

INVERSE WORLD

A Dungeon World Supplement
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INTRODUCTION

What is this book?

Inverse World is a supplement for the Dungeon World tabletop roleplaying game, set in Invells, a wholly different sort of fantasy world. There are no elves or dwarves (unless you want there to be), and the setting is designed to play to Dungeon World's strengths and minimize its weaknesses.

This book includes new playbooks, new equipment, new hirelings, and new monsters. There are new rules for mounts and vehicles, so you can get from place to place on strange and exotic creatures or contraptions. And finally, there are rules on using and facing giant monsters and hazards, unique threats that challenge your players in ways that normal beasts and monsters will not.

This book also introduces the new setting of Invells, but it does so with full knowledge of Dungeon World's strengths – nothing about Invells is locked in place except what the players say about it. Rather than list solid facts about anywhere, Invells is full of Rumors, and you play to find out what exactly is true.

Why did we make Inverse World?

Inverse World started from what I viewed as a lack of potential being reached. The Dungeon World system is extremely open ended and very good at exploring a setting and adapting it to what your players want it to be. Rules such as “play to find out,” the First Session and End of Session questions, and the Spout Lore move let everyone customize their world and introduce new content and ideas as they come up with it. The world is what you make of it.

However, what you put down on the playbooks you hand to your players helps mold their perceptions of the world, and the default Dungeon World playbooks bring a lot of standard fantasy assumptions to the table. There are elves and dwarves and halflings, right there in the Race moves list. There is Good and Evil, there are wizards and fighters, things like that.

To establish new perceptions and open the world to more creativity and originality, we created an entirely new set of playbooks, and changed up how they work a bit. Alignment has been replaced by Drives, and Races have been replaced by Backgrounds. Whether you're an elf or a sky-blessed angel or a tiny foxbat person of your own devising, your Sky Dancer cares more about how they fly around than any of that.

In a true fantasy setting, there should be all kinds of crazy creatures running around, so why limit that?

In addition, the playbooks hit archetypes that are frequently found in fantasy but rarely explored in fantasy roleplaying games. How many stories feature a lone Survivor, the last of their people? How often does a cunning Captain, leader of men and owner of a powerful ship, come up in video games as a recruitable character? I wanted to be able to explore those types of characters in Dungeon World, and felt the best way to make that happen was to just do it myself. I hope you'll agree that the end result is pretty darn cool.

— Jacob Randolph



CHAPTER 1: THE SETTING

THE WORLD OF INVELLS

The Inverse World – so named by outsiders, who came from beyond the world's crust. Inside, they found a massive, windy void, with a glowing star shining in the center. A ring of islands orbits this star, and far above lies a ceiling of stone. The Inverse World is on the inside of a planet, and could even be inside of an already existing campaign world, if you dig deep enough.

The locals call it a different name, however: Invells. Invells is a mystical place, where an imprisoned god casts light and rain up to the top of the world, and then it all drains back down to the center. The great god Sola is trapped in the center of Invells, a massive burning star that created the light and rain from which all life in Invells was formed. Well, most life.

Invells is a bizarre world, filled with all manner of flying fish, strange monsters, wondrous machinery, and Sola's children, the three spirit-blessed races. Airships, great chains, and winged angels bridge the open gaps between the floating islands. Shanty towns of wood and iron cling to the top of the world. Great cities of light and gold are hidden within the sea of clouds surrounding Sola's cage. There is much to see, but all of it is just out of reach.

THE PHYSICS OF INVILLS

In a world filled with floating islands and a glowing star at the center of it all, gravity can be a bit unusual for the intrepid traveler to understand. Most of the time, gravity points down, directly towards Sola, which means people live on the darkened sides of the islands, where they can look up to see the Worldcrust, the ceiling of the world. Agriculture is performed on the bottom of the islands, where plants grow – being a farmer is a dangerous and highly respected profession.

The islands themselves slowly orbit around Sola, similar to the planets orbiting our own sun. These islands are not so nicely round as planets, though – they are rough, jagged things, shards and fragments of what once was. Uprain nourishes the bottoms of these islands, and with the help of Sola's light, they grow a bounty of fruit and vegetables with ease, and support all sorts of avian and simian life. Downrain, dripping down from the Worldcrust, nourishes the top of the islands, providing drinking water to the people who build their cities there.

Uprain and downrain don't exist exclusively for giving life and water, though. Every spout of uprain carries a message, delivered by Sola, and each drop tries its best to escape the Worldcrust and return with an answer. No one can speak Sola's ancient tongue anymore, so what that message is has long been lost,

but you can still hear the whispers in the rain as it flies up past you. The rain seems oddly silent on the way back down. Intrepid artificers have even found ways to hijack the rain to deliver their own messages, forming a sort of limited mailing system.

THE GEOGRAPHY OF INVALLS

Invells' unique geography can cause some confusion in the uninitiated, but only because it is difficult for outsiders to understand from description alone. You need to see it to truly understand it.

At the center of Invells lies Sola's Cage, a massive ball of fire and gold which keeps Sola imprisoned within it. No one remembers why Sola was imprisoned, but life within Invells is only possible through the rain and light provided by this trapped god. Much like a star, this fiery cage provides light and warmth to all of Invells. The cage is the core of Invells, floating in the center of everything else, and "down" is always in the direction of the cage, no matter where you are.

Surrounding the cage is the Cloud Seas, a roiling, tumultuous lake of clouds. These clouds are so dense you can even swim through them, and the greatest cities in Invells can be found buried in the depths of these seas.

Above the Cloud Seas you find the Island Ring. The Island Ring is mostly open space, an empty void, with sky fish, clouds, airships, and islands scattered all

throughout. These islands vary in size, from massive continents of stone down to rocks barely large enough for two to sit on. Occasionally, two islands will collide with each other, with absolutely cataclysmic results. This event is not as rare as the island dwellers wish it was.

Up above that, in the highest reaches of the world, you will find the Worldcrust – a ceiling of stone that traps the entire system inside of it. No one knows how far the Worldcrust extends, and no one knows what is beyond it, if anything. What is known is that it is a hard barrier, the literal edge of the world, and if you want out of Sola's domain, the Worldcrust is your best bet.

RUMORS ABOUT INVALLS

Rumors are facts or questions about the setting for you and your players to discover during play. You can decide these before play, as they come up, or never, as you see fit. They often contradict each other – not all of them can be true.

- What gender is Sola? Male, female? Neither? Both?
- Invalls has no day and night – Sola is always watching.
- Sola rests regularly, and the world dims when they do, giving a regular day-night cycle.
- Night time appears erratically, and comes when the cloud seas cover up Sola's eyes. Day and night are not something to set your clocks by.
- How do the airships work? Is it based on a unique material, possibly the same one keeping the islands afloat? Does it work off of gravitation repulsion, or steam power, or great furnaces of iron, or some kind of wind magic, or by using the sky whales? How advanced are these ships anyway?
- Some say Sola isn't even a god, but rather, the Cage is simply a scientific phenomenon beyond our comprehension. The fact that Sola's nature is completely inscrutable and alien to our own lends some credence to this theory.

THE PEOPLE OF INVALLS

The people of Invalls are many, and scattered all throughout the skies. They are not divided into many races, like those of other fantasy settings, but are rather a single, contiguous race of people – the Light-blessed. Sola has granted them life, and they gain power from this blessing.

This blessing manifests differently in everyone, depending on how and where they were born. There are those who are born on the Worldcrust or inside an island, and gain the blessings of stone – the goblinfolk, as they are nicknamed. There are those born within clouds, during rain, or underwater, and their blessing gives them the nickname merfolk. And lastly are the cloud-blessed, those born under or on the open sky, who are known as angels.

Your blessing is not dependent on your parenthood, only the conditions of your birth – all three peoples, no matter how different they may look, are all children of Sola. However, due to the circumstances of their birth, some blessed are found more commonly in some areas than others. The Cloud Seas are loaded with merfolk, and the Hidden Cities and Worldcrust are where you will find the most goblins. Cloud-blessed are most common among the sky sailors and the guardians of

Sola, but all three kinds of blessed will be found everywhere in Invells.

The Cloud-blessed are most similar to what we call Humans, but not quite. They come in a wide variety of skin and hair colors, and are much taller than their Earth-blessed brethren. All Cloud-blessed are born with wings sprouting out of their shoulders, so they are nicknamed 'angels.'

In most, these wings are entirely non-functional, much too small to fly with, but not in all. Those with the most magnificent wingspans are often recruited into the Sky Patrol, a military unit composed entirely of angels and those merfolk who take after the skyfish. The Sky Patrol is tasked with keeping the peace, and can be found all throughout Invells.

The Earth-blessed, nicknamed goblins, are a race of short, androgynous, hairless folk with metallic skin and flat noses. The toughest of these people have skin like iron, while the weakest have skin of soft gold. Their eyes are a single, solid color, and their ears flop down like a dog's.

Goblins are most common among people who spend all their lives underground. Their unique skin makes them ideal for operating dangerous machinery and forges, but they can be found anywhere, doing just about anything.

The Rain-blessed are as varied as the fish in the sky – every single Rain-blessed comes with the blessing of a different kind of fish, and they vary immensely as a result. The merfolk people are hybrids of a fish and a man, and there are many kinds of fish, and many kinds of men.



Some of them have legs to walk on, some have long tails they slither along on, and some have both. There are those who take after the sky fish and can float; there are those who have strange traits like jellyfish stingers or angler lanterns or stretchy tentacle limbs. Some of them are large, some of them are very small. Every merfolk is its own species of creature, and their doctors have their work cut out for them.



THE WORLDCRUST

One of the most distinctive features of Invells, the Worldcrust is the ceiling of stone that encapsulates the entire world. It is riddled with tunnels stretching upward, and the occasional mountain hangs down off of it. Its surface is rough, uneven, and dangerous. It is full of tunnelworms, there is no reliable source of floor to be found, and a single misstep leads to a long, long way down.

The Worldcrust is regarded as the final frontier, the last barrier to be overcome in Invells. No one knows what lies beyond it – all attempts to dig through have uncovered nothing but more and more stone, stretching up farther than anyone knows. Every year, someone attempts to scale the tunnels within, see if they can breach through the other side, and most of them never come back.

The craziest people in Invells have taken to living here, building shanty towns and outposts. The Worldcrust does have one thing going for it – ore. Mining operations in the Worldcrust are dangerous but highly rewarding, because the veins of ore up there are much larger than those found in the islands below.

Walkers are especially common up here, being the most firmly adapted to living on the ceiling of the world. Wall crawling training is almost mandatory here, and you can find a Walker guide in any outpost you can find.

There are also many Survivors up here, lost souls whose outposts or shanties fell into the abyss, or were overrun. Not all of them are survivors of a cataclysm up here – some came to the outposts after they had nothing left back at home.

WORLD CRUST RUMORS

- Most say dragons have long been driven extinct, but their lifespans are legendary, and some believe the Worldcrust hides any that remain.
- Occasionally, earthquakes tremble throughout the Worldcrust, with disastrous results. What is causing these earthquakes? Is something up there?
- The World-eater sleeps up in the Worldcrust. It is nearly indestructible while awake - could it be killed in its sleep? Does it even sleep at all?
- Criminals on the run often escape to the Worldcrust – its danger becomes their armor.
- Some say the Worldcrust hides a dangerous secret above it, and that it isn't there to trap us, but to protect us from what lies above. Most say they're full of crap, because no one knows what is up there.
- The Denvil Outpost has reportedly had adventurers returning from the Worldcrust, laden with golden treasures no one could determine the origin of.

Building a Worldcrust Outpost

To give life to an outpost on the Worldcrust, answer the following questions about it:

- What common resource or service does the outpost desperately need more of?
- What recurring danger plagues this place?
- What brought people to this outpost? Are they still coming?
- What is the outpost most proud of?

Example: Serenfall Outpost

- Serenfall needs water. There is rarely enough for everyone.
- Serenfall is plagued by earth devils, little imps made of stone.
- Serenfall was founded near a rich vein of gold, but the gold is drying up.
- Serenfall is most proud of the stuffed dragon carcass displayed in the center of town.

THE ISLAND RING

The Island Ring is home to the majority of Invells' many people. Here, you will find islands of every shape and biome, from massive desert kingdoms to tiny tropical islands and everything in between. While this is the most populated area of Invells by far, it is also the largest, and there are entire swaths of unexplored islands for the adventurous to seek out.

The islands orbit Sola's Cage, making cartography in Invells a difficult practice, especially since the closer an island is to Sola, the more quickly it moves through the Island Ring. The farthest reaches of the ring will orbit Sola once in the time it takes the closest islands to orbit over a dozen times.

One solution to this is to chain the islands together, which is a common practice among the kingdoms and nations that pop up among the Island Ring. By chaining several islands together with massive links of iron, you keep the nation together, and establish a reliable bridge between the islands of that nation.

Getting water on the islands requires a bit of finesse, but it's easily do-able. The easiest and most common method is to catch uprain and downrain in barrels or other containers. But Sola doesn't favor every section of the sky equally, and when the time comes, you need another method – cloud catching.

Clouds in Invells are similar to lakes in other settings – large bodies of water full of fish and drinking water. While they are mostly found roiling in the cloud seas, they are still a common sight in the Island Ring. By swinging a bucket through a cloud, you can come back with a bucket full of water, and maybe a fish for your troubles, too. If you can solve the problem of how to reach it, cloud catching becomes an excellent survival strategy. This makes it a favorite for sky captains the world over.

Airships chart regular routes through the various nations of the Island Ring, trading between them for profit and mutual benefit. Traveling is common, but airships are not – they are expensive to build and rarely last, so a functioning ship is a valuable commodity. Every airship should expect to function as a passenger ship in addition to whatever it wants to do. Dedicated Captains are in high demand, and if you're looking for one, the island ring is your best bet.

There are three main types of kingdoms to be found in the Island Ring. There are the city-states, which are self-contained nations on a single isle. There are the Great Nations, island-spanning kingdoms with great power at their disposal. And then there are the Hidden Cities, built inside of the islands themselves, tucked away from the rest of the world for reasons unknown.

The city-states are common and unique – no two are alike. They play by their own rules. Do they like outsiders? Who is in charge? How does their economy work? These are all questions you'll need to ask them yourself.

The Great Nations are equally varied, but have a few things in common. Firstly, they always have a central island – the capital, where the base of power lies. The capital is almost always much more powerful than the satellite islands of the nation, and is the hub to some source of power – machinery, magic, and airships are common focuses for a capital island. The Great Nations are always very grand, with a very powerful leader in charge. You can find anything here, but especially talented Mechanics. There is no greater place for the advancement of their technologies than the Great Nations.

The Hidden Cities are just the opposite – small, tucked away, invisible. Why they hide is known only to them, and they aren't in the habit of telling. In fact, they're often in the habit of disposing of those who ask. The Hidden Cities are built inside of hollowed out islands, and keep to themselves. If you stumble across one, expect xenophobia and paranoia, and watch your back.

ISLAND RING RUMORS

- There is word that the Duchess of Artina discovered a hidden magical library, and had the entire building taken back to their capital island.
- There is a grand conspiracy between the Hidden Cities – a secret greater purpose, with each clue or piece of the puzzle hidden away by a different city. None of the cities involved know anything about the other cities' part in this.
- There is a hidden city dedicated entirely to spiders.
- And another dedicated to flies.
- They aren't friends.
- Absolutely no one enters the Fourth Northwest quadrant. And nobody will tell you why.
- They say there is a merchant ship populated entirely by ancient beings not of this world. They are said to live an eternal life, and they value knowledge much more than any material good.
- The legendary sky turtles are so large that they can be mistaken for islands themselves. The rumor goes that if you find one and can get its attention, it will let you live on top of it.

Building a Great Nation

To give life to a Great Nation, answer the following questions:

- What service is exclusively carried out by magical constructs?
- In one or two words, describe the cultural memory of the joining of the islands. Why did they bind together?
- What resource has become scarce due to high demand?
- One of the bound islands is the dominant island. Which island, and why are they dominant?
- One of the bound islands is considered lesser and inferior. Which island, and why do the other islands find it inferior?

Example: The Great Nation of Brythall

- Automata horses lead carriages through the streets of Brythall.
- The islands were bound together because of Brythall's belief in manifest destiny.
- Wood is now scarce, as it is very integral for the work of artificers of Brythall.
- The island of Brythall exerts its dominance through superior numbers.
- Ayrthin is considered the lesser island, said to be filled with "dimwitted luddites."

Building a Hidden City

To give life to a hidden city, answer the following questions about it:

- What common thing that every other city has is so obviously missing from this city?
- What rare thing in every other city does this city have in excess and abundance?
- What activity is abnormally common in this city?
- What activity is prohibited in this city?
- Which of the previous answers hides a deeper, possibly sinister secret?

Example: The Hidden City of Lorenth

- Lorenth does not have any cats or dogs or pets of any kind.
- Lorenth's doors are fantastically large, and each and every one has ornate carvings depicting major athletic events.
- Tug of war contests are exceedingly common.
- Exchanging hard currency is strictly prohibited. Only barter is allowed.
- The events depicted on Lorenth's doors seem unnecessarily brutal for ordinary sporting competitions, as though these competitions were not merely sport, but something more.

THE CLOUD SEAS

The Cloud Seas are a beautiful place, with ever-shifting clouds, constantly roiling and shifting and swirling all about. Being as close to Sola as they are, they are bathed in shades of crimson and gold, but they are a deep turquoise or teal on the inside, and a deep blue on the outer edges. This unique pallet of colors, combined with the shifting, makes the Cloud Seas look like a gorgeous, living pastel painting.

It is no wonder that Invells' richest citizens built their cities here. Built from the golden lightweave taken directly from Sola's Cage below, combined with the solid clouds one can find in the deepest parts of the Cloud Seas, they have created beautiful crenellating cities of luxury and wonder.

Sky Dancers call the Cloud Seas their home, the thick atmosphere making for a forgiving practice area for their trade. You don't even need to be a sky dancer to fly through the clouds – they are thick enough to swim through, as long as you know how. Their calling is primarily ceremonial – they are performers and dancers, although many of them move on to join the Sky Patrol as warriors.

The riches of the Seas also attract many a Collector. Many Collectors get their start as a rich resident of the Cloud Seas who discovered a burning need for more than what they already had.

Of course, not everything in the Cloud Seas is as nice as it looks. People get swept away in the currents of the roiling seas all the time, and swimming safety is a big deal in the gilded cities. The richest family in any given city is allowed to get away with anything, and the bureaucracy found in the cloud cities is maddeningly opaque. The Cloud Seas may not be as directly murderous as, say, the Worldcrust, but you still need to keep your wits about you as you travel through these seas.

CLOUD SEAS RUMORS

- Many an eccentric noble will pay through the nose for anything strange or magical, if you can get it to them first.
- They say that in the lowest reaches of the seas, sometimes the clouds themselves will boil, getting too close to Sola's burning gaze.
- It is believed that there is a city of Giants somewhere in the cloud seas, but none have found it – it must be hidden in deep, if it exists at all.
- While the Cloud Seas are generally regarded as the safest place in the skies, there is a rumor that a Khedat Spider Queen managed to make her way down here, which spells disaster for anything that comes across her in the mists.

Building a Cloud City

To give life to a city on the Cloud Seas, answer the following questions about it:

- What exotic object or service is considered an acceptable alternative to coin here?
- What sort of metric is used to measure a family's wealth and status in this city?
- What strange security measure does this city use to keep outsiders and undesirables in line?
- What petty activity is severely punished by the local law enforcement?
- What crazy extravagance is this city's leadership known for?

Example: The Cloud City of Velpin

- Braids of brushed golden dog fur is highly prized; a foot of braided golden dog fur is easily worth a purse of silver.
- A household's status is measured by the quality and variety of their bandana collection.
- Outsiders and undesirables are required to care for a large turtle and keep it with them at all times. It is believed the turtle's slow walking pace and general adorableness will keep them from doing anything risky.
- Singing in Velpin is punishable by 7 years of forced servitude to the local government.
- Velpin's leadership is known for hiring explorers to find and name new islands after them.

SOLA'S CAGE

Sola's Cage is literally the sun of Invells. Falling below the surface of the Cloud Seas leaves you with nothing between you and Sola except 200 feet of open air, a wave of intense heat, and a lake of burning molten gold. The air is oppressive and hot. The light is blinding. Random spouts of liquid burning gold will shoot up from the surface, scalding anything foolish enough to get too close.

Built directly onto the surface of the cage is the Temple of the Lantern. A massive castle of stone, insulated with pockets of air and rain mixed with Sola's blessing, here is where one must go to become one of the mythical Lanterns. An order of knights and mystics granted great power by their god Sola, the Lanterns carry around a piece of the sun with them wherever they go, and have been trained to use it as a weapon, as a shield, or as a beacon for any who need them.

The Cage is also the source of lightweave, a glowing cloth woven from the molten gold harvested from Sola's Cage. As light as cotton but as firm as iron, Lightweave is the standard material for Lantern robes, and is also commonly used by the Sky Patrol as light armor. There are even some who use the material to forge weaponry, but this weaponry is unstable and difficult to use without serious thought behind every motion you make.

No one can recall what sin it was that Sola committed. Why are they trapped here? What did they do? Sola does not speak in our tongue, so it is likely we will never know.

SOLA'S CAGE RUMORS

- The common theory is that Sola was trapped here for some crime committed long ago. The theory goes on to say that all of Invells is a prison built for holding gods, and Sola is its current captive. Who was here before Sola? Does Sola's sentence have an end-point? What happens if Sola goes free?
- The other common theory is that Sola created this cage to protect this world. The Worldcrust was made to ward off some unknowable evil, and Invells is a bubble of safety against the horrors above.
- On occasion, people have reported seeing golems of gold or fire rise up from Sola's surface, launched into the reaches of Invells for some unknowable purpose. Messengers of god, perhaps?
- There are those nihilistic few who believe Sola to be dead, long since killed by the fiery seas that form her cage.
- Sola watches those who come beneath the Cloud Seas. Any who offend this fickle god may find themselves blasted out of existence by a powerful solar flare. Fly carefully.

LOCATIONS OF INVERSE WORLD

Written by Jeremy Friesen

The Big Belly

A nasty tavern in a nastier part of the world...

Sights

- Wooden tables, worn from countless gamblers, cluttered with dominoes and beads
- Two cloaked figures passed out on the floor in the corner

Sounds

- Tankards clanking
- Dominoes shuffling, laughter, cursing
- Leather creaking

Smells

- Yeasty smell of spilled beer
- Greasy meats and boiled potatoes

Occupants

- A leathery skinned man, sharpening a knife as he waits his turn in dominoes (Tan Dan)
- A young girl, hovering far too close to the winnings of a gambler (Yera)

- A man possessed by a demon, staring down each occupant

Questions

- What contraband passes through The Big Belly on a regular basis?
- Why do you think Honest Eris wanted to meet you here?

Rumors

- Zeral Donick, the owner of The Big Belly, hasn't been seen in over a week.
- Kefin "Blunder" Beck, a renowned explorer, was last seen in The Big Belly.

Moves

The Demon's Eyes (WIS)

When you lock eyes with the demon possessed man, roll +WIS.

On a 10+, you flirt with madness but have a vision; Ask the GM one question about a nearby GM character. The GM will answer truthfully.

On a 7-9, name one of the nearby GM characters; The GM will tell you something interesting about them.

On a 6-, the GM will ask you a question about your character. Answer truthfully.

Care To Try Your Hand? (CHA)

When you set out for a night of gambling, roll +CHA.

On a 10+, pick three from the list below. On a 7-9, pick one. On a 6-, pick one, but things tumble beyond your control (the GM will say how).

- You come out ahead, earning some coin or favors
- No one suspects you cheated (rightly or wrongly)
- You make a contact at the table
- You didn't piss off the wrong person

The Mooring Lines of *The Widdershins*

An imperial dreadnaught ready to depart...

Sights

- Massive wooden ship
- Heavy ropes and riggings

Sounds

- Low throbbing hum of the engines
- Deckhands barking out orders

Smells

- Wind blasted timbers

Occupants

- A frazzled imperial quartermaster overseeing the final stages of loading cargo (Sergeant Kep)
- Two tacit guards, at attention, keeping an eye on all civilians
- A bellicose laborer, tired and angry, lifting and lugging large crates (Red Pete)

Questions

- What cargo is The Widdershins carrying that you are certain no one onboard knows is there? Who died bringing you this information?
- Who is most certainly onboard that normally isn't? ... And how do you know?
- When was the last time you (choose a player) were on an imperial dreadnaught?

Rumors

- The Widdershins is in port for engine repairs
- The Widdershins is heading out to quash a rebellion in the fringe of the empire

The Gearhouse of the Automata

An academy where mechanics learn their craft...

Sights

- gears, amber windows, sprockets, pulleys, levers, steam

Sounds

- whistling of steam escaping
- rhythmic ticking

Smells

- oil and grease with a metallic undertone

Occupants

- A robed figure with greasy hands winding up a mechanical automaton (Quin)
- A quizzical woman, rummaging through drawers of small cogs (Eliana)
- A dishevel-haired boy, bound to massive iron gear, chanting quietly (Jasper)

Questions

- By imperial law, what two things may automaton creations not have or do?
- What vow does each initiate swear to the Gearhouse? Are they widely regarded as upholding that vow?

Rumors

- The five chapterhouse's priors are convening at a garden retreat in the cloud seas. The priors are in the process of electing the Antecedent, leader of the Gearhouse.
- The Empire has commissioned from the Gearhouse something expensive and massive in scope...and thats why additional taxes have been levied

Moves

What're Ya Sellin'? (CHA)

When you present an esoteric object to the Gearhouse, roll+CHA. On a 10+, pick two. On a 7-9, pick one. On a 6-, pick one, but it's a bit more complicated than that.

- They are interested in owning it
- They will tell you its function and a little known fact about it
- They will treat you fairly

Prospect's Massive Binding Station

Prospect and Citadel, two islands bound together by a seemingly indestructible chain...

Sights

- a massive chain stretching to the sky, binding two floating islands
- a stone fortification enclosing the place where the chain is bound to the island

Sounds

- metal on metal, slowly shifting

Smells

- condensation of water on oxidized iron

Occupants

- A peddler, with heavy pack, climbing the chain illegally
- A Prospect guard with harpoon and tow cable, eyes trained on the opposing island and the massive chain
- A wizened old witch, prophesizing without an audience

Questions

- What does Citadel have that Prospect is utterly dependent on?
- What words of the crazy witch do you know to be true?

Rumors

- Dark rituals keep the chains bound, keeping something far worse from being unleashed.
- A few Citadellans have claimed to see a darkwood airship regularly slipping in and out of Citadel

The Temple of the Lantern

A castle of stone, standing on the surface of the sun...

Sights

- a molten river of gold, splashing and blasting
- a castle of stone, unevenly coated in gold and fire

Sounds

- the sizzling and sputtering of molten gold
- the roiling hum of burning plasma

Smells

- the scent of damp smooth stone

Occupants

- A Templar, keeping an eye on the visitors
- Ms. Josie, the head of the Lantern training corps, in the middle of another impromptu lesson
- The old council, ancient and wise beyond mortal understanding, communing with Sola yet again

Questions

- What ritual must everyone perform when entering the Temple?
- What needs to be done to extract a Little Light from Sola, trapped beneath the sea of molten gold and fire?

Rumors

- The greatest Lanterns are believed to be able to walk upon the surface of the Cage itself.
- The Temple is pure. There is nothing unholy in the temple. Nothing unholy can even get near the Cage without catching Sola's burning gaze. The Temple is pure.
- If you know where to ask, there are whispers that a Rainlord is currently living in the Temple. If there is, she seems to be a very closely kept secret by the Lanterns, and impossible to find audience with. Why would they hide such a blessing from Sola?

INSTANT ISLAND GUIDE

Written by Sean Dunstan

When using the island generation tables, remember that these are meant to be stepping-off points. You should always feel free to pick a result you like instead of rolling, or to tweak an entry to something you like better.

ISLAND SIZE AND SHAPE

The first step in generating an island is to determine the overall size and shape of the island. Larger islands can have multiple cities or cultures on them, and will have more room for things like resources or ruins. Roll on the "Island size" and "Island shape" tables to start out.

Island sizes

- 1:** Tiny - Only large enough to hold a house or two
- 2:** Small - a village of 20-30 people
- 3-4:** Large - capable of holding a town
- 5:** Huge - capable of holding a whole city
- 6:** Titanic - Multiple cities, and probably multiple cultures.

Island shapes

- 1:** Flat disc
- 2:** A bowl, which may or may not be empty.
- 3:** A close cluster of smaller islands.
- 4:** One solid piece; a more "normal" sky island.
- 5:** Surprisingly regular geometric shapes. (sphere, cube, dodecahedron, hypercube...)
- 6:** An object (such as a giant hand, a cage, or a sundial)

ISLAND ENVIRONMENTS

Once you have the overall shape of the island, use the "Topside Environment" table to see what the the surface of the island is like. If you want, you can also roll on the "Under-island Environments" so see what's on the sun-touched part of the island. If you're not sure, roll a d6; on a 1 or 2 there's something down there.

Topside environments

- 1:** Bare stone.
- 2:** Fungal deposits, ranging from fields to fungal jungles.
- 3:** Desert sands or coarse gravel.
- 4:** Snow and ice.
- 5:** Completely urbanized.
- 6:** Jagged, rocky outcroppings.

Under-island Environments

- 1:** Grasses and wheats.
- 2:** Vines, with strange seed pods.
- 3:** Fruits, ripe for the harvesting.
- 4:** Trees or other large plants.
- 5:** Unusual clinging/floating animals.
- 6:** Buildings clinging above the abyss. They may or may not be abandoned.

PHYSICAL QUIRKS

Now, roll on the "Physical Quirk" table to see what's unusual about this island. Start by rolling a d6; a 1-3 means there's a passive quirk to the island, and a 4-6 is an active quirk. Passive quirks are things that are constantly true about the island, while the active quirks are things that can actually directly threaten the characters.

Physical quirks (1-3 is a passive quirk, 4-6 is an active quirk)

Passive Quirks

- 1:** Only water, no land (or vice versa: all land, no water).
- 2:** Mostly water, with small islands.
- 3:** Odd gravity.
- 4:** Many caves and holes through the island.
- 5:** Tethered or physically connected somehow to another nearby island (rope bridges, chains, ski lifts...).
- 6:** Rare top-side growing plants.

Active Quirks

1: The island changes shape based on outside influence (time of day, set schedule, etc.).

2: A shifting environment: one day it's lush fields, the next it's inch-thick snow.

3: Some part (or all) of the island phases in and out of reality.

4: The island is caught in a perpetual storm of some sort; rain, thunder and lightning, snow, or sand.

5: Volcanic activity. There are (relatively) small lava deposits and volcanos.

6: The island travels through the skies on some sort of predictable path; perhaps it orbits a larger landmass, or just moves back and forth between two fixed points.

Note: Islands can have more than one physical quirk, but be careful not to overdo it. Too many strange things at one place can result in a location that's not so much interesting as annoying.

ISLAND GOODS

Optionally, if you think an island should have something worthwhile on it, you may roll on the "Trade Goods" table to see what resources are there. A "large" island will have a base of 1d4 trade goods. For each size above "large" add one to the roll, and for each size below "large" subtract one.

Sometimes available trade goods won't make sense for the generated island; a small island that's uninhabited and in the middle of a perpetual snow storm probably won't be "generating" cloth. But that doesn't mean it's impossible; maybe there's a forgotten cache of supplies there, or the island is used for storage by someone.

Trade Goods (2d6)

- 2:** Plants
- 3:** Wood and related building materials
- 4:** Stone and minerals
- 5:** Technology (parts and/or devices)
- 6:** Cloth/Silk
- 7:** Animals
- 8:** Music/Art/Books
- 9:** Weapons
- 10:** Knowledge
- 11:** People (slaves)
- 12:** Nothing; the island either has nothing worth trading, or things are so tight that they can't afford to let anything go.

ISLAND CULTURE

The next step is to determine if the island is inhabited or not. If you want to leave it up to the fates, roll a d6, and on a 1-3 the island is inhabited.

A "basic" culture is a settlement with a leader and people getting on with their lives. But of course most places aren't completely normal, which is why we have the Cultural and Social Quirks tables.

The Cultural Quirks tables are used to get a feel for what life is like on this island. You can roll to determine what specific area stands out from the norm (1-2 = Leadership, 3-4 = Leisure, 5-6 = Trade), or you can roll or pick one thing from each category.

No matter how you do it, though, you should only use each Cultural Quirks table once for a single culture.

Cultural Quirks (1-2=Leadership; 3-4=leisure, 5-6=trade)

Leadership

- 1:** Mayoral leader, who is elected by the inhabitants.
- 2:** Council of Elders (or Elder).
- 3:** Theocracy, sort of. The leaders worship something (the sun? the weather? Sola? Some god they made up?) and lead according to its wishes.
- 4:** Meritocracy. Your worth to this culture is based on what you're capable of producing or what skills you have. If you can't produce, you have little to no rights.
- 5:** The culture is run by a guild of whatever the island's main trade is. They may have a puppet non-guild leader in place for appearances and to shift blame to.
- 6:** Nobody seems to be in charge at all, but things seem to manage themselves pretty well, thanks.

Leisure

- 1:** There are festivals on a regular basis, celebrating local gods, Sola himself, or just life in general.
- 2:** There is no time for leisure. Life is too harsh here to relax.
- 3:** Sky races are popular here. Flying mounts of all stripes are bred here and are a major part of the island's culture.
- 4:** Martial tournaments. May or may not be to the death.
- 5:** Sports! Larger islands may have multiple teams, while smaller ones might have only one or two local teams with rivals elsewhere.
- 6:** Nothing but leisure activity of all sorts. Work? Nah, we're good. We've got someone taking care of all that "work" stuff. Who? I don't know; it's not my problem.

Trade

1: The island is open to trades with other islands and whoever shows up.

2: You can trade, but the local government or trade guild gets a piece of the action...*or else*.

3: The island does not produce trade goods themselves, but has set itself up as a major local trade hub for other nearby islands.

4: The local trading is managed by a dedicated government office, rife with bureaucracy and graft. The main government may or may not care, depending on how much of a cut they get.

5: The government of this island refuses to engage in trade with anyone else, regardless of how much they need outside resources or need the money.

6: The island doesn't engage in trade directly, but acts as a waypoint/rest stop along a major trade route.

SOCIAL QUIRKS

The social quirks are to determine what unusual situations exist in the island's culture, and come in three varieties: Obvious (visitors will learn them pretty much right away), Secret (may take some digging to find, or can inconvenience the characters before they even know about them), and Dangerous (directly harmful to the people on the wrong side of them). A 1 or 2 on a d6 roll means there's an Obvious quirk, a 3-4 is a Secret one, and a 5 or 6 is a Dangerous one.

Again, islands can have multiple social quirks, but bear in mind that less is more. The more odd things you try to have happen in one place, the less of an impact they'll each have.

Social quirks (1-2: obvious, 3-4: secrets, 5-6: dangerous)

Obvious

1: Technologically stunted. They don't trust machines at all, and may be prejudiced against people who do use technology.

2: Technologically advanced. The people are very dependent on technology, possibly to the point where they can't function as a society without it.

3: There are guards at every street corner and outside every door. Nobody meets their eyes.

4: There is a caste system in place, marked by an obvious sign such as clothing or special jewelry. At least, it's obvious to the people who use it. Outsiders might have a bit of a learning curve.

5: The people of this island are grouped into clans. Generation-long feuds are optional, but encouraged.

6: Everyone is very pleasant and friendly to everyone, all the time. The smiles may be a little too wide, though.

Secret

1: The government works on a system of graft and favoritism. The right word from the wrong person can make your life a living hell.

2: The ruling class likes how things are working around here, thank you very much, and are not fond of people rocking the status quo, no matter how lightly they do it.

3: Puppet government. There's the public people who think they're in charge, and the secret people (or person, or organization) who are actually in charge.

4: The lower classes despise the upper classes, and are plotting an overthrow of the local government. This hate may or may not be justified.

5: The town/city/whatever is built over some ancient caves and ruins inside the island. The ruling class is in charge because they've made bargains with what lives within.

6: The rulers of this city are actually being secretly controlled by an outside force from another city or island.

Dangerous

1: Idiot King - a figurehead picked by the "real" rulers. The real rulers can get away with anything, and the idiot king will take the fall for them.

2: Xenophobic. They don't cotton to outsiders here.

3: This island has some form of control over another nearby island; maybe they control a resource the other island desperately needs to survive, or they have a military hold over their victims.

4: The people of this island think they need a sacrifice to make some event happen; the harvest, continued safety from enemies, or things along those lines. They may or may not be right in this belief.

5: The island itself is alive, self-aware, and in control. It can create small creatures out of its substance to interact with the people who inhabit or visit it.

6: Any crime, no matter how minor, is dealt with harshly with imprisonment and/or death. There is no appeal, and no compensation given to strangers unfamiliar with the laws. The citizenry seem to be okay with this.



CHAPTER 2: PLAYBOOKS



Inverse World introduces 8 new playbooks to the Dungeon World game: The Captain, The Collector, The Golem, The Lantern, The Mechanic, The Sky Dancer, The Survivor, and The Walker. They function mostly the same, although there are a few differences from the core Dungeon World playbooks you may notice.

Instead of Alignment moves, there are Drives, and instead of Race moves, there are Aspects. Drives and Aspects are discussed in more detail on page 187, but they primarily function the same as Alignments and Races did in Dungeon World.

The character sheets for the playbooks are available at: <http://tinyurl.com/inverseworld>

The character sheets make creating characters and referencing your abilities significantly easier, so they are highly recommended.

THE CAPTAIN



THE CAPTAIN

She's a beauty. Maybe only to your eyes, but yours are the ones that count. Her rigging is firmly tied, her keel strong, and her hold ready to keep your cargo safe. She consents to carry your crew, and under your guiding hand they treat her well.

Yes, your ship is a wonder. But she will have to be, because you will steer her into danger - and, fortunes willing, out of it again. She will carry you far, perhaps farther than anyone has gone before.

Set sail! Fly the colors! Ready the cannons! The Captain is on deck, and you'd best be at the ready!

NAMES

Choose one or two, or make up your own:

Haddock, Vance, Jack, Faber, Thatch, Waldinn, Ahab, Mal, Sparrow, Organa, Rosetta, Victoria, Tetra, Marika, Serenity, Cyrus.

LOOK

Choose one from each list:

- Wary Eyes, Adventurous Eyes, or Eye Patch
- Replaced Hand, Replaced Leg, or Shoulder-Perched Pet
- Grizzled Body, Lean Body, or Overweight Body
- Official Suit, Patched Together Outfit, or Regal Attire

STATS

Your maximum HP is $8 + \text{Constitution}$.

Your damage die is d6.

DRIVE MOVES

What drives you to explore the world? Choose one:

- **Responsibility and Respect**

Put yourself at risk to protect your ship or your crew.

- **Money and Fortune**

Endanger yourself or your ship for the sake of riches.

- **A Life of Adventure**

Take reckless and sudden action that puts an ally in danger.

STARTING MOVES

You begin play with all of the following:

Sail the Skies

You have an airship with a capable crew, able to sail the skies to anywhere you care to go.

Your ship has a Control of +0, 3 Stress points, and cannons (2d6 damage *or* 1 Stress, near, far).

Your ship follows all the same rules that regular vehicles do.

When your ship is entirely destroyed and you need a new one, you can get a new one by spending 2-Trade.

When a player or crewman needs to make a roll using the ship, roll + Control in place of any stat you would normally roll for the move. *For example, a player firing the cannons would use the Volley move and roll +Control instead of +DEX.*

When a player with a Wisdom of 16 or higher rolls +Control, they take +1.

When anyone deals damage with the cannons, they deal the cannon's damage instead of their damage.

Choose two of the following enhancements for your ship:

- **Agile:** Increase your Control by +1.
- **Capable Crew:** **When your crew helps a player out,** that player takes +1. Your crew can help one player at a time, or two players at a time while on the ship.
- **Combat Ready:** Your cannons deal +1d6 damage.
- **Fast:** Increase your Control by +1.
- **Luxurious:** When you would gain 1-Trade from Captain's Share, gain 1d4 Trade instead
- **Sturdy:** Your ship has 1 more Stress point.
- **Tank:** Your ship has 2 more Stress points, but decrease your Control by -1.

Captain's Share

When you spend some downtime in a populated area meeting with local merchants and nobles, gain 1-Trade.

You can spend 1-Trade in any populated area except the one you got it from to gain one of the following benefits:

- Make the Carouse move, and take +CHA to the roll.
- Fully supply your ship. Unmark all Stress, gain 3-ammo for the cannons, and gain a few months' worth of rations for the crew.
- Try to sell it - you get an offer for 3d6x10 coin. You may take or decline the offer, but if you decline, you won't get a better offer in this area.

Chart the Course (WIS)

When you plan a route, roll +WIS. On a 10+, hold 3 Map. On a 7-9, hold 2 Map. On a 6-, hold 1 Map, but when you spend it the GM will add a complication.

When you make it through, lose all held Map.

You can spend one Map at any time to choose one:

- Reveal a shortcut or detour.
- Point out a safe spot, either to rest at, hide in, or travel through.
- Spout Lore about an expected hazard as if you rolled a 10+.

You begin the first session with 1 Map and 1 Trade.

ASPECT: BACKGROUND

Choose any race, then choose your background as a captain:

- **Imperial**

You have connections with the military of a certain nation. **When you Recruit in a military outpost or base**, take +1, and hirelings gained this way have a cost of "Blind Patriotism."

- **Merchant**

When dealing with someone who values money, you can spend 1-trade in place of rolling Parley. **When you do**, you gain leverage and take the 10+ result for Parley.

- **Pirate**

Your ship is renowned as a terror of the skies. **You never need to make the Outstanding Warrants move** - local officials are too terrified of you to try anything, and everyone has already heard of you and your deeds.

GEAR

Your Load is 7 + STR.

You start with as many rations as you need (5 uses per 1 weight), captain's leathers (1 armor, 1 weight), your airship, 5 ammo for the cannons, and 14 coin.

Choose your weapon:

- A looted cutlass (close, 1 weight)
- An officer's rapier (close, precise, 1 weight)
- A wicked hook (hand, piercing 1, 1 weight)

Choose two:

- Throwing knives (near, thrown, 1 weight), 3 ammo
- Adventuring gear (5 uses, 1 weight)
- Poultices and herbs (2 uses, slow, 0 weight)
- Flintlock pistol (reach, near, +1 damage, reload, 1 weight) with ammo bag (3 ammo, 1 weight)

BONDS

Fill in the name of one of your companions in at least one:

_____ is my first mate.

_____ has much to learn about life on the open sky.

I wouldn't be here today if it weren't for _____ .

_____ hasn't earned the respect of my crew.

ADVANCED MOVES (2-5)

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

Discerning Dabbler

Gain one non-multiclass move from any class list. Choose the move as if you were one level lower than you are, unless that move rolls +WIS or improves your senses.

Going Merry

Your crew has the skills and know-how to repair your ship, although there is only so much they can do without funding. **When you Make Camp while your ship has marked Stress**, your crew will (poorly) repair it for you: half-remove one full mark of Stress. The crew cannot remove a half-mark of Stress, only full marks.

When your ship has half-marks of Stress, it only needs to take 6 damage from a single hit to take a mark of Stress. You fully mark half-marks of Stress before you mark full ones.

Hell and Thunder

Add the following enhancement options to your ship, and gain one of them:

- **Black Iron Cannonballs:** Your cannons' base damage becomes 2d10
- **Buster Salvo:** Your cannons gain the Area tag
- **Dragonfire Cannons:** Your cannons gain the Elemental (Fire) tag

Life of the Party

When you Carouse, on a 12+ choose as many options as you like. People will talk about this party for years to come, and you've become a local celebrity.

Renovations

Choose two more enhancements for your ship. Add the following option to the Captain's Share move:

- Replace one existing enhancement on your ship with a different one

Ride of the Valkyries

When you make a big show out of showing up at the last moment to save the day, you and everyone assisting you takes +1 forward.

Swashbuckling (WIS)

When you improvise a daring plan as you go, roll +WIS. **On a 10+,** hold 3. **On a 7-9,** hold 2. **On a 6-,** hold 1, but the GM also holds 1 for an enemy to use.

Spend 1-hold at any time to:

- Leap around, over, or through an obstacle in your path
- Create an obstacle or distraction an enemy has to deal with
- Divert attention from yourself to an ally, or from an ally to yourself

The Road Less Traveled

When you make it through a difficult route, the route remembers you. **When you make your return trip,** natural hazards and threats will not bother you or those who travel with you.

Take Charge (CHA)

When you rein in a group of miscreants, roll +CHA.

On a 10+, they calm down and do what you tell them to.

On a 7-9, they'll either calm down but don't do what you say, or do what you say while remaining agitated, GM's choice.

On a 6-, you have a mutiny on your hands.

The Spoils of War

When you win a great victory against a city or a person with wealth, gain 1d4-1 Trade. If you don't gain any Trade this way, you find a treasure map! When you follow the map to completion, you find 1d4-Trade worth of goods.

Treasure Hunter

When in the pursuit of a treasure, gain 1-Payoff each time you suffer a major setback or someone beats you to it.

When you finally get your hands on that treasure, spend all of your Payoff. For each Payoff spent, gain one:

- 1d4 Trade
- A really cool unique item
- A treasure map
- As much mundane gear as you want
- A moment of sweet revenge or irony

ADVANCED MOVES (6-10)

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

Big Damn Heroes

When it is dramatically appropriate, your crew will pilot the ship to rescue you in a tight spot, up to and including operating the cannons if need be.

Captain's Word (CHA)

Requires: Take Charge

When you give an order to non-hostile NPCs, roll +CHA. **On a 10+**, they obey you to the best of their ability before they can even think about it. **On a 7-9**, the GM chooses one:

- They do it, but not very well or exactly how you wanted
- They offer you something they think you want
- They stop whatever they were doing to turn their attention to you

Discerning Initiate

Requires: Discerning Dabbler

Gain one non-multiclass move from any class list. Choose the move as if you were one level lower than you are, unless that move rolls +WIS or improves your senses.

Klabautermann

Your ship has gained a guardian spirit. This spirit is an NPC with Priest +2, Protector +2, loyalty +2, and Cost: Protect the Ship. It will only listen to the orders of The Captain. The spirit will never leave the ship, and it can pilot the entire ship by itself if need be. **If it is killed while the ship is still intact**, it comes back to life at dawn.

Legendary Ship

Requires: Renovations OR Hell and Thunder

Add the following enhancement options to your ship, and gain one of them:

- **Ghost Ship:** your ship has a constant aura of dark fog, which does not hinder your own ability to navigate. Pursuers will always lose track of your ship.
- **Opulent Ship:** your ship is lavish with silks, jewels, and gold. **When you gain Trade**, gain twice as much Trade.
- **Storm Ship:** your ship runs on electricity and shoots bolts of lightning. Your cannons gain the Elemental (Electric) and Ignores Armor tags.

See page 174 for more Legendary Ship options.

The Master of the Ship

When you are at the helm of your own ship, it has +1 Control and both you and your ship take 2 less damage from all attacks. The Piercing and Ignores Armor tags do not get around this damage reduction.

Welcome to the Crew

When you spend some downtime in a populated area, gain up to two hirelings, each with a skill of your choice.

Well Supplied

When you Make Camp on your ship, you and your allies can restock up to 3 uses of rations, bandages, adventuring gear or ammo (each player chooses one).



THE COLLECTOR

THE COLLECTOR

You remember your very first curio. It was so precious to you. You could pull it out if you want, actually, it's right here... or... wait, it might be under... hm. You'll have to get back to them on that, it's here somewhere.

Your collection has only grown over time. Every curio and trinket that falls into your hands is one more tool, one more wonder. Sometimes you wonder if you don't have too many things. Maybe you've finally reached your limit.

But then you find something else that catches your eye. You are the Collector, and you must have it.

NAMES

Choose one or two, or make up your own:

Gladius, Usopp, Doctor, Gepetto, Collodi, Archie, Ramos, Rinnosuke, Raine, Iris, Peacock, Lilith, Seiga, Sonnia, Ophelia, Professor, Agatha.

LOOK

Choose one from each list:

- Unkempt Hair, Close-cropped Hair, or Bald
- Cape, Glasses, Magnificent Beard, or Turban
- Regal Robes, Traveler's Tunic, or Fresh Change of Clothes
- Lean Body, Pudgy Body, or Withered Body

STATS

Your maximum HP is 6 + Constitution.

Your damage die is d4.

DRIVE MOVES

What drives you to expand your collection? Choose one:

- **Holding the Key**
Keep dangerous things away from those who would abuse them.
- **Money and Fortune**
Endanger yourself or your friends for the sake of riches.
- **Show Off**
Impress another using your wealth and gear.

STARTING MOVES

You begin play with all of the following:

Curiosity

When you put yourself at risk to check something out, roll +Lore.

On a 7+, ask the GM any one question related to the risks.

On a 10+, the GM will answer it, as clearly as the circumstances allow.

On a 7-9, the GM will tell you what more you need to do to find the answer yourself.

Keeper of Curios

You keep a collection of strange and rare curiosities, which follow some sort of theme - masks, small dinosaurs, mechanical replicas of insects. Your collection is 5-weight, and contains a variety of useful things collected throughout your travels.

Record your Collection's Theme.

Choose one or two to describe your collection's

Look:

- *Amazing, Bizarre, Complex, Historic, Impractical, Mysterious, Simple, Surreal, Whimsical*

When you take a few moments to dig through your collection for something useful, describe what you're looking for and what you want it to do. You can have potentially anything on hand, but the GM will tell you one to four of the following:

- It is either consumable or faulty, and will only work once
- It was not intended to be used for this
- It will take a lot of time and effort to use properly
- It won't work unless you _____
- The curio's effects are incredibly specific
- You get something close to what you want, but not quite
- You'll need help from _____ to use it safely

Make It Count

When you use up the last use of a piece of gear, it has +1 to all numeric values attached to it and all rolls made to use it.

When you use a piece of gear without limited uses, such as a weapon or a shield, you can destroy it during use to take +1 to all numeric values attached to it and all rolls made to use it.

Examples:

- *The last arrow gives +1 to Volley and +1 to damage.*
- *The last poultice heals 8 HP instead of 7.*
- *The last ration heals you +1 when you Make Camp.*
- *If you destroy your sword during use, you take +1 to Hack & Slash and +1 to damage with it.*
- *If you destroy your shield or your armor during use, it provides +1 to armor for the attack.*

Wealth and Taste

When you make a show of flashing around a valuable possession, choose an NPC present. They will do anything they can to obtain your item or one like it.

ASPECT: PREDILECTIONS

Choose any race, then choose the nature of your collection:

- **Living**

Your Lore stat is +WIS.

Your curios are living creatures, capable of thinking and acting on their own - birds, bugs, dinosaurs, plants. **When you use Keeper of Curios, the curio you pull out can function remotely,** although it has a mind of its own and might not listen. You can command it to act on its own by Defying Danger with +WIS.

- **Magical**

Your Lore stat is +CHA.

Your curios are mystical things - wands, crowns, cards, games. You have grown used to the feel of being in their presence. **Whenever a magical effect happens close by,** you can feel it. You know roughly which direction it happened in, how far away it was, and a very vague idea of the nature of the effect.

- **Mundane**

Your Lore stat is +INT.

Your curios are practical in nature – clothing, weaponry, gadgets, food. **When you gain this Predilection**, choose a type of resource: adventuring gear, weapons, ammo, bandages, or rations. **When you spend a minute looking through your collection**, restock 1-use of the chosen resource.

BONDS

Fill in the name of one of your companions in at least one:

_____ helped me find something rare and wonderful.

_____ shares my lust for treasures.

_____ is a valuable asset.

GEAR

Your Load is $15 + \text{STR}$.

You start with your collection (5 weight), dungeon rations (5 uses, 1 weight), and adventuring gear (5 uses, 1 weight).

Choose four:

- A catalogue of the strange and mysterious (5 uses, 1 weight)
- An antique weapon (any range, 1 weight) with 3 ammo (1 weight), should it need it
- Monster feed (8 uses, 1 weight) and bandages (3 uses, 0 weight)
- A repair kit (6 uses, slow, 1 weight) and an appraisal kit (1 weight)
- 40 coin and a membership card to an organization of your choice
- Poultices and herbs (2 uses, slow, 0 weight) and Ratling Pipeleaf (6 uses, 1 weight)
- A unique and intelligent item, pet, or companion, describe it
- Spare clothing for any occasion, including light armor (1 armor, 1 weight)
- A vehicle or mount that matches your collection's theme

ADVANCED MOVES (2-5)

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

Always Bring a Spare

When you buy or find new equipment with limited uses (ammo, gear, bandages, etc.), it comes with one extra use.

When the GM tells you that something you gained using Keeper of Curios has only one use, it has two uses instead.

Expanded Collection

Choose a second Predilection option. You gain the move associated with that Predilection. You do not gain the associated Lore stat.

Identify

When you spend some time and safety testing and analyzing something, the GM will tell you what it does and how you use it.

Happy Salesman

When you offer trinkets and curios in addition to whatever leverage you have for Parley, roll +Lore instead of +CHA.

In addition, you can always demand trinkets and curios as additional payment for services rendered.

Healthy Competition

You have a rival. The two of you have been competing for so long that you've developed a sort of camaraderie, but you can't trust them as far as you can throw them.

Wherever you go, your rival is surely not far behind. **When you turn to your rival for aid**, they will help you, but you owe them a favor. They'll decide when it is time to collect.

Just What I Needed

When you are looting for supplies, you will always find 1-use of ammo, adventuring gear, bandages, weaponry, or any other basic equipment you need, if it would be remotely plausible.

Life of the Party

When you Carouse, on a 12+ choose as many options as you like. People will talk about this party for years to come, and you've become famous as a local celebrity. Your name will carry weight around here from now on.

Lucky Charm

You have a blessed charm that grants you great luck. **When you Make Camp**, set your Luck to 3. **When you roll a 6-**, you may spend 1-Luck and re-roll. **If you get a 7+ on the re-roll**, explain how you succeeded only through sheer luck.

However, your luck can run out. **When you hold 0-Luck**, you take -1 ongoing to all rolls until you gain more.

Obsessive Dabbler

Gain one non-multiclass move from any class list. Choose the move as if you were one level lower than you are, unless that move is related to your Predilections. *Example: a Magical Predilection taking The Golem's Arcane Void move.*

World of Pure Imagination

When you spend an entire day setting up, you do not need to spend money to use the Carouse move.

When you Carouse, take +Lore to the roll.

Treasure Hunter

When in the pursuit of a treasure, gain 1-Payoff each time you suffer a major setback or someone beats you to it. **When you finally get your hands on that treasure,** spend all of your Payoff. For each Payoff spent, gain one:

- A treasure map
- A really cool unique item
- As much mundane gear as you want
- A moment of sweet revenge or irony

ADVANCED MOVES (6-10)

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

Complete Collection

Requires: Expanded Collection

Choose the final Predilection option. You gain the move associated with that Predilection. You do not gain the associated Lore stat.

Quality Goods

When you use Keeper of Curios, after the GM gives you the curio's conditions, you may veto one of them.

Connoisseur

When you determine that something recently found is particularly valuable, describe what about it makes it valuable. You can add or remove any one tag from it, or you can describe some specific function it has that other things like it do not have.

Healthy Friendship

Requires: Healthy Competition

You and your rival have come to terms with each other. **When you gain this move**, gain 1-Rivalry.

When you come to your rival's aid, gain 1-Rivalry.

When you are in trouble, you may spend 1-Rivalry to have your rival show up just in time to either save the day (and steal the show), or take dramatic action to tip the odds in your favor. The GM will tell you how.

Mental Fortitude

When you Defy Danger with your Lore stat, on a 12+, you succeed beyond all expectations. The GM will offer you a better outcome, a moment of genius, or a golden opportunity.

Obsessive Initiate

Requires: Obsessive Dabbler

Gain one non-multiclass move from any class list. Choose the move as if you were one level lower than you are, unless that move is related to your Predilections.

Speaker of Curios

Sometimes, when you speak to your collection or anything like your collection, you get the feeling they really do listen to you. **When you command something that falls under your Collection's Theme to take a specific action**, roll +Lore.

On a 10+, it bends to your will, following your command as well as it can, even if it is normally incapable of taking such an action.

On a 7-9, they do it, but not very well, not how you expected, or with consequences - the GM will tell you what happens.

Supremely Lucky

Requires: Lucky Charm

When you Make Camp, set your luck to 4 instead of 3. **When you would take damage**, you may spend 1-luck to prevent that damage. **If you do**, describe the comedic, contrived, or outright miraculous circumstances that saved you from harm.



THE GOLEM

THE GOLEM

You were born to obey. You were created to survive. You were built to succeed. Now, none of those things matter. You have been thrust into a chaotic world you do not entirely understand, with little to guide you.

You need to find someone you can trust to direct you. You were not built to be self-commanding. You were built to serve, but you are not as mindless as most would believe you to be. You have gained some semblance of free will, even if you do not know it.

Be careful who you serve, Golem, for you have incredible power, and little to hold you back.

NAMES

Choose one or two, or make up your own:

Frankenstein, Karn, Prometheus, Lurch, Robo, Lazarus, Ash, Bishop, 003, Rei, Noh, Solaris, Fran, Aradia, Vela, Garnet, Dorothy, Tojiko, Cis.

LOOK

Choose one from each list:

- Single Eye, Deep-set Eyes, or No Eyes
- Bulky Body, Narrow Body, or Small Body
- Armored, Uniformed, or Naked
- Brand New, Falling Apart, or Patched Together

STATS

Your maximum HP is $10 + \text{Constitution}$.

Your damage die is d8.

DRIVE MOVES

What drives you to explore the world? Choose one:

- **Acceptance and Recognition**
Make someone acknowledge the effort you've put forth.
- **Fulfill the Directive**
Successfully advance the agenda of those who control you.
- **What's Right and What's Wrong**
Make a stand for something you believe in.

STARTING MOVES

You begin play with all of the following:

Built for Battle

You were built to fight, and your body is a weapon with the Hand and Close tags.

Choose two of the following:

- **Armored** - your body has +1 Armor
- **Burning** - your body leaves lasting, burning wounds on those you damage
- **Caustic** - your body has the Piercing 2 tag
- **Detachable** - your body has the Near tag, and does not need ammo. **When a move tells you to mark ammo**, take 1d4 damage that ignores armor instead.
- **Flexible** - your body has the Precise tag
- **Violent** - your body has the Messy and Forceful tags

Eternal Sentinel

You do not need to eat, drink, or sleep.

When a move tells you to mark rations, ignore it.

You cannot be healed by healing potions, bandages, or poultices and herbs. You are healed normally by other methods. 1 use of a repair kit can be used to heal you by 4 HP.

Prime Directive

When someone you have a bond with gives you an order, you take +1 forward to fulfill that order.

When you take an action that ignores, resists, or directly contradicts an order given to you by someone you have a bond with, take -1 to that action.

When someone you have a bond with gives you an order you absolutely refuse to follow, at any time before the order has been fulfilled, you may erase one of your bonds with that player to ignore that order completely.

You begin play with either Immovable Object or Unstoppable Force. You may take the other one as an advance:

Immovable Object

When you brace yourself before an enemy moves you against your will, roll +Force. **On a 10+,** choose two. **On a 7-9,** choose one:

- You are not moved
- You throw, push, or drag the enemy who tried to move you, moving them just as far as they would have moved you, in any direction you like.

Unstoppable Force

When you try to remove or plow through all obstacles in your way, roll +Force. **On a 10+**, hold three. **On a 7-9**, hold two. **On a 6-**, hold 1, but when you spend it, the GM will add a complication.

Spend 1-hold at any time to:

- Force your way past an obstacle in your path
- Distract, lift, or force aside an obstacle long enough for an ally or two to get past it
- Cause great damage to an inanimate object or obstacle that is in your way

ASPECT: COMPOSITION

Describe your form, then choose what you are made of:

- **Solid**

Your Force stat is +STR.

You are made of something solid, like iron, stone, or crystal. Your body is incredibly difficult to harm, giving you 2 Armor.

- **Putty**

Your Force stat is +CON.

You are made of something between solid and liquid, like clay, taffy, or flesh. Your body puts itself back together easily. **When you roll a 10+ on any roll**, heal 2 HP.

Choose a source of damage (fire, acid, cold iron, magic, poisons) that you cannot naturally heal damage from, through either this move or the Make Camp move.

- **Liquid**

Your Force stat is +DEX.

You are made of something amorphous, like water, clouds, or fabrics. Your body is incredibly flexible, and you can squeeze through gaps of any size.

- **Danger**

Your Force stat is +DEX.

You are made of something extremely dangerous, like fire, acid, or poison. **When someone touches you for more than a moment without some kind of protection**, they take 1d4 damage.

GEAR

Your Load is 7 + STR.

You start with almost nothing.

Choose one:

- A heavy crushing weapon (close, +1 damage, messy, 2 weight)
- A flexible bladed weapon (close, +1 damage, precise, 2 weight)
- A long poking weapon (reach, +1 damage, forceful, 2 weight)
- Armored plates (1 armor, 1 weight)
- A personal keepsake you hold dear (0 weight)

BONDS

Fill in the name of one of your companions in at least one:

_____ helped make me who I am today.

I care deeply about _____ .

My creator says I must aid _____ .

_____ has some kind of control over me.

ADVANCED MOVES (2-5)

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

Arcane Void

You have +2 Armor against magical attacks, and nearby allies have +1Armor against magical attacks.

Edible

You are made of something good to eat. Being delicious is optional. **When an ally needs to mark a ration,** you can take 1 damage (ignoring armor) instead.

Emotions I Don't Understand

When you Defend someone you have a Bond with, you may roll +Force instead of +CON.

Flexible Composition

Choose a second Composition option. You gain the move associated with that Composition. You do not gain the associated Force stat.

Elemental Transference

You can move through or along anything mostly made up of the same materials you are made of - for example, a cloud golem through clouds, a stone golem through stone, or a flesh golem through flesh.

When you move through or travel along the surface of such a material, roll +Force. **On a 10+**, you make it through with no consequences, leaving no sign of your passage. **On a 7-9**, some of the material you passed through gets stuck inside you, leaving signs of your passage or otherwise making things difficult for you. The GM will tell you what happens.

Iron Dabbler

Gain any move from the Survivor or Mechanic class list. **If you take the Mechanic's Mechanical Suit move**, you do not gain the full move. Instead, choose a Primary Weapon, Movement Method, and Advanced System from the Mechanical Suit list. The chosen abilities apply to you directly.

Material Girl

Your body is made up of or can be used to make all sorts of useful things, as long as you're willing to rip them out of yourself to get at them. **When you or an ally needs ammo, adventuring gear, or weaponry,** you can take 1d4 damage (ignoring armor) to produce 1-use the chosen resource.

Pinned Down

When you would deal damage to someone with a melee attack, you may instead choose to grab them. You will never lose your grip on someone you have grabbed unless you choose to. You can end the grab at any time to do one of the following:

- Slam them into something, dealing your damage to them.
- Pin them down. They can't do anything while pinned, but neither can you.
- Throw them somewhere within Reach of you, and they land prone.

Search and Destroy

When you are given the order to kill something, take +1d4 forward to damage against it.

We Can Rebuild Him

You have 3 Built for Battle options selected at all times. **When you spend a few minutes of time and safety altering your body**, you may trade one of your Built for Battle options for a different one.

ADVANCED MOVES (6-10)

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

Clash

When you block a physical attack from an enemy, you can grab them, as per the Pinned Down move, even if you do not have that move.

Core Overload

When you overload the energies that keep you alive, take 1d8 damage (ignoring armor) and roll +Force. **On a 7+**, you create a violent explosion, dealing your damage to everything within Reach of you. **On a 7-9**, you also cause massive collateral damage, the GM will tell you how.

Explosive Entrance

Requires: Elemental Transference

When you use Elemental Transference to move through something, on a 10+, you may choose to exit violently, creating an explosion. **When you do**, take the 7-9 result, but deal your damage to any number of enemies within Reach of your exit point.

Exterminate

Replaces: Search and Destroy

When you are given the order to kill something, take +1d8 forward to damage against it.

Magical Dabbler

Gain one non-multiclass move from any class list. Choose the move as if you were one level lower than you are, unless that move is magic-based.

Meteor Throw

Requires: Pinned Down OR Clash

You can throw your allies to anywhere within Near range at no risk to them. In addition, add the following option to the Pinned Down move:

- Throw them anywhere within Near or Far range

Material World

Everything around you is useful, if you take the time to make it so. **When you spend a moment of time and safety altering the terrain around you**, tell us what you're trying to accomplish. Terraforming effects are always possible, but the GM will tell you one to three of the following:

- You make a lot of noise, drawing attention just as you finish
- You need help from _____
- You will need to spend some gear or equipment
- The alterations are temporary, at best
- The surrounding area will be permanently scarred by your terraforming

Ultimate Force

When you Defy Danger with your Force stat, on a 12+, you succeed beyond all expectations. The GM will offer you a better outcome, a moment of physical perfection, or an opportunity for great destruction.

We Have The Technology

Replaces: We Can Rebuild Him

You have 3 Built for Battle options selected at all times. **Whenever you make a move**, you may trade one of your Built for Battle options for a different one. In addition, add this option to the Built for Battle list:

- Explosive - your body gains the Area tag



THE LANTERN

THE LANTERN

You found this little light, or perhaps it found you. You speak with it, and sometimes it listens. It can be a guiding light, a shield to defend you or a weapon to strike the darkness.

Your little light is born from Sola. Through it, you are forever linked with the God at the heart of this world. But to you is given the power to decide what this means. The responsibility is yours. What will you do with this responsibility?

This little light is yours. It shines for you. And you, in turn, reflect that light and reveal a path for others to follow. You are the Lantern, the beacon against the dark, and you will shine.

NAMES

Choose one or two, or make up your own:

Halwyr, Solaire, Avon, Phiros, Tyrell, Hohenheim, Icarus, Dormin, Kwygon, Byakuren, Lilliastre, Din, Gwyndolin, Porissa, Fina, Aldara, Shou, Ysolde, Zelda.

LOOK

Choose one from each list:

- Glowing Eyes, Glowing Palms, or Glowing Blood
- Styled Hair, Hooded Head, or Pointed Hat
- Worn Robes, Stylish Robes, or Practical Tunic
- Shimmering Skin, Tattooed Skin, or Unblemished Skin

STATS

Your maximum HP is 4 + Constitution.

Your damage die is d6.

DRIVE MOVES

What drives you to bring light to the darkness? Choose one:

- **Emissary of Light**
Ease the suffering of a person or place.
- **Enemy of Darkness**
Take steps to destroy a place or creature of the shadows.
- **Revealing Truth**
Uncover a hidden truth or reveal corruption.

STARTING MOVES

You begin play with all of the following:

Your Little Light

You carry a piece of the great god Sola with you at all times. This glowing ball of light will generally float about wherever it wants, although it sticks around you and rests in a lantern you carry.

It will usually obey your commands, but it is quite fickle and may require some convincing. Your little light cannot speak, but it can communicate to you by changing colors and point things out using beams of light. It will always provide light for you. Your little light cannot physically touch anything, and it cannot be harmed in any way.

Name your Little Light.

Examples: Luna, Corinth, Gamma, Mote, Navi, Reun, Spectrum, Solpiece, Tatltal, Willow, X-Ray.

Light Weaponry

When you command your little light to change its form, choose a form from the list below and it will take on that form until it thinks you need another one more.

When you roll a 6- while your little light is in one of these forms, it reverts back to its harmless form and refuses to change back for a short while.

- **Arrows of Light:** Near, Mystical, Piercing 2.
When you would spend Ammo with this weapon, instead reduce the Piercing value by 1 until the next time you Make Camp.
- **Shield of Light:** Armor +1. You can lend this armor bonus to anyone within Reach.

Bend Light (CHA)

When you convince natural lights to bend to your will, choose one and roll +CHA.

On a 10+, the chosen effect works perfectly.

On a 7-9, it works, but the light is fickle and the effect will not last long - you'll need to hurry to take advantage of it.

On a 6-, the light is sick of being bossed around - the GM chooses one from the list and uses it against you!

- You command the light to attack - temporarily blind or stun a group within Near range.
- You calm the light until it stays still - create a wall of light that blocks off one passageway.
- You praise the light until it draws close - fill an area with light.
- You terrify the light until it flees - shroud an area in darkness.

Reveal the Way (CHA)

When you show a non-hostile NPC their best course of action, roll +CHA.

On a 10+, they will take that course of action, although they will take it in the way that benefits them most.

On a 7-9, they aren't sure it's something they want to do, but you have their ear now - you gain leverage over them.

When another player comes to you seeking advice, tell them what you think is their best course of action. **If they act on your advice,** they take +1 forward.

At the end of the session, if at least one player who acted on your advice actually benefitted from it in the end, you mark XP.

ASPECT: SOURCE OF LIGHT

Choose any race, then choose how you got your little light:

- **Gift from God**

Sola gave his light to you personally, blessing your little light with excessive energy. Your Arrows of Light have Piercing 3, and your Shield of Light will still protect you while you lend it out.

- **Hand-Me-Down**

Your mentor passed his light on to you, and you've learned some tricks to make it behave.

When you Reveal the Way to your little light, you always take the 10+ result.

- **Stolen Property**

You stole your light, ripped right from Sola himself, and your little light learned from your example. Your little light is able to lift anything up to 1-weight, and will frequently pick things up just to move them around

GEAR

Your Load is 6 + STR.

You start with dungeon rations (5 uses, 1 weight) and the lantern your little light lives in (1 weight).

Choose your defense:

- Lightweave armor (1 armor, 1 weight)
- Hooked quarterstaff (close, two hands, 1 weight), which your lantern can be mounted on

Choose one:

- One healing potion
- Three antitoxins
- Bag of books (5 uses, 2 weight)

BONDS

Fill in the name of one of your companions in at least one:

_____ was with me when I met Sola for the first time.

I don't think _____ is as fond of the light as I am.

I must show the truths of the world to _____ .

_____ knows the secret I've been hiding.

_____ shines so bright that they hardly need me to light the path for them.

ADVANCED MOVES (2-5)

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

Beacon of Inspiration

When you Reveal the Way and get a 12+, the NPC will immediately go ahead and do exactly what you told them to, trusting you completely and entirely. **If it ends up working out well for them**, they will thank you to the best of their ability when they can.

Healing Light (INT)

When you stitch sunlight into a wound, roll +INT. **On a 7+**, they heal 1d8 HP. **On a 10+**, they are filled with energy, taking +1 forward. **On a 6-**, the sunlight is uncooperative - they take -1 forward from the searing pain.

Illuminated Warrior

You can have your little light take on the form of two of your Light Weaponry forms at the same time. You can lend out one of these forms to an ally, or you can wield them both simultaneously.

Fist of Dawn

Add the following form to the Light Weaponry move:

- **Fist of Dawn:** *Hand, No Damage, Mystical, Forceful.*

This weapon does not deal damage, but instead sends things flying away on a beam of light. **When you would normally deal damage with this weapon,** instead choose a spot within Near range for your target to land in.

You can also use this weapon to Volley with anything you can lift. **When you do,** replace its normal tags with the Near and Thrown tags.

Light of Revelation

Add the following options to the Bend Light move:

- You commit the light to tell the truth - reveal the truth behind illusions, enchantments, and invisible things in the area.
- You ask the light to show you something - reveal a secret in this area.

Magical Dabbler

Gain one non-multiclass move from any class list. Choose the move as if you were one level lower than you are, unless that move is magic-based.

Rainbow Road

Add the following option to the Bend Light move:

- You convince the light to let you through - create a bridge to a location within Near range.

Truth to Power

When you Spout Lore and get a 7+, take +1 forward when acting on the information you gained.

Twilight Blade

Add the following form to the Light Weaponry move:

- **Twilight Blade:** *Close, Ignores Armor, Mystical.*

This weapon will cut cleanly through anything - armor, stone, metal, water, anything. **When you deal damage with this weapon,** you may physically remove something from your target - something worn, something held, or some small part of them.

Will O' The Wisp (CHA)

When you use your little light as bait, roll +CHA. **On a 7+**, lure a single creature within Near range towards your little light. Your little light can string it along as far as you want it to. **On a 10+**, it

doesn't bring any friends with it, and no one knows where it went.

ADVANCED MOVES (6-10)

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

A Light in the Darkness

When you stand firm against an approaching threat and don't back down, you and each ally who backs you up takes +1 forward.

Archon

Your little light has learned how to fight on its own, as long as you are there to direct it. **As long as you can see your little light**, you can Hack & Slash with your Light Weaponry as if you were standing in its location. **If your little light takes damage while doing so**, it reverts to its harmless form to recover for a short while.

Dawn's Cage

Requires: Fist of Dawn

When you would deal damage with your Fist of Dawn, after moving the target, you may encase them in an inescapable prison of light. **When you do**, your little light makes up the cage, and you cannot use it for anything until you free your prisoner.

Evanescence

Add the following option to the Bend Light move:

- You warn the light away from something or someone, rendering it invisible.

Light of Rebirth

Requires: Healing Light

When you stitch sunlight into a soul, roll +INT.

On a 7+, remove a debility or condition from the target, or replace a missing limb with one made of solid light.

On a 10+, they also heal 1d8 HP. **On a 6-**, the brilliant energy of the sun burns their soul.

Magical Initiate

Requires: Magical Dabbler

Gain one non-multiclass move from any class list.

Choose the move as if you were one level lower than you are, unless that move is magic-based.

Mirror Shield

When you block damage with your Shield of Light, deal 1d6 damage that ignores armor to the source of the damage.

Sola's Speaker

When you roll a 12+ on **Bend Light**, the lights take a liking to you. **Until you leave the current area or you do something to upset the lights**, take the 10+ result whenever you use the Bend Light move.

Solar Aura

Add the following form to the Light Weaponry move:

- **Solar Aura:** In this form, you are surrounded by an aura of light, sealing everything within Reach inside of it. Nothing outside of the aura may enter it by any means. **When someone inside the aura leaves the aura or attacks something outside of it**, your little light immediately reverts back to its harmless form.

Twilight Reckoning

Requires: Twilight Blade

When you deal damage to a surprised, defenseless, or damaged enemy with your **Twilight Blade**, you may sever anything from the target - their life, their limb, their title, their relationship with someone, their most prized possession, their thoughts on a topic, anything. **If you do**, deal no damage.

THE MECHANIC



THE MECHANIC

You love to build. Where other people see problems, you see opportunities to ply your craft. If you can't do something, you can build a machine to do it for you.

You might not be the strongest, or the fastest, or the toughest. But you know how to build a suit that can be all of those things and more. It's your greatest creation, and you wear it like a second skin.

There are a lot of other machines out there, and you seek them out. Some of them are useful. Some are not. Some are ancient, their purpose forgotten and their creators long gone. Some are just broken. That's okay. They just need a good Mechanic.

NAMES

Choose one or two, or make up your own:

Names: Coop, Rundas, Cave, Maxwell, Prime, Gendo, Simon, Seamus, Cid, Langley, Kiva, Aran, Edward, Lain, Mao, Marina, Alpha.

SUIT NAMES

Choose one or two, or make up your own:

Gigas XRL, Model No. 319, Gorbo, Exelsior, Aurora Unit, Hot Shot, or any Noun-Verb combination (Manmelter, Lightbringer, Worldwalker).

LOOK

Choose one from each list:

- Curious Eyes, Mad Eyes, or Goggles
- Heavy Tunic, Jumpsuit, or Sleeveless Apron
- Burnt Skin, Grease-stained Skin, or Wrapped Skin
- Pudgy Body, Lanky Body, or Small Body

STATS

Your maximum HP is $6 + \text{Constitution}$.

Your damage die is d8.

DRIVE MOVES

What drives you to build machinery? Choose one:

- **Invention and Ingenuity**
Use a device or machine in a way it was not meant to be used.
- **Saving the Day**
Dive into danger to protect someone or something important.
- **Unfettered Mayhem**
Cause great collateral damage and don't even care.

STARTING MOVES

You begin play with all of the following:

Mechanical Suit

You have a mechanical suit, unique to you, which only you can operate - describe it. Other suits exist, but none of them quite like yours.

When you wear your Mechanical Suit, you have 1 Armor, and can use the suit as a weapon with a range of Close. **When you Hack & Slash in your suit**, roll +INT instead of +STR.

Your suit is equipped with a variety of unique equipment. **Pick one from each list:**

Choose your suit's Primary Weapon:

- **Artillery Strike:** Far, Area, Indirect, 1 ammo. **When you Make Camp**, restock 1-ammo.
- **Energy Cannon:** Near, Piercing 2, 2 ammo. **When you Make Camp**, restock 2-ammo.
- **Full Arsenal:** Close. **When you attack with this weapon**, choose a tag to add to it: Hand, Reach, +1 damage, Forceful, Messy, or Stun.
- **Rocket Fist:** Reach, Near, Forceful. It can be used to grab things; returns to you after use.

Choose your suit's Movement Method:

- **Arachnoid:** Move along walls and ceilings just as well as you would the floor.
- **Glider:** You can't fly, but you can fall any distance safely, and control where you land.
- **Rockets:** Run along the ground at incredible speeds, and take long horizontal leaps.
- **Jumper:** Jump incredible heights, and take no damage from controlled falls.

Choose your suit's Advanced Systems:

- **Aiming Systems:** When you Volley in your suit, roll +INT instead of +DEX.
- **Covered Cockpit:** When in your suit, you have 2 Armor instead of 1.
- **Sensors:** When you Discern Realities in your suit, ask one additional question, even on a 6-.
- **Shields:** When you Defend in your suit, gain 1 additional hold, even on a 6-.

Note: The Mechanic's Hold Together move replaces the Damage Report basic move for your suit.

Hold Together

When you would take damage while you are in your suit, you may negate that damage by marking Stress on your suit. **When your suit takes Stress**, mark one of the following:

- **Damaged:** Your Movement Methods are disabled. The suit can still walk normally.
- **Disabled:** Your Advanced Systems are disabled. Their bonuses do not apply.
- **Disarmed:** Your Primary Weapons are disabled. The suit itself can still be used as a Close weapon.

When you Make Camp, you may unmark one stress to your suit. **When every box is marked**, your suit is completely destroyed, and it will take a week to rebuild.

Let Me See That

When you take a few moments to handle or examine something interesting, ask the GM two of the following questions. The GM must answer truthfully.

- What does this do?
- Who made this?
- What's wrong with this, and how might I fix it?
- What has been done most recently with this, or to this?

ASPECT: SPECIALIZATION

Choose any race, then choose your specialization:

- **Engineering and Mechanics**

Your suit is loaded with redundant systems, and it can take a beating. Add this mark to the Hold Together move:

- **Dinged:** You take no penalty for marking this.

- **Physics and Probability**

Your suit was assembled in such a way as to take advantage of the inherent weirdness of Inverse physics. Add the following Movement Method to your suit, in addition to whatever else you pick:

- **Cloudwalker:** You can fly through clouds and rain.

- **Research and Development**

Your suit is loaded with as much tech as you could fit on it. Choose one additional option for your Mechanical Suit, from any one of the lists.

- **Theory and Analysis**

You are particularly curious and thorough about analyzing anything put in front of you. **When you use Let Me See That**, ask three questions instead of two.

GEAR

Your Load is $10 + \text{STR}$.

You start with dungeon rations (5 uses, 1 weight), your mechanical suit (8 weight, 0 weight while worn), a repair kit (6 uses, slow, 1 weight), and a wrench (hand, 1 weight).

Choose two:

- Protective clothing (1 armor, 1 weight)
- Adventuring gear (5 uses, 1 weight)
- Bag of books (5 uses, 2 weight)
- Bandages (3 uses, slow, 0 weight)
- 13 coin

BONDS

Fill in the name of one of your companions in at least one:

I let _____ pilot my suit once. Never again.

_____ keeps dinging up my paint job.

_____ helped me put my suit back together.

_____ is my personal assistant.

ADVANCED MOVES (2-5)

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

Automaton

Your suit has an AI of your own devising. It now operates without anyone inside of it, and it will follow your orders without question.

Backup Weapon

You've created a magitech gun of your own design. It has the tags Near, Piercing 2, and 2-ammo. **When you Make Camp**, restock 2-ammo.

Battle Tech

Add the following Advanced System options to your suit, then choose an Advanced System to add to your Mechanical Suit.

- **Arc-CurrentField:** Your melee attacks gain Elemental (Electric).
- **Fold-Space Drive:** You can mark 1-damage to your suit to teleport to anywhere within Near range.

Don't Scratch the Paint

When you mark damage on your suit, take +1 forward against the cause of the damage.

Eject Button (INT)

When you suddenly really don't want to be in your suit, choose a spot within Near range to escape to and roll +INT. **On a 10+**, choose up to three. **On a 7-9**, choose two:

- You're there in an instant - nothing near your suit can react.
- There's nothing dangerous waiting for you at your destination.
- Something on your suit explodes - mark 1-damage and deal your damage to everything within Reach of your suit.
- Your ejection seat slams into an enemy between your suit and your destination - deal your damage to them.

Fire Everything

When an enemy is really starting to piss you off, your suit's weapons deal +1d6 damage against them.

Mechanical Dabbler

Gain one non-multiclass move from any class list. Choose the move as if you were one level lower than you are, unless that move is related to science, technology, or knowledge.

Jury-Rig (INT)

When you quickly fix, repurpose, or fabricate a device on the spot, describe what you're doing with it and roll +INT. On a 10+, it'll hold together just as long as you need it to. On a 7-9, choose one:

- It'll work, but not for long. You'll need to hurry to take advantage of it
- It works, but there's a weird quirk or complication to it

Mid-Flight Repairs

You ignore the Slow tag on repair kits. When you are attacked while you are repairing something, you and your vehicle gain +1 Armor against the attack.

Mobile Suit

Add the following Movement Method options to your suit, then choose a Movement Method to add to your Mechanical Suit.

- **Giant Drill:** Close, Messy. You can burrow through rock and stone.
- **Amphibious:** You can breathe and swim underwater perfectly.
- **Zero G:** You can breathe in and fly through space perfectly.

Quick Repairs (INT)

When you spend about an hour patching up your suit or a vehicle, roll +INT. On a 7+, unmark 1 stress. On a 7-9, the repair is temporary, and you will need to mark that stress again later - the GM will tell you when.

War Machine

Add the following Primary Weapon options to your suit, then choose a Primary Weapon to add to your Mechanical Suit.

- **Flamethrower:** Reach, Ignores Armor, Elemental (Fire).
- **Heat-seeking Missile:** Near, Far, 1 ammo. Take +1 to Volley with this weapon. **When you Make Camp**, restock 1-ammo.

What Makes You Tick (INT)

When you take apart an object using your toolkit, roll +INT. On a 10+, choose three. On a 7-9, choose two:

- It doesn't take a very long time
- You don't attract attention
- You can fix the thing again without a lot of effort
- You salvage something of value

ADVANCED MOVES (6-10)

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

Force of Will

When you scream out to the heavens and declare your victory over another, ignore all debilities and penalties to rolls against them until you defeat them or they defeat you. You can only use this move against a given target once.

Rescue Ranger

You have built a device into your suit for catching and pulling things around, such as a tractor beam, grappling hook, or gravity manipulator device. **When you use this device,** a person or unattended object of your choice within Near range will come flying to your suit in an instant

Strength of a Thousand

Your suit has strength beyond compare. All of your suit's melee attacks gain the Forceful tag, and while you wear it, you can lift anything.

When you use What Makes You Tick while in your suit, you can use the move on buildings, walls, and anything else on a particularly large scale that gets in your way.

The Big Red Button

You have a big red button installed in your suit.

When you dramatically slam your fist onto the Big Red Button, it breaks, then choose one:

- Your suit creates an explosion! Everything within Reach takes your damage.
- You let out a salvo of missiles! Make a Volley with the tags Area, Messy, Forceful, Near, and Far, and roll +INT instead of +DEX.
- You use experimental escape technology! Choose a spot within Near range - you are now there. At your option, you may leave behind a smokescreen.

When you Make Camp, repair the big red button.

Transformer

When you spend some downtime in a workshop, you can trade out one of your Primary Weapons, Movement Methods, or Advanced Systems for a different one.

What Did I Just Tell You

Replaces: Don't Scratch the Paint

When you mark damage on your Mecha Suit, take +1 ongoing against the cause of the damage until the damage is repaired.



THE SKY DANCER

THE SKY DANCER

There is not one child in Invells that does not dream of flight. Many carry their ambitions into adulthood, tinkering away on mechanisms or studying magic. A few are born with wings, carrying them into air when they come of age.

But you do not merely fly. You dance. You revel. To you belongs not just flight, but the joy of flight. Every cloud is a stepping stone, every gust of wind is your shield. You are as free and ephemeral as a cloud, and no earth-born thing can keep you down.

You belong to the sky, Sky Dancer, and the world belongs to you.

NAMES

Choose one or two, or make up your own:

Amelia, Mornia, Aria, Ainhart, Zephyr, Vi, Alliora, Joira, Kara, Redd, Astro, Drisbon, Roring, Joneg, Clark, Erago, Rokkit, Icarus.

LOOK

Choose one from each list:

- Alert Eyes, Narrowed Eyes, or Aviator Goggles
- Fit Body, Lanky Body, or Small Body
- Flowing Cape, Impressive Wings, or Red Scarf
- Flight Suit, Flowing Robes, or Long Coat

STATS

Your maximum HP is $6 + \text{Constitution}$.

Your damage die is d6.

DRIVE MOVES

What drives you to take to the skies? Choose one:

- **Explore the World**
Go somewhere you've never been before and check it out.
- **Fear of Harm**
Discover a threat, ambush, or trap, and do something about it before it can hurt you.
- **Personal Freedom**
Avoid or escape from trouble without resolving it.

STARTING MOVES

You begin play with all of the following:

Take to the Sky (DEX)

You are capable of controlled flight. You can fly as often and as far as you like, although you may need to Undertake a Perilous Journey if you go too far.

When you fly to get somewhere otherwise out of reach, roll +DEX.

On a 10+, you get where you need to be, no problem.

On a 7-9, you're there, but choose one:

- A threat is waiting for you when you get there
- The winds are uncooperative, and you don't get there as quickly as you'd expect
- Your landing is better described as a crash

Eye in the Sky

When you look around from high above, take +1 to Undertake a Perilous Journey, Take Watch, and Discern Realities.

Leaf on the Wind (DEX)

When you dance away from an opponent's attack, roll +DEX.

On a 10+, choose two. **On a 7-9,** choose one:

- You avoid their attack
- You slip away to somewhere they can't follow you
- You taunt them, drawing their full attention

I've Got A Bad Feeling About This

When you spend a moment surveying an area, ask the GM two of the following questions. The GM must answer truthfully.

- Where's my best way in, out, or through?
- Is there a trap or ambush here, and if so, where?
- What here is the biggest threat to me?
- What can I see that no one else can?

ASPECT: MEANS OF FLIGHT

Choose any race, then choose how you fly:

- **Magical**

You fly using a magical artifact you control (such as a wand, totem, or broomstick), and can grant your gift to your allies. **When you Take to the Sky**, you can move a willing ally instead of moving yourself.

- **Mechanical**

You fly using an invention of your own design - maybe a jetpack, rocket boots, or a propeller suit, which has various dangerous bits on it to discourage people from hitting you. **When you use Leaf on the Wind against a melee attack, on a 10+**, also deal your damage to your attacker.

- **Natural**

You have a pair of wings upon which you soar, either naturally, by mutation, or grafted into place. Because you fly using your own power, you are much stronger than other Sky Dancers. Your base damage is 1d8 instead of 1d6.

GEAR

Your Load is 9 + STR.

You start with dungeon rations (5 uses, 1 weight) and your means of flight, describe it.

Choose your armaments:

- Weathered shortbow (near, 2 weight) with quiver (3 ammo, 1 weight)
- Angelic sword (close, precise, 1 weight) and light shield (+1 armor, 2 weight)

Choose two:

- A flying vehicle or mount of your choice
- Bandages (3 uses, slow, 0 weight) and dungeon rations (5 uses, 1 weight)
- Binoculars and a compass (0 weight each)
- Lightweave armor (1 armor, 1 weight)

BONDS

Fill in the name of one of your companions in at least one:

This isn't the first time _____ and I have danced together.

I have a message for _____, but they are not ready to hear it yet.

_____ hasn't seen everything the skies have in store for them.

I'm keeping an eye out for _____.

ADVANCED MOVES (2-5)

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

Ever Watchful

When you Discern Realities, ask one additional question, even on a 6-.

Fluid Motion

When you Hack & Slash or use Leaf on the Wind against a melee attack, on a 7+, your fluid motions control their clumsy ones. Move them anywhere within Reach of you.

Forecast

When you Make Camp, the GM will tell you about one hazard, enemy, or obstacle you are likely to face tomorrow. You take +1 forward against it.

Howling Winds (DEX)

When you conjure howling, slicing winds to attack your foes, roll +DEX. On a 7+, deal your damage to an enemy within Near range. On a 7-9, the winds cause collateral damage - the GM will tell you how.

Your Howling Winds are a weapon with the tags Near and Piercing 2.

Mobile Dabbler

Gain one non-multiclass move from any class list. Choose the move as if you were one level lower than you are, unless that move rolls +DEX or improves your ability to get around.

Right Where I Want You

When you Volley or use any other ranged attack move, on a 7+, the whistling wind pushes your target anywhere within Reach of where they started.

Rocket Man (DEX)

When you need to get somewhere quickly, roll +DEX. **On a 7+,** you get where you need to be the moment before you need to be there. **On a 7-9,** you also draw unwanted attention on your way there.

Sky's Grasp

When you hold out your hand expectantly, an unattended object of your choice within Near range will come flying to your hand.

When you lightly toss something of 1-weight or less, it will float on the wind and land exactly where you want it to within Near range.

Water Dancer

You can use Take to the Sky to move through or on top of water as well as you can through the air. You can't breathe underwater, but you can hold your breath abnormally long.

Weathermantic Empowerment (WIS)

When you command weather's elements to aid you and your allies, roll +WIS.

On a 7+, choose one. On a 7-9, you or an ally are hindered or blown around by strange weather effects - the GM will let you know what happens.

- **Cloud of Fog:** Immediately fill the area with dense fog.
- **Bolt of Lightning:** Empower an ally, giving them +1d4 damage forward.
- **Shield of Ice:** Give an ally +1 Armor forward.

ADVANCED MOVES (6-10)

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

Angelic Warrior

When you Hack & Slash while flying, you deal +1d6 damage.

Cloud Dancer

You can move and reshape clouds by hand, as often as you like and however you see fit. These clouds can be used for fog cover, platforms, writing messages in the sky, creating rain, or anything else you can think of.

Escape Route (DEX)

When you're in too deep and need a way out, name your escape route and roll +DEX. **On a 10+,** you're gone. **On a 7-9,** you can stay or go, but if you go it costs you: leave something behind or take something with you, the GM will tell you what.

Ever Thoughtful

Requires: Ever Watchful

When you Discern Realities, up to two of your questions can be anything, not limited by the list.

Impossible Grace

When you use Leaf on the Wind, choose one additional option, even on a 6-.

Mobile Initiate

Requires: Mobile Dabbler

Gain one non-multiclass move from any class list. Choose the move as if you were one level lower than you are, unless that move rolls +DEX or improves your ability to get around.

Turbulence

When you create a sudden gust of wind, choose one:

- Send someone within Reach flying away, right off their feet
- Deflect small incoming projectiles, like arrows
- Suddenly change direction in the air, outmaneuvering a pursuer

World Dancer

When you Take to the Sky to get somewhere you've been to before, always take the 10+ result. You never need to Undertake a Perilous Journey when traveling by yourself to somewhere you've been before, and it takes you half the time it normally would.

Weathermancy (WIS)

You have control over the weather. **When you try to alter the current weather**, choose one and roll +WIS.

On a 7+, the chosen effect takes place. **On a 7-9**, the weather destabilizes - the GM chooses a different effect, and both effects apply. **On a 6-**, you lose control - the GM chooses one:

- **Control Wind:** Control wind speeds, from gale force to non-existent.
- **Control Precipitation:** Start or stop rain, snow, or hail.
- **Control Cataclysm:** Create or stop an extreme weather pattern - a tornado, lightning storm, or other truly fantastic weather.

Weather's Rage (DEX)

Replaces: Howling Winds

When you conjure inclement weather to attack your foes with, choose one and roll +DEX. **On a 7+**, deal your damage to an enemy within Near range and apply the chosen effects. **On a 7-9**, you cause collateral damage - the GM will tell you how.

- **Dancing Lightning:** The attack arcs to a second or even third target.
- **Dousing Rain:** Forceful, Area. Also everything becomes wet.
- **Freezing Snow:** Bury the target in ice and snow.
- **Howling Winds:** Piercing 3, Messy, Forceful.



THE SURVIVOR

THE SURVIVOR

You lost everything. Your home, your possessions, your friends, your family - the cataclysm took everything from you. Everything but your own life.

You were left with nothing, not even a purpose. So you seek a new one. Peace, revenge, something to hold on to... whatever it is, it's what keeps you going. You will travel the world to find it, if you have to. What else is there to do?

The rest of the world is just as dangerous. The journey will not be easy. But the greatest danger is behind you, and you have nothing left to lose. You are a Survivor.

NAMES

Choose one or two, or make up your own:

Ghaldar, Kenshiro, Crag, Clane, Tomak, Masrur, Torma, Eren, Kid, Freya, Kesi, Mikasa, Morgiana, Norona, Mestra, Osha, Nyssa, Krann.

LOOK

Choose one from each list:

- Hard Eyes, Burning Eyes, or Wise Eyes
- Savage Hair, Battered Hat, or Scalp Tattoos
- Hulking Body, Tiny Body, or Toned Body
- Tattered Clothing, Wrapped Body, or Shirtless

STATS

Your maximum HP is 10 + Constitution.

Your damage die is d10.

DRIVE MOVES

What drives you to survive? Choose one:

- **Inner Peace**
Settle a confrontation without committing an act of violence.
- **Something to Call My Own**
Obtain something or someplace that is yours and only yours.
- **To Stare Death in the Face**
Willingly face impossible odds for the thrill of it.

STARTING MOVES

You begin play with all of the following:

Eternal Mark

As a survivor of a great cataclysm, the world has left its mark upon you, and you have been eternally changed as a result.

Choose two of the following:

- **A hand bloodied:** your body is a weapon with the Hand and Forceful tags
- **A body scarred:** you have +1 armor
- **A limb replaced:** anything you hold counts as something you cherish
- **A mind shattered:** you take +1 to Defy Danger against being manipulated in any way
- **A heart broken:** take +1 forward against any who insult something you have lost
- **A scar burning:** this scar glows and burns when you are in danger

Reminders of the Past

When you meet a traveler or enemy you've met before (your call), tell the GM of your last encounter with them. The GM will tell you how they've changed since then.

When you come across a marked grave, tell the GM who they were and how you knew them.

Hold On To What's Precious

When you Defend an ally, a friend, or something you cherish, gain +1 hold, even on a miss.

When you hold something or someone you cherish in your hand and they would be taken, knocked away, moved, broken, or damaged in any way, you can prevent that from happening by taking the effect yourself.

Survive (CON)

When you brace for impact against expected harm, roll +CON. On a 10+, choose two. On a 7-9, choose one:

- Take half damage, rounded down.
- Take a debility instead of taking damage. You cannot choose this option if you have all six debilities.
- Ignore all effects of the attack, other than damage. You are not moved, set on fire, poisoned, restrained, or anything else the attack would have done to you.
- Take +1 ongoing against the cause of this damage until you have conquered it.

ASPECT: CATAclysm

Choose any race, then choose the nature of the cataclysm you have survived. Describe it for us.

- **Man**

You lost everything to the cruelty of your fellow people. **When dealing with sympathetic or guilt-ridden NPCs**, you can use your tortured past as leverage.

- **Beast**

You lost everything to a horrifyingly powerful monster of legend. **When you fight against a beast or monster who has hurt you or a person you cherish**, take +2 to damage against them.

- **God**

You lost everything to the unfiltered wrath of a god, either Sola or one of his captors. Compared to that, not very much seems like a threat anymore. Choose an extra Eternal Mark.

GEAR

Your Load is $9 + \text{STR}$.

You start with dungeon rations (5 uses, 1 weight) and a memento from your cataclysm (0 weight), describe it.

Choose one:

- A weapon your mentor once used, describe it (+1 damage, 2 weight). Give it whatever range tag best fits, and 3-ammo, should it need it.
- Armor your parents once wore, describe it (1 armor, 1 weight).

Choose two:

- Adventuring gear (5 uses, 1 weight)
- A survival knife (hand, 1 weight)
- Bandages (3 uses, slow, 0 weight) and dungeon rations (5 uses, 1 weight)
- A mount or vehicle that's been with you through hard times

BONDS

Fill in the name of one of your companions in at least one:

_____ knows what I've been through better than most.

_____ does not know true suffering like I do.

I saved _____ from a great cataclysm.

I will keep _____ safe from the horrors of the world.

ADVANCED MOVES (2-5)

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

Alone Against The World (CON)

When you stand alone against an approaching major threat, roll +CON.

On a 10+, after a glorious standoff, you drive the threat back, taking some damage.

On a 7-9, after a grueling struggle, you drive the threat back, but you suffer a permanent scar (physical, mental, or emotional), describe it.

On a 6-, roll your Last Breath - after a desperate attempt, you have failed.

Dead Man Walking

When you take damage, you may choose to ignore it. **Instead of taking damage**, gain Pain equal to the damage you would have taken.

When you take a short rest, spend all of your Pain and take an equal amount of damage, ignoring armor.

Defy Opposition

When you Defy Danger against something trying to harm you, on a 12+, you gain an advantage over them - knock them down, get out of their reach, get on top of them, disarm them, or any other advantage.

Further Marked

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 Eternal Mark options.

Kid, Let Me Tell You About The Calamity

When you make Camp, you can recount a tale of your past to an ally and choose one of your Eternal Marks. **Until you next Make Camp**, that ally gains the benefit of having that Eternal Mark, as if its pain were their own.

No One Shall Suffer As I Have

When you stop a cataclysm from occurring, lessen its consequences, or evacuate the populace if you can't, mark XP.

Protector

When someone you cherish would suffer the consequences of a move or decision they made, you may take all of those consequences in their place.

Survival Instinct

When you scavenge for supplies, you can always find 1-use of rations, ammo, gear, bandages, or antitoxin, but only if you need them right now.

Tenacity

When you Parley by ceaselessly and unrelentingly speaking your case, in spite of those who would silence, ignore, or harm you, roll +CON instead of +CHA.

Worldly

Gain a move from a playbook none of the other players are currently using.

You're Already Dead

When you would deal your damage, you may choose not to roll damage and instead gain 1-Fate.

You can spend all held Fate at any time to deal your damage that many times to one enemy you gained Fate from, dealing the total damage as a single hit.

You can discard held Fate at any time, should you choose to spare them.

ADVANCED MOVES (6-10)

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

Defy Fate

Replaces: Defy Opposition

When you Defy Danger, on a 12+, you excel beyond all expectation. **Instead of merely defying the danger**, you circumvent, route, or negate the danger as a threat at all. **If you defied an enemy's move**, that enemy will no longer use that move, realizing it is useless against you.

Got A Grave With My Name On It

Requires: Dead Man Walking

When you take your Last Breath, roll +CON.

More Scars Than Skin

Requires: Further Marked

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 Eternal Mark options.

Otherworldly

Requires: Worldly

Gain a move from a playbook none of the other players are currently using.

Something To Remember Me By

Requires: Alone Against the World

When you use Alone Against the World, regardless of the result of the roll, you leave a permanent mark upon the threat you faced - a crippling wound, a devastating loss, or a shattered ideal.

The Moment We Met, Your Fate Was Sealed

Requires: You're Already Dead

When you deal damage using You're Already Dead, you may deal the total damage to all enemies you gained Fate from.

You Shall Not Pass

You can spend 2-hold from Defend to glare at an approaching enemy, stopping them in their tracks.

When you roll a 12+ on Defend, gain 5 hold.

Unstoppable (CON)

When you suffer a debility, condition, or restraint and act in spite of it, roll +CON.

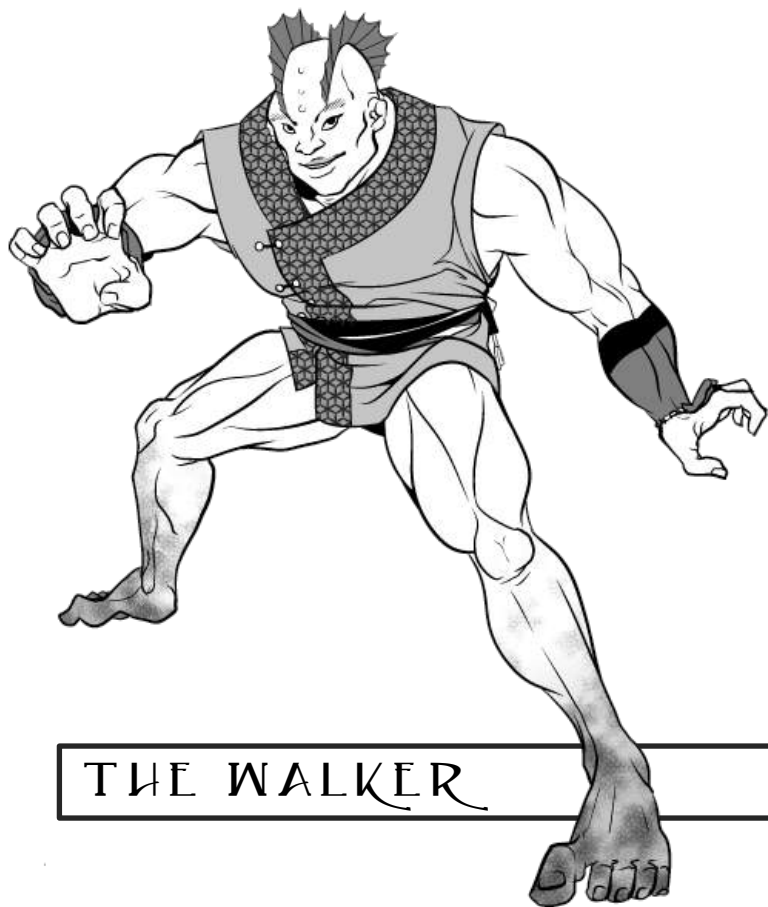
On a 10+, gain 2 hold. **On a 7-9**, gain 1 hold. **On a 6-**, gain 1 hold, but after you spend it your debility, condition, or restraint grows worse.

Spend 1 hold to completely ignore all debilities, conditions, and restraints upon you for a few crucial moments.

Your Weapons Cannot Harm Me (CON)

When you take an enemy's attack without striking back, roll +CON. **On a 10+**, choose three. **On a 7-9**, choose two. **On a 6-**, choose one, and take +1d4 damage from their attacks.

- Their weapons shatter against you
- You take half damage from the attack, rounded down
- Lesser enemies run in fear of you
- Take +1 forward against them



THE WALKER

Everyone trusts in solid land to carry them. You trust it more than most. In this world, there are often times where it is prudent or necessary to climb the underside of islands, tread treacherous clouds or walk the edge of the Worldcrust. You are that Walker.

Your skin bears the tanning mark of Sola's gaze; your muscles are like knotted rope; your grip as firm as the earth it grasps. You are forever marked as separate, but you have also earned respect. You defy gravity's grasp for everyone's benefit, and emerge victorious time and again.

You defy impossible odds. You find a path where none exists. And your foes will never see you coming.

NAMES

Choose one or two, or make up your own:

Caliin, Aika, Chell, Faith, Croft, Irina, Meenah, Mei, Feng, Altair, Bruce, Creet, Pytri, Parker, Ezio, Wei, Garrett, Chester.

LOOK

Choose one from each list:

- Animal Eyes, Dangerous Eyes, or Sharp Eyes
- Hooded Head, Hidden Face, or Wild Hair
- Cloak and Mask, Practical Tunic, or Shirtless
- Exposed Skin, Pierced Skin, or Wrapped Skin

STATS

Your maximum HP is 8 + Constitution.

Your damage die is d8.

DRIVE MOVES

What drives you to take to the skies? Choose one:

- **Certain Superiority**
Harm someone who gets in your way.
- **Competitive Instincts**
Defeat another in a contest of strength or skill.
- **Vigilante Justice**
Render judgment for their crimes.

STARTING MOVES

You begin play with all of the following:

Wall Walking

You can climb along solid walls and ceilings as quickly as you can walk or run, regardless of their texture or composition.

When you are climbing, you only have one hand free to take actions with. You may carry one person with you while you are Wall Walking, but you can't use your hands at all while you have a passenger.

Death From Above (STR)

When you drop in on someone from above, roll +STR. **On a 10+**, choose two. **On a 7-9**, choose one:

- Deal your damage with a melee weapon.
- Kidnap them - you retreat to somewhere nearby, taking them with you.
- No one notices you dropping in, and your target doesn't make a sound.

On A Mirror's Edge (STR)

When you begin free running, start moving and roll +STR.

On a 10+, hold 3. **On a 7-9**, hold 2. **On a 6-**, hold 1, but when you spend it, the GM will add a complication. You lose all of this hold the moment you stop moving.

Spend 1-hold to do one of the following:

- Avoid or knock aside an enemy attack and keep moving.
- Leap around, over, or through an obstacle or enemy in your path.
- Get up somewhere out of reach or out of sight.

No One Looks Up

When you cling to a ceiling without talking, moving, or attacking, NPCs will never notice you, if you haven't been spotted already.

If the ceiling is high enough that you are above their natural line of sight, they won't notice you even if you move.

You can always ask the GM if you are above their line of sight before moving, and the GM will answer truthfully. Anyone actively watching the ceiling always has a chance to see you.

ASPECT: TRAINING

Choose any race, then choose the society you learned your wall walking abilities from:

- **The Cloud Seas**

You can use Wall Walking on the surface of any body of water, such as a lake, river, waterfall, or cloud.

- **The Great Nations**

You use Wall Walking by taking advantage of an advanced climbing harness of your own design.

When you are on a wall or ceiling, you can still use both hands, even if you have a passenger.

- **The Hidden Cities**

Replace the description to No One Looks Up with the following:

When you climb along a ceiling without talking or attacking, NPCs will never notice you, if you haven't been spotted already. Anyone actively watching the ceiling always has a chance to see you.

- **The Worldcrust**

Living on the most dangerous walls of the world has taught you to move along the walls erratically and unpredictably, for your own protection. **When you are Wall Walking**, gain +1 armor.

GEAR

Your Load is $10 + \text{STR}$.

You start with dungeon rations (5 uses, 1 weight) adventuring gear (5 uses, 1 weight), and a survival knife (hand, 1 weight).

Choose your armaments:

- Climbing spear (close, reach, 1 piercing, 2 weight)
- War club (close, forceful, 1 weight)
- Combat knife (hand, close, thrown, near, 1 weight)

Choose two:

- A badge of office or symbol of high rank
- Leather armor (1 armor, 1 weight)
- Bandages (3 uses, slow, 0 weight) and 1d6 coin
- A repair kit (6 uses, slow, 1 weight)
- Throwing knives (near, 1 weight), 3 ammo

BONDS

Fill in the name of one of your companions in at least one:

I have a running bet going with _____ .

_____ impressed me. I need to one-up them.

_____ doesn't think highly of me. How foolish of them.

_____ has my back, and I have theirs.

ADVANCED MOVES (2-5)

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

Brutal Strike (STR)

When you attack a surprised or defenseless enemy with a melee weapon, either deal your damage or roll +STR. On a 10+, choose two. On a 7-9, choose one:

- You deal your damage +1d6
- You knock them down or toss them aside
- You maim them - a limb or sense of your choice becomes useless
- You terrify them - they'll do anything they can to get away from you

Competitive Streak

When you win a contest, a challenge, or a bet, take +1 forward.

Dropping In and Checking Out

Add the following option to the Death From Above move list:

- Knock them unconscious with a swift and decisive blow. **If they saw you coming**, deal your damage instead.

Hangman's Noose

When you throw a rope or grappling hook at **something in Near range**, the rope or hook will always catch exactly where you wanted it to. This rope will never come loose unless you allow it or the rope is cut.

Mighty Dabbler

Gain one non-multiclass move from any class list. Choose the move as if you were one level lower than you are, unless that move rolls +STR or increases your physical abilities.

No Trespassing (DEX)

When a foe moves into an area you had time to prepare beforehand, roll +DEX.

On a 10+, hold 2. On a 7-9, hold 2 and the GM holds 1. On a 6-, hold 1 and the GM holds 2.

When someone else moves through the prepared area, you or the GM may spend 1-hold to do one of the following:

- A trap stops their movement, pinning them in place momentarily
- Deal your damage with a deadly trap or surprise attack
- Suddenly appear anywhere in the area

Respectable Member of Society

When you make the Outstanding Warrants move, you may have the results of your roll apply to one of the other players instead of yourself.

Spider's Grip

You can never lose your grip on a surface you are Wall Walking on. When you fall or are sent flying, you can always catch yourself on any wall or ceiling you pass by before impact.

Talk the Talk

When dealing with those who value strength or physical capability, you can always use impressive feats of athleticism as leverage for Parley.

Walk the Walk

When you draw attention to yourself before performing a daring athletic stunt, take +1 forward to making that stunt.

ADVANCED MOVES (6-10)

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

Always Pack Spare Rope

When you Make Camp, restock 3-uses of Adventuring Gear.

Cutthroat

When you deal damage with intent to kill, deal +1d6 damage.

Evasion

When you Defy Danger, on a 12+, you transcend the danger. You not only do what you set out to, but the GM will offer you a better outcome, true beauty, or a moment of grace.

Into Thin Air

When you attempt to hide from someone who has spotted you, if you break line of sight, you will always find a way to hide or escape unnoticed.

Mighty Initiate

Requires: Mighty Dabbler

Gain one non-multiclass move from any class list. Choose the move as if you were one level lower than you are, unless that move rolls +STR or increases your physical abilities.

Mighty Master

Requires: Mighty Initiate

Gain one non-multiclass move from any class list. Choose the move as if you were one level lower than you are, unless that move rolls +STR or increases your physical abilities.

Shadow Step

When you walk into a dark and shadowy place, you can walk out of any other dark and shadowy place within Near range.

Spider's Leap

Requires: Spider's Grip

You can leap to anywhere within Near range with ease. In addition, as long as there is room to leap around in, you can use Death From Above anywhere, at any time.

Walking on Sunshine

You can use Wall Walking to climb on rays or beams of light, such as those made by a window, a mirror, or the Lantern's little light.

Wire Fu

Requires: Hangman's Noose

A knotted length of rope in your hands is a weapon with the tags Reach and Forceful. A length of metal wire in your hands is a weapon with the tags Reach and Messy. **When you deal damage with a rope or wire,** choose one:

- You knock something out of their hands, sending it flying away
- You control their movements, pushing them somewhere within Reach of you
- You trip them up or distract them - an ally gets +1 forward against them



CHAPTER 3:
COMPENDIUM
CLASSES AND
OTHER MATERIALS



COMPENDIUM CLASS: THE ACE PILOT

When you successfully pilot a vehicle through a situation it should've been destroyed in, you may take either Evasive Maneuvers or The Ace when you next level up. The other option may later be taken as an Advance.

Evasive Maneuvers

When you perform a daring feat of piloting skill, roll +Control. On a 10+, choose three. On a 7-9, choose two:

- You end up where you wanted
- You evade a pursuer, getting out of their sights
- You trick a pursuer into hitting something, or you ram into something in your way – deal either your damage or 1 point of Stress to whatever you hit
- Nothing goes wrong along the way

The Ace

While you are the Pilot of a vehicle, it has +1 Control. When the Damage Report move is triggered while you are the pilot of the vehicle, you choose one from the list instead of the GM.

Once you take Evasive Maneuvers or The Ace, the following moves may be taken in place of an Advance.

Not Going Down That Easy

When a vehicle you are piloting takes enough Stress to destroy it, roll +Control. On a 7-9, choose one. On a 10+, both:

- Your vehicle keeps working and doesn't crash until it takes one more point of Stress or the current danger has passed
- You and a number of passengers equal to the vehicle's Control can bail out safely before you crash

Mid-Flight Repairs

You ignore the Slow tag on repair kits. **When you are attacked while you are repairing something,** you and your vehicle gain +1 Armor against the attack.

COMPENDIUM CLASS: THE MAILKEEPER

When you successfully deliver a message or package to a faraway person, you may take this move when you next level up:

Mailkeeping

When you spend some downtime in a populated area, spend all currently held Mail, then gain 1d4 Mail. For each spent Mail, choose one:

- Gain 1-use of anything you carry - ammo, gear, bandages, rations, etc.
- Tell us a local rumor or piece of gossip you heard
- Tell us about a person you met or a place you found

Once you take Mailkeeping, the following moves may be taken in place of an Advance:

Mailkeeper's Oath

When you vow to deliver something, take +1 ongoing against Hazards or anything that would take away your delivery until it is delivered.

Letter Bee

When you gain Mail, gain an additional 1d4 Mail. Add the following option to the Mailkeeping move list:

- Someone in the area owes you a favor you can cash in on

Message in a Bottle

You can store messages or concepts within a bottle, as long as they are given willingly to you.

When you store a concept within a bottle, it is taken away from the person who gave you that concept - for example, if you store a person's love for something in a bottle, they lose their love for that thing.

When someone opens a bottle with a message in it, they hear the message or are filled with the stored concept, whatever it may be.

When a bottle with a message in it is broken, the stored concept or message is lost.

Ship in a Bottle

You can store a single thing of any size within a bottle, as long as it is not currently able to harm you.

When you put something with an empty bottle, it shrinks down until it is small enough to fit. It cannot be harmed in any way while in storage, but a living thing in storage can still speak. A living thing captured against its will will try to escape at their first opportunity.

When you empty the bottle or it breaks, the stored thing is immediately released, and returns to normal size.



USING THESE PLAYBOOKS IN OTHER SETTINGS

While these playbooks were designed with Inverse World's setting in mind, they are balanced with the main playbooks of Dungeon World.

If you want to bring a Fighter or a Bard into Inverse World, go right ahead! If you want to play a Walker in a different setting, sure!

Just be sure to make sure your GM is fine with using this material first. Some things, such as mechanical suits or flying airships, might not fit with what your GM has in mind for the campaign. The next few pages will be addressing those concerns, and hopefully offer solutions so you can play the class you want in a way that works with the fiction.

USING THE CAPTAIN OUTSIDE OF INVERSE WORLD

The Captain has an airship in Inverse World, but this is entirely because it's a sky-based setting. A sailing ship or a massive land rover won't get you anywhere in Inverse World - but in other settings, why not?

If your GM does not want a captain with an airship from level 1, there are other routes you can take. You can be the captain of a traditional sea-faring vessel, or maybe some kind of walking land fortress or giant

mobile tank. If you're playing in **Dungeon Planet**, you could be The Captain of a star-faring space ship!

Your ship should be adjusted to best fit the setting you are playing in, and this should be discussed with the other players and the GM. The nature of your ship, how it moves, and what makes it work is up to you and your group, no matter what kind of ship it may be.

If your Captain isn't using an Airship, you'll need to change a couple of things about the class.

First up, the name of the move **Sail the Skies**. You'll want to change that to fit the type of terrain your ship covers – Sail the Seas, Sail the Stars, Roam the Lands, Delve the Depths, whichever.

Secondly, the **Legendary Ship** move adds three different enhancement options to your ship. The ones provided in the default playbook are chosen based on what would probably work best for an airship in Inverse World, but you may want different options than the ones provided, especially if you aren't even flying an Airship at all.

When you gain the Legendary Ship move, instead of taking the three options provided in the default playbook, choose any three of the **Legendary Ship** enhancement options found on the next page. The end result will be your own, customized **Legendary Ship** set of options, and will stick with you when you Renovate your ship in the future.

LEGENDARY SHIP OPTIONS

Choose three:

- **Air Ship:** Your ship can fly through the air, ignoring all the perils of the ground below.
- **Drill Nose:** Your ship has a giant drill mounted on the front of it, and it can dig through earth and stone.
- **Ghost Ship:** Your ship has a constant aura of dark fog, which does not hinder your own ability to navigate. Pursuers will always lose track of your ship.
- **Invincible:** Your ship needs to take 14 damage or more from a single hit to mark a point of stress.
- **Opulent Ship:** your ship is lavish with silks, jewels, and gold. **When you gain Trade**, gain twice as much Trade.
- **Storm Ship:** Your ship runs on electricity and shoots bolts of lightning. Your cannons gain the Elemental (Electric) and Ignores Armor tags.
- **Submersible:** your ship can dive beneath the waves, bringing all cargo and crew safely underwater.
- **Warp Drive:** Your ship can teleport to anywhere it's been before. It takes a while to boot up the engines for this, though.

USING THE COLLECTOR OUTSIDE OF INVERSE WORLD

The Collector is a type of adventurer you'll find in just about any setting – they grab the stuff, collect it all in a big pile, and then bring the coolest stuff with them. As long as there are cool, weird, or interesting things for them to get their hands on, they'll be happy.

The Collector fills a role similar to the Wizard in standard Dungeon World, and you should be cautious about using them both together. Keeper of Curios is a less limited Ritual, so the core move of the Collector butts heads with the most interesting move of the Wizard.

On top of that, the Wizard's spells and the Collector's piles of gear fill a similar role in the party: they find alternative solutions to problems right in front of them. They approach problems in fairly different ways and using different tools, but with their low damage and low HP, both classes are very similar in that “try something else” sort of approach. This isn't to say they can't be in the party together – this is just a word of warning.

USING THE GOLEM OUTSIDE OF INVERSE WORLD

The Golem is a powerhouse class that plays nicely in any campaign. This playbook is especially well-suited to high fantasy and high technology campaigns, but golems are a common enough fantasy element to fit in just about anywhere.

The main thing to keep in mind is how and what makes your golem tick, and running with it. How your golem works and why can tell you quite a lot about the inner workings of your setting right there. In fact, this is a question that goes unanswered even within Inverse World. Play to find out!

USING THE LANTERN OUTSIDE OF INVERSE WORLD

The Lantern is the playbook most intrinsically tied to the setting of Inverse World, but the idea of a mage knight wielding a sentient weapon of light can apply to just about any setting.

Perhaps your little light is an invention of your own design, or a magical experiment gone wrong, or a golem whose body failed but its soul did not, or the ghost of your dead sister watching out for you. The possibilities are endless. Come up with your own reasons for your power, and confront the darkness of the world around you.

USING THE MECHANIC OUTSIDE OF INVERSE WORLD

The Mechanic is an interesting case, in that it implies a fairly advanced technological setting. In many generic fantasy worlds, a Mechanic is a kind of character who would not exist! I would not blame any GM who did not want to bring such assumptions into the setting they had in mind. Fantasy rarely has high technology going on, and the Mechanic is a fairly high technology class. But just because the Mechanic is advanced does not mean the world around them is.

Your Mechanic would likely be a complete oddity, a fantastic absurdity in a world of absurd fantasy, bringing wonders none have seen before - and drawing plenty of attention for it. Perhaps your technology is ancient and unknowable, something you excavated from an old ruin and smacked around a bit until it worked. Perhaps it is a gift from some elder race of beings, either on the decline or long gone. Perhaps you have come from the future, and you adventure to find a way back to your own time, protecting yourself and your allies with the only tools you have. Or perhaps you're just a genius, centuries ahead of your time. Only you can say.

USING THE SKY DANCER OUTSIDE OF INVERSE WORLD

A lot of GMs will probably have reservations about a class that can fly as often as it likes, wherever it likes, however it likes. Flight has typically been a sorely overestimated ability in the fantasy RPG genre, due to its ability to invalidate a variety of encounters. However, The Sky Dancer handily steps around that issue, due primarily to the way Dungeon World works as a system.

The first is that the Sky Dancer's Take to the Wind move has a roll attached. Generally, flying to places will not require any sort of roll - you just get where you need to at whatever speed is reasonable.

But if you need to hurry, if you are under duress, if you're going somewhere unknown, if something can go wrong - make that roll. Play to find out what happens. Not every flight is safe, and the consequences will lead to interesting results.

A crash landing will draw attention, and may very well hurt you. A threat lying in wait will certainly give you something to worry about. Taking a long time to get somewhere has obvious drawbacks.

In Dungeon World, flying around won't invalidate a situation - it will usually intensify it, or alter the challenge the situation presented. Dungeon World has its own catches built into the system's rolling mechanic.

For example, in many systems, there is no danger to be had if a Sky Dancer flies up high and shoots arrows down on enemy heads. In *Dungeon World*, the Volley move doesn't make this risk free - each shot is likely to cost ammo, or deal significantly less damage, if you want to stay safe. If you can't afford to take either of those options, you have to move to get a better shot, and you will move somewhere that won't be completely safe. The system's own rules prevent any broken flight-based exploits inherently.

The second major limitation on flight can be worked around, but is still generally true - flight, inherently, only helps yourself. *Dungeon World* is a cooperative game. You can fly away from an Ogre, but now it will go after someone else. You can fly across a trap-filled room, but now how is everyone else getting across?

Of course, that isn't to say flight can't help. Maybe getting above the ogre lets you push a boulder on top of it. Maybe there's a switch to disable some of the traps on the far side of the room. But the fact remains, flight won't solve everything. Not by itself.

Flight, by itself, won't win the day. You need to do more than just get around, and as such, the ability to fly does not inherently 'break' any challenges you might throw at your players. Instead, it opens them up to an extra dimension of possibility.

USING THE SURVIVOR OUTSIDE OF INVERSE WORLD

The Survivor works particularly well in any setting. Every setting has terrible things happen, and the lone survivor is a common and compelling fantasy trope. A Survivor should have no trouble fitting in with any party you might want to use.

However, there is one move that needs discussion: Alone Against the World.

Alone Against the World is a move that effectively boils an entire climactic battle down to a single roll. All the usual intricacies and details of combat are set aside, and the entire conflict is boiled down to a single roll of the dice.

Inverse World places a de-emphasis on combat as the only means of solving problems, and a move like this is perfect for emphasizing that. But what about in other settings, where combat is a major focus? A move like this seems inimical to such a setting, and if your GM wants to disallow the move entirely, that is fine. Be sure to ask your GM about this move before starting play as a Survivor, especially if you want to take it.

That said, the move has a pair of slightly hidden, interconnected catches to balance it out. The biggest is that you must face the threat alone - if you are fighting with your allies, you can't invalidate the combat yourself, and that is up to them, not you.

The second is that it does not defeat the threat - it pushes them back. It holds them off. It leaves them alive and kicking - they might not be ready for round 2 right away, but they will be back. The move is not about winning. It is about buying time or averting crisis. It is about surviving.

When you combine these drawbacks, the move takes on a specific meaning - if you are fighting a combat alone, it means your allies must be doing something else. You can't use the move to steal a scene.

You stand Alone Against the World when a horde of orcs is barging in as The Wizard is trying to finish their ritual, and the other players are rushing to put it together in time. You stand Alone Against the World when the enemy Lich drops a meteor on the party, and you hold off the meteor while they go after the Lich.

You do not stand Alone Against the World when you rush The Lich while the rest of the party is trying to fight it, although you might stand Alone Against the World if you are left to fight The Lich while the rest of the party searches for his phylactery.

Essentially, the move is all about buying time. It is not a solution, and it is not a move for stealing the show. It is fairly powerful, but at the same time, it is also fairly narrow. If you have a party that often sticks together like glue and watches each other's backs constantly, you might not have much opportunity to use the move. Keep

that in mind when determining whether or not you'd like to take the move.

USING THE WALKER OUTSIDE OF INVERSE WORLD

The Walker is the class most suited to standard dungeon delving, of all of the Inverse World classes. It fills a role similar to that of the Thief - it's the same kind of mobile, avoid the traps, stay in the shadows adventurer. The Walker shines in a dungeon environment as much as it does in the weird floating islands of Inverse World.

The Walker's different enough from the Thief to share the spotlight in a party, as well. The moves are all about forcing your way through the world and mastering its challenges instead of evading and bypassing.

The Walker doesn't sneak through the shadows, it Spider-Mans up the walls and takes the difficult path. The Walker doesn't dodge a trap or spot telltale signs, it parkours through danger. The Walker doesn't sneak up and blackjack anyone, it *pulls them up to the ceiling and nobody ever sees them again*.

The Walker fits perfectly well into a more standard Dungeon World game without needing any changes, mechanically or fictionally.





CHAPTER 4: NEW RULES

Inverse World primarily follows all the rules of Dungeon World, but it introduces a few new things as well.

NEW MECHANIC: RESTOCK

Some moves will tell you to restock something when you meet a certain trigger. **When a move tells you to restock something**, if you have less than the amount it tells you to restock, you set your remaining supply to that number.

For example, if a move tells you to restock 3-ammo, you set your ammo to 3, but only if you have 2 ammo or less remaining.

NEW TAGS

Inverse World introduces a few new tags to the Dungeon World game. You may have seen these tags before in previously released playbooks, such as the Witch or the Artificer. They are reprinted here for your convenience.

Area: A weapon or ability with this tag will cause its effects on everything within a given area. This can be a small area or a large area, but everything within it will be hit. You can decide roughly how big the affected area is, but the GM determines what will be caught in the blast.

Elemental (Fire): Weapons with this tag ignite things, setting them on fire. **When you damage something flammable (such as wood, cloth, or coal),** it bursts into flames.

Elemental (Electric): Weapons with this tag arc through conductive materials, making them capable of damaging multiple things at once. **When you damage something conductive (such as water, flesh, or metal),** everything touching it also takes damage.

Mystical: Weapons with this tag require strange knowledge to use properly. **When you Hack & Slash or Volley with a weapon with this tag,** roll +INT instead of +STR or +DEX.

ASPECTS AND DRIVES

One of the first things you will notice when looking at the Inverse World playbooks, when coming from Dungeon World, is that they don't have an Alignment move, and they don't have a Race move. These moves have been replaced with functionally identical but flavorfully distinct variants: Aspects and Drives.

Aspects replace the traditional Dungeon World Race moves. While Race moves give you a move based on what sort of fantasy creature you are, Aspects give you a move based on WHO you are. Whether you are a Pirate Captain or a Merchant Captain is much more important to how you play than whether you are a Goblin Captain or a Merfolk Captain.

Mechanically, Aspects work identically to Race moves - you pick one during character creation, and that choice is locked in for your career. No one can take an Aspect move using a multiclass move - no matter how rough and tumble your Walker is, only The Captain can have the Pirate background. If you have alternate race moves available that you want to use (such as from *Number Appearing* or *Adventures on Dungeon Planet*), you can use them by replacing your Aspect move option. If you think your Troll Survivor's regeneration move is more important than what benefit their calamity gives them, well, that makes sense. Go right ahead.

Drives replace the traditional Dungeon World Alignment moves. The primary difference between Alignments and Drives is that Alignments are much more narrowly defined. Drives are much more unique to the playbook, and don't carry any of the assumptions inherent in a Chaotic character that you might carry over from previous roleplaying experiences. It's a lot more interesting to be adventuring To Save The Day or for Inner Peace than because you are Lawful, don't you think?

Mechanically, Drives function the same as Alignments do. **During the End of Session move**, each player is asked whether or not they fulfilled their Drive during that session. **If they did**, they mark XP, same as another player would with an Alignment move. **If they did not**, they may change their Drive for next session, if they'd like. A list of alternate Drives is found on the next page.

ALTERNATE DRIVES

When you first begin play, you must choose a Drive move from the ones on your playbook. However, after the first session, **whenever you fail to trigger your Drive move at the end of a session**, you may change your Drive.

When you change your Drive, either select one of the options on your playbook, or select one of the options below. Tell us what prompted this shift in your character's perspectives and goals.

- **A Life of Adventure**
Take reckless and sudden action that puts an ally in danger.
- **Acceptance and Recognition**
Make someone acknowledge the effort you've put forth.
- **Ambition and Power**
Endanger others for your own gain.
- **Blasphemy**
Upset the rightful order.
- **Bringing the Light of Freedom**
Defeat a tyrant or subjugator.
- **Certain Superiority**
Harm someone who gets in your way.
- **Charity and Compassion**
Show mercy.
- **Creative Expression**
Make sacrifices for your art.

- **Defiance**
Break the law or defy authority.
- **Duty and Responsibility**
Take responsibility for the actions of another.
- **Evangelical Fervor**
Convert another to your cause.
- **Explore the World**
Go somewhere you've never been before and check it out.
- **Genuine Friendship**
Be there for a friend in need.
- **Guilt and Reparations**
Right a wrong, either yours or someone else's.
- **Inevitable Betrayal**
Take advantage of another's trust.
- **Inner Peace**
Settle a confrontation without violence.
- **Law and Order**
Bring someone to justice.
- **Money and Fortune**
Take risks for the sake of riches.
- **Personal Freedom**
Escape trouble without resolving it.
- **Revealing Truth**
Uncover a hidden truth or reveal corruption.

- **Saving the Day**
Dive into danger to protect someone or something important.
- **Self-Destruction**
Destroy something beautiful.
- **Self-Preservation**
Look out for yourself above all else.
- **Set Forth and Conquer**
Lead others into righteous battle.
- **Show Off**
Impress another with your wealth or skills.
- **True Love and High Adventure**
Defend the honor of a friend or lover.
- **Vengeance**
Defeat a personally important foe.
- **Vigilante Justice**
Render judgment for their crimes.
- **We'll Get Through This Together**
Protect an ally from harm or poor decisions.
- **What's Right and What's Wrong**
Make a stand for something you believe in.
- **Worshipping the Divine**
Advance the agenda of your god.

ALTERNATE END OF SESSION MOVE

If you are playing in the Inverse World setting, consider replacing the End of Session move with the following questions:

END OF SESSION

When you reach the end of a session, choose one your bonds that you feel is resolved (completely explored, no longer relevant, or otherwise). Ask the player of the character you have the bond with if they agree. **If they do**, mark XP and write a new bond with whomever you wish.

Once bonds have been updated look at your Drive. **If you fulfilled your Drive at least once during this session**, mark XP. **If you did not fulfill your Drive**, you may change it to a new Drive, as long as you explain why you made the change.

Next, answer these three questions as a group:

- Did we learn something new and important about the world?
- Did we overcome a notable monster or enemy?
- Did we change a place forever, for better or worse?

For each “yes” answer, everyone marks XP.

VEHICLE AND MOUNT RULES

The following rules apply whenever you are riding on any mount or vehicle. You can find a printable cheat sheet for these rules here:

<http://tinyurl.com/DWMountedVehicles>

RIDING A MOUNT OR VEHICLE

While riding a Mount, you are its Rider. **While piloting a Vehicle**, you are its Pilot.

While you are the Rider or Pilot of a Mount or Vehicle, you have access to all of its moves as if they were your own. You perform tasks as if you were your mount/vehicle's size instead of your own size.

You can perform your own moves normally, if you trigger them. A Sky Dancer Pilot can use Leaf on the Wind to dodge an attack against their Wingloft, and a Survivor can use the Survive move to protect their crazy flying contraption from harm.

If a roll is called for, use your own stats, unless the mount or vehicle has a move that specifies otherwise.

THE CONTROL STAT

Control is the quality or effectiveness of your mount or vehicle, their ease of control and the good

nature, training or design inherent in them. A mount with a low Control stat is cantankerous and disloyal, while a mount with a high Control stat is obedient and well suited to riding. A vehicle with a high Control stat is intuitive to control and handles smoothly, while one with a low Control stat is complicated or handles poorly.

PASSENGER STAT

Passengers denote the amount of people in addition to the rider/pilot that may ride or board this mount or vehicle. Small people might not count towards the limit, and large people might take extra space. A Passenger does not gain the benefits of a mount's moves unless the moves are designated Passenger moves.

For example, if a mount has a Passenger rating of 1, you may have one rider and one additional passenger on that mount at any given time.

If your mount or vehicle is larger or smaller than usual (see the Giant and Miniature tags), you may wish to modify the value of the Passenger stat.

Some mounts and vehicles have Passenger moves. A Passenger move cannot be used by the Pilot – it must be used by someone hitching a ride on the Vehicle. Some complicated vehicles need multiple people to operate them properly, and some mounts need too much attention from their rider to use everything they have at their disposal.

+N ARMOR

When you ride, pilot or are a passenger aboard a mount or vehicle that grants +Armor, add that armor to your own. Armor does not reduce damage that a mount or vehicle actually takes.

SIZE

Size is a special kind of tag which describes, in roughly one word, what the mount can do. Rather than try to stat every mount up with ability scores and so on, its size simply indicates what manner of physical thing the mount or vehicle can accomplish.

The Giant and Miniature tags (see Mount Tags, below) can be used to change the size of a mount or vehicle. In a world of whimsy and adventure, Giant Dragonflies could very well be the next mount you come across!

A **Tiny mount** is appropriate for faeries, pixies, sentient mice and beings who are about two apples tall. It can fit in very small spaces, hide easily in pockets of larger beings and go unnoticed with big people. They can move small things around for you, if said things happen to be bigger than you.

A **Small mount** is anywhere from the size of a human being at the uppermost to that of a fairly large

dog. These mounts are appropriate for small-sized peoples and can fit in houses and caverns where larger mounts could not, allowing small folk a significant mount advantage indoors!

A Large mount is around the size of a winged horse, somewhat larger or somewhat smaller included. These mounts do not easily fit into most dungeons or houses, but they can do things like pull wagons for long periods and rip out prison bars from weak town jails. They are the smallest type of mounts human-size folk can normally tame and ride.

A Huge mount is around the size of a young adult dragon. They are large enough to break walls and tear the roofs off cottages with fair ease, and can pull or lift massive loads (such as very large tree trunks) with almost no effort.

MOUNT TAGS

Tags for your mounts are used to describe extraordinary and unique mounts, and can serve to make your adventure more whimsical, and make a player who owns such a beast stand out more.

With permission or agreement from the DM or by taking certain Moves, you may append a tag to your mount. There is no limit to the amount of tags a mount can have, and they can also be appended to vehicles.

Aquatic: This mount can swim and breathe underwater. You might not be able to just because your mount can, so you might want to bring specialized equipment. Unless otherwise specified, the mount cannot travel on land.

Burrowing: This mount can burrow into the earth. You are not necessarily protected as it does so.

Fearless: In addition to its other qualities, this mount is without fear and will not be startled, bravely facing anything you are willing to face yourself. This can represent anything from loyalty to its master to battle-hardening training. **Unless this mount is injured,** you always take the 10+ result on the Control Mount move. Vehicles cannot have this tag.

Flying: This mount can fly.

Giant: Put “Giant” in front of this mount’s name (such as Giant Aerophon). This tag is only appropriate for mounts of Small size or below. It is now an exceptionally large variant of its species or make. Choose a size from Large or Huge and apply it to the mount.

Imaginary: No one but you can see or touch this mount, even though it is very real to you. You can ride it as normal, appearing to others as if you were riding on air.

It can come with you into places where a mount of its type and size normally could not. No one can attack

it, but it also refuses to hurt or break anything and is very shy about interacting with people. It still needs to eat, but fortunately it can subsist on imaginary food. Vehicles cannot have this tag.

Living: Put “Living” in front of the vehicle’s name (such as Living Drakeship). It now heals naturally by one Stress when you make Camp. It does not need repairs, but it may require feeding. The Vehicle counts as both a Mount and a Vehicle for the purposes of having other tags. Mounts cannot have this tag.

Miniature: This is a very small mount of its kind. This tag is only appropriate for Large mounts or larger. Choose a size from Tiny to Small: This is your mount’s new size rating.

Robot: Put “Robot” in front of this mount’s name (such as Robot Flying Jellyfish). It is now a fearless mechanical mount which requires no food but may need maintenance and fuel. It does not heal naturally, but it also does not tire.

Sentient: Your mount is self-aware, possibly capable of speech and can learn complex tasks such as reading, which is very handy if you haven’t learned to do so yourself. Vehicles cannot have this tag.

MOUNT-SPECIFIC RULES

Mounts need food to survive, just like players do. They can feed off of either Dungeon Rations or Monster Feed. **If a Mount is injured**, it cannot take action until it has been healed, either by using healing items (bandages, potions, etc), or by resting for a few days with attentive care.

Mounts have a Load stat dependent on their size. Tiny mounts have a Load of 1. Small mounts have a Load of 5. Large mounts have a Load of 10. Huge mounts can carry as much gear and equipment as you can fit on them. A Mount carrying more than its Load cannot use its moves or have a Rider.

The following is a Basic Move when you are playing with Mounts in your campaign:

CONTROL MOUNT (+CONTROL)

When your mount bucks due to fear, injury or shock, roll +Control. **On a 10+**, you remain mounted. **On a 7-9**, you become unhorsed, and your mount leaves the scene but will not go so far that you cannot mount it again when the danger has passed. **On a 6-**, your mount also becomes too injured, tired or frightened to carry you until it has received care and rest when you Make Camp.

VEHICLE-SPECIFIC RULES

Vehicles have a special form of damage known as Stress, just like the Captain's Ship or the Mechanic's Suit. A vehicle has 3 marks of Stress, unless otherwise noted. **When a vehicle takes 10 or more points of damage from a single attack**, mark off one point of Stress damage.

The Piercing tag reduces the amount of damage needed to cause Stress by an equal amount to the Piercing value. For example, a weapon with Piercing 2 only needs to deal 8 or more damage in a single blow to cause a point of Stress.

When your vehicle removes a point of Stress, choose one option from the Jury Rig list.

The next couple pages contain new Basic Moves to use when you are playing with Vehicles in your campaign.

Note: The Captain's Ship uses all normal Vehicle rules. The Mechanic's suit does not use any of the Vehicle rules – it uses Hold Together and the mechanics listed in the Mechanical Suit move instead.

CONTROL VEHICLE (+CONTROL)

When your vehicle skids and shakes under difficult conditions or a powerful attack, roll +Control. On a 10+, you maintain control of the vehicle. **On a 7-9,** the GM chooses one:

- A passenger or crewmember is briefly stunned as they slam into something.
- A sudden mechanical fault makes the situation more precarious.
- The vehicle briefly spins out of control and doesn't quite go where the pilot intended.

DAMAGE REPORT

When a vehicle marks a point of Stress, the GM chooses one of the following:

- Choose a move the Vehicle has. It loses that move.
- -1 ongoing to Control.
- -1 ongoing to Armor.
- -1 or -2 ongoing to Passengers. If this brings the Passenger stat below the number of people on board, someone just lost their seat.
- There's a problem – a fuel leak, a broken rudder, or something else you'll need to deal with to keep the vehicle working properly.

JURY RIG (+INT)

When you have to repair damage to a vehicle on the fly, roll +INT. On a 10+, choose two. On a 7-9, choose one.

- The vehicle regains the use of one Move.
- The vehicle suffers one less ongoing penalty.
- You repair any onboard equipment which requires it.
- You give the vehicle a temporary boost, granting the pilot +1 forward on the next roll involving Control.

On a 6-, choose one anyway, but some side effect of the repair will cause another fault at an inopportune moment (the GM will tell you when).

Note: The Jury Rig move does not remove a mark of Stress from the vehicle, even if you used the move to repair something that was caused by gaining Stress.

CHAPTER 5: ADVENTURING GEAR



NEW GEAR

CATALOGUE OF THE STRANGE AND MYSTERIOUS

(5 uses, 10 coins, 1 weight)

A Catalogue of the Strange and Mysterious works identically to a Bag of Books - **when you Spout Lore about something**, you can spend one use of the Catalogue of the Strange and Mysterious to take +1 to the roll. However, the Catalogue has a habit of including more information than you expected. **When you use a Catalogue of the Strange and Mysterious**, the GM will tell you a detail you'd rather not have known, and you can declare another detail about the topic that now becomes true.

MONSTER FEED

(8 uses, 4 coins, 1 weight)

Monster Feed is the monstrous equivalent of dungeon rations, and contains all the various kinds of things monsters eat - raw organs, bits of rusty metal, ground up magical powders, twigs, beetles. It is entirely unfit for normal consumption, but it can be used as bait for monstrous things, or as rations for a mount. If your character is really weird, more monster than person, then you can use Monster Feed as rations, but it tastes terrible.

REPAIR KIT

(6 uses, slow, 35 coins, 1 weight)

A Repair Kit is like bandages for robots. It takes a lot of time to use a repair kit, at least an hour, and supplies vanish fast. What you use a repair kit for determines how much of it is used up.

*1 Use: **Quick Fix.*** Take +1 to the Jury Rig vehicle move. Ignore the Slow tag when using this option.

*1 Use: **Temporary Fix.*** You remove one point of stress from the vehicle, but the next time someone rolls +Control with that vehicle, you mark a point of stress after resolving the roll.

*2 Uses: **It'll Hold.*** You remove one point of stress from the vehicle, but the next time the vehicle would mark stress, it marks 2 stress instead.

*3 Uses: **Full Repair.*** You remove one point of stress from the vehicle, with no strings attached.

LIGHTWEAVE BLADE

(close, mystical, 200 coins, 1 weight)

Lightweave is a mystical material made by forging iron in Sola himself, through the gates of god.

Lightweave is as flexible as cloth, but retains the strength of iron, making it incredibly difficult to use as a standard weapon - it responds to the power of the mind, not the body, and it takes a quick mind to wield a lightweave weapon well.

SOLAN ARROWS

(mystical, 3 ammo, 75 coins, 1 weight)

Arrows forged of lightweave. They are much more susceptible to wind conditions than normal arrows, and capable of twisting and turning in flight, making them incredibly difficult to use like a normal arrow, but also capable of feats impossible for a normal arrow. You don't need any special bow to use these arrows, just a sharp mind.

HIRELINGS

THE PILOT

The Pilot has a vehicle, which they can use to take the players from place to place. The players can find a pilot to get them around in almost any city in Inverse World they find themselves stranded in.

Pilot — **When the pilot is in a vehicle**, players roll +skill in place of +Control. The pilot takes all consequences of botched rolls before players do. **When the pilot is the Pilot of a vehicle and takes you somewhere in it**, you automatically succeed on any Perilous Journey of a distance (in rations) lower than the pilot's skill.

Down With the Ship — **When the pilot's ship is damaged badly enough that it goes down in a fiery crash**, the pilot ensures the safety of the crew first. A number of people equal to the pilot's skill will escape from the crash unharmed or mostly unharmed, using safety devices the pilot has provided for them. The pilot will always pick themselves last to save - if they don't have enough safety devices, they go down with the ship.

THE PATRON

The Patron is someone with either money or connections, and is willing to use them for your benefit.

A Pittance — **When a patron foots the bill**, all prices in town are reduced by twice the patron's skill.

Pulled a Few Strings — **When you desperately need something expensive that you can't afford**, a patron will provide it, but their skill is reduced until they can recover the cost. How much their skill is reduced depends on a few things. Answer the following questions:

- Did the patron get you a knock-off of what you wanted?
- Did the patron acquire this item illegally?
- Do you owe someone a favor for this?

For each “no” answer, reduce the patron's skill by 1. If answering “no” would reduce their skill below 0, you must say “yes.”



MOUNTS

*Additional Mounts and Vehicles can be found in Mounted Combat:
A Dungeon World supplement, by Andri Erlingsson.*

AEROPHIN

Small, Control +1, Flying, 0 Passengers

These playful, intelligent creatures are sleek airborne mammals who lack feathers. They have a language of their own, and when spoken to they will claim through song and poetry that they were once water-swimming creatures until one of their heroic ancestors dared touch the sky with a mighty leap. This is a deeply confusing account to most people, but they make good steeds if one can keep up with the endless chatter. Aerophins also have the peculiar trait of being able to relay messages long distances with their voices, almost as if they were doing so in water.

The Song of Our People (Rider Move)

When you wish to relay a message along the æther by means of an Aerophin's song, roll +Control. **On a 10+**, you receive a reply to tell you it was received loud and clear. **On a 7+**, you don't get a reply. At least some of your message certainly went through, but you can't tell what exactly was received.

Aerobatics (Rider Move)

When you perform daring aerial maneuvers on an Aerophin, add its Control stat to your Defy Danger roll.

FLYING JELLYFISH

Large, Control +2, Fearless, Flying, 5 Passengers

These beautiful creatures are not so much tamed as they are grown, beginning as polyps attached to certain islands and over a period of many years reaching maturity under the watchful care of brave island walkers. Their adult cycle is relatively short compared to the effort spent in cultivating them, but to their handlers they are worth every minute.

Grasping Tentacles (Rider Move)

A Flying Jellyfish can be directed to grasp large objects or multiple small ones and carry them long distances, and also to drop them.

When you direct the jellyfish to use their tentacles offensively, roll +Control. **On a 10+**, choose two. **On a 7-9**, choose one:

- The target becomes entangled and everyone gains +1 forward against it: It cannot run away, but the tentacles are too busy to be used until the target is free.
- The Jellyfish picks up and throws or strangles a foe (or drops a heavy load on top of them), and you deal your damage, ignoring armor.
- The jellyfish avoids the enemy's retaliation

Bioluminescence (Passenger Move)

When you Volley against a foe from atop the Flying Jellyfish, take +1 to your roll.

KHESAT SPIDER

Small, Control +2, 0 Passengers

Large, Control +1, Fearless, 1 Passenger

Huge, Control +1, Fearless, +1 Armor, 5 Passengers

Khesat Spiders are huge and quite hateful of outsiders. However, if one is raised in captivity or around people, it can grow to accept them as members of its colony, and even permit them to ride it. It only takes a year for one to grow as large as a horse, and they never stop growing. They are easiest to control when they are small, but they become entirely fearless as they grow larger.

Arachnid

Khesat spiders can walk along any surface with ease, no matter how smooth or opposed to gravity the surface is.

Jumping Spider (Rider Move)

When you Defy Danger to leap long distances atop your spider, add its Control stat to your roll.

Silk Road (Rider Move) (Large or Huge only)

The Khesat spider can spin webs as strong as steel. Using these webs, you can create a path across any gap or up any surface your spider can cross, which others can use to climb after. The webs are too thick and obvious to be used as traps – they are much better for building paths.

King of Bugs (Huge only)

Khesat spiders of this size are large enough to mount vehicular weaponry on them, and smart enough to use those weapons itself. The spider's damage is 1d10+2, and it will use the weapons itself, either when in danger or when you command it to. **When you Hack & Slash or Volley with a Khesat Spider**, roll +Control instead of +STR or +DEX.

WINGED ISLAND TURTLE

Huge, Control +0, Flying

20+ Passengers

These airborne chelonians are a known hazard of existence within the Inverse World, snapping at any passing airborne creature in their way. Island turtles are so named for resembling natural islands, with rock and mud accruing on their shells and long trails of plant life settling on their undersides. Some of the largest ones lie dormant for centuries at a time with communities unknowingly settling on their still-living forms, and some “islands” are actually just the naturally buoyant, hollowed-out shells of a winged island turtle’s corpse. Smaller, younger turtles can serve as a cantankerous form of transport, if you can handle their stubbornness.

Cantankerous Jerk (Rider Move)

When you Undertake a Perilous Journey while riding a Winged Island Turtle, use the lower of your normal stats or the turtle’s Control stat for that roll. **On a 6-**, the turtle will go wherever its turtle-brain pleases instead for an entire day.

Ridged Shell (Passenger Move)

When you take cover behind the Winged Island Turtle’s ridged shell, you gain +2 Armor.

Uncontrollable Beast

Although the Turtle can be directed in the vague direction of your intended destination, nothing else it does can be fully controlled by a pilot. As such, it will sometimes do things entirely without direction or control. It can carry a load similar to that of a ship, far in excess of a normal beast of its size. It can also be mounted with vehicle-mounted weaponry and even permanent dwellings, if you can afford them.

Snapjaw (Rider Move)

When a Winged Island Turtle unexpectedly snaps at a passing flier or vehicle, or when you direct it to do so, roll +Control. On a 10+, choose two. On a 7-9, choose one.

- It doesn't bite something you didn't want it to
- It bites as you direct it
- It doesn't get annoyed with your attempt to control it

The turtle automatically deals 10 damage, which ignores armor.

WINGLOFT

Large, Control +2, Flying, 1 Passengers

These birds spend almost their entire lives in flight, stopping only on a select few islands uninhabited by the spirit-blessed throughout the year. They are seen as fierce and proud beasts, but those with knowledge of their secrets may tame one at great personal risk.

The Taming of the Wingloft

When you jump off a certain island at a specific time and land on a Wingloft as it migrates around Sola, you struggle with it for several hours until it accepts you as its rider. From this time on, only you and those who have permission from you (given in front of your Wingloft) may ride it. It will buck off anyone else.

Wingloft Whistle

When you whistle a piercing tone, your Wingloft will hear you from wherever it is and arrive in a dramatic fashion to aid you.

Directional Instincts

When you undertake a perilous journey and act as a trailblazer while riding a Wingloft, you may take the 10+ result automatically so long as you are travelling on the Wingloft's migratory route. You may declare what that route is, but it only goes one way between islands.

Swoop

When you swoop in to hack and slash at a foe while riding a Wingloft, you may roll +Control instead of your normal stat. **If you do so**, on a hit you may choose to pick up a foe the Wingloft can lift and carry it rather than dealing damage, but the Wingloft risks being attacked.

VEHICLES





CLOUD SURFER

Large, Control +1, Vehicle, 0 Passengers

This device is a simple cloud-board attached to a solar sail. The sail can be manipulated by any rider to achieve stunning speeds across the Cloud Sea, but you must never slow down while not on a solid cloud.

Cloud Glider

This board is itself made partly from solid clouds. **As long as you don't slow down**, you can travel across the surface of any cloud or liquid that normally could not support your weight. The Cloud Surfer cannot travel on ground. It is quite fragile and can only suffer one mark of stress before being rendered inoperable. It can carry you and what you carry, but no more than that.

Race Ya! (Pilot Move)

When you defy danger to get somewhere first while on a Cloud Surfer, add its Control stat to your Defy Danger roll.

Sola Powered (Pilot Move)

When you roll 12+ when defying danger while piloting a Cloud Surfer, you perform a stunning feat of speed, grace and agility. The DM will offer you a better outcome, the adoration of onlookers, or the envy of your peers.

Surf's Up (Pilot Move)

When things look particularly dangerous while surfing, you may declare that conditions are perfect. **When you do**, the DM will tell you one dangerous move you can pull that will give you an advantage in this situation.

CRAZY FLYING CONTRAPTION

Huge, Control +0, Vehicle, Flying, 5 Passengers

There has never been a shortage of tinkerers, inventors and eccentrics who have attempted to create a way to fly between the islands. Not every attempt is graceful, economical or successful, and this one looks like it's none of the above.

How Do I Fly This Crazy Thing (Pilot Move)

When you attempt to steer the Crazy Flying Contraption, roll the Control Vehicle move, even if you are not in danger and haven't taken damage.

What Does This Button Do (Passenger Move)

When you desperately search for anything that might give you an advantage while riding the Crazy Flying Contraption, roll +Control.

On a 10+, you find something that grants you an advantage in an unexpected way (The DM will tell you how), but it will only function once.

On a 7-9, there's a drawback, such as a temporary loss of steering, important-looking pieces falling off the ship, or steam/fuel being vented into or out of someplace unfortunate.

On a 6-, you found something completely unhelpful, like an ejection seat or a drinks tray.

Brace for Impact

It is impossible to land the Crazy Flying Contraption safely. **When you land the Crazy Flying Contraption**, everyone aboard it must Defy Danger to escape the worst of the crash.

Experimental Defense System (Passenger Move) (DEX)

When you activate the Crazy Flying Contraption's defense system to volley at a foe and hope nothing goes wrong, roll +DEX.

On a 10+, deal your damage to an opponent. **On a 7-9**, deal your damage and choose one:

- **Reload!** The defense system requires extensive reloading to fire again.
- **Supercharge!** The defense system's attack gains Area, Messy, and Forceful, but it burns out and can't be used again.
- **Sproing!** The entire weapons system is fired at the enemy, its operator coming with it.

CANNONADE GONDOLA

Large, Control +0, Vehicle, 5 Passengers, +1 Armor

One of the most curious mechanical innovations ever conceived in inter-island travel, this gondola comes equipped with tracks and a large front-mounted cannon. The operator simply anchors the chain on the current island of residence and then fires the other end, attached to an extremely heavy ball, at the next island in sight in order to create a new chain link along which the Gondola can travel. The tracks then allow it to maneuver to an anchoring site on the new island.

Up and Down, Up and...

The Cannonade Gondola can travel on an island under its own power, but it can only traverse between two islands along specific prepared chain-paths. Those islands must be relatively close together, cannot be directly above or below each other and must be solid enough to anchor chains in them.

Chainfire (Pilot move) (INT)

When you fire a chain from the cannon to create a new chain path, roll +INT. Take -1 if your target island is above yours.

On a 10+, you create a new chain path along which the gondola can travel.

On a 7-9, choose two:

- The chain lands in a bad spot, making things difficult on the other end when you get there.
- The proper calculations needed to hit take a while to complete.
- The anchor isn't fully secure, making travel slow and dangerous.
- A mechanical fault forces you to fire again; the noise attracts someone to you (DM's choice).

On a 6-, you miss your target and the chain must be cut loose immediately before its weight drags the entire gondola towards Sola.

DRAKESHIP

Large or Huge, Control +1, Flying, Aquatic, Vehicle, 5-25+ Passengers

These rare vessels are constructed from the fallen carcasses of great flying drakes. Their scales have the quality of repelling Sola's grasp strongly, and their wings can be repurposed for a Drakeship's construction. The ships are highly valued and difficult to pilot. Depending on the age of the drake in question, they can range from craft piloted by a single person to large ships requiring the services of rows of rowers to help steer and beat the wings.

Winged Vessel

The ship only sails in air or on water. It has wings driven by oars and the light of Sola, and comes with plenty of nautical-related equipment and rope. It can fly with a very minimal crew, even as little as a single pilot, although larger varieties and heavily-laden ships will require rowers to function normally. Finally, it can be equipped with any cannons or other vehicle-mounted weapons you can afford.

A Complex System of Pulleys and Ropes (Pilot Move) (STR)

When you **Defy Danger** to outmaneuver or trick an enemy vessel in adverse conditions, you may roll +STR.

Dragon's Eye (Pilot Move)

When you **Discern Realities** through the complex bio-magical pilot's viewport, you may add the Drakeship's Control rating to your roll.

Walking the Dragon's Wing (Passenger Move)

When you **Defy Danger** to walk on the ship's extended wings in-flight to board an enemy vehicle or gain an advantage and roll 12+, you transcend the danger. Your DM will offer you a better outcome, a moment of true grace, or a daredevil reputation.

FIGHTER PLANE

Large, Control +1, Vehicle, Flying, 1 Passenger

A propeller-based sky plane, designed to fit one pilot and one passenger. The elegant design of this plane, coupled with the mounted machine gun, makes it the vehicle of choice for ace pilots everywhere.

Propeller Powered

The propeller needs to be wound up by hand before launch, so the plane takes at least a minute of readying before it can fly – it cannot take off suddenly, without warning. These planes are also fairly frail, and only have 2 marks of Stress.

Mounted Machine Guns (Pilot Move)

When you Volley with the plane's mounted machine guns, roll +Control instead of +Dexterity. These guns have 3 ammo when you first get the plane, and it costs 10-coin to restock 3-ammo.

Responsive Controls (Pilot Move)

The pilot's own skill plays a large part in how well this ship handles. **When you would roll +Control with this vehicle**, you may roll +Dexterity instead.

FLYING SHIP

Huge, Control +1, Flying, Aquatic, Vehicle, 20+
Passengers

If any vessel can be said to be common among the islands, it is this one. The results of hard labor, many sacrifices, significant cost and dogged persistence, the relatively few flying ships that exist represent both the Spirit-Blessed sense of adventure and their desire for freedom. It is said, however, that these ships only truly find their purpose when paired with their captain.

Airborne Vessel

The ship only sails in air or on water. It has some means of propulsion to carry it through air, comes with plenty of nautical-related equipment and rope, and can carry far more cargo than a beast of its size could. It requires a fairly substantial crew to operate it. Finally, it can be equipped with any cannons or other vehicle-mounted weapons you can afford.

Swing from the Rigging

When you charge into battle by swinging along the rigging before making an attack, that attack deals additional damage equal to the Flying Ship's control stat.

GLIDER BIKE

Large, Control +1, Vehicle, Flying, 1 Passenger

These motorized two-wheeled vehicles are extremely uncommon outside the tunnels of the Worldcrust or the very largest islands, but they have attained a mystique of their own. Often decorated in odd colors and accessories, these bikes allow a rider to ride quickly and in style to wherever they wish to go, albeit noisily. All heads turn when a Biker rides by.

Exciting Bike

Bikes have only two marks of Stress. The bike cannot fly upwards, only glide downwards: getting up again must be accomplished by other means.

Motobushido

When you have demonstrated your biker skill to other bikers and they acknowledge your superior skill, add the bike's Control stat to your Parley rolls with them.

Ramp it Up (DEX)

When you ramp off an island or the Worldcrust, roll +DEX. **On a 10+,** you land in style or get some kind of extra bonus (The DM will tell you what). **On a 7+,** you successfully glide to your destination.

KITE

Large, Control +1, Vehicle, 0 Passengers

Kites are a difficult and dangerous means of transport, but a surprisingly flexible one. Modified from popular toys and occasional means by which islands are made to sail around Sola by the power of wind, this version is designed to mount a person. It can be steered both by the occupant and by a second participant directing it from solid ground. The real trick is landing without hurting yourself.

Kiting 101

A kite can be operated in two ways: by a pilot strapped to it, or by a pilot standing on the ground. They can cooperate if they wish. Kites require strong winds to fly, though they are also designed to glide. A kite is quite fragile and can only suffer one mark of damage before being rendered inoperable. It can carry you and what you carry, but no more than that.

Watch Out For That Tree (Pilot move)

When you attempt to land or avoid danger while on board a kite, Defy Danger using the Kite's Control stat instead of your own stats.

Fly Free (Pilot Move) (DEX)

When you steer a kite towards its destination while aboard it, roll +DEX. On a 10+, you steer accurately towards your target. On a 7-9, choose one:

- Your line becomes tangled in something.
- Your kite gains a new hole, reducing its Control by one.
- A sudden gust of wind carries you off course.

Don't Let Go (Pilot Move)

When you guide a piloted kite from the ground towards its destination, roll +Control. On a 10+, if the rider of the kite gets a 7-9 result on their next roll, they get a 10 instead. On a 7-9, if the rider's next move chooses options on a 7-9 result and they get a 7-9 result, they choose either one more or one less option, their choice.

SPIRIT NET

Large, Control +0, Flying, 0 Passengers

Sometimes, after a fierce bout of rain, minor spirits of water materialize and flutter around islands in the forms of great flying fish, forming schools that play in the fresh air after the deluge. A Spirit Net can catch such schools and, with a little coercion, assist an enterprising person in travelling between islands.

Fishy

The Spirit Net does not function as travelling equipment if it does not contain a school of fish-spirits. However, it can be used to entrap other spirits or simply as a net.

Verbal Fish-Slap

When you coax the spirits to fly you to another island, roll +CHA. If you would gain a bonus on parleying with them, the bonus applies to this roll. On a 10+, the spirits will take you the entire way safely in exchange for being set free. On a 7-9, they will demand some additional token or promise from you.

WORLD CRUST TUNNELLER

Huge, Control +1, Burrowing, Vehicle, Armor +1, 6
Passengers

Found almost exclusively within the Worldcrust, these machines are the lifeblood and hope of many remote communities within the darkness of that place where strength of arm and back alone cannot prevail against shifting earth. They can both create new tunnels and reopen collapsed ones, and are instrumental in trade and travel.

Sealed Atmosphere

This machine can support its pilot and passengers for several days while they are completely sealed within it and while burrowing. It has small open-able portholes and a periscope with which to see, and no one can Volley while inside the Worldcrust Tunneller unless these portholes are opened. **While inside the Tunneller with all hatches and ports closed,** the crew is immune to gas-based attacks and will not take damage from Area attacks.

Driller (Pilot and Passenger Move)

The Worldcrust Tunneller can drill tunnels which will stand without support for a short period of time. Go too low, and you fall. Go too high, and the weight crushes you.

When you undertake a perilous journey to pilot a Worldcrust Tunneller through the earth, you cannot have anyone act as a forward scout or trailblazer. One person acts as a Geologist and one person as a Mapper instead.

On a 7+, the Mapper keeps you from getting lost.
On a 10+, the Mapper also chooses one:

- Avoid or find a notable feature hidden within the earth.
- Reduce the time it takes to reach your destination.

On a 7-9, the Geologist will warn you of a danger ahead, such as fault lines, subterranean monsters, or earthquakes, but only just before running into it. **On a 10+,** the Geologist warns you in time to prepare for, avoid, or get the drop on the danger.

VEHICLE MOUNTED WEAPONRY

Some larger vehicles and mounts are able to have massive, expensive weapons mounted on them. Most vehicle mounted weapons require you to maneuver the ship to use them, and have their own damage numbers.

When you use a weapon with the Mounted tag, you roll +Control, instead of whatever you would normally roll to attack. **When you use a weapon with a listed damage number**, roll that instead of your class damage.

BALLISTAE

(1d10 damage, near, far, 4 piercing, reload, 75 coins)

Massive crossbows that fire equally massive crossbow bolts. Ballistae bolts are built to tear through armor, and they're mounted on pivoting bases, making them amazing weapons in the hands of a crack shot. They're not the best anti-ship weapon, but they are quite capable of tearing a ship apart with a well-placed shot. Ballistae require a full minute and at least two people to reload.

BALLISTAE BOLTS OR CANNON AMMO

(3 ammo, 2 weight, 15 coin)

Arrows for ballistae or iron balls for cannons.

CANNONS

(2d6 damage, near vs. other ships, far, mounted, reload, 75 coins)

A pair of cannons for your ship. These cannons fire heavy iron balls at your targets. They are very powerful if they hit their marks, and they're especially good for tearing down other vehicles. Cannons take a minute to reload.

When you have at least 10 cannons on a single vehicle, you can fire them all at once to unleash a barrage. **When you unleash a barrage**, spend 1 ammo before rolling, and your cannons gain the Area tag for the duration of the attack, and you can choose to inflict a point of Stress instead of rolling damage.

When you hit a ship with Cannons and do not deal a point of Stress, trigger the Damage Report move anyway.

HARPOON

(near, thrown, retractable, 10 coins)

This heavy harpoon comes attached to a heavy chain. One end of the chain is attached to the harpoon, and the other to the vehicle. It can be thrown or fired from ballistae.

When you hit an enemy with a harpoon, they cannot get farther away from the ship than Near range. **When you miss with a harpoon**, it can be reeled in and re-used. The harpoon usually survives impact, as well, and can be re-used if it is retrieved intact. **When you mark ammo with this weapon**, it is damaged beyond re-use.

When you reel in the harpoon while it is still attached, roll +STR. **On a 10+**, you pull them up as close to the ship as you want, and they cannot get farther away from the ship than Close range. **On a 7-9**, they are only forced Close to the ship for as long as you hold the chain, which leaves you open to attack.

HARPOON WINCH

(mounted, 20 coin)

This heavy winch lets you add the ship's Control value to the roll used to reel in harpoons.

RAMMING SHIELD

(1 Stress, close, mounted, 100 coins)

A ramming shield is extremely simple, both in design and function – it’s an armored part of the vehicle, usually the front end, designed to ram into things with. It is designed to bash through walls and vehicles, and the cost is almost entirely in materials, not skilled labor.

When you use a ramming shield against something larger than you, you crash right through it, and your vehicle is immediately forced to “land” inside your target’s walls. **When you use a ramming shield against something smaller than you**, deal an additional +3 damage.

SOLA’S SWORD

(reach, near, messy, mounted, piercing 6, priceless)

This legendary weapon is only given to the most devoted followers of Sola, a gift directly from the god themselves. Sola’s Sword is a short-range laser beam that cuts through defenses like a hot knife through butter. It can also be used as a signal light, fire starter, and place of worship.

ZEPHYR BLADES

(near, mounted, 200 coins)

The zephyr blades are a pair of massive iron blades which spin around an engine, creating a massive wind force. This wind can be used to drive back enemies, or you can throw an enemy directly into the blades themselves, with messy results.

When you use the Zephyr Blades to blow back enemies, roll +Control. **On a 7-9**, choose one. **On a 10+**, both.

- All enemies within Near range are pushed out to Near range away from your vehicle.
- Enemies within Near range cannot get closer to your vehicle.

When you throw someone into the Zephyr Blades, they take 1d8 damage with the Messy tag, then the blades take -1 ongoing to Control and damage until they are repaired. **If the blades deal no damage in this way**, the blades jam, and the Zephyr Blades won't work until they are repaired.

MAGIC ITEMS

ISLAND'S HEART

An Island's Heart is an extremely rare and valuable artifact that can be used to bring an island to life. **When you press an Island's Heart directly against the surface of an island**, that island comes to life, and moves under your command for as long as you hold the heart. It is a Huge vehicle with +1 Control, 50+ Passengers, and the following moves:

Islandhome (Passenger Move)

Islands tend to be full of all sorts of nooks and crannies. **When you duck into cover**, take +2 Armor against any attacks originating from off the island.

Colony Drop (Pilot Move)

When you crash the island into something, roll +Control. **On a 7+**, deal 20 damage to it.

On a 7-9, you also cause massive damage to the island you're piloting – the GM will tell you what happens.

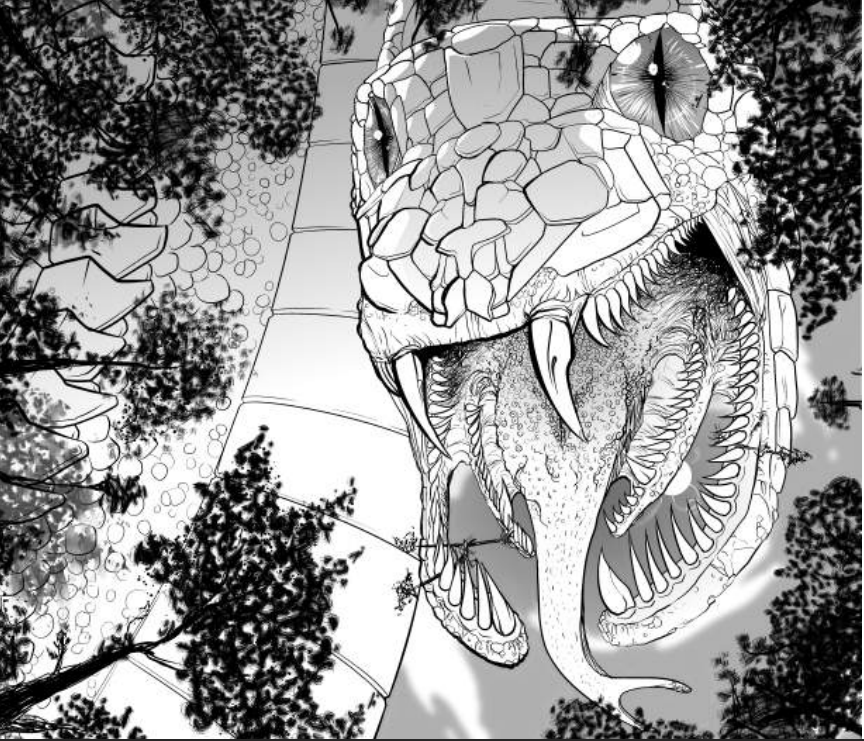
On a 6-, the damage is catastrophic, for everyone involved.

RAIN BOTTLE

A rain bottle is a tiny bottle, small enough to hold exactly one drop of rain. **When you catch a drop of Uprain in the rain bottle**, you can use it to deliver a message for you. To use a Rain Bottle, you need to do the following:

1. Catch a drop of Uprain in the bottle.
2. Shake it up to make it forget its old message.
3. Whisper a new message to the rain drop.
4. When you open the bottle, tell the rain drop who the message is for. It will fly directly to them to deliver the message.
5. When the rain drop arrives, it will splash into their ear, delivering the message for you. It will then bring back a reply of up to 4 words.

To use the rain bottle again, you need to catch a new drop of Uprain.



CHAPTER 6: DANGERS



Invells is a more whimsical world than most fantasy realms, but whimsy hides its own dangers. The world is filled with all sorts of things that can challenge you or go wrong.

In Inverse World, you will find a pair of unique dangers, introduced in this book – Hazards and Giant Monsters. Hazards are a new mechanic that uses the existing monster framework of Dungeon World to create natural obstacles, like cave-ins or complete darkness or small children you need to protect.

Giant Monsters use an entirely new framework to create a monster on an absurd scale – something so impossibly large that HP and Damage values don't even enter the equation. Giant Monsters are so large, they're better as an adventure location or having an entire session built around defeating, rather than the normal uses of a monstrous opponent.

With these new and unique dangers to confront your players with, you'll be able to keep the tensions high and make your game as exciting as it can be.

HAZARDS

Adventuring in Invells is about the geography, the unique scenery, the politics of nations that rarely contact others. Hazards are things like terrain, weather, magical phenomena, social situations, anything difficult and dangerous players can adventure through. They do not have hit points and usually cannot be killed – they are a challenge to overcome, circumvent, or work with to accomplish what you want to do.

Airship Blockade

Social, Threatening

Cannons (d10 damage *or* 1 Stress)

Halt! Intrusion of this airspace will be met with force. There will be no warning shots. Please turn back and continue along your way. There will be no through traffic of this area until the danger has passed.

Instinct: To prevent entry

- Fire a warning shot, even after claims otherwise
- Present the illusion of an opening
- Send an envoy to intruding airships
- Launch an unnecessarily brutal salvo
- Send someone after those who break through

A Really Bad Day Divine, Threatening Well-Timed Falling Objects (d6 damage)

Some days, it seems like nothing goes right. Everything that could possibly go wrong, does so, where it feels like the entire universe is out to get you. And, honestly? In a world as crazy as this? It very well might be.

Instinct: To kick them when they're down

- Amplify the risks
- Set off a chain reaction
- Escalate things beyond their control
- Kick them when they're down
- Reveal another new problem

Friendly Updraft Magical, Intelligent, Friendly Bumps and Bruises (d4-1 damage)

Sometimes the clouds get bored, trapped down there waiting for their parent to come to its senses. They'll drift up and spend the day among the people. Put on shows for the kids, call the wind to float them around. It's the most adorable thing you'll ever see.

Instinct: To entertain

- Toss a person up into the sky
- Float something gently to the ground
- Get overexcited with wind gusts
- Turn their wrath on anyone spoiling the fun

Gravity Twist

Magical

Slam (d6 damage)

Sola pulls us in, wants to keep us in its embrace. But sometimes Sola gets real upset, real angry at itself, and it pushes us away just as hard. That's when the islands get out of orbit for a while. That's when the clouds struggle to stay by their parent's side. That's when we fall up to the sky, and come slamming back down.

Instinct: To push away

- Knock the islands out of orbit, just long enough to miss the jump
- Toss a person just in reach of something to grab onto
- Reverse, slamming everything to the ground

Last Survivor

Social

Yeah, she's all that's left o' the raid on Delphina. I heard it was them war-bots what been coming out from Orgos lately, but that's only rumor. She's the only one what knows what really happened. What, you need more info than that? Well. You'll need to ask her then, won't ya? Good luck – she's been hittin' the drink hard tonight.

Instinct: To be left alone.

- Tell less than you want to know
- Throw you out or push you away
- Demand an incredibly high price for their aid

Pebble Storm

Natural, Threatening

Falling rocks (d6 damage)

Every child knows rain falls up and then back down again. They dance out in the streets, hoping to hear a whisper of a message from the drops. They stand gazing up into the sky, down into Sola. Sometimes the rain brings its friends, and the children hide. They know it's not safe. They scurry underground, because the sky is falling.

Instinct: To barrage

- Pour rocks from the sky
- Break windows - and bones
- Crash through shoddy cover

Precocious Child

Social, Friendly

How did you do that? Is that guy made out of fire? Can I touch him? Where are we going next? How are we going to get there? Can we stop and look at the clouds on the way? I'm hungry. Can I play with this axe?

Instinct: To make things interesting.

- Reveal an uncomfortable truth
- Toddle into danger
- Stay safe through improbable events

Sola's Light

Divine, Friendly

Just a few more minutes. It's so relaxing right here. I need the break after that last job anyway. No, no, I'll be right up. I'll meet you at the next stop. Yeah, I know. I'll see you there. You know, after another few minutes. Or a day or two. They'll be on island for about a week, I'll catch up with them then. If I remember. Maybe I'll just lie here for a week. Why would I ever get up?

Instinct: To never let go

- Soothe muscles, dull injuries
- Lull into complacency
- Convince to stay a little longer, forever

Sunless

Natural, Terrifying

Bump in the night (d4 damage)

You know how dark it gets up here? You make your way in the caves, you find yourself lost without the sun. We got folks still hidden away somewhere in them tunnels. Scratching at the walls, feeling out food, becoming a little less blessed each day. Just a shell of a person.

Instinct: To suffocate

- Provoke a panic attack
- Brush up against something unsettling
- Erode sense of self
- Tantalize with the promise of an exit

Unstable Cavern

Natural, Threatening

Cave In (d8 damage)

Up on the Worldcrust there are some nutters who wanna live in the sky. Diggin up in the rock like some kinda fools. Sky's no place to make a home. All it'll take is one good uprain or the gods to shake things up and them caves are fallin down to Sola. No less what weird things you might find up there.

Instinct: To bury

- Wall the entrance with an inconvenient avalanche
- Branch off to yet another tunnel
- Rumble menacingly
- Avalanche!

Uprain

Divine, Intelligent

Fervent Travel (d4 damage)

The clouds are ever seeking to redeem their parent. They send their raindrop children up to the stone sky, where the rain petitions the gods on Sola's behalf. To break free from Sola's embrace, the rain must travel with high speed and great force. Please avoid travel during periods of heavy uprain.

Instinct: To reach the sky

- Knock someone out of the sky
- Blind anyone on the Underside
- Whisper a message while passing by someone's ear

Xenophobic Atmosphere

Social, Terrifying,

A Full Scale Riot (d8 damage)

Threatening

Imagine living on a tiny little island, room enough for maybe a couple hundred people. It's been your whole world for generations. You gaze up into the rock, look down at the sun, and you get to thinking it's just you and Sola in the world. And that's when one of them airships lands, full of people you've never seen before, and it can get ugly. You might be scared, you might be angry, you might even be like that one island where they didn't think we were real. Either way, tread careful when you're sailing the skies.

Instinct: To drive away

- Stares around every corner
- Whispered words of danger
- Assemble a mob
- Block off an area with threatening poses
- Threaten those who stick their nose where it doesn't belong, *stranger*

CREATING A HAZARD

Hazards are similar to regular monsters in scale and scope, but completely alien in how they are confronted. You can't deal damage to a rainstorm, for instance, and you can't stop a gravity well from doing its own thing. A Hazard is an enemy that must be avoided or overcome – it cannot (usually) be stopped. Hazards do not have HP, as a result, but that doesn't mean they cannot be overcome. If the players shore up the walls, they should be able to prevent a cave in, for example. Generally speaking, though, the only ways to overcome a Hazard are to avoid it or power through it.

When creating your own Hazards, use the following rules.

Name your Hazard.

Define its Instinct.

Give it Tags.

Give it Moves.

Name Your Hazard.

Come up with a concept for the Hazard, and an appropriate name. Determine its damage: No damage for harmless hazards, d4 for “harmless” hazards, d6 for continually attacking hazards, d8 for dangerous hazards, and d10 for deadly hazards.

Define its Instinct

What does your hazard do? What does it want? What does it accomplish? A hazard's Instinct reminds you of these, and if you ever draw a blank on how a hazard should threaten the party, look to its Instinct.

Give It Tags

Hazards do not use the same tags that normal monsters do. First, choose the hazard's nature (you can choose more than one):

- **Divine:** This hazard was created by the gods, and gains its power from the gods. Divine hazards are similar to magical ones, but have different implications as to how they are overcome.
- **Magical:** This hazard is magical in nature. Magical hazards are often bizarre and difficult to detect without magical aid.
- **Natural:** This hazard is natural in origin. Natural hazards are intrinsic to the environment you are traveling through – they may not necessarily be entirely mundane.
- **Social:** This hazard is human (or elf, or merfolk, or...) in nature. Social hazards are often unable to be solved with violence, for one reason or another.

Next, choose a tag describing the hazard's disposition. Not all hazards need one of these tags, and some will need multiple of these tags:

- **Friendly:** This hazard does not mean you any harm. This doesn't mean it isn't dangerous, of course, but it doesn't intend to be.
- **Intelligent:** This hazard is intelligent, and can be talked to and reasoned with. All Social hazards are assumed to be intelligent and do not need the tag.
- **Terrifying:** This hazard causes fear and apprehension in those who have to deal with it. Just being around it is unnerving, and can lead to doing things you really should not.
- **Threatening:** Threatening hazards ward off a place. While you are in that place, the hazard will do everything it can to hassle and harm you. As long as you avoid the threatened place, the hazard will not be able to harm you.

Give It Moves

Hazards have a list of moves that work just like those of monsters: As long as the Hazard is a threat, its moves are added to the GM moves available.

Each Hazard has at least two moves. For two of them, describe what the Hazard does. What makes it a hazard? What does it want to do? Why is it threatening?

For each secondary tag it has, give it one more move that shows how it fulfills that tag.

Give a **Friendly** hazard a move related to how it tries to help. Examples: Cut a deal, point something out, knock aside someone trying to get in the way.

Give an **Intelligent** hazard a move related to its ability to think things through and recognize its actions. Examples: Whisper a message, move into a better position, argue against the best course of action.

Give a **Terrifying** hazard a move that messes with the players' minds and makes them fear it. Examples: Incite panic, whispered words of danger, unsettling movements in the dark.

Give a **Threatening** hazard a move that shows them where not to go, and what the consequences are if they do. For a really dangerous threat, also give it a move that expands the area it threatens. Examples: Collapse shoddy cover, fire a warning shot, rumble menacingly.

ENEMIES AND ALLIES

All of the various monsters and NPCs found in the original *Dungeon World* book should still be used when using *Inverse World*.

Captain, Imperial 6 HP 1 Armor

Horde, Intelligent, Close, Near

Damage: 1d6+1

Imperial captains pilot an impressive ship loaded down with military soldiers. They command their crew with discipline and rigid tactics, but they are not afraid to tackle a threat personally, either. They wear an imperial pistol and royal saber.

Moves:

- Fire all the cannons at once
- Issue a command
- Deal with a threat personally

Triggers:

- When the Imperial Captain feels threatened, pile on more soldiers and firepower.
- When the Imperial Captain is defeated, the crew retreats immediately.

Captain, Pirate

6 HP

1 Armor

*Group, Stealthy, Organized, Intelligent, Hoarder***Damage:** 1d6

Pirate Captains lead a small, aggressive, rag-tag band of scoundrels, each crewmember different from the last. Just about anyone and anything can be found working with a pirate captain.

Moves:

- Launch an ambush or counter-attack
- Offer to cut a rigged deal
- Seek any advantage they can get

Triggers:

- When the captain gets their hands on a worthwhile treasure, they cut their losses and run.
- When they are at a disadvantage, retreat to a better location.
- When the players give the pirate captain an opportunity, take it.

Golem, Ancient

9 HP

4 Armor

*Solitary, Magical, Construct, Hand, Close***Damage:** 1d8**Special Qualities:** Made of stone

Ancient Golems are liable to be found just about anywhere in Invells. No one knows who made them. Some carries signs of Sola, marked with her eye, her light, or her rain. These golems can be relied upon to carry about Sola's will. Others carry different marks, older marks. No one knows where those golems came from, or what to expect from them – do not rely upon them for anything.

Moves:

- Follow out their orders, to the best of their understanding
- Crush with fists of stone
- Smash through lesser obstacles, like doors and shields

Triggers:

- When their mission is threatened, destroy the one threatening the mission.
- When given an order by someone with the right mark of rank, follow it to the best of their ability.

Lantern, Templar

6 HP

1 Armor

*Group, Intelligent, Close, Near***Damage:** 1d6**Special Qualities:** Has a Little Light

Lantern Templars guard places of religious significance. They follow Sola's teachings and spread her word throughout the land. They are usually found only in their temples, but occasionally two or three will travel together on religious pilgrimage. They are known for providing aid to those in need and smiting any creatures of darkness they come across.

Moves:

- Offer advice and guidance
- Provide light or reveal a path
- Strike with weapons of light

Triggers:

- When they feel Sola is threatened, hunt down the cause without fail.
- When they feel personally threatened, create a blinding flash of light, and use it to either strike or retreat.

Mechanic, For Hire 6 HP 3 Armor

Solitary, Intelligent, Hoarder, Close, Reach

Damage: 1d8

Mechanics and artificers can be found all throughout Invells, often tinkering at some project or another. They will often lend their machines to those who can offer proper payment. As a result, their war machines and golems are often used by less savory characters as their last resort, their ultimate weapons.

Moves:

- Forge advanced weaponry, for a price
- Customize your equipment, for a price
- Strike out with machinery and tools

Triggers:

- When a mechanic feels threatened, they will beg for their lives – their work is too important for them to die here.
- When someone gives proper payment, they will always see the job through to proper completion.

Rainlord

12 HP 2 Armor

Solitary, Intelligent, Magical, Amorphous, Forceful, Close, Reach, choose one: Cautious, Stealthy, or Terrifying

Damage: 1d8, piercing 2

Special Qualities: Perpetually followed by rainstorms

Divine messengers of Sola, Rainlords are exceedingly rare. You'd be lucky to meet one in the course of three lifetimes. They are widely regarded as good luck, and a sign of Sola's love. Unfortunately, Rainlords themselves are rarely on the same page, and can vary from kindly helper spirits all the way up to horrifying genocidal water monsters.

Moves:

- Strike with a torrent of water
- Move and bend in ways no one else can
- (Cautious) Discuss all options calmly
- (Stealthy) Attack suddenly from a direction no one expected
- (Terrifying) Wear a dead body as armor or a disguise

Triggers:

- When a Rainlord feels threatened, retreat in a way they cannot be followed
- When a Rainlord dies, they explode violently, water spewing forcefully in every direction.

Sky Dancer, Angel

6 HP

1 Armor

*Group, Intelligent, Close***Damage:** 1d8**Special Qualities:** Wings, position of power

The Sky Dancers are a troupe of angels, armed with sword and shield, who take to the skies in defense of Sola. Most nations have a cadre of Sky Dancers as their army, with occasional backup from Mechanic-built machinery or Lantern Templars.

Moves:

- Outmaneuver with grace
- Strike from above
- Give commands from a position of authority

Triggers:

- When a sky dancer feels threatened, call reinforcements.
- When victory is assured, switch to non-lethal blows and attempt to capture the enemy.

Sky Dancer, Flyboy 6 HP 0 Armor

Solitary, Intelligent, Hand, Forceful

Damage: 1d6

Special Qualities: Flyboy

Flyboys fly. Ornithopters, biplanes, flight suits, grav-boosters, rocket boots – the method doesn't matter.

What matters is, they fly, and you can't, and they're really going to enjoy rubbing that in.

Moves:

- Fly away from harm and danger
- Ram something they can't escape from
- Taunt from a position of safety and superiority

Triggers:

- When a flyboy sees a chance, they take the risk.
- When a flyboy's vehicle crashes, they weep over it in despair.

Survivor, Desperate 3 HP 2 Armor

Group, Intelligent, Cautious, Close

Damage: 1d8

These warriors are the definition of rag-tag. They are all that's left of some lost city or another, refugees trying to live with what little they have left. They are desperate, and desperate people are dangerous.

Moves:

- Fight for every last scrap, verbally or otherwise
- Back off if things get too hot for them

Triggers:

- When given generous aid, remember and return the favor tenfold later.
- When one of their number dies, retreat with their body and plan revenge.

Walker, Showboat

8 HP

0 Armor

*Solitary, Intelligent, Devious***Damage:** 1d8**Special Qualities:** Wall crawler

Walkers are some of the most well-known people in all of Invells. Every island has heard of these legendary men and women, who can climb along any surface, get past any barrier, infiltrate any fortress. Some walkers let this get to their head, and then things get out of hand.

Moves:

- Boast and brag about their past feats
- Challenge to a contest of strength or speed
- Sabotage the competition

Triggers:

- When a showboat's skills are challenged, physically intimidate the challenger.
- When a showboat loses a competition, be a sore loser about it.

Walker, Secret Police 5 HP 1 Armor

Group, Intelligent, Devious, Stealthy, Terrifying

Damage: 1d8, piercing 2

Special Qualities: Wall crawler, position of power

The Sky Patrol polices most of the world, visible and open and friendly, but in places farther away from Sola's eyes, it is the Walkers who are the real police force. They enforce the laws in secret, inciting terror to keep their population under control. The secret police are not your friend, and if you step out of line, they will crush you.

Moves:

- Enforce the laws with brutality
- Strike from the shadows
- Intimidate newcomers with a show of force
- Eavesdrop on everything they say
- Escape up the walls

Triggers:

- When their rule feels threatened, crush the threat with a great show of force.



Aerophin

5 HP

0 Armor

*Group, Large, Intelligent, Hand***Damage:** 1d6**Special Qualities:** Flying fish, has a language

Like dolphins, but in the sky.

Moves:

- Dance through the sky with freedom and grace
- Force out any threats to their pod.
- Endlessly chatter in their unique singsong language

Flying Jellyfish

1 HP

0 Armor

*Horde, Small, Amorphous, Hand***Damage:** 1d4-1, ignores armor**Special Qualities:** Poisonous stingers, floats

Flying jellyfish are renowned as one of the most dangerous things you can come across while traveling the skies, due to their extremely poisonous stingers. Thankfully, they tend to stick to a single cloud for all their lives, making them easily avoided by those in the know.

Moves:

- Poison anything that touches their stingers
- Drift lazily through the sky

Devil

5 HP

0 Armor

*Solitary, Intelligent, Devious, Cautious, Magical, Reach***Damage:** 1d8**Special Qualities:** Eats fire

A remnant of a forgotten time, a devil is a rare sight in Invells, the last of those who were here before Sola. They are very tall, with bright red skin and curled horns atop their skull. Devils prefer to cut a deal over combat, and can offer just about anything in the world you could want, even up to granting wishes! But be warned: they require a fair trade, and the exchange rate is skewed in their favor.

Moves:

- Magically set something on fire
- Offer a deal with a cost
- Create illusions of your heart's greatest desire

Triggers:

- When they feel threatened, they create an explosion of fire and smoke and attempt to flee in the confusion.
- When someone accepts a deal, fulfill it as soon and as thoroughly as possible. When the contract is fulfilled, the signer pays a terrible price.

Khesat Spider, Baby 2 HP 0 Armor*Horde, Small, Hand***Damage:** 1d4**Special Qualities:** Wall crawler

Baby giant spiders are still way too big. These spiders are about 3 feet tall, but their shells are unformed and they are easily killed or scared off.

Moves:

- Scuttle away from light or harm
- Swarm over a weakened or helpless enemy

Khesat Spider, Adult 5 HP 1 Armor*Group, Large, Devious, Close***Damage:** 1d8, Piercing 1**Special Qualities:** Jumping Spider, Webspinning

Adult Khesat spiders are as big as a horse. These massive jumping spiders are known for using pack tactics to hunt, leading prey into ambushes or webs for easy consumption.

Moves:

- Leap a great distance
- Pounce upon their prey
- Lead them into a trap

Khesat Spider, Giant 8 HP 2 Armor

Solitary, Huge, Intelligent, Devious, Reach

Damage: 1d10+3, piercing 2

Special Qualities: Jumping Spider, Webspinning

Khesat spiders simply never stop growing, and seemingly live forever. Giant Khesat spiders are rare, which is good, because when they get this big, they begin to learn. These spiders are smart enough to use weapons, learn from their mistakes, and properly lead their brethren into battle. They'll even use harpoons, cannons, or other ship-sized weaponry, if they can get it.

Moves:

- Spear through their prey with a thin, needle-like leg
- Leap a great distance
- Create traps, structures, or bridges with their webbing
- Orchestrate a cunning ambush
- Use their terrain or weaponry to their advantage

Triggers:

- When the colony is threatened, save as many spiders as possible and run.
- When a giant Khesat spider comes across weaponry it can use, put it to use.

Sky Piranhas

1 HP

0 Armor

*Horde, Tiny, Hand***Damage:** 1d6**Special Qualities:** Flying fish

Sky Piranhas are generally only found in the hot and humid airs near Sola, in the lower reaches of the Island Ring, which is really for the best. These fish are one of the few that bites back at the fishermen trying to catch them. They are best dealt with using nets.

Moves:

- Bite with powerful snapping jaws

Sky Shark

12 HP

1 Armor

*Solitary, Large, Hand***Damage:** [b]2d10**Special Qualities:** Crushing jaws, flying fish

A giant shark that flies. You should be running now.

Moves:

- Bite through armor and wood
- Smell blood in the air
- Enter a violent frenzy for blood

Sky Whale

20 HP

3 Armor

*Solitary, Huge, Cautious***Damage:** 1d10**Special Qualities:** Flying fish

Sky whales are inherently peaceful creatures. It's such a shame, because they're full of so much good meat. They are widely considered a delicacy by most of Invells.

Moves:

- Fly along idly
- Casually bat aside anything that harms them

Wingloft

6 HP

0 Armor

*Group, Large***Damage:** 1d6+2**Special Qualities:** Wings, Proud and Stubborn

These proud birds travel the world in migratory packs, constantly migrating throughout the Island Ring. They make excellent mounts, but getting one requires it to accept you as its rider, and good luck with that.

Moves:

- Fluff itself up proudly, with pomp and circumstance
- Peck at their eyes and hands
- Throw off a wannabe rider

GIANT MONSTERS

Giant monsters don't work like normal monsters do. These legendary beings are so impossibly huge that you cannot hope to harm them through normal means, and if they would deal damage to you, you'd be dead. They are not enemies to be fought, but to be avoided, overcome, or ignored as hard as you possibly can get away with.

GIANT WINGED TURTLE

Huge, Solitary

These turtles are so large that they are often mistaken for islands. Their massive, ridged shells often accumulate soil and plant life, over the centuries, adding to the illusion. It certainly doesn't help that they've been known to sleep for decades at a time, giving plenty of time for some town to spring up on its back before it flies off with them when it wakes up.

These turtles are often grumpy, cantankerous, stubborn, and difficult to negotiate with. They are as smart as people and capable of speaking, but they rarely have the mood to listen. That said, these turtles aren't outright malicious, just grumpy. They probably won't bite your head off, but they'll certainly go out of their way to spite you.

Instinct: To Drift Through the Sky

Rumors:

- It is said that the great winged turtles drift through the skies because they're looking for something. What that might be, no one knows, and the turtles certainly aren't telling.
- Rarely, these turtles will bond onto a person, begrudgingly going where they wish and generally forming a friendship with them. If you do not mind a cranky elderly turtle berating you and your choices, these turtles can be lifelong, powerful friends.
- There are rumors of a holy shrine built on the back of one of these great winged turtles. The shrine is home to an incredibly powerful priestess, now retired. The shrine is dedicated to no god, but don't let that fool you – her powers are very much the real deal. She may help you, in exchange for good alcohol and a tale of the outside world.

A Giant Winged Turtle (As a Location)

Whether awake or at rest, Giant Winged Turtles don't much care about anyone hitching a ride atop their massive shells.

Moves:

- Slumber on
- Fly off somewhere without warning
- Berate and deride someone, preferably using words like “whippersnapper”

Triggers:

- When someone bothers it, snap at them, either verbally or physically.
- When someone tells it to do something, call them idiots and either do the opposite or do nothing.

A Giant Winged Turtle (as an Antagonist)

They may get grumpy and rude, but giant winged turtles are generally too tough to care about anything smaller than a giant Khesat spider, and if they actually feel threatened, they'll fly away and do flips to get you off of them. Giant Winged Turtles do not actively attack anything, really.

KHESAT SPIDER COLONY

Huge, Horde, Devious

Khesat Spiders are known to be the largest in the world. The newborns are 1 meter tall, and they never stop growing, ever. The sizes these spiders can reach are truly absurd.

Khesat colonies span multiple islands, the islands bound together with massive web systems. These webs form passages and traps and living areas, creating a sprawling colony filled with giant spiders. The Colony is filled with Khesat Spiders of all sizes.

Every so often, a single Khesat spider will grow large enough to take the entire colony with it. Instead of existing within the colony, it instead picks up the massive sprawling web complex, attached islands and all, and walks off with it. The Khesat Spider Queens, as they are known, transform these colonies from a deathtrap to be avoided at all costs into a mobile hunting force. A Khesat Queen on the move is one of the deadliest things in all of the Inverse World.

Instinct: To Spread the Colony

Rumors:

- There exists a Hidden City that lives inside of a Khesat colony. How these people co-exist with the spiders is a well-kept secret, but they make their living selling silks. Should you have problems with a Khesat infestation, they'd be the ones to ask about it.
- Khesat silk isn't naturally flammable, but there is rumored to be some chemical or magical means to set it ablaze. Doing so will absolutely enrage the entire colony, but if you need it gone quickly, finding out what burns it up would be a good start.
- Khesat spiders are devious, and have been known to use treasures left behind by their previous victims to lure in new ones.
- The colonies primarily prey on the various flying life found throughout the Inverse World. Flying fish, giant winged turtles, cloud-blessed sky dancers, even airships and their crew. If you see a colony, it is best to avoid it.
- There is said to be a massive Queen of preposterous size roaming about within the Cloud Seas, using the constant cover to ambush prey and prevent its discovery and eventual extermination. But the Cloud Seas are the safest parts of the sky, so that can't be true.

A Khesat Spider Colony (As a Location)

A Khesat colony is so large that a daring and cautious group of adventurers could theoretically sneak their way through. Theoretically. An interesting aspect of moving within these colonies is that, due to the nature of the webbing, every single surface is climbable by anyone. Especially by the giant spiders.

Moves:

- Come face to face with a giant spider
- Get tripped up in sticky webbing
- Come across a treasure
- Find a giant ball of baby spider eggs, about to hatch

Triggers:

- When someone grabs a treasure without looking around, ambush them.
- When someone makes too much noise, some spiders will respond.
- When someone sets the place ablaze, the walls crackle, melt, and explode into a burning, glue-like substance.

A Khesat Spider Queen (as an Antagonist)

A colony will generally not give you too much hassle if you leave their area. They'll pursue you for some time, but not through open air or to other islands. You will have no such luck if the colony is carried on the back of a Queen – if you destroy her babies, she will hunt you down, and she is much larger than you are, but just as smart and clever.

Moves:

- Stab right through a vehicle or building with a sharp, hardened leg
- Fling adult spiders or egg sacks at you
- Build a road of silk to anywhere
- Block off an escape route, with either silk or destruction

Triggers:

- When she loses a limb or eye stalk, she flies into a rage.
- When confronted with the potential death of her colony, she retreats.
- When her enemy escapes into hiding, she lays a trap for them.

THE WARDEN

Colossal, Solitary, Magical

Giant stone statues, impossibly huge. They lie dormant, unmoving, all by themselves.

There are several Wardens, scattered all throughout Inverse World, but they are always alone, a solitary sentinel, floating through the sky. It has been centuries since one last moved. No one knows what triggers their awakening, but the legends tell of escape attempts gone awry, of careless destruction on a massive scale, of horrible things fought back by these giants of stone.

The Wardens are inherently protectors, and are known to keep safe those who take refuge upon them. But once awakened, a Warden has no eyes for the smaller folk - only for their prisoner, Sola.

Instinct: To Lock Away

Rumors:

- Ancient and forgotten, no one remembers what triggers the Warden's awakening. Perhaps when Sola tries to escape? When someone tries to free him? When another god tries to enter Inverse World? All or none of the above?
- Eyes are holy, according to Sola's scriptures, and the Wardens have giant eyes painted all over them. If they were all found and destroyed, what would happen? Would the Warden be blinded? Would it die? Would it sleep forever?
- The Wardens must be powered by someone from Outside, the gods perhaps, and if you can cut the connection between them, the Warden should no longer function.
- There's no subtlety here: to stop a mile-high column of rock, you need to hit it with something on the appropriate scale. Drop an island on it, or maybe 4 islands. Maybe lure the World-eater over to it. Just because your weapons don't cut it doesn't mean there aren't any weapons that will.

The Warden (As a Location)

Resting or living on a Warden isn't much different than any other island. Plants grow on the bottom, people live on the top, and if anyone commits an act of violence the ancient stone golems living inside it will wake up and beat the crud out of everyone involved, no questions asked.

Moves:

- Slumber on
- Awaken the golems inside of it
- Present precarious platforming
- Rumble ominously

Triggers:

- When it is damaged in any way, awaken all golems to destroy intruders.
- When anyone on the Warden causes harm, awaken a golem or two to pacify them all.
- When too many golems are destroyed, awaken from its slumber.

The Warden (as an Antagonist)

When the Warden awakens, it has a mission, and it will not slumber again until that mission is complete. Anything in its way is collateral.

Moves:

- Toss aside ships or islands
- Plow right through all obstacles and barriers in its way
- Cause great collateral damage
- Punch out a god
- Awaken stone to follow and assist it

Triggers:

- When someone manages to damage it, awaken ancient golems to defend its weak points.
- When it gets its hands on a god or godling, beat the crud out of them until they lose consciousness.
- When its duties are fulfilled, return to its post and slumber.
- When it has failed, send out a golem to awaken the next Warden.

THE W.F.O

Colossal, Intelligent, Cautious, Magical, Hoarder

Also known as the Wizardly Flying Orrery. This magical observation deck has glass floors, a cloaking field, magical light-beam cannons, a cabal of secretive wizards, a tractor beam, and a massive tail-like structure with a white gloved hand on the end. It can be anywhere at any time, watching your every move and kidnapping your cattle. But it probably isn't, because there is no evidence that the W.F.O. exists. At least, that's what they want you to think.

The cabal of wizards in charge of the W.F.O. has little interest in most things. They are always watching and waiting for the warning signs of the world, signs of terrible portents and grim tidings. And when they find such things, they interfere with great force. Whether this involves raining bolts of lightning down upon enemy armies or kidnapping a castle and flying off with it seems entirely arbitrary, to the outside viewer.

Instinct: To Watch Carefully

Rumors:

- There's a man who has run into the W.F.O. so many times that he is convinced it is following him. He has dozens of blurry photographs and poor artistic renditions of what he's seen, and he is convinced he knows exactly where it will show up next.
- The worst thing about having a cabal of wizards in one spot is that wizards are generally pretty power-hungry and a little insane. There's been reports of people, baked goods, and even entire mansions getting beamed up right off the ground, and vanishing forever.
- It is rumored the W.F.O. doesn't even actually fly. It's actually a pan-dimensional vehicle, which re-adjusts its position dimensionally to have an exit port placed above wherever it needs to be, while the main "ship" itself doesn't even move. But if that were true, why would it be called the Wizardly *Flying* Orrery?

The W.F.O. (As a Location)

Sometimes, people get inside the W.F.O. The wizards don't usually like that. The inside of the W.F.O. has all kinds of weird glowing walls and transparent floors so the wizards can spy on the tiny people below. More importantly, it's full of wizards and all sorts of magical gizmos they've put together.

Damage: 1d8

Moves:

- Unleash a magical trap
- Bump into a small group of wizards
- Unleash a fireball or lightning bolt from a wizard in hiding

Triggers:

- When someone asks a wizard or three a question, they give a rambling, circular, incoherent answer.
- When someone destroys a wall, door, or piece of valuable looking equipment, alarm spells ring.
- When a wizard actually gets hurt, all of them run and hide while talking too much.
- When too many systems have been damaged, the ship falls out of the sky and every wizard on board starts screaming and crying.

The W.F.O. (as an Antagonist)

The W.F.O. spends most of its time invisible, but while it is cloaked, it can't use its weaponry. If you rile up the wizards to the point where they're trying to attack you with their flying divination saucer, it will be forced to make its appearance. That's the time to strike.

Moves:

- Shine lights on anyone and everything the wizards deem important
- Fire bolts of lightning at something within the W.F.O.'s lights
- Kidnap someone or something within the W.F.O.'s lights using teleportation magic
- Grab buildings and ships using the W.F.O.'s massive mechanical hand
- Throw or store away a held ship or building

Triggers:

- When enough damage is dealt to the outside of the ship, a hole is revealed. The hole remains revealed even if the ship is invisible.
- When the Wizards actually feel threatened, the ship turns invisible until it next attacks.
- When the W.F.O.'s core is damaged, it explodes in glorious fashion after a 60 second countdown.

THE WORLD-EATER

Titanic, Solitary, Terrifying

There is only one World-Eater in existence, and really, that's for the best. A colossal serpent of endless length, the World-Eater is a horror on a scale nothing else comes close to. With teeth as the size of houses and a mouth large enough to swallow an island, there is no more unstoppable doom than that of the World-Eater's approach.

The beast only comes about once a century, but when it does, it can be seen all across the Inverse World – a massive serpent emerging from the Worldcrust, snaking through the air, blindly lashing out until its hunger is sated. When the World-Eater hungers, entire civilizations vanish overnight.

Instinct: To Devour All

Rumors:

- The World-Eater is said to have no end, its tail stretching eternally. Where does it stretch from, though? It has to be somewhere up in the Worldcrust. If someone found the origin point of its tail, maybe something could be done about this living calamity.
- No one survives the World-Eater coming to their island. No one but One-Eyed Dorn, that is. This enigmatic stone-blessed has taken to living in the old Worldcrust outpost, Storinton, and it is said he knows more about the World-Eater than anyone else alive today.
- It is said that in spite of the World-Eater's rows upon rows of deadly, massive teeth, its mouth is so large that it usually swallows islands whole. Perhaps there are those who have survived being eaten? Perhaps there is an entire culture to be found inside the World-Eater's stomach, filled with people who survived their entire livelihood being eaten alive?
- The World-Eater is said to be completely blind, and has no sense of smell. With only its ears to lead it, perhaps you could distract it or lead it somewhere?

The World-Eater (As a Location)

Sometimes, entire societies get swallowed up in an instant, and they find themselves inside the World-Eater. Sometimes, they might even delude themselves into thinking they can escape.

Moves:

- Open or close a sphincter, opening or closing off a passageway
- Crush down with muscle or bone
- Flood a digestive passage with acid
- Attack with massive parasites
- Suddenly twist, turn or lunge, changing the direction of gravity inside of it

Triggers:

- When a muscle, artery, or organ is damaged, flood the area with thick black blood.
- When a nerve is pinched or attacked, flail wildly, sending those inside rolling about.
- When an escape route is created with violence, begin regenerating the wound immediately.

The World-Eater (as an Antagonist)

When you manage to piss off the World-Eater and it focuses all its attention on you, well. Why the heck did you do that?

Moves:

- Devour an island or ship in an instant
- Smash through anything put in front of it

Triggers:

- When you attack it hard enough that it feels the damage, it lashes out blindly in the direction of the damage.
- When an excessively loud noise is heard, the World-Eater chases after it.
- When anything less than the above happens, the World-Eater ignores it.

CREATING A GIANT MONSTER

A Giant Monster is a bit different from the regular ones. You can't go toe to toe with a creature 10 times your size – it just will not work out well for you. So, when creating your own giant monster, you can't follow the normal rules. A giant monster can fill an entire session by themselves – they require a bit more understanding and a lot more effort for the players to deal with, and so, they have an appropriate amount of extra fictional backing to them.

When creating your own Giant Monsters, use the following rules.

Name your Giant Monster.

Determine its Size.

Define its Instinct.

Give it Tags.

Make up some Rumors.

Give it Moves as a Location.

Give it Moves as an Antagonist.

Name Your Giant Monster

Come up with a concept for the Giant Monster, as well as an appropriate name. Whether the name is impressive or cheesy is up to you.

Determine its Size

Just how big is this monster? Giant Monsters can come in three different sizes:

Huge: *At least as big as a house*

Colossal: *At least as big as an island*

Titanic: *At least as big as a continent*

Whichever size you pick, Giant Monsters do not have a Damage or HP stat – by virtue of being a Giant Monster, they are unable to be killed just by hacking at them enough with a sword, and they can hit hard enough to paste anyone they manage to get a blow on. When using a Giant Monster, make their moves impressive and huge, but also make sure to give the players opportunity to avoid them as well – it's no fun being killed instantly by something you couldn't see coming, even though these monsters are certainly big and strong enough to do just that.

Define its Instinct

What does your monster do? What does it want? What does it accomplish? A monster's Instinct is there to remind you of these things, and if you ever draw a blank on what a Giant Monster should be doing next, look to its Instinct.

Give It Tags

Giant Monsters use the same tags as normal monsters do. Pick out whichever tags best fit your new monster from page 224 of *Dungeon World*.

Make Up Some Rumors

What might be true about this monster? What legends surround it, what have the players heard about it? Are the legends true? Come up with a few Rumors about your new monster, and share them with the players. For the best rumors, some of them should be contradictory, and some of them should be false, either entirely or partially. Good rumors include legends about it, superstitious weaknesses, rumors of people who have confronted or defeated such a beast before, or past deeds of the monster.

Give It Moves as a Location

Part of the appeal of Giant Monsters is their sheer size. They're so large that they could be used as a dungeon or a travel location themselves! Of course, traveling on top of or through a giant monster isn't the safest way to travel. Some Locations will have a damage stat – since the monster is not directly trying to kill you, various elements of it can deal lesser, normal damage values.

Giant Monsters have a list of moves that work just like Dungeon Moves (page 170 of *Dungeon World*): As long as the players are in the monster's area, its moves are added to the GM moves available. What exactly a monster's area is can vary – the world-eater's area is inside of it, and the Khesat colony's area is the colony itself rather than any given spider. You need to decide what sort of area your players need to be in for your monster's Location moves to take effect.

Each Location has between 3 and 5 moves. Two of these moves should be descriptive – what is the location like? What makes it unique and dangerous? At least one move should be a direct obstacle – what makes them hard to navigate or travel through? And at least one of these moves should give the players a break – what advantages might this area give them? What can they use to get through safely, or at least less dangerously?

Next, determine what Triggers your Giant Monster has. When a trigger is fulfilled, whatever is listed after the trigger happens immediately. A Location should have at least two triggers. Some suggestions for triggers include: When it dies, when the players provoke it, when the players make an offering, when you talk things out, when something gets destroyed or damaged, etc. Having a trigger that makes the monster Antagonistic is recommended, but optional.

Give It Moves as an Antagonist

Of course, giant monsters are still monsters. When you really get one on its bad side, that's a dangerous place to be. Antagonistic giant monsters work much more like normal monsters do, except they tend to be on a completely different scale than normal monsters. If the players want to stop or kill a giant monster, they'll probably need to deal with it as an antagonist at some point, and they will need to find a weak point to exploit if they want to kill it.

An Antagonist monster has at least 2 moves, but no more than 5 or 6. One of its moves should be an attack – what does it do to something that gets in its way? One of its moves should be a threat – a show of force, a declaration of intent, something to scare the players with. More mobile monsters will need a move to show how they get around. Tougher monsters may want a move that lets them power through obstacles and attacks. More violent monsters should have a move related to causing collateral damage or doing overkill.

Next, determine the Triggers your Giant Monster has. When a trigger is fulfilled, whatever is listed after the trigger happens immediately. An Antagonist should have at least two triggers, but more is better. Triggers give your monster a game plan, a personality – what do they do when faced with certain types of strategies? Build your monster's triggers around what people usually do against it, and around foreseeable actions

against it, and how the monster will respond. Use these triggers to give your monster strategies, personality, and weaknesses.

A tip when designing triggers: Not all of them should be built around making your monster scarier. Some of them should, of course, but a trigger like “when presented with an old family photo, the phantom will begin to sob for a while” is also good. Triggers can be an excellent way to flesh out a creature’s weaknesses, and you can add them to normal monsters as well. Triggers are not exclusively for giant monsters, but all giant monsters should have them.

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 Stanley, Jussi Satuaho-Feder, Justin Coleman, Justin
 Miland, Justin Mohaircoat, Justin Sandhu,

Justin Schmid, Justin Wightbred, K J Miller, Kai Tave, Kai Yau, Kaja Rainbow, Kasper Brohus Allerslev, Kath, Keith E. Clendenen, Keith Preston, Keith Stetson, Kelly van Campen, Ken Blakey, Ken Finlayson, Ken Ringwald, Kendall Uyeji, Kerry Harrison, Kevin Berger, Kevin Caldwell, Kevin J. "Womzilla" Maroney, Kevin Leach, Kevin W, Kinahto, King Crackers, Kingston, Kirby D. Bridges, Kirk Sefchik, Kreg Mosier, Kristopher Volter, Kronusdark, Krysmphoenix, Kurt, Kwyndig, Kyle Schmelz, Kyle Simons, Kyle Strohbeck, Lakas Parreñas Shimizu, Lenny Pacelli, Leon Durivage, Leonardo Prunk, Lester Ward, Lila Papiernik, Lindsey Wilson, Lisa J. Black, Liz Homer, Lochutus, Loki Carbis, Luis Velasco, Lukas Myhan, Luke Bailey, Luke Mc., Luke Rule, Lyndon Baugh, M. Kailus, M. Sean Molley, M.W. II, Magnesium Bruisder, Manu Marron, Manuel Sambs, Marc Majcher, Marc Margelli, Marcelino Soliz, Marco "_Journeyman_" Bignami, Marcus Fossmeier, Mario Bolzoni, Mark Argent, Mark Hanna, Mark Miller, Mark Monaghan, Mark Parker, Mark Shocklee, Markku Tuovinen, Markus Viklund, Marshall Miller, Mat Mailer, Mathew Breitenbach, Matt Aaron, Matt Blair, Matt Bresee, Matt Capizzi, Matt Compton, Matt Honderich, Matt Kay, Matt Landis, Matt Leitzen, Matt Logan, Matt Penniman, Matthew "Random_Interrupt" Keevil, Matthew Couch, Matthew Coverdale, Matthew Edwards, Matthew Gagan, Matthew Klein, Matthew Laughlin, Matthew Lind, Matthew McFarland, Matthew Orwig, Matthew Rietman, Matthew Rolnick, Matthew Sullivan-Barrett, Mauro Ghibaud, Max "Ego" Hervieux, Max Baxter, Max Kaehn. MaxLinskey, MC3, Mendel Schmiedekamp, Merciful Hacker,

Michael Allen, Michael D Blanchard, Michael De Rosa,
 Michael Feldhusen, Michael Hill, Michael Kennel,
 Michael Langford, Michael Lawrence, Michael Llana, Michael Miller, Michael Ostrokol, Michael Ray,
 McLaughlin, Michael Sands, Michael Swadling, Michael Tree, Michael Walsh, Michele Gelli, Mike Garza, Mike Shea, Mike Wawrzyniak, Mikhail Kamnev, Mikhail L., Gordin, Miscavish Family, Misha Polonsky, Mitch Just, Morgan Ellis, Morten Bergsten, Myles Corcoran, Nat "woodelf" Barmore, Nate Moffat, Nathan Black, Nathan Mooney, Nathan Pearce, Nathan Prather, Neal Tanner, Ned Damon, Nemo Hana, Nicholas Cadigan, Nick Bate, Nick Kerr, Nick Nystrom, Nick Riehl, Nick S., Nick Simpson, Nicolaas Webb, Nicolas Brian, Nikitas Thlimmenos, Nina Fabiano, NinjaDebugger, NoName, NPC Chris, Olna Jenn Smith, Orion Cooper, Pablo Doba, Pan "Chigui" Wyatt, Parker Harris Emerson, Pat Gamblin, Pat Malone, Patrice Hédé, Patrick Brewer, Patrick Curtin, Patrick Dunn, Patrick Holzman, Patrik Renholm, Paul C, pAuL dRuSsEl, Paul Echeverri, Paul Sharpe, Pavel "Snarls-at-Fleas" Berlin, Pavel Ojeda, Pete Griffith, Pete Hurley, Peter Aronson, Peter Gates, Peter Goderie, Peter O'Hanley, Peter Rebecca, Peter Steponaitis, Phil Burge, Phil Wong, Phil Wright, Philip "xipehuz" Espi, Philip Hartman, Phillip Meiser, Phillip Pierce-Savoie, Phubar, Pierce, PublicOpinion, Quentin Bourne, R Kirchner, R Zemlicka, Rachael Storey, Raechel Coon, Rafe Ball, Ralph Mazza, Raoni Cananea Monteiro, Ray Schmidt, Raymond Beckmann, Reverance Pavane, Richard J Rogers, Richard 'Vidiian' Greene, Rick Ferraro, Rick Neal, Riley Nikto, Ringo,

Rob Brennan, Rob Ferguson, Rob Rendell, Rob
 Soirgriffe, Rob Townsend, Robbie Cameron, Robert
 Biddle, Robert Cernel, Robert Davison, Robert J.
 Finamore, Robert McGaughey, Robert Slaughter,
 Robert Stehwien, Robert Vincent, Robin Poole, Roger
 Eberhart, Roland Volz, Ross Hunter, Ross Willard, Roy
 from RooSackGamers, RSIXidor, Russell Hoyle, Ryan
 Abrams, Ryan Gigliotti, Ryan Macklin, Ryan Percival,
 Ryan Perrin, Sage, Sam Roberts, Samuel Munilla,
 Samuel Roberts, Sandster, Sarn Aska, Schedim, Scorik
 Egor, Scott Acker, Scott Dorward, Scott Galliland, Scott
 K. Johnson, Scott McGougan, Scott Sutherland, Scott
 the Book Liker, Sean "High Definition", Sean Curtin,
 Sean Lacy, Sean M. Dunstan, Sean Milliff, Sean P.
 Soderlind, sentrygun, Seth Harris, Seth Wilcox, Shane
 Jackson, Shane Mclean, Shane Zeagman, Shawn Click,
 Shay Stringer, shh, Silvio Herrera Gea, Simon
 "trooper94" Silva, Simon Ward, Sir Corvus, Sir Dubless,
 Sir Izzy, Sophia Brandt, Sorceror Blob's Private Eye,
 Sören Kohlmeyer, Stacy E. Braxton, Steel Thul,
 Stephanie Bryant, Steve Bush, Steve Discont, Steve
 Lord, Steven D Warble, Steven K. Watkins, Stew
 Wilson, Stras "The Captain" Acimovic, Stuart
 McDermid, SwiftOne, T Rudolph, T. Amber Bezpalko,
 T.Killen, Tadhg Hackett, Talison "Dr. FLGD" Crosby,
 Talon Waite, Tanaka84, Tannyx et Miettinator, Tara
 Imbery, tavernbman, Ted Novy, Teddy Kirwan, Teppo
 Pennanen, The Jandelay Brothers, The Minotaur of Elk
 Grove, The Real James Orr, Theresa Green, Thomas
 Ryan, Thor Olavsrud, Tim & Ashley Pemrich, Tim
 Cooper, Tim Czarnecki, Tim Franzke, Tim Rodriguez,
 Timothy Schroeder, Timothy Walsh, Tobias McNabb,

Todd Grotenhuis, Tollymain, Tom, Tom Fitzsimons, Tom Miskey, Tom Walker, Tone "Zicon" Berg, Tony Hirt, Travis S. Casey, Travis Stout, Trent Harrison, Trevor Bart, Trey Palmer, Trip Space-Parasite, Tristan Smith, Trygve Lie, Tsvika S., Twyla Campbell, Tyler Heath, Tzaleyna, UndeadGoblin, UntimelyBrigand, Unzealous, Uwe Schumacher, Valentina Mauro, Vasiliy Shapovalov, Victor Eichhorn, Victor Wyatt, Vincent Arebalo, Vincent Baker, Vincent Gonsalves, Vincent Malley, Vinicius Freire, Vivian, Warren Merrifield, watergoesred, Wes Price, Will Thompson, William "Evil Midnight Lurker" Ashley, William Hensley, William M Wilson, Willow Palecek, wraith808, Wynand, Xander, Yoshi Creelman, Yragael, Zach Bertram, Zach Sylvain, Zach Zimet, Zachary Sammons, Zalzator, Zane Dempsey, Zhuang Zhou David, Zoldar

APPENDIX NVERSE

A collection of inspirations

This is a semi-comprehensive list of all the cool things we were looking at and drawing inspiration from when working on Inverse World. We hope you will look at them too.

Skies of Arcadia	Pirates of the Caribbean
Firefly	Treasure Planet
One Piece	The Legend of Zelda series
Green Lantern	Star Wars series
Megas XLR	Metroid series
Iron Man	Team Fortress 2
Steamboy	Kid Icarus
Shadows of the Colossus	Cowboy Bebop
Fist of the North Star	Jojo's Bizarre Adventure
Bastion	Assassin's Creed series
Mirror's Edge	Batman
Avatar: The Last Airbender / The Legend of Korra	
Tengen Toppa Gurren Lagann	
Earth Defense Force 2017	

SPECIAL BONUS

In the Inverse World Kickstarter, there was a “Design A Playbook” tier. At this tier, the backer would work with Jacob Randolph to design a playbook for the Dungeon World system, and what they did with it from there was up to them.

Pan "Chigui" Wyatt was the one who backed at that tier, and she worked with me to design the Rainlord, a unique playbook specifically for use in the Inverse World setting. She asked that I include it in the Inverse World book, and here it is. You can get the character sheet for the Rainlord here:

<http://tinyurl.com/rainlord>

The last pages of this book are dedicated to the Rainlord. Thank you very much, Ms. Wyatt! Without you, this playbook would not be possible. Be sure to visit her website at <http://chigui.net> And if you happen to see her, give her a high five.



THE RAINLORD

THE RAINLORD

Rain is a vital aspect of the Inverse World. It flies up to the sky, and it drips down to the sun, and every nook and cranny of Invells has felt the rain's touch at some point. Every single drop is sent out on a mission, but not every single drop returns.

Sometimes, these drops get stuck somewhere along the way, their messages undelivered. When lots of these drops get stuck in the same place, all their messages muddle together, and in their place, thoughts form. When enough thoughts and water gathers in one place, a Rainlord is born.

You were born into this world with a hundred missions and a hundred divinities, long forgotten in their purpose. Remember, Rainlord, and deliver your message unto the world.

NAMES

Choose one or two, or make up your own:

Double, Mint, Orlania, Torrentia, Myst, Pann, Typhoon, Zet, Poseidon, Hydros, Cloud, Retsin, Chaos, Venom, Ralos, Cida.

LOOK

Choose one from each list:

- Blank Eyes, Empty Eyes, or Glowing Eyes
- Lithe Body, Featureless Body, or Inhuman Body
- Bubbling Skin, Elastic Skin, or Swirling Tattoos
- Full-body Wrappings, Mostly Naked, or Simple Tunic

STATS

Your maximum HP is 4 + Constitution.

Your damage die is d8.

DRIVE MOVES

What single thought has driven you your entire life?

Choose one:

- **Blasphemy**
Upset the rightful order.
- **Salvation**
Save another from certain harm.
- **Worshipping the Divine**
Advance the agenda of your god.

STARTING MOVES

You begin play with all of the following:

Liquid Body

Underneath a thin layer of semi-amorphous skin, your insides are entirely made of liquid, from Sola's blessed rains. As a result, your body can stretch and compress in ways that bodies of flesh cannot possibly mimic.

You can fit through incredibly narrow gaps - anything you can reach your arm through will fit your entire body. **When you Defy Danger by taking advantage of your body's inherent flexibility**, roll +Ward.

When you wield a Hand weapon, it also gains the Close tag.

When you wield a Close weapon, it also gains the Reach tag.

Rain Man

Wherever you go, the rain will always follow.

Whenever you Make Camp, it will rain in the area around you. **When you spend at least a short rest in water, rain, or fog**, you hold 3-Rain.

At any time, you can spend 1-Rain to fill the area within Reach around you with rain or fog, your choice. The rain or fog will only last a minute or so, but it will come even if you are indoors or underground. This rain or fog moves with you for as long as it lasts.

Liquid Cache

With a body made entirely of liquid, you can carry your supplies inside of you, as long as the water would not ruin them and you do not exceed your Load. Supplies held inside you can never be taken from you without your permission, but they are clearly visible inside you if you don't cover up. You can retrieve anything hidden inside you at any time, without needing to dig through your body for it.

Deluge

When you unleash a blast of water from inside your body, spend 1-Rain and roll +Ward. **On a 10+**, choose three. **On a 7-9**, choose two:

- You slam back a single enemy within Reach, pushing them straight away from you up to Near range. **If they slam into something or someone**, deal your damage.
- You create a wave around you, knocking everything within Reach off their feet.
- You don't waterlog, sweep away, or damage anything or anyone important, either around you or from your Liquid Cache.
- The big splash doesn't draw any unwanted attention.

You begin the first session with 2-Rain held.

ASPECT: LIQUIDITY

Determine the nature of the liquid that makes up your body:

- **Fire**

Your Ward stat is +STR.

Your body is liquid fire, which spreads to any liquids you touch. **When you are in water, rain, or fog**, enemies who get Close to you take 1d4 damage.

- **Light**

Your Ward stat is +CHA.

Your body is brilliant and shimmering, providing a shining beacon for others to follow. You can never become lost due to inclement weather, darkness, or fog, and your allies gain this benefit while they are near you. In addition, you take +1 to Undertake a Perilous Journey.

- **Metal**

Your Ward stat is +CON.

Your body is liquid metal, making it difficult to harm you when you have liquid on hand. **When you are in water, rain, or fog**, you gain +1 Armor.

- **Shadow**

Your Lore stat is +WIS.

Your body is dark and ethereal, making you difficult to spot. **When you are in water, rain, or fog**, you cannot be seen unless you want to be.

BONDS

Fill in the name of one of your companions in at least one:

_____ has a mission I must help them complete.

_____ does not understand me, and I do not understand them.

My duties rely on the help of _____ .

GEAR

Your Load is $7 + \text{STR}$.

You start with monster feed (8 uses, 1 weight), which you can eat just fine.

Choose your weapon:

- A dagger of liquid metal or ice (hand, thrown, 1 weight), invisible when inside your Cache.
- A blessed sword (close, 1 weight), which glows in the presence of those who mean you harm.
- A collection of knives (hand, precise, 1 weight) and (near, 3 ammo, 1 weight).

Choose two:

- Lightweave armor, worn under your skin (1 armor, 1 weight)
- A rain bottle (1 weight) (page 242)
- A badge of rank and 30 coin
- A healing potion and adventuring gear (5 uses, 1 weight)

ADVANCED MOVES (2-5)

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

Do The Wobbles

When you wobble away from an opponent's attack, roll +Ward. On a 10+, choose two. On a 7-9, choose one:

- You avoid their attack
- You slip away to somewhere they can't follow you
- You taunt them, drawing their full attention

Divine Protection

When you wear no armor or shield, you have 2 Armor.

Holy Water

When you touch someone, skin to skin, and bless them with holy water, roll +Ward.

On a 7+, you heal them of 1d8 damage or remove one disease. **On a 7-9,** the damage or disease is transferred to you.

Hydrokinesis

When you are in water, rain, or fog, you can Volley by shooting intense jets of water at your enemies, rolling +Ward instead of +DEX. This attack has the tags Near and Forceful. **When you would mark ammo with this weapon,** spend 1-Rain instead.

Liquid Expulsion

Everything in your body gains the Near and Thrown tags, and you can Volley with them without using your hands.

Liquid Weapon

You gain the ability to create a unique signature weapon out of water. Gain the Fighter's Signature Weapon move. Your signature weapon is always stored inside your Liquid Cache until you need it. **When your signature weapon leaves your hands,** it is immediately destroyed, but you can recreate it by spending a few moments of time and safety.

Mobile Dabbler

Gain one non-multiclass move from any class list. Choose the move as if you were one level lower than you are, unless that move rolls +DEX or improves your ability to get around.

Serenity

When you calmly walk through a dangerous situation, take +1 to Defy Danger.

Stretch Arms Long

When you stretch a hand out to grab something, you can reach anything within Reach and pull it to you. **When you grab something heavier than you in this way,** you are pulled to it instead.

Wall Walking

You can climb along solid walls and ceilings as quickly as you can walk or run, regardless of their texture or composition. **When you are climbing,** you only have one hand free to take actions with. You may carry one person with you while you are wall walking, but you can't use your hands at all while you have a passenger.

ADVANCED MOVES (6-10)

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

Divine Apotheosis

The next time you sleep after taking this move, you receive visions of your creator's true nature. Choose a feature associated with the deity who formed you (magnificent wings, dark and terrible claws, a third eye that sees all, etc.). **When you awake,** you permanently gain that physical feature.

Divine Armor

Replaces: Divine Protection

When you wear no armor or shield, you have 3 Armor.

Liquid Reservoir

When you spend at least a short rest in water, rain, or fog, you hold 5-Rain instead of 3. **When you take damage,** you can spend 1-Rain to take 2 less damage.

Fantastic Reach

Replaces: Stretch Arms Long

When you stretch a hand out to grab something, you can reach anything within Near range and pull it to you. **When you grab something heavier than you in this way,** you are pulled to it instead. You can also use your arms to pole vault or swing like a vine, allowing you to cross gaps easily.

Mobile Initiate

Requires: Mobile Dabbler

Gain one non-multiclass move from any class list. Choose the move as if you were one level lower than you are, unless that move rolls +DEX or improves your ability to get around.

My Body Is An Ocean

When you are in water, rain, or fog, all of that water, rain, or fog counts as part of your body until you leave that body of water, rain, or fog. You can be anywhere and everywhere within your expanded body, at any time. Anything that completely fits within your expanded body is considered to be inside of your Liquid Cache.

Move Like Water

When you block or dodge a physical attack from an enemy, they land prone within Reach of you.

Outmaneuvered and Outfought

When you attack an opponent who is surprised, defenseless, or at a disadvantage, you deal +1d6 damage to them.

Ultimate Warding

When you Defy Danger with your Ward stat, on a 12+, you succeed beyond all expectations. The GM will offer you a better outcome, a moment of divine perfection, or an opportunity for great calamity.

Water of Life

When you imbue a dying or recently dead body with some of your lifewater's essence, they return to life, whether they like it or not. You gain leverage over them, and they count as both living and undead.

RUZU AND CRECK

By Greg Stolze

Ruzu screamed as she fell into the sun.

All her life she'd been warned that one misstep, one careless moment, could send her plummeting towards Sola's ever-hungry mouth. But she hadn't been foolish, hadn't been careless... she'd just been trying to save her bird. How could that be wrong?

(She'd heard that if you fell from far enough, you'd go so fast you'd outpace your voice. But when her shrieking stopped, she realized it was because she was out of breath.)

All her life, she'd flown with her parents. She was proud to be the child of a skyship captain, one who'd built it himself without the backing of a lord or nation... her father Jang had scavenged lost magic from fallen enchanters, buoyant bones from mighty flying monsters, hot-air cells and propellers and sails from the warships that foundered during the battles between mighty island nations. She'd known how to be safe: Always have two link cords, front and back, and keep one hooked at all times.

(She looked behind her. Her aft cord was still snarled in a trailing safeline, its edges lashed to heavy anchoring rings. The rings, in turn, were bolted onto shattered pieces of wood from the ship's now-ruined superstructure.)

Their ship had been called *Bright Venture* and they'd sailed from island to island, sometimes dipping down to the cloud sea with metals fallen (or flung) from the rim. Mainly though, they stuck to the islands, where they could feel better than

everyone else, rather than go down in the clouds and feel worse.

As she plunged... and the clouds didn't seem any closer... Ruzu realized that, yes, that was definitely true. She'd felt she was superior to all the island-gubbers (as she'd overheard her mother Lyida, who was from the cloud-sea, call them) who clung to one mile or five their whole lives and never saw anything different unless someone like Ruzu and Jang and Lyida brought it to them. But she had to admit, they were also much less likely to die at a high rate of speed, plummeting into the mouth of an embarrassed god.

Still winded, she twisted her small body around, trying to see something, anything, in any direction, that might save her or at least arrest her plunge. There was a strange instant of stillness—Creck had spoken about “the empty moment” of a fall, when you move so fast you can't move any faster. Had she just had that? She no longer felt the pressure of speeding up, only a floating looseness, the way the *Bright Venture* had felt when it was under sail power only, matching the wind perfectly and seeming immobile even as islands swam into view and clouds passed away below.

The *Bright Venture* was wreckage. Her father was probably dead. Her mother too, Jang and Lyida might have died trying to go back and save her, just as she'd tried to go back and save the bird.

Tawny. She'd named the bird 'Tawny.' She'd watched a Sky-Biter swoop down on a tiny atoll, little more than a floating clot of dirt that had somehow accrued around a float-bone and reached an equilibrium point where it would neither rise nor fall. The Sky-Biter had killed the bird's mother and

she'd been sad about that, but it wasn't until she saw it going after the little one in the nest that she'd cried out, had told Creck to do something.

"Why?" he'd asked.

"It'll die!"

"Everything dies." She didn't like Creck much. Like a piece of broken scrap, he was something her father had found, something useful but unattractive and requiring constant maintenance.

"Please please please kill that Sky-Biter for me!"

The young bird, which would become Tawny, had fluttered, trying to get away. The Sky-Biter chased it over the ship, across the deck.

"I don't give a beggar's curse whether it lives or dies."

"Kill it kill it kill it!" she'd whined. She knew her voice was annoying when she sniveled like that.

With a frown, Creck had picked up his harpoon and thrown it straight through the Sky-Biter, just as it broke the smaller bird's wing.

"There's nothing worth eating on those, you know," he'd grumbled, reeling in the line, prying the dead creature off it.

"Oh, it's hurt!" The saved prey had fallen onto the top of the *Bright Venture's* cabin. Without even thinking about it, Ruzu hooked her front safety line to the rail by the ladder, then detached herself from the mast. She scrambled up the ladder and picked up the bird, which was almost as large as her. It thrashed and cawed piteously.

"Not worth eating," Creck intoned from below her.

"I'm not going to eat it!"

"Feed it and you'll never be rid of it."

"Maybe I don't want to be rid of it!"

Creck shook his head. "It's a useless animal."

"I'm going to name it Tawny."

(She decided to get serious about breathing, though her lungs felt terrible, as if they were full of fire instead of air and she wondered if Sola was tormenting her already? Was she just imagining everything she saw when she was, in fact, on the surface of the flame? No, surely she'd feel it on her skin first... wouldn't she?)

She had named it Tawny and had fed it and had bandaged its wing with the help of the ship's surgeon, and when the massive cannons of the warship *Dominant* blasted fire at the *Bright Venture*, she'd gone back for it. Her father had told her not to. He'd told her to stay at the forecastle, it was built over the skull of a great Sweep-Wyrm and wouldn't fall even if the ship broke in half, but she'd slipped away while he was trying to get the fire-spears working again.

She'd seen Creck hurl one of his harpoons across the gulf between the *Venture* and the *Dominant*. It had struck one of the island officers in the shoulder and pinned him to a mast. The man had screamed and tried to pull himself free, blood spraying with each shriek, as he got more still and weak. Then he sagged and died, eyes open, still suck to the ship. He'd died.

He'd died and Ruzu had seen it and she wasn't going to let Tawny die like that. She couldn't.

"Get below girl, don't be a fool!" Creck had shouted at her, but he'd been too far, she'd been close, she'd gotten her link cord hooked to the safeline and climbed towards the nest she'd made for Tawny, up in the aft superstructure, made of

warm blankets that had come to stink of the creature...

...and then something horrible had happened.

She knew something horrible had happened but she couldn't quite remember what, just that it had been tremendously loud, and had made her frightened and sad, and that there was fire jetting sideways from the pilot's house where her mother had been, and the cannon-deck where her father had gone disintegrated into a million splinters, and the forecastle where she was supposed to be broke free and soared upwards as marines from the *Dominant* hauled at cords to bring the two ships together. But she couldn't really remember those things. Couldn't let herself. She knew they'd happened, but her mind shied away from them, and then she'd started to fall.

She must have passed out. That was it. Something terrible had happened, and it had gone dark. In fact, she was going dark again. Without air, it was like a big black throat was swallowing her, gulping her down before the bright sun could.

#

Creck groaned and shook his head. His first thought was, "Not again."

He opened his eyes.

Creck was a large man, not as tall as his friend Jang but much broader, and he found himself wedged in the wreckage of the *Bright Venture's* main deck. Some island dictator had built a warship and was trying to seize or wreck any independent skycraft. He'd seen it before. He hoped it wasn't

religious this time.

Instinctively, he checked his right hip. The dark, nearly-black wood felt warm to his touch and he felt a strange mix of relief and regret. His burden was with him still.

Shoving timber and wracked metal aside, he realized he was falling, albeit gradually. The *Venture* had an assortment of lighter-than-air materials, magical and natural and uncategorized, laced through its asymmetrical design and balanced using principles that only Jang had truly understood. It was mere chance that Creck had wound up atop this piece of flotsam, instead of dangling underneath it. It was only luck that he wasn't plunging towards the sun or racing away from it on a cut-loose piece of buoyant scrap.

Looking around, he realized that the *Bright Venture*, his home for four years, was no more. He swore. Then he cast about to see if there was any way to slow his fall or change its direction. There was canvas and line... that would do for a while.

He was kindling a star-fire under a bag made of thunderworm silk to get more loft when he heard the impatient *skreee* of that creature Jang's daughter had so doted upon. It gave him a pang, to think of that whole family dead and one worthless beast surviving them. Then he saw that it was clutching Ruzu's limp form. It couldn't lift her—not even close—but it was trying, and it was slowing her descent.

He abandoned the gasbag and pulled hard on the sails, struggling to get his uneven sky-raft over her but... he had no vertical control, he could either continue his slow drift down, or he could disconnect whatever was pressing him up and plummet down past her.

He was as close as he was going to get, and it wasn't very near. He called to the bird but its redoubled efforts weren't enough, not by a long shot. He grimaced and reached for his lightest harpoon.

#

Ruzu wasn't thinking anything anymore. The darkness had taken her and the fire in her lungs had dulled to a warmth, she felt lulled and cradled. When there were storms aboard the *Bright Venture*, she would crawl in the big hammock between her parents for safety. After the thunder died away and the winds calmed, she got to stay, warm and cozy, like this. Had something happened to the *Venture*? Surely that had just been a nightmare...

More pain than she'd known existed erupted through her entire body.

It was stinging, dizzying, hard, breathtaking, aching, awful, deeply *wrong* and it cascaded through her tiny frame before she identified its source as her left leg. Her eyes opened of their own accord and she realized it was all true. The *Venture*, destroyed. Her parents... dead? Lost at best. Falling towards the sun and now, before the gradual frying she'd been anticipating, a lance in her leg with a braided cable of dried jelly-cloud tendrils trailing from it...

The cord tugged and she found she still had air enough to scream. But mixed with her shriek she heard the distinctive cry of her brown-feathered friend, she only realized Tawny had been gripping her shoulders when the bird's claws let go and then her weight fell into the hook and it felt *worse*, like

she was being pulled inside-out through a hole in her leg but it wouldn't come off, she'd seen harpoons like this, they were barbed, they could haul down a gulf-wing three times her weight...

In fact, she'd seen this very harpoon, many times.

"Grab the cord! Grab the line, dammit!"

Ruzu had grown up among sailors, so to her swearing was merely speech. But the speech Creck gave as he implored her to pull was clearly heartfelt. She obeyed, mostly because some part of her agonized, terrified, grief-rattled and air-starved brain realized that if she grabbed the line she could make slack in it, and take pressure off the spike through her leg. She howled and sobbed as she flipped and struggled, very much like a fish on a line, but she got a hand on the line, then two, then wrapped it around her elbows for stability. Creck was hauling it in, towards a chunk of wood and metal with little glowing crystals underneath it, a sail crudely strung to makeshift cleats...

When the line to her wound went slack, the pain eased greatly. It was still intense, and on any other day of her life would have left her sobbing for most of an hour. But after what had come before, the decrease was almost like pleasure. Creck's hands were both rough on the palms from handling lines all the time, but his left hand was smooth on the back, his left arm was bald while his right had a down of coarse black hair.

"I've got you girl, I've got you," he said, pulling her onto the wood.

"It hurts," she said.

"That's living," he replied. "Could you call off your stupid

bird?”

She blinked as she realized Tawny was dive-bombing Creck, swooping in to peck uselessly at the bald left side of his head or claw at the braid on his right before fluttering away.

“Tawny, stop,” she said, voice dry through cracked lips. “Stop, settle, bad bird!”

It perched on a broken-off strut and emitted a piercing shriek.

“This is going to hurt a lot,” Creck said as he knelt down over her leg, “But not for long.”

Much later, Ruzu would wish she could have coolly said, “That will make a nice change,” but she instead had to scream as he unscrewed the barbed head of the harpoon from its wide shaft. She didn’t mean to start thrashing. She didn’t mean to do anything, there was no space in her for intention, the pain had pushed it all out. Creck, though, was used to taking harpoons out of struggling creatures, and his massive knee pinned down her skinny leg as he detached metal from wood and pulled it through the injury.

“Almost done,” he said, voice tight. There was a green bottle in his right hand, the one with the black hair on the knuckles, and his hairless left hand pulled a cork and poured it into her wound. A cloying scent of mint and lime suffused the air, and a delicious chill shivered through her calf.

Both of the survivors sighed for a moment.

Ruzu looked at the patch of flesh, filled in by the magic of the potion. On one side of her muscle was an oval blob of pinkish-white, like a stain against her dark brown skin, and it matched a larger triangle on the other side—one the entry

wound, one the ragged exit where the barb had gone through and snagged.

"I guess it would have matched if you'd used it on yourself," she said. Creck shrugged.

"Healing potions come in all kinds of colors, you know that. I've seen men with claw-marks healed bright blue."

"Is it going to stay that color, then?"

"I guess. It was the only potion I had, so don't get injured again."

For a moment, they sat.

"Thank you," she said at last.

"Sorry it had to hurt so," he replied.

"Why not just throw me the line?" she asked.

"What if you couldn't hold on? I wouldn't have a second shot. I'm just glad it was your leg."

"I could have held on," Ruzu said, folding her arms.

"I'll do it the same next time," Creck replied. Then he started kindling a fire under a gas bag.

#

Over the course of the next 24 hours, their predicament became clearer. With a star-fired gasbag for lift, they could just about maintain altitude, but their fuel was limited. They had no stored food, no water, and the containers they could fashion to catch rain were short term only. Sailcloth gave them mobility... when the winds permitted it. But they had no propulsion, and the doldrum season had already begun when the *Dominant* attacked.

"Are my parents dead?" Ruzu asked.

"You mean right now? I don't know," Creck replied. "If not now, they will be, and once they are, it will all start again."

"I don't believe that," Ruzu said.

"Help me splice these lines," Creck said. She did.

"You believe that though," she said. "You and the people from Heddelfjar?"

"There may not be any others," he said, staring down at his fingers. "The Sun-Blessed were... thorough." He bent forward, eased a knife from the sheath at his left hip, and trimmed up the lines so they wouldn't catch. "But yes, we all believed that as soon as we die, we live again."

"You start again as babies?"

"Yes."

"The *same* babies?"

"And we make the same choices, over and over, living one life forever." He tested the line, then nodded in satisfaction.

"I like our religion better," she said. "We get to have a bunch of different lives."

"You believe you do, anyhow," he muttered.

"Isn't that better than a life that's like a book you read once, forget, then start again from the beginning, over and over and over?"

"We won't know for sure until we're dead."

"Not even then," she retorted. "Not if we just forget everything."

"I think it's going to rain up," he said. With a nod, she started taking down the sails and spreading them horizontally. If they could saturate them in the rising mist, they could wring perhaps a day's water out of them, in addition to perhaps a half-league of lift before the weight of

the water put them in equilibrium. Creck had heated a piece of metal and burned a series of divots into the wooden planks. They'd decant any water they harvested into those, then drink the ashy liquid once they could no longer coax or suck moisture from the cloth.

"The benefit of my belief," he said at last, "Is that if you know it, you make a real try at living right. If I know that cowardice, or cruelty, is a guilt I'll have to feel not just once but over and over... then I don't want to do anything shameful."

As the mist rose around them, they leaned over the edges, mouths open, gaping like sucklerfish to inhale the delicious moisture.

"What about the gods, then?" Ruzu asked, both her lines cleated for safety, running her fingers through her thick hair to try and get some dew down to her itchy scalp. Creck made an indelicate noise. "*Them?* With our beliefs, they go their way and we go ours. To my thinking, that's another benefit."

"Don't the Sun-Blessed believe that when you die, you go to be with Sola and exist in bliss?"

"They believe you experience 'Sola's bliss' if your body burns," Creck said. "The highest bliss, of course, is reserved for those who get the sun's blessing and then burn up alive. But if you die some other way—illness, accident, or kicked to death by someone who's reluctant to accept Sola's *kindly gifts*—then you get reborn for another try, unless your body is cremated within the hour. Each rebirth, though, is farther from Sola, and they say that if you're born deep in the sky-crust, there's no fire at all, just an eternity of cold repetitive

suffering.”

“Did they try to burn you?” Ruzu asked, glancing at his left side.

“You know they did.”

She looked down into the mist. It was swirling, and sometimes, when the light caught it just right, rainbows flashed within.

“The men who destroyed our ship,” she said, “What do you think they believed?”

“Probably the same things as you and your parents,” he said. “If they had faith in the endless cycle, they would never set out as raiders for some ambitious lord.”

“Why not?”

“To do battle, and be cruel, and harden your heart? Doing this once, if you know you can forget it, that is something that can be faced. But to know that you would do your evil deeds over and over, and feel the guilt of them in unbroken cycle? What man could need more of hell?”

“You fight,” she said. “I saw...” She trailed off.

He sighed. “That’s why I still live,” he said. “My life has had very little joy, Ruzu. I hope that I can make some in the years that remain to me, to offset losing my own home. I know,” he said, glancing at her, “Just how bitter that is.” Before she knew it, she was weeping, her tears dropping down as the rain rose around them. The big man beside her gently took his hand in his own, his left hand, the one backed with scars.

#

The two survivors of the *Bright Venture* were tired and parched by the time they saw smoke rising from a tiny fleck of stone floating at the most extreme rim of the cloud sea. They charted a course for it, hoping to find mercy.

"Pull, Tawny," Ruzu said, pointing, and the bird obediently hooked its claws around a thick cable and began flapping towards the smoke. The destruction of the *Venture* was now five days in the past, and Ruzu had managed to sleep a whole night without waking up screaming.

Of the three of them, the bird seemed in best fettle. It roamed far from their raft, coming back with offerings of grass and weeds clutched in its claws, but it couldn't carry much and, of what it brought, very little was human-edible. Creck's harpoon brought down a few flying meals, but even fresh roasted with all of Ruzu's skill (which Creck freely admitted surpassed his own), their small servings of savory flesh only served to remind them of their thirst.

"Let me do the talking," Creck said as they neared, but as soon as she could see figures standing on the turf, Ruzu cried out and started waving.

"Hey! Oh, hello, hello! Our vessel is crashed and we're thirsty! Please, please help us!"

"Greetings, little one," the tallest of the five waiting women said. Her face was impassive. She leaned on a long bow, and her wiry hair was laced through with an abundance of carved wooden rings.

"Good meeting to you," Creck said. "As travelers, we beg your hospitality and indulgence. Has this place a name?"

"Slaver's Rock," one of the women replied.

Ruzu took a step back.

"That's a name of ill omen," Creck said, voice level. At a nod from the tall woman, the others knelt, aiming bows with trailing cords.

"Please," Ruzu began.

"Be easy, we wish you no harm. We're just going to haul your craft closer," the woman said.

Creck's eyes narrowed, but he barely flinched as heavy arrows arced out and entangled their raft.

"We have no flight-ways," the woman said, as her followers pulled the ropes, "And precious little of our own here."

"What is your name, stranger?" Creck asked.

"B'than'thiel," the woman replied.

"That sounds like a Robecki name," Ruzu whispered. Creck looked down at her with a frown.

"What?"

"Mother told me about them," Ruzu insisted, voice rising with alarm. "They take men as slaves and sometimes kill and eat them!"

"Shh!"

"No," B'than'thiel said with a sigh. "The child has the right of it."

"Oh."

"Please, we just want water! Just a little water and then we'll fly away!" Ruzu dropped to her knees, holding out her hands in supplication.

"You are welcome here, girl, but the man-thing must serve, as is our way. He can serve through toil, or we can sell him when the slaver routes pass close, or we can feast on his flesh." Not a flicker of emotion had crossed B'than'thiel's face.

“Have you no pity?”

“All the pity in the world for you. As I said, you may join us.”

“Not without Creck! You’re horrible, I hope you all die!”

“That doesn’t seem likely,” B’tan’thiel said, but her eyes narrowed at Creck’s response. He didn’t beg or negotiate, and he did not seem afraid. He just sighed. His hand dropped to a black-wrapped object at his hip, something the size and shape of a hatchet, if the head was swaddled in black cloth.

“Ruzu,” he said, “Hide your eyes. You shouldn’t have to see this.”

“Kill h—” B’tan’thiel did not finish her words before there was a horrible roar, a scalding blast of heat, and a searing light that looked red-gold even through Ruzu’s shut eyelids. She heard Tawny make a sound of terror, and then there were thuds, and the crackle of flames. She opened her eyes and peered between her fingers.

“Oh Creck,” she whispered. “What did you do? What did you do to them?”

He was wrapping up something shaped like a black hammer and re-securing it to his belt. “Terrible are the weapons of the Sun-Blessed,” he said. “Come. Let’s find where they kept their water.”

#

The island of the Robecki was small. While it was lush with vegetables, it had neither birds nor animals, though it looked like there had once been pens for them, years ago. What it did have was bottles and flasks, and the two survivors happily filled them from a reservoir to restock their tiny craft.

"These will keep a long time," Ruzu said approvingly, piling crook-roots into gunny sacks. She'd always enjoyed a nice roast crook-root.

"Not too much," Creck warned. "We're already adding quite a bit to the weight of our vessel."

"It's lofted by those blue hate-everything stones right?" Ruzu said, around a mouthful of purp-fruit that was only a little past ripe. "Those are going to push back harder the closer we get to Sola, they aren't a fixed loft."

She heard Creck stop moving and turned to look. "What?" She wiped her mouth with the back of her hand.

"You sounded exactly like Jang," he said. "I never understood what he was on about either."

"It's very simple! Some things always push away from the sun with a steady pressure—those are fixed loft sources, like float-bone. As long as it has the right amount of weight, it won't rise or sink. But hate-everything blues push harder when they're close, so they reach equilibrium under a lot of weight in the cloud-sea, but can barely support their own weight once you're past the farthest islands. They're variable loft." She wrinkled her forehead. "Surely everyone knows this."

"Not everyone."

The other resource they found were weapons.

"Balls and bells," Ruzu exclaimed as she pulled a camouflage drape off the largest cannon she'd ever seen. "How could they fire this without splitting the whole atoll?"

"Light loads, I'd guess," Creck said, folding his arms at it. "Wait until your target gets close, pack it with loose stone and something that burns as it sticks... you'd put a power of hurt on a ship and anyone on it. Of course, you wouldn't get a second shot."

"I suppose it's good for keeping people back," Ruzu said.

"And for keeping slavers honest. They're scum," he said, in the tones of someone with personal experience. "Without this wide-throated shouter, what's to keep any well-equipped ship from docking and simply taking what it wants? Obscurity perhaps, but then who would they trade with?"

"We're lucky they didn't fire on us," Ruzu said, examining the ammunition with a frown.

"No motive," Creck said. "They wanted us."

"Are these for a Scitanthi repeater?" Ruzu said, holding up a box with three slim, finned projectiles. Creck shrugged.

"If they have a repeater, I'm taking it," she told him.

"As you wish."

#

They traveled in considerably more comfort to their next stop. It was a floating mansion of pearlescent shell, spiraling out from a center and turfed over at the joints by close-cropped gardens. Steam spouted from its extremities in purposeful puffs, rotating it gently so that all its sides warmed evenly, and all its fields got a taste of daylight in

turn.

“Wave it hearty,” Creck urged Ruzu, as she flapped a red flag of distress.

A blue flag rose on a staff in response—permission to land. Ruzu found sweat on her lip as they approached the platform. A dozen men with lances and bows awaited them.

She’d found the Scitanthi repeater, but with only three shots it was of little use. It was lashed down under their lean-to. She snuck a glance at the black haft at Creck’s hip and suppressed a shudder.

“Announce yourselves!” cried a crisp voice, clarion with the accents of the wealthy inner sea.

“Please sir, we’re castaways, our ship was destroyed and my parents lost...” Ruzu hadn’t realized she was going to speak, but the chance to talk with someone other than her somber companion made the words burst forth like water from a popped bladder.

“Do you know whose home this is?” The speaker had the shiniest helmet and an arrogant voice. His mustache gave the impression of a perpetual sneer.

“Please sir,” Creck said. “We have neither chart nor way-finding tools.”

“Sergeant, disarm them and take them to the holding cells.” The mustache twitched with his dismissive words.

“I cannot permit that,” Creck said sadly, his hand dropping towards his belt. Spears began to descend.

“NO!” Ruzu flung herself between Creck and the others and said “Please, please, I *beg* you, don’t fight him, you mustn’t! I... I don’t think I can see that again and grow up to

be a good person!"

The leader frowned and held up a hand. It did not escape him that this girl showed no fear of his troops, but rather of what the man with her might do to them.

"What are your names, travelers?"

"I am Ruzu, child of Captain Jang and Lyida Stormworsened. This is Creck."

"Creck... of the Heddelfar?" He glanced back, as if to check that his men were still there.

"It's pronounced 'Heddelfjar,'" Creck said.

#

It emerged that they were in, or on, the domain of Hestepher, Lady Glorious and Dowager of Stiddes Island. Specifically, her summer palace.

Ruzu was happy to have a long bath at last, but the garments they gave her, though soft, were complicated and seemed impractical. When she emerged from the guest room, a tall boy perhaps two years older than her said, "You're wearing it wrong."

"We always wore them this way on the *Bright Venture*," she said, sweeping past him with her most dignified expression of disdain.

"It's supposed to be laced in the back and tied shut."

"Not on the *Bright Venture*. We always had to keep our aft safety line free."

His longer legs let him catch up to her and position himself to stop her, in the guise of opening a door for her. That was fine with Ruzu, since she had no idea where she was

going.

"I am Fonch," he said, "Heir to Stiddes Island."

"I am Ruzu," she said and, remembering something of her mother's manner, she proffered a hand for him to kiss. He did. For a moment they were quiet. "Is your companion really the man from Heddelfar?"

"It's pronounced 'Heddelfjar.'"

"My aunt is interested in meeting you."

"We are interesting people, I hope. This way?"

"Permit me."

Fonch led her through winding passages, all gently spinning with the castle's rotation, until they entered through a side door into a wide chamber. At one end stood Creck, ill at ease in a suit of red and gold. Tucked in a belt of decorative metal links was the black hafted weapon, its head safely covered in the black cloth.

Across from him, in an ornate chair, a woman had artfully draped herself, in a calculatedly casual posture that could, in theory, have been accidental in the way that it showed the glory of her blue and green embroidered gown, the curves beneath it, and the rippling cascade of black hair on blacker skin. Glints of jade and diamond nestled in her thick tresses, and her nails were impractically long and elaborately painted. Ruzu instantly knew she was a woman to be reckoned with.

"Creck of Heddelfjar," she said, correctly. "I had thought you were only a story."

"Stories," he said, "Sometimes have happy endings."

"Come closer," she said. He did, stopping at a distance that was well on the respectful side of intimacy.

"Closerrrr," she teased. "I mean you no harm, and if the

tales are true, what could I inflict?"

"Tales grow in the telling. I'm no mighty warrior."

"But you carry one of the doom-hammers." She didn't phrase it as a question. "Is that it?"

"I do, and it is."

"Perhaps the last of them."

"I hope so. It is a wicked thing."

"May I see it?"

"Unveiling its face awakens its... appetite."

She leaned back a bit at that. "Very well. What brings you and your companion to my home?"

"Fate and desperation," Creck replied. As he began to tell of the *Bright Venture*, Fonch put his hand on Ruzu's arm and drew her back.

"I think my aunt is attempting to lure him into an erotic liaison," he said somberly. "She'll not thank us to interrupt."

"Wait, what? Lure him into a what?"

"She seeks to lie with him in the couch of lust," Fonch said. "Among noble circles, such entertainments are common. For example, no one would take it askance if you and I were to engage in such a dalliance."

Ruzu narrowed her eyes. "Explain, please, exactly what you're talking about."

He did.

"What? I'm far too young and small for such things!"

"As you wish." Fonch seemed relieved.

"I don't even have breasts that can touch in the middle!"

"It was just a thought!" He looked away and didn't seem to know what to do with his hands.

"On the ship, people were at that all the time," Ruzu added.

"They thought I didn't know anything about it, but it was not a very large vessel."

Yes, Fonch was definitely blushing.

"Would you like to see my flying suit?" he blurted.

"What? You have one? Oh, yes please!"

#

Later that evening, Ruzu answered a knock at her door. It was Creck.

"That wasn't long enough for a proper amorous sortie," she said.

His mouth opened, then closed. Then he turned quite red, even under the waxy tones of his scars.

"I'm not... I don't... you shouldn't..."

"Oh please, you know Holar and the Delver served on the *Bright Venture*, they left little to the imagination. Plus, there were mother's books."

"Your mother had books about...?"

"Also, Fonch said the Dowager wanted you to."

Creck stepped inside and sank into a thick chair.

"Who?"

"Her nephew, Fonch. He's a bit of a log, but he does fly quite nicely. They have a way to funnel the force of blue hate-everything stones! It's leather from some kind of lizard that lives way down in the deep clouds, or perhaps more like a ray... if you make a cone of the leather, it turns their loft into thrust!"

"Fonch is the heir to Stiddes Island, then?"

"I guess," Ruzu said. "He suggested a licentious liaison,

but I don't think he really wanted to."

"*What?!?*"

"He certainly didn't press for it when I told him no. I mean, not even a little bit."

"You sound disappointed."

"Well I didn't want him to, but I suppose I would have liked *him* to want to a little more than that."

Creck sank further into the chair, his eyes wide but staring at nothing, his brow furrowed. "I think we'll be leaving tomorrow," he said.

"You know, if you give her what she wants she'll probably provide us with better supplies."

The red tone of his embarrassment deepened closer to purple. "Ah," he managed to say.

"Well?" Ruzu asked, giving him a look of wide-eyed innocence. "Why not?"

"The doom-hammer," he said, looking away. "I... it is my responsibility. What if that lieutenant tried to get his hands on it?"

"Leave it with me," Ruzu said. "I don't understand why you don't just chuck it into the sun, if you hate it so."

"That's just what Sola wants," Creck said, voice now grim. "And I can't put you in any further danger."

"If no one knows I have it, it's probably safer than with you," she said. "But that's not really what this is about, is it?"

"Isn't it?"

She rolled her eyes. "You say you want to have some happiness for your next few trips around life," she said, "But you back away when it lands in your lap. Honestly, if you don't go make sweet love to that beautiful woman, you're

never going to have another chance, right? Never *ever*? And for the rest of your lives, you'll just go 'round and 'round missing the opportunity and always wondering about it on dark nights when you think about your cycle."

He looked away and closed his mouth. His brow cleared. "You know me better than I thought," he said.

Then he unbuckled the weapon and handed it to her. "Don't uncover it except in dire need," he said.

She was visibly reluctant to take it, despite having asked for it. "No fear," she said. "I'm in no hurry to see it... operate again."

#

The next morning, the lieutenant with the mustache looked positively ill as he assured Creck that, yes, the Lady Glorious had bequeathed them the hull of a twenty-foot air-schooner with sails, as well as a full compliment of charts, maps, navigation tools and even a compact terralabe.

"It lacks buoyancy, of course," he sniffed, "But I understand you have a compliment of blue float-stones?"

"We can put the hot air sac over the rear cabin," Ruzu declared, "Rig the sails in a fullwing configuration until we're in the thinner air... she's got nice lines, really slim, I'll bet Tawny can tow her a short distance if there's enough loft."

"Is the Lady... er, available for our leave-taking?" Creck asked.

"Regretfully no." The mustache writhed. "But she has instructed me to assure you you're welcome any time you might desire to... visit."

“What’s your rush?”

At the sound of the voice, Ruzu turned and said
“Fonch!” The lieutenant’s eyebrows rose.

“Young master, this is... irregular.”

“Dismissed,” Fonch said, and when the lieutenant didn’t move, he tilted his head to make eye contact. The soldier ducked his head and muttered, “As my lord commands.”

“Must you leave so soon, Ruzu? I mean... your comments on the suit were very, um, insightful,” Fonch said.

“We must,” Ruzu said. “Now that we finally have navigation and propulsion, there isn’t a minute to lose! We have to find the *Dominator* and see if anyone from the *Bright Venture* survived.”

“Like your parents,” Fonch said.

Ruzu turned red, then nodded.

“I understand,” he said.

“Young man,” Creck said. “Has your aunt said anything about dismantling the weapon on the Robecki’s atoll? I suggested it to her, or even that she might lay a trap for any slavers who don’t yet know they’re gone.”

“She... hasn’t mentioned it,” Fonch said.

“It might give that gentleman you just spoke to something important to do. He seems... dissatisfied in his role here. A chance to burn some slavers might ultimately be good for everyone involved.”

“Except the slavers,” Ruzu added.

“I would consider them better off on fire,” Fonch said. “I might lead such an expedition myself.”

“All the more reason to take a loyal retainer whose first

instinct might be to say ‘no.’”

“I’ll make sure I bring it up with her. Or perhaps with him first, and then her.”

The pair exchanged a level look. Fonch stuck out his hand and Creck shook it.

There was an awkward silence.

“I put some blue-thrust bending leather in the hold,” Fonch said at last, all in a rush. “A personal gift.”

Ruzu flung her arms around him and kissed his cheek.

“That’s enough,” Creck said, but he was smiling. “Let’s catch this next gust.”

#

As they sailed away, Creck thanked Ruzu for her advice. “You were right,” he said.

“Well you clearly gave satisfaction,” she said, rapping her knuckles on the boat’s prow.

“Or she was so embarrassed on my behalf she bought me off and wouldn’t see me,” he said.

She shrugged. “Either way, this is a yar vessel.”

#

The next time Creck had to unveil the doom-hammer was when a pirate ship swept them up in nets and attempted to board them. By that time, Ruzu had constructed a flying suit of her own, in which two funneled bluestones on her boots let her leap great distances, or fly at will with Tawny pulling her. While Creck held off the boarding party, she flitted under the

pirate vessel, set its hull listing with star-fire fuel, then managed to ignite one of its powder magazines. The explosion left it barrel-rolling, its crew plunging sunward or clinging for dear life, while the tiny schooner—christened the *Brighter Venture*—broke free and zipped away.

#

When they got to the island of the Razor Duchess, they learned that the *Dominant* had floundered.

“Aye, she was taking a load of captives to the ransom-yards of Port Far-Hope when there was some kinda uprising,” a grizzled barman with one jade eye told them. “But first things first, what be ye drinking?”

“Whiskey,” Creck said.

“The same,” Ruzu added.

“She’ll have milk.” Creck gave her a glance, which she ignored. “What do you mean, an uprising?”

“One of the prisoners was a wrencher, or some say a *wizard*,” the innkeep said, setting up glasses, then peering at Ruzu’s and swapping it for a marginally cleaner one. “The craft had taken some damage, and this tool-monkey found a fissure to the float bones in the middledeck. That’s one story anyhow... that he threw the whole craft out of balance and escaped while it was topsy-turvy.”

“Did this fellow have a name?” Creck asked. “Or did anyone know where he’d come from?”

“He was a captive from a ship called the *White Adventurer* or something like that.”

#

At Port Far-Hope, they spoke with a crewman from the *Dominant* who'd jumped ship for fear of naval discipline. He knew little more than they'd already heard, but he did describe a couple who could have been Jang and Lyida, or could have been the Delver and Holar. They'd managed to seize one of the *Dominant's* hot-air escorts and had set a course straight up.

Creck and Ruzu exchanged a glance. "The forecastle," Creck said.

"It had a huge floatskull at the center," Ruzu said. "Without the rest of the ship weighing it down, it would have made a hard ascent."

"If your parents were alive and thought you were in it..."

"Shh." She cut her eyes towards the sailor. Creck paid him off and they set a course to the Big Island.

They considered themselves fortunate to get a paying passenger, who was fleeing what he described as a 'domestic entanglement.' When he drugged Creck and tried to take control of the *Brighter Venture*, Ruzu wound up having Tawny mangle a large percentage of his handsome face.

On Big Island, they discovered that their guest's reputation had preceded him, and they were happy to collect a bounty for his capture. In addition to resupplying their larder, Ruzu spent her part on ammunition for the Scitanthi repeater, which she had lovingly restored.

Big Island was well named, the most populous piece of land in the region by far. Searching for news about the *Bright Venture* they heard a thousand rumors and few facts. In the

end, they decided to continue out to the very edge of the world and, if nothing better presented itself, consult the Oracle Omnoculous.

#

“There,” Ruzu said, dragging something impenetrably black and noisomely moist before the massive onyx and chalcedony ziggurat, which dangled from the roof of the world like a teat off a pregnant sow. A platform of heavy wooden planks hung below it, chained and tied to the soil above, maintained since time immemorial by the monks of the Omnoculous temple who blinded themselves so that they might be guided not by their own eyes, but by the will of the Eye Above All.

“The head of the last foul-spawn, as requested.” She was still caked with filth from their quest and battle. Some of her bandages were old and soiled and starting to loosen over scabbed-over wounds. Others, like the ones on her hands, were fresh.

With a stony grinding, the Eye on the top of the temple opened.

“YES,” an echoing voice replied. “YOU HAVE DONE MY WILL AND SHALL BE REWARDED WITH YOUR HEART’S DESIRE.”

“About damn time,” Ruzu muttered, glaring.

Beside her, Creck remained silent. He’d taken a terrible blow to the head, and it had never really stopped hurting. It had been a week, and the vision in his left eye was refusing to clear. He was starting to worry.

“THE ISSUE,” boomed the Oracle, “IS THAT YOU QUESTERS TWO HAVE NO SINGLE DESIRE.”

“What? That’s ridiculous!” Ruzu cried, hands on hips. “All I want to know is where my parents are!”

“THE ORACLE OMNOCULOUS SEES ALL, ISLANDS, CLOUDS, GODS, BEASTS... AND THE HOPES IN THE HEARTS OF SUPPLICANTS. YOUR WISH IS AS YOU STATE, BUT THIS ONE AT YOUR SIDE...”

“He wants to know the same exact thing!”

“BUT ALSO HOW TO BREAK THE POWER OF THE WEAPON HE CARRIES AND LOATHES.”

Ruzu looked at Creck, who was pale. “You... you can do that? You know how to destroy the doom-hammer?” During the hardest battles of the previous month, he had been haunted that the thought that he might fall, leaving the burden on Ruzu... or worse, that they might both die, leaving its ghastly might to be looted by their murderers.

“THE WRATH OF A GOD IS TREBLY DESTRUCTIVE WHEN HELD BACK ONLY BY HUMAN WHIM,” the Oracle intoned.

“If... if we answer Ruzu’s question, can I return to ask again? I’ll complete another task, anything you ask!”

“YOU CANNOT. YOU WILL NOT. YOU DO NOT.”

Creck closed his eyes. He knew that if Ruzu turned to him, if he met her pleading gaze, he would be helpless to refuse. He knew that his refusal, his weakness, might leave the doom-hammer to plague humanity for ages to come. He knew the pain of the decision would be one more torment, repeated over and over as he lived this point in time over and over. He opened his eyes and she was looking at him.

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Ruzu stared at her parents. She'd imagined this reunion so many times over the last half year, but she hadn't expected this.

Wordlessly, the family embraced.

"Ruzu!" Lyida cried, tears instantly bubbling to the surface. "Oh my child, my girl, I thought I'd never...!"

"Mama," Ruzu murmured, her face buried in Lyida's shoulder.

"You've changed so much! Clouds below, you're so tall now!"

Jang was just weeping, silently weeping and clutching them close.

"You've... changed too." Ruzu couldn't help but look down at the lump swelling between them.

They broke apart enough for Lyida to pat her pregnant stomach. "Well... um, you know, it's been eleven months since... since the *Bright Venture*."

"Eleven months and eight days," Jang added, in his quiet way.

"You counted every day?" his daughter asked, turning towards him.

In reply, he pulled her closer and kissed the top of her head. "Every hour."

"Oh, mother, what happened to your hand?"

Lyida laughed, flexing fingers that were off-color, and disproportionately large, and flecked with queer, golden hairs on the knuckles. "Healing potion," she said. "Wasn't quite tailor made. You should see your father's back."

Jang looked away, and Lyida sobered, then put an arm across his shoulder.

"I shouldn't joke," she said quietly, then looked back at Ruzu. "They were... quite harsh with your father. On the *Dominant*."

"Let's not talk about that now," Jang said, blinking back still more tears. "Let us speak no more of any sad or painful thing. Creck, why are you holding back?"

Jang turned, took two steps, and threw his arms around the scarred man, who was blushing furiously.

"I was paying close attention," Creck said. "I want to remember."

Slowly, he raised his heavy arms and joined the hug.

"To see a friend who one feared long dead," he muttered. "To know that I will feel this way again and again, in endless cycles... What man could need more of heaven?"