has made 3 Pacts to the Wytchknife, the whispers cease and no more Pacts may be made. The Wytchknife retains its powers, but its spirit is now freed. A creature of darkness, an inky shadow in the likeness of its former master, it seeks to spread mayhem and murder. It does not necessarily attack the wielder or his party straight away, but its misdeeds soon reach their ears as it carves its way through nearby steadings and the peaceful folk therein, taking special pleasure in harming those the wielder called friends and allies.



CHAINED GODSBLADE

There are beings, once worshiped as gods, now pulled down by those who professed their worship and forged into a shadow of their former glory. No less dangerous for their fall, these chained divinities are wielded as weapons almost as dangerous to their wielder as they are to those who find themselves under their edge. Each blade is the twisted essence of a once-powerful being; beyond that, no two are alike in appearance or consequence.

When you roll your damage die while wielding the Chained Godsblade, roll a second damage die one die type higher than your class' base damage die (e.g. a d8 becomes a d10, a d10 becomes a d12), and add them together. However, if both dice come up the same number, the spirit of the blade takes hold, causing a complication determined by the nature of the blade.



THE TOME OF THE ETERNAL SHADOW

Probably best not to think about what this book is bound in. I mean, it looks like old, cracked leather, but it just feels weird...

The pages of the book tell stories, and the stories are of those who lived centuries ago. If the entirety of a story is read, then the reader will undergo a painful transformation, over hours, days, or even weeks, into the character described, while, unseen, the words on the pages shift and crawl to tell a new story...

SECRET BOOK OF KHAL'AMOR

The thin pages of this book have been read by only a handful. Those that read this book are gifted with a great insight into the nature of reality, which unfortunately will likely drive them quite, quite mad. The player may ask one thing of the GM (a truth, perhaps, or even a favor...) but from now on, whenever the poor soul that read it rolls a 6-, they will suffer a debility. Also, their character is totally insane. Like, gaa-gaa goo-goo.

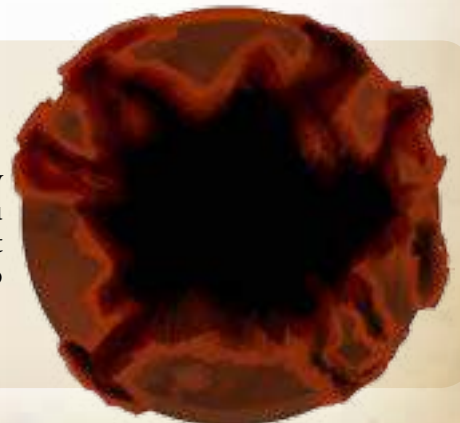


THE TALON

A small, unassuming obsidian knife. When a place is whispered to it, however, the blade can draw apart the folds of reality, depositing the user at their destination after a harrowing trip through strange dimensions. It'll probably take some time anyway, but after all, isn't that how the crow flies?

EXOTIC MATTER

Floating in a magical prison, entombed beneath the earth, summoned by an insidious cult... It doesn't matter where this stuff came from, but you can tell by looking at it that it's wrong. No light escapes it, there's no heft to it, and worse, it changes everything it touches. And it doesn't seem to be slowing down.





WHIP OF BRUTAL DOMINANCE

When you are on top of a monster big enough to carry your weight and want to tame it, roll your damage dice. The monster loses as many hit points but it will recover them as soon as he is freed, tamed, or you lose your grip. You cannot use this move again before the monster has made another move. If the monster is brought to less than 1 hit point by this move, roll+STR. On a fail, you lose your grip and its next move is targeted at you. On a success you can use the monster as a mount. On a 10+, you get 3 hold. On a 7-9, you get 1 hold. You can spend 1 hold to:

- Ride the monster a very long distance.
- Ride the monster through a very perilous path. Both of you are unharmed.
- Make the monster use one of its moves at the target of your choice.
- Make the monster display its special abilities in a very useful way (smash a wall down, etc.).
- Kill the monster in a very graphic and cruel way.



HORN OF DESTINY

When you blow the Horn of Destiny, choose its Wrath, which is a number between 1 and your actual level. If Wrath is greater than 3, Roll+3. Otherwise, Roll+Wrath. On a 10+, you deal Wrath times your damage to all enemies around. On a 7-9, you deal Wrath times your damage to all enemies and allies around. On a 6-, you deal Wrath times your damage to all allies around.

UNQUENCHABLE

Whenever you kill one of your allies with Unquenchable and explicitly let the sword devour its soul, you hold 1 Soul. You can spend 1 Soul to get one the following:

- Double the damage you deal with Unquenchable.
- Give you half of your life points back.
- Make a 10+ on a take watch move.
- Make a 10+ on a discern reality move.

Unquenchable makes some very disturbing sounds while doing any of the above (screams, almost inaudible whispers, etc.). The first time you find Unquenchable, it has 2 Souls. Whenever you have 0 Souls, you take -1 forward on all your moves. The sword cannot be willingly given or left to somebody else.



ADDITIONAL DEATH MOVES

GENERIC DEATH MOVES

BY JACOB RANDOLPH

Drivethru RPG Publisher Page
rpg.drivethrustuff.com/index.php?manufacturers_id=4996

*Don't like the Death Move your playbook comes with? Feel like it doesn't mesh with your character concept? **You can replace it with one of the following Death Moves instead:***

FINAL WILL AND TESTAMENT

Your character has some kind of fabulous wealth, and in your time adventuring, you decided to write up a will. Now that your time is up, it's time to cash in. **When you die**, for each Bond you have with another player, that player gains the rights to some great material good your character has owned this entire time, possibly without telling anyone. A few examples of a Great Material Good: A mansion or summer home, a retinue of servants or bodyguards, vast wealth (approx. 500 coins), a place of power, a position of office or nobility, an expensive ship or vehicle, an exotic mount, or an improved, custom version of a normal piece of gear.

THERE'S SOMETHING I STILL MUST DO

You die with vengeance on your lips and unfinished business in your heart. **When you die**, you come back as a ghost. Choose something or someone to be bound to - you cannot get farther than Reach away from them. Tell us what your unfinished business is - once that business is completed, you will finally die. Your unfinished business must be a single task that needs completion, such as seeing someone killed or delivering a message or item to someone. It cannot be a more nebulous or indeterminate goal, like "guard ____" or "regain my honor." You retain all your stats and moves, except you no longer have HP or Armor, and you can walk through physical obstacles such as walls or enemies. You do not need to eat, drink, or breathe, but you do still need sleep. Now go forth, ghost - you have unfinished business to attend to.

RETIREMENT

You really do not want to die. **When death comes your way**, you do everything you can to avoid it, but at a cost - you suffer a major, permanent injury, that forces you to retire from adventuring. You settle down somewhere to live out your retirement. Determine where you are settling down, and within a week, you'll have a safe place set up for the other players to retreat to. The settlement you have settled down in will regard anyone you have a bond with fondly. In addition, choose one benefit:

- **SCHOOL:** You set up a school for spreading your teachings. All other players gain +1 to Spout Lore while in your settlement, and gain an additional +1 Preparation when using the Bolster move.
- **MERCENARIES:** You set up a band of mercenaries and operate as their center of intelligence. All other players gain +1 to Recruit while in your settlement, and any Hirelings gained this way have +1 Loyalty.
- **MAYOR:** You own the settlement you settle down in, ruling over it however you best see fit. Other players are immune to the Outstanding Warrants move in this settlement, and don't need to spend any coin to take the Carouse move in this settlement.

LAST STAND

You have a burning need to die in final, glorious combat, and nothing will stop you from achieving it. **When you die outside of battle**, you press on, unable to die until a worthy opponent faces you in combat. When you die during battle, you press on until the battle is over. In either case, when making a move during combat, take a result of 12 without rolling. When the battle is over, win or lose, you finally die.

DUNGEON WORLD BASE CLASSES

BY JACOB RANDOLPH

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THE BARBARIAN

A GOOD DAY TO DIE

There is that tranquil moment, before death, where everything slows to a crawl. Most waste that moment, but not you. No, you seize that moment and do not let go. **When you die**, you enter a deathless fury. For about a minute (to you), nothing else can move or take any actions at all, and you can do anything you want unopposed. When your time is up, only a moment has passed for everyone else, and the results of your actions all take effect at once. After one last line or a bellowing laugh or both, you die.

THE BARD

ENCORE

It can't end here, not like this! It was just getting to the good part! **When you die**, you make sure you get in the last word: you've got just enough left in you for one final performance. When the time is right, you get back up and steal the spotlight. Deliver a monologue, play a song, anything that draws a lot of attention. You automatically take a result of 12+ on all Spout Lore, Bardic Lore, Arcane Art, and Aid Another rolls during this performance. While you have the spotlight, no one under the GM's control will take action - they are spellbound by your performance and will only act in response to another player attacking them directly. When your performance is finished, take a bow, for your time is up.

THE CLERIC

LAST RITES

None are closer to your god than you, and they will personally visit you in your final moments. **When you die**, your god will show up, in person, to escort your soul to the realm of the dead. Any witnessing your god will be stunned with awe, terror, or bliss, whichever is most appropriate. Your god will grant you a final request. If you request vengeance, the ground your god walks will forever be cursed and every attack it makes will scar the land. If you request anything else, whatever your god touches while completing the task will be eternally consecrated. In either case, your grave becomes a holy place, and any petitioner who visits your grave with an appropriate offering can speak to your god directly.

THE DRUID

WHERE THE WILD THINGS GROW

Your connection to the wilds runs deeper than even you realized. **When you die**, the area around you is suddenly filled with the natural energies which had been pent up inside you. Your body is encased and preserved inside of a massive and sudden growth of nature related to your Land - perhaps a tree, a stone spire, or a glacier. In addition, everywhere within a mile or 10 suffers a massive biome shift, permanently gaining the features of your Land. And finally, the area is suddenly populated with every type of creature or elemental whose form you have ever taken, the strongest of which will spawn right where you fell. You may be gone, but your mark on the world has been made.



THE FIGHTER

SHATTER BARS, CLEAVE GATES

When you finally fall, you make sure someone's coming with you. With every last bit of strength you have in your weary bones, you make a final, ultimate strike. **When you die**, choose any enemy you can see and deal double your maximum damage to them. This attack does not stop at your target - everything between you and your target, as well as everything directly behind your target out to Far range, is also hit. If you were using a bladed weapon, you create a rending scar, tearing through everything in its path. If you were using a bashing weapon, you create a crushing quake, shattering everything in its path. If you were using a stabbing weapon, you create a gouging hole, piercing through everything in its path. With this final blow completed, you collapse, very much dead.

THE PALADIN

ETERNAL GUARDIAN

You have proven yourself such a valiant champion of your beliefs that not even death will keep you away from furthering your cause. **When you die**, your spirit lives on with those who remember you. Each other player holds 1-Reckoning. When another player is in dire need, they can spend 1-Reckoning to summon your spirit to aid them. This spirit comes with 6-hold for the Defend move, deals 10 damage with any attack it makes, grants +1 to any move it helps out on, and has enough power to restore 3d6 HP or remove 1 disease or debility from any one person. Your spirit will stick around long enough to see the trouble through before fading away, and only those who knew you in life will be able to see this spirit.

THE RANGER

MAY WE DIE IN THE FOREST

Death is an expected part of the natural world. You had accepted the inevitability of your death long ago, and you had also prepared for it, in ways no one likely expected. **When you die**, you reveal that you were the bait for the ultimate trap. Reveal the nature of this trap now, be it an ambush, a misdirection, or an unexpected reveal. This trap should give your allies a major boon or advantage, or set up your enemies for destruction, or set major world events in motion. You may have had to become prey in the end, but you were always the hunter.

THE THIEF

THE ULTIMATE THEFT

You always took every opportunity, grabbed every treasure, every upper hand you could get. Ultimately, even your Death is just another opportunity. **When you die**, you steal something straight from the realm of the dead. It can be literally anything, except your own life. **If you steal a soul**, they come back to life, inhabiting your body. **If you steal a magical artifact**, it is found clutched in the hands of your corpse. **If you steal invaluable knowledge**, it can be found written in your blood on the walls around you.

THE WIZARD

DYING WISH

You've known this spell for ages - the ultimate spell, which can rewrite reality however you see fit, at the tiny cost of your own life. It's been burning in the back of your mind, ever since you found it wasting away in that moldy old tome, forgotten by time. But now there is no more time - not for you. It's now or never. **When you die**, you cast your final, ultimate spell: Wish. Shout out your wish, but make it quick - you are dying, you know. The last thing you see before your body disintegrates into dust is reality twisting and thrashing to make your wish come true.



BY HANNAH FORSTER

[google.com/+HannahForster](https://www.google.com/+HannahForster)

THE FIGHTER

LEGENDARY WEAPON

There it is to your side; your best friend, your life, your weapon. Your weapon, that without you, was useless. Without your weapon, you were useless. You are soulbound to this weapon; with your last breath you grasp it and take your last stand. You automatically fully succeed on one Hack & Slash or Defend roll, before you finally fall. Your signature weapon now contains your soul; it becomes a magical weapon retaining 2 of its enhancements, and gaining one new magical effect.

Its magical effects should be related to what you desired or stood for in life; Work with the GM to decide its power. This Legendary Weapon will be forever bloodstained; within lies your sleeping soul, waiting to be awakened.

INVERSE WORLD

BY JACOB RANDOLPH

Drivethru RPG Publisher Page
rpg.drivethrustuff.com/index.php?manufacturers_id=4996
Inverse World Kickstarter: <http://kck.st/Y7EF7G>

THE CAPTAIN

DOWN WITH THE SHIP

You and your ship are eternally linked by fate. **When you die**, your ship comes with you. No matter where you are or what you were doing, when you die, your ship comes crashing down, smashing into whatever thing you no longer want existing. And it is crushed, and destroyed, and it is gone. Everyone important on your ship will bail out before impact, but nothing your ship slams into will survive, and your ship won't either - they are all smashed into a massive pile of debris and destruction.

THE COLLECTOR

SOULBOUND COLLECTION

Somewhere, so deeply buried in your collection you probably forgot it existed, is a cursed curio. You picked it up as an idle curiosity, ignoring the warnings that said it would steal souls as nothing more than superstition, or as something you might use to catch a ghost one day. Well, your soul just got put up for grabs. **When you die**, describe a curio related to your collection's theme - a few minutes after your death, you wake up inside the item, now in control of it. If the curio cannot move by its own means, you float along, a couple feet above the ground, and you are 1-weight, should anyone need to carry you. You keep your stats, damage, HP, and the Curiosity move, but nothing else. When you roll up a new character, maintain control of your Collector as a second character. If the curio is destroyed, your Collector dies for good.

THE GOLEM

SELF DESTRUCT IMMINENT

This is it - your core is leaking. Your systems, failing. The magic holding you together, dissipating. You're a power load, and you're about to explode. **When you die**, you stand up one last time. You have 60 seconds to get anyone important away from you, and anything you want to stop existing next to you. There is no armor or protection in existence that will shield something from what happens when your timer hits 0. When your time is up, everything within Reach of you disintegrates, burnt away and gone forever.

THE LANTERN

DYING LIGHT

A Lantern's duty is to bring light to this world, and even in death, there will be light. **When you die**, your body shines bright light out of your eyes and mouth, your hands and wounds, and for just a moment, you gain access to Sola's great powers. You then perform a single divine act of massive scale or strength, with the full might of Sola behind you. Once the action has been completed, you explode into a blast of light, temporarily blinding any who were looking directly at you. Everything non-living affected by this blast will forever glow softly, in a color of your choice.



THE MECHANIC

AUTOPILOT ENGAGED

Before this latest mission started, you'd input the parameters of your objective into your suit, just in case something happened to you. Unfortunately, something did. **When you die**, your suit automatically goes into auto-pilot, on a mission you pre-determined for it. Tell us your suit's objective now. Your suit will remain active until that objective has been completed, no matter how damaged it gets or how long the mission takes. Anyone who gets inside your suit will gain its Armor, as normal, but cannot override the autopilot by any means. If you gave your suit a mission with no clear end point, such as "guard _____," it will perform that task until it is destroyed or the objective can no longer be fulfilled.

THE RAINLORD

AND THE SKY OPENED UP

The storm that has followed you since your existence began is finally coming to a climax. **When you die**, the greatest storm the world has ever seen comes crashing down. The wind whips around where you fell, at forces strong enough to drive a knife through concrete. With winds that strong, even the rain hits hard enough to dent metal and tear skin. But that is not all - you are also in control of it. This final storm, your final wrath, is all directed exactly where you want it to be, and this storm will rage for an entire day. Towns can be destroyed, underground dungeons collapsed, enemies wiped from the earth. When the storm has finally passed, there is no trace of you left. Just a swath of destruction and the peaceful glimmer of light through the parting clouds.

THE SKY DANCER

GIFT OF FLIGHT

This is it - your flying days are finally over. But the thrill of flight will never truly die. **When you die**, choose an ally who you have a Bond with and give them your character sheet. They gain your Gift of Flight and the Take To The Sky move - describe how they obtained it. In addition, that player holds 2-Memory. At any time, they may spend 1-Memory to gain access to every move you had on your character sheet until the current danger or obstacle has been surpassed. They roll +2 for all of your moves gained from spending Memory.

THE SURVIVOR

SURVIVOR'S GUILT

There's something funny, about dying. Specifically, you're really bad at it. **When you should die**, instead, you are injured severely and lose something you cherish, such as a limb, a friend, or an item of great sentimental value. After this, you gain another Eternal Mark, a reminder of what you have lost. When you would die while you already have 6 Eternal Marks, you have lost too much and refuse to lose anything more. You gain infinite hold for the Defend move, and do not die as long as anything you cherish is currently in danger. As soon as the danger passes, you finally, actually, die.

If you are playing with Death Moves in your campaign, The Survivor does not have the Further Marked and More Scars Than Skin advances.

THE WALKER

ADRENALINE CRANK

When Death comes for you, you run. You run so fast not even Death can keep up with you. **When you die**, break free of anything holding you back and keep moving. As long as you don't stop moving, you have infinite hold for the On A Mirror's Edge move, and you automatically take a result of 12 when you Defy Danger with STR or DEX. When you stop moving, choose one of those benefits to lose. When Death draws near once more, break free of anything holding you back and keep going. When you stop moving again, that's it - Death has finally caught you.

JACOB RANDOLPH PLAYBOOKS

BY JACOB RANDOLPH

Drivethru RPG Publisher Page
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THE ARTIFICER

GHOST IN THE SHELL

You've always wanted to be as perfect as your machines, but never had the guts to do it. With Death staring you down, the risks suddenly don't seem so bad. **When you die for the first time**, you transfer your mind into a small robot, which runs off and escapes to attach itself to a mechanical body you had prepared for yourself in advance. This body is the same as your old one, except it does not need to eat, drink, or breathe, and it has 4 less Load than your old body did. Your gadgets and armor are now built into your robot body, and have 0 weight. When the time is right, reveal your new body to everyone with a dramatic reappearance, then replace this death move with the Golem's Death Move, Self-Destruct Imminent.

THE CULTIST

THAT IS NOT DEAD

Your life is but a small part of the grand machinations of your cult. **When you die and actually stay dead**, your body burns a mark into the ground where you lie. This mark is not in the shape of your mortal form, but rather, it is in the shape of your great and terrible god. The eldritch being you have worshiped all this time uses this shape as a gateway into this world, and steps through into our reality. This elder god now walks the world, and its wrath will be terrible and incomprehensible. Describe this god, and tell us the first thing it is going to do now that it is in our world.

THE DASHING HERO

ONLY MOSTLY DEAD

When you die, you go down hard. It's horrible, grisly, there's no way you could survive that! So no one checks. You are left for dead. Little do they know, you are only mostly dead, which is quite different from all-the-way-dead. When someone is in need of a hero, you show up, heavily wounded and on the verge of death, but very much alive and here to save the day. You appear anywhere you want to be, and immediately take dramatic action. Whenever you make a move, you automatically take a result of 12 until you have successfully saved the day, or your actions allowed someone else to do so. When the day is saved and everyone gets excited about how you're still alive, you pass away with a smile.

THE MAGE

SHATTERED FOCUS

When you die, the great and terrible power of your spell focus shatters your body and bursts forth into the world. The area around you will be forever marked by the magic of your focus, and crazy magical effects related to your focus will warp the land around you. For example, a Winter focused Mage will find the area coated in ice and swirling snow, with no ability to support life. A Dragon Mage will find the area burning with eternal fire, but anything surviving will have the strength and passion of dragons. Other focuses will have similarly powerful, permanent effects.



THE MEDIC

MIRACULOUS INOCULATION

As a habitual victor over Death, Death is all too happy to finally claim your soul. It's such a shame you've made preparations to thwart Death posthumously. **When you die**, choose a single disease, poison, or other potentially curable condition you have encountered in the past. You have recently developed the ultimate cure for that condition, which begins to take effect just now. Anyone you've had non-hostile contact with recently, including the other players, is now entirely immune to the chosen condition. Additionally, each player holds 1-Antidote. They can spend this Antidote at any time to remove any curable condition they are currently or about to be suffering - you already gave them an immunization before your death.

THE PRIEST

HEAVEN OR HELL

With your last breath, you call out to your god. They answer. **When you die**, do each of the following:

- ☐ **Manipulate the realm your deity Controls.** This manipulation is permanent and universal, but your deity will not allow changes that weaken their Control.
- ☐ **Command everything your deity Represents.** They will follow this command to the best of their ability.
- ☐ **Create a holy area around where you fall.** All of your deity's Worshipers who are in the area will be empowered with strength and speed. All of your deity's Enemies who are in the area will be weakened with lethargy and despair.

THE TEMPLAR

STANDING ORDERS

You are a leader of men, and death will not stop their advance. Just the memory of you is enough to keep them moving forward. **When you die**, keep your bonds and any moves that modify the Aid Another move (It's Not Them You Should Be Afraid Of, Professional Courtesy, and Who Told You To Stop). You can continue to use those moves from beyond the grave, but only with players you have a Bond with. When you Aid Another while they have less than half HP, they are considered to be within arm's reach of you. This lasts until they have finished the current mission, and everyone has safely returned home. This could be a very long time - roll up a new character, but keep your Templar's sheet on hand.

THE WITCH

CURSE YOU, AND YOUR LITTLE DOG TOO

Witches are well known for their vengeance, and your vengeance is no exception. **When you die**, you place a powerful curse upon something responsible for your demise. Choose a person or place, and describe the horrible effects of the curse you have placed upon them. If you curse a person, the curse will also affect their descendants and anyone who ever loves them. If you curse a place, the curse will affect anything trying to live there for any amount of time, even if it is only a single night. The curse can only be broken by having someone suffering from your curse beg you for forgiveness, face to face. A daunting task, considering you just died.



FUNHAVER GAMES PLAYBOOKS

BY JACOB RANDOLPH

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INITIATE

THE STUDENT BECOMES A MASTER

You have always been keenly aware of how limited your time in this world would be. To immortalize your techniques, you have been taking on students and teaching them your ways. Only through your death does your most recent student finally take your teachings to heart. **When you die**, choose another player you have a Bond with. They gain your Signature Style, with all the same options you had, and they hold 3-Discipline. At any time, they may spend 1-Discipline to have another of your disciples show up. Each disciple is a Hireling with +2 Loyalty, Cost: Spread the Teachings, and 5 points to divide between the Protector and Warrior skills.

NAMER

THE UNNAMEABLE

In your final moments, you speak aloud the name of something that should not be named: Life, Death, a God, or a concept, like Time or Gravity. In speaking this true name, you alter some of your target's nature. **When you die**, tell us what you're naming, and what you're changing about it - this change takes place immediately and suddenly, and is a permanent change.

SHAMAN

THE PARTING OF THE VEIL

Your flesh has succumbed, and so it is time for your soul to leave this world for the spirit world. Before you fade away completely, there is a single moment in which your consciousness merges with the veil between the two worlds. **When you die**, you can allow a single soul passage between the two worlds. Choose one:

- ☐ **Name one character other than yourself whose soul was in Death's possession:** that character is returned to life, in their prime, free of any injuries (physical or mental) and with their memories intact.
- ☐ **Name one character who has previously evaded Death's cold grasp.** Their time is up, and their soul follows yours to the other side

WARLOCK

DEATH PACT

When you die, it is not Death you answer to, but your Patron. They take hold of your soul, but only after fulfilling the final clause of your contract. After you die, your soul remains in this world, bound to your Patron, until tomorrow's dusk sets in. During this time, you are in control of your Patron, able to draw upon their full power for this final day. Tell us what great power they possess - you too possess that power, along with all your other moves, and you automatically take a result of 12 to all Defy Danger rolls before your soul is taken.



ADRIAN THOEN PLAYBOOKS



BY ADRIAN THOEN

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[google.com/+AdrianThoen](https://www.google.com/+AdrianThoen)

THE FAE

BITTEREST CURSE

Your untimely death brings only misery, bitterness and recriminations. **When you die**, say aloud a curse against a land, a people, or an individual. Describe the nature of the curse, whether it is drought, famine, war, or a curse that turns them into a monster, something that causes suffering and uncertainty. You may also describe the condition under which the curse can be lifted, such as the ruling family's removal from power or death, the righting of a wrong, etc.

THE FAE

PERFECT WISH

In your final moments, all the goodwill and friendship you have enjoyed in your life manifest in one final perfect wish for one person you name. **When you die**, name one person that you grant a perfect wish to. Their wish, no matter what it is, will come true and at its core effects will turn out as the wisher intends, though there may be longer reaching consequences out of their control.

THE FOOL

THE CALAMITY PUNCHLINE

Your dumb luck has finally run out, or your rotten luck has finally caught up with you. Either way, everything has come crashing down around you and everyone else will have to live with the consequences. **When you die**, consider what the most calamitous, outrageous, and disastrous results could be for the current situation that doesn't immediately and directly end in your companions' deaths, and describe how it came to pass from your hilarious demise. Now laugh helplessly as your surviving companions struggle to deal with the mess.

THE GIANT

DUTY'S END

As you feel your life ebbing away, only your Heritage Magic and its Duty remain. You can feel your power sinking deep into the surroundings, binding your remains to this place forever. **When you die**, describe how your heritage magic and duty change your final resting place forever - a sacred grove fecund with plant life, an impenetrable fortress that protects something precious, a giant wall that divides something stoically, a chilly zone, where frost and snow always cover the earth no matter the season. These places can be as large as you like up to the size of a small region, and have far-reaching consequences. The very spot of your death also becomes a place of power for magic users to draw upon, so long as they support you duty as it was in life and is in death.

THE SPELLSLINGER

THE KILLING RUNE

Ever since you learned it, the Rune has twitched and itched on your skin, begging, cajoling, demanding that you use it. But the price has always been too high. Now that you are passing beyond death's door, you cannot hold it back, and the Killing Rune is unleashed. **When you die**, name an individual you know the name, moniker, or title of. With your last gasping breath, you utter their name, and the Killing Rune will hunt them down and strike them irrevocably dead or inert at the next sunset. They die hearing your last words in their ear, knowing who has delivered their end to them.

DUNGEON WORLD/FATE HACK

This is an experimental hack that takes Aspects from the Fate Core system, simplifies them, lathers them in paste, and messily sticks them onto the Dungeon World system. We hope you like the taste, but be warned, this is a hacky hack! *Satisfaction is not guaranteed.*

If you're going to play with this hack, you'll definitely need to know the Dungeon World system. It will benefit you to know Fate Core as well, especially the way Aspects work in that system.

The main goal of this hack is to encourage players to roleplay their characters and make decisions that may not be in their best interest (meaning: it discourages metagaming). Plus, it rewards players for helping the GM put them in interesting (and problematic!) situations.

HOW TO PLAY

Use the Dungeon World system, but during character creation, have the players write down three Hindrances for their characters. There's also three new moves: **Compelled**, **Lucky Reroll**, **Stroke of Luck**. These new moves should be easy to remember after you try them out.

HINDRANCES

A Hindrance is a character trait that causes trouble from time to time. It does not need to be, nor should it be an extreme hindrance. Having "Limbless" as a hindrance is likely going to far (although, interestingly, it would make for an extremely lucky character). Each hindrance should come up at least once or twice in an average game session. Players can change their hindrances when it would make sense to do so in the fiction.

It's in your best interest to have hindrances that cause you trouble semi-regularly, because every time you're put in a spot because of one, you get a Luck token!

LUCK TOKENS

These can be poker chips, glass beads, coins, or anything physical and easy to pass around. Luck tokens are given to players when one of their Hindrances causes them trouble or puts them in a spot. They are primarily used to encourage good roleplaying that leads to interesting situations. Players can spend them at any time to reroll one die (that they rolled). Or, they can spend a Luck token to have a Stroke of Luck and the GM will reveal a helpful circumstance.

Example Hindrances

PHYSICAL

Napoleon Complex
Crazy Eye
Clumsy
Burned Face
Eye-Patch
Wooden Leg
Homely
Bad Back
Elderly
Pleasantly Plump

HISTORY

War Veteran
The Hunt is Hunting Me
Wanted in Brooker
I Will Avenge My Son
Cursed By A Witch
Spoiled
Bad Reputation
Amnesia

RELATIONSHIPS

I've Got Nolly's Back
Thorbur is My Rival
Lord Dren Hates Me
I Owe the Redblades Money
Indebted to Aryn

VICE

Addicted to Sundust
Unrepentant Gambler
It's 5 o'clock Somewhere
Sticky Fingers
Bloodthirsty

PSYCHOLOGICAL

Hears Voices
Short-Temper
Skeptical
Lawful Good
Deathwish
Overwhelming Curiosity
Illiterate
Reckless
Indecisive
Zealot
Compulsive Liar
Compulsively Honest
Superstitious
Overconfident
Absentminded
Gullible
Bad Manners
Big Mouth
Smartass
Pacifist
Hedonist
Minor Case of Insanity

PHOBIA

Pyrophobia
Aquaphobia
Acrophobia
Skittish

Compelled

When one of your hindrances might cause you trouble, suggest a problematic outcome. The GM will accept it or offer an alternative trouble. Gain 1 Luck token.

Example 1

GM: Okay, Dilbin, the well-armed hunter looks you over and realizes you're a halfling. He scoffs and says, "Someone of your size should be hiding with the children."

Dilbin: Did he just call me short?

Thorbur: Oh, here we go...

Dilbin: He just called me short! With my "Napoleon Complex" hindrance, I don't think I can let this go, even if he might kill me. My face flushes red and I kick his shin as hard as I can!

GM: Aren't you wearing plate mail boots? You hear a crack as the hunter's shin bone fractures. He yells out and falls to the ground. When he rises to one knee, he has daggers in his hands and murder in his eyes. Here's your Luck token.

Dilbin: Uh oh.

Example 2

GM: As you're browsing the merchant's wares, he tells you he'll be back in a moment and walks to the back room of the shop. Crim, you notice a jewel encrusted sheath hanging on the wall that would fit your shortsword quite well. Don't you have a hindrance called "Sticky Fingers"?

Aryn: Oh come on Crim, you promised to be on your best behavior...

Crim: I know, I know. But look how shiny it is! I guess I could try hard to resist the urge, but that really goes against my character, doesn't it?

GM: You hear footsteps from the back room, what do you do?

Crim: I can't resist! I quickly grab the sheath from the wall and stick it under my cloak. I can't help but grin mischievously. Alright, gimme my Luck token.

Lucky Reroll

You can spend 1 Luck token to reroll any one die that you rolled.

Example 1

GM: Okay, Aryn, throwing your spear would be a volley, roll DEX.

Aryn: I got a 3 and a 1 on the roll, plus 2 DEX is 6! Dang, I really need to get this guy. Okay, I spend a Luck token to reroll the 1! I got a 5, that means $3+5+2 = 10$. Woohoo!

Example 2

GM: Your flames burn the beast, roll your damage!

Nolly: I got a 2?! No way! Here's a Luck token. I rolled... another 2?!

Crim: Can I give her one of my Luck tokens?

GM: Nope, sorry, it's her luck and hers alone.

Nolly: Well I'm not done yet! This is my last Luck token! Annnnd... a 6! That's more like it!

Stroke of Luck

When you could really use some luck, spend 1 Luck token. The GM will reveal a helpful coincidence or convenient circumstance (you can also suggest something). Take a +1 forward when acting on it.

Example 1

GM: Things look bleak, Dilbin. You've lost both your swords and the hunter stands above you ready to deal a killing blow. What do you do?

Dilbin: I need some luck! Here's a Luck token.

GM: You feel your luck improve; have an idea how?

Dilbin: Well... He knocked one of my swords out of my hands before, right? Where'd it land?

GM: As you look up at the hunter from the ground, you realize you're lying on something... your sword!

Example 2

GM: Okay, you're using your Luck token, do you have something in mind?

Aryn: I'm not sure. Maybe something to help me deal with the Nightgaunt that keeps dive bombing us!

GM: Well as you look around, you notice an old fishing net hanging up by the docks.

Aryn: Oh! I run over and grab it. I'll try to ensnare the Nightgaunt next time it flies by!

SPECIAL THANKS!

We could not have done this project without the support of the Dungeon World and Fate Core communities and all of our Kickstarter backers! Thank you for believing in this project. We hope you have as much fun playing Grim World as we had creating it.

- Team Boldly



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“Chaos Canadian”



SAGE LATORRA
“Design Wizard”



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"Transparently Evil"



PAM WELLUMSON
"Pamcohantus Paddler"



FROST HOLLIMAN
“Alternative Cost Notary”



BEN WELLUMSON
“On a Paddle of Discovery”



DIANE DRESBACK
“Author and Filmmaker”



DEVON DRESBACK
“Director”



GRACIE KENNEDY
“Empress of Cute”



PAUL WELLUMSON
“Professional Hobbyist”



JASON BLALOCK
“Geek Stereotype”



Placeholder

LARZ SMITH
“The Hero Texas Deserves”



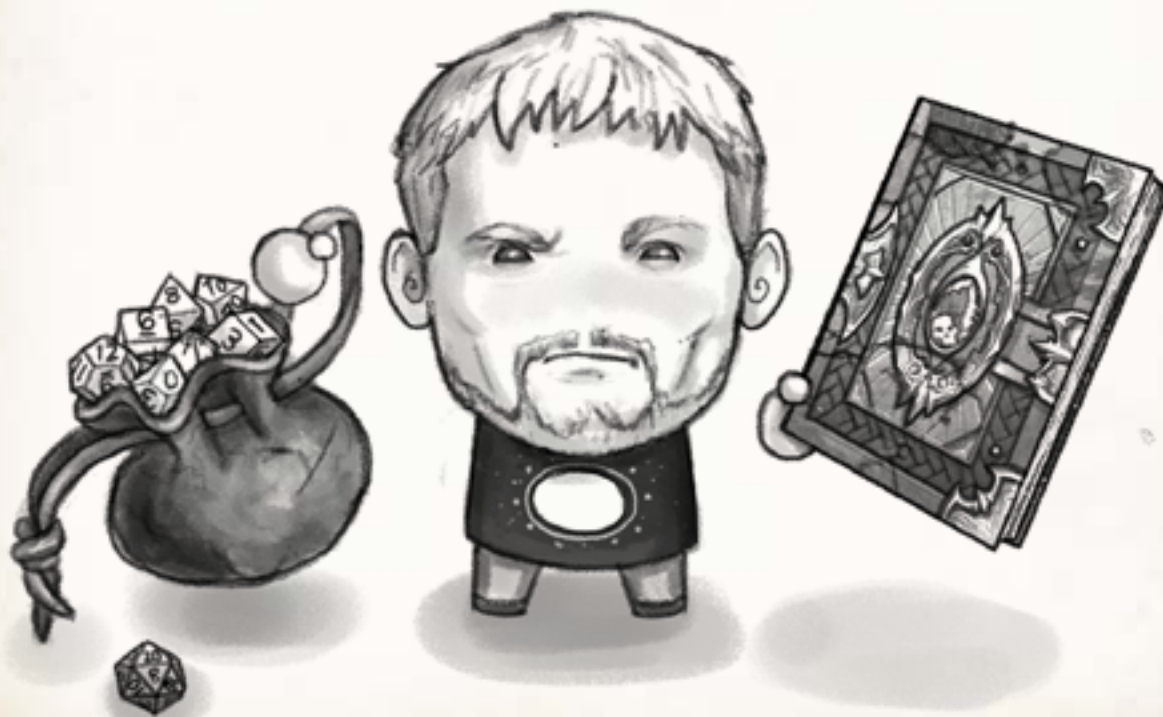
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“Writer and Designer”



THOMAS BLAIR
“Kitten Wrangler”



JOE PARRINO
“Captain of Chickens”



ADAM BLINKINSOP
“Coder, Musician, Gamer”

THE NPCs OF GRIM WORLD

Aaron the garrulous barkeep
Adam Koebel the CREATOR
Adam the aggressive fighter
Adam the idealistic advocate
Adric the mischievous myconid
Aggie the wild-eyed messenger
Ahoapap the womanizing war chief
AJ VanOrden the brooding author
Akritarcos the crazed miner
Alexander R. Corbett the spendthrift knight
Allan the loyal hunter
Amanda the adorably witty tailor
Andy the androgynous acrobat
Angelo the pious sorcerer
Antti the peculiar saunamancer
Areson the flamboyant bard
Arimeus the thinker priest
Arno of Deidramena
Ashaleon the devious alchemist
Ave the silent bookkeeper
Bardo de valfenda
Bartholomew the herald of light
Benton the unlucky-in-love bard
Bertram Kedric the notorious champion
Bertram the unapologetically nosy cobbler
Bleys the mystical cook
Bo the drunken scholar
Brådd the fat and acrobatic fencing master
Brandon the depressed librarian
Brendan the cynical scribe
Brent the erotic bookworm
Brett the mayor of Easterbrook
Brian the crimson blade
Brian the shifty wizard
Brock the fascinating librarian
Buddha the budget paladin
Caleb the rockin' robot
Chad the lost druid
Charles the unusually fortunate
Chiv the wild arcanist
Chris the charismatic gravedigger
Chris the roguish troubleshooter
Christian is a hack writer
Claw the thoughtful potter
Craigén the eccentric wordsmith
Daniel Roanoke the rivet witch
Daniel the infamous baker

Daniel the obsessive curio-hoarder
Daniel the patient soil builder
Danoss the hairy hammersmith
Dave the distracted blacksmith
Dave the insane hermit monk
Dave the tale-spinning bard
Dave the unscrupulous fishmonger
David the ambush interrogator
David the unstable riftweaver
Denise the dangerous damsel in distress
Derek the agitated alchemist
Derick the hairy daddy
Donovan the intent duelist
Drew the landlord
Dunael the vain scholar
Dylan Boates the reluctant oarsman
Dylan the noted huntsman
Eddy the death minstrel
Edgar the silver-tongued sneak
Edward the antiquarian hermit
Eli the less than punctual wizard
Elliott the dubious poet
Ellipsis the somnambulant pyrotechnician
Eric Coates the master at arms
Eric the aristocrat inventor
Eric the beleaguered barrister
Eric the forgetful golem crafter
Erick the wandering rogue
Eyeshine the guardian of the glade
Flanagan the friendly barkeep
Friedrich the over-righteous paladin
Gary the omnipotent master of all he surveys
Gary the savvy sage
Ghoomdul the half-orc cleric
Ghuldim the rugged dwarven spelunker
Giovanni the infamous inquisitor
Glenn the surly tinkerer
GmGerrymander the demented librarian
Gnukkel the child-like blacksmith
Gonne the unsettling intellectual
Gorten the jostling fighter
Green the red-eyed ragman
Grellek the reclusive librarian
Greymalken the cunning charlatan
Gryffin the grizzled knight
Hamish the black elven sell-sword
Heimi the colossal IT-Guy

Heinrich the cracy mathematician
 Hrathor the muscle-bound barbarian
 Hubnutzen the crazy wizard
 Hustle Royale the tame sociopath
 Ignatious the fastidious printer
 Ignatius Montenegro the supernatural investigator
 Igor the eager entomologist
 Jack Foster the big game hunter
 Jack Gulick the ghoul
 Jack Hunter the shadowy tradesman
 Jack the jumbled philosopher
 Jack the paranoid hospitaler
 Jagash the doomsayer
 James Klingler the befuddled mage
 James the morose comedian
 Jarkan the angry invoker
 Jason Smith the unexpected hero
 Jason the black-hearted barrister
 Jayson Nordgren the cobbler on the mountain
 Jeffrey the acerbic wordsmith
 Jenga the beetle vendor
 Jeremiah the tipsy tavern owner
 Jeremy Friesen the ruby wizard
 Jeremy the tinker
 Joe the lazy engineer
 John Eternal the everlasting emperor
 John the harried dog handler
 John the reluctant bard
 Jon the nerdy engineer
 Jonathan the lone wolf
 Jonathan Westmoreland the fanatical cartographer
 Jonna, chronicler of the Old Ones
 Joseph Le May the wily ratcatcher
 Josh the kooky crime lord
 Joshua the mad mathematician
 Joshwa the bearded innkeeper
 Julian the diabolical bilquist
 Kalthazar the tormented wizard
 Kapsberger the cantankerous turnip farmer
 Karl the dwarf savage
 Karlen the scrappy hermit
 Keith the gentile brain in a jar
 Kenneth the truculent scribe
 Kerric the knife-wielding thief
 Ketwyld the hawk the pouncing hunter
 Kieran the brooding angel
 Kirby the unscrupulous teacher
 Krinn the scheming daemonologist
 Kuowen the nightblade
 Kyle the gregarious graverobber
 Leonard the incompetent mage
 Lucien the kept man
 Lucien the one-eyed priest

Luis the paranoid lamplighter
 Luticus the forgetful sage
 Magnus Ultrahammar the nihilistic temple architect
 Martin the peaceful blacksmith
 Mastino the weary swordsman
 Matt the meticulous glasses salesman
 Matt the misfit bard
 Matthew Keevil the White Wizard
 Matthew the argumentative cartographer
 Matthew the unheard bard
 Mel the reluctant NPC
 Mendel the emerald druid
 Merrick the traveling salesman
 Michael the clumsy demolition
 Michael the mad mathematician
 Michael the pedantic sage
 Michelle the crafty merchant
 Mike the addled scholar
 Mike the baffled wizard
 Mike the stoic siege-engineer
 Mike Weem, voted most likely to do the next supplement
 Misha the mystical mage
 Misomar the artful actor
 Montajay "Stretch" Honeydale the tallest halfling in the clan
 Mopsothoth the brownie hobo
 Mortaine the outgoing diver
 Nashkey the cheerful gravedigger
 NATHAN the BEMUSED TORCHBEARER
 Nemomeme the doubtful embalmer
 Noel the priest of Blind Io
 Obbi the frazzled apothecarist
 Orion the crafty cooper
 Orphen the mind wizard
 Patrick the caffeinated wizard
 Patrick the mysterious mayor of a small village
 Paul the bard of classic rock
 Paul the flatulent innkeeper
 Pedr ap Gruffudd the bookish priest
 Pete the roguish professor
 Phil the mustachioed baker
 Phil the scatterbrained scholar
 Philip Cramphand the ink-stained scribe
 Quentin the short-tempered apothecary
 Random the "sometimes-broken" automaton
 Remy Handler the notorious guardian
 Rex the decadent noble
 Rex the incapacitated guardsman
 Reymond the wilderness scout
 Rian the preeminent artisan
 Richard Mundy the last minute mage
 Rill Leeward the drunken duelist
 RJ Stewart the talesmith

Rob the savvy engineer
 Robby the savage genius
 Robert the doom-laden prophet
 Robert the insincere courier
 Robert Warren David III the trueborn king
 Ronnie the lascivious mime
 Rorik the lazy tanner
 Rostow the skilled second-story-dwarf
 Ruhig the eccentric scribe
 Rutger the laconic scout
 Ryan the cynical mosaicist
 Sage the mad wizard
 Salamander the naive druid
 Salty the sneaky rutter
 Samuel the artful sellsword
 Samuel the bookish jester
 Scaramaus the swashbuckler
 Scynt the quiet bonesmith
 Sean Pollman the feared corsair
 Sean the blind archer
 Sean the sinister sneak
 Sean the superior swordsman
 Sebastian the megalomaniacal necromancer
 Seth the bored city watchman
 Sharky Dangerthorn the unconventional card player
 (esp. Orkish Nod)
 Shawn the golem sculptor
 Silkmist the honest rogue
 Simon the truthful town crier
 Sir Izzy bard of face-melting riffs
 Skeetch the bitey beggar
 Soma the puissant scholar
 Steam Crow the battle poet
 Steel Thul the ruler of night
 Steve the monotonous minstrel
 Steven the inquisitive jack that asks questions
 Stras the tree-house grower
 Taral the careful wizard
 Ted the sociopathic poisoner
 Teo the honored loremaster
 Terry the clumsy wizard
 Tharin the wetwork operative
 Tim the ornery technomancer
 Tony the disgruntled arcanist
 Tony the hulking category manager
 Tradyvarius the Unfortunate, late an alchemist, with an
 extensive career in bookbinding that ended tragically
 Trebor the dashing assassin
 Trip Space-Parasite the sketchy brain-hunter
 Tsu the insane monk
 Turaan the grumpy innkeeper
 Tyler the tone-deaf minstrel
 Tyler the wily street urchin

Umo the blind librarian
 Victor Wyatt the frontier gentleman
 Vidiian the sinister scholar
 Walter F. Croft, His Own Damn Self, the quixotic
 thaumaturgist
 Warts the wandering toad whisperer
 Wesley Cole the irritated historian
 WestWinds the brutish techno-wizard
 Whitecrow the wanderer of the wild
 Wightbred the scheming necromancer
 Will the shy druid
 William the grandmaster
 Willie the swarthy merchant
 Willow the deadly gambler
 Zarathud the discordant disciple
 Zarth the generous cleric





TRENTON KENNEDY

DEANNA NYGREN

