



Created by Julio Matos

A DESPERATE JOURNEY GUIDED BY FAITH





A game about a desperate journey, guided by faith.

Written by Júlio Matos

Illustrations by Fred Rubin
and Creative Commons images

Review and editing by Igor Bone and Rey Ooze
English translation by Thomas McGrenery

Thanks

Secular Games, for always believing in the work of ZK Studio and for bringing *Dungeon World* to Brazil; to the members of the Retrovirgens group, for their words and feedback. And to the Dungeon World Brasil community, which has always eagerly received our work. To these and many others, our thanks!

Licence

***Dungeon World* is a creation of Adam Koebel & Sage Latorra, distributed under the Creative Commons 3.0 licence**

The Order of the Last is published under the Creative Commons BY-SA license, which in practice means that you may share and remix the textual content of this book, including commercially, provided you credit the original work and its authors and share the new content under the same license.

The art and layout are copyrights of ZK Studios, all rights reserved.

Contents

"Read this first!"	03
The Greatest of all Fears	04
A Module for Dungeon World	04
The Exodus	05
The Characters	05
The Defender	06
The Standard-Bearer	09
The Eagle's Vision	12
The Samaritan	15
The Herald	18
The Devout	21
Order Moves	24
Duty and Faith	25
The Order	27
Fronts	29
Enemies	31
The Artauren	32
Wild Orcs	32
The Living Mountain	33
Mimespectro	34
Sidakis Dwarves	34
The Demon Bird	35
Sheets & Materials for Printing	36–48
References	49



Read this First!

What we're talking about

Dungeon World is a game that tells stories in worlds of the Fantastic Medieval, chiefly inspired by *Dungeons & Dragons* and the mythologies that inspired it, such as *The Lord of the Rings*, the Elric cycle and other similar works.

Because of this, *Dungeon World* addresses matters connected to classic fantasy with a somewhat Manichean worldview, in which good and evil are clearly delineated. Ethical conflicts are not generally a key element in this type of adventure. That doesn't mean it's impossible to develop such conflicts working from the basic book, but that's a conversation for another time.

In *The Order of the Last*, social conflicts and the suffering of desperate people are the wellspring from which the game's storyline and events come forth. A group of ordinary people in dire straits find themselves having to put their fates in the hands of a warlike Order that seems, at least, to have a trustworthy code of honour. Although they have few other options, the "balance of trust" will be a constant theme.

The rules in this book present mechanics to drive these conflicts of trust and tackle difficult questions of how we position ourselves and solve problems in our everyday lives, bringing to the surface some of the more terrible facets of the human experience.

That is to say, difficult decisions.



For this reason, we recommend that the GM and players talk about these issues in advance. Work out together with your friends if any points may be difficult to deal with, be it due to traumatic prior experiences or because of the personal position of each individual.

Take a look at the Caravan's possible demands on page 26. Read some of them to your friends and ask if they would be interesting or perhaps cause discomfort.

Take some time to discuss any questions pertinent to the game before you begin, in a relaxed way.

In this way, it will be clear to the players what the overall tone and content of the narrative is and makes everyone more comfortable asking for a "strategic stop" when some participants feel uncomfortable.

It's everyone's responsibility to ensure a game experience that's safe, healthy and fun. Hold onto these principles and the hours you spend together with your friends will be some of the best in your life.

ZK Studio



The Greatest of All Fears

All our efforts, all our being, now must remain devoted to keeping our people alive, no matter the odds. If we had given up before now there might be no trace left of these people. Not even a memory.

We did not know for sure when it would begin, but the prophecy had prepared us. They came and it was impossible to beat them. We quickly gave up on direct confrontation, because there was no way to defeat that enemy.

All that remained for us was to try and save as many people as we could and get away. Many valiant knights of our Order were left behind, fighting in a lost cause, just so we could get away and still have a chance, some kind of hope.

So we set out with hundreds of men, women, and children in a huge caravan, through merciless valleys and inhospitable forests that the gods seem to have set on earth only to test our faith.

As for the enemy, we know that it advances, ever onward into the world, bringing pain and suffering wherever it goes. But there is still hope of finding a safe place for this suffering people.

We of the Order were the proudest warriors amongst all the peoples. Nothing could be so powerful that it did not fall before the banner of the Eagle. Pride quickly turned to anxiety when our doom fell upon us.

And then, soon, to blame and recrimination.

Could we have done something? Could we have avoided the exodus? Prevented the deaths of so many innocents?

We only know what remains: to protect these voyagers at any cost. And today we are no longer known as the Order of the Eagle.

We are all that remains of hope.

We are the Order of the Last.

A Module for Dungeon World

Valiant game-players with a passion for creating stories, welcome!

The Order of the Last is a module for *Dungeon World*. We are calling it as a module rather than an adventure or scenario because, besides being an adventure in the vein of our previous scenario *Grim Hunt*, it also contains several new classes that change the tone of the game without abandoning its fundamental rules. So to play it, you'll need the *Dungeon World* book and to print some materials that you'll find on pages 36-48. Anything not specified otherwise in this book follows the standard rules of *Dungeon World*.

If you already know the rules of *Dungeon World*, you'll know it is a game in which the shared fiction takes priority and the system in play is a pendulum that swings between the established facts and the rules that govern them.

For this reason, *The Order of the Last* contains a set of new character classes, six in total, which must be used instead of the basic classes from the *Dungeon World* rulebook.

We have put together a series of tips on creating adventure fronts, specific attributes for the purpose of managing the caravan, and some situations in which new GM moves may be triggered.

Finally, there's a set of "Order moves" that will provide the necessary atmosphere for the journey.

This module can be completed in a few sessions, or it can be the context for a complete campaign, since gaps have been strategically left to be filled in during the game. Ask questions and welcome the ideas of everyone in the group to build this desperate journey. We hope you enjoy our ideas but remember that playing *Dungeon World* means building your own game. After all...

You, the players, are the ones that matter most of all!



The Exodus

In the process of creating player characters, we'll discuss the general situation of the Caravan and the principal motivations behind its creation. The first question to answer is: What great event or villainy has caused the exodus of these people?

This motive must be something very powerful and widespread, impossible for the Order to face head-on, yet something that can follow in the wake of the Caravan too. A mystical disease; an invasion of creatures from the wilds or from other planes; a cataclysm of natural or magical origins, etc. Ask the players. What would be an evil that would make them flee in desperation?

Most importantly, regardless of the precise details of this misfortune, is that this evil still persecutes the people: its presence will be a GM move that can manifest at any time during a session.

After that, define the size of your caravan. Ideally, there should be at least 100 "helpless" people (elderly, children, and otherwise vulnerable people) for each player character. In addition to these, there are also some other remnants of the Order, between four and five for each PC. Some of the people outside the Order, 5% to 10% of the total Caravan, can at least defend themselves. Set down these numbers on the journey sheet, as they will influence the progress of the game. The overarching aim of the Order is to keep the people alive, even if they have to sacrifice themselves to do so.

We'll go into more detail on what the journey sheet means later. For now, before creating the player characters, define a hope: what keeps the people, and the Order itself, on the move. The reason for the exodus must influence this decision. It might be a promised land, the cure for a sickness, protection under the aegis of some powerful person or force. It must seem tangible and achievable, but require an immense and meaningful effort to attain.

After everyone agrees to these premises and we have all the information outlined above, we can start creating our characters!

The Characters

This module follows all the basic rules and moves of the *Dungeon World* rulebook. However, it eschews the basic classes presented there in order to immerse the game in a context of journeying and faith.

Race is not an option to choose because it is irrelevant to the Caravan. Assume that all characters are of the same species (be they elves, orcs, or humans, for example) and so there is no meaningful mechanical distinction.

The classes represent positions within the Order and the player characters are the most prominent in their roles. They are admired by the other knights, who obey them almost blindly and strive always to follow their example.

The Defender is the shield that protects the Order against all evil, the fortress that endures in the face of every storm, an example of faith for their co-religionists.

The Eagle's Vision is the vanguard and sentinel of the Order. Nothing is overlooked by the Vision, who will be our guide through this difficult journey.

The Devout is the fury guided by the tradition and dogmas of the Order and their bloody bravery is useful, even if sometimes the strength of their sword seeks more to punish our enemies than protect our brethren.

The Samaritan abandoned everything to dedicate their life to those they have sworn to protect. Their quickness and hope comfort us like the flames of a fire at dusk.

The Standard-Bearer is our leader and guardian of hope. The standard dictates our pace, the sense of forward motion, and knows where we are going. As long as the Standard-Bearer is here, we will endure.

The Herald knew before anyone else that the approaching evil was greater than all others. They warned us and continue to advise us about this power. Somehow, they understand the future better than any of us.





the Defender

"Even when no one else fought, fleeing in disorder and despair, he was still standing, brandishing his untiring sword and protecting us. When he realized that everyone was safe, he fell..."

There is nothing more important than the survival of those you have sworn to protect. Your will and effort are always focused on preserving your people and your integrity.

In the Order of the Eagle, you were always in the front line of battle. Not as the vanguard of conquest but as the first line of defence. The founding principles of the Order are to promote justice and protect the defenceless. No one better symbolises these principles than you.

However, your altruistic heart, tested by difficult losses in battle, has a true love. Though duty guides you, it is your true love that grants you the implacable resolve that keeps you strong.

You pray every day that fate does not put you in a dilemma that forces you to choose between protecting your true love or your people.

Those you protect have faith that whenever the day comes, you are the Defender, and you will be ready to do what you were trained for:

Sacrifice yourself for them.

Be the Defender!

When playing the Defender, be the defensive bastion of the group and the entire caravan. Interpose yourself between them and any danger whenever possible in order to protect everyone. As the Defender you know that the population depends on your strength to stay safe. Make everyone know that they are safe.

Keep your eyes on your True Love and always be ready to exalt them in front of your companions. Your true love is your pillar, but also your greatest weakness, the only thing that would make you abandon your duty.



Names

Balian, Igrit, John, Diana, Edward, Margot, Deneator, Merissa

Appearance

Choose one from each:

- ✔ Strong Eyes, Tired Eyes, Narrowed Eyes
- ✔ Dirty Hair, Shaved Head, Mail Coif
- ✔ Burnt Skin, Many Scars, Marked Body
- ✔ Muscular, Military Bearing, Always Hunched

Characteristics

Your maximum HP is equal to 12+ Constitution
Your basic damage is d8

Starting moves

You begin the game with the following moves

Sworn

Choose 2 Order Moves now and one more every 2 levels. If you choose an Order Move at an advanced level, you cannot choose an Advanced Move at that level. The character has 10 points of Duty.

Unbreakable

When wielding any object that can be used as a shield, the Defender receives +1 armour. Add this to the protection of any shield used.

True Love

In character creation, choose a character to be your True Love. This person is your bastion in life. A wife, son or anyone with whom you have a powerful bond of unity. If it is a player character, the Defender automatically gains a bond with them, explaining how they have become so intertwined.

You must prioritise the safety of your love and balance it against your duty to protect the people of your great journey. The GM can always direct hard moves towards the True Love instead of the Defender. This is a bond that can not be resolved until one of them dies.

When you act to protect your True Love, without worrying about your companions or the Caravan, roll 3d6 instead of 2d6 and choose the best two dice to resolve the move. In doing so you lose a point of Duty. If your True Love dies, you must leave the group and go into exile because you no longer believe you can defend anyone.

Alignments



Loyal	Defend your order and keep hope alive.
Good	Protect all those weaker than you.
Neutral	Destroy a lesser evil so that it does not grow.

Equipment

Your carrying capacity is equal to 12+STR. You have a Mail Coat (Armour 1, weight 1) and a Shield (Armour 1, weight 2). Choose your other equipment from below.

Choose 2:

- ✔ Long Sword (close, +1 damage, weight 2)
- ✔ Dagger (hand, weight 1)
- ✔ Flail (close, +1 damage, weight 2)
- ✔ Herbs and Unguents (weight 1)
- ✔ Climbing Equipment (weight 1)
- ✔ 22 coin



Bonds

Fill in at least one of the blanks with the name of a companion:

_____ is my great love. My True Love.

I know I can trust _____ with my life because their loyalty is unquestionable.

_____ is weak and I'm worried whether they will survive the journey.

When there is doubt in the council, _____ is always the one who has the sensible opinion and I agree with them.

Advanced Moves

When you gain a level between 2 and 5, choose one of the following moves or one of the Order Moves (if possible):

Clamour of Battle

During a battle involving several enemies, against a group you are part of, when defeat seems imminent, with a powerful cry, the Defender will draw attention from all enemies to themselves. Roll +STR and with a **[10+]** the enemies will be focused on you and let the rest of the group escape or take advantage of the distraction (+1 forward). On a **[7-9]** you must choose someone from the group who will be cornered with you, or lose something very important in order for the others to flee.

Resolute

Your battle experience makes your will unshakable. The Defender can ignore the damage of a hit received and mark a debility instead. If you have marked all the debilities, you suffer a physical consequence that becomes a permanent debility.

Profound Connection

When you are protecting your True Love, add +1d4 to your damage.

Duel of Sacrifice

In a battle with multiple enemies, when you take a moment to survey the battlefield, you can identify the most powerful leader or opponent in the pack. When you do so, this enemy will feel challenged to a duel of champions. If you win, the rest of the enemy force will give up the fight, surrendering or retreating. If you are defeated, all members of the Order take -1 ongoing.

Shield Mastery

When you let your shield absorb the damage from a hit, the damage dealt is negated and you must reduce the armour value of your shield by 1. If this reduces the shield to 0 armour, it is destroyed.

When you gain a level between 6 and 10, choose one of the following moves, one of the moves of levels 2-5 or an Order Move (if possible):

Veteran's Gaze

When you listen attentively to the speech of another character, Roll +WIS. On a **[10+]** you identify the real intent behind those words. On a **[7-9]** you do so but openly question the character's words, even if they are speaking the truth.

Staunch Defender

When you defend another, you always receive +1 hold, even on a **[6-]**.

The Gift of True Love

You have an object given by your True Love that gives you strength. When using it in battle and invoking your True Love, add +2d4 to your damage and +1 to your armour. The object must be given to you in an in-game scene. If you lose it, you will have to seek to redeem yourself with your True Love. You become depressed until you do (-1 ongoing).

Last Battle

When the Defender declares that this is their "last battle" they ignore all damage received but will drop dead when the last enemy falls, surrenders or flees the battlefield.





the Standard-Bearer

"It is difficult to see the moment when a people finally loses hope. Hope's a flame that burns even in the worst of sorrows. As long as there is a symbol, while our standard yet flies, our hope will be strong..."

On your shoulders rests the greatest responsibility. You are the fine thread that sews together the union of the caravan's survivors and what is left of the Order. It is due to you your leadership and what you represent that everyone continues to move forward and believe that there is a salvation worth fighting for.

Such faith and unity demand a heavy price of you, who stand ever on the border between what is achievable and the yearnings of all. When a sacrifice is required, it is up to you as the supreme leader of the Order to decide who will suffer for others to be saved.

As much as you love your close companions and those you have vowed to protect, you know that difficult choices lie ahead and the misfortune of the few may be the fortune of the many.

That burden would be too heavy for an ordinary person, but you're the Standard-Bearer and you were made for it.

They will follow you, even into Hell.

Be the Standard-Bearer!

When playing the Standard-Bearer, be the leader that everyone needs and expects. Give soothing words to those who lack comfort and harsh words to those who do not understand the needs of the collective. Your strength is the foundation of the caravan's discipline and the source of hope.

The most difficult decisions will fall to you. Always show the weight of your responsibility in your speech and action, for everyone is confident in your ability to save them.

Severity will always be your default expression.



Names

Johana, Ricardo, Cleo, Wallace, Elizabeth, Khan, Anitta, Hera

Appearance

Choose one from each:

- ✦ Inquisitive Eyes, Tired Eyes, Sharp Eyes
- ✦ Dishevelled Hair, Flowing Hair, Ornate Braids
- ✦ Wrinkled Skin, Tattoos, Ebony Skin
- ✦ Slim Body, Imposing Stance, Incredibly Tall

Characteristics

Your maximum HP is equal to 8+Constitution
Your base damage is d8

Starting Moves

You begin the game with the following moves

Sworn

Choose 2 Order Moves now and one more every 2 levels. If you choose an Order Move at an advanced level, you cannot choose an Advanced Move at that level. The character has 10 points of Duty.

Authority

The other players must always have their characters obey your orders, responding "As you command!" whenever they receive a direct order. If a character questions the Standard-Bearer's orders, roll +CHA and on a **10+**, a simple look from the Standard-Bearer will rob the character of their resolve.

On a **7-9**, the character will obey after making clear their annoyance, and both the Standard-Bearer and the recipient of the command lose 1 point of Duty.

The Eagle Order Banner

The Standard-Bearer has as their standard weapon a spear with the banner of the Order of the Eagle, which symbolizes the strength of the Order. Whenever you act in conjunction with other characters, and evoke their bravery with war songs, everyone (including you) gains +1 ongoing.

When you are with a disadvantaged group in battle and utter a war-cry, roll +CHA. On a **10+** all characters on your side automatically deal their damage. On a **7-9**, they deal their damage but also suffer the enemy's damage. On a **6-** choose one ally who is cornered by the enemy and suffers double damage. If a character dies in a battle in which the Eagle Order Banner has been thus called upon, the Standard-Bearer loses a point of Duty.

Alignments



10

Loyal

Always be ahead of your companions in the face of danger

Neutral

Always move towards the goal of the Caravan

Evil

Command the Order with an iron fist

Equipment

Your carrying capacity is equal to 10+STR. You have a Mail Coat (1 armour, weight 1) and a lance with the Eagle Order Banner (reach, +1 damage mounted, weight 2). The Standard is usually mounted, and the horse can carry a greater load.

Choose 2:

- ✦ Short Sword (close, weight 1)
- ✦ Dagger (hand, weight 1)
- ✦ Shield (Armour +1, weight 2)
- ✦ Herbs and Unguents (weight 1)
- ✦ Barding (horse armour) (weight 1)
- ✦ 22 coin



Bonds

Fill in at least one of the blanks with the name of a companion:

_____ is wise and I seek their advice in difficult times.

I admire the courage of _____, but it can put the Caravan in danger.

_____ will always carry the stain of disobeying me.

_____ is my most faithful follower and will never question my orders.

Advanced Moves

When you gain a level between 2 and 5, choose one of the following moves or one of the Order Moves (if possible):

Debt of Honour

In a specific region or location there is an Ally who can help you with some demand or something else related to the Caravan. This Ally recognizes the debt of honour. When you call in your debt roll +CHA. On a **10+** choose 2.

On a **7-9** choose only 1.

- The Ally is willing to help with only one of your requests
- The Ally will put themselves at risk in order to meet all your requests
- The Ally will be safe after helping you

Cavalry Specialist

When mounted on a horse, your base damage increases to d10.

Council of War

When you assemble the members of the Order to decide your strategy in a future battle, roll +WIS. On a **10+** non-player characters will give you valuable information about your enemies. On a **7-9** a player character must disagree with a piece of information brought to the council, discrediting the knight who put it forward. The information will be vague and as the the Standard-Bearer you must choose to believe the information, or dismiss it and lose a point of Duty.

Judge

When a character brings an issue to be resolved and the Standard gives their verdict, roll +WIS. On a **10+** your verdict will be carried out to the letter and everyone believes this to be the best solution. On a **7-9** those involved they feel harmed in some way and may enact the verdict only partially or disobey it at a future time.

Arena of Champions

When you face a horde with a group of allies and identify your leader roll +CHA. On a **10+** you summon the leader to a one-on-one duel that will decide the outcome of the combat. If the Standard-Bearer wins the fight, the other enemies will give up. On a **7-9** the leader answers the call but may try to subvert the duel, with a ruse or urging his companions to continue fighting despite losing.

When you gain a level between 6 and 10, choose one of the following moves, one of the moves of levels 2-5 or an Order Move (if possible):

Tactical Experience

When you Discern Realities evaluating a horde, an army, or a battle situation, you receive a +1 bonus.

Natural Strategist

When you can study and prepare the ground where a confrontation will occur, roll +INT. On a **10+** you achieve a devastating victory and you suffer only a few wounded. On a **7-9** the fight was difficult, with some losses, but you got the victory. Your losses should be noted on the Caravan sheet.

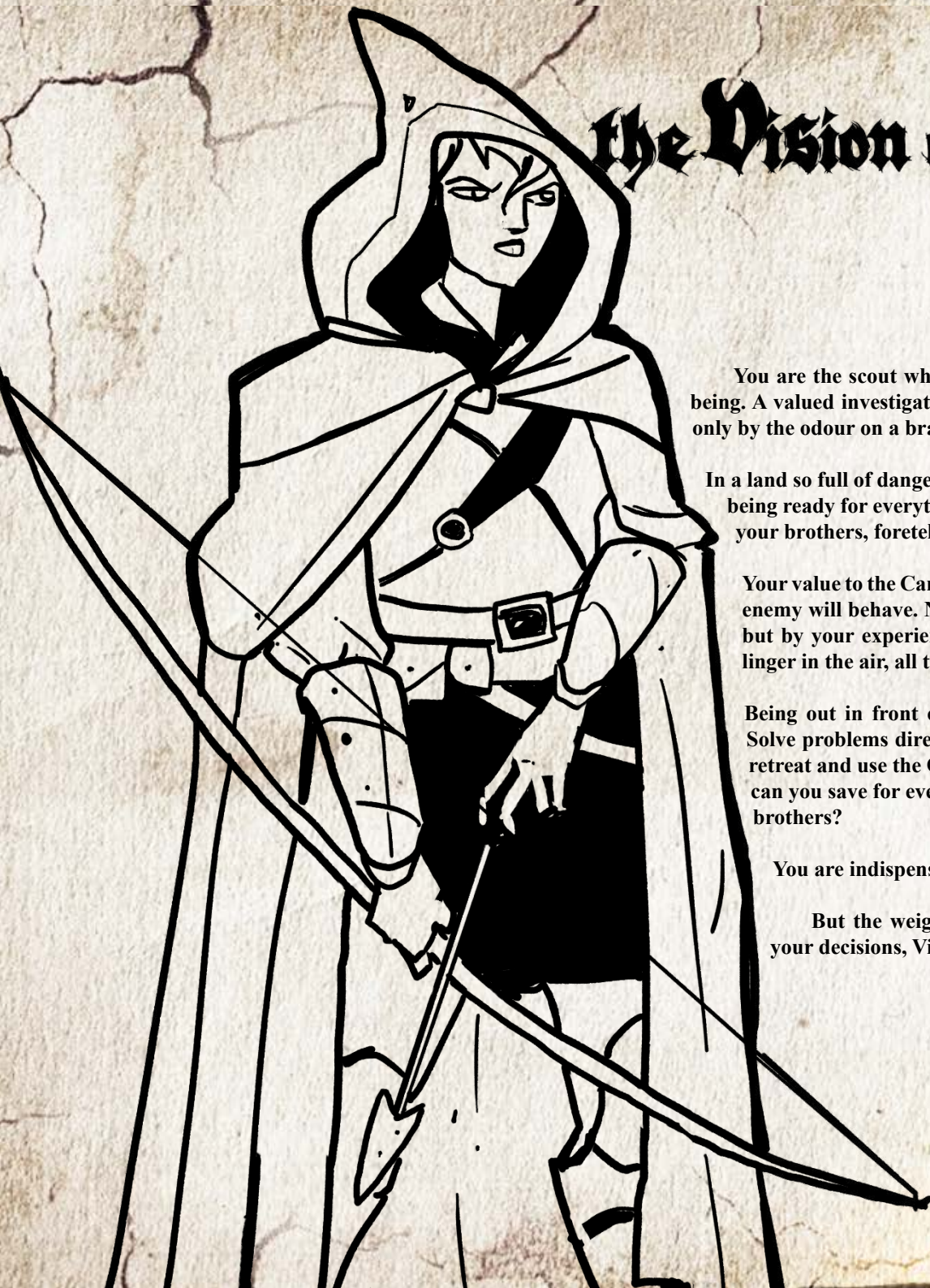
Knightly Accolade

The Standard-Bearer can transform a member of the Population into a member of the Order. This member must have contributed to the Caravan through some notable achievement so that the Standard-Bearer can justify this new addition to the Order.

The Words of the Leader

When you take the time to visit your wounded brethren of the Order after a battle, recover 2HP and 1 Health for all members of the Order.





the Vision of the Eagle

"I am always one step ahead, anticipating the enemy, discovering what it seeks, keeping our hope alive. The one who sees before others, some call me. Others call me the first shield."

You are the scout who discovers problems before they come into being. A valued investigator able to tell the size and age of an animal only by the odour on a branch it has touched.

In a land so full of danger, and with such a cruel enemy on the prowl, being ready for everything is your task. A beacon and an alarm for your brothers, foretelling the battle to come.

Your value to the Caravan is in anticipation, in predicting how the enemy will behave. Not like the Herald, who consults the spirits, but by your experience and knowledge. From all the clues that linger in the air, all the trails that are left behind on the earth.

Being out in front often puts you on the horns of a dilemma. Solve problems directly, when an opportunity presents itself, or retreat and use the Order's strength to repel it? How many lives can you save for every choice you make at the vanguard of your brothers?

You are indispensable in a way few are.

But the weight of possible disgrace hangs upon each of your decisions, Vision of the Eagle.

Be the Vision of the Eagle!

When playing the Vision of the Eagle, always be ahead of your group, always looking for an advantage to inform your companions of, however small.

The amount of time you spend alone makes it difficult for you to talk to people. You are a closed and severe person. Try to convey your concern whenever a new and unknown danger arises. It is your responsibility to know beforehand. Try to be ready and always ahead of your companions, investigating and reporting to the Standard-Bearer.



Names

Athena, Robin, Liliana, Roxane, Hank, Eritreia, Cid, Sif, Legorn, Aramis, Gabrielle, Rhond,

Appearance

Choose one from each:

- ✦ Sharp Eyes, Docile Eyes, Tired Eyes
- ✦ Big Hat, Hair Pulled Back with a Tiara, Shaved Head
- ✦ Tanned Skin, Mottled Skin, Hairy Body
- ✦ Slender Body, Evasive Demeanour, Slight Hunchback

Characteristics

Your maximum HP is equal to 6+ Constitution
Your base damage is d6

Starting Moves

You begin the game with the following moves

Sworn

Choose 2 Order Moves now and one more every 2 levels. If you choose an Order Move at an advanced level, you cannot choose an Advanced Move at that level. The character has 10 points of Duty.

A Moment of Opportunity

When you act alone in a situation you just encountered and the Order does not know about, roll + INT. On a **10+** you can deal double damage or obtain something you seek, plus take +1 forward. On a **7-9** you still cause double damage, but another member of the Order will suffer a setback because of your attitude. Regardless of the result, lose one point of Duty.

The Vision beyond Reach

When you take the time to analyse a location, scouring for details, roll +WIS. On a **10+** ask 3 questions. On a **7-9** ask one.

The GM must answer truthfully and in a way that influences the fiction.

- Who or what was in this place recently?
- Who or what is coming here?
- How long did they stay here?
- Where did they leave this place for?
- What is the safest way to get out of here?
- Is there any hidden danger?
- What happened in this place recently?
- What was in this place that was taken away?

Alignments

Good

Provide the Order with the most information you can. .

Neutral

Look for an alternative to an insoluble situation.

Chaotic

Drive a relentless hunt for the enemies of the Order.

Equipment

Your carrying capacity is equal to 8+STR. You have your own Rations (5 uses, weight 1) that allow you to be away from the Caravan: Choose 1 weapon set:

- ✦ Hunter's Bow (close, far, weight 1)
5 Throwing Daggers (thrown, close, weight 0)

- ✦ Hunter's Bow (close, far, weight 1)
Machete (hand, weight 1)

Choose 1 protection and equipment set:

- ✦ Long Coat (Armour 1, weight 1), Canteen, Antivenom, Rope and Hook, Oil of Tagit (dangerous, applied, weight 0)
- ✦ Leather Armour (Armour 1, weight 1),
Breathing Mask (protection against gases), 22 coin



Bonds

Fill in at least one of the blanks with the name of a companion:

_____ has dangerous plans and I must be vigilant.

In a hunt, _____ can prove their worth.

_____ seeks to redeem themselves for an error that only I know about.

_____ will not give up so easily a goal while I'm on the trail too.

Advanced Moves

When you gain a level between 2 and 5, choose one of the following moves or an Order Move (if possible):

The Death That Comes from the Shadows

When you are in a protected location and attack a surprised or helpless enemy, simply deal your damage. If you've been aiming for some time, Roll +DEX. On a **10+** choose precisely where you strike (head = death, other parts = disabled). On a **7-9** you deal your damage but announce your position to the enemy.

I Have a Surprise for Them

When you begin a battle together with other members of the Order, in a location you have previously been in, roll + INT. On a **10+** you can set traps or other previous preparations that you made in this place and can stay out of reach of the enemy during the whole battle, during which allies receive +1 ongoing. On a **7-9** choose an ally to be a victim of your traps (suffer your base damage) or the enemy chooses you as a priority target, chasing after you. Allies receive +1 ongoing in the battle, whatever you choose.

One with the Shadows

When you remain motionless in a place where you have been before, your enemies will be unable to locate you until you move.

I am with You

When an ally takes damage and is within reach of your weapons, roll +DEX. On a **10+** you deal your damage to the enemy and disable them in some way. On a **7-9** you deal your damage to both the enemy and ally, or you free the ally by drawing the enemy's attention to yourself.

Tower of Defence

When you're in a prime position at a location you've been to before, you can spend extra ammo to apply your Volley damage to an additional target. You roll the Volley once and apply your damage on as many enemies as the ammo points you have spent.

When you gain a level between 6 and 10, choose one of the following moves, one of the moves of levels 2-5 or an Order Move (if possible):

Sentinel

When you are quiet and focused, the GM will warn you of any hostile intent approaching you, or the location you protect. If you observe a group or a person for a long time, you can also ask the GM if they represent a threat, and they will respond with the truth.

Acrobat in Flight

When you are attempting an impossible escape, surrounded or alone in a sticky situation, roll +DEX. On a **7-9** you use the terrain and your physical abilities to escape, but you lose something valuable. On a **6-** despite using the terrain and your acrobatics, the enemy impedes you and prevents you from getting away.

Daughter of the Tempest

When you kneel on the ground and feel your ancestral vital flow, roll +WIS. On a **10+** you can tell what kind of weather change is happening and how it will disrupt your enemies (this does not mean that the Vision changes the climate, but that they are able to predict it precisely). An unexpected powerful wind, the flooding of a river, or a strong localised storm. On a **7-9** the phenomenon is very dangerous and will also affect the player characters.

Spirit that Walks

When you Defy Danger in a place where you have been before, consider a **7-9** as a **10+** and a **6-** as a **7-9**.





the Samaritan

"A pain that spreads to me, seeing them powerless and fallen. What is the destiny of this struggle for survival, which tests us to our limits? All I have left is to be always ready to help those who need it. "

A hard and heavy burden has fallen upon you, but you wear it as lightly as light cotton, for you understand your mission and how it will ensure that all will reach the end of this journey.

You want the best for everyone and know that enemies will not show any mercy. But your choice to serve the Order is exactly the opposite. It is to show mercy and compassion to all who are alive, regardless of their intentions.

Some even see you as a prophet. One who demonstrates the possibility of a different future, where everyone can live in peace and security. Your conviction about helping those in need is the source of hope for many.

Yours may be the most difficult vow to follow. When those you love are in danger, and the hordes rise against them, can you continue to eschew violence?

This will always be the price for giving us hope.

Be the Samaritan!

When playing the Samaritan, be a guiding light for the desperate. Find the right words to soothe their suffering and remind your brethren that justice is not a demonstration of power.

Be serene in times of stress and severe in the dangerous moments. Do not let any brother of the Order forget the real reason for raising their swords.

Use violence only as a last resort. For the Samaritan, struggle is justified but deaths are not.



Names

Aaron, Dheva, Cidaris, Clarence, John, Selina, Duran, Karina, Paris, Próximo, Rey, Espéria.

Appearance

Choose one from each:

- ☞ Warm Eyes, Radiant Eyes, Narrow Eyes
- ☞ Flowing Hair, No Hair, Dishevelled Hair
- ☞ Marked Skin, Soft Skin, Tanned Skin
- ☞ Lean Body, Stocky Body, Small Stature

Characteristics

Your maximum HP equals 6 + Constitution
Your base damage is d4

Starting Moves

You begin the game with the following moves

Sworn

Choose 2 Order Moves now and one more every 2 levels. If you choose an Order Move at an advanced level, you cannot choose an Advanced Move at that level. The character has 10 points of Duty.

Serenity

When you talk serenely and firmly to a character or an intelligent creature, role +CHA. On a **10+** the listener ceases any hostile attitude toward you or your allies. On a **7-9** the listener will be confused but still can be hostile against someone, or another character can take advantage of the distraction to attack them. If the listener is injured by another character or attacks a character after hearing the Samaritan, you lose a point of Duty.

The Guide of the Desperate

When the caravan is under attack, and you give a speech to lead them, roll +WIS. On a **10+** choose 2. On a **7-9** for each option chosen you lose a point of Duty.

- The People finds a place of protection (suffers half damage)
- The People protects its supplies (it does not lose supplies)
- The Caravan recovers 1 point of Faith

This move can be triggered whenever something or someone directly threatens the caravan.

Alignments

- | | |
|---------|--|
| Loyal | Save your companions at any cost |
| Neutral | Stay on the safest path |
| Chaotic | Draw danger to yourself in order to protect others |

Equipment

Your carrying capacity is equal to 10+STR. You have a Buff Coat (Armour 1, weight 1). Choose your equipment set:

- ☞ Staff (close, two-handed, weight 1)
Herbs and Unguents (weight 1)
Aromatic Oils (weight 0)
- ☞ Hand Sickle (hand, weight 1)
Alchemical Instruments (weight 1)
Herbalism Book (weight 0)

Bonds

Fill in at least one of the blanks with the name of a companion:

_____ is a person of worth and I trust in them.

After so long, only _____ can understand my vows.

_____ is dangerously aggressive and I need to help them.

The day will come when _____ will have to decide between our lives and theirs, and I will help with that decision.



Advanced Moves

When you gain a level between 2 and 5, choose one of the following moves or an Order Move (if possible):

Herbalist

When you take time to harvest and analyse plants from the local area, roll +INT. On a **10+** you can determine and catalogue the effect of a herb you find and it meets all three conditions below. On a **7-9** choose one of the conditions.

- The effect of the herb is exactly as described.
- The herb is totally safe for its user.
- The preparation of the herb for use is simple and fast.

Known herbs can be searched for and used later, just taking the time to do so. Write down each new herb discovered, its effect, and the conditions that apply to it.

Prayer to the Ancestors

When in a quiet moment you recall the rhymes and chants of your ancestors and address the Caravan and your Order companions, the Population recovers 1 point of Faith and the Player Characters who hear your words receive +1 Armour during the next battle.

Sacrifice of the Just

When you interpose yourself between a danger and an ally roll + CON. On a **10+** you suffer the damage that would go to the ally, adding +2 to your Armour. On a **7-9** divide the damage equally between the two of you. If your ally still dies, you lose a point of Duty.

Benefactor

When you arrive at a civilised place you have not visited before, roll +CHA. On a **10+** you know someone in this place that you have helped in the past and will help you and the Caravan as much as they can.

On a **7-9** this person pleads difficulties and will have some condition that must be met before they can provide what the Order and the Caravan need.

Good Companions

When you successfully aid someone, you also receive +1 forward.

When you gain a level between 6 and 10, choose one of the following moves, one of the moves of levels 2-5 or an Order Move (if possible):

Complete Serenity

When you speak calmly and firmly to a group of people or intelligent creatures, roll +CHA. On a **10+** the group ceases any hostile attitude toward you or your allies.

On a **7-9** the group will be confused but still can be hostile against anyone, or another character can take advantage of the distraction to attack them. If the group is attacked by another character or attacks a character after hearing you, you lose a point of Duty.

Shackles of the Intellect

When you look into the eyes of the enemy and speak of their savagery and evil, roll +INT. On a **10+** the target will be paralyzed, focused on the Samaritan, while the Samaritan keeps talking. On a **7-9** the target will be confused but will react if something tries to harm him.

Faith and Duty

When you touch a seriously injured character, and remind them of their mission and duty to the Order, roll +CHA. On a **10+** you rouse your companion's hope and heal half of the character's total HP. On a **7-9** they recover 1 HP, and will not be able to rise, but he will not be in further risk.

Immaculate

When you walk peacefully in the midst of a battle, no enemy will perceive you or choose you as a target. The GM can not use their soft or hard moves on the Samaritan as long as they do not trigger another move.





the Herald

"Visions of the past and future roil across my mind. Focusing on the present is so difficult ... How can this be so normal for everyone else? They take me for a madman, or maybe a saint. I just hope to do my duty. "

What all the ancestors discovered, and left engraved in stone, is that a mystic gift is a blessing and a curse. And this is your lot, Herald, living between the past and the present, trying to maintain your sanity and protect those who need your protection.

Your gifts took you to ancient tomes in a library that no longer exists. There the scriptures spoke of the ancient horrors and of those who could take advantage of them at their pleasure. The price, however, is always great indeed.

You know the danger that lies in making compacts with these entities, of whose real power you are unaware. Are they your tool or are you theirs?

Only time will reveal to you what is truly at stake. For now, you hope to use your abilities to protect the Order, the Caravan, and to do your duty.

Every future that you cannot see is a burning torch of hope.

Be the Herald!

When playing the Herald, be arrogant and sinister, someone who appears to be unmoored from reality. Those who know you, trust and know who you are, but always try to seem strange to others by speaking of little augurs.

His dark presence and the price his hidden powers charge him, give him an uncomfortable presence. Even so, show a steadfast attitude to danger and unquestioning loyalty to the Order. Remind the Banner to ask for their advice and advise it whenever possible.



Names

Zhul, Morgana, Garak, Théa, Malak, Edea, Amon, Adel, Fendro, Ilithid.

Appearance

Choose one from each:

- ✓ Mad Eyes, Unseeing Eyes, Sharp Eyes
- ✓ Oily Hair, Long & Ornamented, Shadowy Hood
- ✓ Bruises & Scars, Tattooed, Dry Skin
- ✓ Strong Body, Hunchback, Tall & Skinny

Characteristics

You maximum HP equal 4 + Constitution
Your base damage is d6

Starting Moves

You begin the game with the following moves

Sworn

Choose 2 Order Moves now and one more every 2 levels. If you choose an Order Move at an advanced level, you cannot choose an Advanced Move at that level. The character has 10 points of Duty.

Auguries

When you first encounter a person or object and watch them for some time, speak a word and roll +INT.. On a **10+** you can say a word about the future or past of this person or object (your choice). This future or past becomes a truth and will be part of the story. On a **7-9** you cannot determine whether your word pertains to the past or the future. On a **6-** the word also affects a Player Character and you lose a point of Duty.

The augury causes a piercing headache and sometimes bleeding from the ears, nose, eyes or mouth.

Appeal to Ancestral Power

You possess a gift that you have had since birth, a link with the spirit of a powerful ancestral creature. Through this link, you have the ability to change reality around you. When creating your character, state the creature's name so you can invoke its power through supplication. The Spirit can change reality at your request as the Herald.

When you plead for your bonded ancestral spirit to manifest, roll +WIS. On a **10+**, choose 2 of the conditions below, on a **7-9** choose one. On a **6-** the Ancestral Power causes a catastrophe and you lose a point of Duty.

- You describe exactly how the Spirit the interferes with reality
- You avoid paying the price charged by the Ancestral Power
- You stay in control of the situation

The GM will describe the price the Ancestral Power demands and how its influence can get out of control.



19

Alignments

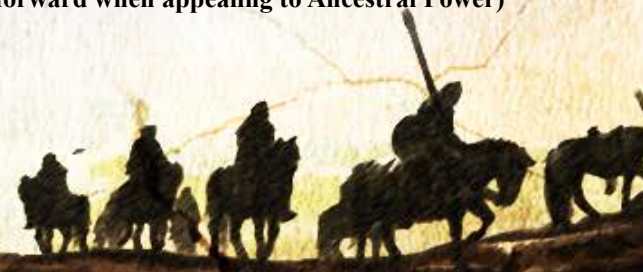
Neutral	Guide the Order in a dangerous endeavour.
Chaotic	Use occult powers recklessly.
Evil	Obliterate an enemy without mercy.

Equipment

Your carrying capacity is equal to 8+STR. You have an ornate short sword (hand to hand, +1 Damage, weight 1). Choose your defences:

Choose 2:

- ✓ Heavy Leather Coat (Armour 1, weight 1)
- ✓ Hide Doublet (Armour 1, weight 1)
- ✓ Golden Root Poison (weight 0)
- ✓ Ritual Components (+1 forward when appealing to Ancestral Power)
- ✓ 22 coin



Bonds

Fill in at least one of the blanks with the name of a companion:

_____ has a dark future and I must protect them.

When I met _____ for the first time, a profane secret was revealed to us.

_____ doesn't believe in the Ancestral Powers. I shall show them.

I know that _____ fears my powers but trusts my counsel.

Advanced Moves

When you gain a level between 2 and 5, choose one of the following moves or an Order Move (if possible):

Traces of Power

The Ancestral Powers irrevocably alter the Herald, to the point of leaving remnants of their influence in reality. When you point to an object while reciting old worship chants, roll +INT. On a **10+**, choose one of the effects below. On a **7-9**, the effect happens but the fabric of reality is disturbed, causing sorrow and agony in a nearby character and you lose a point of Duty.

- The object becomes as incandescent as a beacon.
- The object blazes with spectral flames that burn whomever touches it, but do not burn the object itself.
- The object floats in one direction for a few moments.
- A complex object quickly assembles or dismantles itself.
- The object appears to be another object to all who do not observe it closely.

Drawing out Memories

When you hold an object or touch a location for some time, you can describe a scene that occurred in place or recently witnessed by the object, triggering the Spout Lore move.

Mystic Bond

Choose one of your bonds. That character takes +1 forward when you are together in a scene.

Whisper of the Dead

When you lean over a dead body and intone "I will be your guide to the gates of death" roll +WIS. On a **10+** you may ask about recent facts and will receive a true answer. On a **7-9** the answers are vague and make little sense, although they are true. The process is painful and you lose 1HP to each question.

A Step Ahead of the Enemy

When you are able to prepare for a combat, you get +1 Armour, as you predict the enemy's attacks.

When you gain a level between 6 and 10, choose one of the following moves, one of the moves of levels 2-5 or an Order Move (if possible):

Shadow Rider

When you enter a place of pitch darkness, roll +INT. On a **10+** you can turn your body into shadows and sneak through them without anyone noticing your presence by natural means. On a **7-9** the transformation is imperfect and can be easily perceived. A **6-** can mean an unexpected contact with your Ancestral Power, which may run amok or ask you a favour. A strong beam of light will return you to your original form, regardless of the outcome of your roll.

Ancestral Ghost Strike

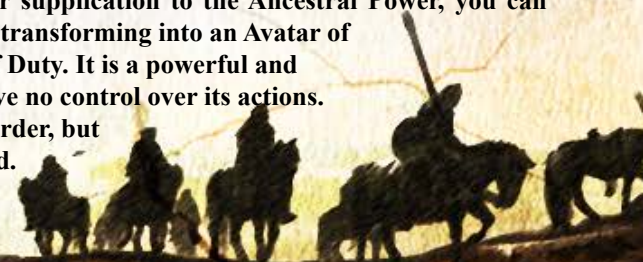
When you Hack & Slash, instead of dealing damage you may choose instead to provoke hallucinations in your enemy. You describe what the enemy hallucinates. On a **7-9**, the GM determines the target's reaction to these phantasms.

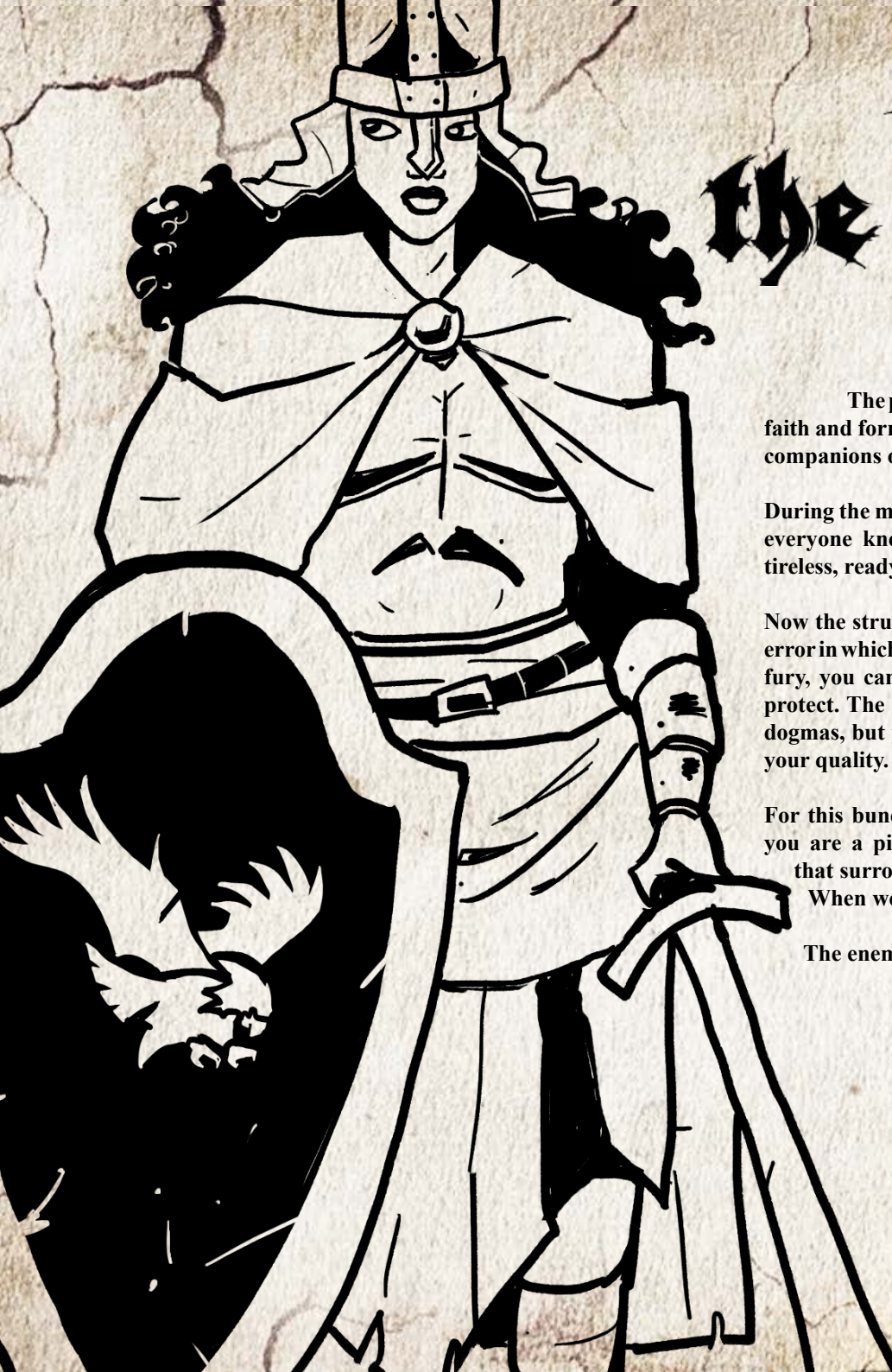
Sinister Darkness

When you touch the ground and concentrate your vital energy to focus your Ancestral Power, roll +CON. On a **10+** you absorb all visible light, making the environment around you pitch black. Flames continue to burn, but there is no light. On a **7-9** you lose 1HP for each source of light absorbed.

Avatar

When you perform your supplication to the Ancestral Power, you can receive the spirit into your body, transforming into an Avatar of Black Flames. You lose 1 point of Duty. It is a powerful and destructive creature, and you have no control over its actions. It can crush the enemies of the Order, but your own safety is not guaranteed.





the Devout

The powerful weapon that destroys the enemy, of unbeatable faith and formidable power. This is you, Devout, the first among the companions of the Order.

During the most difficult battles, against the most powerful enemies, everyone knew that you were in the vanguard, determined and tireless, ready to destroy all evil that threatened the Order.

Now the struggle is raw and real, and you can allow no margin for error in which the enemy may gain a clawhold. In your uncontrollable fury, you can sometimes frighten those whom you have vowed to protect. The Order has no doubt of your faith and devotion to the dogmas, but your methods are not the most accepted. Mercy is not your quality.

For this bunch of desperate voyagers, heading into the unknown, you are a pillar of courage. For we who fear almost everything that surrounds us on this dangerous path, we have this courage. When we see you in battle, we know for certain:

The enemy is the one who must fear you.

"They expect a lot from me because they know they can trust me. I will crush all the enemies of the Order and there will be nothing left that can do us harm. Neither us nor those we protect on this journey"

Be the Devout!

When playing the Devout, demonstrate your pride in being a part of the Order. How your codes and dogmas are the perfect representation of truth and how you would be willing to die for them.

In battle, be the terror of your enemies, focusing your power and savagery to destroy all who rise against your allies.

Like your sword, the emotions of the Devout are strong and powerful, but they are no more so than your duty.



Names

Sônia, Logan, Xena, Wallace, Khull, Aria, Valéria, Grom, Kali, Donovan.

Appearance

Choose one from each:

- ✦ Angry Eyes, Penetrating Eyes, Narrowed Eyes
- ✦ Tied Hair, Coloured Hair, Ornate Braid
- ✦ Tanned Skin, Tattooed, Ebony Skin
- ✦ Muscular Body, Sinuous Body, Colossal Height

Characteristics

Your maximum HP equal 10+Constitution
Your base damage is d10

Starting Moves

You begin the game with the following moves

Sworn

Choose 2 Order Moves now and one more every 2 levels. If you choose an Order Move at an advanced level, you cannot choose an Advanced Move at that level. The character has 10 points of Duty.

Indomitable Fury

When damage is dealt to you or an ally during a battle, roll +WIS. On a **10+**, you can maintain control and only fight with more momentum: add +1d4 to your damage. On a **7-9** you go into a fury: add 1d4 to your damage and all your weapons get the Messy tag. You lose 1 point of Duty. On a **6-** you go completely out of control in the middle of the battle.

Rite of Battle

The Devout has a ritual to start a battle and justify their participation in any confrontation. Therefore, when you have time to perform the ritual of concentration and recite the dogmas of the Order, roll +WIS.

On a **10+** gain 3 hold. On a **7-9** gain 1 hold. While the battle lasts and you do not engage Indomitable Fury, you can spend 1 hold to activate one of the effects below:

- Faced with your battle cry, enemies hesitate to attack you.
- Add 1d4 to your damage.
- You grasp an enemy by the throat and throw them at someone.
- You ignore all the damage received from a blow just by looking into the aggressor's eyes. (Afterwards, trigger Indomitable Fury)

Alignments

Loyal

Control your instincts and follow orders.

Neutral

Challenge an enemy to compare your strength.

Evil

Create a bloodbath.

Equipment

Your carrying capacity equals 12+STR. You have a Mail Coat (Armour 1, weight 1) and a Shield (Armour 1, weight 2). All weapons wielded by the Devout gain the Powerful tag.

Choose 2:

- ✦ Warhammer (hand to hand, +1 damage, weight 1)
- ✦ Longsword (hand to hand, +1 damage, weight 2)
- ✦ Lance (reach, close, weight 1)
- ✦ Adventuring Gear (weight 1)
- ✦ Antitoxin (weight 0)



Bonds

Fill in at least one of the blanks with the name of a companion:

_____ hesitates in front of the enemy. I will not let them put us in danger.

In every battles _____ has fought and will fight at my side.

_____ is a good knight, but questions the designs of the Order.

As long as our journey is not over, I will watch _____.

Advanced Moves

When you gain a level between 2 and 5, choose one of the following moves or an Order Move (if possible):

Blade of the Order

It was forged hundreds of years ago and left on a pedestal as a symbol of the Power of the Order of the Eagle. In the haste of departure, you just managed to wrap it in a cloth and keep it protected. But now, because you believe that this endeavour is worthy of it, and your brothers agree that only you can wield it, say the blade's name and lift it up for all to see. Remind everyone of your story and tell them two characteristics that it has:

- It was touched by the gods; it ignores Armour.
- It causes agonising pain to anyone not of the Order who holds it.
- Its legend is known far and wide, frightening intelligent creatures.
- It burns red when you recite its name; +1 Damage.
- It is a symbol of strength; +1 forward in battle
- It shines and points to safety when bathed in your blood.

Glory through Strength

When you annihilate an enemy in battle, recover 1HP.

Protected

When you recklessly advance against an enemy that has the advantage, you receive +1 Armour until the end of the battle. You lose a point of Duty.

Battle Trophy

When you return from a battle bringing a symbol of your victory, roll +CHA. On a **10+** the Caravan population make you offerings in gratitude and you can cancel one of the Order's demands in progress. On a **7-9** a few people avoid the trophy, considering it dangerous. You can still cancel a claim, but the Order has -1 the next time you argue with the plaintiffs.

Subjugation

When you Hack & Slash, instead of dealing your damage, you may apply a weakness of your choice to the target. In the case of monsters, it means that they will be struggling to continue the fight.

When you gain a level between 6 and 10, choose one of the following moves, one of the moves of levels 2-5 or an Order Move (if possible):

Unstoppable

When your current HP is lower than your Constitution, you take +1 ongoing and cannot suffer debilities.

Destiny of the Blade of the Order

You discover, on ancient scrolls, that the Blade of the Order has a destiny to be fulfilled. A prophecy of the first Heralds. Define this prophecy. When pursuing the Blade Destiny, treat a **6-** on Hack & Slash or Defend as a **7-9**.

Blood Fury *(replaces Indomitable Fury)*

The same effect as Indomitable Fury, but when you cause damage, deal +1d6 damage.

Destroyer

When you perform your Battle Ritual, during the next confrontation, you acquire overwhelming strength. When a barrier or obstacle is in your way roll +STR. On a **10+** you destroy the obstacle as if it were nothing and keep moving forward.

On a **7-9** someone is injured in the process.



23



Order Moves

The moves of the Order of the Eagle represent their training and spirit of cooperation. They are on a desperate mission and so depend on working together to continue. Every two levels, a player may choose an Order Move instead of one from their normal class list. They can acquire any of the eight moves below at any time: selecting two for being “Sworn” at the beginning of the game and then every two levels if they so choose.

Cavalry Onslaught

When a group of members of the Order are assembled on horseback and charge towards the enemy, roll +DEX. On a **10+** they deal double damage to the enemy horde. If it is a single enemy, it only triggers this move if it is of huge proportions.

Master of Oratory

When you address an audience, roll +CHA. On a **10+** the group has complete confidence in your words, even if they are in a difficult or tense situation. The group will follow simple orders in a motivated way. On a **7-9** you’ve got the trust of only some of the audience, and some dissenting voices are heard. With each new speech to the same audience without a significant change in situation, take -1 forward.

Brother in Arms

When you take a moment after a battle or a tragedy to speak word of encouragement and hope to your companions in the Order, take +1 forward.

Squire

You have chosen a helper, a non-player character who is at your service, taking care of everyday tasks.

They help you with utmost loyalty and may even sacrifice themselves for you in a moment of desperation.

Born in the Forge

When you have access to a forge you can work on a weapon so that it gains an improvement, chosen from the list below. The weapon will also be given a name and will be considered a unique item of great value to its owner.

- Jagged as the Southern Rocks (+1 damage, +1 weight)
- Sharp as the Winter Winds (+2 Penetrating)
- Smooth and gleaming as Spring Dew (-1 weight)
- Perfectly balanced as the Autumn Leaves (Precise)
- Imposing as the Summer Sun (Powerful)

You can add new improvements after the first. If you do, roll +DEX for each improvement. On a **7-9** you make mistakes, fail to add the new improvement and preclude further attempts but do not damage the weapon. On a **6-** you destroy the weapon.

Circle of Shields

When you are together with a group of members of the Order and they defend themselves from a horde’s attack, at your cry of command the defender form a perfect circle to protect against attack from all sides. The enemy causes damage only if you allies roll a **6-** on a move (ignore damage effects from the enemy on any **7-9** result).

Defensive Tactics

When the Caravan is attacked directly by a horde of enemies, by surprise or by the failure of the Order to stop the enemy before they could threaten the caravan, roll +INT. On **10+** choose 3. On **7-9** choose 1.

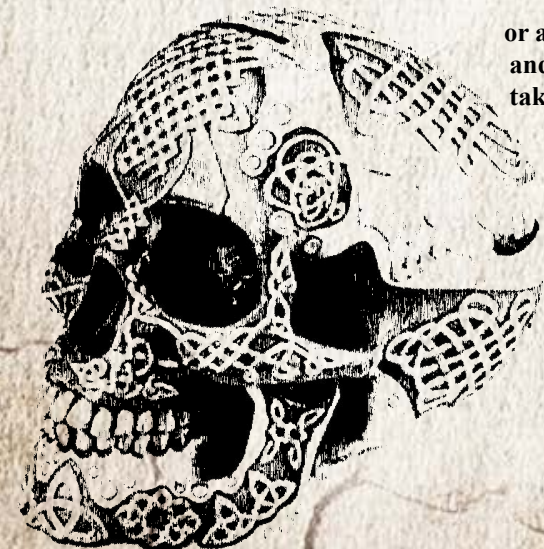
- Caravan population attacks enemies (deals 1d10 damage)
- The inhabitants are able to divide the enemy (+1 ongoing in the battle)
- Nothing of value to the Caravan is destroyed
- No one in the Caravan population is killed in the attack

Knightly Resolve

When you reach 0HP or less and recite the Code of the Order, you stand up again with 1HP. This is a unique moment in which, against all expectations, the knight of the Order rises again. It happens only once in a lifetime. The second time you fall, you must deal with Death.



24



The Fiction and Joint Actions of the Order

The strength of the Order lies in its group cohesion, so most of the Order Moves are ways they act together against hordes. Throughout their adventures, the GM must seek to mix the dangers that will affect the PCs as individuals and those that attack the Caravan as a whole. As the idea of this game is to create a desperate journey, the ideal is to have a moment each session to bring a horde against the characters, so that they always have to rely on the unity of their group.

Members of the Order can group together with a player character so that this character can engage their Order Moves. However, putting at risk other members of the Order, even not PCs, can affect Duty scores.

Duty and Faith

In addition to playing with six distinct classes different from those found in *Dungeon World*, players in *The Order of the Last* will also need to be concerned about Duty to their Order and the Faith of the Caravan population.

Duty is the measure of despair of the characters and their connection with the Order. If at any point a character loses all of his Duty points he will abandon the Order and go his own way.

However to follow his precepts and to be to the demands of the Order can keep the Knight in his way. Therefore, whenever a demand is fulfilled, even if it has been negotiated to a compromise, allow the Knights involved in the claim to recover a point of Duty.

Also, at the end of each session, ask the group the following questions, and if everyone says that at least two of them can be answered with a yes, everyone can recover a point of Duty:

- 1 - Are we closer to the goal of the Order from our decisions?
- 2 - Is the Caravan safe and able to survive at this point in time?
- 3 - Do the members stand firm with confidence in our banner?
- 4 - Does the Caravan believe more in our Order as its saviours than it before?

As the characters develop they will have to deal with their duty. Conflicts between the members of the Order will be inevitable and they will need to rely much more on their own capabilities.

Attributes of the Caravan

Population

The population is based on the number of players. There are about 100 people for each PC. This value will vary according to the impact of the GM's hard moves that affect the Caravan. The total number of inhabitants of the Caravan works as a kind of hit points and affects the Faith attribute.

Each time Population decreases by one-tenth of its initial total, the Caravan permanently loses one point of Faith (faith lost in other ways can be recovered), and this has a direct impact on its organization and consumption of supplies. If the Caravan is reduced to 30% of its original number, the survivors scatter into the world in the belief that they can hide and survive individually. This is the end of the Caravan and the Order of the Last.

Supplies

The Supplies score represents the food, water and other consumables vital to the upkeep of the Caravan population.

The Caravan consumes 1 supply a day per 150 people and generates 1 supply per 300 people. In cases of fractional numbers, consumption is rounded up (for 400 people, 3 supplies per day) and production rounded down (only 1 supply from 400 people). This means that shortages are inevitable. The Caravan begins with 10 supply points. Each day a PC may assign a group of Caravan members to seek supplies.

Foraging safely, a group of NPCs collects 1 supply point by hunting, finding water sources or begging. If you take risks, roll +WIS. On a **10+** they bring back 3 supply points. On a **7-9** the expedition encountered trouble, and the player must choose between getting 2 points of supply but seriously harming their companions or getting nothing. On a **6-** the GM narrates a disastrous search and its consequences. The Caravan loses one point of Faith.

When only a day of supplies remains, the Caravan loses one point of Faith. If there is not enough food to feed the Caravan at the end of the day, the Order receives an additional demand. If the Caravan starts the day without Supplies, in addition to the extra demand, deal 1d6 damage to the Population. The Caravan loses a point of Faith and all the Player Characters lose a point of Duty.

As the fiction demands, the GM may reward the PCs with supply points, as they would with treasures in a normal campaign of *Dungeon World*. Use supplies as an "mark of urgency" to pressure players to move on.



Faith

Faith is the most important attribute for the Caravan because it represents how committed and organised the population is, both of which are essential to surviving their misadventures on the journey. At the beginning of the game the Caravan has 10 points of Faith, represented by empty circles as shown below. When the Caravan reduces a point the Caravan Leader draws a line across a circle. If it permanently loses a point of Faith, the Caravan Leader fills in the whole circle, which can no longer be reduced.



10 points of Faith



3 points reduced



2 points lost, 1 reduced

Faith governs the number of problems generated by the Caravan for the Order. These problems are called Demands, and every day at dawn the Leader of the Order (the Standard-Bearer, if this class is among the player characters) rolls 2d6 as a Special Faith Move. On a **10+** the day passes without Demands. On a **7-9** the player decides whether there will be Demands or if the Caravan simply reduces a point of Faith. On a **6-** the GM chooses a Demand to be made by the population. Whenever the PCs do not or cannot meet a population Demand, the Caravan reduces one point of Faith.

The decrease of the Caravan's Faith Points affects some aspects of the game according to the current Faith level of the caravan.

- 10 – 8 points - Despite the difficulties everyone still believes in Order. Generate only a Demand for a Faith Move.
- 7 – 6 points - Some leaders begin to discredit the Order and complain about their decisions. Generate two Demands for Faith Moves and add 1d4 to the damage dealt to the Caravan by any Hordes.
- 5 – 4 points - Hope is abandoning people and they are looking for new ways to organize, generating disobedience. Generate 3 Demands per Faith Move, add 1d6 to the damage dealt by Hordes to the Caravan and -1 forward to any Order Move. If the characters do not resolve at least one Demand in the day, the Caravan reduces two points of Faith instead of one.
- 3 – 2 points - The Caravan is about to collapse and challenges the authority of the Order. Upon reaching this level, members of the Order will need to focus on the Caravan that is now in revolt, failing to advance along the way or even fight against enemies. Recovering Faith becomes the priority.

Recovering Faith

Faith can be restored as trust is restored in the Order's ability to protect the Caravan. Some move serve especially for this purpose, but other events can cause Faith to be recovered. Reclaim a reduced point of faith whenever:

- The Order wins a battle
- The Order finds 3 or more procurement points (including eventual rewards).
- All the demands of the day are met
- When a great danger is avoided by the action of the Order
- When they find some civilised place (village, city)
- Certain actions are taken by the Samaritan

Demands of the Caravan

Listed below are some possible Demands for the Caravan. The GM can create new ones using these as examples. Demands are brought to the characters by the Caravan in the morning, according to the Faith Move results.



26

- A sick person needs a special herb for an illness, which must be found by the Order.
- A priest says that the misfortune of the population is a debt to the Gods and recommends the sacrifice of children as payment. He seems to be gaining followers.
- A young couple, members of rival families, insist on a forbidden romance, leading their families into conflict after they disappear.
- A chairmsatic drunkard is causing a lot of confusion, because he claims to be the son of a nobleman of the ancient city.
- People are disappearing without trace every night of camp. It seems like an insoluble mystery.
- There was a murder among the members of the Caravan, apparently a collection of an old blood debt.
- A pregnant girl seeks refuge, as she carries the son of a former traitor to the Caravan. Some people want to steal her child.
- A member of the Order is accused of molesting a person from the Caravan and now the elders demand justice. The accuser warns that the molester will deny everything.
- Someone finds a sealed chest and jealously guards it as their own property. The elders want them to share any contents with the Caravan.



- An old man speaks of a prophecy and convinces a group to separate from the caravan to look for something unknown. A search is necessary.
- At a birthday party, a woman suggests to divide the food between those who contribute and those who do not. Only the deserving will eat and the others will be left behind.
- A dog belonging to an old lady who has seen her whole family succumb to the journey flees into the wilderness and she begs to stop the Caravan to rescue it.
- The Caravan meets a group of travellers who wish to join them. Their intentions are unknown.
- Not far off, there is a farm, apparently abandoned, full of supplies. They want to take advantage of the fact that the owner is not around and plunder it.
- A large amount of food is spoiled (-1 Supply), and not through natural means. Someone sabotaged the food. But why?

There are numerous possibilities for other Demands that can be created. People and things found along the way, conflicts between factions or families within the caravan, insurgency of religious or militants of some ideology. What is most important is that they are Demands that generate the need for action by members of the Order and that create difficult, complex choices for players.

Answering and Resolving Demands

As demands affect the Faith of the Caravan, there is a difference between heeding them and achieving their resolution. As you can see from the list, and the other probable demands that will be created, they cannot always be completely resolved and closed, but they can be dealt with.

A resolved demand is considered done with and will not reduce Faith points. However, to argue against a Demand, players will need to take a genuine attitude about it and at the end of the day, give a satisfactory answer to those making the demand.

When you dispute a demand, roll +CHA. On a **10+** they accept your proposition or your regret for not being able to do more. On a **7-9** the person may not accept your argument or may ask for another form of resolution, such as compensation or perhaps even creating a new problem.

The purpose of this mechanic is to make the Caravan a living organism capable of generating narratives by itself. Take advantage of the hooks it creates as the Caravan crosses the dangers it encounter along the way and how this will change the players' perception of the journey.

The Order

The Order will be responsible, during the game, for the cohesion and leadership of the entire population of the Caravan. The good news is that in this endeavour, the player characters are not alone. They count on the help of the remaining Order companions. At the beginning of the game, when filling in the Journey sheet, each player rolls 1d4 + 3. The value obtained by all players added together, is the number of other Order members who will be protecting the Caravan. Or if you prefer, the group may simply decide the number of Order members accompanying the Caravan.

Mechanically, a member of the Order is something different from a servant. Each one is a brother in arms and their loyalty is unquestionable. Therefore the members of the Order have different characteristics from the Servants. They have Name, Trait, Faith, and Health.

A companion of the Order is a born fighter and can assist the Player Characters in battles, allow certain moves to be triggered, fulfil orders or perform mundane tasks. They have as much worth and enjoy a similar reputation to the player characters, although the focus of the story is not on them. They will always obey the Standard-Bearer or the leader of the Caravan.

Characteristics of Members of The Order

On the Journey sheet there are spaces for you to define the name and traits of various members of the Order. The purpose of defining a trait is to differentiate them and add a few more elements to the story. The trait can be a simple phrase, by which the character is easily recognized:

E.g., Diana, who has iron cuffs; or Gerald, who trembles at storms.

They do not need to be described during the creation of the Journey sheet. You do not even need the name of the defined members right away. Whenever any player ever interacts, orders or forms a group with members, they must name them and define their trait.



Name

Trait

Health



Health defines how close to death a Companion is and if they are able to defend the Caravan alongside their peers. Companion' health is measured on a four-segment clock. Each time the GM makes the hard move "Sacrifice of the Order" all Companions who participate in a battle mark one level on their Health clock. Any disabled Companion, that is one who has marked all four segments, will be unable to return to the front line until the next game session.

The Standard-Bearer may invest new Companions from among the ranks of the Caravan, but this is a great honour and the individual in question must have shown honour and merit. As often as not, Squires are the best suited to joining the Order as knights.

Group Actions

By being united and with a common goal, the Order is able to take on hordes of enemies in an organised way and take advantage of their training. Whenever a Player Character is accompanied by Order Companions, in addition to being able to trigger moves that need groups, they will also receive the following benefits.

- Whenever you fight against a group, deal one more point of damage for each Companion participating in the battle.
- If the PC's HP reach zero in a battle, and there are still Companions who are not disabled, they will take you away from the battle without your needing to Defy Death.
- Companions of the Order can obtain information, talk and act as non-player characters in any situation that may be necessary. They will obey simple character commands (that do not trigger moves) in a loyal way, but will always try to keep themselves out of unnecessary peril.

The dilemmas and redemptions of other Order Companions can be a good source of Adventure Fronts for the GM.

Suffering harm with the Population & Order

The dangerous Journey that the characters are on will always be full of dilemmas, as there are many dangers to be faced and they will always be between definitively eliminating an enemy or prioritizing the protection of the Caravan population, in addition, of course, to preserving the last members of their Order. In order for this feeling to be evident to the players, in addition to the options of hard moves that the GM has in the main book of Dungeon World, we added some movements that will be very important to make the most of your game experience.

Whenever a character rolls a **6-** when performing an action that has an impact on the entire Population, fighting a horde or Colossal enemy that attacks the Caravan, add these move options:

Devastating and Cruel

Several caravan inhabitants are killed by the attacking forces, without the Knights being able to do anything. Roll 1d10 + 4 and subtract the result from the Population value of the Caravan. The Horde or monster also threatens the supplies, and will steal or destroy 1 supply point if the Order does not confront them effectively.

Sacrifice of the Order

Members of the Order have vowed to protect the Caravan and to take it to a safe place. Decrease the health of all Companions participating in the battle. Remove one Duty point from the player characters for each Companion that falls in battle beside them.

A tragedy... A death...

Whenever a character's action has the potential to cause a Calamity (Fire, Flood, or any kind of disaster) Roll 1d8 + 2 and subtract the result from the Population score or reduce Supplies by 1.



FRONTS

The Order of the Last is a campaign module designed so that you can build your adventure and campaign fronts through the urgency mechanics and challenges that the Order of the Eagle faces to stay alive.

For this reason, we will not define Fronts that you must use for this module, but rather we will offer a variety of tools so that the group can build Fronts that take their story on an epic journey.

Dynamics that Drive Fronts

This module has diverse dynamics and mechanics so that story opportunities are created during game sessions. To take advantage of them, all players, in addition to following the *Dungeon World* principles, should have some questions in mind:

- The Journey of the characters is desperate and without much chance of success. They will probably succumb to the many dangers they will encounter along the way or even to the conflicts generated by so many people gathered in a difficult situation. That is why *The Order of the Last* focuses on the “during” experience, regardless of whether there will be success or life for all in the end. The question is whether the bards will sing for millennia over the great heroes who tried, against all expectations, to save that people.

- Declared enemies are very dangerous but the worst problems are those that cannot be easily faced up to and solved: intrigues and machinations among the people who make up the Caravan. Not everyone who has been saved is worthy or even trustworthy. Keep the players always suspicious of everyone but remind them that they have vowed to defend these people.

- If you're going to be the GM, talk to the players before the start of the session and try to discuss issues that may be difficult or not all comfortable. Several of the demands can be heavy topics, so follow the recommendations in the prologue to this book and establish ways for everyone to be comfortable with the stories covered. *The Order of the Last* has a slightly heavier and more desperate tone than is typical for *Dungeon World*, and this should be made clear to everyone.

Great Dangers

As might be expected, in addition to the danger that pursues the Caravan and is responsible for the Exodus, many other calamities will be found on the way of the during the characters' journey.

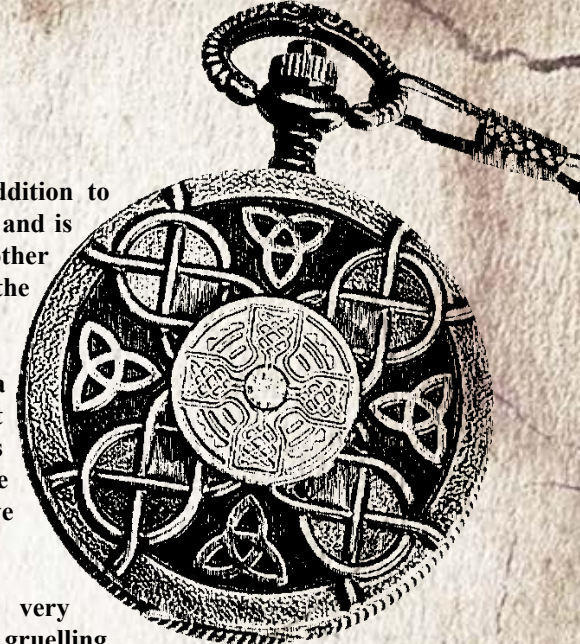
These hazards may be of a natural order: A geographical accident or phenomenon of nature that becomes a calamity, inflicting damage on the Caravan and making it difficult to move on to a safe place.

Natural hazards can be very important to generate the climate of gruelling travel. They may not be the centre of your game, but can be great fronts. Think of the challenge of facing a persistent flood or crossing a gorge without any protection when an avalanche starts. Just be careful because the consequences of these fronts often turn out to be irreversible and using them repeatedly can strangle the story of the group.

The dangers can be social. Consider that a mass of people advancing through unknown (or little-known) lands can generate many problems. Small cities that refuse to receive the Caravan for fear that these will exhaust their resources. Local laws violated by guests, when the migrants reach a new place, among many others. Directing a large group of people so they can maintain themselves without causing problems is a front with potential.

Enemies will not give truce to the Caravan. Several hordes prowl the path, be they human bandits or even monsters who are “owners of space” where the Caravan will pass. The fronts of the hordes will always bring the dilemma to the characters whether it is worth pursuing their enemies and ending the problem for good, or focusing on the defence and well-being of the population.

Remember to keep a front for the evil that chases the caravan and keeps it moving. If players feel secure, make a move on this front and see what happens.



Consequences of Demands

The demands of the Caravan will be the main engine for creating fronts for your game, and the consequences of these will also become increasingly complex for the characters. No demand is the result of a consensus among the whole population of the Caravan and therefore, even if it is met, it may end up displeasing another group of travellers.

People who feel betrayed or disadvantaged by the Order's decisions can make great openings for fronts, even creating good villains for your Campaign Front. Imagine the difficulty of detaining a villain whom you have vowed to protect? One who acts through subterfuge and who, although obviously dangerous to the population, is not regarded as such and enjoys great prestige among the members of the Caravan (or even of the Order). Problems just waiting to become fronts.

The Faith of the Order

Progressing through this sea of problems, keeping everyone alive and in control, can be a very big burden for the Companions of the Order. For this reason all the characters have Duty points, which indicate how much they can adhere to their code and remain loyal to their hierarchy.

The greatest trials will be suffered by all the characters, but as the Order also has other knights who are not player characters, they may end up losing their way and getting out of control, suffering in advance from the evil that can strike any of the players characters: the deterioration of their Faith through the loss of their Duty.

If a companion has been left behind in a battle, or a member of the Order has been a victim of problems with the Caravan (generated by one of their demands), everyone will have to be judged by the Order and punished if found guilty. However, the outcome may not always be as expected and a member of the doomed Order can become a great villain for a front. Not to mention the squires, who may themselves become difficult problems for the players, if they are not properly guided or given proper attention.



30

Example Front

To help with the process of building your fronts, here follows an example based on one of the assumptions we raise. Remember that the best fronts are always the result of the players' decisions within the game. Do not have fronts ready for the first game session, as they can disrupt the flow of player creation more than they help the game to flow.

"The Assassin Brother"

A member of the Order, perhaps the one who has risked the most on missions, falls in love with a young woman from the Caravan and begins a secret romance. Discovered by the girl's family, they are accused of molesting the young woman and there is no option left for the Standard-Bearer but a sentence of exile. The exiled knight vows revenge against the Order.

Impulse: Murder all members of the Order

The exiled knight does not leave the Caravan but keeps following it closely in secret, taking advantage of the times when the Order's defences are weakened to attack its members. The knight has already managed to commit more than one murder without a trace and the player characters are unaware of the knight's present activities.

Moves: When a player rolls a **6-** the GM can use one of these moves in addition to the ones they already have:

Attack the defenceless: You can attack a member of the Order who is not close to the group or is in difficulty, until only the player characters are left.

Sabotage: Creates problems, fires and turmoil to draw the player characters' attention to a specific location.

Grim Portents

The exiled knight leaves clues so that people will know who the killer is. The Caravan loses its faith in the Order, since it cannot protect its own. The assassin kills most of the Order's members.

Impending Doom

The exile mounts an attack on the Standard-Bearer.



The Enemies

On their Journey, the Order of the Last will be tried at all times. In these strange and inhospitable lands through which the Order and their caravan travel, enemies will be always lurking, waiting to strike at the right time.

The Caravan can be considered a source of problems for civilizations that are in its way, for “bringing evil to this place”. It will always be a challenge for player characters to get help or a place to rest that is at least safe and close to people who can be considered allies.

The Caravan can also be considered an opportunity for raiders, who believe there is wealth in the hands of the desperate travellers. This makes the Caravan an enticing target, suffering attacks, whether in massed numbers or in quick snatch-and-grabs, and attracting the attention of swindlers who attempt to infiltrate the caravan.

The Hordes

As the main characteristic and strength of the Order is their ability to work together, the best enemies to get in the way of the characters are the hordes. They are powerful enemies as they are capable of causing more damage to the Caravan and its population. The Order is composed of formidable warriors capable of repelling a far greater number than their own, but they cannot to be everywhere.

When facing hordes of enemies directly attacking the Caravan, the GM must direct their hard moves to inflict damage on the Caravan population and the Order’s auxiliaries to give players the chance to heroically save their people. This is a complex challenge that will require the characters to make decisions together to minimize the damage.

The Colossal Horrors

The colossal size of a creature is not described in the basic Dungeon World book, so we’ll have to treat them a little differently. You will notice that we do not define hit points or stamina of the two colossal foes described in this book. This means that the player characters are incapable of triggering moves that do damage to these creatures. These horrors are too dangerous and even if there were ways to destroy them, the price would be too great for the Order and for the Caravan. Characters need to find ways to bypass them, mislead them or take advantage of the creature’s motivations to drive them away from the Caravan. An enemy simply insurmountable by force, they will test the tactical ability and cooperation of the knights.

The Thousand Faces of Betrayal

One of the biggest dangers, in this fantastic world, to a cluster of people or a social group are the shapeshifters. They are able to copy the appearance of another person perfectly, making them able to sow discord and act with impunity, while relying on the trust of all who surround them.

This type of creature has a specific purpose, perhaps being a mercenary in the service of a major force in the world or perhaps just a wanderer, trying to find a way to take advantage of the situation wherein it finds itself. This purpose is often the weakness of a creature capable of multiple forms, but they are powerful enemies that the characters will have to face with strategy.

The Caravan’s demands will generate good “entry points” for shapeshifters to participate in its story.



the Artauren

The Artauren are a warrior civilization of the northern plains. Besides being great warriors, they are extremely erudite creatures, connoisseurs of diverse scientific disciplines, particularly Astronomy and Mathematics.

The first to find the Artauren described them as “a mixture of Centaurs and Minotaurs” but with a majestic elegance. It would be difficult to talk to an Artaur and not be impressed by their eloquence and reasoning skills.

Their erudition rivals only their territorialism. The Artauren refuse to accept settlers or any other type of settlement on their land, and do not look favourably on the people of other races even travelling across their borders. They are extremely zealous in protecting their territory and spare no effort to drive out invaders. Even if they are just desperate people in search of refuge.

Instinct: Xenophobic jealousy
Powerful ‘mounted’ assault
Intimidate travellers with eloquent discourse
Attack travellers in their territory



Horde, Organized, Intelligent

Great Warclub - 1d10 damage, close, reach, powerful.

Helmet & Horns - 1d8 damage, close, messy.

Armour 2 HP 8

Special: Considered always mounted and can charge as a group, devastating an area.



32

Wild Orcs

Wild Orcs are creatures in an early stage of socialization. They do not have a clear social organization, living in groups of 50 individuals. These flocks, led by a “Primal Female”, considered a protective mother, are composed of numerous warrior males who devote all their efforts to hunting and destruction.

They are like locusts, passing through a place and sacking all the food and resources available.

They do not take prisoners and usually use the skeletons of their dead enemies to make utensils and weapons. By nature they are unpredictable and may appear along roads or in remote wilds.

Instinct: Kill and loot
Surprise attack
Fight to the death
Kill without remorse or reason

Group, Terrible

Improvised Weapon - 1d6 damage, close, messy.

Jaws - 1d8 damage, hand, messy.

HP 4

Special: Savagery, devouring parts of the enemy during battle.



Entaphilayos

The Living Mountain

An error of creation.

There are those who suggest the regret of a god or the dark covenant of a powerful entity. The truth is that nobody knows how this monstrosity was conceived or the reason for its desire to devour travellers, since it does not seem to need food to survive.

Entaphilayos is the seed of countless songs that terrify dwellers of distant lands. "If a still mountain is dangerous, imagine one that pursues you..." say the wanderers of the valleys.

Its motives are unknown, but it always seems to know what it is seeking, treating everything that stands in his way as a trifling obstacle.

Colossal, Amorphous, Terrible, Solitary.

Damage: $b[2d10]+6$ (ignore any protection or natural resistance). Powerful, Messy.

Instinct: Devour whatever is in the way.

- Trigger a disaster (its very movement can destroy miles of civilization or even divert a river).

- Crush an obstacle.

- Go unnoticed (when immobile as a mountain)



Mimespectro

Legends also call them “strays” due to the belief that they come from other planes of existence. What seems to be more common in the reports is that no one has ever seen the real form of a Mimespectro. Some madmen and other storytellers claim that this creature in its real form looks like a shimmering shadow carrying a scythe.

Despite its reluctance to show itself, the effects of this creature are known in various parts of the world. The Mimespectro’s main ability is to become the image of anyone it has ever seen. It usually murders its targets and takes on their personality. It becomes a perfect and indistinguishable copy, even for those closest to the victim. However, more observant people report that the shadows of the copied person have a slight tremor at the edges, though this is extremely difficult to perceive indoors. This creature often acts as a mercenary at the service of powerful wizards’ interests, or just as a con artist, trying to survive by living other people’s lives.

Instinct: Become an unnoticed part of a group

Murder the unwary
Take the place of another
Sow discord in a group

Solitary, Organised, Intelligent

Weaponry depends on whom it has replaced.

HP 3

Special: It can turn into a copy of any person it has seen previously.



Sidaris Dwarves

The Sidaris Dwarves are known as plunderers and bandits of the mountains. Extremely resistant to cold and inclement weather, their main tactics come down to digging and camouflaging large holes in the tracks that cross the valleys they inhabit.

All the unwary who fall into their traps are “plucked” and left to their own devices, often naked. These dwarves are obsessed with rare metals and precious stones and live hidden in deep caverns.

Their methods are quite ingenious and seek to accomplish their goals with the least risk of harm to their forces.

Instinct: Rob travellers

Surprise attack
Create traps
Take hostages
Make bargains

Horde, Intelligent

Warhammer - 1d8 damage, close

Throwing Hatchet - 1d4+1 damage, near

Armour 1 shield) HP 5



34



Ark Terax

The Demon Bird

The "Sun Quencher"

Many travellers say that the day that Death gave up walking the world and decided to grow wings, was when the demon bird was born.

Ark Terax is a giant creature, a winged monster that can cover an entire village with its wingspan. In many cultures it is called "Sun Quencher" because when it flies over a village, the night is made by its shadow.

Ark Terax is attracted to magical sources such as artefacts or powerful creatures. Many say that this is the monster's main food and it is for this that it travels the world.

Colossal, Terrible, Solitary, Intelligent.

Damage: $b[2d8]+2$ (ignore any protection of natural resistance). Powerful, Messy.

Instinct: Hunt for sources of magic.

Unleash a Disaster (the gale of its wing-beats can destroy a city)

Pursue prey

Capture something to study it



Appearance

Choose one from each line:

Strong Eyes, Tired Eyes, Narrowed Eyes

Dirty Hair, Shaved Head, Mail Coif

Burnt Skin, Many Scars, Marked Body

Muscular, Military Bearing, Always Hunched

Starting Moves

Sworn

Choose 2 Order Moves now and one more every 2 levels. If you choose an Order Move at an advanced level, you cannot choose an Advanced Move at that level. The character has 10 points of Duty.

Unbreakable

When wielding any object that can be used as a shield, the Defender receives +1 armour. Add this to the protection of any shield used.

True Love

Choose a character to be your True Love. This person is your bastion in life. If it is a player character, the Defender automatically gains a bond with them.

The GM can always direct hard moves towards the True Love instead of the Defender. This is a bond that can not be resolved until one of them dies.

When you act to protect your True Love, without regard for your companions or the Caravan, roll 3d6 instead of 2d6 and choose the best two dice. In doing so you lose a point of Duty. If your True Love dies, you must leave the group and go into exile.

Duty Points



Name

Balian, Igrit, John, Diana, Edward, Margot, Deneator, Merissa.

Choose a name and describe your appearance such that your companions will never forget your presence!

Xp



Level

Alignment

- ☐ Loyal Defend your order and keep hope alive.
- ☐ Good Protect all those weaker than you.
- ☐ Neutral Destroy a lesser evil so that it does not grow.

Bonds

_____ is my great love:
my True Love.
I know I can trust _____
with my life because their loyalty is
unquestionable.
_____ is weak and I'm
worried whether they will survive
the journey.
When there is doubt in the council,
_____ always has a
sensible opinion.

Encumbrance Damage Armour



Equipment

Choose 2:

- ☐ Long Sword (close, +1 damage, weight 2)
- ☐ Dagger (hand, weight 1)
- ☐ Flail (close, +1 damage, weight 2)
- ☐ Herbs and Unguents (weight 1)
- ☐ Climbing Equipment (weight 1)
- ☐ 22 coin

Defender



STR

WEAK -1

DEX

shaky -1

CON

SICK -1

INT

stunned -1

WIS

CONFUSED -1

CHA

SCARRED -1

HP

CURRENT

MAX

12+CON

Order Moves

○ Cavalry Onslaught

When a group of members of the Order are assembled on horseback and charge towards the enemy, roll +DEX. On a 10+ they deal double damage to the enemy horde.

○ Master of Oratory

When you address an audience, roll +CHA. On a 10+, the group has complete confidence in your words. On a 7-9, you've got the trust of only some of the audience. With each new speech to the same audience, take -1 forward.

○ Brother in Arms

When you take a moment after a battle or tragedy to speak words of encouragement and hope to your companions take +1 forward.

○ Squire

You have chosen a helper, a non-player character who is at your service, taking care of common tasks.

○ Born in the Forge

When you have access to a forge you can improve a weapon: Jagged (+1 damage, +1 weight); Sharp (+2 Penetrating); Smooth & gleaming (-1 weight); Balanced (Precise); Imposing (Powerful)

○ Circle of Shields

When you defend in a group, at your cry of command the defenders form a perfect circle to protect against attack from all sides. The enemy causes damage only if you or your allies roll 6- on a move.

○ Defensive Tactics

When the Caravan is attacked roll +INT. On 10+ choose 3. On a 7-9 choose 1.

- Caravan attacks (deal 1d10 damage)
- Divide the enemy (+1 ongoing in battle)
- Nothing valuable is destroyed
- No one in the Caravan is killed

○ Knightly Resolve

When you reach 0HP or less and recite the Code of the Order, you stand up again with 1HP.

Advanced Moves

When you gain a level between 2 and 5, choose one of the following moves or an Order Move:

○ Clamour of Battle

During a battle involving several enemies, against a group you are part of, when defeat seems imminent, with a powerful cry, the Defender will draw attention from all enemies to themselves. Roll +STR and with a 10+ the enemies will be focused on you and let the rest of the group escape or take advantage of the distraction (+1 forward). On a 7-9, you must choose someone from the group who will be cornered with you, or lose something very important in order for the others to flee.

○ Resolute

Your battle experience makes your will unshakable. The Defender can ignore the damage of a hit received and mark a debility instead.

○ Profound Connection

When you are protecting your True Love, add + 1d4 to your damage.

○ Duel of Sacrifice

In a battle with multiple enemies, when you take a moment to survey the battlefield, you can identify the most powerful leader or opponent in the pack. When you do so, this enemy will feel challenged to a duel of champions. If you win, the rest of the enemy force will give up the fight, surrendering or retreating. If you are defeated, all members of the Order take -1 ongoing.

○ Shield Mastery

When you let your shield absorb the damage from a hit, the damage dealt is negated and you must reduce the armour value of your shield by 1. If this reduces the shield to 0 armour, it is destroyed.

When you gain a level between 6 and 10, choose one of the following moves, one of the moves of levels 2-5 or an Order Move:

○ Veteran's Gaze

When you listen attentively to the speech of another character, Roll +WIS. On a 10+ you identify the real intent behind those words. On a 7-9 you do so but openly question the character's words, even if they are speaking the truth.

○ Staunch Defender

When you defend another, you always receive +1 hold, even on a 6-.

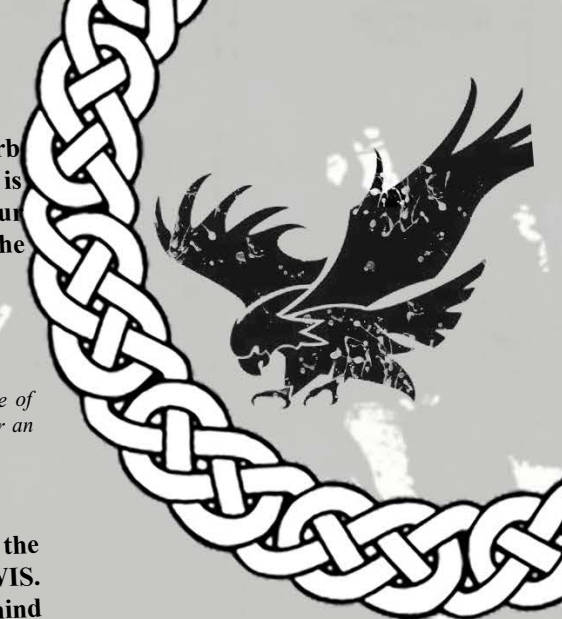
○ The Gift of True Love

You have an object given by your True Love that gives you strength. When using it in battle and invoking your True Love, add + 2d4 to your damage and +1 to your armour. The object must be given to you in an in-game scene. If you lose it, you will have to seek to redeem yourself with your True Love. You become depressed until you do (-1 ongoing).

○ Last Battle

When the Defender declares that this is their "last battle" they ignore all damage received but will drop dead when the last enemy falls, surrenders or flees the battlefield.

Travel Journal



Appearance

Choose one from each line:

- ☐ Inquisitive Eyes, Tired Eyes, Sharp Eyes
- ☐ Dishevelled Hair, Flowing Hair, Ornate Braids
- ☐ Wrinkled Skin, Tattoos, Ebony Skin
- ☐ Slim Body, Imposing Stance, Incredibly Tall

Starting Moves

Sworn

Choose 2 Order Moves now and one more every 2 levels. If you choose an Order Move at an advanced level, you cannot choose an Advanced Move at that level. The character has 10 points of Duty.

Authority

The other players must always have their characters obey your orders. If a character questions orders, roll +CHA and on a 10+ a simple look robs the character of their resolve. On a 7-9, the character will obey after making clear their annoyance, and both the Standard-Bearer and the recipient of the command lose 1 point of Duty.

The Eagle Order Banner

The Standard-Bearer has a spear with the banner of the Eagle, which symbolizes the strength of the Order. Whenever you act in conjunction with other characters, and evoke their bravery with war songs, everyone (including you) gains +1 ongoing.

When you are with a disadvantaged group in battle and utter a war-cry, roll +CHA. On a 10+ all characters on your side deal their damage. On a 7-9 they deal their damage but also suffer the enemy's damage. On a 6- choose one ally who is cornered and suffers double damage. If a character dies in a battle in which the Eagle Order Banner has been thus called upon, the Standard-Bearer loses a point of Duty.

Duty Points



XP



Name

Johana, Ricardo, Cleo, Wallace, Elizabeth, Khan, Anitta, Hera, Shivara, Hypolita, Kull, Sephil.

Choose a name and describe your appearance such that your companions will never forget your presence!



BASE

STR

WEAK -1

BASE

DEX

SHAKY -1

BASE

CON

SICK -1

BASE

INT

STUNNED -1

BASE

WIS

CONFUSED -1

BASE

CHA

SCARRED -1

SP

CURRENT

MAX

8+CON

Level

Alignment

- ☐ Loyal Always be ahead of your companions in the face of danger
- ☐ Neutral Always be moving onwards to the goal of the Caravan
- ☐ Evil Command the Order with an iron fist

Bonds

_____ is wise and I seek their advice in difficult times.

I admire the courage of _____, but it can put the Caravan in danger.

_____ will always carry the stain of disobeying me.

_____ is my most faithful follower and will never question my orders.

Encumbrance Damage Armour



8

Equipment

Choose 2:

- ☐ Short Sword (close, weight 1)
- ☐ Dagger (hand, weight 1)
- ☐ Shield (armour +1, weight 2)
- ☐ Herbs and Unguents (weight 1)
- ☐ Barding (horse armour) (weight 1)
- ☐ 22 coin

Standard-Bearer

Order Moves

○ Cavalry Onslaught

When a group of members of the Order are assembled on horseback and charge towards the enemy, roll +DEX. On a 10+ they deal double damage to the enemy horde.

○ Master of Oratory

When you address an audience, roll +CHA. On a 10+, the group has complete confidence in your words. On a 7-9, you've got the trust of only some of the audience. With each new speech to the same audience, take -1 forward.

○ Brother in Arms

When you take a moment after a battle or tragedy to speak words of encouragement and hope to your companions take +1 forward.

○ Squire

You have chosen a helper, a non-player character who is at your service, taking care of common tasks.

○ Born in the Forge

When you have access to a forge you can improve a weapon: Jagged (+1 damage, +1 weight); Sharp (+2 Penetrating); Smooth & gleaming (-1 weight); Balanced (Precise); Imposing (Powerful)

○ Circle of Shields

When you defend in a group, at your cry of command the defenders form a perfect circle to protect against attack from all sides. The enemy causes damage only if you or your allies roll 6- on a move.

○ Defensive Tactics

When the Caravan is attacked roll +INT. On 10+ choose 3. On a 7-9 choose 1.

- Caravan attacks (deal 1d10 damage)
- Divide the enemy (+1 ongoing in battle)
- Nothing valuable is destroyed
- No one in the Caravan is killed

○ Knightly Resolve

When you reach 0HP or less and recite the Code of the Order, you stand up again with 1HP.

Advanced Moves

When you gain a level between 2 and 5, choose one of the following moves or one of the Order Moves:

○ Debt of Honour

In a specific region or location there is an Ally who can help you with some demand or something else related to the Caravan. This Ally recognizes the debt. When you call in your debt roll +CHA. On a 10+ choose 2. On a 7-9 choose only 1.

- The Ally is willing to help with only one of your requests
- The Ally will put themselves at risk in order to meet all your requests
- The Ally will be safe after helping you

○ Cavalry Specialist

When mounted on a horse, your base damage increases to d10.

○ Council of War

When you assemble the members of the Order to decide your strategy in a future battle, roll +WIS. On a 10+ NPCs will give you valuable information about your enemies. On a 7-9, a player character must disagree with a piece of information brought to the council, discrediting the knight who put it forward. The information will be vague and as the the Standard-Bearer you must choose to believe the information, or dismiss it and lose a point of Duty.

○ Judge

When a character brings an issue to be resolved and the Standard gives their verdict, roll +WIS. On a 10+ your verdict will be carried out to the letter and everyone believes it to be the best solution. On a 7-9, those involved they feel harmed in some way and may enact the verdict only partially or disobey it at some future time.

○ Arena of Champions

When you face a horde with a group of allies and identify your leader roll +CHA. On a 10+ you summon the leader to a one-on-one duel that will decide the outcome of the combat. If the Standard-Bearer wins the ght, the other enemies will give up. On a 7-9, the leader answers the call but may try to subvert the duel, with a ruse or urging his companions to continue fighting despite losing.

When you gain a level between 6 and 10, choose one of the following moves, one of the moves of levels 2-5 or an Order Move:

○ Tactical Experience

When you Discern Realities evaluating a horde, an army, or a battle situation, you receive a +1 bonus.

○ Estrategista Nato

When you can study and prepare the ground where a confrontation will occur, roll +INT. On a 10+ you achieve a devastating victory and you suffer only a few wounded. On a 7-9, the fight was difficult, with some losses, but you gained the victory.

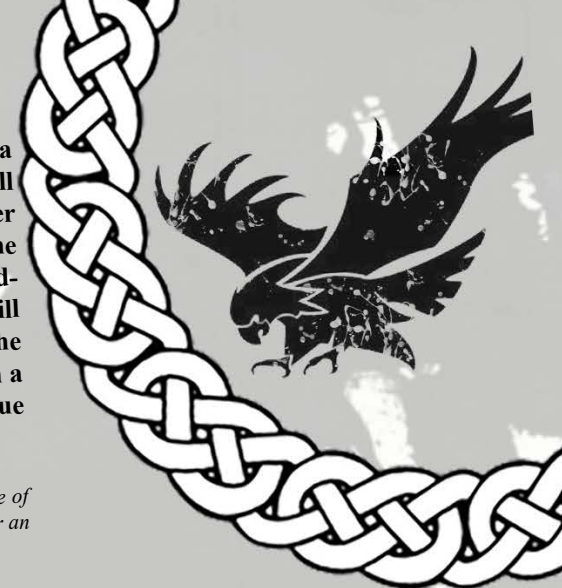
○ Knightly Accolade

The Standard-Bearer may choose to make a member of the Population into one of the Order. This member must have contributed to the Caravan through some notable achievement so that the Standard-Bearer can justify this new addition.

○ The Words of the Leader

When you take the time to visit your wounded brethren of the Order after a battle, recover 2HP and 1 Health for all members of the Order.

Travel Journal



Appearance

Choose one from each line:

- Sharp Eyes, Docile Eyes, Tired Eyes
- Big Hat, Hair Pulled Back with a Tiara, Shaved Head
- Tanned Skin, Mottled Skin, Hairy Body
- Slender Body, Evasive Demeanour, Slight Hunchback

Starting Moves

Sworn

Choose 2 Order Moves now and one more every 2 levels. If you choose an Order Move at an advanced level, you cannot choose an Advanced Move at that level. The character has 10 points of Duty.

A Moment of Opportunity

When you act alone in a situation you just encountered and the Order does not know about, roll +INT. On a 10+ you deal double damage or obtain something you seek, plus take +1 forward. On a 7-9 you still cause double damage, but another member of the Order will suffer a setback because of your attitude. Regardless of the result, lose one point of Duty.

The Vision Beyond Reach

When you take the time to analyse a location, scouring for details, roll +WIS. On a 10+ ask 3 questions. On a 7-9, ask one. The GM must answer truthfully and in a way that influences the fiction.

- Who or what was in this place recently?
- How long did they stay here?
- Who or what is coming here?
- Where did they leave this place for?
- What is the safest way to get out of here? Is there any hidden danger?
- What happened in this place recently?
- What was in this place that was taken away?

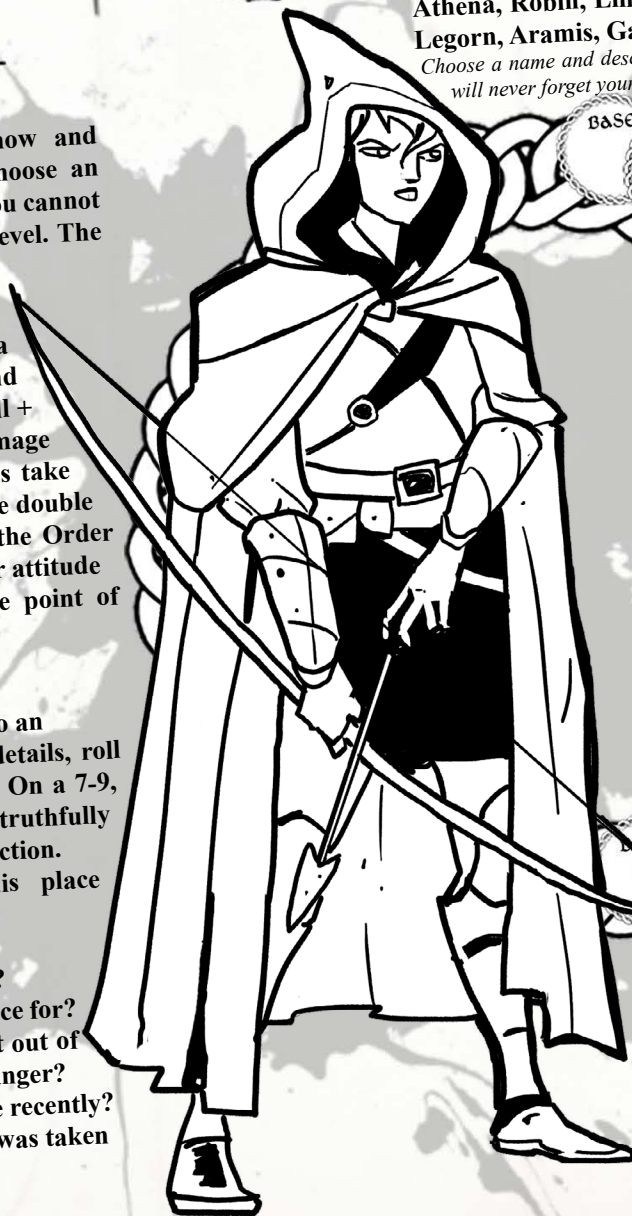
Duty Points



Name

Athena, Robin, Liliana, Roxane, Hank, Eritreia, Cid, Sif, Legorn, Aramis, Gabrielle, Rhond.

Choose a name and describe your appearance such that your companions will never forget your presence!



XP



Level

Alignment

- ☐ Good Provide the Order with the most information you can.
- ☐ Neutral Look for an alternative to an insoluble situation.
- ☐ Chaotic Drive a relentless hunt for the enemies of the Order.

Bonds

_____ has dangerous plans and I must be vigilant.
In a hunt, _____ can prove their worth.
_____ seeks to redeem themselves for an error that only I know about.
_____ will not give up so easily a goal while I'm on the trail too.

BASE

STR

WEAK -1

BASE

DEX

shaky -1

BASE

CON

SICK -1

BASE

INT

stunned -1

BASE

WIS

CONFUSED -1

BASE

CHA

SCARRED -1

HP

CURRENT

MAX

6+CON

Encumbrance Damage Armour

6

Equipment

Choose 1 weapon set:

- ☐ Hunter's Bow (close, far, weight 1)
- ☐ 5 Throwing Daggers (thrown, close, weight 0)
- ☐ Hunter's Bow (close, far, weight 1)
- ☐ Machete (hand, weight 1)

Choose 1 armour & equipment set:

- ☐ Long Coat (Armour 1, weight 1), Canteen, Antivenom, Rope and Hook, Oil of Tagit (dangerous, applied, weight 0)
- ☐ Leather Armour (Armour 1, weight 1), Breathing Mask (protection against gases), 22 coin

Order Moves

○ Cavalry Onslaught

When a group of members of the Order are assembled on horseback and charge towards the enemy, roll +DEX. On a 10+ they deal double damage to the enemy horde.

○ Master of Oratory

When you address an audience, roll +CHA. On a 10+, the group has complete confidence in your words. On a 7-9, you've got the trust of only some of the audience. With each new speech to the same audience, take -1 forward.

○ Brother in Arms

When you take a moment after a battle or tragedy to speak words of encouragement and hope to your companions take +1 forward.

○ Squire

You have chosen a helper, a non-player character who is at your service, taking care of common tasks.

○ Born in the Forge

When you have access to a forge you can improve a weapon: Jagged (+1 damage, +1 weight); Sharp (+2 Penetrating); Smooth & gleaming (-1 weight); Balanced (Precise); Imposing (Powerful)

○ Circle of Shields

When you defend in a group, at your cry of command the defenders form a perfect circle to protect against attack from all sides. The enemy causes damage only if you or your allies roll 6- on a move.

○ Defensive Tactics

When the Caravan is attacked roll +INT. On 10+ choose 3. On a 7-9 choose 1.

- Caravan attacks (deal 1d10 damage)
- Divide the enemy (+1 ongoing in battle)
- Nothing valuable is destroyed
- No one in the Caravan is killed

○ Knightly Resolve

When you reach 0HP or less and recite the Code of the Order, you stand up again with 1HP.

Advanced Moves

When you gain a level between 2 and 5, choose one of the following moves or one of the Order Moves

○ The Death that Comes from the Shadows

When you are in a protected location and attack a surprised or helpless enemy, simply deal your damage. If you've been aiming for some time, Roll +DEX. On a 10+, choose precisely where you strike (head = death, other parts = disabled). On a 7-9, you deal your damage but announce your position to the enemy.

○ I Have a Surprise for Them

When you begin a battle together with other members of the Order, in a location you have previously been in, roll +INT. On a 10+, you can set traps or other previous preparations that you made in this place and can stay out of reach of the enemy during the whole battle, during which allies receive +1 ongoing. On a 7-9, choose an ally to be a victim of your traps (su er your base damage) or the enemy chooses you as a priority target, chasing after you. Allies receive +1 ongoing in the battle, whatever you choose.

○ One with the Shadows

When you remain motionless in a place where you have been before, your enemies will be unable to locate you until you move.

○ I am with You

When an ally takes damage and is within reach of your weapons, roll +DEX. On a 10+ you deal your damage to the enemy and disable them in some way. On a 7-9 you deal your damage to both the enemy and ally, or you free your ally by calling the enemy's attention to yourself.

○ Tower of Defence

When you're in a prime position at a location you've been to before, you can spend extra ammo to apply your Volley damage to an additional target. You roll the Volley once and apply your damage on as many enemies as the ammo points you have spent.

When you gain a level between 6 and 10, choose one of the following moves, one of the moves of levels 2-5 or an Order Move:

○ Sentinel

When you are quiet and focused, the GM will warn you of any hostile intent approaching you, or the location you protect. If you observe a group or a person for a long time, you can also ask the GM if they represent a threat, and they will respond with the truth.

○ Acrobat in Flight

When you are attempting an impossible escape, surrounded or alone in a sticky situation, roll +DEX. On a 7-9, you use the terrain and your physical abilities to escape, but lost something valuable. On a 6- despite using the terrain and your acrobatics, the enemy impedes you and prevents you from getting away.

○ Daughter of the Tempest

When you kneel on the ground and feel your ancestral vital ow, roll +WIS. On a 10+ you can tell what kind of weather change is happening and how it will disrupt your enemies. On a 7-9 the phenomenon is very dangerous and will also affect the player characters.

○ Spirit that Walks

When you Defy Danger in a place where you have been before, treat any 7-9 as a 10+ and any 6- as a 7-9.

Travel Journal

Anotações e peculiaridades



五五五

Warm Eyes, Radiant Eyes, Narrow Eyes
Flowing Hair, No Hair, Dishevelled Hair
Marked Skin, Soft Skin, Tanned Skin
Lean Body, Stocky Body, Small Stature

Sworn

Choose 2 Order Moves now and one more every 2 levels. If you choose an Order Move at an advanced level, you cannot choose an Advanced Move at that level. You have 10 points of Duty.

Serenity

Serenity
When you talk serenely and firmly roll +CHA. On a 10+ the listener ceases any hostile attitude toward you or your allies. On a 7-9, the listener is confused but still can be hostile against someone, or another character can take advantage of the distraction. If the listener is injured by another character or attacks a character after hearing the Samaritan, you lose a point of Duty.

When th

aravan is under attack, and you give a speech to lead them, roll +WIS. On a 10+ choose 2. On a 7-9 lose a point of Duty for each option chosen:

- The People find a place of protection (suffer half damage)
- The People protect their supplies (do not lose supplies)
- The Caravan recovers 1 point of Faith

This move can be triggered whenever something or someone directly threatens the Caravan.

Flame

**Aaron, Dheva, Cidaris, Clarence, John, Selina, Duran,
Karina, Paris, Próximo, Rey, Espéria.**

Karina, Paris, Próximo, Rey, Esperia.
Choose a name and describe your appearance such that your companions will never forget your presence!



STR

WEAK -

DEF

shaky -

FOR

SICK -

THE

STUNNED -

CONFUSED -

CSA

SCARRED -

50

May

CURRENT

6+CON

Level

Alignment

- ☐ **Loyal** Save your companions at any cost
- ☐ **Neutral** Stay on the safest path
- ☐ **Chaotic** Draw danger to yourself in order to protect others

Bonds

 is a person of worth
and I trust in them.

After so long, only _____
can understand my vows.

 is dangerously aggressive and I need to help them.

The day will come when _____
must decide between our lives and
theirs, and I will help with that
decision.

Encumbrance Damage Armour

4

Equipment

Choose one set:

- Staff (close, two-handed, weight 1)
Herbs and Unguents (weight 1)
Aromatic Oils (weight 0)
- Hand Sickle (hand, weight 1)
Alchemical Instruments (weight 1)
Herbalism Book (weight 0)

Order Moves

○ Cavalry Onslaught

When a group of members of the Order are assembled on horseback and charge towards the enemy, roll +DEX. On a 10+ they deal double damage to the enemy horde.

○ Master of Oratory

When you address an audience, roll +CHA. On a 10+, the group has complete confidence in your words. On a 7-9, you've got the trust of only some of the audience. With each new speech to the same audience, take -1 forward.

○ Brother in Arms

When you take a moment after a battle or tragedy to speak words of encouragement and hope to your companions take +1 forward.

○ Squire

You have a helper, a non-player character who is at your service, taking care of everyday tasks.

○ Born in the Forge

When you have access to a forge you can improve a weapon: Jagged (+1 damage, +1 weight); Sharp (+2 Penetrating); Smooth & gleaming (-1 weight); Balanced (Precise); Imposing (Powerful)

○ Circle of Shields

When you defend in a group, at your cry of command the defenders form a perfect circle to protect against attack from all sides. The enemy causes damage only if you or your allies roll 6- on a move.

○ Defensive Tactics

When the Caravan is attacked roll +INT. On 10+ choose 3. On a 7-9 choose 1.

- Caravan attacks (deal 1d10 damage)
- Divide the enemy (+1 ongoing in battle)
- Nothing valuable is destroyed
- No one in the Caravan is killed

○ Knightly Resolve

When you reach 0HP or less and recite the Code of the Order, you stand up again with 1HP.

Advanced Moves

When you gain a level between 2 and 5, choose one of the following moves or an Order Move:

○ Herbalist

When you take time to harvest and analyse plants from the local area, roll +INT. On a 10+, you can determine and catalogue the effect of a herb you find and it meets all three conditions below. On a 7-9, choose one of the conditions only.

- The effect of the herb is exactly as described.
- The herb is totally safe for its user.
- The preparation of the herb for use is simple and fast.

Write down each new herb discovered, its effect, and the conditions that apply to it.

○ Prayer to the Ancestors

When in a quiet moment you recall the rhymes and chants of your ancestors and address the Caravan and your Order companions, the Population recovers 1 point of Faith and the Player Characters who hear your words receive +1 Armour during the next battle.

○ Sacrifice of the Just

When you interpose yourself between a danger and an ally roll +CON. On a 10+ you suffer the damage that would go to the ally, adding +2 to your Armour. On a 7-9, divide the damage equally between the two of you. If your ally still dies, you lose a point of Duty.

○ Good Companions

When you successfully aid someone, you also take +1 forward.

○ Benefactor

When you arrive at a civilized place you have not visited before, roll +CHA. On a 10+, you know someone in this place that you have helped in the past and will help you and the Caravan as much as they can. On a 7-9 this person pleads difficulties and has some conditions that must be met.

When you gain a level between 6 and 10, choose one of the following moves, one of the moves of levels 2-5 or an Order Move:

○ Complete Serenity

When you speak calmly and firmly to a group of people or intelligent creatures, roll +CHA. On a 10+ the group ceases any hostile attitude toward you or your allies. On a 7-9 the group is confused but may still be hostile. Duty points may be lost as with Serenity.

○ Shackles of the Intellect

When you look into the eyes of the enemy and speak of their savagery and evil, roll +INT. On a 10+ the target is paralyzed, focused on the Samaritan, while the Samaritan keeps talking. On a 7-9 the target is confused but reacts if something tries to harm them.

○ Faith and Duty

When you touch a seriously injured character, and remind them of their mission and duty to the Order, roll +CHA. On a 10+ you rouse your companion's hope and heal half of their total HP. On a 7-9, they recover 1 HP, are unable to rise but will not be in further risk

○ Immaculate

When you walk peacefully in the midst of a battle, no enemy will perceive you or choose you as a target. The GM can not use their soft or hard moves on the Samaritan as long as you do not trigger another move.

Travel Journal



Appearance

Choose one from each line:

- Mad Eyes, Unseeing Eyes, Sharp Eyes
- Oily Hair, Long & Ornamented Hair, Shadowy Hood
- Bruises & Scars, Tattooed, Dry Skin
- Strong Body, Hunchback, Tall & Skinny

Starting Moves

Sworn

Choose 2 Order Moves now and one more every 2 levels. If you choose an Order Move at an advanced level, you cannot choose an Advanced Move at that level. You have 10 points of Duty.

Auguries

When you first encounter a person or object and watch them for some time, speak a word and roll +INT. On a 10+ you can determine whether the word speaks of the future or past of the person or object. On 7-9 you cannot be sure. On a 6- the word also affects a Player Character and you lose a point of Duty.

Appeal to the Ancestral Power

You possess a gift that you have had since birth, a link with the spirit of a powerful ancestral creature.

Name: _____

The Spirit can change reality at your request as the Herald, in the manner you pray for in your appeal: when you plead for a manifestation of the ancestral spirit, roll +WIS. On a 10+ choose 2, on 7-9 choose 1. On a 6- the Ancestral Power causes a catastrophe and you lose a point of Duty.

- You describe exactly how the Spirit the interferes with reality
- You avoid paying the price charged by the Ancestral Power
- You stay in control of the situation

Duty Points

○○○○○○○○○○

Name

Zhul, Morgana, Garak, Théa, Malak, Edea, Amon, Adel, Fendro, Ilithid.

Choose a name and describe your appearance such that your companions will never forget your presence!

XP

○○○○○○○○○○

Level

Alignment

- ☐ Neutral Guide the Order in a dangerous endeavour.
- ☐ Chaotic Use occult powers recklessly.
- ☐ Evil Obliterate an enemy without mercy.

Bonds

_____ has a dark future and I must protect them.
When I met _____ for the first time, a profane secret was revealed to us.

_____ doesn't believe in the Ancestral Powers. I shall show them.
I know that _____ fears my powers but trusts my counsel.

Encumbrance Damage Armour

6

Equipment

Ornate short sword (hand to hand, +1 Damage, weight 1) and choose 2:

- ☐ Heavy Leather Coat (Armour 1, weight 1)
- ☐ Hide Doublet (Armour 1, weight 1)
- ☐ Golden Root Poison (weight 0)
- ☐ Ritual Components (+1 fwd with Ancestral Power)
- ☐ 22 coin



STR

DEX

CON

INT

WIS

CHA

SP

CURRENT

4+CON

Order Moves

○ Cavalry Onslaught

When a group of members of the Order are assembled on horseback and charge towards the enemy, roll +DEX. On a 10+ they deal double damage to the enemy horde.

○ Master of Oratory

When you address an audience, roll +CHA. On a 10+, the group has complete confidence in your words. On a 7-9, you've got the trust of only some of the audience. With each new speech to the same audience, take -1 forward.

○ Brother in Arms

When you take a moment after a battle or tragedy to speak words of encouragement and hope to your companions take +1 forward.

○ Squire

You have a helper, a non-player character who is at your service, taking care of everyday tasks.

○ Born in the Forge

When you have access to a forge you can improve a weapon: Jagged (+1 damage, +1 weight); Sharp (+2 Penetrating); Smooth & gleaming (-1 weight); Balanced (Precise); Imposing (Powerful)

○ Circle of Shields

When you defend in a group, at your cry of command the defenders form a perfect circle to protect against attack from all sides. The enemy causes damage only if you or your allies roll 6- on a move.

○ Defensive Tactics

When the Caravan is attacked roll +INT. On 10+ choose 3. On a 7-9 choose 1.

- Caravan attacks (deal 1d10 damage)
- Divide the enemy (+1 ongoing in battle)
- Nothing valuable is destroyed
- No one in the Caravan is killed

○ Knightly Resolve

When you reach 0HP or less and recite the Code of the Order, you stand up again with 1HP.

Advanced Moves

When you gain a level between 2 and 5, choose one of the following moves or an Order Move:

○ Traces of Power

When you point to an object while reciting old worship chants, roll +INT. On a 10+ choose one of the effects below. On 7-9 the effect happens but the fabric of reality is disturbed, causing sorrow and agony in a nearby character and you lose a point of Duty.

- The object becomes as incandescent as a beacon.
- The object blazes with spectral flames that burn whomever touches it, but do not burn the object itself.
- The object floats in one direction for a few moments.
- A complex object quickly assembles or dismantles itself.
- The object appears to be another object to all who do not observe it closely.

○ Drawing Out Memories

When you hold an object or touch a location for some time, you can describe a scene that occurred in place or recently witnessed by the object, triggering the Spout Lore move.

○ Mystic Bond

Choose one of your bonds. That character takes +1 forward when you are together in a scene.

○ Whisper of the Dead

When you lean over a dead body and intone "I will be your guide to the gates of death" roll +WIS. On a 10+, you may ask about recent facts and receive a truthful answer. On a 7-9 the answers are vague and make little sense, though they are true. The process is painful and you lose 1HP to each question.

○ A Step Ahead of the Enemy

When you are able to prepare for a combat, you get +1 Armour, as you predict the enemy's attacks.

When you gain a level between 6 and 10, choose one of the following moves, one of the moves of levels 2-5 or an Order Move:

○ Shadow Rider

When you enter a place of pitch darkness, roll +INT. On a 10+, you can turn your body into shadows and sneak through them without anyone noticing your presence by natural means. On a 7-9 the transformation is imperfect and can be easily perceived. A 6- can mean unexpected contact with your Ancestral Power, which may run amok or ask you a favour.

○ Ancestral Ghost Strike

When you Hack & Slash, instead of dealing damage you may choose to provoke hallucinations. You describe what the enemy hallucinates. On a 7-9, the GM determines the target's reaction to these phantasms.

○ Sinister Darkness

When you touch the ground and concentrate to focus your Ancestral Power, roll +CON. On a 10+ you absorb all visible light, making the environment around you pitch black. Flames continue to burn, but there is no light. On a 7-9, you lose 1HP for each source of light absorbed.

○ Avatar

When you perform your supplication to the Ancestral Power, you can receive the spirit into your body, transforming into an Avatar of Black Flames. It is a powerful and destructive creature, and you have no control over its actions. It can crush the enemies of the Order, but there are no guarantees that it will do no harm to your own. You lose 1 point of Duty.

Travel Journal



Appearance

- Choose one from each line:
- Angry Eyes, Penetrating Eyes, Narrowed Eyes
 - Tied Hair, Coloured Hair, Ornate Braid
 - Tanned Skin, Tattooed, Ebony Skin
 - Muscular Body, Sinuous Body, Colossal Height

Starting Moves

SWORN

Choose 2 Order Moves now and one more every 2 levels. If you choose an Order Move at an advanced level, you cannot choose an Advanced Move at that level. You have 10 points of Duty.

Indomitable Fury

When damage is dealt to you or an ally during a battle, roll +WIS. On a 10+, you can maintain control and only fight with more momentum: add +1d4 to your damage. On a 7-9, you go into a fury: add 1d4 to your damage and all your weapons get the Messy tag. You lose 1 point of Duty. On a 6-, you go completely out of control in the middle of the battle.

Rite of Battle

When you have time to perform the ritual of concentration and recite the dogmas of the Order, roll +WIS. On a 10+, gain 3 hold. On 7-9 gain 1. While the battle lasts and you do not engage Indomitable Fury, you can spend 1 hold to activate one of these effects:

- Faced with your battle cry, enemies hesitate to attack you.
- Add +1d4 to your damage.
- You grasp an enemy by the throat and throw them at someone.
- You ignore all damage from a blow by looking into the aggressor's eyes. (Then, trigger Indomitable Fury)

Duty Points

Progress bar with 10 circles, 10 filled.

XP

Progress bar with 1 circle, 1 filled.

Name

Sônia, Logan, Xena, Wallace, Khull, Aria, Valéria, Grom, Kali, Donovan.

Choose a name and describe your appearance such that your companions will never forget your presence!



STR

WEAK -1

DEX

shaky -1

CON

SICK -1

INT

stunned -1

WIS

CONFUSED -1

CHA

SCARRED -1

SP

CURRENT

MAX

10+CON

Level

Alignment

- ☐ Loyal Control your instincts and follow orders.
- ☐ Neutral Challenge an enemy to compare your strength.
- ☐ Evil Create a bloodbath.

Bonds

_____ hesitates in front of the enemy. I will not let them put us in danger.

In every battle, _____ has fought and will fight at my side. _____ is a good knight, but questions the designs of the Order.

As long as our journey is not over, I will watch _____.

Encumbrance Damage Armour

Progress bars for Encumbrance, Damage, and Armour. Damage is at 10.

Equipment

Mail Coat (Armour 1, weight 1), Shield (Armour 1, weight 2). All weapons gain Powerful tag. And choose 2:

- ☐ Warhammer (hand to hand, +1 damage, weight 1)
- ☐ Longsword (hand to hand, +1 damage, weight 2)
- ☐ Lance (reach, close, weight 1)
- ☐ Adventuring Gear (weight 1)
- ☐ Antitoxin (weight 0)

Depot

Order Moves

○ Cavalry Onslaught

When a group of members of the Order are assembled on horseback and charge towards the enemy, roll +DEX. On a 10+ they deal double damage to the enemy horde.

○ Master of Oratory

When you address an audience, roll +CHA. On a 10+, the group has complete confidence in your words. On a 7-9, you've got the trust of only some of the audience. With each new speech to the same audience, take -1 forward.

○ Brother in Arms

When you take a moment after a battle or tragedy to speak words of encouragement and hope to your companions take +1 forward.

○ Squire

You have a helper, a non-player character who is at your service, taking care of everyday tasks.

○ Born in the Forge

When you have access to a forge you can improve a weapon: Jagged (+1 damage, +1 weight); Sharp (+2 Penetrating); Smooth & gleaming (-1 weight); Balanced (Precise); Imposing (Powerful)

○ Circle of Shields

When you defend in a group, at your cry of command the defenders form a perfect circle to protect against attack from all sides. The enemy causes damage only if you or your allies roll 6- on a move.

○ Defensive Tactics

When the Caravan is attacked roll +INT. On 10+ choose 3. On a 7-9 choose 1.

- Caravan attacks (deal 1d10 damage)
- Divide the enemy (+1 ongoing in battle)
- Nothing valuable is destroyed
- No one in the Caravan is killed

○ Knightly Resolve

When you reach 0HP or less and recite the Code of the Order, you stand up again with 1HP.

Advanced Moves

When you gain a level between 2 and 5, choose one of the following moves or an Order Move:

○ Blade of the Order

It was forged hundreds of years ago and left on a pedestal as a symbol of the Power of the Order of the Eagle. In the haste of departure, you just managed to wrap it in a cloth and keep it protected.

Name _____

Remind everyone of your story and tell them two characteristics that it has:

- It was touched by the gods; it ignores armour.
- It causes agonising pain to anyone not of the Order who holds it.
- Its legend is known far and wide, frightening intelligent creatures.
- It burns red when you recite its name; +1 Damage
- It is a symbol of strength; +1 forward in battle
- It shines and points to safety when bathed in your blood.

○ Glory through Strength

When you annihilate an enemy in battle, recover 1HP.

○ Protected

When you recklessly advance against an enemy that has the advantage, you receive +1 Armour until the end of the battle. You lose a point of Duty.

○ Battle Trophy

When you return from a battle bringing a symbol of your victory, roll +CHA. On a 10+ you can cancel an in-progress Caravan demand. On 7-9 you can still cancel a demand, but the Order has -1 next time you argue with the plaintiffs.

○ Subjugation

When you Hack & Slash, instead of dealing your damage, you may apply a weakness of your choice to the target. In the case of monsters, it means that they will be struggling to continue the fight.

When you gain a level between 6 and 10, choose one of the following moves, one of the moves of levels 2-5 or an Order Move:

○ Unstoppable

When your current HP is lower than your Constitution, you take +1 ongoing and cannot suffer debilities.

○ Destiny of the Blade of the Order

You discover, on ancient scrolls, that the Blade of the Order has a destiny to be fulfilled. A prophecy of the first Heralds. Define this prophecy. When pursuing the the Blade Destiny, treat a 6- on Hack & Slash or Defend as a 7-9.

○ Blood Fury

(replaces Indomitable Fury)

The same effect as Indomitable Fury, but when you cause damage, deal +1d6 damage.

○ Destroyer

When you perform your Battle Ritual, during the next confrontation, you acquire overwhelming strength. When a barrier or obstacle is in your way roll +STR. On a 10+, you destroy the obstacle as if it were nothing and keep moving forward. On a 7-9, someone is injured in the process.

Travel Journal





The Caravan

The evil that haunts us...

This image shows a single sheet of white paper with horizontal blue or grey ruling lines. The lines are evenly spaced and run across the width of the page. There is no handwriting or other markings on the paper.

The Order

Home

Trait

Health

[illegible]

Supplies



Population

Demands

References & Extras

Hi everyone!

If you've made it this far, I can only assume that you like what you've been reading so I'd like to take the opportunity to present some incredible games that were a great inspiration to the creation of this game and will help the GM to create the right atmospheres well as inspire the players' contributions. .

The Banner Saga

This incredible series of games produced by Stoic Studio tells the story of the end of a fantastic world and a people on the run pressed by enemies on all sides, trying to find a safe place. In the three chapters of the saga, we meet the Jarl, giant warriors who try to find ways to maintain their alliance with humans, when the Drej, a race of giants too, advance through their lands destroying everything they find.

The Order's desperate saga and the demands of the caravan are directly inspired by this game, which stands out not only for themes, graphics and gameplay, but also for an incredible original soundtrack!

You can use these links to take advantage of some of the music in your settings, for those who like to play a with soundtrack!

[The Banner Saga](#)
[The Banner Saga 2](#)



Busca Final

This RPG released by Secular Games, written by Giltônio Santos and Richard Garrel, was the main influence in the creation of Orders of Cavalry and mainly in the development of moves that did not influence only battle, but also the social questions related to the game.

With a game design based on history, *Busca Final* ('Final Search') introduced several concepts, such as the leading character that changes players and the ramblings about an epic journey that I tried to bring to this module.



Polaris

In this game by Ben Lehman, the idea of narrative of an epic saga is taken, in my opinion, to the state of the art. *Polaris* is an inspiration in all my work with narrative games, but this one in particular brought me the idea of maintaining a duality issue for the characters by using duty points as an ongoing barometer.

I hope you enjoy *The Order of Last*! And if you want to share ideas you, get in touch on:

Twitter
[@juliomatosmkt](#)

Email
gradium@gmail.com





With the greatest of our fears close behind and
the most forlorn of hopes ahead, we set off into
perilous lands...

The Order of the Last is a module for *Dungeon World*
that lets you play out the saga of a desperate journey
guided by faith.

Take up the mantle of the Standard-Bearer, Defender,
Devout, Samaritan, Herald, or the Vision of the Eagle.
Ride with your fellow survivors, the remnant of a
once-glorious knightly order.

Perhaps you really can lead the people of the Caravan
to safety and freedom. Perhaps you'll die out there, or
simply fail.

Let's play to find out.

**winner
2018**



**The Order
of the Last**