

FELLOWSHIP



A TABLETOP ADVENTURE GAME

JACOB RANDOLPH

Fellowship

A Tabletop Adventure Game

LIBERIGOTHICA
GAMES

Jacob Randolph

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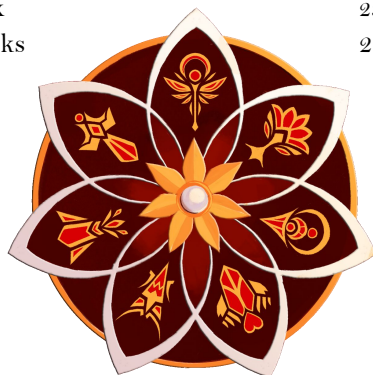
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Introduction

What is this book?

Fellowship is a tabletop adventure game, where you get a bunch of friends together to save the world from an evil overlord bent on destroying everything. The game is built around the adventure - traveling the world, facing down challenges, protecting the weak, and defeating the grand villain attempting to destroy everything your characters love. One player takes on the role of the villain, and everyone else takes on the role of one of the heroes of the story, and everyone works together to tell the tale of your Fellowship.

Fellowship is about a world of History - each playbook gives its player the ability to define an entire people, their history, their lore, their past. *Fellowship* is about Loss - things are not what they used to be, and a great evil has brought about a great change in the world. *Fellowship* is about Hope - your losses will not stop you from rising up, pushing forward, and changing the world again, this time for the better.

Fellowship has a lot to do with a great evil destroying the world if the players don't stop it, but this world is inherently optimistic. The heroes *will* succeed, as long as they can work together. The great evil is powerful, nearly unstoppable, but not *completely* unstoppable - with their wits, their teamwork, and the combined might of their people, the heroes *will* succeed. But it won't be easy.

Fellowship is a game about playing as the heroes in such a story, and figuring out just how they actually go about saving the world. You will go on an epic journey across the world, help people along the way, see miraculous things, and build a world around you as you fight the heart of evil itself. And if all goes well, have a lot of fun with some friends while you're at it.

So how does a tabletop adventure game work?

In a Tabletop Adventure Game, you need to get a bunch of friends together, along with some six-sided dice, pencils, and paper. You will write down the events that happen, build a world together, and explore it through the lens of the heroes and villain you are playing as. The dice are used when an event's outcome is in question - when you need to know how your course of action turns out, roll the dice to find out.

Basically, you're re-imagining the *Lord of the Rings* movies with your friends, going on a grand adventure to find and defeat the villain who has thrown the world into peril. Or maybe not *Lord of the Rings*, but more *Avatar*:

The Last Airbender, or *Wakfu*, or *Dragon Quest*, or most of the *Final Fantasy* series' main entries, or *Jojo's Bizarre Adventure: Stardust Crusaders*. If it's an epic journey with a varied cast of heroes trying their best to defeat an evil final boss causing problems; that's what a game of *Fellowship* is.

In *Fellowship*, you will need to get a bunch of friends together, and decide which person wants to play the villain. Hand that person the Overlord playbook, and have everyone else choose one of the heroes in the fellowship that they want to play as. It's recommended you print off the playbooks for each hero and the Overlord in advance.

Chapter 1: The Fellowship



What Is Fellowship?

Fellowship, throughout this book, refers to three different things. *Fellowship*, capitalized and italicized, refers to this book and this game. *Fellowship* is a Co-operative Adventure Game. You play it together with a bunch of friends, and go on an imaginary adventure of your own design. One player plays as the Overlord, the powerful and probably evil being on a mission to destroy, conquer, or change the world, and everyone else plays as the fellowship, a coalition of heroes dedicated to stopping the Overlord.

The fellowship, lowercase, refers to the coalition these players have formed. Each member of the fellowship has a Playbook to follow, which gives them their Moves, their abilities, and lets them define their culture further from there. Each member of the fellowship plays as the hero of their people, and they have full control over the culture of their people. You will be defining and exploring their culture through play.

Fellowship, proper noun, refers to the bond the fellowship has with a community. Fellowship must be earned. When the players earn the respect of a community, it will grant them Fellowship, and they will gain a bonus for it. While stopping the Overlord is the main goal of this journey, earning Fellowship is important for doing that, as it grants you powerful bonuses, safe places to rest, and backup against the Overlord's many forces.

The fellowship must unite the land, and the Fellowship they earn with the people of this world is how they do it. You earn Fellowship by gaining the respect of a community and the promise of their aid, usually by giving them something they want or solving a problem plaguing their community.

Fellowship is about re-enacting an epic adventure series, such as *Lord of the Rings* or *Avatar: The Last Airbender*. This book draws particularly heavily on *Lord of the Rings* for inspiration, but further *Fellowship* materials will aid your ability to play other kinds of heroes.

To play *Fellowship*, you will need to print off the playbooks for each player, which you can find at this link: <http://tinyurl.com/FellowshipPlaybooks>

You will need three six sided dice, preferably three per player, but you can share if you need to.

You will need pencils and erasers, for writing on your playbooks with and taking notes. Having some note cards on hand in case you want to write down more is helpful, but not necessary. The Overlord should definitely have some additional scratch paper on hand, for there is a lot for them to take notes on.

What You Need To Know

Everyone playing *Fellowship* needs to read this chapter! It is important. There's some additional reading you may need to do, depending on a few things. In addition, at least one player should read Chapter 2 before the first session, but it is not as important after that.

This chapter covers the flow of play and how to tell a cooperative story together. It is important that everyone knows how this works before you play *Fellowship*.

Chapter 2 covers everything you need to know to play as a member of the fellowship. It covers your stats, how damage works, and your Agendas, Principles, and Moves. It also contains information on Bonds, Gear, and how item tags work.

Chapter 3 features the playbooks for each member of the fellowship. A playbook is a collection of rules and abilities that are unique to the player who has that playbook. Only the Dwarf gets to use all the information in The Dwarf playbook.

Chapter 4 is for starting the game. It covers how to set up the world you're going to save together, and includes some jumping-on points for your first session.

Chapter 5 is all about Destinies. As the fellowship grows on their journey, they will grow out of their basic playbooks, and require expanding into a new one. Destinies are expansion playbooks for taking your character farther.

Chapter 6 is all about playing as the Overlord, with all the rules involved in playing both the villain and the referee of the game.

Chapter 7 is a compendium of threats for the Overlord to use or draw inspiration from when creating their own threats. It also includes set pieces - pre-made encounters with a variety of threats that form a cohesive, larger threat together.

Flow of Play

Fellowship is a game about the journey. Several heroes will travel the world together, seeing a variety of interesting places on their journey to stop a great evil from destroying the land. They will come across many perilous threats that must be overcome, in one way or another, all throughout their journey.

All threats are resolved in much the same way, be they a giant monster threatening your lives, a politician denying you access to what you need most, or a collapsed bridge between you and your destination. Each trial they face is a single **scene**, and every scene has a flow to it. *Fellowship* is all about playing out each of those little scenes, stringing them together and figuring out where you're going from here.

The flow of play for each scene goes like this:

1. **Set the Scene, Set the Stakes**
2. **Swing the Spotlight**
3. **Quick Recap**

Set the Scene, Set the Stakes

Whenever the players come to a new area, it is up to them and the Overlord to set the scene. The Overlord will generally take charge during this - they will let you know what is here and what is going on. The players will decide what it is they want to do next. As heroes, it should usually be something heroic or at least helpful for saving the world, although it doesn't always need to be. Once everyone knows what is going on here and what you want to do, it's time to figure out what the problem is, if there is one.

If there is a problem that must be overcome, it is time to **Set The Stakes** - what's on the line here? What do you want out of this encounter? What could go wrong? You don't necessarily need to say this aloud and discuss it step-by-step, but each player should have this in mind as they proceed, and the Overlord should voice a few answers aloud when setting the scene.

For example, the Overlord could build up a scene by saying that the bridge you need to cross has collapsed! You must get to the other side, but it's a long way down the cliff face, and a long way across the gap. Down below, you hear a raging river rapids crashing against the rocks.

With a quick description like that, you've set the scene and set the stakes. The players know what they need, and they know what's in their way, and that's all a scene needs to get rolling.

Swing the Spotlight

After Setting the Stakes, it is time to take action, and the Spotlight begins to swing around the table. The Spotlight is like the turn order of the game, but unlike in many other games, this turn order is not rigid or fixed. The Spotlight is flexible, and it goes where it needs to be. Pass the Spotlight to whoever has an idea, to start with, and then swivel it around to everyone else as the danger warrants.

When someone is in danger, they get the Spotlight to tell us how they deal with that.

When someone hasn't done something in a while, they get the Spotlight to tell us what they've been up to while everyone else has been so busy.

When someone has an idea, leaps into action, speaks for the group, or generally does *anything noteworthy*, they get the Spotlight.

When someone's own actions put them directly into danger, they LOSE the Spotlight, leaving their moment on a cliffhanger. The Overlord will tell you who gets the Spotlight next.

Don't let anyone keep the Spotlight for too long (unless the situation really warrants it, which it will, every once in a while), and be sure to share the Spotlight often, and with everyone. The Overlord is in charge of directing the Spotlight, and that can be a heavy responsibility. Most of the game will be played during Spotlight Time, so managing the Spotlight is extremely important.

When a player has the Spotlight, they will describe what they are doing, and the Overlord will describe how the world reacts to their actions. It is a dialogue, where both players speak back and forth until something has happened. When the player has had a long enough moment in the Spotlight, or when the danger shifts elsewhere, or when another player has something to do, or when it would make a good cliffhanger, move the Spotlight to someone else and continue from there.

It's worth mentioning the Spotlight is a metaphorical one, not a literal one. The best way to think of it is like the camera in a movie - the Spotlight goes where the action is, but it can peel back and pan around and look at other things whenever they become interesting and noteworthy.

If you want to use a physical representation of the Spotlight, you can, but you will need to pass it around constantly - it's never going to stay still. A beanbag works best, because it is soft, easy to hold, and can be tossed across a table with minimal risk, but anything small, hand-held, and not-pointy will work fine. Other good Spotlight markers: a stuffed animal, an action figure, a tennis ball, a bag of marbles, balled up paper, a talking stick, or a rubber band ball.

One upside to using a physical Spotlight is that it can help keep players engaged, and it's easy to tell if someone has had it for a long time or hasn't had it in a while when you have physical evidence of where the Spotlight has been. It's important to note that this Spotlight is only a physical reminder, and isn't absolutely necessary. If your beanbag Spotlight ends up forgotten somewhere, don't worry about it too much and just keep playing. If you need it again, you can always bring it back in, but if the Spotlight marker has been forgotten, then you probably didn't need it anyway.

Continuing the bridge example, the first player to jump in with an idea is Selenia the Elf, who decides she has just the thing for this! She tells us how the bridge is mostly collapsed, but there's still a single rope intact, a few planks of wood dangling off it. Selenia can Touch the World Lightly, so she says she's going to just run across the remaining rope without a problem.

The Overlord tells her sure, that works! You're across. But what about everyone else? Selenia shrugs and says they'll need to figure that out for themselves. The Overlord nods, and turns to the Dwarf. So, how are you getting across, Ardrik?

Quick Recap

The Spotlight will keep bouncing around, from player to player, until it's time to set the next scene. But before that, everyone needs to do a Quick Recap.

Tell us what happened, briefly, and check in on how everyone's doing. It can be hard to keep track of everything when the Spotlight gets in full motion, and the Quick Recap lets everyone know where they stand. Additionally, the Quick Recap is a great tool for deciding where to go next from here - when you wind down from the last scene, you have time to figure out what the next one will be.

The Quick Recap should be exactly that - quick. Don't spend too long dwelling on every little thing that happened. For the bridge example we've been using, a good recap might be something like "So everyone made it across, without getting too banged up, and you can continue on with your journey." You only need to wrap up the scene, and keep the game moving forward in a coherent direction.

After that, you set the next scene, and continue play from there!

Telling a Story

Scenes do not exist in a vacuum - they are a part of a greater story you are telling. A set of scenes that share a common purpose is a **Story**. There are four main stories you will tell over and over: Journeys, Challenges, Downtime, and Showdowns.

Generally, the flow of play will be to take a Journey to somewhere important, go through some kind of Challenge in order to earn their Fellowship, spend some Downtime there, and then press onward with another Journey. Every so often, the flow of play will be interrupted by a Showdown, where the Overlord or one of their generals will appear and mess up everything.

Not every scene will be part of a Story. It's okay to add in extra scenes whenever you need them. Having a few scenes between stories is to be expected, and sometimes something will come up that requires you to interrupt a Challenge or a Journey with an important scene. A common type of mini-scene is one where the fellowship just sits down, catches their breath, and figures out what they're doing next, usually over some food and a map. Planning scenes like that usually don't have anything at stake, and this scene can happen any time the players think they need a moment before pressing on with their quest.

During a Story, the Overlord will often get a chance to set scenes telling everyone about what the Overlord is up to. The Overlord will usually advance a plan, set up a Bond, or foreshadow their next move during these scenes. During such a scene, while the players may hear about what is going on, it can be assumed the fellowship (as in, the heroes they are playing as) doesn't know about what

happened unless they go out of their way to find out, or they hear about it through some means. However, if the Overlord uses such a scene to, say, topple a city or set fire to the Elfwoods, you can assume the fellowship will hear about it as quickly as the news can reach them.

A Long Journey

A Journey is a story where you want to get from point A to point B. During a Journey, each player tells us one event that happened along the way, starting with whoever you like. The Overlord may frame the event by asking specific questions, such as "what did you find just off the beaten path?" or "who did you meet on the road?" or "what was really dangerous about this leg of the journey?"

After a player describes the event, they choose another player at the table, and that player must tell us how they handled the event. Give each event as much or as little detail as it needs. During this montage, the Overlord also gets a turn, to describe an event that is directly related to the Overlord or their minions, and tell us what they're up to or how they get in the fellowship's way.

Once every player has told us about an event and helped solve someone else's event, the fellowship arrives at their destination. So throughout a Journey, each player will create one scene, and help to resolve one scene. The first player to set a scene will also be the last player to resolve a scene. If a scene leads to combat or some other obstacle that the whole party participates in, that still counts as one player resolving the scene - the player who decided to solve it that way counts as the one who resolved it.

After every event has been resolved, you make it to your destination.

A Little Downtime

Downtime is a story you tell when the players spend some time in a city or other large civilization, usually with their own goals for what they want to accomplish while they are there. Downtime usually happens when you take the time to *Recover*, which the fellowship will need to do regularly.

When you spend some downtime in a city or village, each player tells us one thing their character did there, starting with whoever you like. The Overlord will ask you about it, such as "who else was with you?" or "what made it harder than you expected?" or "someone in town didn't like that much, who was it?"

After a player finishes their thing, another player gets to do a thing. Choose who goes next however you like - the previous player can choose, or someone can volunteer to go next, or you can just go around the table. This process repeats until everyone has done everything they want to do here, or something happens that forces everyone to move on with their quest.

During this montage, the Overlord will also take turns, describing what the Overlord is up to while the players are busy in town, which usually advances their

plans. The longer the players spend in Downtime before moving on, the more turns the Overlord gets to make preparations of their own. It is unwise to waste time while the world is ending.

A Proper Challenge

Challenges are the story of earning something worthwhile. When the fellowship sets a short-term goal, the story that tells their tale to achieve it is the Challenge. While Downtime and Journeys give each player a turn to set one scene, do a thing, and move on, Challenges don't work like that. Challenges are cooperative. Everyone works together in every scene, and you keep setting new scenes until the Challenge has been overcome.

Most of the time, a Challenge will come from trying to earn Fellowship. When you come to a community, they will have some trouble, usually caused by the Overlord, that must be resolved. The Challenge will be to figure out how to resolve it, and then working to do so.

The first scene of a Challenge, after you've figured out what the problem is, will almost always be spent making a plan. You need to know what you want to do and how you're going to do it, and then put the plan in motion. The next scene will be wherever the plan starts, or getting everything you need for it, and each scene after will flow from there.

A Challenge lasts for as many scenes as it takes until the fellowship succeeds, or their goal becomes unattainable. They should never give up on a challenge once they begin to pursue it without good reason.

A Set Piece is always a Challenge, no matter when or how you face it.

The Showdown

A Showdown is an interruption. It doesn't matter what story you were in the middle of. When the Overlord or one of their Generals suddenly makes an appearance, or when you stumble upon a Source of Power, they take over the plot. Whatever direction the story was going, it's been forced in a new direction now, and this new threat is at the center of it.

The Showdown always begins with the new threat asserting itself. The Overlord or their General makes a show of power, the story twists and changes, and the fellowship has to drop everything to face this new challenge. When you find a Source of Power, it should be equally dangerous and dramatic, even if the Overlord or their Generals aren't present to stop you.

After the threat has made a show of force, it is time to rumble. The fellowship is immediately placed in danger and must take action right now. The Showdown should be a long, extended, dramatic scene, with lots of danger. It is less of a Story and more of a scene that will not end until the threat is vanquished, or the fellowship is forced to retreat. A Showdown should keep the players moving, with

lots of things happening, and the Overlord should be ramping up the danger constantly until a conclusion is reached. Showdowns are your boss fights, and threats will be pouring out of the woodwork.

If a Showdown isn't dangerous, climactic, and dramatic, it isn't a Showdown.

Agendas, Principles, and Moves

While the Scene system sets up an outline for how the game flows, the actual rules for how to play *Fellowship* are found in three separate (but equally important) segments - your Agendas, your Principles, and your Moves.

If you are a member of the fellowship, your Agendas, Principles, and Moves are found in chapters 2 and 3. Everyone has the Agendas, Principles, and Moves found in chapter 2, but the Agendas and Moves found in chapter 3 will be unique to each player.

If you are the Overlord, your Agendas, Principles, and Moves are found in chapter 6. You will not use any of the Agendas, Principles, or Moves from chapters 2 and 3.

Your **Agendas** are your guidelines. When you do not know what your character should do next, look to your guidelines for ideas.

Your **Principles** are your rules. During play, you should always follow your Principles. Do not break these rules.

Your **Moves** are what you actually do during the game. Within each Scene, everyone will say what their character is doing, and whenever they do something that **triggers a Move**, that player makes that Move, with everything it entails.

Some Moves will just do something. For example, the *Forge a Bond* Move has the trigger "**When you bond with someone over something you did or shared together.**" So when your character shares a moment with another character in the game, you trigger that Move, which tells you to write down a Bond with them. That just happens whenever you meet the trigger during play.

Some Moves will require you to roll, and the result of your roll determines how well it goes. For example, the Move *Get Away* tells you to roll +Grace when you meet the trigger.

**Whenever a Move tells you to roll,
you roll two six sided dice, and add the bonus listed by the Move.**

So when you *Get Away*, you roll two dice and add your Grace modifier to the roll, which will be between -1 and +3. The higher your modifier, the better your chances of success.

Every Move that requires a roll has three different outcomes. **On a 10 or higher, usually written as 10+**, you succeed, and get everything you wanted out of your Move. The Move will tell you specifically what happens in that case.

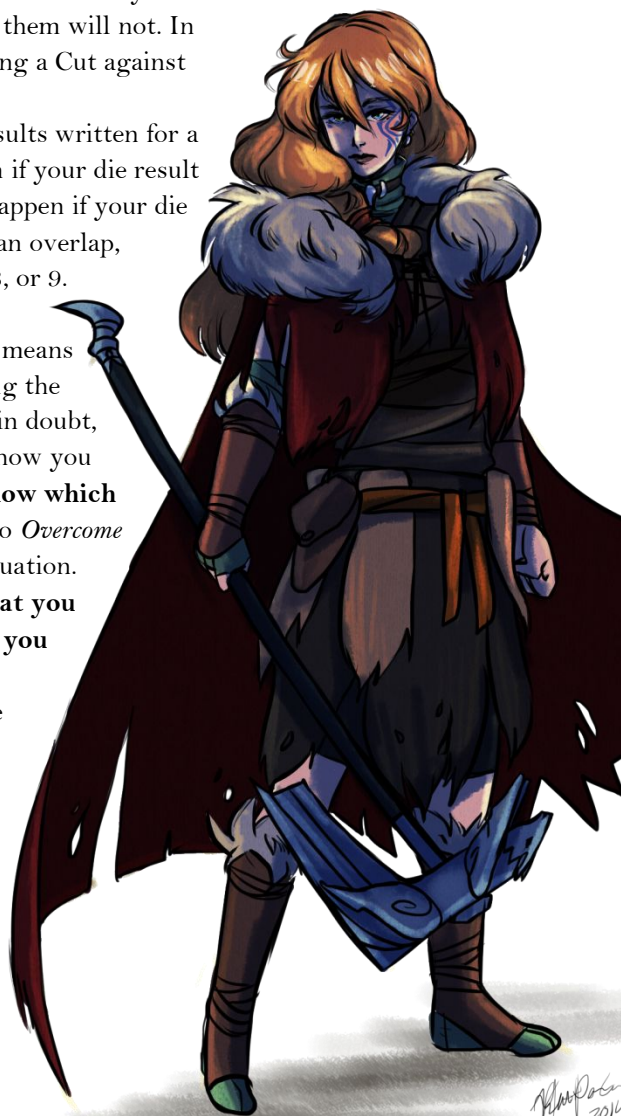
If your result is 7, 8, or 9, usually written as 7-9, then you still succeed, but something usually goes wrong - you need to pay a price. Many Moves will tell you what happens, but if they do not, you may tell us the price you pay for success.

If your result is a 6 or less, usually written as 6-, then the Overlord gets to make a Cut against you! Some Moves will tell you what happens on a 6 or less, but most of them will not. In nearly all cases, the Overlord making a Cut against you is enough.

Some Moves may also have results written for a **7+ or a 9-**. The **7+ results** happen if your die result is 7 or higher, and the **9- results** happen if your die result is 9 or less. This will create an overlap, where you do both results on a 7, 8, or 9.

Your Moves are your primary means of interacting with the world during the game, and whenever something is in doubt, always consult your Moves to see how you should resolve it. **If you do not know which Move to use**, you can always try to *Overcome* the threat or *Get Away* from the situation.

If none of your Moves fit what you want to do, and there is nothing you need to *Overcome* or *Get Away* from, then you just succeed. There is no reason to roll for something trivial or safe, you just do it.



Chapter 2: Playing As The Fellowship



Fellowship Rules

When you are playing as a member of the Fellowship, your job is to attempt to save the world, by whatever means you think is best. During play, you have some rules you must stick to - your Agendas, your Principles, and your Moves.

Your **Agendas** are what you need to be doing. If you're ever at a loss for what to do next, check your Agendas for ideas. Each member of the Fellowship has an additional Agenda from their playbook - make sure you follow that too. Your Agendas are no small thing, easily ignored - your hero has a burden, and they must carry that weight. Do not ignore your Agendas.

Your **Principles** are the hard and fast rules you must follow. Do not break them. If you make a mistake and break or ignore one of your Principles, just keep playing. Do better next time. But never break them on purpose.

Your **Moves** are what the dice are on the table for. When you play as a member of the Fellowship, they can do just about anything you want them to, at any time, as long as you have the Spotlight and follow your Principles. However, when you take an action that triggers one of your Moves, you must follow that Move to see what happens next.

In most cases, triggering a Move means you need to roll two six sided dice, then add an appropriate stat to it. This will be abbreviated as "roll +Blood," for instance, when you need to roll two dice, add them together, then add your Blood stat to the total. Then, consult the move to see what happens.

When you get a 10 or higher, you get a very good result. If you get a 7-9, you succeed, but at some kind of cost or downside. On a 6-, you get a negative outcome - something happens, the scene changes and things keep moving, but it isn't in the way you wanted it to go. Most moves will tell you specifically what happens in certain dice ranges. Follow what the move says.

Fellowship Agendas

Your Agendas are your guideline for good play. When you don't know what to do next, consult your Agenda.

- **Improve The World Around You**
- **Tell Us Of Your People**
- **Be Brave, Take Risks**
- **Keep Your Own Agenda**

- **Improve The World Around You**

The Fellowship was formed to save this world. Do what you can with what you have, in the way that you think works best. As long as you do what you feel is right, you are playing correctly. If the other players disagree with your methods, that's fine. They aren't you. Improve the world in the way you want it to be improved, and stick to your guns on it.

This doesn't mean you have to be a stubborn mule about everything, but it also means you shouldn't be a doormat either. Negotiate with the other members of the fellowship, and compromise when you must. You're a team. Act like it.

- **Tell Us Of Your People**

No one knows your people better than you do. You are the arbiter of your people's lore and their place in this world. When you play as the Elf, you are speaking on behalf of all Elves. You are their champion, their spokesperson, the one they sent when the world was in peril. Represent them. Let us know about them, and bring your people's interests with you wherever you go. Do not forget where you came from, hero.

- **Be Brave, Take Risks**

This is not supposed to be a boring adventure. It will be dangerous. Things could go very, very wrong, and you could get very, very hurt. But do not be afraid of the consequences. Do dangerous things. Do crazy things. Take risks, and deal with the fallout. Your hero is ultimately imaginary - do not be afraid to let them suffer for the sake of making your story more interesting. And who knows - maybe your reckless bravery will pay off, and then you'll look super cool for having done the impossible. If you don't get a little banged up, you're not trying hard enough to save the world.

- **Keep Your Own Agenda**

Each of the heroes in the fellowship has their own personal Agenda, advising you about how to play them best. Keep to it as best you can.

Fellowship Principles

Your Principles are the rules you must follow during play. Do not break them.

- **Be heroic.**
- **Create solutions, not problems.**
- **Address the characters, not the players.**
- **Embrace the fantastic.**
- **Make a move that follows.**
- **Remind us of your moves.**
- **Always ask questions. Always answer questions.**
- **Begin and end with the fiction.**
- **Don't steal the Spotlight...**
- **...But shine on when you have it**

- **Be heroic.**

As the fellowship, you're here to save the day. If you want to play as some jerk ruining the world, play as the Overlord. If you're part of the fellowship, you have a duty to save this world, and you cannot go back on that. By signing onto the fellowship, you have signed away your chance to go back to a simple, safer life. You have given up that life. You are a hero now.

So be a hero. Do heroic things. Take heroic actions. Do the right thing, whatever you think that may be. The fellowship has a purpose, and it is your job to play to that purpose. Act like the heroes you are.

- **Create solutions, not problems.**

The world is not doing so hot these days. The Overlord is causing all sorts of problems with their armies, and messing up all kinds of things along the way. There's plenty of bad going around already, so don't add more onto it. You're the good guys. It's your job to solve problems, help people, and save the world.

You don't need to come up with a solution for every single thing you face - some things you may not be able to do anything about, and some threats may be better off ignored if you have something else you need to do more. You do not need to do everything alone, and you should not be afraid to call for help when you need it.

But at the end of the day, the fellowship should not be creating more problems for the world. Sometimes things will get worse, and sometimes they'll get worse because of something you did, but that isn't your goal. Don't create problems on purpose, and deal with as many problems as you can handle.

- **Address the characters, not the players.**

Nothing takes your mind out of the game quicker than having all your friends call your Halfling "Nate" over and over again. That's Bungo Bullroarer to you, Thrór. Get to know everyone's character's names, and use them. Write their names down if you need to - you'll be writing them into your Bonds anyway, so that's a good place for it.

- **Embrace the fantastic.**

The world is an exciting place, filled with bizarre and whimsical things. Run with it. If something sounds completely implausible, impossible, or stupid, ask yourself "would the game be better if it WERE plausible?" If you said "yes," then make it so. This is a fantastic world, filled with the strange and mysterious. Don't hold yourself down with something as petty as "real world physics" or "logic" and especially not "historical accuracy."

This is especially relevant when discussing the lore of your people. When playing as an Elf, you are the final arbiter on all things Elf. So go crazy! Your elves can be travelers from the future, sent back to the past to stop the overlord. Or they can be from magnificent cloud cities that float above the world. Or maybe Elves are the only things in all of creation that know how to swim, and the oceans and seas are barren of all life other than the elves and crabs. Embrace the fantastic.

- **Make a move that follows.**

When you have the chance to use one of your Moves, make sure it makes sense in the current situation. You can only make a Move if you trigger it - you cannot *Keep Them Busy* if you do not put yourself in their way or have something to distract them with. To use a move, first tell us what you're doing, and if it triggers a move, then roll that move. To do it, you must do it.

- **Remind us of your moves.**

Everyone shares the same Basic Moves, but each hero has their own moves to call upon when they need them. You're responsible for keeping track of those moves. For example, if The Dwarf charges into a whole group of enemies, shield and hammer held high, we may think you want to *Keep Them Busy*, when you're actually trying to *Clear the Path*. Be clear on which move you're using when you trigger it, and let us know exactly what happens after you roll it. If the move has multiple choices for you to choose between, let us know both the ones you did pick, and the ones you did NOT pick, especially if there are consequences for not taking those choices.

- **Always ask questions. Always answer questions.**

If you don't know something, ask. This doesn't apply to just the rules - if you want to know more about the Heir's character or their people, just ask them. If you want to know more about the current situation, just ask the Overlord (although they may ask you to *Look Closely*). If you want to know more about someone, just ask their player (although you may need to *Speak Softly*).

If someone asks you a question about your character or their people, answer it. If you don't know, make something up - you are the authority on all things Halfling, so act like it. Whatever you say goes. If you can't come up with something good, you can always ask the table for ideas, but you have final say on the truth of the matter.

- **Begin and end with the fiction.**

Start a move with what triggered it, end the move with what it accomplished, and then figure out what happens from there. The fictional story you are all building together is the most important part of the game - it's why you're playing, in fact. The entire point of *Fellowship* is to have a fun adventure, and figure out how that adventure unfolds during play. Whenever you make a move, something should always change in the situation - figure out what's changed, and work with the new situation.

Always describe exactly what you're doing, and adapt to the changing world around you. Begin your moment in the Spotlight with what you are doing or you want to do, and end your moment in the Spotlight figuring out what changed. That is how you begin and end with the fiction, so the next person to get the Spotlight can begin with their own fiction more easily.

- **Don't steal the Spotlight...**

When another player is taking action, let them do so. Don't interrupt, don't take over, don't get in their way, don't suggest ideas. If they don't know what to do or ask for help, then sure, you can make suggestions, give advice, and all that. But if they don't ask for help, don't give them any. Let them play their character, let them have their moment, let them do their own thing. Jumping in and taking someone else's moment is rude.

Caveat: If you notice someone hasn't had the Spotlight in a while, feel free to speak up, so we can get back to them at the first reasonable chance. It is important to never steal the Spotlight, but this assumes everyone has a fair chance to use it - if someone isn't getting their fair share of Spotlight time, or someone is getting *too much* Spotlight time, it's on everyone to make sure that gets fixed.

- **...But shine on when you have it**

When you have the Spotlight, use it. Do something cool. Do something fun. Do something wild. It doesn't matter, so long as you *do something*. When you have the Spotlight, run with it.

Basic Moves

Your Moves are available to every member of the fellowship at all times. The Basic Moves will always require you to make a roll, and they will come up frequently when danger is present. The players will rely on these moves to solve problems right in front of them, letting them avoid danger, defeat enemies, learn more about the world around them, convince others to help them, plan ahead with all the information, or smooth out wrinkles in the journey ahead.

You can get a printable cheat sheet of the *Fellowship* Basic Moves here:

<http://tinyurl.com/FellowshipPlaybooks>

Finish Them

When you attempt to defeat an enemy you hold an Advantage over, tell us how and roll +Any. **If you do not have an Advantage over them,** you cannot attempt to *Finish Them*. An Advantage is something you need to get the upper hand, such as teamwork or the element of surprise.

Which stat you use to *Finish Them* depends on how you intend to defeat them, or what your Advantage is. If multiple stats are appropriate, use the one you like best.

What Is An Advantage?

*An Advantage is any means of fictional superiority you hold over someone else. **When you do something that sounds like an Advantage,** then you have an Advantage. **If they are better than you,** you do not have Advantage, and you will need to find a way to turn the tables if you want to Finish Them.*

Some of your moves can be used to get an Advantage. Keep Them Busy and Bound In Service easily grant Advantages. Your Gear can sometimes grant you an Advantage through clever usage. The answers you receive from Speaking Softly or Looking Closely can usually be used as Advantages, but not always. It depends on how useful the answers are, really.

If you *Finish Them* by...

...overpowering them, ambushing them, or using the innate talents of your people, **roll +Blood**.

...relying on your luck, tenacity, or virtue to outlast or impress them, **roll +Courage**.

...demonstrating superior skill, by waiting for just the right moment, or with panache and style, **roll +Grace**.

...acting on a plan, using the terrain to your advantage, thinking things through, or relying on your senses, **roll +Sense**.

...working things out, acting calmly and reasonably, or helping them with their problems, **roll +Wisdom**.

...relying on a Companion's help or skill to do the job for you, **damage one of their relevant stats and roll +Bonds with them**. +Bonds is equal to how many sentences' worth of Bonds you have with them, between +0 and +3.

On a 10+, you destroy them - tell us what that means. **On a 7-9**, you deal damage to a stat that makes sense and lose your Advantage over them. **If an ally was Keeping Them Busy**, they aren't anymore. **On a 6-**, you lose the Advantage, and you must face retaliation.

If you *Finish Them* using a weapon with Ammo, use 1 Ammo. **If you have no Ammo**, you cannot *Finish Them* with that weapon.

Examples of When to Finish Them

When you leap onto an enemy from behind, plunging your sword into them, Finish Them with +Blood.

When you trade blows with them repeatedly for an hour, outlasting everything they have, Finish Them with +Courage (or +Iron).

When you hold your arrow for the perfect moment, waiting, waiting, NOW, Finish Them with +Grace.

When you reveal your master plans, three steps ahead of every move they made, Finish Them with +Sense. You don't even need to follow through the last step - simply proving you could have may force their defeat.

When you nurse them back to health after their grievous injuries, Finish Them with +Wisdom.

When your Ogre pal comes in like a wrecking ball, fists swinging, slamming into the enemy giving you trouble, Finish Them with +Bonds.

Overcome (Blood)

When you attempt to avoid, redirect, or prevent the harm something will cause, roll +Blood. You can *Overcome* any obstacle, threat, Cut, or Move made against you or an ally, if you are in a position to act against it and have the means to stop it.

On a 10+, you stop the obstacle, threat, Cut, or Move from causing harm. On a 7-9, choose one: You can pay a price to take the 10+ result, or you can create a temporary solution. A temporary solution will delay the threat, but when time is up, it'll be back in force - the Overlord will tell you when.

Overcoming harm with a Ranged weapon does not cost Ammo.

Examples of When to Overcome

The warrior's blade comes slamming down and you raise your spear to deflect it. Roll to Overcome.

The floor suddenly opens up beneath you - a Pit trap! When you try to leap aside, roll to Overcome.

A wild boar charges your friend, so you try to tackle it away! Roll to Overcome.

Keep Them Busy (Courage)

When you act as a distraction or buy some time, tell us how and roll +Courage. On a 10+, you buy as much time as you need, and their attention is all on you. On a 7-9, you can only stall them for a short time, and they will retaliate against you when time is up. While you *Keep Them Busy*, you create an Advantage.

If you *Keep Them Busy* using a weapon with Ammo, use 1 Ammo. If you have no Ammo, you cannot *Keep Them Busy* with that weapon.

Examples of When to Keep Them Busy

You stand in the doorway, holding the missing door as a shield while the enemies try to slam through you. Roll to Keep Them Busy.

Your friend tries to sneak past the guard, so you go up and inform them of an 'incident' you 'saw' down the road. Roll to Keep Them Busy.

The zombie claws at your buddy's feet up on the ledge, trying to grab him, so you drop down behind the zombie and put it in a Full Nelson. Roll to Keep Them Busy.

Get Away (Grace)

When you need to get somewhere out of reach or out of sight, tell us where you're going and roll +Grace. **On a 10+**, choose two. **On a 7-9**, choose one:

- You get there quickly, avoiding any harm along the way.
- You get there quietly, drawing no attention.
- You grab someone nearby and bring them along with you.

If you are wearing armor with the Clumsy tag, you take -1 to *Get Away*.

Examples of When to Get Away

You leap over, under, and through the buzz saws of the trapped hallway. Roll to Get Away.

The troll reaches at you, up on the cliff face, and you attempt to climb higher, up, away, out of its reach. Roll to Get Away.

You see the guards approaching, and duck behind a corner, hoping to avoid being seen. Roll to Get Away.

Look Closely (Sense)

When you closely examine a situation or a location, roll +Sense. **On a 10+**, ask three questions from the list. **On a 7-9**, ask two. **On a 6-**, ask only one. Anyone can answer, but the Overlord has the final say. The answers you receive may give you an Advantage.

- What is going on here? What do my senses tell me?
- Is something hidden or out of place? If so, what looks suspicious?
- Tell me about _____. How could it hurt me? How could it help me?
- Tell me about _____. What are they doing? What will they do next?
- What will happen if I _____?

Examples of When to Look Closely

You scope out the area, trying to find out the best way to ambush the coming raiders. Roll to Look Closely.

The political council guards their words closely, eyeing each other with suspicion, rarely letting anyone get a word in edgewise. Trying to figure out who stands for what is difficult. Roll to Look Closely.

You come across a fight - a bunch of dock workers are slugging it out with the postal service. You have no idea what's going on down there. Roll to Look Closely.



Speak Softly (Wisdom)

When you have a quiet chat with someone, you may roll +Wisdom. On a 10+, ask them three questions from the list. On a 7-9, ask two. On a 6-, ask only one. The answers you receive may give you an Advantage.

- What can they tell us about _____?
- What were they doing, and what are they going to do next?
- What should I be wary of when dealing with them?
- What do they want, and how could we help them get it?
- What would they have us do next?

Examples of When to Speak Softly

You raise your hands up, offering to parley. The enemy has you at their mercy - they grant your request. Roll to Speak Softly.

You sit at the counter, asking the barkeep about the town. Roll to Speak Softly.

You and the gremlin breathe a sigh of relief, having narrowly escaped the raft plummeting over the waterfall. But now you're stuck together on this tiny rock, at least for a little while, with nothing but each other for company. Roll to Speak Softly.

The Elf has been really cagey lately, and you want to put a stop to it, right now. You pull them aside, say "Listen, lad, we're in this together, so you need to be honest with the rest o' us here." Roll to Speak Softly with them.

Talk Sense (Grace or Sense or Wisdom)

When you speak with conviction and ask someone for help, tell us what you want from them and why they should help you. If they're willing to listen, roll.

When you detail your plan and their place in it, roll +Sense.

When you appeal to their emotions or their desires, roll +Wisdom.

When you impress, dazzle, or trick them, roll +Grace.

On a 7+, they do as you ask, to the best of their ability. On a 9-, you owe them a favor. The more you ask of them, the more they'll ask of you, and they can cash in at any time - even right now, before they do as you ask.

On a 6-, they choose one:

- The favor you must do for them is expensive, difficult, or demeaning.
- They cannot do what you ask of them, and will tell you why.

Examples of When to Talk Sense

The politician's plan will not appease the Overlord. You know this, but the politician says there is no better way. When you try to convince him to stand and fight, providing the logistics behind your assured victory, Talk Sense with +Sense.

While the troll is stirring their stew, ready to drop in the Dwarf for their meal, you tell them how nasty dwarves taste, but also, how delicious sheep are, and you know just where some nearby sheep are, too! Roll to Talk Sense with +Wisdom.

There is no rational way you could ever convince this man that what you're doing is good for him, or his family. So you lie. You lie a LOT. Roll to Talk Sense with +Grace.



When To Use The Basic Moves

The Basic Moves are fairly straightforward, but not everything about them is immediately apparent just from their triggers and results. If you have any questions about which Basic Move to use when, this is where to look.

Look Closely and ***Speak Softly*** are both used when you need more information. The main thing to note is that both Moves take time - you can't *Look Closely* with just a glance, it takes more than that. *Speak Softly* also takes time, but you won't usually be pressed for time when you're having a friendly chat, so that won't come up as often. It is important to note that these Moves *can* be used on other members of the fellowship, not just outsiders.

Each of the other Basic Moves are used to solve problems or avoid danger. To more closely look at their differences, let's use an example. There is a pair of spear wielding warriors guarding a hallway.

When a warrior attempts to stab someone, they need to ***Overcome*** it to avoid harm, by blocking it, or dodging it, or doing something else. *Overcome* is used only reactively, in response to sudden danger.

When you attempt to sneak or run past them, you'll need to ***Get Away***. *Get Away* is used to escape from or avoid danger, and is ideal for escaping from situations you don't need to fix or fight through.

When you try to distract them with your words or your actions, you'll need to ***Keep Them Busy***. *Keep Them Busy* is used to stall or stop harm proactively, but doesn't solve the problem itself. The guards are still there, and still stopping you, but now they're not paying attention to anyone else.

When you try to convince them to let you through, you'll need to ***Talk Sense***. You *Talk Sense* to get someone to do something for you, like let you pass, help you out, or do you a favor, and often involves you doing them a favor first.

When you try to defeat them for good, by any means you can think of, roll to ***Finish Them***. *Finish Them* can use any stat and solve any problem, but you only use this Move when you're trying to get rid of the problem forever, and when you have the ability to do so. This Move is the hardest of the Basic Moves to trigger, but also the strongest.

Special Moves

Command Lore

When someone asks something about your character or your people, tell them. When you ask about another character or their people, they will tell you the answer. When you ask about the Overlord, they alone may choose not to answer.

Earning Fellowship

Fellowship is earned through action. **When you have spent some time getting a feel for a community and speaking with the people in it, the Overlord will tell you what this community needs, what they are lacking, or how the Overlord has harmed them. If you can solve this problem, you will earn their respect, their admiration, and their Fellowship.**

When you have earned Fellowship with a community, no matter how you earned it, the Overlord will ask you to pick one of 3 Fellowship Moves. The player who picks the Move is either the one most aligned to the community or the one who played the largest role in earning their Fellowship. The Move you pick applies so long as you keep Fellowship with that community. Fellowship is lost if you betray them, or if you revoke their Fellowship for some reason, or if the Overlord destroys the community.

Forge a Bond

When you bond with someone over something you did or shared together, record a new Bond with them on your sheet, describing the connection you two now hold. A Bond is a single sentence describing how you feel about them or what you two have done together. If you already had a Bond with them, you can add another Bond, or rewrite an existing one. You can never have more than three Bonds with someone.

If you *Forge a Bond* with someone outside the fellowship, they will join your cause as a Companion, so long as the Bond holds. You can always give something Precious to someone to immediately *Forge a Bond* with them..

A note on Forging Bonds: Forging Bonds is something you should do constantly. Whenever two players do something cool or touching together, they should *Forge a Bond*. When you make a new friend, *Forge a Bond*. When you help an enemy out, *Forge a Bond*. Bonds are super easy to make and the fellowship should be making new ones constantly.

The Bonds That Bind Us

When two or more players who have Bonds with each other work together side by side, they roll with Hope. When one of them must pay a price, another may choose to pay that price instead.

A note on the Bonds That Bind Us: Teamwork is a fairly vague notion, but the intent is that you two have to be working closely together to use this Move. It is primarily intended to be used when you are all doing the same thing (everyone works together to *Keep Them Busy*, or two players coordinate an ambush to *Finish Them* together), so one player rolls with Hope instead of everyone rolling separately. However, it doesn't need to be that - any time two players are working closely alongside one another towards the same goal, they may roll with Hope and pay each others' prices.

The Bonds That Break Us

When your actions harm an ally, erase one of your Bonds with them immediately. When you have no Bonds with a member of the fellowship, you cannot work alongside them without getting in each others' way, and you both roll with Despair when working together.

A note on Breaking Bonds: Breaking Bonds is something that should happen often. Whenever a player hurts another in any way, they should break a Bond. When you forget a friend, break a Bond. When you fail to help a friend, break a Bond. Bonds are super easy to break and the Overlord should be destroying them constantly.

Bound in Service

When you call upon a Companion for help, you may damage one of their stats to create an Advantage related to that stat. If all of a Companion's stats are damaged and they'd take further damage, lose a Bond with them. When no one has Bonds with a Companion, they leave the fellowship.

Heart of Fire

When you hold a Bond with the Overlord, they do not become your Companion, but you still hold sway over them. You may erase that Bond with them at any time to buy yourself reprieve. **Choose one:** They will show you mercy, tell you something valuable, or ignore you for the time being.

Heart of Iron

When you would make a Move against the Overlord, you may automatically fail the roll to erase one of their Bonds with you. **If you do**, they steal the Spotlight and *Twist The Knife* against you, but they will not be able to react to anything the rest of the fellowship does while they hurt you.

Pay a Price

When a Move tells you to pay a price, tell us what it costs you. A price you pay can be in the form of taking damage, or losing some equipment, or Using some equipment, or losing an Advantage, or suffering a setback of some kind. Whatever the cost, you must pay that price immediately before, during, or after the Move you paid for.

Fill Your Belly

Food is important in *Fellowship*. When you are between scenes, you may Use Food to heal one damage. When you share a meal with friends, one person may heal an extra point of damage.

A note on Filling Your Bellies: You don't need to share with the fellowship to get the bonus healing, but you do need to spend 1 Food per person eating. No matter how many share a meal, there is only one extra point of healing.

End of Session

At the end of a Session (or the beginning of the next, if you forgot about it), the fellowship answers these three questions:

- Did we save or protect a community in need?
- Did we strike a blow against the Overlord and their minions?
- Did we learn more about the world and its peoples?

For each "yes" answer, the group chooses one of the following options. You may choose an option more than once.

- Each player refreshes one piece of their Gear to its full value.
- Each player chooses one stat to Heal. It does not have to be theirs.
- The fellowship and the Overlord each choose one player to level up. You cannot be chosen to level up if you are the highest level player or you have already been chosen to level up. If at least two players are tied for highest level, anyone can level up. Nobody actually levels up until all choices on who levels up have been made.



Level Up

When you Level Up, increase your level by 1, then choose one option from your playbook's Advancement list. Mark off the option you chose - you can never take it again.

Recover

When you spend a week in a place of safety, you can *Recover*. Remove all damage from all of your stats, and reset all of your Gear to their starting values. A place you have Fellowship with is always a place of safety.

If the Overlord has any damage, they heal one damage now. **While you Recover**, the Overlord marches on - they now Advance their Plans, and the fellowship can do nothing about it.

Damage and Healing

When you take damage, either by making a Move or paying a price, choose a stat and mark it. Sometimes you will not get a choice, and a stat will be damaged for you. **While a stat is damaged**, you are in Despair whenever you roll that stat. **When an enemy's stat or a Companion's stat is damaged**, they cannot use it.

You cannot mark a stat that has already been marked. **When you heal**, remove a mark from one of your stats. **When you take damage while all of your stats are already marked**, you get Taken Out.

Taken Out

When all of your stats are damaged and you take further damage, you are Taken Out, and no longer able to help out for the rest of the scene. Tell us how you got Taken Out. What happened to you? What is going to happen to you next? Can the fellowship save you from your fate? If so, how?

If you decide you are dying, describe Death for us. As a hero, your soul is valuable - what does Death offer you in exchange for your soul? Do you take their offer? If you do, you are most certainly dead. **If you die**, you can rejoin the game at level 1 next session, using the same playbook or a new one.

If you are Taken Out in the presence of the Overlord, they will make you **An Offer You Can't Refuse**. They may ask for your services, for something you hold, or for the end of your life. You can take it or leave it, but **if you refuse**, you must roll +Courage.

If you survive being Taken Out, you will be able to continue play starting with the next scene, with all of your stats still damaged.

Sharing Moves

When an Advancement option tells you to share a Move, choose a Move you already know. The player giving the Move always chooses which Move is shared. The player you are sharing with gains that Move, and can use it from now on. They write it onto their playbook, and it is now their Move too. You cannot share a Move you do not know, even if it is on your playbook. You cannot share a Move that says it cannot be shared. You cannot share a Move from a Destiny playbook.

Taking Moves

When you are told to take a Move, you cannot take a Move that cannot be shared, and you cannot take a Destiny Move. **When you take a Move,** it doesn't need to be a Move someone else already knows, and you do not need permission.

Primary Stats

Players in *Fellowship* have five statistics: Blood, Courage, Sense, Grace, Wisdom. Your stats represent your characters' proficiencies and their spirit. Each stat will have a number attached to it, which is your bonus whenever a Move tells you to roll that stat. For example, if you have Blood +2, you roll at +2 when you try to *Overcome* something.

After you choose your playbook, you will assign the following numbers to your five stats: +2, +2, +1, +0, -1. Each playbook will tell you which stat to put the first +2 into, but you may assign the other four stats however you wish.

Higher numbers are better than low numbers, and each hero will use some stats more than others. Be sure to read over your playbook before making a final decision on where your stats go, and assign your stats based on which Basic Moves you want to use the most. In addition to the Basic Moves listed, each stat is used in the *Finish Them* Basic Move.

Blood: Your boiling veins, your burning passion, your bloodline, your burning need to protect your friends and family. Blood means power, ferocity, loyalty, rage, and passion. Blood is used for feats of physical strength, combat prowess, and your capacity to protect yourself and others. It is used in the Basic Move *Overcome*.

Courage: Your inner strength, your force of will, your tenacity, your brilliant shining soul. Courage determines your ability to stand proud, face death in the eye, and keep on trucking, no matter how bad things get. Courage is used to stand up for what matters and inspire others to your cause. It is used in the Basic Move *Keep Them Busy*.

Grace: Your style, your talent, your artistry, your beauty. Grace is all about looking good, being cool, and acting with skill and agility. Grace is used to perform spectacular acts, trick others, avoid danger, and show off. It is used in the Basic Moves *Get Away* and *Talk Sense*.

Sense: Your wits, your etiquette, your logical ability, your eyes and ears. Sense is about keeping track of the world around you, analyzing it in a logical and sensible manner, and working from a well-reasoned perspective. Sense is used to discern the realities all around you, keeping you informed in all situations. It is used in the Basic Moves *Look Closely* and *Talk Sense*.

Wisdom: Your knowledge, your experience, your cultural relations, your tact and kindness. Wisdom is all about doing the right thing, at the right time, in the right way, and knowing that you did good, kid. Wisdom is used to make friends, tell us what's what, and get what you want without being rude about it. It is used in the Basic Moves *Speak Softly* and *Talk Sense*.

Hope, Despair, and Bonds

You always have all of the main five stats, but there are some stats that are temporary. You gain them from certain Moves or in certain situations, and they last until you're told otherwise. These temporary stats are Hope, Despair, and most importantly, Bonds.

Hope: When you are filled with Hope, instead of rolling two six sided dice, roll three and take the highest two dice as your final roll.

Despair: When you are filled with Despair, instead of rolling two six sided dice, roll three and take the lowest two dice as your final roll. Companions who are in Despair cannot use their Moves, cannot take damage for you, and cannot help you.

Hope and Despair do not "stack." That is, if you have Hope from two different sources, you still only roll three dice and keep the best two.

Hope and Despair also cancel each other out. If you have both Hope and Despair at the same time, you roll normally. This is true even if you have double Hope and triple Despair, because again, they do not stack.

Bonds: Bonds are a description of your relationship with another player, a Companion, or an enemy. Bonds can be one to three sentences long. When you gain a Bond, using the *Forge a Bond* Move, it starts at only a single sentence, describing an experience you two have shared or the relationship you two have. If you *Forge a Bond* with someone you already have a Bond with, you can add an additional sentence, describing your relationship in further depth, or you can rewrite an existing sentence to better suit your new relationship. Each sentence is one Bond, and you can have a maximum of three Bonds with a single person.

Teamwork is an extremely important part of *Fellowship*, and the Bonds you have with your allies will support and protect you along your journey. Bonds with the other players will bind you together and fill you with Hope, and forming Bonds with people outside the fellowship will help define their role in the story, bring them to your cause, and otherwise flesh out your place in the world.

Bonds with Companions are used to measure how much they respect you and how faithfully they follow you. When a Companion is damaged while they have no other stats to take the hit, someone loses a Bond with them. If no one has any more Bonds with a Companion, they will leave you. If you intentionally harm your Companions, your Bonds will break, with serious consequences.

Bonds with enemies are the opposite. Bonds you have with the enemy can fill you with Despair, or be used to put you in a bad spot, or even dissolve your other Bonds. You will not usually gain Bonds with the enemy willingly - the Overlord and their minions will create Bonds with you, and they are one of the Overlord's main tools for getting underneath the fellowship's skin and causing dissent among the ranks.

Bonds with the enemy are extremely dangerous, but they are a known danger - like all Bonds, they are recorded directly on your character sheet. You know your own weaknesses, after all, and you can try to plan around them. For more details on how Bonds with the enemy work, see the Overlord's playbook in chapter 6.

Companions

Companions are the friends and allies you recruit along your journey. They are not necessarily people - mounts you can ride, animals you have trained, and vehicles you can pilot also use the Companion rules.

A Companion is an extension of your character sheet. While you have them, all of their stats are available to you. You can have them use one of their stats to help you by damaging that stat. For example, the Elven Archer has the stat "Perfect Shot." You can damage that stat at any time to have them do a single thing that could help you by taking a perfect shot, such as tripping up a charging enemy, or blocking an attack on you, or taking out an enemy sniper, etc.

When you are working alongside a Companion you have Bonds with, you can always have them take damage in your place, when you would take damage. **If a Companion takes damage when all their stats are already damaged,** you must erase one Bond with them.

If you no longer have any Bonds with a Companion, they leave your services. This could be from their death, or they give up the journey due to the danger, or they no longer want anything to do with you. Your Bonds with them are the only thing holding them to this journey.

Companions who are in Despair cannot use their Moves, cannot take damage for you, and cannot help you. Only the heroes of the fellowship can fight through true Despair. Companions are not put in Despair by having their stats damaged, only from other effects that say so.

Every playbook has the option to have some Companions as part of their Gear. Companions are slightly different from ordinary Gear in that they can become lost forever. **When you lose all Bonds with a Companion in your Gear,** you have a choice to make the next time you *Recover*. You can gain a new Companion with the same abilities, OR get a new Companion from the same Gear option.

For example, Ardric the Dwarf has a Dwarven Gunner Companion, who dies tragically during the adventure. The specific Gear option that gave him a Gunner Companion reads "A dwarven gunner or blacksmith. You have one Bond with them." When Ardric *Recovers*, he can replace the gunner with another gunner, or he can get a blacksmith to join instead. No matter which he picks, he has only one Bond with the new recruit.



Gear

Your Gear is that equipment that is vital to the core of your character, and you choose a bunch of Gear during character creation.

Your Gear is separate from just "the stuff you have."

**Your Gear is not the same thing as
"the things you carry with you."**

Every time you *Recover*, your Gear also recovers, and returns to how it was back when you got it. You get all your Uses back for used up Gear, you recover any damaged or lost Gear, and any Companions who are part of your Gear get healed up, return to you, or replaced. This only happens with your Gear: anything else you pick up along your journey does not *Recover*.

For example, a player finds some Elven Bread (4 Uses, Food). If you *Recover* after eating 2 uses of your bread, you still only have 2 uses remaining. The bread is not part of your Gear, and it does not recover with your Gear, and it must be recorded separately. However, the Elven Bread that The Elf gets from their starting Gear will return to 4 Uses when you *Recover*, because that bread is part of their Gear, and is a part of what it means to be The Elf.

Tags

Tags are shorthand rules attached to items or equipment, and they grant certain benefits or penalties when they come up. Tags are a short-hand method for letting you know how something works at a glance.

Range Tags

Range tags let you know at what range a weapon or attack is useful. You cannot use a weapon outside its Range.

Melee: Melee weapons require you to get up close and personal. Axes, daggers, swords, anything you hit a guy with directly.

Ranged: Ranged weapons let you shoot someone from a safe distance. They are difficult to use safely in Melee range, but useful for keeping enemies from getting into Melee range in the first place. Ranged weapons include slings, bows, guns, and thrown weapons, like javelins or knives or throwing axes.

Area: Area weapons hit a large area, and are useful for fighting many enemies at once. Area weapons are usually magical or explosive in nature, such as lightning bolts or dynamite. Weapons with the Dangerous tag also have the Area tag if no other range is listed.

Item Tags

Item tags can go on anything, and they describe the properties of an item. They are truths about the item you hold in your hands.

Clumsy: Clumsy weapons or items are weird and difficult to wield, and Clumsy armor is hard to move in. **When you are using a Clumsy item**, you take -1 to every roll made to use it, unless you have proper training. **When wearing Clumsy armor**, you take -1 to *Get Away*.

Dangerous: This item causes problems. **When you use this item without careful preparation**, there are always consequences, such as collateral damage or personal misfortune. There are upsides to having a Dangerous weapon - when you want collateral damage and lots of destruction, you'll find nothing better. Dangerous weapons count as Area weapons, and function the same in almost all ways, but they will always cause collateral damage when used.

Dwarf-Made: Empowered by the secrets of dwarven craftsmanship, Dwarf-Made items are nearly indestructible. They cannot be destroyed by anything less than dragonfire or secrets known only to the dwarves.

Elf-Made: Imbued with the secrets of the elves, Elf-Made items do not suffer the ravages of time. In addition, if someone holding an Elf-Made item is not an elf or a friend to the elves, it will burn them, forcing them to drop it.

Necrotic: Necrotic attacks cause wounds that do not heal naturally. **When you take damage from a Necrotic attack**, mark that stat twice. The first mark cannot be removed by Filling Your Belly - you need Healing to properly recover from a Necrotic wound. Any Companions or enemies who are dealt damage by a Necrotic weapon are in Despair until it is healed, and cannot help or harm you.

Orc-Made: Orc-made weapons are Clumsy in any hands but an orc's, and they are ugly to all but orcs.

Piercing: Armor cannot be used against this attack's damage, and enemy threats cannot redirect this attack's damage. Also, when you use a Piercing attack, you can always choose which stat you are damaging with it.

Reload: Whenever you use this weapon, you cannot use it again until you spend a safe moment reloading it. Weapons with this tag usually don't have Ammo - their main limit is demand, not supply.

Slow: This takes a long time to use, and cannot be used under pressure. To use something with the Slow tag, you need both time and safety, otherwise you cannot use it at all.

Thrown: This weapon can be thrown at enemies to attack them. **When you attack at Range with this weapon,** you lose it until it can be retrieved.

Limited Tags

Several items have a set number of Uses, and they will tell you how many. Often, these items will have unique abilities, triggered when you Use them. These tags give you specific things you can use them for, in addition to their unique uses. Once an item runs out of uses, it's out until you *Recover* or use another Move to get some back.

When you *Recover*, reset all of your Uses to the item's starting value, whether you used the item or not.

Ammo: Ranged weapons have ammo. Ammo is an abstraction more than a hard-count of how many shots you have, and you can use this weapon as much as you like as long as you still have Ammo. **When you use a Ranged weapon to *Keep Them Busy* or *Finish Them*,** you need to use up 1 Ammo before you can roll. It never costs Ammo to *Overcome* something using a weapon with Ammo, unless the Ammo is the price you pay on a 7-9 result. **If you have no Ammo left,** you cannot use this weapon until you get more.

Armor: It protects you. **When you take damage,** you may spend 1-Use of Armor to negate that damage. Armor is sometimes Clumsy - **when you wear Clumsy armor,** you take -1 to *Get Away*.

Drunk: When you Use this item, it leaves you intoxicated for the rest of the scene. This tag will always list a stat or two (Drunk: Wisdom + Sense, for example). When you roll those stats while you are drunk, you are in Despair. If you *Fill Your Belly* with something that makes you Drunk, you are drunk for the next scene that happens after eating.

Food: It's edible, more or less. When you *Fill Your Belly*, you must Use Food.

Healing: This item has healing properties, natural or magical. When you Use this item, the one who uses it or has it used on them heals 1 damage.

Precious: Precious items are expensive and rare, making them excellent for trading, bartering, or bribing with. When you owe a favor as a result of the Move *Talk Sense*, you can give them a Precious item instead. When you give something Precious to someone, immediately *Forge a Bond* with them if they accept it.

Useful: Useful items don't represent a specific item, but rather, a collection of things. When you Use this item, you produce something helpful for the situation. Exactly what the gear can produce is limited by what it is - for example, The Dwarf's Tunneling Gear can only produce tools and items related to tunneling - torches, pickaxes, shovels, climbing gear, miner's helmets, rope, that kind of thing.

Vigor: The opposite of Drunk. This tag will always list a stat or two (Vigor: Blood + Courage, for example). When you use this item, you are filled with Hope when rolling those stats for the rest of the scene.

Chapter 3: Being The Fellowship



There are seven playbooks available to the Fellowship: The Dwarf, The Elf, The Halfling, The Harbinger, The Heir, The Orc, and The Squire. Each player may only have one playbook, and each playbook may only have one player - there is only one Harbinger.

The character sheets make creating characters and referencing your abilities significantly easier, so they are highly recommended. The character sheets for the playbooks are available at: <http://tinyurl.com/FellowshipPlaybooks>

CREATING CHARACTERS

1: Pick Your Playbook

This step is easy. Look over the various playbooks available to you and pick your favorite. Look over their Moves and options, and choose the one that appeals to you the most.

Once a player has picked a playbook, no one else may use that playbook. If more than one player wants the same playbook, talk it out like adults, and figure out if one of you would still be happy with something else.

2: Choose Your Name, Look, and Agenda

Each playbook has a set of Names and Looks to choose from, allowing you to fill out your character more quickly. Choose one or two names from each list, and choose one Look from each set of options. If you do not like the names or looks available, feel free to make up your own - they are suggestions, not truths. As in all things with *Fellowship*, you have the final say on what your people are all about, and this extends to how you look and how you are named.

Each playbook also has a few Agendas to choose between. Your Agenda is something your hero values and wants to do above all else, and whenever you are at a loss for what to do next, look to your Agenda and see if it makes your course of action clearer. Choose one of those Agendas now.

3: Assign Your Stats

Each playbook has a primary stat they use most, which starts out at +2. Your playbook will tell you which stat this is, but you can also consult this list:

The Dwarf has +2 in their **Iron** stat.

The Elf has +2 in their **Grace** stat.

The Halfling has +2 in their **Courage** stat.

The Harbinger has +2 in their **Doom** stat.

The Heir has +2 in their **Wisdom** stat.

The Orc has +2 in their **Blood** stat.

The Squire has +2 in their **Sense** stat.

Then, assign a +2, +1, +0, and -1 among the other 4 stats however you'd like. Higher numbers are better, so if you want to be Courageous or Graceful, put higher numbers into Courage or Grace.

The Dwarf and the Harbinger are special, in that they have 6 stats instead of 5. The Harbinger has an extra +0 to assign among their stats, and the Dwarf has an extra +1 to assign among their stats.

4: Choose Your Moves

Each playbook has a set of Core Moves, which every member of that playbook always gets. There is also a Move related to Your People - you only get one of those Moves, and the Move you choose defines the role your people have in the world at large. Lastly, each playbook has eight Custom Moves, and will tell you how many of them you get at the beginning of the game (usually two). You can obtain more of your Custom Moves when you Advance.

5: Choose Your Gear

Choose your Gear. The Gear options you pick represent what is commonly found among your people, along with at least one item unique to you. When you start the game, you will have all the Gear you chose. Each time you *Recover*, you reset all of your Gear back to what it was at the start. You can also restore some of your Gear between sessions, with the *End of Session* Move.

Any extra equipment or allies you find along your travels are not restocked when you *Recover*, only your Gear does. Be very careful with such things, and remember to record them separately.

6: Create the Overlord

At this point, you have done all you can with your character until the Overlord has been created. **If you were making your character in advance, before the game proper, stop here.** If you are the player playing as the Overlord, please refer to chapter 6 and make your Overlord now. If you made your Overlord in advance, before the session, now is when you introduce the other players to the Overlord they are facing.

Once the Overlord and the heroes of the fellowship have finished all of the previous steps and you are ready to play *Fellowship* for the first time together, move on to the last few steps.

7: Establish Your People's Lore

- See Chapter 4 for a lot more detail on this step.

You are the primary source of all information on your people, and the options you have already made tell us a lot about them. Each player should introduce their character now, along with three facts about their people, their culture, or the world they live in.

It is highly recommended you look to Chapter 4 and go through the **Guided Establishment** method now, especially for your first time playing *Fellowship*. If you want to jump in faster, use the **Jumping Right In** method in that chapter instead. If you want to spend a lot of time setting up and investing in the world you're making together, use the **Maximum Establishment** method in that chapter instead.

Once everyone has had a chance to share some information on their people, enough that you all have a clear idea of the world you're playing in, move on to the next step. But be sure to know that this step never really ends, and you will be establishing your people's lore for as long as you play *Fellowship*.

8: Pick the Overlord's Bonds

Before picking Bonds with the other players, it is very important that each member of the fellowship knows their bonds with the Overlord. These Bonds have a major impact on you and your people. Overlord Bonds can never be removed by any means the fellowship has access to - they are here to stay.

9: Pick Player Bonds

Each player fills in at least one Bond with the other players, which informs your backstory and existing relationships. Bonds will change frequently, but it is important to set a baseline. You can have a maximum of 3 Bonds with the same person, and your playbook will tell you how many Bonds you start the game with.

10: You're Ready To Play!

Sit down, figure out where you're starting and what you're doing, and have fun! Chapter 4 has advice on how you might begin the game, and if it is your first time playing *Fellowship*, the Overlord should look over that advice now, choose an opener that sounds exciting, and start the game!



The Dwarf

The Dwarf

I have seen the bones of this world. The winds, howling against the mountains. Like the mountains, the Dwarves will never fall. We have endured. We will endure. But we know that nothin' lasts forever. This threat you called us all here for, we feel it. We know it's comin'. Tha's why I came, why I was chosen to represent my people.

Like a crop farmer takes winter, like an anvil takes blows, like a mountain takes an avalanche, so too shall I take this comin' darkness. The Dwarves will never fall, never yield, and never surrender.

I am the Dwarf. I can take it. Just you try me.

The Dwarf is built to last. Their people are the most solidly grounded people this world has to offer. The Dwarf offers you the ability to defend your allies well, clear a path through anything in your way, and keep on chugging in spite of the dangers. Play as The Dwarf if you want to be built to take on anything, if you want to outlast the world, if you want to be the toughest person at the table, or if your thirst for treasure outweighs your common sense.

Names

Choose one or two, or make up your own:

Given Names

Austri, Aurvang, Bömbur, Dáin, Dvalin, Elda, Glóin, Hannar, Lofar, Nár, Ónar, Regina, Thórin, Thrór, Vestri, Vígg

Clan Names

Alebringer, Blackrock, Boathater, Broadbeam, Darkminer, Drakeslayer, Firewheel, Grimtrigger, Petty-Kin, Ploughswain, Skyforger, Stonefoot, Undermountain, Vulcan

Look

Choose one from each list:

- Weary Eyes, Hard Eyes, or Beady Eyes
- Braided Beard, Flowing Locks, or Immaculate Sideburns
- Calloused Skin, Bronzed Skin, or Stony Skin
- Laborer's Leathers, Noble's Silks, or Soldier's Armor

Stats

You begin with a +2 in Iron, a sixth stat only The Dwarf has.
Assign +2, +1, +1, +0, -1 to your other stats however you like.

Agenda

Choose one:

- **Insatiable Greed**
Take for yourself that which was meant for others.
- **The Dwarven Craft**
Create, restore, and protect things of lasting value.
- **The Honored Word**
Keep your word in all things, and punish the liars and oath-breakers.

Dwarven Core

All Dwarves have the following Moves.

People of Stone

The dwarves are built tough. You have a sixth stat, Iron, and you have an additional +1 to assign between your other stats. Iron represents your dwarven toughness - your armor, your survivability, your iron gut, and your extreme stubbornness. **When you *Finish Them* by outlasting them, outdrinking them, or by slugging it out blow by blow until one of you falls, roll +Iron.**

When you share this Move with another, their Iron stat is +1.

When someone who does not have an Iron stat uses a Move that rolls +Iron, they roll at +0.

Clear the Path (Iron)

When you charge through something standing between you and where you're going, roll +Iron. **On a 7+,** you charge through and leave a path for your allies to follow. **On a 7-9,** your reckless charge causes problems. You have to go alone, or you leave yourself open to danger, or you damage something important, your choice.

Unbreakable

When you *Fill Your Belly*, you also heal your Iron stat.

What Is A Dwarf?

Choose the option that best represents your people:

- **Deepdelve**

Your people dig deeper than any others, and the secrets of the earth are yours. You can see in total darkness without a problem, and your armor is born of the secrets that can only be found deep underground. Add The Secrets (3 Uses) to your Gear. You can Use them at any time to ask a question from the *Look Closely* or *Speak Softly* lists.

- **Firebeard**

Your people lead a war-like life, with a long history of bloodshed and tragedy. Your armor has seen many battles, and it has seen you through all of them. **When you attempt to defeat an enemy in glorious combat**, you may damage one of your stats to try to *Finish Them* without holding an Advantage.

- **Ironblast**

Your people are madcap inventors and chemists, known throughout the world for their wondrous, and dangerous, creations. Your armor is of unusual design, with many bits and pieces that serve no obvious purpose. Add Various Explosive Devices (2 Uses, Dangerous) to your Gear. You can Use your explosives to create an explosion wherever you need it, as long as you could have conceivably planted them ahead of time.

- **Stoneborn**

Your kin have more in common with the earth and stone than they do with the flesh and blood of the other peoples. Your armor is your bare skin, solid as stone. **When you stand on solid ground**, you cannot be knocked off your feet or moved unless you want to be, and you can stop anything trying to get past you by *Keeping Them Busy* with +Iron.

Dwarven Gear

You have dwarven hardtack (Food, 5 Uses) and a solid means of protection, describe it (1 Use, Armor).

Choose your weapon; all are Melee and Dwarf-Made. Name it.

- A fine axe, gilded and engraved
- A heavy hammer, stamped with the seal of a master smith
- A simple mace, plain but functional
- Your fists, harder than any stone

What do the dwarves have that no one else does? Choose one:

- Gunpowder! You have a rifle (Ranged, Reload, Dwarf-Made)
- Access to a rare or strange material of your choosing. You wear heavy armor made of the stuff. (3 Uses, Armor, Clumsy)
- Strong alcohol. You carry a small keg of dwarven stout (2 Uses, Food (only for Dwarves), Drunk: Wisdom + Sense, Vigor: Blood + Courage)

The Dwarves are famous for their trade, whatever it may be. Choose one:

- Tunneler's gear (2 Uses, Useful, Dwarf-Made)
- Craftsman's tools (2 Uses, Useful, Dwarf-Made)
- A bag of gems or gold (2 Uses, Precious)

What dwarven companions did you bring with you? Choose two:

- A dwarven defender or berserker. You have one Bond with them.
- A dwarven gunner or blacksmith. You have one Bond with them.
- A dwarven tunneler or The Guzzler. You have one Bond with it.
- Dwarven stout (2 Uses, Food (only for Dwarves), Drunk: Wisdom + Sense, Vigor: Blood + Courage)

What is the one possession you hold most dear? Choose one:

- The first thing you ever crafted, badly-worn but still in one piece (1 Use).
When you hold it in your hands and admire it (1 Use), you are filled with Hope for your next roll.
- A family heirloom, none like it in the world (1 Use). **When you ask your ancestors for guidance on a topic (1 Use)**, you may *Command Lore* about that topic for the rest of the scene as if it were part of your culture.
- A symbol of peace, trust, or power between the dwarves and another civilization. Choose another player - you have an **Unbreakable Bond** with them, write it now. Nothing can undo this Bond you share with them.

Initial Bonds

You start with 4 Bonds with the other members of the fellowship. Use these, or make your own:

I owe _____ a life debt.

_____ knows of my secret shame.

I would rather die at _____ 's side than anywhere else in the world.

_____ 's forefathers and mine knew one another.

_____ has been trusted with a great dwarven secret.

_____ is my drinking buddy.

_____ is a friend to all dwarves.

_____ is my rival, and I theirs.

I grudgingly respect _____ 's style.

Nobody can fight by my side like _____ can!

Dwarven Custom

Choose two of these Moves to further define what it means to be a Dwarf.

All That Glitters...

When you have a bad feeling about this and say as much, you may ask the Overlord “Is there a trap or ambush here? If so, where would it come from?” They will answer honestly.

Dig Deep

Your people are famous for their ability to dig quickly and safely. You can *Clear the Path* right through earth and stone, digging out a tunnel anyone can use. It will take some time, but not as long as anyone else would expect it to.

Earth Friend

You can speak to the mountains and hear the words of the stones. **When you *Speak Softly with the earth*,** you may use one of your questions to ask it to move for you. For you, the earth can create pits or one-room caves, collapse or clear stone passageways, or leave behind a message that only dwarves will notice.

Good For What Ales You

When you use an item with the **Drunk** tag, act as though it had the **Healing** tag instead.

Greed is Good

When you desire a treasure or valuable item you have seen or heard of, you may declare it to be the object of your greed. **When you act directly to secure the object of your greed for yourself**, you are filled with Hope. You cannot choose a new object of your greed until you have acquired your current one, or it becomes unattainable.

Half-Dwarf

You are not fully dwarven. Take a Core Move from any basic playbook. You may also take an Agenda from the chosen playbook. **This Move cannot be Shared.**

Let Me See That

When you take a few moments to handle or examine an interesting item, vehicle, or architecture, ask the Overlord two of the following questions. They must answer truthfully.

- Who made this and why should I care about them?
- What was this made to do, and how do I use it or break it?
- What's wrong with this, and how might I fix it?

Warrior's Pride (Blood)

When you let out a roar of challenge, tell us who you are challenging and roll +Blood. **On a 7+**, they accept, approaching you for battle and dropping whatever they were doing. **On a 10+**, they don't bring any backup with them.

Dwarven Advancement

When you *Level Up*, choose an option from the list, then mark it off. You may only choose each option once. You also increase your Level by 1.

- Increase your Blood or Wisdom by 1 (to a maximum value of +3).
- Increase one of your stats by 1 (to a maximum value of +3).
- Take another Dwarven Custom.
- Take another Dwarven Custom, or ask another player to share a Move with you.
- Take another Dwarven Custom, or two more Dwarven Gear options. You cannot choose a Gear option you already have.
- Share one of your Gear options with another player.
- **You have Changed.** You must be level 5 or higher to take this Advancement. **When you Change**, choose a Destiny you meet the requirements for and take its first Move.

If you share a Move that rolls +Iron with a player who does not have an Iron stat, they roll at +0.

Dwarven Companions

Dwarven Companions are those allies who are particularly likely to join arms with you. Many of them are available as Gear options - a Companion in your Gear will always heal, return to you, or be replaced by someone or something with similar skills when you *Recover*.

Dwarven Defender: Trained in the art of the tower shield, this dwarf will defend you through thick and thin.

Stats: Loyal, Shield-Bearer.

Dwarven Gunner: Dwarven riflemen are famous throughout the world for their excessive use of black powder.

Stats: Powder keg, Sturdy Rifle

Blacksmith: Strong in arm and strong in trade, this trained professional will keep your weaponry in fine condition.

Stats: Spare Weapons, Strong Arm

Dwarven Berserker: The strongest and most aggressive of dwarves.

Stats: Blind Rage, Reckless Valor

Dwarven Tunneler: A massive drill mounted on wheels, with a riding compartment somewhere between these two more important features.

Stats: Drill Tank, Armored Compartment

The Guzzler: A prototype automobile, there's nothing like it in all the world. It runs on alcohol, pops, and bangs.

Stats: 20 Horsepower, Loud And Fast

Powersuit: A mechanical suit of armor that is more vehicle than suit.

Stats: Powered Movement, Rocket Fist, Heavy Armor





The Elf

The Elf

I have witnessed many of this world's wonders. I have seen them come, and seen them go. My people have added to them, and taken them away. Our endless lives attain meaning in the pursuit of timeless perfection. Even among such wondrous people as these, I have earned respect, and that is why I have been chosen to defend our great works against this coming evil.

We elves may sometimes forget the world, lost in our dreams of beauty and perfection, but the world does not forget us, and we shall not let the world fall. Among all people, not just my Elves, can be found those of some worth. If you will have me, then my arts, my grace, and my wisdom will serve our common cause.

I am the Elf. We remember.

The Elf is graceful eternity. The elves are long-lived, unnatural, unusual, and, if you ask them, perfect. The Elf offers you the ability to dance around your enemies, show up your allies constantly, and generally be the best around at everything cool and flashy. Play as The Elf if you want to shine like a diamond, if you like being stylish and graceful, if you want to be the coolest person at the table, or if you want to play as a mysterious magical being.

Names

Choose one or two from each list, or make up your own:

Given Names:

Eltharion, Fëanor, Fingolfin, Avariel, Haldir, Lórien, Manwë, Malenti, Pirinen, Andariel, Lúthien, Eärwen, Tanis, Celebrian, Mithrandir, Arendhel, Elenwë, Noldà

Titles:

Greenleaf, Ereinion, Lady of Light, Star of Radiance, Last of the Grey Elves, Half-Elven, Orcrist, Evenstar, Battle-Friend, Strongbow, Kin-Traitor, Blightwood

Look

Choose one from each list:

- Wise Eyes, Piercing Eyes, or Sad Eyes
- Braided Hair, Long Hair, or Dark Hood
- Pristine Robes, Woodsman's Garb, or Fancy Cloak
- Androgynous Body, Tiny Body, or Willowy Body

Stats

You begin with a +2 in Grace.

Assign +2, +1, +0, -1 to your other stats however you like.

Agenda

Choose one:

- **Elven Superiority**
It is your duty to protect the lesser creatures.
- **Eternal Patience**
Play the long game. You have all the time in the world, so act like it.
- **Perfect Purity**
Punish those who would defile the sanctity of elven lands and elven works.

Elven Core

All Elves have the following Moves:

Elder Arts

When you draw upon the elven power that humans sometimes call **magic**, choose a spell from below, then mark it. You cannot use a spell while it is marked. **When you *Fill Your Belly***, remove a mark from one spell. **When you *Recover***, remove all marks on your spells.

- **Camouflage:** Become invisible and undetectable. This lasts until you attack or decide to make yourself known.
- **Keen Senses:** Ask a question about your surroundings, and immediately receive a truthful answer.
- **Sense Magic:** Immediately know what here is magical and where it is. If there is nothing magical here, you do not mark this spell.
- **Whisper on the Wind:** Send a message to someone you have a Bond with. They will hear it whispered in their ear moments after you send it, and they can send you a reply of up to 5 words.

When you Share this Move with another, they choose a single spell from the list. That spell is the only one they can use. You can Share this Move with someone multiple times. Each time you do, they learn another spell.

Touch the World Lightly

You can safely walk on top of snow, across thin tree branches, along precarious ledges, or on top of held weaponry. You can also run along walls, up trees, and across treacherous surfaces safely, although only for short distances. You still need to roll to *Get Away* if you use this Move to escape danger.

What Is An Elf?

Choose the option that best represents your people:

- **Faerie**

Your kin are faeries or nature spirits. Tiny and elusive, they have been forgotten by the other peoples of the world, remembered only as myths or legends. Your people can fly, with all the benefits that brings you, but you cannot carry anyone with you. Add this to your *Elder Arts* list:

- **Pixie Dust:** You grant someone else the ability to fly for the rest of this scene.

- **Merfolk**

Your people are part fish, and the ocean is your homeland. You can breathe underwater, and you can grant this gift temporarily to anyone you share a kiss with. **When you use an *Elder Art* while you have access to a body of water,** do not mark it.

- **Star Elf**

Your people came from beyond the skies, and your technology is highly advanced. You start with High-Tech Gizmos (2 Uses, Useful, Elf-Made) in your Gear. Instead of burning any non-elf who holds them, Elf-Made items electrocute any non-elf attempting to use them without proper training, causing them to pass out where they stand.

- **Wood Elf**

Your people are one with the forests and trees, and they care for you as you care for them. **While traveling in woodlands,** you and your allies cannot be followed by your enemies. **When you use Camouflage,** you may hide any number of allies with you.

Elven Gear

You start with elven bread (Food, 4 Uses) and a hunter's bow (Ranged, Elf-Made, 3 Ammo).

Choose what you brought to protect yourself from danger:

- A fine sword (Melee, Elf-Made)
- Light armor (1 Use, Armor, Elf-Made)
- A wolf or hunting bird, which you have two Bonds with.

Choose what you brought to carry you through this journey:

- An elven throne or a unicorn, which you have one Bond with.
- A friend (an archer, blade dancer, or shadow), who you have one Bond with.
- A bottle of elven wine (2 Uses, Healing, Drunk: Blood + Courage)

You have a hunting companion. Choose one:

- A wolf or hunting bird, which you have two Bonds with.
- A friend (an archer, blade dancer, or shadow), who you have one Bond with.
- A survival knife (Elf-Made, Melee) and an extra quiver (3 Ammo)

Elves you meet will usually carry at least two of the items you chose from the above lists. However, the option below is unique to you. **Choose one memento of your homeland:**

- An elfstone brooch, connecting you to your homeland (1 Use, Elf-Made). You can Use this item to remove a mark from one of your *Elder Arts*.
- A ring signifying your membership in a secret organization (1 Use). You can Use this item to identify another member of this organization, instantly gaining a Bond with them.
- The faces of those who have wronged you, etched into your mind (1 Use). You can Use this item to declare an enemy to be your Nemesis, giving you Hope for rolls to *Finish Them* and *Overcome* them until they are dead.

Initial Bonds

You start with 4 Bonds with the other members of the fellowship. Use these, or make your own:

- _____ has been named a friend to all elves.
- _____ once helped me with a hunt, and I know we shall hunt again.
- I have trusted _____ with the truth about me.
- _____ 's entire family line is well respected by the elves.
- _____ is my rival, and I theirs.
- _____ defeated me in a contest of skill and I still cannot believe it.
- I have absolute faith in _____ 's abilities.
- I once went to war alongside _____ .
- I have taught _____ the ways of elven _____ .
- Because of _____ , I have changed as a person.

Elven Custom

Choose two of these Moves to further define what it means to be an Elf.

Elfsight

Your eyes are unnaturally good, and you can see fine detail even through the darkest night or densest fog. **When you *Look Closely***, you may study any location you can see, no matter how distant, as if you were standing right there.

Elder Might

When you wish to use an *Elder Art* you have already marked, you may do so by marking a different *Elder Art*. **This Move cannot be Shared.**

Enchanting Performance (Grace)

When you perform an Elven art for an attentive audience, roll +Grace. **On a 10+**, you may *Forge a Bond* with as many audience members as you'd like. The Bond should relate to how much they adore and appreciate you. **On a 7-9**, you may only *Forge a Bond* with a single listener. **On a 6-**, no one cares.

Enemy at the Gates

When you are hidden from your target and wield a Ranged weapon, you can spend 1 Ammo to *Finish Them* with +Grace. **If you destroy them**, you remain hidden.

Half-Elf

You are not fully elven. Take a Core Move from any basic playbook. You may also take an Agenda from the chosen playbook. **This Move cannot be Shared.**

Poetry in Motion

When you *Get Away*, you may choose an extra option, even on a 6-.

Special Stardust

Add this to your *Elder Arts* list:

- **Sleep Tight:** You put someone straight to sleep. It is a normal sleep, and they are woken up by anything that would awaken a sleeping person.
When you Share this Move, the ally you share it with gains the *Elder Arts* Move as well, but Sleep Tight is the only spell they know. They do not gain your other *Elder Arts*.

Way With Words

When you *Speak Softly* to someone who admires or fears you, you may roll +Grace instead of +Wisdom. **When you *Speak Softly*,** you may also ask, "What do they desire most?" regardless of the result of your roll.

Elven Advancement

When you *Level Up*, choose an option from the list, then mark it off. You may only choose each option once. You also increase your Level by 1.

- Increase your Blood or Sense by 1 (to a maximum value of +3).
- Increase one of your stats by 1 (to a maximum value of +3).
- Take a Core or Custom Move from any basic playbook. You cannot take a Move someone else already knows.
- Take another Elven Custom.
- Take another Elven Custom.
- Choose a player you have 3 Bonds with. Share a Move with them.
- **You have Changed.** You must be level 5 or higher to take this Advancement. **When you Change,** choose a Destiny you meet the requirements for and take its first Move.

Elven Companions

Elven Companions are those allies who are particularly likely to join arms with you. Many of them are available as Gear options - a Companion in your Gear will always heal, return to you, or be replaced by someone or something with similar skills when you *Recover*.

Elven Archer: An expert with the bow. It is said that elven archers never miss.

Stats: Perfect Shot, An Even More Perfect Shot

Blade Dancer: These graceful warriors specialize in fighting alongside a partner, dancing around their ally as they attack.

Stats: Dance of Death, Graceful In All Things

Elven Shadow: If you were to see an Elven Shadow... well. You won't.

Stats: Untraceable, Right Where You Need Me

Elven Throne: The Elven Throne is a nickname for a wide variety of devices, almost all entirely natural in origin. Enchanted wooden chairs, wheeled or hovering automatons, even living animals to carry you. They are particularly popular among merfolk who need to travel over land.

Stats: A Mind Of Its Own, Mobile Cover

Hunting Bird: Birds of a feather hunt together.

Stats: Go For The Eyes, Eagle Eye

Unicorn: A beautiful horned horse, famous for their benevolence.

Stats: Infinite Compassion, Holy Horn

Wolf: Wolves are too wild for humans to handle, but they make fine pets for elves and orcs alike.

Stats: Pack Hunter, Loyal



The Halfling

The Halfling

I have kept the good things secret and safe. We're small, often we'll go unnoticed, but any bully will pick on the weakest folk they can find. That's where I come in. I lead danger away, sling rocks at it, taunt it, trick it, you name it! If they won't pick on someone their own size, then you can't expect me to play fair, can you?

We like to duck our heads, enjoy our pleasures and live our lives peacefully inside of our comfortable little nooks. Comfort, safety, security – they're what's important, you know? So that's what I stand for, if you'll have me.

I am the Halfling, and my people are bigger than you think.

The Halfling is a troublemaker. You are tiny, underestimated, the underdog, and relatively unknown. The Halfling is the tricky sort. You'll pop up where they least expect you and you'll do much more than anyone else thinks you can. Play as The Halfling if you want to sneak around, if you want to play tricks on your enemies, if you like finding alternative solutions, or if your idea of a good time is partying and food.

Names

Choose one or two, or make up your own:

Given Names

Aldrim, Adamanta, Bungo, Deagol, Donnamira, Drogo, Estella, Gilly, Hamfast, Lidda, Michael, Pounder, Robin, Robard, Rose, Reuel, Schuyler, Tanner

Surnames

Bracegirdle, Brannigan, Bullroarer, Cobbles, Goldworthy, Hornblower, Muddyfoot, Neville, Nibs, Pip, Proudneck, Roper, Shea, Sylvester, Tackleford, Trotter

Look

Choose one from each list:

- Twinkling Eyes, Large Eyes, or Piercing Eyes
- Clean Cut, Luscious Curls, or Hooded Face
- Sensible Clothes, Travel Clothes, or Sunday Best
- Hairy Body, Rotund Body, or Wiry Body

Stats

You begin with a +2 in Courage.

Assign +2, +1, +0, -1 to your other stats however you like.

Agenda

Choose one:

- **Do Right**
Stick by your friends and your word, and always do what's right.
- **Get Some Recognition**
Shake things up when people ignore or underestimate you.
- **Have Fun**
Everyone else is so gloomy all the time! Help 'em lighten up a bit.

Halfling Core

All Halflings have the following Moves:

The Little Folk (Courage)

When you do something clever or sneaky while no one is looking, roll +Courage. On a 7+, you do it, and no one will notice what you did until later. On a 10+, they won't even think to blame you for it unless they know you quite well, or you personally tell them you did it.

Sting Like A Bee

When you *Keep Them Busy* by getting in close and get a 7+, choose one. You can only *Sting Like A Bee* against those who are larger than you.

- You get them to chase you around, and you both leave the scene.
- You steal something small from them, and they don't notice until they need it or you taunt them with it.
- You get them talking - ask them a question from the *Speak Softly* list.
- You think fast - ask a question from the *Look Closely* list.



What Is A Halfling?

Choose the option that best represents your people:

- **Clever Storytellers**

Your people love to collect stories from afar, and they love to share. You know just how to get someone to tell you what you want to hear. **When you *Speak Softly over stories and games***, you may take the 7-9 result without rolling. **If you also used Halfling Pipeleaf**, take the 10+ result instead.

- **Determined Survivors**

Your people have suffered many setbacks and tragedies, and they have never stopped you yet. You know exactly when to stand your ground and exactly when to bail. **When you *Get Away or Keep Them Busy* and get a 6-**, you can instead use the other Move as if you rolled a 7-9.

- **Mischievous Tricksters**

Your people love surprises, and they are natural tricksters. The pranks they play are legendary. **When you *Sting Like A Bee***, choose two options instead of one.

- **Traveling Nomads**

Your people are travelers, never sticking in one place for long. **When picking your Gear**, choose one more option from each list - you came prepared for anything.

Halfling Gear

You start with a trusty handheld weapon (Melee) and a halfling packed lunch (2 Uses, Food, each Use feeds three people).

Choose what you brought to keep your friends safe:

- A slingshot (Ranged) with a pouch of bullets (2 Ammo)
- Poultices (2 Uses, Healing, Slow)
- Burglar's gear (2 Uses, Useful)

Choose the companion you brought on your journey:

- A traveler's carriage, cozy on the inside, which you have a Bond with.
- A riding spear (Melee) and a trained mount, common among your people - a riding boar, a riding dog, or a giant spider, your choice, which you have a Bond with.
- A couple friends (Choose two: Brave, Chef, or Fast-Talker), you have one Bond with each of them.
- Halfling pipeleaf (2 Uses, Slow, Drunk: Blood) and some snacks (2 Uses, Food)

Choose the luxury you couldn't let go:

- Halfling pipeleaf (2 Uses, Slow, Drunk: Blood)
- Another halfling packed lunch (2 Uses, Food, each Use feeds three people) and some snacks (2 Uses, Food)
- A bottle of elven wine (2 Uses, Healing, Drunk: Blood + Courage)

What fell into your pocket on the way out the door? Choose one:

- A purse full of foreign coins (Precious, 1 Use)
- An adventuring contract, with all terms and conditions in writing (1 Use). You can Use this item to win an argument with another player.
- An address book, filled with family friends (1 Use). You can Use this item to find a friend in any town you go to. You have a Bond with them, write it now.

Halfling Pipeleaf (2 Uses, Slow, Drunk: Blood)

Halfling pipeleaf is a particularly popular kind of tobacco, especially among wizards. **When you share your pipeleaf with another (1 Use),** *Speak Softly* with them as if you rolled a 7-9.

Initial Bonds

You start with 4 Bonds with the other members of the fellowship. Use these, or make your own:

_____ really enjoys the finer things in life.

I have mesmerized _____ with my stories.

_____ respects me, and I respect them too!

_____ dragged me from my home and on the road to adventure!

I once told a lie so good that _____ STILL thinks it's true.

One of these days, I'll be as good at this adventuring business as _____ is.

I don't think _____ has noticed how much I like them.

_____ has my back when things get tough out here.

I've known _____ for all my life!

I will never lie to _____.

Halfling Custom

Choose two of these Moves to further define what it means to be a Halfling.

A Friendly Face

You are small and easily trusted. **So long as you show a friendly face**, anyone not already actively hostile towards you will treat you as a friend, until proven otherwise.

Bottomless Belly

Whenever you *Fill your Belly*, you may Use as much Food as you like, and you heal an equal amount of damage. Anyone trying to compete with you can also Use one extra Food to heal an extra point of damage.

Half-a-Halfling

You are not 100% halfling. Take a Core Move from any basic playbook. You may also take an Agenda from the chosen playbook. **This Move cannot be Shared.**

Lived in a Shoe

You can change size at will, shrinking down to the size of an apple or growing as tall as The Dwarf, but you usually stay at a happy medium you're comfortable in.

Small Target

When you *Overcome* an enemy by getting out of their way, on a 7+, you manage to get completely out of sight - your attacker loses track of you, and you escape from them. On a 12+, *everyone* loses track of you - tell us where you went, and you're there.

Talk Nonsense

When you *Talk Sense* by telling grandiose lies with a straight face, roll +Courage. When you *Talk Sense* and get a 10+, you may also *Sting Like A Bee*.

The Courage of Halflings

You are never in Despair when rolling Courage, even if it is damaged.
This Move cannot be Shared.

Who's the Tough Guy Now, Tough Guy?

When you *Overcome* an enemy and get a 7+, you may *Sting Like A Bee*. When you could *Finish Them*, you may *Keep Them Busy* as if you got a 10+ instead.



Halfling Advancement

When you *Level Up*, choose an option from the list, then mark it off. You may only choose each option once. You also increase your Level by 1.

- Increase your Grace or Sense by 1 (to a maximum value of +3).
- Increase one of your stats by 1 (to a maximum value of +3).
- Take another Halfling Custom.
- Take another Halfling Custom, or choose another Move from the list of What Is A Halfling? options.
- Share one of your Moves or Gear options with another player.
- Choose a player you have 3 Bonds with. They share a Move or one of their Gear options with you.
- You have Changed. You must be level 5 or higher to take this Advancement. **When you Change**, choose a Destiny you meet the requirements for and take its first Move.

Halfling Companions

Halfling Companions are those allies who are particularly likely to join arms with you. Many of them are available as Gear options - a Companion in your Gear will always heal, return to you, or be replaced by someone or something with similar skills when you *Recover*.

Halfling Brave: A more loyal and earnest warrior you will never find.

Stats: Loyal Beyond All Reason, Get Right In There

Halfling Chef: If you've got the food, they'll make it tasty.

Stats: Special Ingredients, Rations (Food, 2 Uses)

Fast-Talker: If you'll just listen, you'd understand...

Stats: Mixed-Metaphor-a-Minute, Natural Charm

Giant Spider: Many find these massive spiders absolutely terrifying, but halflings find their mobility to be second to none.

Stats: Wall Crawler, Creepy

Riding Boar: These wild beasts are popular among both halfling war riders and halfling chefs.

Stats: Pig-Headed, Wild Charge

Riding Dog: Dogs are man's best friend, but only halflings can ride them.

Stats: Loyal Friend, Good Nose

Traveler's Carriage: Usually drawn by pony, these carriages are popular homes for the average nomad or merchant.

Stats: Home Sweet Home, Travel In Comfort

War Wagon: The War Wagon is a halfling carriage converted to war. Covered in spikes, it is mounted with a rock ballistae and a kitchen, for that extra taste of home.

Stats: Rock Ballistae, Spiked Armor, Built For War



The Harbinger



The Harbinger

I have walked this land long. I have seen many things. I have known many others. Today, I speak of a great threat to this world. It must be opposed, but we cannot do so divided. Of my kind, I alone will stand against it, but we need true and hearty champions from all the world's peoples if we are to have hope.

I know many of this evil's ways and secrets. Do not ask how. Such knowledge was earned painfully. Many have chosen to ignore my warnings, but I beg that you are not among them. To those who have courage, to those who would see this world saved, to those who would be champions, I will guide you.

I am the Harbinger, and Doom is coming.

The Harbinger is a prophet of the end of days. They are magical beings, and they are both very rare and very powerful. A Harbinger never shows up when times are good. You will have more raw power and utility than anyone else, but you tire quickly, you make friends poorly, and you cannot do this alone. Play as The Harbinger if you want to play the mentor character, if you want to have access to powerful and deadly magic, if you want to be a bit of a loner, or if you want to play a gloomy prophet of the end times.

Names

Choose one or two, or make up your own:

Given Names

Gandall, Weathersky, Belgarath, Risewind, Elric, Albus, Merlin, Mesmer, Baba Yaga, Gwydion, Morgan, Jadis, Willow, Ursula, Vivi, Greyblossom

Titles

Lightbearer, the Grey, Cursender, of Camelor, Windreaver, Greenhanded, of Twisting Fire, Blightbringer, the Forsaken, of Red Ashes, in Exile Eternal

Look

Choose one from each list:

- Flowing Hair, Messy Hair, or Silvery Hair
- Whimsical Robes, Plain Robes, or Very Old Robes
- Cold Eyes, Kind Eyes, or Infinitely Sad Eyes
- Long Scarf, Heavy Hood, or Simple Jewelry



Stats

You begin with a +2 in Doom, a sixth stat only The Harbinger has.

Assign +2, +1, +0, +0, -1 to your other stats however you like.

Agenda

Choose one:

- **Fulfill the Prophecy**
Tell us about ~The Great Prophecies~ and do your best to fulfill them.
- **Savior Complex**
Remove evil from this world, at all costs.
- **You'll Get Through This**
Protect your allies from harm and danger, no matter what happens to you.

Harbinger's Core

All Harbingers have the following Moves:

Doomed Soul

The harbingers are keepers of prophecy and magic, and their soul is unlike any other. You have a sixth stat, Doom, and you have an additional +0 to assign between your other stats. **When your Doom stat gets damaged**, you must immediately damage another one of your stats as well. **When you *Finish Them* by revealing their fate, by using your knowledge of folklore or the prophecies, or with Wizardry**, roll +Doom.

When you Share this Move with another, their Doom stat is +1.

When someone who does not have a Doom stat uses a Move that rolls +Doom, they roll at +0.

Doom and Gloom

Your Doom makes you hard for others to relate to. You can never have more than one Bond with someone, and others can never have more than one Bond with you. **This Move cannot be Shared.**

Do Not Trifle With Wizards

Your magic is dangerous and powerful, for both you and your enemies. **When you conjure a powerful spell to destroy something in your way**, pay a price, then take up to three points of damage. You inflict that much damage to your target. You then become exhausted, and roll with Despair for the rest of the scene. **Threats to the World** and **Set Pieces** take no damage from this Move. **This Move cannot be Shared.**

Wizardry

When you draw upon the magic inherent to your people, choose one option from below. You may use these spells as often as you need to. **When you use one of these magical effects**, tell us how it manifests - what does it look like, what does it sound like? What do you need to do to make this happen?

- Conjure a soft light, which floats around you.
- Deliver a message through mysterious means.
- Speak, look, or listen as if you were somewhere else that you can see.
- Touch, push, or grab as if you were somewhere else that you can see.

When you Share this Move with another, they choose a single spell from the list. That spell is the only one they can use. You can Share this Move with someone multiple times. Each time you do, they learn another spell.

What Is A Harbinger?

Choose the option that best represents your people:

- **Angelic Remnants**

Your people are what remains of the divine beings who created this world, and your extraordinary powers are what lingers of their gifts. Your Doom will bring salvation and wisdom. **When you read the prophecies about someone whose name you know**, you may *Speak Softly* with +Doom instead of +Wisdom, and you do not need to be speaking with them to learn their answers.

- **Blind Prophets**

Your fellow wizards see without sight, and you are no different. Even without eyes, you can see more than anyone else. **Add the following options to the *Wizardry* Move:**

- Look through a wall, so long as you touch it
- Look through the eyes of another, so long as you hold something they own aloft in your hands

- **Principled Academia**

Wizardry comes from a book. Anyone can become a wizard with enough education, and you are among the scholastic elite. Inside your book is limitless power, if you can read the runes right. You have a magical book (2 Uses, Slow) added to your Gear. **When you consult your magical book on how to perform a magical ritual properly**, tell us what you want the ritual to accomplish. It takes several minutes to perform a ritual. Once it is finished, **choose one**:

- It works how you wanted, but won't take effect for some time
- It takes effect immediately, but there's a catch or side effect

- **Servants of the Dark**

The harbingers are so-called because they herald the coming of the Overlord, and they serve the Overlord in all ways. You are a renegade to your people, outcast, but you still command the same terrifying powers they do. You do not need to pay a price to show others why they *Do Not Trifle with Wizards*.

HARBINGER'S GEAR

You start with just enough food (Food, 2 Uses) and some wizardly baubles (2 Uses, Useful). Every harbinger's gear is unique, and no other will carry the same things you do.

Choose the weapon you brought with you on this journey:

- An ancient staff of old wood (Melee) with a spell of safe travels written upon it (1 Use, Armor)
- A runed sword (Melee, Necrotic) with a dark past
- The Overlord's Weakness, tucked away inside a bottle or box

Choose your companion, you have one Bond with them:

- A carriage or jacksled
- A pegasus or witch's broom
- A strange beast, describe it and give it two stats of your choosing

The Harbingers all have a source to their magical abilities, and every Harbinger draws from the same source. **Choose your source of magic:**

- The leylines of magic that hold reality together (2 Uses). You can Use this connection to the leylines to access a sealed location, or seal off an accessible location, bending space to accommodate your need.
- A magical focus, such as a staff, crown, amulet, doll, or book. Whoever holds it has your *Wizardry* Move. You can always call this focus back to you at any time - it knows who its master is.
- Magical bloodline, from strange and powerful ancestors (2 Uses, Healing).
- Magical tattoos, etched into your skin, each with their own purpose (2 Uses, Useful).

Initial Bonds

You start with 2 Bonds with the other members of the fellowship. Use these, or make your own:

I am teaching _____ the ways of the world.

_____ will be of great importance in the events to come.

I have done many a favor for _____ .

I once told _____ a magnificent story and they have never forgotten it.

I have trusted _____ with a dark secret.

_____ is the only person who has ever changed a future I foresaw.

I have never met anyone more full of life than _____ .

My prophecies do not scare _____ , and for that I am eternally thankful.

I know the doom that awaits _____ but I cannot bring myself to tell them.

_____ gives me hope for our future.

Harbinger's Custom

Choose one of these Moves to further define what it means to be a Harbinger.

Angel's Touch

You can heal the wounds of an ally with your touch, although it takes a lot out of you. **When you magically heal an ally**, they heal one damage. You may damage yourself to heal another point of damage. **Once you've used this Move**, you cannot use it again until you *Fill Your Belly* or *Recover*.

A Wizard's Word

When you make a promise to someone and they promise something in return, you may leave your mark upon them. **So long as you do not break your promise**, they cannot break theirs. Write a Bond with them describing the promise you share. The mark is undone when they fulfill their end of the promise, or you break your end of it.

Cultural Appreciation

You have spent a great deal of time among one of the peoples of this world, and their culture has rubbed off on you. Take a Core Move from any basic playbook. You may also take an Agenda from the chosen playbook.

This Move cannot be Shared.

Dark and Terrible

When you denounce the deeds of another, you may take one damage to leave a curse upon them. Tell us the nature of this curse, and what must be done to lift it.

Mysterious Fires

Add the following option to the *Wizardry* Move:

- Start a fire on something you can see, so long as it is flammable. The fire starts small, but it will grow rapidly if left unchecked.

The Evil Eye Above

Doom follows you, but you are ready for it. **When the minions of the Overlord approach**, the Overlord's player must tell you before they arrive. **When you know the Overlord's plans**, you may ask them, "What is one way I could stop this?" They must answer truthfully.

Wildspeaker

You speak the language of beasts and monsters. **When you try to speak to such a creature for the first time**, they will always pause to listen and reply, and you always have a chance to *Speak Softly* or *Talk Sense* with them.

You Shall Not Pass

When you *Keep Them Busy* and get a 10+, you may pay a price to hold them off indefinitely - it will be impossible for them to follow or approach you for the rest of the scene. Tell us how your magic or their fate has stepped in to hold them up.

Harbinger Advancement

When you *Level Up*, choose an option from the list, then mark it off. You may only choose each option once. You also increase your Level by 1.

- Increase your Courage or Wisdom by 1 (to a maximum value of +3).
- Increase one of your stats by 1 (to a maximum value of +3).
- Take another Harbinger Custom.
- Take another Harbinger Custom.
- Take another Harbinger Custom, or one more Harbinger Gear option.
- Take another Harbinger Custom, or ask another player to share a Move with you.
- **You have Changed.** You must be level 5 or higher to take this Advancement. **When you Change**, choose a Destiny you meet the requirements for and take its first Move.

If you share a Move that rolls +Doom with a player who does not have a Doom stat, they roll at +0.

Harbinger Companions

Harbinger Companions are those allies who are particularly likely to join arms with you. Many of them are available as Gear options - a Companion in your Gear will always heal, return to you, or be replaced by someone or something with similar skills when you *Recover*.

Traveler's Carriage: Usually drawn by pony, these carriages are popular homes for the average nomad or merchant.

Stats: Home Sweet Home, Travel In Comfort

Jacksled: A sleigh, drawn by many small animals, usually rabbits or dogs. The Jacksled is the fastest vehicle in the known world, but it doesn't have much room for passengers.

Stats: Supply Run, Outrun Anything

Pegasus: A winged horse. Just like a regular horse, but significantly more mobile.

Stats: Flight, Mounted Combat

Witch's Broom: A simple broomstick, complete with vintage bristles from 1287, a finely bound leather handle, and a silver inlaid inscription of its owner's name.

Stats: Flight, Zippy Quick

A Strange Beast: Tell us about it. It comes with two Stats that describe its abilities, chosen by the one who formed a Bond with it.

Stats: Cool Thing A, Neat Thing B

The Heir



The Heir

My kingdom has stood for centuries, and its legacy lives on in me. The weight of history rests on my shoulders, but we live in an age where that history may be coming to an end. It is for that reason that I stand here now. So that our legacy shall never be forgotten, I pledge to oppose this rising evil. It is nothing less than my duty.

I see the path this evil has taken. In their wake, I see want, suffering, and fear. This I cannot allow. To any who would follow me, I promise, I shall lead you to victory. We shall not be lost this age. We shall prevail. Our history will go on.

I am the Heir, and the burden of history is my blade.

The Heir is the leader, the ruler, the one everyone else looks up to. Their people are versatile, wise, and strong, and your position gives you a lot of power. The Heir gives you the ability to throw your name around, guarantee good treatment for the fellowship, and strike down those who would oppose you. Play as The Heir if you want to lead the fellowship, if you value versatility and consistency, if you want to be surrounded by powerful Companions, or if you want to do your own thing with conviction.

Names

Choose one or two, or make up your own:

Given Names

Argorn, Marth, Durindal, Caesar, Ancilotto, Appolonius, MacBeth, Feanor, Arwen, Aurora, Calafia, Cercei, Delphyna, Marceline, Namora, Rose, Vera

Royal Titles

Prince/Princess, Duke/Duchess, King/Queen, of the Lost, of Felwar, the Brave, the Fourteenth, the Redeemed, Child of _____, Blessed by _____, of Legends

Look

Choose one from each list:

- Cropped Hair, Luscious Hair, or Scruffy Hair
- Handsome Face, Scarred Face, or Serene Face
- Weary Eyes, Hard Eyes, or Determined Eyes
- Simple Clothing, Practical Uniform, or Royal Garb

Stats

You begin with a +2 in Wisdom.

Assign +2, +1, +0, -1 to your other stats however you like.

Agenda

Choose one:

- **A Softer Touch**
Use kindness, diplomacy, and compromise, whenever possible.
- **But What Of My Kingdom?**
Act on behalf of your kingdom's wealth and honor, first and foremost.
- **Judge, Jury, Executioner**
Make them pay for their crimes.

Heir's Core

The Heir has the following Moves:

Royal Treatment

When you visit the ruler of a place and introduce yourself, you and your friends are all given a room for the night and a hot meal to *Fill Your Belly*, free of charge.

Yes, My Liege

When you issue a command to someone below your rank, they'll do it immediately, no questions asked. Someone is below your rank if they are of your People, if they are a Companion, or if they serve or follow someone who has shown you *Royal Treatment*. You never need to *Talk Sense* to someone who is below your rank.

When you give a command that directly harms the person you gave the command to, they become immune to this Move forever.

What Is The Heir?

Choose the option that best represents your nation:

- **The Great Builders**

Your kingdom is famous for their advanced technology, and you bring that power with you. **When you analyze architecture or engineering**, you can always ask "How do I fix this?" or "How do I break this?"

You also add Engineering Tools (2 Uses, Useful) to your Gear, which can produce nearly anything you might need to fix or break something you ask about.

- **The Lost Line of Kings**

Your kingdom has fallen and your family and fortunes are lost, but you still remain. Some say you are cursed, others say you are lucky to be alive at all. **Once per scene**, you may re-roll one die, yours or another's. Tell us how your curse changed the outcome, after seeing the new result.

- **The Stalwart Defenders**

Your kingdom is all that has stood between the Overlord and the rest of the world for centuries, locking them away. Stopping them now falls squarely on your shoulders. **When you Overcome the attacks of a Threat to the World**, you never need to pay a price first. **When you Overcome an attack that would harm someone you have three Bonds with**, you are filled with Hope.

- **The Forgotten Lands**

Your kingdom was believed to not exist, until recently. Your people are unlike any in all the world. Tell us about a useful and powerful feature that is unique to you and your people, such as a pair of angelic wings, a third eye that sees through illusions, limbs that can stretch or bend in ways they shouldn't, deadly claw hands, the ability to regenerate wounds, or something similarly useful. You can use this feature to justify doing something no one else can, and as an Advantage.

Royal Gear

You start with some food (3 Uses, Food), poultices (2 Uses, Healing, Slow), a warhorse you have one Bond with, and a beautiful blade with a long and storied past (Melee, Precious).

Choose your protection:

- Regal armor (1 Use, Armor) and a second sword (Melee)
- A bow, a rifle, or throwing knives (Ranged, 2 Ammo)
- Choose two: An advisor, a bodyguard, a servant, or a sibling. You have one Bond with each of them.

Choose the one thing you brought excessive amounts of:

- A horse or donkey for each member of the fellowship. No one has any Bonds with them - if they are damaged, they are lost until you *Recover*.
- Loads of cash (2 Uses, Precious)
- Fine food (3 Uses, Food) and drink (2 Uses, Healing, Drunk: Grace)

You are quite rich, so **choose one more Gear option from either list above.**

You also own a single, irreplaceable item, which is not added to your Gear. If you lose it, it is lost forever. **Choose one:**

- A symbol of royalty (1 Use). You can use this item to command respect from anyone who knows of your line, or to gain an audience with anyone you wish, no matter how important they are.
- A castle or keep to call your home, complete with servants. You have Fellowship with the community it is in. They can grant you any Fellowship Move from the book, choose one from chapter 4.
- A map to the location of a Source of Power the Overlord does not yet have.

Initial Bonds

You start with 4 Bonds with the other members of the fellowship. Use these, or make your own:

I shall take _____ under my wing, and teach them all that I know.

_____ has proven a valuable companion.

_____ is a friend of the family.

I am in love with _____.

I once betrayed _____, and I am desperate for their forgiveness.

_____ 's people have aided mine throughout history.

I prefer to work with _____ when I can.

I have never had a more loyal ally than _____.

I would give my life for _____.

_____ would give their life for me.

Heir's Custom

Choose two of these Moves to further define what it means to be the Heir.

Foraging (Wisdom)

When you forage for herbs or food, roll +Wisdom. **On a 10+**, you gain some healing herbs (2 Uses, Healing, Slow), or some berries and meat (3 Uses, Food), your choice. **On a 7-9**, choose one:

- Supplies are scarce - gain only 1 Use of herbs or food.
- The supplies are a little poisonous - they gain the tag Drunk (all stats).

How Dare You

When someone insults you to your face, you may choose to lash out or remain stoic. **If you lash out**, roll to *Finish Them* with +Blood if you lash out with your weapon, or +Grace if you lash out with your tongue. **If you remain stoic**, ask two questions from the *Look Closely* list without rolling. Their outburst tells you everything you need to know.

Foreign Exchange

You spent a lot of time among the allies of your nation, so much so they practically raised you. Take a Core Move from any basic playbook. You may also gain an Agenda from the chosen playbook. **This Move cannot be Shared.**

Long Live the Queen

When someone else rolls to *Overcome* harm you would suffer, they are filled with Hope for their roll. You may always have Companions take harm for you if they are within arm's reach, even if you are not aware of the incoming harm.

Noble Bearing

Your allies are always available when you need them most. **When you are in dire need**, you may erase one of your Bonds to have the person listed in that Bond appear at your side. **This Move cannot be Shared.**

Parry! Counter! Thrust!

When you fight an enemy one on one in Melee range, you may *Keep Them Busy* as if you rolled a 10+.

Quiet! Don't Move...

When you duck aside and stay silent and still, enemies will never spot you unless you leave your position. You may hide your allies as well, so long as you hold up a hand, warning them to silence, and they do not speak.

Strike True

When you could *Finish Them* in single combat, instead of rolling, you may strike a decisive blow. **Choose one, and tell us how you do it:**

- **Beaten Down:** They cannot cause further harm during this scene.
- **Pinned Down:** They cannot give chase.
- **Taken Down:** Choose one of their already-damaged stats. Remove it - they no longer have that stat, nor any Threats associated with it.

Heir's Advancement

When you *Level Up*, choose an option from the list, then mark it off. You may only choose each option once. You also increase your Level by 1.

- Increase your Blood or Grace by 1 (to a maximum value of +3).
- Increase one of your stats by 1 (to a maximum value of +3).
- Take another Heir Custom.
- Take another Heir Custom.
- Take another Heir Custom, or have another player share a Move with you.
- Share one of your Moves with another player.
- **You have Changed.** You must be level 5 or higher to take this Advancement. **When you Change**, choose a Destiny you meet the requirements for and take its first Move.

Heir Companions

Heir Companions are those allies who are particularly likely to join arms with you. Many of them are available as Gear options - a Companion in your Gear will always heal, return to you, or be replaced by someone or something with similar skills when you *Recover*.

Advisor: A loyal advisor, well-informed of your kingdom's status at all times, and with plenty of opinions about it too.

Stats: Consultancy

Bodyguard: A trained bodyguard, ready to dive in the way of an attack.

Stats: Watch Out!!!

Servant: A maid, butler, or hired hand to carry your things for you.

Stats: I'll Get That For You

Sibling: Another Heir, along for the ride.

Stats: Noble Bearing, Just As Good As You Are

War Horse: A horse trained for war.

Stats: Mounted Combat, Run Like The Wind



The Orc

The Orc

I have earned my place in this world. It was earned with sweat of the brow and cunning of the hand. Progress, industry and toughness are what my people are known for, and they are the qualities that made me their champion. The world will change in our wake, whether poets and scholars and cowards like it or not.

Not for us is the shallow "beauty" of timeless stagnation. I will smash that which holds us back and destroy those who would dominate us. Nothing will stand in my way and remain unbroken. You have my word on that, if you will have my blade.

For I am the Orc, and my people will always move forward.

The Orc is a fighter. Their people are never content with leaving things as they are, and progress is the most important aspect of Orc society. The Orc is all about war, and has the tools to fight, win, and thrive. Play as The Orc if you want to be able to destroy anything you see, if you enjoy creativity and spontaneous decision making, if you want to lash out at a world that has wronged and judged you, or if you just want to be a big green murder machine.

Names

Choose one or two, or make up your own:

Given Names

Kurd, Gorblax, Kola, Grokt, Kaj, Hrusk, Dirg, Rord, Gork, Elna, Turk, Raliin, Ket, Zerna, Glinza, Arbla, Kro, Mork

Surnames

Eyegouge, Footbiter, Freeborn, Randalar, Breaktooth, Ricebelly, Drumbeater, Foescar, Wastewalker, Bloodeye, Sirorco, Thraka, Elfbane, Onehand, Bootstrap, Swordsheath

Look

Choose one from each list:

- Burning Eyes, Dark Eyes, or Very Small Eyes
- Damaged Body, Hunched Body, or Muscled Body
- Patchwork Armor, Unusual Clothes, or Traditional Uniform
- Intricate Scars, Warped Skin, or Strange Physiology

Stats

You begin with a +2 in Blood.

Assign +2, +1, +0, -1 to your other stats however you like.

Agenda

Choose one:

- **Born Rebel**
Fix the system, by any means necessary.
- **Capitalism Ho!**
Seek a profit, no matter the cost.
- **Destroy Something Beautiful**
Bring an end to beautiful or valuable things.

Orc Core

All Orcs have the following Moves:

The Fires of Industry

As long as you have a minute's time and destroy something in the process, you can craft an orc-made weapon of your own design. Orc-made weapons are Clumsy in any hands but an Orc's, and they are ugly to all but Orcs. The weapon is Melee. Weapons you make are not added to your Gear - they are temporary and must be replaced when they are lost or damaged. You cannot carry more than 4 weapons you've made at a single time, but you can restock your weaponry between scenes as you like.

When you share this Move with another, they gain an appreciation for the utility or simplicity of Orc-Made weaponry. Orc-Made weapons are not Clumsy in the hands of those with this Move.

Dishonor Before Death

When you need an Advantage to *Finish Them* with in glorious combat, you can always create one by breaking your weapon. **When you must pay a price,** you may always choose to break your weapon.

What Is An Orc?

Choose the option that best represents your people:

- **Children of Fire**

Your people are forged in flame, and have more in common with coal and ash than flesh and bone. You never take damage from fire and heat, and you burn anything you touch for longer than a moment.

- **Daughters of Chaos**

Your people are born free, determined to follow their hearts and choose their own destinies. **When someone attempts to enslave, control, intimidate, terrify, or command you**, you can always act as you please. The Overlord cannot use the Moves *Twist the Knife*, *Fear Me*, or *An Offer You Can't Refuse* on you, and your people are immune to the Heir's Core Move *Yes, My Liege*.

- **Spawn of Darkness**

Your people are fungal in nature, well suited to the darkness and damp. You can see perfectly in the dark, and your body is quite unlike those of flesh and blood. The Drunk tag never applies to you, and you are immune to poisons and diseases that would harm anyone else.

- **Sons of War**

You were born and raised for battle, and war is all your people know. Everything is a weapon, in your eyes. **As long as there is something within arm's reach that you can break with your bare hands**, you can use *Fires of Industry* to instantly create new weapons in the heat of battle.

ORCISH GEAR

You start with four Orc-Made weapons, as per the *Fires of Industry* Move, and some strange jerky (3 Uses, Food).

Choose what you prepared just for this journey:

- Orcish moonshine (2 Uses, Food (only for Orcs), Drunk: Grace + Wisdom, Vigor: Blood + Sense). If you stuff a rag in the bottle and set it on fire, replace its tags with Ranged and Dangerous.
- Something you found over there somewhere (2 Uses, Useful).
- A junk cannon (Ranged, Orc-Made, 0 Ammo). You use Orc-Made weapons as Ammo for the junk cannon.

Choose your companion, you have one Bond with them:

- A Varg to ride
- A Wolf to hunt with
- Your best friend (big lug, brains, or little guy)
- Some loot (1 Use, Precious)

Choose your treasure:

- Some loot (1 Use, Precious)
- Orcish moonshine (2 Uses, Food (only for Orcs), Drunk: Grace + Wisdom, Vigor: Blood + Sense). If you stuff a rag in the bottle and set it on fire, replace its tags with Ranged and Dangerous.
- Your other best friend (big lug, brains, or little guy), you have one Bond with them.

Choose the reason the Orcs named you their champion:

- Strong as an ox (2 Uses). Use this to smash through a wall or door.
- Tough as nails (2 Uses, Armor).
- Scary as hell (2 Uses). Use this to *Talk Sense* whether they want to listen or not, and you can roll at +Blood instead of another stat.
- Cunning as can be (2 Uses). Use this to instantly *Look Closely* without rolling, asking one question from the list.



Initial Bonds

You start with 4 Bonds with the other members of the fellowship. Use these, or make your own:

_____ seeks power like mine, but is not yet ready.
_____ and I are bound by blood, shared or otherwise.
I destroyed something that _____ loved, and I seek their forgiveness.
_____ is my party buddy.
_____ and I used to fight all the time but we can't remember why.
I will use my strength to keep _____ safe.
I'd know the smell of _____ anywhere.
I cannot help but respect _____.
I would give my life for _____ without a thought.
Nobody knows the real me like _____ does.

Orc Custom

Choose two of these Moves to further define
what it means to be an Orc.

Bloodhound (Blood)

When you follow a trail or track someone whose trail isn't cold, roll +Blood. **On a 10+**, you find them quickly, and they do not know they were followed. **On a 7-9**, choose one: Either you find them quickly, or they do not know they were followed.

Brutally Cunning

When you *Keep Them Busy* by lashing out with your weaponry, roll +Blood instead of +Courage. **When you *Keep Them Busy* in this way, on a 12+**, you deal damage to a stat that makes sense.

Half-Orc

You are not completely Orc. Take a Core Move from any basic playbook. You may also take an Agenda from the chosen playbook. **This Move cannot be Shared.**

I Smell Fear

When you *Look Closely* at a person, so closely it makes them upset, uncomfortable, or scared, you may ask questions from both the *Speak Softly* and the *Look Closely* lists, and you can ask one more question than your roll would normally allow.

Iron Stomach

You can eat things no one else would ever try to. When you *Fill Your Belly*, you may spend Uses from anything as if they had the Food tag.

Self-Orctualized

Choose two options from the final list of your Gear (strong as an ox, tough as nails, scary as hell, or cunning as can be). Both of those options are added to your Gear permanently. You cannot choose an option you already have.

Shaman

When you draw upon the hidden power of the orcs, choose a spell from below, then mark it. You cannot use a spell while it is marked. When you *Fill Your Belly*, you may use 1 Food to remove a mark from one spell. When you *Recover*, remove all marks on your spells.

- **Séance:** Ask a single question about anything, and immediately receive two answers - one is true, one is false, and you know not which is which.
- **Smell Danger:** Use this when you become ambushed or surprised to react just before that happens.
- **Bound by Blood:** Leave a bloody sign upon someone's skin. You can remove that sign at any time to leap out of the bloody sign, instantly appearing at their side from anywhere you may have been.

This Move cannot be Shared.

The Sweat of Your Brow

When you create a weapon for yourself, you may choose an enhancement for the weapon from this list:

- **Destructive:** This weapon is Dangerous, great for causing massive and uncontrollable damage.
- **Foe-Smelling:** This weapon burns to the touch when in the presence of those who mean you harm. To you, this heat is only a warning, but it will harm others who try to touch it.
- **Spiked:** This weapon is Piercing, and Armor cannot be used against it.

Orc Advancement

When you *Level Up*, choose an option from the list, then mark it off. You may only choose each option once. You also increase your Level by 1.

- Increase your Courage or Sense by 1 (to a maximum value of +3).
- Increase one of your stats by 1 (to a maximum value of +3).
- Take another Orc Custom.
- Take another Orc Custom.
- Choose a single option from two other players' Gear lists. Your choices are added to your Gear permanently.
- Share one of your Moves with another player.
- **You have Changed.** You must be level 5 or higher to take this Advancement. **When you Change**, choose a Destiny you meet the requirements for and take its first Move.

Orc Companions

Orc Companions are those allies who are particularly likely to join arms with you. Many of them are available as Gear options - a Companion in your Gear will always heal, return to you, or be replaced by someone or something with similar skills when you *Recover*.

Big Lug: Real big, real strong, real stupid.

Stats: Tough As Can Be, Bigger 'n You

Brains: The smartest orc you've ever met. They know exactly how to take apart anything you might want them to.

Stats: Clever Plan, Tear It Down

Little Guy: Real small, real good for getting into little places.

Stats: Squeeze In There, Right Where You Need Me

Wolf: Wolves are too wild for humans to handle, but they make fine pets for elves and orcs alike.

Stats: Pack Hunter, Loyal

Varg: These massive wolves are large enough for a full grown ogre to ride, and surly enough to make an ogre think twice about doing it.

Stats: Cruel Beast, Go For The Jugular

War Elephant: The largest in ground-based war animal technology, these massive creatures can support a small building on their backs. The APC of the fantasy age.

Stats: Tusks and Screaming, Armored Platform

Siege Tank: This deadly armored war vehicle has more weaponry than it really needs, and its loaded with several single-use secret weapons.

Stats: Spikes and Steel, Heavily Armored, Secret Weapon





The Squire

The Squire

I'm not much concerned with all these grand sorts of things. I mean, they concern themselves with me often enough - that's what I get for stickin' my neck out - but I'm not gonna' go out of my way for any glory or fame or nothin'. I'm here because, well, it sounds like you need all the help you can get. Even if that help's just me.

I'm pretty handy, I suppose, and I know a lot of little tricks to make things easier. I'll keep us on track, no problem. We'll make it to the end of that road, and the return trip, to boot. I'll make sure of it, cross my heart.

Oh, do you need a hand with that? I'm the Squire, let me take care of it for ya'.

The Squire isn't supposed to be here. They're here with someone else, to carry the bags, to help keep track of the horses. The Squire looks out for everyone else, makes sure the trip goes smoothly, and often gets in over their head. Play as The Squire if you want to be the unlikely hero, the underdog who was given a chance, if you like playing the support character who smoothes out problems, or if you're the quiet type who is fine hanging back and letting the real heroes do most of the work.

Names

Choose one or two, or make up your own:

Given Names

Mari, Koala, Pippi, Anya, Robin, Cassie, Elda, Orowin, Elysia, Rodgar, Samwise, Arthur, Sancho, Baldrick, Estav, Sebastian, Mortimer, Cucumber, Nodwick

Family Names

Darkminer, Underhill, Petty-Kin, Strongbow, Greenleaf, Evenstar, Hornblower, Trotter, Pip, Gamgee, Cursender, Greenhanded, Bloodeye, Thraka, Swordsheath

Look

Choose one from each list:

- Short Hair, Messy Hair, or Nice Hat
- Peasant's Clothes or Apprentice's Uniform
- Determined Eyes, Jolly Eyes, or Naive Eyes
- Pudgy Body, Thin Body, or Androgynous Body



Stats

You begin with a +2 in Sense.

Assign +2, +1, +0, -1 to your other stats however you like.

Your People

You... are different. You're a nobody. You're no champion, you're no hero. But somehow, you're here, and somehow, you are. You do not *Command Lore* like the others do. You have no people to call your own, no hold in this world. But you can make friends. People like you. People trust you. And friendship is the strongest power of all. Your People are not a culture or a society. Your People are the friends you make along the way.

Agenda

Choose one:

- **Adventure Time**
See what there is to see and do what there is to do.
- **Friendship Is Magic**
Make friends with whoever you can, whenever you can.
- **They Need Me**
Don't let them go ahead with poor decisions.

Squire's Core

All Squires have the following Moves:

Fast Friends

When you spend a scene by someone's side or *Speak Softly* with them, you may gain a Bond with them immediately.

You can have an unlimited number of Bonds with anybody. **People who you have Bonds with do not become Companions.** You do not have enough pull with the fellowship to just recruit people. Anyone you have Bonds with will think well of you and will not try to harm you if they can help it, regardless of their feelings for the rest of the fellowship.

You can *Command Lore* about anyone you have any Bonds with, except for your Bonds with other players. You can *Command Lore* about Companions, friends, and minions of the Overlord who you have Bonds with, but you cannot *Command Lore* about the other heroes of the fellowship or about the Overlord.

This Move cannot be Shared.

Please, Just Listen

When you *Talk Sense* to someone, you may erase a Bond with them instead of owing them a favor.

It's Dangerous to Go Alone

When you watch someone's back and keep your eyes peeled, you can roll to *Overcome* any harm against them with +Sense instead of +Blood.

Your Purpose

You do not represent anybody.

You're nobody special, you aren't some champion,
but you're here for a reason all the same. **Choose your purpose:**

- **Keep Them Safe**

You are here to make sure they come back home after this is all over, no matter what. **When you are with someone you have a Bond with and they take harm**, you may take that harm in their place.

- **For Your People**

Your people's champion is just not enough. You are here to keep them honest. Take their What Is A _____? Move, and they can Share any of their Moves with you, even Moves that cannot be Shared. Their Core Moves count as Squire Custom Moves for you, and you can take them whenever you could take a Squire Custom.

- **See the World**

You're just here to go on a fun adventure. All this Overlord stuff is just an excuse to see more than your garden, and you're going to make sure you see everything there is to see! **Once per scene**, you may ask one question from the *Look Closely* list without rolling.

- **Remembered by History**

You want to be a hero so bad, even if the only way to do it is to tag along with the real heroes. **Whenever anyone near you goes anywhere**, you can always choose to tag along with them, even if doing so should be impossible.

SQUIRE'S GEAR

You start with some simple food (4 Uses, Food), traveler's gear (2 Uses, Useful), and a simple sword (Melee).

Choose what you brought to keep yourself safe:

- Under-armor (1 Use, Armor) and bandages (2 Uses, healing, slow)
- A sturdy spear (Melee, Ranged, Thrown) and poultices (2 Uses, healing, slow)
- A heavy crossbow (Ranged, Piercing, Reload)

You were more prepared than anyone else on this adventure, and you brought along some extra supplies just in case. **Choose one:**

- A horse or pony for everyone. No one has any Bonds with them - if they are damaged, they are lost until you *Recover*.
- Some extra food (4 Uses, Food)
- A spare weapon, identical or very similar to one someone else carries
- A bottle of rum (2 Uses, Drunk: Wisdom, Vigor: Courage)

You weren't supposed to be here, but you are. What extra luck did you bring?

Choose one:

- Luck of the devil (1 Use). Use this to completely escape harm unscathed.
- A friend in need (1 Use). Use this to have someone helpful show up, right now.
- The Overlord's Weakness, although you don't know you have it.

Initial Bonds

You start with 4 Bonds with the other members of the fellowship. Use these, or make your own:

I have _____ 's back, no matter what.

_____ looks out for me.

I know I can trust _____ no matter what.

I've never seen someone as cool as _____ before.

_____ is always willing to listen to me, even when no one else has time.

I've bailed _____ out of trouble more times than I can count.

I don't know why but _____ really trusts me.

I'd do anything for _____ .

_____ and I have shared a moment of peace together.

I am afraid of losing _____ .

I think _____ likes me romantically, but its hard to believe.

I try so hard to live up to _____ 's expectations.

Squire's Custom

Choose two of these Moves to further define what it means to be the Squire.

Eager Apprentice

When someone you have a Bond with talks you through it, you can use one of their Moves. **If they are another player,** you can only use a Move that they could Share with you. **If they are a Companion or an enemy,** you must damage one of your stats to use one of their Moves. You may only borrow one Move per scene.

I've Got a Bad Feeling About This

When you're certain something's wrong here, you may ask the Overlord to tell you the safest way out, and also the quickest way out. They will answer truthfully.

I Won't Let You Down!

When you *Keep Them Busy* and get a 7-9, you may erase a Bond to take the 10+ result instead. The Bond must either be with someone you are protecting, or with someone who is helping you to *Keep Them Busy*.



Power of Friendship

Your Bonds have the tags Precious and Useful, and you can Use them by erasing them. **This Move cannot be Shared.**

Run For It!

When you *Get Away* by running right past or right through the danger, roll +Courage instead of +Grace. Any allies who run after you may also roll +Courage instead of +Grace to *Get Away*.

Teach Me Your Ways

Choose a Move another player knows. That Move must be one they can share. They share that Move with you. **This Move cannot be Shared.**

Voice of Reason

You alone are the voice of reason in this insane world. **When you offer advice to another player and they ignore it**, you are filled with Hope during any attempts to bail them out of whatever mess they got themselves into. Basically, if you could say “I told you so” after your action, you have Hope to do it.

We'll Make It

Your Bonds have the Healing tag, and you can Use them by erasing them. Your Bonds can only be used to heal the person listed in them, and only while you are by their side. **This Move cannot be Shared.**

Squire Advancement

When you *Level Up*, choose an option from the list, then mark it off. You may only choose each option once. You also increase your Level by 1.

- Increase your Courage or Wisdom by 1 (to a maximum value of +3).
- Increase one of your stats by 1 (to a maximum value of +3).
- Take another Squire Custom.
- Take another Squire Custom, or share a Move with someone.
- Choose a player. They share a Move with you.
- Choose a different player. They share a Move with you.
- **You have Changed.** You must be level 5 or higher to take this Advancement. **When you Change**, choose a Destiny you meet the requirements for and take its first Move.

Squire Companions

A Squire's only Companions are the horses, but anyone can be a new friend.

Donkey: Donkeys are similar to horses except a little smaller, with much more stamina, and with an endless supply of stubbornness.

Stats: Beast of Burden

Horse: A horse, of course.

Stats: Run Like The Wind

Politician: They have their own agenda, but it has nothing to do with you or the Overlord. Probably.

Stats: Political Power, Spineless

Ogre: A simple creature, an Ogre is easily confused and easily misled. But just as easily, they will destroy your house or crush your head.

Stats: Giant's Strength, Huge Club, Tough As Nails, A Simple Mind.

Monster: This massive creature is smarter than it looks and eager to prove its worth.

Stats: Big And Strong, Caught One!, Eager To Please

Small Army: Untrained and poorly armored, these warriors are nevertheless dedicated to their cause.

Stats: Body Count, Poke 'Em Good

Zombie: shamble. hunt. lunge. eat. braaaaains. Nearly mindless, but potentially tamed if fed properly and often.

Stats: Painless, Simpleton Hivemind



Chapter 4: Starting The Fellowship

The First Session

In Chapter 3: Being The Fellowship, the very first thing it tells you is how to create a *Fellowship* character, a hero you will play as to topple the evil Overlord. The first 5 steps you can do on your own, before everyone sits down to start playing together, and is primarily a solo exercise.

This chapter is dedicated entirely to the last four steps, which won't happen until everyone is sitting down together to play the first session of your *Fellowship* adventure. To remind you, this is the list of everything you need to do before you begin to play the game:

- 1: Pick Your Playbook**
- 2: Choose Your Name, Look, and Agenda**
- 3: Assign Your Stats**
- 4: Choose Your Moves**
- 5: Choose Your Gear**
- 6: Create The Overlord**
- 7: Establish Your People's Lore**
- 8: Pick the Overlord's Bonds**
- 9: Pick Player Bonds**
- 10: You're Ready To Play!**

Each playbook in the Fellowship is will walk you through those first 5 steps, quickly and easily. Chapter 6 is dedicated entirely to step 6, and only the Overlord needs all the details there. This chapter is all about steps 7 and 10: establishing the world, and starting the game.

It is highly recommended that everyone perform these steps together, as a group. It can be before your first session, or you can do it in advance over a group chat program like Skype or Discord or going out for lunch together.

These steps cannot be done as a solo exercise - you are creating the world everyone at the table is going to share together, and you can't share by yourself. That's not how sharing works. So get everyone together, have a conversation, share some cool ideas, and make some cool plans.

Establishing Lore

By the time you reach this step, you've probably got a strong idea going for what your people actually are. You've already been asked, What Are The Orcs?, and you've been made to answer, before you even get here. You've chosen a few custom Moves, you've decided on your Agenda, and you've picked out some Gear, and all of that contributes to an idea of what your People are. Now it's your job to piece all that together into a single cohesive image, and share that image with everyone else.

There are a lot of questions to ask here, and a lot of answers you can all give, but the first one everyone should put on the table to answer together is:

How deep do you want to go?

Some people really love lore and culture and history, and this step is all about putting that all on the table. Establishing your lore and creating your world together is as much a part of this game and your adventure as the actual saving the day stuff is, and is very much a part of playing! The co-operative brainstorming you do together can be very fun and important for feeling invested in this world and what you're doing together within it.

Some people really don't care about all that stuff, though, and just want to go on an adventure. And that's completely valid, too. So the first thing you want to do, before anyone starts establishing anything, is to figure out where everyone sits on the issue of, "How much do we want to talk about playing before we actually get to the playing?"

Each player should answer this question separately. There's three main answers here, although you can go in-betweenies on any of them.

There's **Guided Establishment**, where you establish a couple bits you really want to be true by following an outline of what's important, but leave the rest up in the air for later. **This is the recommended method for starting your game of *Fellowship*.**

There's **Maximum Lore**, where you go into tons of nitty gritty bits and establish some cool cultural norms and some historical events for everybody, and spend a lot of time spit-balling. This method takes the longest and involves going in deep and covering as much as you want to.

And then there's **Jumping Right In**, where you establish just the most important couple things so you can just start playing heroes and overlords.

There is no wrong answer to this question. If everyone agrees on one, perfect! Go right to that section of this chapter and dig into it. If no one agrees, I recommend following the **Guided Establishment** method, as it is fairly quick while also giving everyone a chance to establish the world.

Guided Establishment

a.k.a. Cool Ideas Time

Guided Establishment is a method of establishing the world in a quick, focused manner by following a simple world-building process together. **This is the recommended way to play *Fellowship***, although there's nothing wrong with Maximum Lore or Jumping Right In either. The Guided Establishment method has some questions you'll answer together and some you'll answer individually, and you'll want to keep notes on your answers to all of them.

The Guided Establishment method is best for when people have ideas, and they want to share them, but you either don't have solid specifics or don't want to spend the time creating them. It is a broad strokes method of painting what's important to your hero and your people while leaving the rest of the world blank, for you to fill in later when it matters.

The first step of the Guided Establishment method is to have everyone introduce their character, including the Overlord.

**Tell us about your hero, tell us why you are your people's champion,
and then tell us three facts about your people.**

Your introductions give everyone a quick, baseline idea of your people and what our world is like, right from the get go. Your facts about your people are absolutely true and known by everyone. Once everyone has introduced themselves, answer these three questions together as a group:

Whose people did the Overlord hit first and hardest?

Whose people has the Overlord mostly ignored?

What impossible thing has the Overlord already done?

Now we've established the stakes. We know who is worried and who isn't, and we know why the world is suddenly paying attention to the Overlord, and why you've all been brought together. At this point, **establish everyone's Bonds with the Overlord**. Each player chooses one Overlord Bond from the list and writes their name in the blank.

Once those Bonds are completed, each player answers this next prompt individually:

**Choose another player. Tell us a rumor or superstition your people hold
about their people. They cannot tell you whether or not its true.**

Once you establish a rumor or superstition, they must write it down on their playbook, and then it is their turn to establish one about someone else. You cannot double up - if someone's already made a rumor about the Dwarves, you cannot pick the Dwarves when its your turn to establish something. Don't forget to make a rumor about the Overlord, too. The last player will establish a superstition about the first player.

Once everyone has had a rumor or superstition established about their people, its time to pick your players' Bonds. Starting with one player, fill in as many Bonds as your playbook tells you to in the blanks on your sheet's Bonds section, and be sure to tell everyone what your Bonds are. You may have some additional Bonds given to you by your Gear - fill those in, too, before moving on to the next player to repeat the process.

Your Bonds do not have to be with the other players, although many of them should be. You may take Bonds with anyone who is established to exist: Your Companions, other players' Companions, even the Overlord or one of their Generals. The only limit to writing a starting Bond is that you must know their name, and the Bond you write must be true.

If a Bond you're making doesn't really fit with any of the pre-written Bonds, write your own Bond. Do this as often as you need to when forging new Bonds or defining your starting Bonds.

Once everyone's Bonds are sorted out, you're ready to start playing.

Going Deeper: If you have a bit more time, you can add more questions to the Guided Establishment method. The above questions give you a strong starting point, but maybe you want to know a little more, maybe you have some things you want to say, but you don't want the chaotic free-for-all of the Maximum Lore method. Here's some more questions you can put to the table:

Who are your people on good terms with? How about bad terms? Why?

What's one thing your people have that no one else does?

What is the political structure of your peoples' society?

What do your people most value? What do they least value?

What is your people's greatest accomplishment?

What is your largest city called, and what is it like?

Maximum Lore

a.k.a. Just Keep Talking

Maximum Lore is about giving everyone all the time they want to tell us everything. Just start talking together and don't stop until you've all run out of things to say. Put it all on the table, and maybe take a lot of notes.

The Maximum Lore method is best for when you have a lot of time to just put things out there. If you have all day and nowhere to be, this can be a really fun way to spend it. If everyone's in a group chat together on Skype and you know you won't be able to play the game for a week, you can start establishing lore immediately. Just start typing up ideas. Chat rooms are especially ideal for this because they can save a log, and you don't need to take notes so closely when everyone can go back and look at exactly what everyone said later.

It can help to make a map. Draw a rough shape on a big piece of paper or a shared painting room online, and then just let people start filling it in with stuff. Mark out the regions your people control, and label dots and terrain features and Notable Places You Probably Want To Go At Some Point. Figure out where you want your adventure to start, and then put a big dot somewhere far away from that point where the Overlord's base is.

When considering your people's culture, it can help to think about the things they value most and work backwards from there. What is the absolute most important thing in your culture? What values and norms and laws came about because of that? Then, what is the absolute least important thing to your culture? And what values, norms, and laws does that answer bring you?

It's also important to remember you're all establishing a world together, not alone. Listen to other peoples' ideas, and make changes accordingly. You have the final say on everything related to your people, but the whole world doesn't revolve around them (probably). If someone else has a really good idea about something you said, listen to them. Maybe it's cooler than what you had in mind, and you can work that into what you had going on. Maybe it isn't, and you should tell them about your better idea and make it clearer for everyone so we all know about it. But it's important that you at least listen.

The other important point of establishing a world together is that your people are not in a vacuum, and exist alongside everyone else's. Consider how they react to each other, how they relate to one another on both a personal and international level. Are they friends? Enemies? Trading partners? What superstitions do your people have about the Dwarves, the Harbingers, the Elves, or whoever else? Are relationships good, rocky, or completely busted?

And lastly, consider the Overlord. The Overlord should establish their own Lore as well, and it's important for you to consider how your people are reacting to their sudden conquests. Who was hit hardest? Who has the

Overlord done nothing to yet? Who reacts poorly to the situation, and who reacts quickly and decisively? What does the world at large think about all this?

As for the Overlord player, you are allowed to be cagey and secretive about your details in a way no one else is allowed to be. You are a new power in this world, sudden and strange. You have secrets and twists none of the others do, and you may even lie to them about some things. You cannot lie about your Stats or Weaknesses, and you probably shouldn't lie about what your army is, the territories you've seized, and how much harm you've already caused. But you can absolutely lie about your Generals, your past, and what you do with those you capture or conquer. Strike terror into their hearts and undo what they know and revere, Overlord.

An important note about the Maximum Lore method is to not go on too long with any one player. No matter how cool your Elves are, people will get tired of hearing about them for 20 minutes if no one else gets to talk about their cool people. So if you're going over one thing about your people, instead of moving on to the next thing about them when you're done, have someone else tell them about that same thing with their people, and go around with everyone. This helps keep interest high and improves everyone's engagement with the world you're all creating together.

Of course, sometimes you're the only one in your online chat and you have a lot of ideas - if there's no one else you need to keep interested, feel free to just keep typing into that chatroom for everyone to see later. If no one wants to read your five pages you put up, give 'em the cliff notes later.

There are a lot of subsections to Maximum Lore, but feel free to skip any of them that don't interest you. As long as you write down your ideas, have fun with everything, and (most importantly) stop establishing when people get bored, you are playing the game correctly. The right moment to move on from establishing the world to playing in the world is the exact moment someone wants to start playing in the world, and not a moment sooner.

When everyone's got everything out there, you just need to establish everyone's Bonds, and then you're ready to play!

Going Over The Highlights: If you end up using Maximum Lore, it can be easy to forget some things here and there. If you have time and a real love for your setting, going over the Guided Establishment method before the first session may still be a good idea, so everyone's on the same page and knows what's most important from all you've talked about so far before you get to the game.

Jumping Right In

a.k.a. Let's Go Already

Sometimes you don't have patience for all of that other stuff. Sometimes you don't have time for all that lore, even if you want to get into it. And that's cool. Let's get right to it then.

Jumping Right In is best when you're impatient, or on a time limit. If you're playing *Fellowship* at a convention, in an after-school club, for a podcast, or at a public room in your local library or gaming store, you might only have a 3 or 4 hour time slot to play in, and you might not ever be coming back to the game. If you spend that entire time just talking about the world, you won't actually get to play, and then all that world building may go right to waste. When you're in that kind of situation, you need to Jump Right In.

First things first, have everyone make their characters quick. Hand them whatever playbook they're most interested in, and tell them to only choose default options - choose a name, choose a look, don't pick Gear or Moves you need to write stuff in for. Once they've followed all the steps on their sheet, starting with whoever finished first, it's time for introductions.

**Tell us about your hero, tell us why you are your people's champion,
and then tell us three facts about your people.**

Your introductions give everyone a quick, baseline idea of your people and what our world is like, right from the get go. Your facts about your people are absolutely true and known by everyone.

The Overlord should also introduce themselves at this time, but they go last. Ideally, if you're on a time limit, you'll have made your Overlord in advance, so you're all ready to go and you can help everyone else make their heroes. Alternatively, you can ask the players to take a 5 minute break while you put together your Overlord quickly. Either way, your introduction and three facts come last, and then you assign Overlord Bonds.

Once those are sorted out, fill out your Player Bonds, again using only the default ones instead of spending time making up your own. Once those are all filled in and ready to go, you're ready to play! Get to it.

Going Deeper: If you want to go deeper, just use the Guided Establishment method.

Going Quicker: Don't. This method is already at the bare minimum amount of information everyone should have about everyone else's characters and the world. Trimming even this method down is not recommended.

You're Ready To Play!

Hooray!

Unfortunately, this is often the hardest part of starting a game of *Fellowship*. Once you get the ball rolling, it's very easy to get in the groove and keep at it. The Guided Establishment method can help everyone get in the gaming mindset, but it does little to start the adventure. This section is all about getting started on a strong foot, and the rest of the game should follow from there.

The most important advice I can give is that **the heroes should already be grouped together when the game starts**. DO NOT start with the story of how they met, or how they got together, or why they've decided the Overlord is a threat, or any of that. There is no quicker way to kill momentum than for everyone to try to scrounge up reasons you're working together. While this makes good drama in a book, it makes terrible drama in a game, because it takes a lot of time and does nothing but distract from the adventure.

You have your Bonds for a reason - you know each other, you've been traveling together, and for one reason or another, the fellowship has already been formed. If anyone wants to establish further backstory amongst the fellowship, great! That's just fine. You can *Command Lore* about it, or Forge Bonds over it. The important thing, no matter what, is that it has already happened, you are already friends, you know each other, and you're ready to go.

Other than that, any opening stage the Overlord wants to set for their heroes should be fine. Get these heroes heroing, and the game will almost play itself from there.

If you're having trouble coming up with a way to start things (and I always do, so I sympathize), there's three solid methods that always work to get things started in *Fellowship*. They all share the same core idea: thrust the heroes into a dangerous situation, and then let them figure out why they're there and what they're doing after the fact.

The difference between these three methods is what kind of situation you put them in. There's **The Chase**, where they are on the run from danger. There's **The Set Piece**, where they will start at the beginning of a cool pre-made challenge. And then there's **The Overlord Strikes**, where the opening scene is the heroes' first time actually meeting their monstrous nemesis in person.

The Chase

a.k.a. We're In Trouble Now, Chewie

The Chase starts with you asking a few simple questions, preferably to as many different players as possible. In order, ask them:

Who (or what) is chasing you?

Why is it impossible to fight them?

What did you take from them?

Which of you is having trouble keeping up?

After you turn the next corner, what obstacle is right in your way?

And then get rolling from there. Use their answers, and hopefully find appropriate Threats from chapter 7 to chase them or get in their way, according to their answers.

Ask them further questions as necessary. Make Cuts as often as you need to. Make them roll Moves as often as possible, especially while they're still in danger.

Once they manage to get away, ask them what they need to do next with the thing they took from their pursuers. If they fail to escape and get captured, find out what their captors want from them and what they'll do to get it.

From there, the game is on!

The Set Piece

a.k.a. We're In Over Our Heads Here

This one is exceedingly simple: Pick any Set Piece from the book, and plop them down right at the beginning of it. Figure out why they need to go through the Haunted Forest, or why they need to play the Sports Tournament, and then just play right through it. Set Pieces are designed to be flashy, cool, and challenging, and as such they make a fantastic opener for your game.

If you have written your own Set Piece, this is a pretty good way to make sure you get to use it, no matter what else happens in your game.

The Overlord Strikes

a.k.a. Kiss Your World Goodbye

This is the most difficult of these three openers to pull off well, because the Overlord is dangerous, powerful, and deadly. Things can go very wrong very quickly when the Overlord is on the scene, and they do not mess around. Make sure you are very familiar with your Overlord's Foibles if you start the game with this opener, and don't open with this beat down if you have any players who really hate losing. Because chances are, they'll probably lose.

This opening starts with the first time the fellowship has actually met the Overlord as a group. Ask the fellowship these questions, in this order, to as many different players as possible:

Where are you, and what does the Overlord want here?

What are you all doing to try and thwart their plan?

What lucky break got you this far?

What's the last thing standing between you and stopping the Overlord's plan?

What are you doing when you notice the Overlord is here?

After asking this last question, its time to make your debut. Tell them about your Overlord - where they entered the scene from, how they carry themselves, how they look and act, and if anyone came with them.

Then, use every Move in your arsenal, make Cuts as hard as you'd like, and try your best to destroy them. Some Overlord Bonds will establish that you have met some of the heroes before. Start with your relationship with those heroes first, and work your way out from there. Do everything you can to keep them from thwarting your plan - this is a full on Showdown scene, with everything that involves, and you do not have to hold anything back.

If you destroy them, make one of them An Offer You Can't Refuse, then leave the scene, taking your objective with you.

If they manage to thwart your plan, regardless of whether you destroyed them or they escaped, you will show them your rage, then leave after causing great devastation.

If they manage to escape without thwarting your plan, leave them. You got what you came for, and they'll need to deal with the fallout of that later.

No matter how this ends up, the players will be nursing injuries, probably some flavor of defeat, and a healthy amount of fear of you, and determination to stop you.

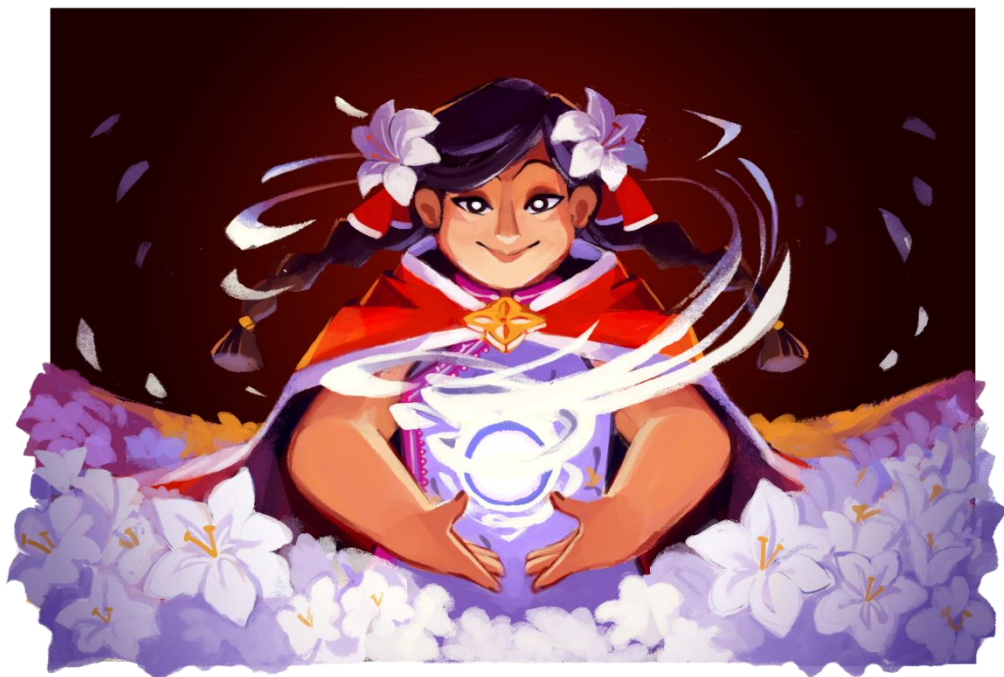
Ask them what they intend to do next, and go from there. If they have no ideas, introduce someone they saved through their actions here, and have that person guide them forward. Give them a path to the Overlord, and set them on it. If they need help or ideas for how to move forward, provide them. If they have any ideas for how to move forward, encourage them, and those ideas will obviously work. Get the game rolling, and run with it from here. You've got it.

Granting Fellowship

As the game goes on, the heroes will earn the respect and aid of the people they've helped and saved on their journey. When that happens, you must grant them Fellowship - a powerful Move that represents the bond they have with this community. Fellowship Moves usually grant a bonus to the entire fellowship, such as teaching them a new Move, giving them equipment or Companions, or striking a direct blow against the Overlord.

When they have earned Fellowship, the Overlord picks three Moves from any of the lists below. You can offer any three Moves you like - just because a Move is named Elven Hospitality doesn't mean it *needs* to be granted by an elven community. The three Moves offered need to fit the community offering the Moves, but you can rename the Moves as you see fit.

If none of the Fellowship options feel appropriate, you may write new Fellowship Moves to offer them instead. Try to keep any new Moves you write on roughly the same level as the existing ones. Fellowship Moves are supposed to be bonuses, not game-breakers.



Fellowship Moves

A Beast Most Foul

When you leave this community, you are given a pair of Strange Beasts. Two members of the fellowship each gain one Bond with one of the Beasts. The player who gained a Bond with a beast gets to decide what its two stats are.

A Halfling at Heart

Everyone in the fellowship takes the Halfling Core Move *Sting Like A Bee*. They can still only use it against those who are larger than they are.

Allies of my People

A neighboring community is allies with this one, and you gain Fellowship with them as well. You will receive that Fellowship and *Recover* as soon as you get there, and the Overlord will get no benefits from this future Recovery.

Ancestral Spirits

Your deeds have awakened the spirits of your ancestors, who had been laid to rest here. These ghostly spirits will haunt any minions of the Overlord who attempt to enter this place, driving them out and causing them great harm. This community can never fall to the Overlord. If the Overlord had plans to destroy this community, they lose those plans now.

A Touch of Magic

The Harbingers have shown you the secret to their power. The Harbinger shares their *Wizardry* Move with everyone in the fellowship. They each only get one of your *Wizardry* spells, as normal.

Big Friend

The Ogre who lives here has grown attached to you, and decided to come with. One of you has two Bonds with it.

Ogre: A simple creature, an Ogre is easily confused and easily misled. But just as easily, they will destroy your house or crush your head.

Stats: Giant's Strength, Huge Club, Tough As Nails, A Simple Mind.

Blade of Darkest Night

One of you is given a powerful, cursed weapon. It has the tags Melee and Necrotic. The player who is taking it describes what it looks like. It whispers dark and terrible secrets to whoever holds it, giving them insight into the world, but also driving them slowly mad.

The holder of this weapon can *Command Lore* about dark and terrible things, and gains the Agenda **Always Dig Deeper**: You need to know every secret and find every treasure, and you despise secrets and secret-keepers.

Blessings of Fire

The fire elementals who live here have given you their blessing. You all gain supernatural resistance to heat and flame, adding Fire Resistance (Armor vs. Fire, 1 Use) to your Gear. In addition, one of you is given a powerful weapon of fire (Ranged, Reload) that ignites whatever it strikes. This weapon is one of a kind, and is not added to your Gear.

Bountiful Harvest

When you leave this community, each member of the fellowship is given some Elven Bread (Food, 4 Uses).

Bring the Whole Family

When you *Forge a Bond* with a new Companion here, you also *Forge a Bond* with a second, identical Companion with a different first name. **When you first take this Move**, the player who picked it can *Forge a Bond* with a Halfling Brave, Chef, or Fast-Talker right now, for free.

Halfling Brave: A more loyal and earnest warrior you will never find.

Stats: Loyal Beyond All Reason, Get Right In There

Halfling Chef: If you've got the food, they'll make it tasty.

Stats: Special Ingredients, Rations (Food, 2 Uses)

Fast-Talker: If you'll just listen, you'd understand...

Stats: Mixed-Metaphor-a-Minute, Natural Charm

Dedicated to the Cause

When you leave this community, a Small Army comes with you. Everyone in the fellowship has one Bond with them. When you *Fill Your Belly*, you may Use 1 Food to heal the Small Army.

Small Army: Untrained and poorly armored, these warriors are nevertheless dedicated to their cause.

Stats: Body Count, Poke 'Em Good

Dragon Slayers

This community is eternally grateful you defeated the dragon terrorizing them, and have given you items made from its body. Each player chooses one of the following to add to their Gear:

- A weapon of dragon bone and blood (Melee) that burns whatever it strikes
- Durable armor of dragon skin (1 Use, Armor) and (1 Use, Armor vs. Fire).
- Dragonfire Drought (1 Use, Ranged, Dangerous), which gives you the ability to breathe fire for the rest of the scene when you drink it.

Don't Knock It 'Til You Try It

The fellowship can use orc-made weapons as though you were all orcs - they are not Clumsy in your hands, and while they may not be beautiful, you can admire their effectiveness. The orcs here will also give you as many orc-made weapons as you like, free of charge. Each player can hold up to four Melee weapons, or two Melee weapons and one Ranged weapon (Orc-Made, Ranged, 3 Ammo).

Dwarven Hospitality

When you leave this community, two Dwarven Defenders come with you. Two members of the fellowship each gain one Bond with one of the Defenders.

Dwarven Defender: Trained in the art of the tower shield, this dwarf will defend you through thick and thin.

Stats: Loyal, Shield-Bearer.

Dwarven Training

The fellowship is taught in the ways of being tough and strong. Everyone in the fellowship gains the Iron stat at +1, if they do not already have it. When they *Finish Them* by outlasting them, out drinking them, or by slugging it out blow by blow until one of you falls, roll +Iron.

Elevensies

Each time you leave this community, each member of the fellowship leaves with a halfling packed lunch (2 Uses, Food, each Use feeds three people).

Elven Hospitality

When you leave this community, two Elven Archers come with you. Two members of the fellowship each gain one Bond with one of the Archers.

Elven Archer: An expert with the bow. It is said that elven archers never miss.

Stats: Perfect Shot, An Even More Perfect Shot

Elven Training

The Elf shares the *Elder Arts* Move with everyone in the fellowship. They each get only one of your *Elder Arts* spells, as normal.

Finer Goods You'll Never See

Each of you receives an elven treasure - an item of such extreme value that many would give their lives just to look at it once. Describe the gift you were given. It is Precious and Elf-Made, in addition to any other properties it has. The item you were given considers you a friend of elves and will not harm you.

Ghost Town

When you gain the Fellowship of the sole person in this community, they fade away into nothingness. The entire town is now yours, with all its fortifications and riches, but the ghosts still linger here to attack those who mean you harm. **If the Overlord had plans to destroy this community**, they lose those plans now.

Granted Nobility

You have been given a villa within the city limits. The villa comes with a small contingent of servants to watch the place while you are away. Decide which of you owns the villa - that player gains a title, such as Duke or Countess, and they hold political sway within this community and among those that respect this community.

Halfling Hospitality

The Halflings have everything for sale that you could ever want, and they'll go out of their way to find specialty goods for you. Each player chooses another option from any one of their Gear lists, and adds that to their Gear. Everyone, tell us what they had to do to get you your stuff.

Legendary Generosity

Weapons, armor, and alcohol you purchase here cost you nothing, no matter how many you need. Each player chooses one of the following to add to their Gear:

- A fine dwarven weapon, made just for you (Melee, Dwarf-Made)
- Heavy armor of stone or iron (3 Uses, Armor, Clumsy)
- Dwarven stout (2 Uses, Food (only for Dwarves), Drunk: Wisdom + Sense, Vigor: Blood + Courage)

Many Died For This Information

You are told the location of a Source of Power that the Overlord currently has a plan to find, and you are also told the location of a Source of Power that the Overlord has already. One of them is quite close by, your choice which, and this community will tell you all about it.

Minecarts

You have been given access to the vast underground network of dwarven mining tunnels, and you can use the mine carts in those tunnels to rapidly reach other dwarven settlements, or any other settlement the dwarves are particularly friendly with.

One Ring to Rule Them

The harbingers know much of the Overlord's inherent strengths and weaknesses, and by performing taxing, difficult rituals, they may create an item of power to defeat the Overlord with. The item they create becomes a new Weakness for the Overlord, one the Overlord does not know of. Describe how it looks and how you use it.

Orcish Hospitality

While you are in this community, you find that the orcs will follow you everywhere you go. They watch your back, shut doors behind you, and will make sure you are never followed, harassed, or bothered. If they spot anything fishy, they let you know immediately, and if you want, they'll take care of it for you real quick, no sweat. It is impossible for you to be attacked or caught off guard as long as you are here.

Our Forge is Your Forge

The dwarves here will replace or re-forged as many of your weapons and vehicles as you like. All such items in any players' Gear gain the Dwarf-Made tag, making them effectively indestructible.

Royal Protection

When you leave this community, each member of the fellowship leaves with a Bodyguard. Each player has one Bond with their Bodyguard.

Bodyguard: A trained bodyguard, ready to dive in the way of an attack.

Stats: Watch Out!!!

Shady Dealings

You've got an in with the most powerful orc(s) in town. They can get you just about anything you need, if the price is right. At any time, you can revoke your Fellowship here to cash in and get anything you want from them - a major favor, a massive vehicle, serious funding, anything - and they will make it happen. **If you somehow manage to pay them back**, you regain your Fellowship here.

Something Evil This Way Comes

When you flee from an enemy by retreating into this community, that enemy will suffer a horrible fate if they do not immediately turn back. **If the Overlord had plans to destroy this community**, they lose those plans now.

The Elven Secret

Each player learns a single secret of the Elves. You will tell us what secret you learned when the time is right. The elven secrets can be anything, but they must be related to the wilds, the stars, the hunt, or elven mythology in some way. The secret can be anything, and it is guaranteed to be at least mostly true.



The Lost Histories

Each player learns a single closely guarded secret of these people. Each player will tell us the secret they learned when the time is right. These secrets can be anything, but they must be related to the law, the old legends, the empires of the world, or these people's culture in some way.

The Pleasures of a Nomadic Life

This community has decided to come with you, traveling behind you for the rest of your adventure. You gain all the benefits of having a community within an hour's walk of you at all times, and they can always provide you new mounts and a safe place to rest, should you need them.

The Secret To Success

The dwarves were hiding a special project down here. And even if it isn't entirely complete yet, there is no one better to give it to than the fellowship. You are given a Powersuit.

Powersuit: A mechanical suit of armor that is more vehicle than clothing.

Stats: Powered Movement, Rocket Fist, Heavy Armor

The Secret Weapon

You are given a Siege Tank, to do with as you please.

Siege Tank: This deadly armored war vehicle has more weaponry than it really needs, and its loaded with several single-use secret weapons.

Stats: Spikes and Steel, Heavily Armored, Secret Weapon

To Dance Among Stars

Whenever you leave this community, you ride upon the wind to your next destination, arriving swiftly and safely and almost instantly.

To War!

When you leave this community, you do so inside a War Wagon.

War Wagon: The War Wagon is a halfling carriage converted to war. Covered in spikes, it is mounted with a rock ballistae and a kitchen, for that extra taste of home.

Stats: Rock Ballistae, Spiked Armor, Built For War

Tusks of Steel

Each time you leave this community, you gain a fully out-fitted war elephant, with a riding platform, armor, and bladed tusks.

War Elephant: The largest in ground-based war animal technology, these massive creatures can support a small building on their backs. The APC of the fantasy age.

Stats: Tusks and Screaming, Armored Platform

Upgraded Flesh

The cyborgs of this community have agreed to share their gifts with you. They will give robotic prosthetics to any in the fellowship who need or want them. The prosthetics function just as well as the old flesh did, but they have abilities that the flesh simply does not. Anyone who gains a prosthetic adds Robotic Bits (2 Uses, Useful) to their Gear.

War Boyz

When you leave this community, two Big Lugs come with you. Two members of the fellowship each gain one Bond with one of them.

Big Lug: Real big, real strong, real stupid.

Stats: Tough As Can Be, Bigger 'n You

We Name You Elf-Friend

Everyone in the fellowship is considered a friend of the elves, and can use Elf-Made items without harm. In addition, they will upgrade or replace as much of your Gear as you'd like with improved Elf-Made versions. You may add the Elf-Made tag to any weapons, armor, and tools in your Gear.

Zombie House

When you leave this community, each member of the fellowship has two Zombies leave with them. These zombies will not attack anyone in the fellowship and they will follow your commands, but no one has any Bonds with them. **If any zombie's Simpleton Hivemind stat is damaged**, all of their Simpleton Hivemind stats become damaged.

Zombie: shamble. hunt. lunge. eat. braaaains. Nearly mindless, but potentially tamed if fed properly and often.

Stats: Painless, Simpleton Hivemind

Chapter 5: Fulfilling Your Destiny



What Is Your Destiny?

Destinies are that secret inside of you that only you know. They are your true self, the you that only comes out in times of dire need, and only after something has...

Changed.

When a hero in the fellowship goes on being a hero long enough, they start to find their true self. The details beyond being just the champion of their people, the part of themselves that stands out from being just The Dwarf. It's the part that makes you more than a hero.

It's the part that makes you a legend.

And sometimes, that legend is just finding out that you're the best Dwarf who ever did Dwarf, and that's okay too. Maybe you were your true self all along. Or maybe, just maybe, your ideal, true soul is something different. Something beautiful. Or maybe something horrible. Let's find out together.

A **Destiny** is an advanced playbook, that you must meet certain requirements to obtain. You must be at least level 5, and you must fulfill an additional requirement listed in the specific Destiny.

As long as you fulfill the requirements, you can take any Destiny there is - you do not need to be the Dwarf to become the Ur-Dwarf, so long as you have Iron +2 and *Clear the Path*. **If you do not meet the requirements for any of the available Destinies, you cannot Change.**

You cannot choose a Destiny if another player has already taken that Destiny. Each of you has your own Destiny to find for yourselves.

You can never share Moves from a Destiny, and you can never take Moves from another Destiny than your own, with very rare exceptions. Destinies are exclusive from each other, and they are a big deal.

When you choose the Advancement option **You Have Changed** from your basic playbook, you gain a Destiny of your choice that you meet the requirements for. You take that Destiny's first Move immediately. **When you Level Up after you've gained a Destiny**, you can choose from either your basic playbook's Advancement list or your Destiny's Advancement list for what benefit you get for leveling up.



The Ascended

You have become more than you once were, more than anyone should ever be. You will gain truly unparalleled power, but at what cost?

Requirements: You have taken a Source of Power for yourself.

The Ascended starts with either *Inconceivable Truth* or *Infinite Power*. You have also become a **Threat to the World**, and the Overlord can always sense where you are now, no matter where you go or what you do.

Inconceivable Truth

You gain an **Overlord Stat**, write it now. An Overlord Stat does not have a number attached to it, it can be damaged like all your other stats, and it is an unbreakable truth about you. **When it is undamaged**, it is true; **when it is damaged**, it is false. Your Overlord Stat is yours to define however you like. See the Overlord Stats Move on page 165 for more information.

You can no longer *Command Lore* about your people - you have left them behind, and they are alien to you now. The lore you have already committed to truth will not change, but you have no more say about them. The Overlord now *Commands Lore* about the people you have left behind.

Infinite Power

The power flows through your veins, more power than you ever imagined possible. **When you unleash the massive power contained within you**, you may take two damage to destroy anything that isn't a **Threat to the World**. Tell us what this means and what this looks like.

This power comes with a cost. You lose the Agenda **Improve The World Around You**, as you no longer see worth in those around you. You instead gain the Agenda **Show Off Your Power**, as you cannot be convinced there is anything greater than what you can now accomplish.

Ascended Advancement

When you Level Up, choose an option from this list or your basic playbook's Advancement list, then mark it off. You may only choose each option once. You also increase your Level by 1.

- Take a Custom Move from any basic playbook.
- Take a Custom Move from any other Destiny.
- Take an Ascended Custom.
- Take an Ascended Custom.
- Take an Ascended Custom.

Ascended Custom Moves

Invincible Soul

When you would get Taken Out, heal 2 damage instead. This does not stop the Overlord from making you *An Offer You Can't Refuse*.

When the Overlord makes you *An Offer You Can't Refuse*, you will always accept, but your power is great enough that you may negotiate. Add a caveat of your choosing to their terms.

Unparalleled Skill

When you take damage in Melee combat, you may immediately deal damage back. Ranged attacks cannot hit you - you will always dodge or deflect them, if it is remotely possible for you to do so. This Move doesn't work against a **Threat to the World**.

You can no longer work together with anyone else. *The Bonds That Bind Us* no longer bind you, and you cannot give or receive Hope with the Move.

Unstoppable Force

You never take the 6- result to *Overcome*, *Keep Them Busy*, or *Get Away*. **When you roll a 6- on those Moves**, act as though you rolled a 7.

You can no longer compromise, retreat, or surrender, for any reason. **When you take a course of action**, you become completely committed to it.

Untouchable Beauty

Nothing can leave its mark upon you, not anymore. You do not suffer the ravages of time, your wounds never scar, your form cannot be changed, and you cannot be touched or held by another (although you may hold or touch them).

You can no longer relate to those around you, and your Bonds weaken. You can never have more than one Bond with anyone. Erase your extra Bonds now.



The Chosen One

Somehow, it seems like everything's fallen onto your shoulders. You didn't ask for this, but you're here, and no one else is. Rise up, Chosen One.

Requirements: Everyone agrees that you're plot important to success.

The Chosen One starts with the Move *Destiny Child*.

Destiny Child

You never need to pay a price when facing a **Threat to the World**. You can also *Command Lore* about the various prophecies and legends about you, letting us know more details as they become important.

Chosen One Advancement

When you *Level Up*, choose an option from this list or your basic playbook's Advancement list, then mark it off. You may only choose each option once. You also increase your Level by 1.

- Increase one of your stats by +1, to a maximum of +3.
- Take a Custom Move from any basic playbook.
- Take a Chosen One Custom.
- Take a Chosen One Custom.
- Take a Chosen One Custom.

Chosen One Custom Moves

Ancient Allies

When you awaken an ancient enemy of the Overlord to aid your cause, they will always be willing to help you. They are capable of holding off a **Threat to the World** by themselves, for as long as you need them to. Choose two consequences for calling upon them for aid:

- You and your people will owe an equal favor in return.
- They are slow to take action, and you will need to buy them time.
- They cannot travel, and you'll need to lure the threat to them.
- Re-awakening them will have disastrous consequences later.

But the Prophecy!?! (Courage)

When you act against the prophecies, roll +Courage. **On a 7+**, you have changed the future. Tell us one part of the Prophecy that has changed and what will happen now as a result. **On a 9-**, breaking causality has consequences. The Overlord will tell you one way that defying the Prophecy has changed things for the worse.

DETERMINATION

When you get Taken Out, you can choose to re-load your save file. Go back to the beginning of the current scene. Everyone else plays things out exactly the same as they did before, but you can change your decisions and do something else. Everyone else acts exactly the same until something you do affects them directly. You can only use this Move twice, ever. **The second time you use it**, it is gone forever.

Fate's Puppet

When you act exactly as has been foretold in the Prophecy, you can mark this Move to declare what happens next. What happens next must be in line with the Prophecies as foretold by you and/or the Harbinger, but otherwise anything you say becomes true. You cannot use this Move while it is marked. **When you earn Fellowship**, remove your mark from this Move.

I Must Do This Alone

When you act on your own, you can use your memories of what you're fighting for to inspire you. You can erase a Bond with someone who isn't here to be filled with Hope for a single roll.



The Cyborg

You have rebuilt yourself, and become stronger for it.

Requirements: You have taken technology to a new level, in some way or another. This is very arbitrary and up for player interpretation - generally, if someone wants to become The Cyborg, they need to do technology things first.

The Cyborg starts with one Cyborg Custom Move of your choosing.

Cyborg Advancement

When you *Level Up*, choose an option from this list or your basic playbook's Advancement list, then mark it off. You may only choose each option once. You also increase your Level by 1.

- Increase one of your stats by +1, to a maximum of +3.
- Take a Cyborg Custom.
- Take a Cyborg Custom.
- Take a Cyborg Custom.
- Take a Cyborg Custom.

Cyborg Custom Moves

Brilliant Inventor

You are capable of crafting innovative technological items. It will be expensive, take some time, and have some drawbacks, but it can be done.

When you forge such an item, describe what it looks like, tell us what it does, and then choose two:

- It is difficult and time-consuming to use, so it has the Slow tag.
- It is a prosthetic, and can never be used by anyone but the wearer.
- It requires you to sacrifice something else to make it work - give up one of your Gear options permanently.
- It requires fuel, so it only has 2 Uses.

If you can accept the costs, the invention is a success! Add the new item to someone's Gear, yours or another player's.

Bridge to Anywhere

When you need a **bridge**, you can build one with only a few moments of time and safety. You do not require any materials other than the surrounding area around the bridge.

Forging a New Future

When you *Recover* within a community you have **Fellowship** with, you can create a population of androids here. Tell us about a unique trait these androids have, and how they fit in with the society you are leaving them to. You can *Command Lore* about the androids and robots of this world, as well as *Command Lore* about any communities you have left your robots within.

Hand Cannon

You are a weapon with the Ranged tag and unlimited Ammo. You also have a Charge Shot (Ranged, Area, Slow) added to your Gear.

Icarus

You have created a mechanical means to fly. Add your flying equipment to your Gear, and describe what it looks like. As long as you have your gear, you can fly for as long and as often as you'd like. This can be used as an Advantage.

Robotic Bits

You have improved yourself. Add Robotic Bits (4 Uses, Armor, Useful) to your Gear.





The Elven Elite

You have become the one thing no elf thought was possible: A better elf.

Requirements: Grace +2 or +3, *Touch The World Lightly*

The Elven Elite starts with the Move *Serenity*.

Serenity

When you walk calmly without causing or intending harm, wild beasts, dangerous monsters, enemy soldiers, hazardous terrain, treacherous traps, and surly dwarves cannot harm you.

Elven Elite Advancement

When you *Level Up*, choose an option from this list or your basic playbook's Advancement list, then mark it off. You may only choose each option once. You also increase your Level by 1.

- Increase your Grace stat to +3. If it is already +3, take an Elven Elite Custom instead.
- Take an Elven Custom.
- Take an Elven Elite Custom.
- Take an Elven Elite Custom.
- Take an Elven Elite Custom.

Elven Elite Custom Moves

Champion of the Old Ways

Elven communities will always welcome you with open arms, granting you Fellowship immediately with them if you do not already have it.

Evil's Bane

You have become a new Weakness for the Overlord. Choose one of their Overlord Stats. **When the Overlord is in your presence**, the chosen stat becomes damaged.

Hand of Silver

You are capable of crafting glorious magical items. It will be expensive and require exotic materials, but it can be done, at great personal cost. **When you forge such an item**, describe what it looks like, tell us what it does, and then choose two:

- It will be the pinnacle for your craft, and you will never again have the heart to craft anything like it
- It costs you an emotion, and you will never feel that emotion again
- It will remove something beautiful from this world, never to be seen again
- It will be doomed to never be used by mortal hands, lest great tragedy occur

If you can accept the costs, you are now the owner of a unique magic item with a suitably powerful and dramatic ability for the cost put into it.

Hypnotic Command

Requires: Elder Arts

Add the following option to the *Elder Arts* list:

- **Listen To Me:** Use this after someone has ignored a command you have given them. They will follow that command to the best of their abilities, and they can only resist if it would go against what they value most. This spell doesn't work on a **Threat to the World**.

Perfect Grace

Requires: Poetry in Motion

You move without effort, and can go anywhere you need to be. You can walk or run along any surface, including sheer cliffs, ceilings, lava, or drops of rain falling from the sky, and you always roll with Hope to *Get Away*.



The End of Days

They say the Harbinger heralds the coming of evil and an end to all goodly things. But one has to wonder if the Harbinger themselves isn't partially at fault for that.

Requirements: Doom +2 or +3, *Dark and Terrible*

The End of Days is a **Threat to the World** and starts with the Move *Are we not the Same, You and I?*

Are we not the Same, You and I?

You gain an **Overlord Stat**, write it now. An Overlord Stat does not have a number attached to it, it can be damaged like all your other stats, and it is an unbreakable truth about you. **When it is undamaged**, it is true; **when it is damaged**, it is false. Your Overlord Stat is yours to define however you like. See the Overlord Stats move on page 165 for more information.

While your Overlord Stat is undamaged, you are the same as the Overlord and cannot harm or hinder them. **If they make you *An Offer You Can't Refuse* while your Overlord Stat is undamaged**, you must accept it, but your power is great enough that you may negotiate. You may add a caveat to their terms.

When you are exposed to the Overlord's Weakness, you immediately damage your Overlord Stat.

End of Days Advancement

When you *Level Up*, choose an option from this list or your basic playbook's Advancement list, then mark it off. You may only choose each option once. You also increase your Level by 1.

- Increase your Doom stat to +3. If it is already +3, take an End of Days Custom instead.
- Take a Harbinger Custom.
- Take an End of Days Custom.
- Take an End of Days Custom.
- Take an End of Days Custom.

End of Days Custom Moves

Devil's Toys

You are capable of crafting terrifying magical items. It will be expensive and require exotic materials, but it can be done, at great personal cost. **When you forge such an item**, describe what it looks like, tell us what it does, and then choose two:

- The item brings great misfortune to all who use it
- Permanently damage one of your stats, never to be healed.
- Its creation will cause a great calamity to come to pass.
- The item will thirst for blood or chaos, and force those feelings upon all who carry it.

If you can accept the darkness of your creation, you now own a unique magic item with a suitably dark and cruel ability for the cost put into it.

It's the End of the World as We Know It

Rolling a damaged stat does not give you Despair.

Twist the Knife

When you speak cruelty to someone you have a Bond with, you can erase that Bond to cause them great pain. They must immediately pay a price, stand down and get out of your way, or attack you, right now, their choice.

Wall of Force

Requires: Wizardry

Add the following option to the *Wizardry* list:

- You can create semi-transparent walls and floors anywhere you wish, as large as you'd like them to be. You can only have one such surface in existence at a time, and it is not indestructible - it can be destroyed by a strong enough hit, and it cannot stop a **Threat to the World**.

We are *not* the Same

Your Overlord Stat no longer gives the Overlord any power over you. Remove the entire second and third paragraphs from the Move *Are we not the Same, You and I?*

In addition, once per scene, you do not need to erase your Bond with the Overlord to use the Move *Heart of Fire* against them.



The Firebrand

Fire is the ultimate problem solver, as you have already demonstrated. Now to demonstrate further.

Requirements: You have solved at least three problems with fire.

The Firebrand starts with the Move *Firestarter*.

Firestarter

You always have the materials and fuels for creating a fire. You can produce flint and steel, matches, fuses, rags, molotov cocktails, small kegs of black-powder or oil, and fire arrows on demand. You can always declare that something suddenly bursts into flame, if you could have conceivably planted fuel and materials beforehand.

Firebrand Advancement

When you *Level Up*, choose an option from this list or your basic playbook's Advancement list, then mark it off. You may only choose each option once. You also increase your Level by 1.

- Increase one of your stats by +1, to a maximum of +3.
- You become immune to fire, and cannot take damage from fire, heat, or explosions.
- Take a Firebrand Custom.
- Take a Firebrand Custom.
- Take a Firebrand Custom.

Firebrand Custom Moves

Anarchy Reigns

Add Various Explosives Devices (3 Uses, Area) to your Gear. You can Use these explosives to create an explosion whenever and wherever you need it, even if you could not have conceivably planted them ahead of time.

Burning Soul

When you will a fire to grow stronger, it will suddenly and dangerously expand, igniting anything near it. Fire you empower this way will spread rapidly and recklessly beyond anyone's ability to contain.

Dragonfire

You know the secrets of dragonfire, and you can reproduce its effects. Add Dragonfire (2 Uses) to your Gear, and tell us how you use it. Dragonfire is able to melt down anything you expose it to. You can Use your Dragonfire to obliterate someone or something - melt a hole through a wall, destroy anything (even Dwarf-Made items), or vaporize someone who is not a **Threat to the World**.

Go Out with a Bang

When you get Taken Out, you may choose to explode violently. You will die, but you can take anything in the scene with you when you go - they also die or are destroyed entirely. You can take out as many other things in the scene as you want, except for unwilling members of the fellowship. **If you use this Move to try to kill the Overlord**, they permanently lose one of their Threats to the World instead of dying. **If it was their last Threat to the World**, they die with you.

Pyromania

When everything around you is chaos and fire, you are filled with Hope.



The Halfling Sheriff

You have achieved the highest position in Halfling society - that of the Sheriff, the Peacekeeper, the sole authority in the relative lawlessness known as Halfling Society.

Requirements: Courage +2 or +3, *Sting Like A Bee*

The Halfling Sheriff starts with the Move *Slippery Bugger*.

Slippery Bugger

You can squeeze out of any chains, ropes, or handcuffs binding you; through any small windows, jammed doors, or tight spaces in your way; and away from any grabby hands, clumsy orcs, or monster's jaws trying to catch you, all without making a roll to *Overcome* them.

Halfling Advancement

When you *Level Up*, choose an option from this list or your basic playbook's Advancement list, then mark it off. You may only choose each option once. You also increase your Level by 1.

- Increase your Courage stat to +3. If it is already +3, take a Halfling Sheriff Custom instead.
- Take a Halfling Custom.
- Take a Halfling Sheriff Custom.
- Take a Halfling Sheriff Custom.
- Take a Halfling Sheriff Custom.

Halfling Sheriff Custom Moves

Hey! Over Here!

You can *Sting Like A Bee* from any range - you don't need to get in close. You don't even need a Ranged weapon - you can always find a rock to throw, or think up a taunt to sling, and get their attention that way.

Look Over There!

Once per session, when no one's watching you, you can simply disappear. Tell us where you went, and you're there.

Sheriff Material

Halfling communities will always welcome you with open arms, granting you Fellowship immediately with them if you do not already have it.

Size Matters Not

As long as they underestimate you because of your size, you have Hope against them. Your small stature will never get in your way or prevent you from doing something that anyone else could do.

Wonder Chef

You can cook up a meal from almost nothing, and you make every meal count. **When everyone Fills Their Belly**, one person eats for free, without spending Food.





The Knight

You were once the squire, the tag-a-long. You were nobody. But now? Now you are a somebody, and nobody can deny your worth. They cannot succeed without you anymore.

Requirements: Sense +2 or +3, *It's Dangerous To Go Alone*

The Knight starts with the Move *You Have My Shield*.

You Have My Shield

When you *Overcome* the harm an ally would suffer and get a 10+ result, you can redirect the harm instead of stopping it. Someone else suffers the harm that would've been inflicted on your ally - tell us who.

Knight Advancement

When you *Level Up*, choose an option from this list or your basic playbook's Advancement list, then mark it off. You may only choose each option once. You also increase your Level by 1.

- Increase your Sense stat to +3. If it is already +3, take a Knight Custom instead.
- Take a Squire Custom.
- Take a Knight Custom.
- Take a Knight Custom.
- Take a Knight Custom.

Knight Custom Moves

A Proper Knight

Add a knight's shield (1 Use, Armor), a Proper Title (2 Uses), and a Warhorse to your Gear. You have one Bond with your Warhorse. You can Use your Title to be instantly recognized as "kind of a big deal."

Field Treatment (Sense)

When you treat someone's wounds to the best of your ability, roll +Sense. On a 7+, they heal 1 damage. On a 9-, it doesn't go smoothly - either they damage another stat of their choice, or you need to pay a price.

You can only use this Move on someone who has just been hurt. If they were hurt in a previous scene, it's too late for you to help.

Nothing Gets Past This Guy

Once per scene, you may ask any question from the *Look Closely* list and receive an honest answer immediately.

We Need Your Help!

When you go to find help, the Overlord will tell you who you find. If you ask for their aid, roll +Sense. On a 10+, all four. On a 7-9, choose two, or pay a price and take three. Regardless of your choices, they will help you, and they are sufficient to help in a way of your choosing.

- They will help you immediately, dropping whatever they were doing
- They ask no questions and need no explanation
- They demand no favors or payment
- You *Forge a Bond* with them

On a 6-, they will not help you, and they may even mean you harm.

You Must Keep Going!

When an ally within arm's reach rolls a 6-, you may take all consequences of that roll in their place. If you do, they act as though they got a 7-9 result.



The Leader

Backer Destiny

You're a natural commander, and you find people fall into line when you speak up. So in this trying time, you need to raise your voice and get your team moving.

Requirements: The Move *Yes, My Liege*, and three Bonds with two or more Companions.

The Leader starts with the Move *To The Gates of Hell Itself*.

To the Gates of Hell Itself

Your Companions will never erase their last Bond with you.

Leader Advancement

When you **Level Up**, choose an option from this list or your basic playbook's Advancement list, then mark it off. You may only choose each option once. You also increase your Level by 1.

- You may now have up to 4 Bonds with a single person. Immediately *Forge a Bond* with everyone you have at least one Bond with.
- Take an Heir's Custom.
- Take a Leader Custom.
- Take a Leader Custom.
- Take a Leader Custom.

Leader Custom Moves

Disciplinary Action

When you **Level Up**, **Recover**, or **gain Fellowship**, choose a Companion you have at least two Bonds with. They gain the stat **Well Trained**. You cannot give this stat to a Companion who is already Well Trained.

Don't Let Your Dreams Just Be Dreams

When you give someone a pep talk, Despair cannot affect them the next time they have the Spotlight. **If they are a Companion**, they can act in spite of Despair, and **if they are another player**, they do not count as having Despair when determining if Hope gives them an extra die on their rolls.

Expert Commander

You do not need to damage a Companion's stat in order to use the Move *Bound In Service*.

Listen to your Heart

When you're there to give pep talks and quick rebuttals to whatever nonsense the Overlord says, they cannot *Twist The Knife* on anyone other than you, and they cannot *Destroy Trust* except on Bonds you hold or Bonds others hold with you.

Recruitment Drive

When you *Forge a Bond* with a soldier or warrior, they come with a Group instead of alone. As a Group, each of their Companion stats can be damaged twice, and they can do two things at once.



The Legend

Backer Destiny

Everyone's heard of you. You're the legend! The hero! The one we're all looking up to! And we know you'll save the day, for sure!

Requirements: You have earned great renown for one reason or another.

The Legend starts with the Move *The Legend Begins*.

The Legend Begins

Everyone has heard of you, all but the most hidden of hermits. Your autograph is Precious to people who respect you and don't already have it. **When you give someone something Precious**, you can ask them a question from the *Speak Softly* list without rolling.

The Legend Advancement

When you Level Up, choose an option from this list or your basic playbook's Advancement list, then mark it off. You may only choose each option once. You also increase your Level by 1.

- Increase one of your stats by +1, to a maximum of +3.
- Take a Custom Move any basic playbook.
- Take a Legend Custom.
- Take a Legend Custom.
- Take a Legend Custom.

The Legend Custom Moves

Anything You Can Do, I Can Do Better!

You may erase a Bond with someone to use one of their Moves.

Hero of the People

When you save someone from danger, you gain a Bond with them immediately. You may erase a Bond with someone you are speaking with to make them help you, right here and right now, and they cannot refuse. They will help you how they can, and it might not be much, but it's what they've got.

Loyal Fans (Grace)

When you speak before a crowd, roll +Grace. **On a 10+**, you gain 3 Fandom. **On a 7-9**, you gain 1 Fandom. **On a 6-**, they give you the paparazzi treatment. You can spend 1-Fandom to make them do one of the following:

- Bring someone forward and deliver them to you.
- Unite and fight for you.
- Fall into a frenzy of emotion - joy, sorrow, or rage, your choice.
- Go quietly back to their lives.

The Legend Spreads

The rest of the fellowship gains the Move *The Legend Begins*. In addition, once ever, you may immediately gain Fellowship with a community upon entering it.

The Legend Dies

When you get Taken Out, you always accomplish something before you go down, tell us what. **When you die in battle**, you take the enemy forces with you, either driving them off or defeating them outright - tell us how you earn your glorious death.



The Lord of Beasts

You more closely relate to the wild animals of the hunt than you are to your own kin. The beasts respect you and know you as one of their own.

Requirements: You must have Bonds with at least three different Beasts, and three Bonds with at least one Beast..

The Lord of Beasts starts with the Move *Queen of the Wild*.

Queen of the Wild

You are the leader of all beasts, and they cannot help but serve you. Wild beasts cannot harm you or hinder you. Every beast you meet is a Companion to you until you leave their territory, even if you hold no Bonds with them.

You can *Command Lore* about the wild beasts of any area you go to, including what kind of beasts live here, where you would find them, and the geology, ecology, and ecosystems they live in.

Lord of Beasts Advancement

When you *Level Up*, choose an option from this list or your basic playbook's Advancement list, then mark it off. You may only choose each option once. You also increase your Level by 1.

- Increase one of your stats by +1, to a maximum of +3.
- Take either the Harbinger Custom *Wildspeaker* or any Elf Custom.
- Take a Lord of Beasts Custom.
- Take a Lord of Beasts Custom.
- Take a Lord of Beasts Custom.

Lord of Beasts Custom Moves

EV Training

Your beasts are tougher than the rest. All of your Beast Companions gain the stat **Law of the Jungle**, which represents how they are bigger, scarier, and more dangerous so long as they follow you.

Nature Incarnate

When your Beast Companions act under your orders, you may make Moves as if they were just an extension of yourself. They can roll using your stats, use the Basic Moves, and act as if you were by their side to direct them. Where your Beasts are, you may as well also be.

Nature's Wrath

When you hold an Advantage over an enemy in the wilds, you do not need to roll to *Finish Them* if they are not a **Threat to the World**. You may have them be taken away by the local beasts, never to be seen again. Tell us which animal decides their fate, and how they are taken out of your sight.

Pack Leader

When you Forge a Bond with a Beast, it comes with a Group instead of alone. As a Group, each of their Companion stats can be damaged twice, and they can do two things at once.

Wild Shape

You can take on the form of any Beast you have ever held a Bond with.

When you assume the form of a beast, replace your stats with the ones that Beast has. Assign one of them +2, and the remaining stats as +1.

When you need to make a roll, use the Companion stat that fits closest with what you're doing. **When you take damage**, it knocks you out of your Wild Shape before damaging one of your normal stats.





The Orc-Boss

You have proven to be the strongest, biggest, and most cunning of all orcs.

Requirements: Blood +2 or +3, *Self-Orctualized*

The Orc-Boss starts with the Move *Orc Smash!*

Orc Smash!

You can smash through any furniture, wooden doors, simple walls, barricades, weaklings, cowards, and halflings that stand between you and where you wish to go, all without rolling. You do not harm any living things you knock aside using this Move, you just get them out of your way, no questions asked.

Orc-Boss Advancement

When you *Level Up*, choose an option from this list or your basic playbook's Advancement list, then mark it off. You may only choose each option once. You also increase your Level by 1.

- Increase your Blood stat to +3. If it is already +3, take an Orc-Boss Custom instead.
- Take an Orc Custom.
- Take an Orc-Boss Custom.
- Take an Orc-Boss Custom.
- Take an Orc-Boss Custom.

Orc-Boss Custom Moves

Defiant to the Last

When you are Taken Out, you don't go down until the end of the scene. You can continue to act as you please, and further damage against you does nothing. This does not stop the Overlord from making you *An Offer You Can't Refuse*.

Evil's Heart

Your attacks are Necrotic. **When you *Keep Them Busy* through Melee combat**, you may break your weapon to damage them.

Sixth Sense

You always know when you are being watched or followed. **When you pause to pay attention**, you always know exactly how many people are around you and roughly what direction from you each of them is. This sixth sense will detect people in hiding and even invisible or incorporeal presences, although not their exact locations.

Slash and Burn

When everything around you is chaos and fire, you are filled with Hope.

The Biggest and the Smashiest

Orc communities will always welcome you with open arms, granting you Fellowship immediately with them if you do not already have it.





The Ur-Dwarf

You are the platonic ideal of what it means to be a Dwarf, and all of dwarven-kind will remember you, until history itself is gone.

Requirements: Iron +2 or +3, *Clear The Path*

The Ur-Dwarf starts with the Move *Mountain Stance*.

Mountain Stance

When you defend a choke point by yourself and resolve to let no one through, no monster, vehicle, army, boulder, explosion, dragon, Overlord, or elf can get past you, so long as you remain standing and alert.

Ur-Dwarf Advancement

When you *Level Up*, choose an option from this list or your basic playbook's Advancement list, then mark it off. You may only choose each option once. You also increase your Level by 1.

- Increase your Iron stat to +3. If it is already +3, take an Ur-Dwarf Custom instead.
- Take a Dwarven Custom.
- Take an Ur-Dwarf Custom.
- Take an Ur-Dwarf Custom.
- Take an Ur-Dwarf Custom.

Ur-Dwarf Custom Moves

Dig Too Deep

Requires: Dig Deep

You can *Clear the Path* to create a tunnel through any material, no matter how impossible - steel, lava, diamonds, fog, water, the open sky, a boat, dreams, anything.

Foehammer

When you could *Finish Them*, instead of rolling, you may simply destroy something your target holds - their armor, their weapon, their pride, a few of their bones, or something they carry, your choice.

Forge Master

You are capable of crafting magnificent magical items. It will be expensive and require exotic materials, but it can be done, at great personal cost. **When you forge such an item**, describe what it looks like, tell us what it does, and then choose two:

- It will be extremely precious and dear to you, and you will never let it out of your sight or trust others to touch or use it.
- You give too much of yourself, permanently losing a part of you (a body part, your memories, all of your Bonds with someone, or something similarly significant).
- Its creation will rouse envy and greed among other dwarves, humans, and terrible monsters, all of which will seek to take it from you.
- Neither you nor anyone of your line will ever wield, wear, or use this item, lest terrible tragedy strike your people.

If you have done all of that, you are now the owner of a unique magic item with a suitably powerful and dramatic ability for the cost put into it.

Greed is Eternal

Requires: Greed is Good

When you absolutely must kill them yourself, you can declare a person's life to be the object of your greed. **When you choose an object of your greed**, you heal 1 damage.

Lord Under the Mountains

Dwarven communities will always welcome you with open arms, granting you Fellowship immediately with them if you do not already have it.



The Warlord

You have become the ruler of the battlefield, the queen of combat, the king of tactics and strategy, and nothing will get in your way.

Requirements: Wisdom +2 or +3, *Parry! Counter! Thrust!*

The Warlord starts with the Move *The Warrior's Path*.

The Warrior's Path

Being outnumbered is meaningless to you, as your enemy's movements are easily read and effortlessly thwarted. **When you try to *Overcome* the harm a Group, a Gang, or an Army would deal to you**, you always take the 10+ result, without rolling.

Warlord Advancement

When you *Level Up*, choose an option from this list or your basic playbook's Advancement list, then mark it off. You may only choose each option once. You also increase your Level by 1.

- Increase your Wisdom stat to +3. If it is already +3, take a Warlord Custom instead.
- Take an Heir's Custom.
- Take a Warlord Custom.
- Take a Warlord Custom.
- Take a Warlord Custom.

Warlord Custom Moves

Invincible General

You never take damage from ordinary physical attacks. A **Threat to the World** can still physically harm you, and high powered explosives or artillery can also harm you, but anything short of that is useless.

Off With Their Head

Requires: Strike True

When you could *Finish Them* with a Melee weapon, you may choose to kill them instead of rolling.

The Fellowship's Armies

You have taken control of an army. Choose any Companion from the Innocents list that makes sense - you have three Bonds with them, and they gain the Army stat. This means they can only be damaged by Area or Dangerous attacks, and they count as being everywhere in their location at the same time. You also do not need to damage their stats to use their Moves - there are enough of them that they can always help you in whatever way they can.

To the Gates of Hell Itself

Your Companions will never erase their last Bond with you.

You Will Not Die This Day

When an ally gets Taken Out and you dramatically rush to their side, you may share words with them, and nothing will interrupt you. Afterwards, they choose one:

- The Warlord will get them to safety, taking them out of the scene
- The Warlord can stand and fight, filled with Hope for the rest of the scene
- They get back up, heal 1 damage, and cannot be in Despair for the rest of the scene, but if they get Taken Out again, they will surely die.



The Witch

Backer Destiny

When you can conjure hammers at will, every problem starts looking like an eldritch nail.

Requirements: You have solved at least 3 problems using Magic when they could have been solved otherwise.

The Witch starts with one Witch Custom Move of your choosing.

Witch Advancement

When you *Level Up*, choose an option from this list or your basic playbook's Advancement list, then mark it off. You may only choose each option once. You also increase your Level by 1.

- Increase one of your stats by +1, to a maximum of +3.
- Take a Witch Custom.
- Take a Witch Custom.
- Take a Witch Custom.
- Take a Witch Custom.

Witch Custom Moves

Conjurer

You can summon or create servants to suit your needs. **When you have need of a Companion**, you may create one to serve you. This takes time and safety to do, and you may only have one conjured Companion at a time. You have the Bond “My conjurations serve me without question”, and they have a single stat of your choosing (such as Flight, Ironskin, or Run Like The Wind). You may dismiss your Conjunction at any time for any reason.

Defying Gravity

You have created a magical means to fly. Add your flying equipment to your Gear, and describe what it looks like. As long as you have your gear, you can fly for as long and as often as you'd like. This can be used as an Advantage.

Potion's Master

When you could *Fill Your Belly*, you may instead spend 1 Food to brew a potion. It has 1 Use when brewed, and a potion's effects are never permanent. You can create a basic Healing potion (1 Use, Healing), or something a bit more unusual. **When making an unusual potion**, describe what it looks like, tell us what it does, and then choose two:

- It gets the imbiber Drunk (choose two stats)
- It is a cream and must be applied properly; it is Slow
- It is expensive - Spend 1 Use of anything to finish it
- It has a weird side effect, which you'll find out about when you drink it

Stitched Together

When you sew up a dying or recently dead body and breathe some magic into it, they return to life, whether they like it or not. You gain a Bond with them, and they are both living and dead.

Turn You into a Newt

When you wish to conjure a hex upon them, state the full name of someone you can see and the reason for your curse. Hexes are narrative - tell us what they lose and what they gain (such as losing arms to gain wings, or losing claws to gain suction cups, or losing the ability to speak to gain gills).

Your hexes always end at dawn's first light. Hexes never work on a **Threat to the World**. **If you try to use a hex against another player**, they may always attempt to *Overcome* your hex after you tell them what it is. Your hexes can never be directly lethal, such as taking away someone's ability to breathe. Otherwise, your hexes always work every time.

Witch's Familiar

You have a Bond with a Familiar you have created. Bonds you have with your Familiar cannot be broken, and you do not need to damage your Familiar to use the Move *Bound In Service* with them.

Familiar: A small animal-like creature created to serve you. It looks like it was plucked from your dreams; describe it. It can share its senses with you, speak your languages, and function in your place in diplomatic matters.

Stats: Shared Senses, Social Stand-In

Chapter 6: The Overlord





The Overlord Playbook

The Overlord is not like the other playbooks in *Fellowship*. One player will always need to play as the Overlord. This player has a different role than the others - while everyone else is a member of the fellowship, attempting to save the world, you play as the Overlord trying to destroy it. You also have final say in most aspects of the world - you tell the fellowship about the problems in their path, and present new complications when things go wrong. Your job is to keep the game interesting, and keep the game flowing, and make sure everyone has fun playing.

If that sounds like a lot of work, it can be! Being the Overlord requires a good knack for improv comedy, a solid understanding of all the game's rules, and a bit of creativity. This chapter contains everything you need to know, and will give you plenty of tips and tricks for playing the Overlord well.

- The Overlord has their own Principles and Agendas, different from those of the fellowship.
- The Overlord never needs to roll dice to use their Moves. Only the fellowship needs dice - your moves simply happen when you use them.
- The Overlord also has several Cuts they can use, whether or not the Overlord themselves is around. These are Cuts in the story-telling sense, and they give the Overlord the ability to shape the world around the fellowship at all times during their journey. **When they look to you for what happens next, make a Cut.**
- The Overlord uses the same rules for Leveling Up that the fellowship does. When deciding who the highest level character is, the Overlord is included in the count, and cannot be chosen to *Level Up* if they are higher level than anyone in the fellowship.
- The Overlord does not have the same stats as the fellowship. Instead, they have unique stats of your own design, that describe immutable truths about your Overlord. Your goal is to gain more stats and grow stronger, and the fellowship's goal is to remove your stats so they can stop you.
- You do not need to be present to influence the game. Your character will spend most of their time off-screen, doing other things. While you're away, you will inform the fellowship about the world around them, and present them with threats to overcome on their journey.
- You are not going to win. At the end of the day, the fellowship should succeed in their journey. But you need to make them fight for it, and there should definitely be some heroic sacrifices along the way.



The Overlord

They have formed a fellowship. They believe it will be enough to stop me. I cannot wait to see them try. It will be delicious, seeing the best this world has to offer fall before my feet.

This world is mine, to do with as I please. I am the Overlord, and all things will bow down to me.

Names

Choose one or two from each list, or make up your own:

Names:

Arendhel, Boros, Chryos, Drax, Evinscor, Fell One, Glory, Helmaroc, Indignate, Jrell, Karok, Limitless, Moroth, Numenta, Osiris, Palindros, Quelaaga, Rita, Sauren, Tenebrios, Ursula, Vincent, Waxwell, Xavier, Zanadu

Titles:

The Nightmare, Blightwrought, Immortan, From The Moon, The Great Corruptor, Unspeakable One, Iron General, The Fallen King, Shadow Queen, Of Winter's End, The Invader, From Beyond, The Zealot, That Which Was Once Known, Dire Beast

Look

Choose one or two from each list, or make up your own:

- Glowing Eyes, Cold Eyes, or Otherworldly Eyes
- Imposing Armor, Expensive Clothes, or Monstrous Body
- Impossibly Pretty, Impossibly Buff, or Unassuming Figure
- Menacing Aura, Commanding Attitude, or Insane Laughter



Overlord's Principles

Your Principles are the rules you play by while running the game. Do not break them. The Principles are discussed more in depth starting on page 175.

- Create problems, not solutions.
- Address the characters, not the players.
- Embrace the fantastic.
- Make a Cut that follows.
- Never speak the name of your Cut.
- Ask questions, use the answers.
- Be a fan of their characters.
- Pass the Spotlight.
- Think dangerous.
- Begin and end with the fiction.
- Think off-screen, too.
- Don't shut them down.
- Be the referee.

Basic Cuts

Your Cuts are your options - they're what you actually do to play the game. These Cuts are available to you at all times, whether the Overlord is present or not. **When the players look to you for what happens next**, make a Cut. The Cuts are discussed more in depth starting on page 179.

- Reveal an unwelcome truth.
- Show signs of an approaching threat.
- Deal damage.
- Use up or take away their resources.
- Turn their move back on them.
- Separate them.
- Put someone on the spot.
- Present an opportunity.
- Show a downside.
- Tell them the consequences or requirements.

Overlord's Agenda

Your Agendas are your guidelines for good play. The Overlord has the following Agendas:

- **Create Opportunities To Do Good** - the world is filled with people who need the help of the fellowship. Give them people to save. Give them a broken world and see how they fix it.
- **Play To Find Out What Happens** - the world is constantly changing and you can never truly know what's going to happen next. Roll with it. Let the game evolve naturally, with everyone's input. Don't plan anything more than what your Overlord is doing.
- **Further Agenda** - The Overlord also chooses a unique Agenda. Stick to it.

Your Agenda

The Overlord is on a mission, and they must complete it. Each of the following options gives you an Agenda to follow and an extra Cut that you can use any time you get to make a Cut.

Your Agenda gives you an over-arching goal, a rough outline for what you should be doing and why. The players will constantly be running across the aftermath of your plans throughout their adventure - be sure to make it consistent with your Agendas. As long as the tragedy or change will further your Agendas, you can justify any event or calamity happening.

When the players go somewhere you've caused trouble, make sure it is immediately apparent. Let them know that something's wrong, and how things have been changed by your power. Let them see the consequences of letting you run amok, and then see what they do about it.

Choose one: Ultimate Power, Watch the World Burn, or World is Mine.



Ultimate Power

You need a lot of power, and you will use any means necessary to get it. You are recruiting wizards, drawing on fonts of power, gathering leylines, training constantly - anything and everything to get just a bit more juice. You pursue great artifacts of power, and destroy or hide anything that may be able to stop you.

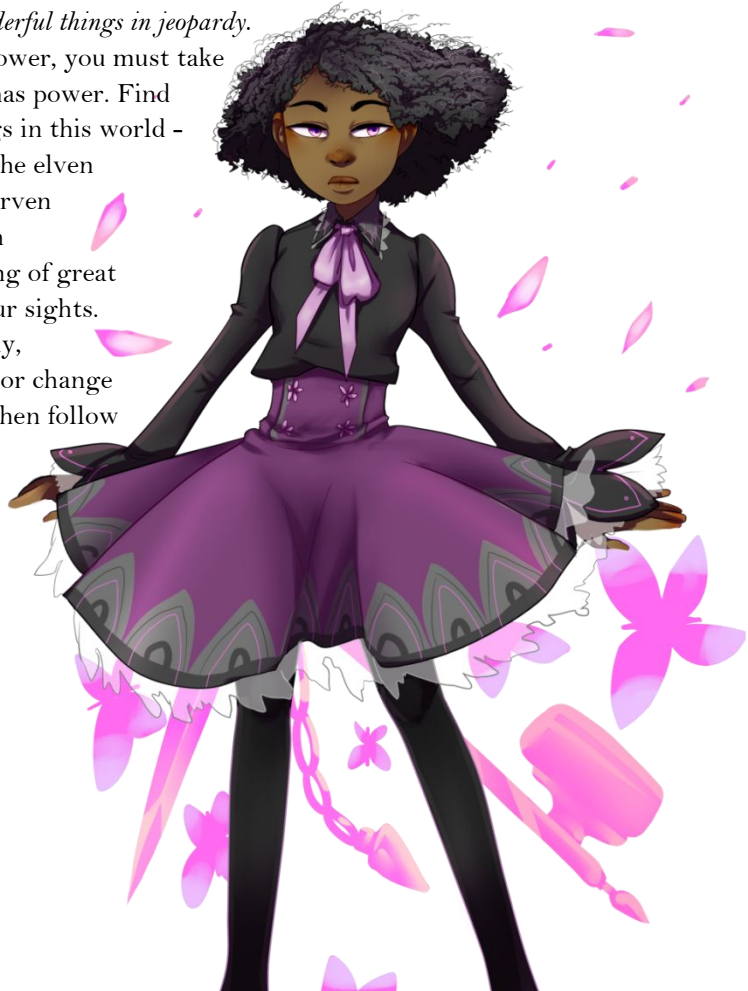
Examples in media: *Nox* from Wakfu, *Freiza* from Dragon Ball Z, *Emperor Palpatine* from Star Wars, *Lord Boros* or *Garou* from One Punch Man.

Extra Cut: *Show signs of the Overlord's increasing power.*

Every time they go somewhere you've been, let them know it. Remnants of your rituals are left behind. The collateral damage gets worse every time they come across a place you've fought in. Make more and more impressive shows of power as the campaign goes on. Every time they see you, be worse than last time.

Agenda: *Place wonderful things in jeopardy.*

To gain your power, you must take it from that which has power. Find the wonderful things in this world - the great dragons, the elven homelands, the dwarven treasures, the orcish hivemother, anything of great importance is in your sights. Put them in jeopardy, threaten to destroy or change them forever. And then follow through with it.





World is Mine

You will conquer these lands and unite them under your rule. You attack nations directly, usurp leaders, overthrow kingdoms. You're here to take over the world. Your minions will stay behind in your wake, patrolling and controlling conquered territories. You lay siege to their great cities, capture their rulers, and corrupt their politicians.

Examples in media: *Ganondorf* from *The Legend of Zelda*, *Firelord Ozai* from *Avatar: The Last Airbender*, *Sauron* from *The Lord Of The Rings*, *Immortan Joe* from *Mad Max: Fury Road*.

Extra Cut: *Expand the Overlord's grasp.*

Show them just how far your power stretches. Tell them about another land, conquered by your armies. Show them where your armies march next. Tell them about another conquered city, another lost battalion, another defeated ally. Your reach always presses onward.

Agenda: *Portray a world on the edge of defeat.*

The world hangs in the balance, and your side is winning. The world looks more and more like it will fall into rank beneath your command with every passing month. If the fellowship fails, they know what will happen, because you won't let them miss what your rule looks like. Show a world under the Overlord's power, where everything outside of your grasp has to actively fight to stay that way.





Watch the World Burn

Your game plan is simple: carnage and fear. You cause as much damage and chaos as you can, in whatever way it hurts the most. You play malevolent pranks on the weak, cause great calamities just for kicks, and concoct elaborate plans just to watch the world fall apart around them.

Examples in media: *The Joker* from *The Dark Knight*, *DIO* from *Jojo's Bizarre Adventure: Stardust Crusaders*, *Skullkid* from *Legend of Zelda: Majora's Mask*, *Lord Dominator* from *Wander Over Yonder*.

Extra Cut: *Leave chaos in the Overlord's wake.*

When the players see where you've been, show chaos. Show collateral damage. Show families torn asunder, show the effects of terrible curses and crimes, show the fellowship just how bad you can be. Where the Overlord goes, pain follows.

Agenda: *Fill the world with strange and painful events.*

The world is a weird place, and weird things happen in it. Show them unexplainable things, painful things, terrible things, wonderful things. The world is filled with confusion, the world is filled with wonder, the world is filled with the strange and the painful. Show them all of it.





Overlord's Basic Moves

The Overlord and their Generals have all of these moves.

An Offer You Can't Refuse

When a player gets Taken Out in your presence, you may give them an offer, for their services, for something they hold, or for the end of their life. They may attempt to negotiate, but you do not need to listen. **If they accept**, you fulfill the deal and then leave the scene. **If they refuse**, they must roll +Courage.

On a 6-, you are too terrifying, and they take your offer, against their true desires. **On a 7-9**, they refuse, and they have one good chance to spite you. They will tell you how. Then, you will tell them what you do to them for it. You may kill them for this.

On a 10+, not only do they spite you, but they manage to escape before you can properly punish them for it, ending the scene with you standing there, alone. Tell us of your rage.

Chew The Scenery

When you are physically present, you can have the Spotlight for as long as you like, when you get it. You and your Generals can never be in Despair.

Cut Them Real Bad

When you are physically present, your Cuts can be as hard as you like. Your Generals do not have this move.

Forge a Bond

The Overlord does not make friends. **When you cause great personal harm to someone or their people**, *Forge a Bond* with them. Your Bonds can only be erased by your own Moves, and you can hold any number of Bonds.

When you reveal a side of yourself to someone you never intended to share it with, they may *Forge a Bond* with you. You cannot erase the Bonds they hold with you, no matter how badly you might want to.



Heart of Fire

When a player has a Bond with your name in it, you do not become their Companion, but it still holds sway over you. They may erase that Bond with you at any time to buy themselves reprieve. They choose one: You will show them mercy, tell them something valuable, or ignore them for the time being.

Heart of Iron

When someone makes a move against you, you may erase a Bond with them to have them automatically fail their roll, steal the Spotlight from them, and *Twist the Knife* against them. Your attention is entirely upon them while you use this move - the rest of the fellowship can act without drawing your attention. A player may force you to do this before making their roll.

Master Plan

The Overlord has a basic plan for what to do with this world, but you do not need to know all of the details. The fellowship can attempt to learn your plans, but this should require them to capture a General, undertake a sneaking mission, or earn it through great peril.

You begin the game with two New Plans: write down a source of power you wish to seize, and a community you wish to destroy. All plans start at stage 0.

Whenever the fellowship *Recovers* or the Overlord *Levels Up*, you Advance your Plans. **When the fellowship has A Little Downtime**, you may Advance your Plans during your turn, but the fellowship will immediately hear about it if you do. **When you could Advance your Plans**, you may recruit a new General or heal one damaged Overlord Stat instead.

When you Advance your Plans, you choose one of them and move it one step forward. You will always have two plans going at once - whenever you have only one plan left, write a second new plan immediately.

- 0) **Create a new plan:** Name a Source of Power you wish to seize, or a community you wish to destroy, and write it down.
- 1) **Begin the plan:** Your forces move into position to act upon your plan. At this point, the fellowship hears that you are up to something, but not what you are doing or where your forces are.
- 2) **Execute the plan:** Your forces take action. The fellowship hears about what you are up to, but stopping you now would be very difficult.
- 3) **Victory:** You seize the source of power, or destroy the named community. A destroyed community no longer grants Fellowship.



Overlord Damage

You are difficult to harm, but it isn't impossible. **When you would take damage**, they must first pay a price for each undamaged stat you have. **If you would be destroyed**, instead damage one of your stats at no cost to your attacker. **If you take damage or are destroyed while none of your stats remain**, you are finally defeated, once and for all. There is no coming back for you.

Your supreme power also comes with some downsides. Most notably, they can harm you without ever being near you. **If the fellowship seizes a Source of Power**, they may use it to erase one of your stats forever. You can never get that stat back unless you can take control of that Source of Power.

When the fellowship *Recovers*, heal one of your damaged stats.

Overlord Foibles

There is always a catch, when it comes to having unstoppable power. You have some quirks that the fellowship can exploit. You have all of the following vulnerabilities:

- **You are arrogant:** Every setback is minor and can be dealt with. Everything is fine and you know you cannot lose.
- **You are busy:** The fellowship's destruction is not your actual goal. You have something you want, and your focus is on getting that. When you personally engage the fellowship, your goal is not to kill them all, but to get them out of your way while you do your thing.
- **You are honor bound:** When you make a promise, you will always keep it, even against your better interests. This weakness may seem silly, but it makes for a better game when you can negotiate or gamble with the fellowship and they can trust you to keep your end of the deal.

Threat to the World

You threaten the world and all it stands for. As a **Threat To The World**, you have immunity to a variety of moves. **When someone who is not also a Threat to the World takes direct action against something that is**, they must Pay a Price to do so.

Twist the Knife

When you speak to someone you have a Bond with about your history with them, you may force them to relive their pain. They must either pay a price, stand down and get out of your way, or attack you, right now, their choice. No matter what they choose, you make a Hard Cut against them.



Overlord's Core

Only the Overlord has these moves.

Overlord Stats

Your stats are not quite the same as the stats of the fellowship. Your stats are statements of truth about you, which you write in yourself. While they are undamaged, they are true - you are Invincible, or you are Made Of Fire. While they are damaged, they are not true - you can be harmed, or your touch does not burn them.

You begin the game with three stats of your own choosing. An Overlord Stat is a word or short phrase describing your power, with a short sentence explaining it further.

You can write anything you like, but here's some examples:

- **Charming:** No one but the fellowship believes you are dangerous or evil.
- **Flight:** The ground cannot hold you.
- **Invincible:** You cannot be hurt.
- **Juggernaut:** You can lift, throw, and break anything you can touch.
- **Made Of Fire:** Your touch burns and scars them.
- **Mythical:** No one but the fellowship believes you are real/still alive.
- **Rich:** You can buy anyone and anything that can be bought.
- **Terrifying:** Where you go, no one holds Hope.
- **Unknowable:** No one knows your plans or your next course of action.
- **Untouchable:** None can touch or hold you.

The fellowship knows each of your stats, and they will need to form a counter-plan against every single one of them. Your undamaged stats are immutable truths that cannot be contradicted by any means.

When you Advance your Plans, you may heal a damaged stat instead.

When you seize a new Source of Power, gain a new stat of your choice.
When you gain or lose a Source of Power, write down which stat that Source of Power is tied to - if you lose or regain that Source of Power in the future, it takes the stat with it.

You can start the game with as many as three Sources of Power, or as few as zero. Which of your stats is tied to which Source of Power is not mentioned until the Source takes that stat from you, either from the fellowship using a new Source of Power against you or taking away a Source of Power you were drawing power from.



My Only Weakness!

You have a Weakness: There is a single material, item, charm, ritual, or spell that you are vulnerable to. This is your Weakness. Write it down.

The other players will know your Weakness, but the fellowship they are playing as does not. Unless they have something that tells them your Weakness, they will need to discover it through play.

When you are exposed to your Weakness, one of your stats is immediately damaged, their choice. Your stats and your moves cannot protect you from your Weakness, but it can only hurt you once per scene.

Your Generals

You have a General at your command who follows your every whim. To create a General, take any Threat you like from Chapter 7 and give it the **Threat to the World** trait. Your Generals follow you without question and can never become Companions to the fellowship. Generals have all of your Basic Moves and their own minions. You have one Bond with each of your Generals, describing why they serve you.

If one of your Generals suffers a significant failure at the fellowship's hands, you will either execute them, exile them, or give them one last chance. You can only give a General one last chance once.

You begin the game with a single General. **When you Advance your Plans,** you may recruit a new General instead.





The Overlord's Armies

Choose the option that best represents your people. The option you choose gives you access to that category of enemies in the Overlord's Toolbox, to serve you and do your bidding in whatever ways you'd like. You may still use the options you do not choose to threaten the fellowship, but only sparingly, and they do not serve the Overlord.

- **The Horde**

Your armies are endless, swarming wherever you need them. This army is simply massive, as each enemy is its own swarm or group of enemies, before you even get into Groups or Gangs. Nothing can escape their swarming numbers.

- **The Organization**

You have an elite group whose membership mirrors that of the fellowship, but corrupted or twisted. The Organization does not form a proper army, and your forces are basically a large group of mini-bosses. They will compete with the fellowship in a rivalry fashion, racing them to Sources of Power and trying to undermine the fellowship's plans.

- **The Scourge**

You and your armies spread corruption and blight, and those tainted by it join you and your cause. Tell us how your blight spreads, and what it looks like. Your blight leaves corrupted zones, corrupted creatures, and undead warriors wherever it touches.

- **The Titans**

Your armies are small in number, but not in stature. Your forces are massive titans, nearly unbeatable without heavy firepower and teamwork. Your army is easily avoided and run away from, but only the heaviest of fortifications and the strongest of armies will slow them, and nothing can stop them.

Overlord's Gear

You do not need to eat, and you do not want for companions. **When the fellowship *Recovers***, you also recover your Gear.

Choose your weapons, as many as you need:

- An elegant sword, exotic in design (Melee)
- A massive weapon, larger than anyone else could wield (Melee)
- Your bare hands, able to crush stone or pierce metal (Melee)
- Magical bolts of energy, able to be reflected back at you (Ranged)
- Destructive blasts of fire or lightning (Dangerous)

Choose two defenses:

- A clever plan (1 Use). Use this to reveal a trap or escape route just as you make use of it.
- A powerful special attack (1 Use). Be sure to name it! You can Use this instead of erasing a Bond to trigger *Heart of Iron*.
- A trick up your sleeve (Useful, 1 Use). Use this to produce anything you could possibly need, right now.
- A traitor (1 Use). Use this to make anyone in the scene who is not a part of the fellowship reveal their allegiance to you, complete with a dramatic moment where they betray the fellowship and cause them trouble.

Choose the secret reason you're doing all of this. You do not have to tell the fellowship your choice.

- You have a sympathetic backstory of loss and tragedy. It does not justify your actions, except to yourself. You gain a Bond with anyone who listens to some of your backstory, but they also gain a Bond with you.
- It is not you who does all this, but something that is controlling you - a dark master in the shadows, an evil artifact corrupting whoever holds it, or an even greater threat you are simply trying to destroy yourself. **When the fellowship defeats you**, reveal this new threat. It's their problem now.
- You are a part of a recurring cycle, and you know you are destined to be defeated. If you could only convince the fellowship to listen to you, maybe you could break the cycle once and for all... But heroes never listen to you.
- You don't have a secret. You're just an evil jerk with way too much power.



Initial Bonds

You start with one Bond with each member of the fellowship. Each member of the fellowship writes their name into one of these Bonds:

I destroyed _____ 's hometown.

I have caused great harm to _____ 's people.

I killed someone important to _____ .

_____ killed someone important to me.

_____ knows the details of my previous defeat.

_____ 's people serve me now.

Only _____ knows my Weaknesses.

I have fought _____ before, and left a wound upon them. It burns in my presence.

_____ was once my friend.

_____ secretly admires me and the things I do.

You have one Bond with each of your Generals. Write a Bond describing why they serve you or your relationship with them.

Overlord's Custom

You do not start with any custom Moves,
and you must gain them by leveling up.

And in the Darkness, Bind Them

You have crafted an item of power. Choose one of your Overlord stats, then give this item of power to one of your Generals. Whoever holds this item of power also has that Overlord stat. **If any of the fellowship gets their hands on it**, they gain all the power that it brings, but it will also fill their mind with dark thoughts. They gain the **Agenda: Spread Chaos** while they hold the item of power.

Destroy Trust

When you dismiss, mock, or show how weak the Bond two people share is, erase those Bonds.



Evil's Touch

Damage dealt by you and your Generals is Necrotic. **When you or your Generals damage a Companion**, you may destroy them instead. Tell us what this looks like and what this means.

Fear Me!

When you menace someone, they will always do as you say or run in terror, their choice. **When you use this Move on someone in the fellowship**, they may pay a price to prevent this Move from working on them for the rest of the scene.

Heart of Ice

When you deal damage to someone you have a Bond with or who has a Bond with you, make another Hard Cut against them immediately. This extra Cut cannot be *deal damage*.

Mastermind

You now have three Master Plans at once instead of two. Write a new plan immediately, then advance all of your current plans one step.

No More Games

When you next face off against the fellowship, as soon as the talking is done, one of them is immediately Taken Out (ask for a volunteer). They take damage to all of their stats and they are out for the rest of the scene. The rest of the fellowship cannot oppose you this scene, and you get away with what you want before taunting them and leaving. **After you use this Move once**, it is gone forever.

Now Who Told You That?

When the players use your Weakness against you, erase that Weakness and choose a new one. The old Weakness was either lies and misinformation, or you have grown past it and it no longer harms you as it once did. **After you use this Move once**, it is gone forever.



Team Rocket

Choose up to three minions from your Army and name them. **When working as a group**, they cannot be damaged or destroyed - whenever one of them would be, they all retreat from the scene. This group will tenaciously follow the fellowship for the rest of the campaign, informing you of where they are and what they've done recently. **If the fellowship recruits them as Companions**, it is only temporary: you can erase all Bonds the fellowship holds with them at any time.

Warmonger

Choose another option from the Overlord's Armies list. You have acquired that army as well.

You've Met With A Terrible Fate, Haven't You?

When a player gets Taken Out in your presence, you may leave a curse upon them instead of making *An Offer They Can't Refuse*. Tell us the nature of this curse, and what must be done to lift it. **Whatever curse you give them**, it cannot stop them from continuing to play as their character unless they want a new one. **After you use this Move once**, it is gone forever.

Overlord's Advancement

When you *Level Up*, increase your level by 1, then do all of the following:

- Choose one: Gain an Overlord Custom or recruit a General, gaining a Bond with them immediately.
- *Forge a Bond* with anyone, fellowship or otherwise. The Bond you write is an immutable truth about them, and you can *Command Lore* about anyone you have a Bond with who is not a part of the fellowship.
- Advance your plans (see the Overlord Basic Move *Master Plan*).





Playing Overlord

It is extremely important to note that you are not playing this game to kill the players. The fellowship are a nuisance, but they were formed to counter the Overlord, not the other way around. The Overlord has a game plan, something they are already doing. Killing the fellowship does not help you. Immediately going after the players solves nothing and does not help you. Killing their characters just because you can doesn't make for a good game, and let's be honest here, it would be very easy for the Overlord to do that if killing the fellowship was their goal.

But it isn't. The Overlord has other things to do. They have people to see, places to conquer, cities to burn. Make the players hunt you down. Make them come to you. Sometimes, they should catch you. They should find you, and maybe you will fight, or maybe you won't. But you have no reason to try to kill them yet. You have better things to do and places to be, and unless they really won't let you leave, you have no reason to go for the kill.

Of course, they're going to become a serious problem eventually. They're going to foil your plans, they're going to get in your way, they're going to weaken you. When something you really wanted to succeed falls apart because of them? When they have defeated your Generals and destroyed your Rune of Invulnerability? Maybe then it's time to take off the kid gloves, and actively hunt them down. Maybe then you'll reconsider how important they are to seeing your plans completed.

But until then? Not so much. The fellowship are a nuisance, not a threat. Treat them as such. When they become a real threat, when they've toppled every plan you have and you're on your last legs, that's when the Overlord will strike at them full force, for one last climactic showdown. But until that moment, don't do that.



Playing Referee

As the Overlord, you are playing as the game's referee. You may control the opposing team, but you are not opposing the fellowship yourself. Think of it like playing a video game - you're the level designer and the enemy AI, rolled into one. Good design isn't about making something to beat your friends with - it's about making something that is satisfying to play against, giving a challenge that isn't too hard or too easy.

This is where your Principles come in. Your Principles are your rules - **do not break them**. These rules will keep you honest, keep the game going forward, and they exist to make sure everyone has a good time. Commit to them.

Your **Agendas** are the specific things your Overlord character wants to do. Your Agenda helps you play the Overlord as a goal-driven, task-oriented, successful conqueror of the world. If you ever need to know what the Overlord should be doing next, consult your Agenda.

And lastly, you have a variety of **Cuts** at your disposal. Cuts are your story-telling tool for keeping a scene flowing, and you can make a Cut any time there is an opening. Cuts can be either Soft or Hard - a Soft Cut gives the fellowship time to react, but a Hard Cut has already happened. **Whenever the players look to you for what happens next**, make a Soft Cut. Keep the story flowing.

Knowing Rules

The Overlord themselves doesn't need to use any of the same rules the fellowship does, but it is important for them to know those rules all the same. You don't need to know all of them by heart, but players will miss things, or overlook things, or sometimes, rarely, they will even try to cheat. You're the filter between what they want to do and what finally happens, and having a good understanding of what they will be doing will make the game flow much easier.

If you are playing with the printable play aids, this is significantly easier to do, since you can always look up the exact rules for any Move at a moment's notice by looking over the print out. You can get those play aids here:

<http://tinyurl.com/FellowshipPlaybooks>



Overlord's Principles

Your Principles are the rules you play by while running the game. Do not break them.

- **Create problems, not solutions.**

As the Overlord, it is your job to create problems. You make situations worse. You make things harder. And then you leave them be. Don't over-think things, leave some details open to figure out as you go. You never need to think up a solution, that's not what you're here for. You make problems, and then wait for the fellowship to try something.

If they come up with something plausible, roll with it! Give their ideas value, and give their solutions an honest go. Sometimes they don't work out - their Moves will let you know how their attempts go - but it isn't your job to solve problems. Create some problems, and let the fellowship sort it out.

- **Address the characters, not the players.**

Nothing takes you out of the game quicker than having the big bad evil overlord call you Nate. That's Bungo Bullroarer to you, Mr. Overlord Sir. Get to know the player's character names, and use them. If you need to write them down for yourself, do it. And if other players start using real names, gently remind them that they're talking to Bungo, and should address him as such.

- **Embrace the fantastic.**

The world is an exciting place, filled with crazy and wonderful things. Feel free to run with it. If something sounds completely implausible, impossible, or stupid, ask yourself "would the game be better if it WERE plausible?" If you said "yes," then make it so, captain.

This applies to everything, not just weird fantasy monsters or magic stuff. If the players are traveling by boat and come across a mountain, maybe the river keeps flowing right up it! Or maybe the river cuts through, or maybe their boat was built to go up waterfalls anyway - the elves have been traveling this route for years, so they'd need to build a boat capable of taking the trip, right? It'd be a real short journey otherwise.

Make the game weird. Make the world interesting. Give everyone a reason to remember something they came across, give them a reason to remember the cities they find, and the people they meet, and the battles they've overcome. Embrace the fantastic.



- **Make a Cut that follows.**

When you have the chance to use one of your Cuts, make sure it makes sense in the current situation. Sure, you can *Show Signs of an Approaching Threat* whenever you want, but that doesn't mean that every time the players fail a roll a bear shows up. Read the situation, figure out what might logically happen next, and make a Cut that makes that happen.

If you're at a loss for which Cut to pick, ask yourself three questions. Which Cut makes the most sense? Which Cut would cause the most chaos? And which Cut would be the most fun? If two questions have the same answer, do that. If they're all different, pick the one that the situation needs the most - logic, chaos, or fun. Then make the Cut that follows.

- **Never speak the name of your Cut.**

You have a bunch of Cuts, but they're just abstract envelopes for packaging your events inside of. Don't ever say "I'm going to *Deal Damage* now" or "I think it's time to *Show a Downside*" unless you're playing with a bunch of nerds who really like knowing how the guts of the system work. Even then, you should only mention the name of a Cut sparingly - knowing the guts of the system takes a lot of the magic away, and some players will think that gives them room to try and weasel their way out of what happens next.

So don't give them that opportunity. Instead, say something like "The bear's claws dig right into you! You take damage - which stat took the hit?" or "The problem with riding a big chuffy war-horse is that you're a lot higher up than you'd normally be. You never saw that tree branch coming, and it takes you right off your horse. It runs off without you."

Instead of calling out your Cuts, just say what happens.

- **Ask questions, use the answers.**

The players have just as much control over the lore of this world as you do, maybe more. Ask them questions as often as you like, and write down the answers if you don't think you'll remember them later. Come back to them, bring things back, make them relevant. People love it when something they've thought of is useful or important - let their answers be useful and important.

- **Be a fan of their characters.**

Fellowship is inherently an optimistic setting. The Overlord isn't the only cool player at the table - the other player's characters should be exciting and fun too. Be a fan - love their characters just as much as they do. Let good things happen to them. Let them have their moments in the Spotlight. Give



them their chance to shine. Make them earn it, of course, but if they aren't having fun then what's the point of playing? Be cool, let them be cool, and give them the opportunity to do cool things.

- **Pass the Spotlight.**

The Spotlight is an important concept in a game of *Fellowship*, because it helps keep everything focused and moving. Make sure the Spotlight doesn't sit on any one player for too long, and try to make sure everyone gets their own time in the Spotlight regularly. Everyone wants a turn to be cool, and as the Overlord, your voice carries the most weight among everyone here.

Sometimes a scene may come along where the Spotlight will sit on one or two players for quite some time, and that's okay - don't mess with the flow of the scene just to make sure everyone gets an equal turn. But once such a scene is over, it's a good idea to go back and say "While they were doing that..." and put the Spotlight on everyone else for a while.

The Spotlight can be a bit hard to keep track of, and you may not always know when you should pass it or keep it on someone a little longer. Just trust your instincts, for the most part. Try not to pass the Spotlight when they're in the middle of something, but it's perfectly fine to pass the Spotlight during a cliffhanger. Sometimes literally - if a player gets thrown into a bad spot, that's the perfect time to go to someone else and see what they're doing in the meantime. This is a good way to add a little tension to the story with very little effort on your part, and it keeps the game exciting and keeps everyone involved.

Share the Spotlight, and share it often.

- **Think dangerous.**

The world gets bland without a little spice. Never be afraid to ramp up the situation - being in a wagon chase is dangerous and exciting, sure, but when the wagon catches fire, it gets even more dangerous and exciting. Always be on the lookout for ways to ramp up the danger, increase the risk, ratchet up the consequences. It's much more fun, you must confess, with lives on the line. Not yours, of course, but theirs? Well that'll do just fine.

A lot of the fun of *Fellowship* is how the situation can always get worse, it can always get crazier, and the heroes can still pull through. Just because you're a fan of their characters doesn't mean you need to hand them life on a silver platter - make them work for it, and make sure it is risky and dangerous work. That thrill of danger is one of the greatest parts of playing a heroic character. Don't deny them that.



- **Begin and end with the fiction.**

Start every scene with the fiction - what's going on right now? What's happening, to who, and how are they doing it? What do you sense right now, what do you see and hear? What do you smell, what do you feel, what is going on? Start there, with the facts and the narrative, and then roll into an action - either one of your Cuts, or one of their Moves. After someone's done something, go right back into the fiction - figure out what's changed, what's happened, what did that do? Keep going forward, bouncing between the fiction and the mechanics as need be, and keep the game rolling.

The standard flow of play should always go like this: You make a Cut, and explain what's going on fictionally. The player(s) respond to that Cut, and work with you to find out what happens next in the fiction. Then you go back to start, making another Cut for the players to react to, and on like that, always snowballing forward.

- **Think off-screen, too.**

Not every event has to happen right here, right now. Sometimes bad things happen somewhere else, especially when the Overlord isn't around. It's okay to make a Cut where the players don't see the results, especially if things right now are getting a bit too hectic for you to add more to it, or if things are so calm that nothing's going on where they are right now. No matter what the players do, keep in mind that the Overlord is always up to something.

- **Don't shut them down.**

A major part of *Fellowship* is the combined control of the narrative that everyone has together. When a player Commands Lore, you can never say 'no' to the results. When a player proposes something about the world or the current situation, lean towards 'yes' before saying no. If they want to try something, ask them how they do it.

If they propose something that is just completely ludicrous that you could never allow in your game... even then, don't tell them 'no, that doesn't work.' Instead, talk to them about it, like adults. Find a middle ground. Maybe dial it back a bit, or figure out something else that works instead. This isn't just "your game," this game belongs to everyone sitting at the table with you.

As the Overlord, it is your job to make the game fun and exciting. It is not your job to police the game and lock it into what you think it should be. And if you are really against something... you can always *Tell Them The Consequences or Requirements*.



- **Be the referee.**

If someone doesn't know which Move to use, tell them. When someone isn't sure how something should work within the rules, tell them. Even if you don't know, tell them. If someone doesn't know which Move to use, have them *Overcome*. It's quicker to make up an answer and run with it than to waste time looking it up and figuring it out. You're the referee. Make the call.

Overlord's Cuts

A Cut is a story-telling weapon the Overlord wields against the fellowship. Your Cuts are how you actually play the game and tell the story of *Fellowship*.

When the players look to you for what happens next, make a Cut.

Cuts come in two different strengths - Hard Cuts and Soft Cuts. Soft Cuts are the ones you will fall back on most times. Soft Cuts are when you use a Cut, and then before actually doing anything to the players, you ask them "What do you do?" You give them a chance to react, you tell them to do something now, and you make the consequences known.

You should start every scene with a Soft Cut, and you should use a soft cut every time the players look to you for what happens next. When no one knows what is going on, make a Soft Cut.

A Hard Cut is what happens next. A Hard Cut is what happens when a Soft Cut hits - the demon's fangs bite into your flesh and you take damage, or you fail to stop the out of control carriage and it flies right off the cliff. The Hard Cut is the point where a bad thing has *happened*, and the players can no longer stop it. If you only ever make Soft Cuts, nothing will actually happen, so bring down that hammer. **Whenever a player fails to stop a Soft Cut**, make a Hard Cut that follows.

Whenever a player rolls a 6 or less on any roll, you can make any Cut you have access to, as hard as you want to make it. You can give them a Soft Cut if they need a break, or you can slam them with a Hard Cut and let them deal with the consequences. It's your call.

You have access to the following Cuts at all times - they are your options, your weapons, your problem-makers. During any given scene, you will also have access to the moves of whatever threats are in the scene, and you have access to your Overlord Moves as well. **Whenever you have an opportunity to make a Cut**, you may use any Cut available to you.

You always have these Cuts:



- **Reveal an unwelcome truth.**

Tell them something they don't want to hear. This Cut can be used to do just about anything, making it the strongest Cut in your arsenal. Literally any news can be bad news, and when you make this Cut, tell them the bad news.

Some examples of good unwelcome truths:

"The enchanted sword you were looking for is here! And there. And over there. It's been shattered into several pieces."

"You threw him right off the cliff! Unfortunately, his hooked sword catches on your belt, pulling you with him."

"Well, the good news is, even after that last stunt, your carriage still has all of its wheels! The bad news is, it doesn't have much else anymore. The horse ran off, the walls mostly fell off, and your luggage is somewhere back down the path, scattered all about."

- **Show signs of an approaching threat.**

Reveal a new problem they'll need to deal with. Enemy reinforcements call in, or you triggered an avalanche, or the Harbinger can feel the Overlord approaching. If you need something to make a situation more perilous, this is your Cut.

An approaching threat doesn't necessarily need to be a new threat, either. If the players are crossing an old bridge, you could tell them they start to hear the ropes snapping, and they should really hurry up. Or an enemy the Elf had been *Keeping Busy* finally gets past her, and they're rushing after another player now! This Cut is all about giving them something extra to worry about, on top of whatever they were already dealing with.

- **Deal damage.**

This Cut is simple: Hurt them. Deal damage to a stat, either theirs or their Companions'. Damage in *Fellowship* doesn't need to be physical either. When they become demoralized, when they suffer a setback, when they are in despair, you can also deal damage to them. If the pain is right, you can even take away their Bonds. This Cut is simple: Hurt them.

Sometimes, you may use this Cut on your own minions or the threats you've put on the table. When the situation is right, if the fellowship takes away an opponent's ability to do something or triggers something harmful, you can damage their stats yourself. It can help to keep things tidy.



- **Use up or take away their resources.**

They have Gear for a reason – make them use it. Give them chances to get out of a tight spot by using up their stuff. Damage their Gear with fire or water or enemy attack. Their Gear is valuable, but it is also replaceable. Treat it as such. Make them use it, make them lose it, make them burn it up.

- **Turn their Move back on them.**

Not everything goes according to plan. When a player tries something and it goes poorly, turn it back on them. A charging dwarf fails to *Clear the Path*? Clothesline them, or hit them hard with a counter attack, or have the room collapse around them. The Harbinger casts their mighty spell in tight quarters or around civilians? Have it go wild, causing crazy and disastrous consequences. Heroes are reckless basically all of the time. It should be easy to come up with ways their plans can go wrong.

- **Separate them.**

Toss them away from each other. Have rooms collapse or fill with lava. Get the Halfling kidnapped by treefolk. The fellowship is at their strongest when they stand together – force them to take on the world on their own every now and then.

- **Put someone on the spot.**

Sometimes, a character ends up in so much trouble, they can't get out alone. While the Elf is busy holding off a mighty foe, a second sneaks up behind them. While the Heir is still reeling from that blow to the head, trying to defend themselves from the enemy's furious onslaught, they don't notice they're backing straight towards a cliff. And that's when you change the Spotlight. Put a player in hot water, and then turn to someone else and ask them, what do you do?

This Cut is extremely important, and should be a staple fallback for any Overlord. The key phrase for using this Cut is "While you're doing that..." The players will be proactive, they will jump into situations they shouldn't, they will be in danger. And you can always use this Cut to give someone else a chance to have their back, a shot at real teamwork and companionship, and a sense that this journey needs every single one of them to succeed.



- **Present an opportunity.**

You don't always need to be mean. When the players follow a plan, succeed at something, or just need a break, show them an opportunity. Give them an opening, have them spot something crucial, have an enemy make a mistake or trip up. If someone's been having a rough night, use this Cut to throw them a bone. If someone asks if there's something they could swing off of, tell them about the chandelier or conveniently placed vine. If you ever think of something really cool they could be doing right now, that's when you present an opportunity.

- **Show a downside.**

Nothing is perfect. Sometimes your tiny dwarf arms just aren't long enough to reach your friend dangling off the edge of the cliff. Sometimes your spear is just too long to deal with an enemy who gets right up in your face. Sometimes your horse panics and runs off in completely random directions you really didn't want to go in. And it is your job to make sure the players know these sorts of things, especially when it's a really bad time for them to know these sorts of things.

- **Tell them the consequences or requirements.**

Sometimes a player will ask you for something completely wild, or they'll ask for something reasonable during a really dangerous situation, or they'll want to do something they just can't without getting something else first. At times like this, you can always let them know what it'll cost them. Sure, you can sprint for the exit, but the ogre will take a swing at you if you do. Of course you can buy that, if you have 50 coins. Yeah, you can climb that castle wall, but you'll need some climbing gear, it's too smooth to go bare-handed. And you'll need to be careful, the castle almost certainly has a guard posted up on top of that wall.

This Cut has a lot of synergy with the Principle, "Don't shut them down." You cannot say no. Never say no. But you *can* say something like "You can only do that by getting the help of the Elven Queen herself." If they want to do the impossible, you need to let them know just how much the impossible costs.



Threats:

Challenging the Fellowship

Now that you know how to generally run the game and have a basic idea of how to play as the Overlord themselves, the next thing you need to know is the various kinds of challenges that you can throw at the fellowship. You have a large variety of tools at your fingertips, which you can find in Chapter 7. This section will tell you how to use those tools.

Enemies and obstacles in *Fellowship* work similarly to the fellowship's Companions, but they will act a bit more freely. They have several stats, and each of their stats gives them access to a Threat. So long as they have that stat, they pose the listed Threat to the fellowship.

Unlike Companions, which damage themselves when they do something to prevent them from doing everything, the only thing stopping a threat from continuing to be a problem is the fellowship. **When an enemy's stat becomes damaged**, they lose the threat attached to it.

The simple way to think of this is, when the fellowship deals damage to something, they are actually taking away its abilities to stop them. "Damage" in *Fellowship* is not necessarily violence and bloodshed, but rather, it is the strength, skill, tact, or plan that you use to neutralize a problem. This is why the 10+ result to *Finish Them* lets you "destroy them, with whatever that means." These are not necessarily by lethal means, as there are many many ways to keep someone from wanting to hurt you or stop you anymore.

Often, they will not need to go all the way through and damage everything a threat can do to get past it. It is in the fellowship's best interests to neutralize their enemies quickly and efficiently and get past them, because they don't have the time or the resources to waste on every single thing that gets in their way.

For example, let's say the fellowship must fight a wild Varg that got onto the path. A Varg looks like this:

Varg: *These massive wolves are large enough for a full grown ogre to ride, and surly enough to make an ogre think twice about doing it.*

Cruel Beast: A Varg is wild and malicious, and cannot be tamed easily. Anyone trying to ride it must Pay a Price.

Go For The Jugular: A Varg that gets up on top of somebody instantly deals damage to them.

These stats include their Name and a Description first. The Description will always be in italics, and has no rules associated with it. Below that, in Bold,



are the Varg's stats: Cruel Beast and Go For The Jugular. They will keep those stats whether they are a Companion or an enemy. The descriptions after the stats are the Varg's Threats. These Threats only apply while this enemy is under the Overlord's control, and are additional moves or abilities the enemy will use to threaten, hinder, or harm the fellowship, or to protect themselves.

In addition to the threats listed on the Varg's stat block, it always has all of your Cuts as well. You can use the Varg to *Separate Them* or *Put Someone On The Spot* or any of the other Cuts you'd like to use. Even if they damage its ability to **Go For The Jugular**, if it is a particularly tenacious Varg or the fellowship continues to fight it, it can keep using your Cuts until they defeat it, escape from it, or befriend it.

An enemy that has had all of its stats damaged is destroyed. The fellowship doesn't need to get a 10+ on *Finish Them* for every enemy they come across to defeat it entirely. An enemy that has been destroyed cannot use your Cuts, and is no longer willing or able to stop the fellowship.

If you were attentive, you may have noticed that the Varg's stats are the same as the ones listed in the Orc's Companions option in Chapter 3. That is because:

**Every enemy is able to be recruited by the fellowship
if they sit down and *Forge a Bond* with it.**

When an enemy becomes a Companion, they lose the threats attached to their stats, and keep just the stats. When working with the fellowship, they follow the Companion rules instead of the enemy rules.

Non-violence is assumed within several core rules of the game. The fellowship only has one Move for actually harming and destroying enemies. Everything else is for dealing with them in other ways.

When something is in their way, they can always *Get Away* from it. When someone is preventing them from doing something important, one of the fellowship can always try to *Keep Them Busy*. You always have the option to try to *Talk Sense* instead of violence.

The fellowship is perfectly capable of fighting when they must, but it is important to encourage them to try other options as well. Not everything must be to the death.

There is one type of enemy that cannot be recruited and cannot be reasoned with: Barriers. A barrier is a threat that is simply in the way, and they are usually forces of nature, obstacles in the path, or magical interference. They are otherwise interacted with and engaged in the exact same ways that any other enemy would be.



The Rule of Three

Sometimes you need many of the same threat in a single scene. Wolves don't hunt alone, bandits ambush in groups, and the overlord has their armies. **When you need many of the same Threat at once**, that's when the Rule of Three applies.

The **Rule of Three** states that three or more enemies working together form a **Group**, thirty or more enemies form a **Gang**, and three hundred or more enemies form an **Army**. They gain a Stat with the same name and a few unique rules, but otherwise function like normal. **These stats are:**

Group: This enemy can act against two people at once. **When this enemy is destroyed, this stat is damaged, or this is their only stat left**, replace the Group with two normal enemies.

Gang: This enemy can act against everyone at once. **When this enemy is destroyed, this stat is damaged, or this is their only stat left**, replace the Gang with two Groups of this enemy. This stat can only be damaged by Dangerous or Area attacks.

Army: This enemy can act against an entire location at once, and its attacks have the Area tag. **When this enemy is destroyed, this stat is damaged, or this is their only stat left**, replace the Army with two Gangs of this enemy. This enemy can only be damaged by Dangerous or Area attacks.

Mechanically, this makes groups much harder to hold off or fight against, because you cannot *Keep Them Busy* easily. A Group needs two players working together to properly *Keep Them Busy*, since they can act against two players at once, and a Gang or larger cannot be *Kept Busy* without some serious working for it. You would need a bottleneck to fight them in, or a Move that allows you to do so, or some extreme support, like an army of your own, a giant robot, a dragon, or something similar.

So when you have three or more Wolves working together, they form a Group of Wolves, which looks like this:

❖ **Wolf Pack:** *A group of pack hunters, on the prowl.*

Pack Hunter: A wolf is never alone, and they gang up on their prey one at a time. When someone tries to fight the wolves alone, they are always *put on the spot*.

Loyal: Wolves stick together and look out for each other. **When this stat is damaged**, they will co-ordinate to let their wounded flee safely before backing off.



Group: This enemy can make moves against two players at once.

When this enemy is destroyed, this stat is damaged, or this is their only stat left, replace the Group with two normal Wolves.

When the Wolf Pack attacks the fellowship, they can attack two players at once. When someone is *Keeping Them Busy*, they can still attack or make Cuts against one other player. If their Loyal stat is damaged, the Wolves will retreat to live to fight another day, as normal - being a Group doesn't change the mechanics of any of their normal Threats.

In this way, the pack of wolves works the same as they would individually - groups continue to function as they normally would and generally follow the same flow of play, just harder to deal with due to their numbers.

The **Rule of Three** generally only applies when combining the same threat together. 15 Skeletons and 15 Zombies will make a Group of Skeletons and a Group of Zombies, for example. However, if you want to make two enemies into a bigger, more cohesive threat and represent them working together closely, you could have the above groups become a Gang of Skeletons and Zombies. In that case, you would combine all of their stats and threats together. When the Gang is defeated, they would then break up into a Group of Skeletons and a Group of Zombies. In this way, the Rule of Three can be used to let a group of enemies work closely as a team, even if they aren't all the same enemy. The Gang of Skeletons and Zombies would look like this:

❖ **Gang of Skeletons and Zombies:** Mindless undead, working towards a common purpose.

Just Bones: Skeletons do not take damage from anything that would slip right through them or is made to harm flesh. Most piercing weapons, ranged weapons, slashing weapons, and poison or fire-based attacks will have very little effect on a Skeleton.

Weapons Training: Skeletons almost always carry a weapon of some kind. A skeleton has a single tag from this list: Armor (1 Use), Piercing, or Ranged.

Painless: Zombies do not stop attacking until they are destroyed. If they take damage while all of their stats are already damaged, they are destroyed.

Simpleton Hivemind: A group of zombies acts as a single unit, moving as one towards the nearest source of living meat. They are easily duped and confused - **when this stat is damaged**, the gang loses focus, stops hunting, and will only attack if you get within arm's reach.

Gang: A gang can make moves against everyone at once. **When this enemy is destroyed, this stat is damaged, or this is their only stat left**, replace this enemy with a Group of Skeletons and a Group of Zombies. This stat can only be damaged by Dangerous or Area attacks.



Set Pieces

You can mix and match enemies and barriers to create interesting encounters and fun obstacles for the fellowship to encounter, but sometimes you want something more. Sometimes you want to go a step beyond. When that time comes, you will need a Set Piece.

A Set Piece is a collection of threats that cannot stand on their own, and work together as a cohesive whole. Set Pieces are for things like multi-stage boss fights, a long and connected encounter, chase scenes, obstacle courses, sports tournaments, and all sorts of other large-scale events. A Set Piece can carry an entire session by itself! They are no joke.

Set Pieces cannot be destroyed. On a 10+ result from Finish Them, or when any other move would say to destroy them, they take damage instead.

For an example of a Set Piece, here is the **Stone Colossus**:

Set Piece: The Stone Colossus

❖ **Army of One:** A giant statue of stone, brought to life and used as a machine of war. Its defenses are many, and its weapons carry several tons of stone behind each blow. **If either of these stats are damaged, the Colossus is destroyed.**

Massive Stone Body: The Colossus's massive body is built to last. This stat cannot be damaged by anything less than siege weaponry and high explosives. **If this stat is damaged,** the Colossus falls over, and everyone near it risks being crushed.

Power Core: The Colossus has a weak point deep inside of it - a mechanical or magical core that powers it. Anyone near the core risks being set on fire by its intense heat. **If this stat is damaged,** the Colossus falls apart, and everyone inside it risks being crushed.

❖ **Armored Exterior:** The Colossus is nearly invincible. If you don't deal with its thick outer shell of stone, you cannot hope to stop it for good.

Six Feet of Stone: The Colossus' armor is several feet thick, and cannot be damaged by anything less than siege weaponry and high explosives. **Unless this stat is damaged,** you cannot harm the Colossus' **Massive Stone Body**.

Maintenance Tunnel: There is a secret entrance into the Colossus, but it is well hidden, hard to reach, and locked. **Unless this stat is damaged,** you cannot get reach the Colossus' Power Core.



❖ **Hands of God:** The Colossus' massive arms and legs are its main threat. They can crush you like a fly, and stopping them requires some serious firepower of your own.

This Right Hand Of Mine: The right arm of the Colossus holds a massive sword, which can be used to destroy anything it can hit. It swings slowly, but the blow covers such a large area it can be difficult to dodge. **Anyone directly hit by this weapon is Taken Out, damaging all of their stats.**

The Left Arm: The left arm of the Colossus is free, but it can use it to swat off anyone trying to harm it. Climbing the Colossus is dangerous while this arm is functional.

Pillars of Stone: The legs of the Colossus can crush anything underfoot. The Colossus can simply walk through anything in its path, destroying all vehicles and structures that get in the way, and it leaves massive footprints wherever it goes. **If this stat is damaged,** the Colossus becomes immobile, and crashes to the ground, potentially crushing anyone below it.

The Colossus is three threats in one! The primary threat, the Colossus itself, is the only one that strictly must be overcome to defeat it, but while its armor and its massive stone arms exist, it is significantly more threatening. The players must contend with the Colossus' attacks and overcome its defenses in order to get at it properly. It is difficult to fight and will likely take several scenes or an entire Showdown to deal with it, and running may be your best option during a first encounter, but that's what a proper Set Piece is all about.

A Set Piece is an entire encounter all laid out like this, with every piece actively working with or protecting the other elements of the Set Piece, or laid out in stages where each piece of the Set Piece must be overcome one at a time before the fellowship can move on to the next part of the encounter. Set Pieces are excellent for boss battles, extended trials, and journeys through a dangerous place. **When using a Set Piece,** it always uses the Challenge story structure, even if you use it to spice up a long journey.

See Chapter 7 for several already crafted Set Pieces.



Generals

The Overlord's Generals are special threats, a little different from the norm. **To create a General**, pick any single threat from Chapter 7, and make it a **Threat to the World**. They have access to all of your Overlord Basic Moves, but not your Overlord Core or Custom moves.

You do not need to change any of the General's other stats, although you can if you want to add some originality to them. They do not get any extra threats over the basic version of themselves. Having access to your Overlord Basic Moves gives them plenty of power, allowing them to act in your place in most regards.

When a General uses an Overlord Move that references Bonds (*Heart of Iron*, *Twist the Knife*), they use your Overlord's Bonds for determining if they trigger the Move or not. They can erase your Bonds to use *Heart of Iron*.

Your Generals can also have whatever minions they need to be effective. This doesn't mean you should give all of your Generals an entire Army, unless it happens to be your actual, main Army that they are leading. Your Generals only take whatever forces they need or you deploy them with.

A good place for your Generals to be is wherever your current Master Plan says your forces are. As the plan proceeds, give them more dangerous forces. If the fellowship attacks a General scoping out a location for one of your New Plans, they should have only their personal retinue with them, or maybe just a scouting patrol - the General might not even be there yet.

If the fellowship doesn't get there until the General is already Executing The Plan, then maybe they'll find a full-on army waging war, or an elite infiltration force just waiting for the word to strike, with the General at the head of those forces. The closer a plan is to completion, the scarier the forces working on the plan will be.

If a General is kicking their butts, you can always remind them that retreating and regrouping is an option. Generals are a serious **Threat to the World**, and everything is on the table when you're fighting one of those. They may not be quite so dangerous as the Overlord is, but they are no slouches either. They're the Overlord's best, and they should give the fellowship a hard time.

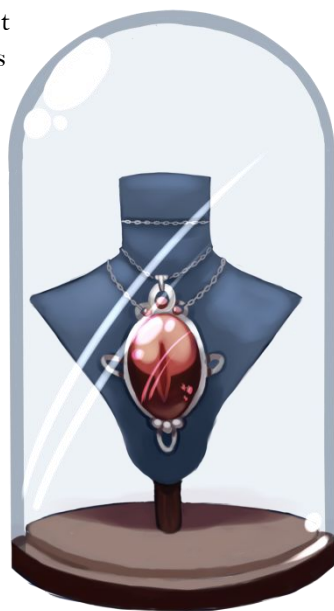
A Source of Power

“Source of Power” is a phrase tossed around a lot throughout *Fellowship*, but what is a source of power, exactly? A Source of Power is something in this fantasy world that is extremely valuable, powerful, or important, for any reason. The One Ring is *Sauron’s* Source of Power, but a Source of Power doesn’t need to be something the Overlord already has. For example, the Life Tree that all elves draw power from could be a Source of Power, one with drastic consequences if the Overlord takes it.

Sources of Power are usually either hidden away in a secret place, kept safe by a protector, or are the pride of their kingdom. There is no such thing as a Source of Power that isn’t surrounded by myths and legends stretching back ages, and at least one player should be able to *Command Lore* about any given Source of Power you come across. They are not something that should ever fall out of whatever place they are kept, and the Overlord is actively seeking them to take for her own power.

Some example Sources of Power:

- The Colossus, a massive stone creature whose fiery heart could power all sorts of incredible machinery or eldritch rituals.
- The Emerald Skull, an artifact of supreme necromantic power. No one knows what exactly it does, but none who hold it ever hold it for long.
- The First Bird To Fly. So successful was this creature that it now lives among the stars, as a constellation. Any who can reach it gain unparalleled control over the skies themselves.
- The Wishmaker, a stone obelisk that will grant your fondest desire, but only once, and perhaps not as you’d like.
- The Ruby Eye, an ornate pendant that can see through time. Peering into its depths has driven many an oracle mad.
- The Eternal Torch, the source of all fire. Lesser fires are drawn to it, consumed by it, and its heat has no equal.





Chapter 7: The Overlord's Arsenal

Using Your Arsenal

When using a threat, make sure everyone knows their Stats. They don't need to know what the threats do specifically, but that information isn't hidden either - if someone asks what the Burning Building's **Fire Everywhere** stat does, let them know. The threats will usually follow from the stats, but maximum clarity is allowed and preferred. The tension (usually) comes from how they deal with an enemy, not in figuring out how the enemy works.

If a player wants more information than the stat block provides, they'll need to *Look Closely* at them or *Speak Softly* with them. If an enemy is hidden or has a stat about being stealthy or mysterious, you can make an exception, and not tell them anything until the mystery is solved or the enemy reveals themselves.

However, some enemies are sneakier than others, and their moves are **Secret**. **Secret** Threats do not reveal their stats or what they do until it becomes relevant. Usually, only Traps will be **Secret**, but some wily or particularly dangerous enemies can also have **Secrets**. **Secrets** can be revealed through player action, such as Looking Closely or when it would make sense to be revealed, but otherwise, their moves are known only to the Overlord.

Set Pieces are always **Secret**, but only the parts they haven't seen yet. As soon as part of a Set Piece becomes relevant, reveal the entirety of that part to the players. Some Set Pieces have you choose from several options - only reveal the options the players are actually facing, and only when they come across them. If the players find that the secret of the Haunted Forest is the ravenous beasts that hunt among the woods, they don't need to know the other potential secrets - you can surprise them with those later on, in a different haunted forest, perhaps.

Several threats are underneath a type of army the Overlord holds. The Overlord can only make use of the threats underneath their Army for advancing their personal goals. Those threats signify the Overlord is directly involved. However, the Overlord player can use any threat in this chapter to challenge the fellowship - threats outside the Overlord's army are not under the Overlord's control, but there's plenty of reason a Fire Giant or a Gang of Zombies might confront the fellowship even without an Overlord telling them to. This entire chapter is your Arsenal, even if only some of it bears your signature and acts to your will.

BARRIERS

Barriers are those threats that get in your way and are not alive things. They are common at all points of the story, but especially during a Journey. Some Overlords love to use Barriers, especially traps, while other Overlords find them pointless and a waste of time.

❖ **Arrow Trap:** *Thwip! You've been shot! This trap isn't necessarily mechanical – an archer or gunner in hiding can also be an Arrow Trap.*

This threat is **Secret**.

Hidden Trap: When a player in range of the trap makes a Move, the Overlord can reveal this trap to make them pay a price. This trap will continue to threaten its area until this stat is damaged. The trap is no longer Secret.

❖ **Broken Bridge:** *The bridge is out.*

Shoddy Construction: The bridge cannot be crossed unless it is repaired.

Long Way Around: There's another way across, but it isn't close.

❖ **Burning Building:** *Everything is on fire and it's all falling apart.*

Fire Everywhere: Nowhere is safe in here. Everyone who makes a Move inside the burning building must Pay A Price, or else they roll in Despair. Anyone immune to fire is immune to this threat.

Falling Apart: Whenever anyone does anything reckless or fails a Move while inside the burning building, a route becomes closed off by the building falling apart. A hole opens up in the floor, or a wall collapses in front of you, that kind of thing.

❖ **Falling Block Trap:** *The ceiling has suddenly collapsed!*

This threat is **Secret**.

Hidden Trap: When a player has to pay a price, the Overlord can instead damage this stat to have it drop on them. The trap is no longer Secret.

Pile of Rubble: This trap leaves a pile of rubble behind, blocking off a passageway. The person who triggered the trap, along with everyone right next to them, immediately takes 2 damage and are buried, unless they *Overcome* or *Get Away* from the falling rubble. Anyone buried is unable to move without outside help, unless they are very tough. The passage remains blocked until this stat is damaged.

❖ **Magic Barrier:** *You can't get through here. There's some kind of glowing blue wall in your way.*

Really Tough: A Magic Barrier is extremely difficult to harm and can't be damaged. Anything that would not destroy them has no effect on the barrier.

Some Shall Pass: Barriers are designed to keep out all but a few. This barrier will allow people with a certain characteristic to pass, such as those carrying the right rune or know the password, or those who are Elves or Elf-Friends, or it won't let Dwarves pass. Every barrier has different criteria for entry, and figuring it out may let you through.

❖ **Pit Trap:** *The ground is suddenly not ground, and that sucks.*

This threat is **Secret**.

Hidden Trap: When a player has to pay a price, the Overlord can instead damage this stat to put them into the pit. The trap is no longer Secret.

Long Way Down: Falling in or being knocked into the pit deals 1 damage to anyone who can't slow their fall somehow.

❖ **Poison Trap:** *Poison is extremely dangerous and will hinder even the mightiest warriors. When using poison, choose only one type of Poison from the lists below. Don't use all of them, that's rude.*

This threat is **Secret**.

Hidden Trap: When a player takes damage from a trap or dangerous enemy, the Overlord can damage this stat to poison them. Anyone else damaged by the same source becomes poisoned with the same poison.

Curse-Touch: This dark poison leaves a burning wound that does not heal. The damage they took is *Necrotic*.

Elfsbane: This crippling poison slows their movements considerably. The victim gains the *Slow* tag. When they heal, they may remove the *Slow* tag instead of healing any damage.

Ogretooth Rot: This nauseating poison makes them ill and weak, for a time. They gain the *Drunk (All)* tag for the rest of the scene.

Snake Venom: The only way to fight this deadly poison is to devote everything you have to it. For the rest of this scene, the victim must damage one of their stats every time they roll the dice.

Spiderfang: This localized venom numbs and paralyzes around the point of entry. An affected arm falls limp and useless, a leg cannot support you, a hand cannot hold anything, and if it hits your head, you fall unconscious.

❖ **Spike Trap:** *Spikes poke out from the walls, floors, ceiling... It's bad.*

This threat is **Secret**.

Hidden Trap: When a player has to pay a price, the Overlord can instead damage this stat to deal 1 damage to them. The trap is no longer Secret.

Danger Zone: The spikes have very specific places they threaten, and they will stab anyone entering their danger zone. Anyone entering a danger zone immediately takes 1 damage. This is a Hard Cut and cannot be reacted to - the damage is instant.

❖ **Taboo:** *"Do no harm," the sigil says. Heed this warning.*

Do No Harm: This place is under a spell of protection. The trigger will be labeled all throughout the area - "Do No Harm" and "Do Not Enter" are popular ones, but the command can be anything. Anyone who breaks the taboo will be punished immediately.

The punishment can come in many forms, but once it is revealed, it must be consistent. If breaking the taboo summons a golem, it will always summon a golem, no matter who breaks it. Common punishments are immediate damage, immediate banishment (either from the zone or into a holding area elsewhere), or summoning monsters to attack the transgressor. Golems, undead, and demons are the most common defenders of a taboo.

The Taboo will always have a source somewhere around the center of its area. A spell scroll or magic crystal is common. If this source is destroyed or taken away from its place, damage this stat, and the taboo ends.

Set Piece: The Treacherous Mountains

❖ **The Mountain Ridge:** Only two ways to get through a wall of mountains in your way: The dangerous pass, or the tunnels below.

Finding the Mountain Pass: The pass is out of the way and difficult to reach, but it's the only way to get vehicles and most mounts over the mountain. **When you damage this stat,** you find the mountain pass. **If you have a map of the mountains,** you can damage this stat for free.

The Hidden Tunnels: Every major mountain has tunnels below it, built by nature, the old ones past, or more recently, the dwarves. **When you damage this stat,** you find the hidden tunnel entrance. **If you are The Dwarf,** you can damage this stat for free.

❖ **The Mountain Pass:** There are many perils on the mountain pass, and each must be overcome to get through. **When all three of these stats are damaged,** you make it through the pass.

The Narrow Pass: The pass is loaded with narrow ledges and broken parts of the path that are difficult to navigate. **If each player can successfully Overcome or Get Away from the Narrow Roads,** damage this stat. **When you damage this stat,** the rest of the road is clear.

The Creatures Above: Beasts prowl these paths, and there is no way through without encountering them. At any time, the Overlord may damage this stat to have a Group or Gang of Beasts appear, hungry and violent.

The Long Road: The fellowship must stop and rest several times during this trek. **When they have Filled Their Belly for the third time while on the mountain pass,** damage this stat.

❖ **The Tunnels Below:** The mines and tunnels beneath the mountain are never as quiet and empty as everyone wants them to be. **When all three of these stats are damaged,** you make it through the tunnels.

The Difficult Tunnels: You cannot bring vehicles or large equipment through the tunnels below. At least, not easily. **When they Use or discard all such equipment,** damage this stat. **If they have a Dwarven Tunneler or other means of getting your equipment through,** damage this stat.

The Hard Part: At some point, there will be a nearly impassible obstacle you cannot go around, such as a large lake, a deep chasm, or a river of lava. **When you find your way past it,** damage this stat.

The Demons Below: A dangerous creature lives down here. At some point, it will find you. At any time, the Overlord may damage this stat to have a Titan appear.

Set Piece: The Haunted Forest

Backer Set Piece

❖ **The Lost Roads:** The Haunted Forest is not to be trifled with. Follow the road closely, or you will never find your way back out.

Losing Your Way: Anyone who leaves the road immediately loses the road. Anyone who strays more than a few feet away from anyone else loses track of them. The Elf or a Guide can always find someone who has lost their way, but it takes time, and they can only find one at a time.

Finding Your Way: When you are lost and have the Spotlight, you may damage your Courage, Sense, or Wisdom to find someone else, or find the road.

❖ **The Haunting Sounds:** The woods themselves intend to lure you off the path. Try not to listen too closely. When every distraction has been passed by, the Lurking Shadows will approach.

A Cry For Help: You hear someone's voice, calling out for help, just off the path. If anyone is already lost, it sounds like their voice. Anyone following the voice will become lost immediately. If no one falls for it, the most heroic character must roll to *Overcome* following this voice.

A Light in the Distance: A comforting light is visible on a hill, off to the left - a campfire, or maybe the light of a lodge. It looks like there's a small path in the overgrowth leading that way. Anyone following the light will find they can never get closer to it, and they will become lost. If no one falls for it, the character who most wants relief must roll to *Overcome* following the light.

A Soft Gentle Song: A haunting voice sings in the distance, sad and beautiful. Anyone following the voice, obviously, gets lost instantly. If no one falls for it, the player most likely to give up on this quest must roll to *Overcome* following the song.

❖ **The Lurking Shadows:** The forest leads people off the path for a reason, and you're about to find out why. Choose one of these:

The Lost Children: The heroes who are still Lost each set a scene with the ghost of someone else who was lost. They tell you their story, and lead you back to the path... For a price. Tell us what it costs you to find your way out.

Hidden Kindness: The creature of the forest is lonely, and simply wants companionship. Ramp up the paranoia of whoever is left on the road, make things darker and scarier, and if you must, force them off the path in order to reveal everyone else had been drinking and eating and sharing stories with the creature in her cabin. After a fine meal, you are sent on your way.

The Darkness Hungers: Dangerous beasts prey on those who get lost. Everyone makes it back to the road simultaneously, just as dozens, if not hundreds, of wild beasts converge upon your location. Run - they will not follow you out of the forest.

Beasts

Beasts are those threats that aren't a part of the Overlord's business, but will probably try to kill you if you give them good reason to, or if they are hungry enough. They are commonly met during both the Journey and during a Challenge, but rarely met outside of those two stories.

❖ **Donkey:** *Donkeys are similar to horses, but a little smaller, a little tougher, and infinitely more stubborn.*

Beast of Burden: The donkey can carry much more than you'd think it could, but it does not like you, and it won't move while over-burdened.

❖ **Horse:** *A horse, of course.*

Run Like The Wind: Horses are famous for their speed. You cannot catch a horse that is running from you.

❖ **Giant Spider:** *Many find these massive spiders absolutely terrifying, but halflings find their mobility to be second to none.*

Wall Crawler: Giant spiders can walk across any solid surface with ease, no matter the surface's orientation. They can also spin webs to cross gaps or create bridges or build homes.

Creepy: Giant spiders are terrifying. **If your Courage is damaged,** you cannot stand up to a Giant Spider.

❖ **Hunting Bird:** *Birds of a feather hunt together.*

Go For The Eyes: Hunting birds can only harm the stat Sense. If they would deal damage to someone whose Sense is damaged, the hunting bird *Keeps Them Busy* instead.

Eagle Eye: Hunting birds can see you coming a mile away, and will never attack the whole group at once. They go after stragglers, or those cut off from the group.

❖ **Owl Bear:** *An Owl Bear is only as scary as a bear is, but for some reason being part owl makes them angrier and viciously bloodthirsty.*

Blood Hunter: The scent of blood drives owl bears into a frenzy, and they are ferocious combatants against the injured. **If your Blood is damaged**, an Owl Bear's Cuts against you are Hard Cuts.

Claws and Death: When an owl bear causes damage, it deals a second point of damage. This extra damage can be dealt to either the same target or a different enemy near them.

❖ **Pegasus:** *A winged horse. Just like a regular horse, but significantly more mobile.*

Flight: A pegasus can fly, and will never stick around for a fight unless it has a rider.

Mounted Combat: Pegasi are famously good mounts, and work perfectly with a rider. They are well trained and easily maneuvered.

❖ **Unicorn:** *A beautiful horned horse, famous for their benevolence.*

Infinite Compassion: A Unicorn will never start a fight. When you attack a Unicorn, whether or not you succeed, damage this stat.

Holy Horn: A Unicorn's horn is famous for its healing properties. If you pay it with something Precious, it will heal you and your companions for one damage each.

❖ **Varg:** *These massive wolves are large enough for a full grown ogre to ride, and surly enough to make an ogre think twice about doing it.*

Cruel Beast: A Varg is wild and malicious, and cannot be tamed easily. Anyone trying to ride it must Pay a Price.

Go For The Jugular: A Varg that gets up on top of somebody instantly deals damage to them.

❖ **War Elephant:** *The largest in ground-based war animal technology, these massive creatures can support a small building on their backs. The APC of the fantasy age.*

Armored Riding Platform: Anyone on top of the elephant cannot be harmed, except by other people on top of the elephant.

Tusks and Screaming: A War Elephant is Dangerous and can trample or gouge anything in its path. Anyone in its way when it charges takes damage.

❖ **War Horse:** *A horse trained for war.*

Run Like The Wind: Horses are famous for their speed. You cannot catch a horse that is running from you.

Mounted Combat: Horses are famously good mounts, and work perfectly with a rider. They are well trained and easily maneuvered.

❖ **Wild Boar:** *These wild beasts are popular among both halfling war riders and halfling chefs.*

Pig-Headed: Boars are ferocious and territorial beasts. **When you gain a Boar's ire**, it will chase you until this stat is damaged. They will follow you into a new scene if ignored.

Wild Charge: When a wild boar charges, it keeps going until it hits something. The first thing in their way that has a damaged Sense stat or is distracted takes 1 damage and is knocked aside by its wild charge. Anyone who is not distracted and has undamaged Senses can easily avoid the charge. If the boar hits nobody, it damages this stat instead.

❖ **Wolf:** *Wolves are too wild for humans to handle, but they make fine pets for elves and orcs alike. Wild wolves are almost always encountered in a Group, but the largest packs may be a Gang.*

Pack Hunter: A wolf never fights alone if they can help it, and they gang up on their prey one at a time. When someone fights the wolves alone, they are always *put on the spot*. **If this wolf isn't part of a Group or Gang**, damage this stat.

Loyal: Wolves stick together and look out for each other. **When this stat is damaged**, they will co-ordinate to let their wounded flee safely before backing off.

Set Piece: The Wild Dragon

❖ **The Dragon's Lair:** If you sneak into the dragon's lair, you must go through this section before fighting it. If you make it through, you get to ambush the Wild Dragon in its treasure room.

The Lair's Defenses: Go through the Dragon's Lair as a Long Journey, where each player sets an obstacle in their path. Each obstacle will require at least one roll to get past.

The Need For Secrecy: The first time someone rolls a 6-, the dragon stirs, but does not awaken. The second time someone rolls a 6-, the dragon awakens, now alert and concerned. It will be awake when you reach the Dragon's Treasure. At this point, if someone rolls a 9-, the dragon becomes aware of your presence, and you move on to the Dragon's Treasure with the dragon ready and waiting for you.

❖ **The Dragon's Treasure:** The dragon's treasure vault is where it spends most of its time, fast asleep. If you're lucky, you can get the drop on it. If you can defeat it here, it will never make it to the open skies.

Deadly Beast: The dragon is a weapon with Melee, Area, Piercing, and Armor (3 Uses). Killing it is no easy task, and it is violent and deadly.

Dragonfire: Anyone hit by the dragon's deadly fire is immediately Taken Out if they are not immune to fire. If they are immune to fire, they take 2 damage instead. The dragon always inhales sharply before shooting fire, giving everyone in the way a chance to *Get Away* from or *Overcome* the attack.

Treasure Fixation: The dragon has a themed treasure horde of valuable things it enjoys. Anyone bringing gifts of Precious things or items that fit with the dragon's treasure theme will always be given a chance to talk to the dragon peacefully, although it may not last.

Escape Route: If the dragon's Armor hits 0 Uses or it feels threatened, it will attempt to flee to the open sky. Unless its escape route is cut off by damaging this stat, it will escape to the Dragon's Flight portion of the Set Piece.

❖ **The Dragon's Flight:** The dragon has taken to the skies, where it is at its most dangerous. If you don't defeat it here and now, it will destroy an entire community in its rage.

Deadly Beast: As above, retaining as much armor as it had before.

Dragonfire: As above. If that stat was damaged, it remains damaged in this phase of the fight.

Flight: The dragon cannot be hit by Melee attacks except from people climbing it. It will regularly dive bomb at the players if they keep its attention, dealing damage to everyone it passes by or lands on, but also giving them a chance to jump on.

Set Piece: The Unstoppable Kraken

❖ **Boss Fight:** The Kraken is a giant squid, 300 feet long, that eats boats for some reason or another, probably because of the Overlord. The Kraken is a multi-stage boss fight that attacks the heroes while they are on a boat. The following stats apply throughout the entire fight.

Protect The Ship: The ship may get torn up during the fight, and people will get thrown off the boat as well. The ship can take damage 4 times before being destroyed. If the ship is destroyed, everyone on it is thrown Overboard.

Overboard: Anyone knocked off the ship becomes Overboard. Anyone who is Overboard is removed from the fight and presumed dead (see Phase 3). Players always get a second chance to avoid being sent Overboard.

Bad Weather: The waters are choppy, the skies are gray, the fog is thick, and the rain suddenly picks up. **Wherever the Kraken goes**, turmoil follows. Sailing away from the fight will be incredibly difficult with the best of ships, and impossible with most.

Check Point: If everyone becomes Overboard, skip Phase 1 on the inevitable rematch.

❖ **Phase 1: The Lurker Below:** The Kraken initially attacks from beneath the sea, not revealing itself until it must. Its massive tentacles rise up to attack! **When at least two of these stats are damaged**, you defeat the Lurker phase.

Binding Tentacles: These tentacles hold the boat in place, slowly crushing it and making escape impossible. **When nobody does anything about the binding tentacles for a little while**, they damage the ship.

Grasping Tentacles: These tentacles slide along the deck of the ship, searching for crew to take to the briny depths below. The Overlord can make a Hard Cut at any time to capture someone in these tentacles, but can only capture one person at a time. Anyone who remains captured long enough will go Overboard.

Smashing Tentacles: Other tentacles slam down on the ship, crushing crew members, cargo, and cannons. **When the tentacles smash down**, anyone in their way is damaged. **If no one is in their way**, the ship is damaged.

❖ **Phase 2: The Kraken Appears:** The beast rises from the sea, its massive bulbous head and giant yellow eyeball towering over your boat. **When these stats are all damaged,** the Kraken is defeated.

Loose Debris: By this point in the fight, the sea is covered in parts of your damaged ship or floating tentacles the Kraken has lost. **When this phase of the fight starts,** immediately damage this stat and return all players who were Overboard back to the game, now clinging to debris adrift in the sea.

Right In The Eye: This stat can only be damaged by taking out the Kraken's eyeball. The eye moves around constantly and cannot easily be hit with Ranged weaponry - someone may need to climb atop the Kraken to hit it.

The Briny Depths: When the Kraken is damaged during this phase, it submerges itself immediately. Anyone on top of it when it dives under water will be sent Overboard if they can't hold on or escape before it dives. It will return to the surface on a different side of the ship shortly.

Return Of The Tentacles: The Kraken can still use all the tentacle Moves from phase 1, but only one of them at a time. It will always use one tentacle attack while hiding underwater, before returning to the surface.

❖ **Phase 3: Lost At Sea:** After the Kraken is defeated or the boat is destroyed, swing the Spotlight to everyone who went Overboard. They are trapped on an island somewhere, lost at sea. Go through each of these in order:

Waterlogged: Each Overboard player loses all of their Food and all of their Gear, except for a single piece of Gear of their choosing.

Survival Montage: Each player sent Overboard sets a scene about how they solve a survival challenge on the island. Each player who was not sent Overboard sets a scene about how they find the island their friends are on so they may continue the adventure. The Overlord sets a scene where they advance each of their plans one step, while the fellowship is out of their way.

The Rescue: If there was at least one player who wasn't sent Overboard, at this point the rescuers set a scene where they find the Overboard players and reunite, ready to continue the adventure.

If everyone was sent Overboard, rescue never comes - everyone sets another scene where they figure out a way to help them get off the island and then put that plan into motion, while the Overlord gets another scene advancing one of their plans another step.

The Innocent

The Innocent are not related to the Overlord. Most of the time, these threats will be on the fellowship's side of things. But things are never really so black and white as all that, and sometimes your enemies are those who, in better circumstances, would be your friends.

❖ **Advisor:** *A loyal advisor, well-informed of your kingdom's status at all times, and with plenty of opinions about it too.*

Consultancy: The Advisor is always trying to tell you what to do. **If your Wisdom is damaged**, they sound extremely convincing, and you will always do what they say.

❖ **Angry Mob:** *Sometimes things get out of hand. A mob doesn't listen to reason, and is very difficult to handle.*

Out Of Their Minds: They aren't normally like this. Damaging the Mob will lose your Fellowship with this location forever, and you'll never be welcome here again.

Rage Against The Machine: The mob will destroy whatever their rage is turned against. *Talking Sense* doesn't work, but anyone loud and passionate enough can redirect their anger. A player trying to control the mob rolls +Blood. **On a 10+**, their anger is now pointed wherever you want it to be. **On a 7-9**, they change the target of their anger, but the Overlord will tell you what they're mad at now. **On a 6-**, you're the new target of their wrath. Charismatic threats can use a Cut to change the target of a mob's wrath, but it takes time.

❖ **Blacksmith:** *Strong in arm and strong in trade, this trained professional will keep your weaponry in fine condition.*

Spare Weapons: A blacksmith will trade Precious things for weapons.

Strong Arm: A blacksmith hits like a truck. When they damage you, you are also knocked down and stunned for a moment.

❖ **Blade Dancer:** *These graceful warriors specialize in fighting alongside a partner, dancing around their ally as they attack.*

Dance of Death: Anyone who *Keeps a Blade Dancer Busy* with Melee combat takes one damage.

Graceful In All Things: When you try to *Get Away* from a Blade Dancer, they always end up one step ahead of you.

❖ **Big Lug:** *Real big, real strong, real stupid.*

Bigger 'n You: A Big Lug can pick up enemies and throw them aside with ease. Anyone who Pays a Price near the Big Lug gets tossed.

Tough As Can Be: This stat has to be damaged twice.

❖ **Bodyguard:** *A trained bodyguard, ready to dive in the way of an attack.*

Watch Out!!!: The bodyguard can damage this stat to prevent damage to someone else during a fight.

❖ **Brains:** *The smartest orc you've ever met. They know exactly how to take apart anything you might want them to.*

Clever Plan: The Brains always has an idea. When they are controlling or directing another threat, that threat cannot be stopped by anyone with a damaged Wisdom.

Tear It Down: The Brains can take apart anything mechanical or architectural, given a little bit of time. They love to sabotage vehicles especially.

❖ **Dwarven Berserker:** *The strongest and most aggressive of dwarves.*

Blind Rage: The attacks of a Dwarven Berserker on the rampage are very difficult to defend against. **If your Grace is damaged,** you cannot defend against the attacks of a Dwarven Berserker.

Reckless Valor: A Dwarven Berserker can damage this stat to damage an enemy they are fighting.

❖ **Dwarven Defender:** *Trained in the art of the tower shield, this dwarf will defend you through thick and thin.*

Loyal: The defender can damage this stat to prevent damage to someone else.

Shield-Bearer: The defender and anyone standing next to them cannot be damaged from the front.

❖ **Dwarven Gunner:** *Dwarven riflemen are famous throughout the world for their excessive use of black powder.*

Powder keg: If this stat is damaged, the gunner explodes, causing collateral damage.

Sturdy Rifle: When the gunner has an open shot, they may damage this stat to immediately deal damage to anybody. If they can get some time and safety, they heal this stat.

❖ **Elven Archer:** *An expert with the bow. It is said that elven archers never miss.*

Perfect Shot: Damage this stat to shoot something out of their hands.

An Even More Perfect Shot: Damage this stat to make something ridiculous happen.

❖ **Elven Shadow:** *If you were to see an Elven Shadow... well. You won't.*

Untraceable: An Elven Shadow trying to hide from or tail the fellowship can only be spotted or found by The Elf or The Orc.

Right Where You Need Me: The Elven Shadow can damage this stat to be somewhere that is very bad for their enemies right now.

❖ **Fast-Talker:** *If you'll just listen, you'd understand...*

Mixed-Metaphor-a-Minute: When you listen to a Fast-Talker for too long, your Sense is damaged.

Natural Charm: Every word that comes out of the Fast-Talker's mouth is gold. **If your Sense is damaged**, they can distract you for as long as they like.

❖ **Halfling Brave:** *A more loyal and earnest warrior you will never find.*

Loyal Beyond All Reason: Enemies must damage this stat before they can damage your allies.

Get Right In There: A Halfling Brave fighting someone cannot be ignored. When you are the Brave's opponent, you are in Despair when trying to do anything except deal with the Brave.

❖ **Halfling Chef:** *If you've got the food, they'll make it tasty.*

Special Ingredients: They will give you a Halfling Packed Lunch (2 uses, Food, each use feeds 3 people) in exchange for something Precious.

Rations (Food, 2 uses): Free samples!

❖ **Little Guy:** *Real small, real good for getting into little places.*

Squeeze In There: The Little Guy can always run and hide at any time.

Right Where They Need To Be: The Little Guy can damage this stat to be somewhere that is very bad for their enemies right now.

❖ **Politician**: *They have their own agenda, and it has nothing to do with you or the Overlord. Probably.*

Political Power: Politicians cannot be fought without bringing the whole city down on you, and losing their Fellowship forever.

Spineless: The Politician will work for whoever gives them the most.

❖ **Powersuit**: *This mechanized suit is more vehicle than armor. Anyone wearing it is significantly more dangerous than they would otherwise be.*

Powered Movement: The powersuit has rocket-powered boosters, and can leap to anywhere it can see.

Rocket Fist: The powersuit is Melee, Ranged, and Piercing.

Heavy Armor: The first time a powersuit would be damaged, damage this stat instead.

❖ **Servant**: *A maid, butler, or hired hand to carry your things for you.*

I'll Get That For You: The servant is Useful and can damage this stat to give something to someone who needs it.



Set Piece: Unknown Enemy!

Backer Set Piece

❖ **Everything's Fine:** Use this set piece during a standard Downtime scene. Everything seems normal to the players, but unbeknownst to them, someone powerful within this settlement (the mayor, the head of the guard, the college dean, or someone similarly high ranking) is in the Overlord's pocket, and their people are too. **When the fellowship makes a Bond with anyone in this place,** the Overlord secretly makes a Bond with them, too. This applies for the entire Set Piece.

Trust Everybody: The people here are particularly friendly. Every players' scene should feature someone trying to get to know them, someone they'd like, or someone trying to worm their way in. **Once everyone has done a scene,** damage this, and move on to That Was Weird.

❖ **That Was Weird:** If the fellowship tries to move on now, something pressing will come up requiring their attention. An NPC will need their help, or a few minions of the Overlord will attack from the middle of the settlement.

Pressing Matter: Tell the fellowship their next few scenes must relate to helping solve the problem. NPCs they've made Bonds with will show up to help, if able. **When it's solved,** damage this stat.

That Was Convenient: During the Overlord's turn to set a scene, they can heal the Pressing Matter stat and make a new problem to solve. **When the players attempt to leave this place,** damage this stat and move on to You'll Never Leave.

❖ **You'll Never Leave:** The important figure is forced to reveal themselves - they are a pawn of the Overlord, and it's been their job to keep you here as long as possible. The lines "I tried to be reasonable" and "playing hero" should come up. Put an Angry Mob into play, and a Politician or Advisor to represent the mastermind. The Mob's initial goal is to keep their heroes here.

Wait! Don't Go!: At any time, anyone the fellowship made a Bond with can show up and erase one of their Bonds with the fellowship. **When they do,** they reveal an Overlord Bond they hold, give Despair to the person they've betrayed, and then make a Hard Cut against them.

This set piece ends when the Overlord's pawn has been defeated and the angry mob's wrath quelled, or when the players manage to escape the settlement once and for all. Unless they exposed the Overlord's pawn to the people, any Fellowship they had here is lost forever. Either way, the enemies made here will persist for as long as they live.

The Horde

The Horde is one of the Armies of the Overlord, and the Overlord has access to these threats when they control this army. The Horde specializes in swarm tactics and large numbers. Each individual threat is easily handled, but you will never face only one. Hordes often appear in Groups and Gangs - their numbers are never to be underestimated.

❖ **Tiny Swarm:** *A cluster of small enemies, each the size of your fist. Spiders, rats, beetles, zombie hands - whatever they are, they get all over the place and make your life much harder than it should be.*

Climb All Over: Anyone the cluster swarms on is in Despair, and you cannot *Get Away* once they are on you. The Little Swarm can climb on any surface and fit through small gaps.

❖ **Flying Swarm:** *A large number of flying things, getting all over the place. Bats, bees, winged monkeys - whatever they are, they make escape difficult.*

Cover Everywhere: Anyone trying to *Get Away* from a place with a Flying Swarm must Pay a Price first.

❖ **Little Swarm:** *A cluster of enemies, smaller than most. Kobolds, goblins, monkeys, froglings, rattlings - whatever they are, they easily surround their foes and poke them with sharp sticks or shoddy swords.*

Outnumbered: The Little Swarm always outnumbered their foes, and you cannot *Keep Them Busy* without a narrow choke point.

❖ **Warrior's Swarm:** *A number of warriors armed with a variety of Melee weaponry. Lizardfolk, bug-bears, ogres, nagas - whatever they are, they will easily overpower anyone one-on-one.*

Overpowering: Anyone trying to act alone against the Warrior's Swarm must Pay A Price first.

❖ **Swarm of Arrows:** *A contingent of archers, sling throwers, javelineers, or fire-casters. The ammo they use is crude and ineffective, but there is a lot of it.*

Covering Fire: Anyone being targeted by a Swarm of Arrows cannot take action out in the open without Paying a Price. The archers can only target one person at a time, or two if they are right next to each other.

❖ **The Standout:** *Somehow, this one stands out from the rest. They get a dramatic camera angle and a name, and they step up to the plate to do what the rest of the swarm cannot.*

I Can Do It!: This one can do what none of the others can. Damage this stat to have the swarm make an immediate Hard Cut.

Did I Do Good?: If the Standout survives the scene, they'll come back in the next swarm.

❖ **True Warrior:** *The warrior's swarm is mostly interchangeable, but among them lives a hero. The one who gives them hope, the one they all look up to, the one they can always count on. The True Warrior.*

Unrivaled: This enemy can only show up with the Cut *show signs of an approaching threat.* Their attacks are Hard Cuts.

Unbeatable: The True Warrior cannot take damage (although they can be destroyed). When the True Warrior deals damage, they send the one they hurt flying out of their way.

❖ **The War Leader:** *A masterful commander who unites the swarm and keeps it together under duress.*

Hold Together!: This stat must be damaged twice. The War Leader can take damage in place of any Swarm they lead.



Set Piece: Time To Go!

❖ **One Way Out:** The fellowship has been cornered in some kind of architecture by the minions of the Overlord, and they must escape by any means necessary.

Long Way To Go: There's a lot of ground between the fellowship and the exit. **When the fellowship defeats the Obstacle Course,** damage this stat.

There's The Exit!: After you've damaged Long Way To Go, the exit is in sight! But everything else is now in their way. **When the fellowship takes a clever way out or defeats the Endless Horde,** damage this stat and they escape.

❖ **Endless Horde:** The Horde will not stop until the fellowship escapes.

From Above!: A Tiny Swarm or Swarm of Arrows is on the scene. **When they are defeated while this stat is undamaged,** the other swarm appears.

From Behind!: A Little Swarm or Warrior's Swarm is always trailing behind the fellowship, and will catch any stragglers. **When they are defeated while this stat is undamaged,** the other swarm appears.

❖ **Obstacle Course:** There is a lot of ground between the fellowship and the exit, with a few unique obstacles along the way. They can face these obstacles in any order - **once the fellowship has beaten three of these threats,** they have defeated the Obstacle Course.

The Bottleneck: There is a narrow passage that only one or two can get through at a time. **Once everyone is through,** damage this stat.

The Collapsing Bridge: There is a narrow bridge in their way, which will begin collapsing once they run onto it. Anyone who cannot keep up will fall into the waters below. **Once everyone is through or has been dunked,** damage this stat. The players who have been dunked and the ones who made it across will face different Obstacles next. The party will meet up again after beating both of those Obstacles.

The Distraction: This room is loaded with treasure. Anyone who stops to loot gets something valuable (1 use, Precious), but they also get caught by the Endless Horde behind them. **Once everyone is through,** damage this stat.

The Really Big Room: When the fellowship gets here, the two swarms they are not currently fighting from the Endless Horde are in front of them! **Once they get through this room,** damage this stat.

The Spooky Place: This place is creepy and dark. Everyone here whose Courage is damaged is in Despair. **Once everyone is through,** damage this stat.

The True Threat: A dangerous creature lives down here. At some point, it will find you. When the fellowship gets to this threat, a Titan appears in front of them. **If they defeat it or *Get Away* from it**, damage this stat.

The Organization

The Organization is one of the Armies of the Overlord, and the Overlord has access to these threats when they control this army. The Organization is a small, elite group, each with their own unique skills and abilities. The Organization has only one of each of the following Threats, but these Threats are very good at living to see another day. They will tail the fellowship all through their journey. Name each member of the Organization.

❖ **Brainiac:** *This one's a genius, and they want you to know it.*

Chess Pieces: When the Brainiac would be damaged while an ally is around, the ally takes the hit instead.

Part of the Plan: When something goes wrong, damage this stat to make a Hard Cut immediately. If the Brainiac still has Chess Pieces, damage an ally instead.

Too Clever For Their Own Good: The Brainiac will always pause to gloat and monologue when things go their way.

❖ **Cutthroat:** *This one wants to win, no matter what it takes.*

A Challenger Approaches: The Cutthroat will never turn down a challenge, and they will not fight you if they think they can win through a contest of speed, strength, skill, or luck instead.

I Always Win!: During a contest, the Cutthroat's Cuts are always Hard Cuts.

Is That All You Got?: When the Cutthroat would be damaged, damage this stat first.

❖ **Mage Knight:** *This warrior has no peer in combat of any kind.*

Arrogant: Anyone who sings the praises of the Mage Knight can *Keep Them Busy* as if they got a 10+ without rolling.

Counter Spell: The Mage Knight cannot be *Kept Busy* or damaged by magic or ranged weapons.

Spell Sword: When the Mage Knight is trying to fight you, anyone who gets close to them must Pay a Price to do so.

❖ **Honor-Bound:** *The most noble and generous of the bunch, they have a strict moral code they will not break. This code grants them unbelievable strength.*

For My Honor: The Honor-Bound cannot be defeated or Taken Out. This stat cannot be damaged unless the Honor-Bound breaks their code. If they do, they are immediately Taken Out and will not fight for the rest of the scene.

Mercy: The Honor-Bound will always show mercy and compassion, even to their enemies. When the Honor-Bound is tricked, deceived, or betrayed by someone in the fellowship, damage this stat. The first time a member of the fellowship honors their code, the Honor-Bound will honor a request they make.

Unrelenting: The Honor-Bound deals damage to anyone *Keeping Them Busy*. The Honor-Bound deals damage twice to anyone who damages them.

❖ **Monster:** *This massive creature is smarter than it looks and eager to prove its worth.*

Big And Strong: Anyone trying to act against Monster is in Despair.

Caught One!: When Monster deals damage, they also pick up and grab the person they damaged. If they are not stopped, they'll walk off with them.

Eager To Please: Monster is trying their best and just wants to be loved. Anyone who is nice to Monster immediately forms a Bond with Monster. When Monster is harmed, erase all Bonds the fellowship has with Monster. Monster will not join the fellowship unless someone can form three Bonds with them.

❖ **Sharpshooter:** *No one can shoot more true than this sniper.*

Eagle Eye: The Sharpshooter can see you coming from a mile away, and attack from great distances. The Sharpshooter's first attack against the group is always a Hard Cut.

Trick Shot: The Sharpshooter can damage this stat to make a player fail a *Finish Them* attempt.

Social Anxiety: The Sharpshooter is no good at social situations and runs from people trying to talk to them.

❖ **Speedy:** *The fastest of them all. Get in, get what you need, get out.*

Too Scared: When Speedy gets damaged, they immediately run away.

Too Sharp: Anyone trying to *Get Away* from Speedy is stopped before they roll.

Too Quick: Speedy can always steal small items right off your person as long as they aren't in your hands. Speedy can get anywhere they need to be without any problems - nothing short of solid walls will slow them down.

❖ **Tough Guy:** *The strong, stoic, angry one, who can take a hit like nobody else and make sure you regret trying.*

Built Strong: When the Tough Guy is damaged, they deal damage back.

Invincible: This stat needs to be damaged three times to Take Out the Tough Guy.

Simple-Minded: The Tough Guy loves one thing and one thing only, and they are easily distracted or persuaded by that one thing.

❖ **Trickster:** *You never know what this wily rogue will do next.*

The Trickster's stats are **Secret**.

Not What It Seems: When the Trickster appears in a scene, immediately *reveal an unwelcome truth*. You may damage this stat to immediately *reveal an unwelcome truth*. These truths are Hard Cuts.

Lies and Make Believe: When the Trickster is present or nearby, whenever the players *Speak Softly* or *Look Closely*, one of their questions will be answered with a lie. Do not tell them that any of the answers are lies.

Coward: The Trickster will never fight or deal damage if they can help it. If the Trickster takes damage, they immediately disappear from the scene and won't be back until they recover.

❖ **Wizard:** *Wizards are known for two things: Supreme power and zero responsibility.*

No Sense of Right and Wrong: The Wizard is Dangerous and their actions always cause collateral damage of some kind, no matter what they do. When the Wizard harms a member of the fellowship, that player will tell you what else happened as a result of the spell.

Kaboom!: The Wizard can deal damage as a Hard Cut to anyone they like.

Mage Armor: The Wizard can only be harmed by magic.

Set Piece: The Sports Tournament

❖ **The Championship:** Something important is the grand prize - a Source of Power, or the Fellowship of this sports-obsessed community, or something the fellowship absolutely needs in order to continue their quest. Whatever the case, the fellowship has to enter the sports tournament, and the Organization will meet them in the finals!

Tournament Rules: If the fellowship breaks the rules, they may be disqualified! Everyone gets one warning, but a second rules-breaking will put that player on the sidelines for the rest of that game.

The Grand Prize: The winner of the tournament gets something extremely valuable for their cause. If the fellowship wins, on top of their prize, one of them Levels Up. If the Organization wins, the Overlord Levels Up, even if they are the highest Level character.

❖ **The Preliminaries:** The fellowship has to play several rounds before the finals, but we only need to set a scene for one of those games. It's basically the tutorial.

Figure Out the Rules: Each player (including the Overlord) will tell us one or two rules on how to play this sport. It's important to make sure you have rules on how to score points, how to penalize players, and at least one gotcha-type weird restrictive rule. **After everyone has made a rule or two,** damage this stat.

Buncha Nobodies: The fellowship is new to this game, so no one really understands everything about what they're supposed to be doing (except that one player who is really into sports). The Overlord may damage this stat at any time to change a rule, having the fellowship realize they were playing the game wrong this whole time.

Quick Turn-Around: As soon as the fellowship manages to secure a lead after the rules change, skip the rest of the game and they win the Preliminaries.

❖ **Rival Battle:** The Organization is here to stop you, and they mean business! If the fellowship doesn't play hard and work together, they cannot win.

The Rivalry: The member of the fellowship who is the most into the game has a Rival. Their Rival will constantly get in their way all the time throughout the whole game.

Superiority: The Organization's team is better at this game than you are. Each time you score, they score right back.

Cheating: At least one member of the Organization is cheating, but they won't get caught by the ref. The Organization will pull ahead in points very quickly if the fellowship doesn't do something about it.

The Scourge

The Scourge is one of the Armies of the Overlord, and the Overlord has access to these threats when they control this army. The Scourge is all about corruption and spreading. Areas under the Overlord's control become tainted, dark places, where life as we know it cannot exist. The Scourge destroys and replaces whatever is in its path. These threats don't go out as much as others do, and will mostly be found in or near places the Overlord already controls.

Many Scourge threats corrupt and control other things. You can use any threats from any other category by making them Blighted, Skeletonized, or Zombified. The Scourge rarely exists except in and around their zones, so untainted areas are perfectly safe right up until they aren't anymore.

❖ **Blighted:** *An ordinary creature that has spent too long within the Corruption becomes Blighted. They are tainted and wrong now, and seek to spread their blight.*

Replace one of their stats with **Corrosive Touch:**

Corrosive Touch: Anything trying to touch a Blighted must pay a price.

❖ **Chaos Beast:** *A gibbering, spitting, ooze-like monster that is grown from the Corruption that taints the world. It has as many hands, eyes, and teeth as it needs, and its needs vary from moment to moment.*

Corrosive Touch: Anything trying to touch a Chaos Beast must pay a price.

Amorphous Thing: The Chaos Beast is formless, and can squeeze through any gap. It is constantly changing shape, producing new limbs and mouths and eyes constantly. Anyone who sticks around near a Chaos Beast has their Sense damaged.

❖ **Corruption:** *A spreading blight. This is an environmental threat that slowly grows, and it is a visual representation of the Overlord's influence.*

Corrosive Field: Anything that enters the Corruption that isn't part of The Scourge must pay a price.

Long Term Problem: The spread of Corruption can be held off by containing or damaging it, perhaps with fire or thick barricades of sand or stone, but it cannot be stopped permanently without stopping The Overlord.

❖ **Nightmaw:** *A shadowbeast that hungers like no other.*

Shadows: The Nightmaw can only move along surfaces in areas with high light. It cannot form in darkness and it cannot touch anything off the ground. It can only be harmed by fire and shadows.

Hunger: Nightmaw hungers. Whenever it deals damage, it gains Armor (1 Use).

❖ **Skeleton:** *An agile pile of bones, usually armed, sometimes armored, often cackling, always trouble.*

Just Bones: Skeletons do not take damage from anything that would slip right through them or is made to harm flesh. Most piercing weapons, ranged weapons, slashing weapons, and poison or fire-based attacks will have very little effect on a Skeleton.

Weapons Training: Skeletons almost always carry a weapon of some kind. A skeleton has a single tag from this list: Armor (1 Use), Piercing, or Ranged.

❖ **Skeletonized:** *A beast's skeleton, brought back to life and clinging to this world.*

Replace one of their stats with **Just Bones:**

Just Bones: Skeletons do not take damage from anything that would slip right through them or is made to harm flesh. Most piercing weapons, ranged weapons, slashing weapons, and poison or fire-based attacks will have very little effect on a Skeleton.

❖ **Zombies:** *Shamble. Hunt. Lunge. Eat. Braaaaains.*

Painless: Zombies do not stop attacking until they are destroyed. If they take damage while all of their stats are already damaged, they are destroyed.

Simpleton Hivemind: A group of zombies acts as a single unit, moving as one towards the nearest source of living meat. They are easily duped and confused - **when this stat is damaged**, the group breaks up and cannot focus on anything that isn't within arm's reach.

❖ **Zombified:** *Give this to any other creature to make it into a zombie version of itself. Use this for any monster that's still dangerous for its own reasons.*

Replace one of their stats with **Painless:**

Painless: Zombies do not stop attacking until they are destroyed. If they take damage while all of their stats are already damaged, they are destroyed.

Set Piece: Remove Corruption

❖ **Too Close For Comfort:** A field of corruption has grown in far too close to something extremely important for the success of the fellowship, and it must be destroyed at its core... or at least pushed back long enough for the fellowship to get what they need here.

Everything's Dangerous: There is nowhere safe within the corruption. You cannot *Fill Your Belly* here without leaving or finding a pocket space that is not corrupted. This stat cannot be damaged.

Dark Creatures: No matter where they go, zombies and the blight-touched are always nearby. This stat cannot be damaged.

❖ **Corrupted Place:** This place used to be something, it used to mean something. But not anymore. Tell us whose People this place used to belong to. That player can *Command Lore* about the architecture and layout of this place, although everything is slightly different than they expect it to be.

A Place of Memories: Somewhere in here is something beautiful and important to their People. The Overlord may damage this stat to reveal *something* to the player whose People this place belonged to, dealing damage to them. Whether or not they share what they saw with the others is up to them.

Sealed Path: The player who knows this place will never get lost, but there will be a point where the path they need is covered in corruption. It is collapsed and corrosive and conventional means through don't work properly.

When everyone is through, damage this stat.

The Heart of Darkness: Deep within the corruption is a crystal heart from which the corruption spreads. When the fellowship gets through this Corrupted Place, they find the heart. Kill the heart, and the field of corruption will slowly die. But be wary: the area around the heart is swarming with zombies and Chaos Beasts.

Thick With Corruption: The air itself is corrosive and deadly, this close to the heart. The first time someone gets close enough to touch the heart, they take damage.

The Heart Itself: The heart is far more durable than anyone would like it to be. This stat must be damaged three times to destroy it. The first time it is damaged, it is simply knocked loose. Carrying the heart outside of the corruption will also destroy the corrupted zone, but new corruption will spread from the heart as you go, and carrying it is very dangerous - each new scene it will deal damage to the person carrying it, and it also damages anyone it is handed off to. If the heart is not destroyed, it will create a new zone.

The Titans

The Titans are one of the Armies of the Overlord, and the Overlord has access to these threats when they control this army. The Titans are extremely powerful, but they always work alone. You will never find a Titan working with another Titan, although they may team up with other kinds of threats.

An Army of Titans simply does not happen. The Overlord's Army is a Gang of Titans instead.

❖ **Cloud Giant:** *These warriors are 3 or 4 times as tall as the average elf or human. Cloud Giants can walk along the sky and run across the wind, but they lack some of the durability of other giants.*

Windrunner: Cloud Giants can fly, and their attacks send enemies flying along the wind. Cloud Giants will never go in-doors if they can help it.

Like Flies: Anyone who fails a roll or pays a price while on top of a Cloud Giant is swatted off, in addition to the usual consequences.

❖ **Fire Giant:** *These warriors are 3 or 4 times as tall as the average elf or human. Fire Giants are immune to flames and make their homes in volcanoes. They fight by setting themselves on fire before moving in with their fists.*

Crushing Blow: Anyone damaged by a giant takes two damage.

Wildfire: The fire giant sets fire to everything it touches, and it is Dangerous.

Like Flies: Anyone who fails a roll or pays a price while on top of a Giant is swatted off, in addition to the usual consequences.

❖ **Fire Golem:** *A 10 foot tall being of molten rock, perpetually on fire.*

Burning Aura: Anyone who is not immune to fire cannot get close without paying a price.

Wildfire: The fire golem sets fire to everything it touches, and it is Dangerous.

Tough As Nails: The first time a Fire Golem would be damaged, damage this stat instead.

❖ **Giant:** *These warriors are 3 or 4 times as tall as the average elf or human. Giants are the most social of all Titans, and they will occasionally work together when the need is great enough.*

Crushing Blow: Anyone damaged by a giant takes two damage.

Proper Weapons: A Giant wields well-crafted weaponry that suits their style. Their attacks have either the Area, Ranged, or Piercing tag, choose one.

Like Flies: Anyone who fails a roll or pays a price while on top of a Giant is swatted off, in addition to the usual consequences.

❖ **Ogre:** *A simple creature, an Ogre is easily confused and easily misled. But just as easily, they will destroy your house or crush your head. Ogres often work with a pack of wolves or a pet varg.*

Giant's Strength: Anyone damaged by an Ogre is knocked prone and momentarily stunned.

Huge Club: The Ogre's attacks are Dangerous while it is armed.

Tough As Nails: The first time an Ogre would be damaged, damage this stat instead.

A Simple Mind: Ogres are easily tricked by anything Precious or flashy.

❖ **Sky Serpent:** *This winged snake is 100 feet long. It will rarely fight by itself, but other Titans will ride upon it into battle.*

Drop Off: The Sky Serpent will regularly drop other Titans into the scene if it is not dissuaded by heavy artillery or by magical means.

Mostly Peaceful: The Sky Serpent is large enough to crush its foes beneath it, and its attacks are Dangerous, but it will never attack living things. It will crush buildings and strike out against vehicles and city defenses, but it will only ever harm little folk by mistake.

❖ **Stone Golem:** *A magical construct of earth and iron. Its durability is maximum.*

Stonewalled: A Stone Golem can completely block off a passageway just by standing in it.

Crumbling: When this stat is damaged, a large part of the Stone Golem falls off, potentially damaging whoever is closest to it.

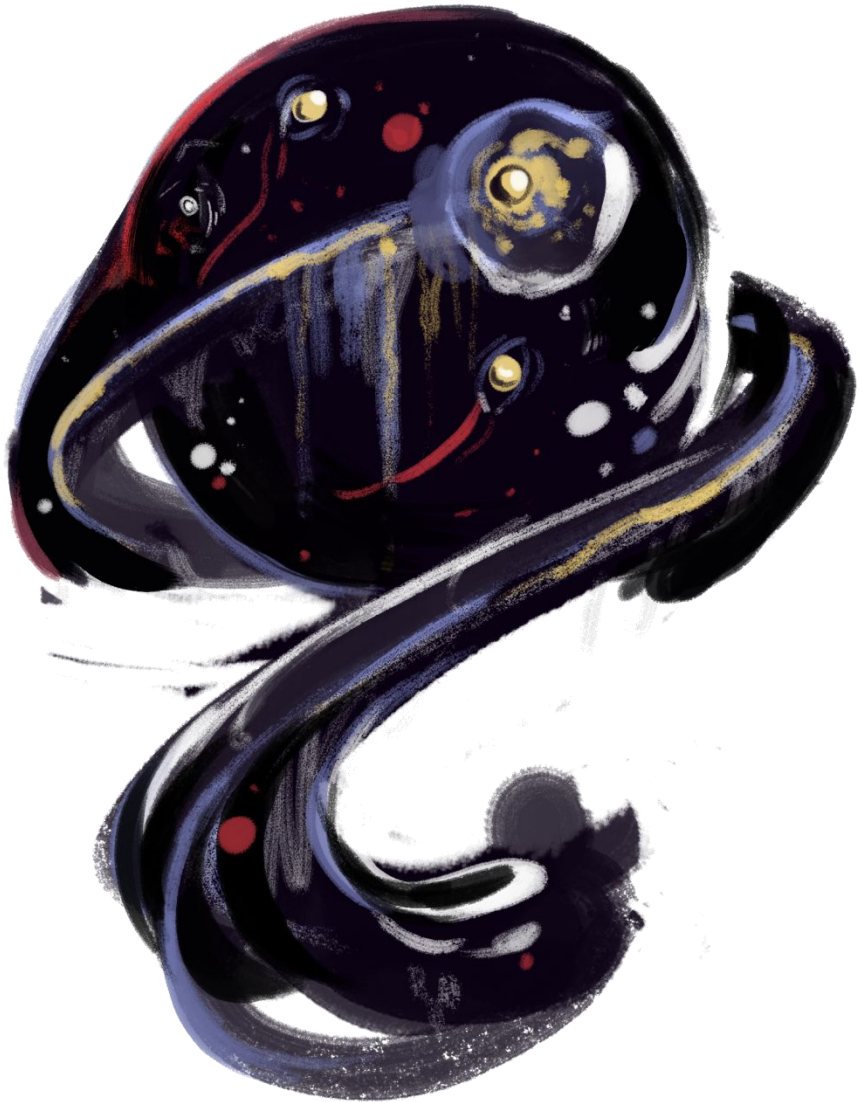
Tough As Nails: The first time a Stone Golem would be damaged, damage this stat instead.

❖ **Water Golem:** *Magic is used to hold this being of liquid into a humanoid shape, empowering it to serve its master.*

Drowning: A Water Golem attacks by surrounding its enemies in water. Anyone caught by it risks suffocation.

Aqueous: A Water Golem can fit through gaps of any size, and it is completely invisible inside a body of water.

Tough As Nails: The first time a Water Golem would be damaged, damage this stat instead.



Set Piece: The Stone Colossus

❖ **Army of One:** A giant statue of stone, brought to life and used as a machine of war. Its defenses are many, and its weapons carry several tons of stone behind each blow. **If either of these stats are damaged, the Colossus is destroyed.**

Massive Stone Body: The Colossus's massive body is built to last. This stat cannot be damaged by anything less than siege weaponry and high explosives. **If this stat is damaged,** the Colossus falls over, and everyone near it risks being crushed.

Power Core: The Colossus has a weak point deep inside of it - a mechanical or magical core that powers it. Anyone near the core risks being set on fire by its intense heat. **If this stat is damaged,** the Colossus falls apart, and everyone inside it risks being crushed.

❖ **Armored Exterior:** The Colossus is nearly invincible. If you don't deal with its thick outer shell of stone, you cannot hope to stop it for good.

Six Feet of Stone: The Colossus' armor is several feet thick, and cannot be damaged by anything less than siege weaponry and high explosives. **Unless this stat is damaged,** you cannot harm the Colossus' Massive Stone Body.

Maintenance Tunnel: There is a secret entrance into the Colossus, but it is well hidden, hard to reach, and locked. **Unless this stat is damaged,** you cannot reach the Colossus' Power Core.

❖ **Hands of God:** The Colossus' massive arms and legs are its main threat. They can crush you like a fly, and stopping them requires some serious firepower of your own.

This Right Hand Of Mine: The right arm of the Colossus holds a massive sword, which can be used to destroy anything it can hit. It swings slowly, but the blow covers such a large area it can be difficult to dodge. **Anyone directly hit by this weapon is Taken Out, damaging all of their stats.**

The Left Arm: The left arm of the Colossus is free, but it can use it to swat off anyone trying to harm it. Climbing the Colossus is dangerous while this arm is functional.

Pillars of Stone: The legs of the Colossus can crush anything underfoot. The Colossus can simply walk through anything in its path, destroying all vehicles and structures that get in the way, and it leaves massive footprints wherever it goes. **If this stat is damaged,** the Colossus becomes immobile, and crashes to the ground, potentially crushing anyone below it.

The Best of the Best

These threats are powerful bosses and set pieces available to any Overlord. They make excellent Generals.

❖ **The Warmonger:** *This powerful warrior wants a fight, real bad, and won't take no for an answer. If you meet them, they're going to fight you, end of story.*

Unstoppable: The Warmonger's attacks are always Hard Cuts and cannot be *Overcome*.

Wildly Reckless: When the fellowship *Keeps Them Busy*, the person keeping the Warmonger busy decides the targets of the Warmonger's Cuts.

Tough As Nails: The first time the Warmonger would be damaged, damage this stat instead.

❖ **The Captain:** *The Captain leads a well-trained squad, keeping them in line and making certain they aren't led astray. A crew led by a Captain is far more clever and dangerous than your typical gang of baddies.*

Devoted Underlings: Anyone trying to harm or distract the Captain does that to one of the Captain's allies instead. The Captain is only vulnerable while alone.

Leadership: The Captain's allies cannot be distracted, confused, or separated while the Captain is with them. Elite Troopers under their command can deal damage to members of the fellowship.

❖ **Elite Trooper:** *An elite soldier, who inexplicably goes down super easily and without any trouble. They are usually found in a Group or a Gang and mostly exist to be very intimidating. A Captain makes them much scarier.*

Storm Trooper: Elite Troopers never deal damage to the fellowship. They automatically capture anyone they can surround and separate from the group.

Intimidating Armor: No one outside the fellowship will willingly go anywhere guarded by Elite Troopers. **When you damage this stat**, you may take their armor and wear it as a disguise.

Set Piece: The Flying Castle

Backer Set Piece

❖ **Flying Fortress:** This massive fortress houses a source of power that the Overlord has used to devastating effect. Somehow, the fellowship needs to get up there and stop it, and it will NOT be easy. The players should know about this set piece long before they ever come close to trying to deal with it.

Flight: Most of the time, the Flying Castle is completely inaccessible due to its extreme altitude. Merely finding a way up there is an adventure all its own. Anywhere the castle is, the Overlord's minions are sure to follow.

Artillery Fire: The Flying Castle has powerful anti-ground artillery weapons, and can devastate a city very quickly, if it needs to. The Overlord can damage this stat to wipe a city off the map, removing any Fellowship held there. The Overlord can only heal this stat using a Victory.

❖ **The Castle Proper:** The castle is massive and difficult to navigate, and Elite Troopers are around every corner.

Oops: Damage this stat at any time to have someone get found by an entire platoon of Elite Troopers. Capture is inevitable.

Traps!: Choose two or three Barrier threats to get in the way while the fellowship tries to get through the castle.

The Map: Somewhere in here is a map of the castle. Without it, it is impossible to find the Power Core. When they find it, they also notice something else important here - an important captive, a vault of treasures, or something of similar value, but it is well out of their way, and something big is guarding it. Once they have the map, damage this stat, and the fellowship can safely go anywhere in the castle without being found.

❖ **Power Core:** The castle remains flying from the Source of Power hidden somewhere within it, and this source has many protections keeping it safe.

The Guardian: There is only one way into the Power Core room, and it is guarded by an elite warrior. Choose a threat from the Organization to guard it. This is a new threat - if your army is The Organization, the guardian is related to the member whose threat type they share.

High Radiation: The power source is extremely dangerous. You must pay a price to enter its room, and you must pay a price every time you take action within the room housing the Power Core.

Too Much Power: The Source of Power cannot be destroyed by simply attacking it - it needs to be overloaded, drained, or taken, and all of those will have consequences. Immediately make a Hard Cut against whoever takes care

of the Power Core. No matter how the Power Core is taken out, the flying castle will immediately stop flying once it is, and begin to fall from the sky.

❖ **Escape Sequence:** The castle is falling! If you don't get out now, you're done for!

Structural Failure: The whole place is falling apart! You can make Hard Cuts to cut off the path or separate the group as often as you want. When everyone in the fellowship is alone or with only one other person, damage this stat.

Every Man For Themselves: The remaining enemies here will not bar your way unless they are extremely determined to see you dead. The fellowship can conscript the help of anyone who wants to live to try and escape together.

Final Countdown: Set a countdown timer equal to half the number of players, rounded up. Each time a group escapes the castle, tick the timer down 1. When the timer hits 0, the castle crashes, and anyone still inside is Taken Out.



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Appendix I: The Glossary



An **Advancement** is an option you pick when you level up. Each Advancement gives you a specific benefit, and each Advancement can only be taken once. Every player has their own unique list of Advancements.

An **Advantage** is anything you have that lets you outplay someone. You need to hold an advantage in order to *Finish Them*.

An **Agenda** is a story-telling guideline. Each player will have a list of Agendas on their character sheet. When you don't know what your character should do next, you should look to their Agendas for ideas.

Ammo is an abstraction for how many shots you have left with a ranged weapon. If you have Ammo, you can use that weapon for anything you want. If you have no Ammo, it is useless. Some moves, such as *Keep Them Busy* and *Finish Them*, will make you spend Ammo to perform them.

Area weapons are powerful but rare, and hit everything in a big area near where they hit. These weapons are usually things like catapults and explosives.

Armor can be spent to prevent damage you would take. Armor requires you to spend 1 Use per point of damage blocked.

An **Army** is formed when over 300 enemies are working together. Their attacks and moves can target an entire location simultaneously, making them very dangerous. When an Army is defeated, it is replaced with two Gangs.

Blood is one of the core stats of the fellowship. It is used to Overcome adversity and represents power, endurance, passion, and pride.

A **Bond** is a single sentence describing your character's relationship with someone else in the story. Bonds can change and be added to during the course of your adventure. You can never have more than 3 Bonds with someone else.

A **Check** is a part of a move that tells you what you need to do to see results. A Check may require you to pay a price, or spend something, or, usually, roll the dice. When a Check requires dice rolling, it will list a stat that gives a bonus to your roll, like Blood or Courage.

Clumsy items are hard to use properly, and give -1 to any rolls to use them. Clumsy Armor gives you -1 to rolls to *Get Away*.

Command Lore is a special move that gives every player absolute control over their people and their peoples' place in the world.

Companions are allies of the fellowship who have tagged along to help. If no one has any Bonds with a companion, they leave the fellowship.

Courage is one of the core stats of the fellowship. It is used in the basic move *Keep Them Busy* and represents luck, fearlessness, inspiration, and strength of spirit.

A **Cut** is a story-telling weapon the Overlord wields against the fellowship. Only the Overlord knows the details of their Cuts.



Damage dealt to the fellowship will make them roll in Despair when using the damaged stat. Damage dealt to an enemy will remove one of their Threats. Damage is not necessarily violence - damage represents any means of preventing a threat from being threatening, and can also represent hardship, pain, or negative emotions. When damage is dealt to someone who cannot take it, they are Taken Out or Destroyed, with whatever that means.

Dangerous weapons and items cause lots of collateral damage. This functions like the Area tag but less controlled.

Despair is a penalty you have sometimes. When you have Despair, you roll three dice and take the worst two. Hope and Despair cancel out.

A **Destiny** is an advanced playbook for members of the fellowship. You earn a Destiny by taking the You Have Changed advance after reaching level 5, and you can only ever have one Destiny.

Something that is **Destroyed** will never again get in the way of the fellowship, for one reason or another. Players are never destroyed - when a member of the fellowship would be destroyed, they are Taken Out instead. Some moves will tell you to **destroy them**, which instantly causes this effect.

Drunk is an item tag for an item that fills you with Despair when used. Being drunk will only affect one or two stats, and only for the rest of the scene.

The **Dwarf** is one of the heroes of the fellowship. They have a unique stat, Iron, and they are very tough and strong.

Dwarf-Made items are indestructible, except by dragon's fire or secrets known only to the dwarves.

The **Elf** is one of the heroes of the fellowship. They have innate talents some might mistake for magic, and they are very graceful.

Elf-Made items never age, and anyone who is not an elf or a friend of elves is burned by the touch of Elf-Made items..

End of Session is a special move that rewards the players for doing the things that *Fellowship* is all about. It rewards them with healing, restored Gear, and the opportunity to level up.

Fellowship, capitalized, is the reward you get from earning the trust of a community in peril. This gives you a Fellowship move and a safe place to stay.

Fellowship, capitalized and in italics, is the name of this book you are holding and the game you are playing.

The **fellowship**, lowercase, is the group of players trying to defeat the Overlord. It refers to both the players and the heroes they are playing as.

Fill Your Belly is a special move that lets you heal by eating food between scenes. When you eat together with your friends, the meal is more satisfying, and restores more morale. Filly your billy.



Finish Them is a basic move that uses any stat. It is the only basic move that deals damage to your enemies, and it requires an Advantage to perform.

Food is required for Filling Your Belly and is the main way to heal damage you have taken. You can only eat between scenes.

Forge a Bond is a special move that gives players the ability to form a Bond with anyone they share a moment with. What counts as a moment is up to the person forging the bond - if you find something meaningful, then it is.

A **Gang** is formed when at least 30 enemies are working together. Their attacks and moves can target everyone at once, making them very dangerous. When a Gang is defeated, it is replaced with two Groups.

Gear is a fundamental part of each member of the fellowship. Your Gear restores to its starting values whenever the fellowship Recovers. Anything you pick up that is not a part of your Gear doesn't become part of your Gear - it is just extra stuff you have, and is lost forever after being used.

Get Away is a basic move that rolls +Grace. It is used to hide or escape from a situation you no longer want to be in.

Grace is one of the core stats of the fellowship. It is used in the basic moves Get Away and Talk Sense and represents eloquence, speed, and style.

A **Group** is formed when at least 3 enemies are working together. Their attacks and moves can target two people at once, making them very dangerous. When a Group is defeated, it is replaced with two solo threats.

The **Halfling** is one of the heroes of the fellowship. They use their small size to their advantage, and they are very courageous.

The **Harbinger** is one of the heroes of the fellowship. They have a unique stat, Doom, and they have access to dark and powerful magical abilities.

A **Hard Cut** is a Cut that simply happens. The fellowship cannot react to it in any way, and must simply suffer its consequences.

Healing items heal 1 damage, either to their user or their user's patient.

The **Heir** is one of the heroes of the fellowship. They are natural leaders, and they are wise and decisive.

Hope is a bonus you have sometimes, usually when you work together. When you have Hope, you roll three dice and take the best two. Hope and Despair cancel out.

Keep Them Busy is a basic move that rolls +Courage. It is used to stall or hold off an enemy or obstacle and prevent it from harming anyone else.

A **Little Downtime** is one of the main story-telling frameworks of the game. Downtime is earned after Fellowship is gained (sometimes), and each

member of the fellowship has a chance to stock up for the next part of their journey.

A **Long Journey** is one of the main story-telling frameworks of the game. Journeys are about getting from one place to another, and each member of the fellowship gets a scene to themselves during the journey.

Look Closely is a basic move that rolls +Sense. It is used to find more information about the world around them.

Melee weapons require you to get up close to hit people with them.

A **Move** is a small rule for handling a specific situation. A move has a Trigger, a Check, and a Result. They cannot be used without meeting the Trigger, and resolving the Check will tell you the Result. The Overlord's moves never have a Check - if you meet the Trigger, the Result happens.

Necrotic damage causes wounds that do not heal on their own. Necrotic damage is marked twice, and the first mark cannot be removed by Filling Your Belly.

The **Orc** is one of the heroes of the fellowship. They are warriors at heart, and their blood boils with passion.

Orc-Made weapons and items are Clumsy in any hands but an orc's.

Overcome is a basic move that rolls +Blood. It is used to block attacks and protect yourself and your allies from harm.

The **Overlord** is the player who controls the bad guys. This term refers to both the person playing at the table, and the Overlord inside the game who is trying to take over or destroy the world.

Pay the Price is a special move that defines what a price is. When a move tells you to pay a price, you must give up something or take damage.

Piercing attacks let the attacker choose which stat they want to damage. Their damage cannot be reduced by armor or redirected by enemy threats.

A **Playbook** is a collection of rules and abilities that are unique to the player who has that playbook. Only the Dwarf gets to use all the information in The Dwarf playbook, for example. You can get the playbooks here:

<http://tinyurl.com/FellowshipPlaybooks>

A **Player** is a physical real-world human being who is currently playing Fellowship with you. The Overlord is included in the count whenever players are mentioned.

Precious items can be given to people to Forge a Bond with them, and they are useful for bribing, bartering, or trading with.



A **Principle** is a hard rule of play that cannot be broken. The fellowship and the Overlord have different Principles from each other.

A **Proper Challenge** is one of the main story-telling frameworks of the game. Challenges are required to be completed in order to earn a place's Fellowship, learn and thwart the Overlord's plans, or otherwise succeed at a short term goal.

Ranged weapons can be used to attack enemies who are far away from you, but they need Ammo or they need to be Reloaded.

Reload is a weapon tag for Ranged weapons. Weapons that Reload do not have Ammo, but they can usually only be used once per scene. You can get additional uses by reloading during a scene, but reloading is very slow.

Recover is a special move that describes how to fully restore the fellowship to full capability. Recovering takes time and gives the Overlord a chance to strike..

A **Result** is the part of a move that happens after you've finished the check. The results are the actual consequences of what you did - how you impacted the story, changed the situation at hand, or the events you set in motion.

The **Rule of Three** states that three or more enemies working together form a Group, thirty or more enemies form a Gang, and three hundred or more enemies form an Army. They must all be same type of enemy, or split between only two different types of enemies.

A **Scene** starts when the players move to a new place or a new time, and it ends when they move to another new place or time. Some moves can only be used once per scene, and others can only be used between scenes.

A **Secret** threat does not reveal its stats and moves to the fellowship when confronted.

Sense is one of the core stats of the fellowship. It is used in the basic moves Look Closely and Talk Sense and represents logic, perception, reasoning, and strategy.

A **Session** is a unit of measure that covers the amount of time spent playing *Fellowship*. The session ends when everyone stops for the evening. *Fellowship* can be expected to take several sessions to complete.

A **Set Piece** is a combination of several threats that forms a larger, cohesive challenge. A Set Piece can carry an entire session of play by itself, and is a serious hurdle for the fellowship.

Sharing a Move is something you will sometimes do, as a result of leveling up or earning Fellowship moves. When you are told to Share a move, you pick any move you know and give it to the player you are sharing the move with. They now have that move.



The **Showdown** is one of the main story-telling frameworks for the game. Showdowns are an interruption to another story brought on by the sudden appearance of the Overlord or one of their Generals.

Slow items take a long time to Use.

A **Soft Cut** is a Cut the fellowship can react to before it actually does anything to anyone.

A **Source of Power** is a powerful place or item within the world that grants great power to whoever controls it. Seizing a Source of Power gives the Overlord another Threat to the World. If the fellowship seizes a Source of Power, they can remove one of the Overlord's Threats to the World.

Speak Softly is a basic move that rolls +Wisdom. It is used to find more information about someone the fellowship wants to know more about.

The **Spotlight** is a story-telling concept that is used as a means of controlling the flow of play during a game of *Fellowship*. The Spotlight is the idea that each player gets their own time center-stage, and everyone will get their turn. The Spotlight must be shared regularly and should not be fought over, and it can be helpful to represent it with a token of some kind, like a bean bag, a talking stick, a miniature figurine, or a stuffed animal.

The **Squire** is almost one of the heroes of the fellowship. They are in over their head, but they have more good sense than anyone else around here.

A **Tag** is a single word with mechanical weight behind it. Anything with a tag has the tag's rules attached to it. For example, the Healing tag means you can Use it to remove damage, and the Slow tag means something takes time and safety to use it properly. Tags usually only describe items and weaponry, but some players can gain tags on themselves, like the orc's Tough As Nails gear option giving them the Armor tag with 2 Uses.

Taken Out is a special move that describes what happens to a member of the fellowship who has taken too much damage.

Taking A Move is something you will sometimes do, as a result of leveling up or earning Fellowship moves. When you are told to Take a move, you pick any move from the options available and you now have that move.

Talk Sense is a basic move that rolls +Grace, +Sense, or +Wisdom. It is used to convince someone else to do something for the fellowship.

A **Threat** is a Cut or a Move that enemies and obstacles will use against the fellowship. A Threat can be ignored by using the Overcome move or stopped forever by damaging it.

A **Threat to the World** is a trait held by the strongest and scariest people in the setting - The Overlord, their Generals, and particularly deadly members of the fellowship. Anyone making a move against a Threat to the World must pay a price first.

A **Trigger** is the first part of a Move. If you do not fulfill a move's Trigger, you cannot use that Move.

Useful items can be Used to produce something helpful. It can only produce something in line with what the item is. For example, Tunneling Gear can only be used to produce stuff related to Tunneling.

Uses describe how many times an item's tags can be triggered before you cannot use it anymore. Many tags require spending Uses to function. These tags are Armor, Food, Healing, Precious, Useful, and Vigor. Some items with Uses have the Drunk tag, which applies its effects whenever the item is Used.

Vigor is an item tag for an item that fills you with Hope when used. Vigor will only affect one or two stats, and only for the rest of the scene.

The Overlord's **Weakness** causes them great pain. It can only be used against the Overlord once per scene, but when you use it against the Overlord, you choose one of their stats and damage it. None of the Overlord's defenses work against their Weakness.

Wisdom is one of the core stats of the fellowship. It is used in the basic moves Speak Softly and Talk Sense and represents compassion, experience, persuasion, and teaching ability.





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