



Hacking *Dungeon World* for play in the world of *Earthdawn*[®]
by Lester Ward
version 1.4

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The idea of flags came from a blog post by Rob Donoghue.

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INTRODUCTION

Since its creation in 1993, the fantasy world of *Earthdawn*® pushed my buttons: rich history that matters to the game, magic items that become more powerful the more you learn about them, a consistent metaphysics of magic that make sense, a world requiring exploration, everyone harnessing magic in their own way, non-trivial politics with no obvious choices, orks and trolls as people, more interesting location detail than you could ever possibly use, dangerous spellcasting, and on and on. Yet, for all the greatness of its world, the game never really took off the way, say, its contemporary *Shadowrun* did, either in the broader market or at my gaming table. Now, though, the recent kickstarter to fund the game's fourth edition has rekindled my enthusiasm for *Earthdawn*®. Yet, as eagerly as I backed the kickstarter and long to play in that world again, my interest in going back to those mechanics, even in updated form, approaches zero. Therefore, this seed, suggesting ways to alter *Dungeon World* to fit into this rich high-fantasy setting. Like all *DivNull Seeds*, this one isn't fully grown. It's never been really tested and barely been proof-read. It's possible I will develop its ideas further (a lot more could be written), but more likely I will not. If it plants a fire in your belly to do something with the idea, go for it. But, please, share what you make of it with the rest of us. I hope it bears sweet fruit.

— Lester Ward (Wordman), September 8, 2014

GOALS

- Add tools to embrace the world of *Earthdawn*®.
- Change as little as possible so that other *Dungeon World* material can be used without much tinkering.
- Make spell casting slower and more dangerous.
- Connect the playbooks to steadings, at least a little.

PROVENANCE

Nearly everything in this document comes from somewhere else. Obviously, it wouldn't exist without the games *Dungeon World* and the various editions of *Earthdawn*®. Both of these games should be considered required for using this document.

While some of the text of *Dungeon World* is used directly in this document (thank you Creative Commons!), almost nothing is written about *Earthdawn*® or its world. It is assumed you will consult books from that product line for details about it.

This document also requires the use of *Mounted Combat*, Andri Erlingsson's *Dungeon World* supplement providing rules for mounts and vehicles.

The playbooks pull moves from various places. Most start with some large chunks of *Dungeon World* playbooks, then add in moves inspired by the *Earthdawn*® disciplines. All of them incorporate things like the karma rituals and favored craft skills. Species moves use the *Dungeon World* racial moves as a guide, but informed by the sensibilities of the species from *Earthdawn*®.

- The air sailor includes the moves from *Mounted Combat*'s adventuring crewman compendium class, plus original moves focusing on regimen and assisting.
- The archer includes parts of *Dungeon World*'s ranger and fighter.
- The beastmaster mashes select parts of the *Dungeon World* ranger and druid playbooks together.
- The cavalryman usurps the moves from *Mounted Combat*'s beast rider compendium class, John Ryan's warrior, plus original moves.
- The elementalists contains remnants of the *Dungeon World* wizard and cleric playbooks and spell lists.
- The illusionist contains remnants of the *Dungeon World* wizard and cleric playbooks and spell lists.
- The nethermancer contains remnants of the *Dungeon World* wizard and cleric playbooks and spell lists, inspiration from Alex Norris' shaman playbook and the Wraithlander specialty.
- The scout pulls parts of the *Dungeon World* ranger playbook, combined with moves cherry picked from others, and moves related to mounts.
- The sky raider is mostly original moves, based on typical talents for the discipline.
- The swordmaster contains remnants of the fighter and paladin playbooks, combined with the acrobat specialty. It also pulls in some moves from Timothy Schroeder's arcane duelist playbook and *Class Warfare*.
- The thief is largely the *Dungeon World* playbook, minus stuff about poison and more trickery/perception, as well as some inspiration from Alex Norris' initiate playbook.
- The troubadour contains some of the *Dungeon World* bard playbook, but mostly draws from the version by David Guyll and Melissa Fisher.
- The warrior is largely the *Dungeon World* fighter playbook and parts of John Ryan's warrior, with some moves shuttled into other playbooks and some added magical tricks and leadership.
- The weaponsmith is largely new material.
- The wizard is about two thirds of the *Dungeon World* wizard playbook and maybe one third of its spell list.
- The spell lists started by sprinkling the wizard and cleric spell lists around the four spellcasting disciplines, then filling in holes with inspiration from equal parts *Earthdawn*® spells and those from the Holmes and Mentzer editions.
- The captain obsession uses moves from *Inverse World*.

WHAT IS THE SAME?

As much of the basic mechanics of *Dungeon World* has been left intact as possible, under the assumption that this will make it easier people to pull other supplemental material made for *Dungeon World* into the *Fourth World* without needing to modify it as heavily. One example of this type of thinking is sticking with the stats used in *Dungeon World*. This allows large numbers of the existing basic moves to be used directly from the main *Dungeon World* rules without modifications (even cosmetic ones like replacing references to "Constitution" to "Toughness").

WHAT IS DIFFERENT?

Some fundamental things from *Dungeon World* are removed or altered, and some new material has been added. These include:

- Alignment and alignment moves have been replaced by moves that make use of the Passions.
- Bonds replaced with flags.
- The Vancian magic system, and spellcasting in general, is replaced by a slower, less certain, casting system.
- Species match those in *Earthdawn*®, with appropriate changes to species moves.
- Playbooks replaced entirely, though with a lot of borrowing, to be built around the disciplines from the main *Earthdawn*® rules.
- The elimination of the cleric playbook without the addition of an obvious "healer class" necessitates the need to change the approach to healing a bit.
- The notion of weaving magical threads is lifted from *Earthdawn*®, bludgeoned a little bit, and used to tie a number of things together. This creates new moves that allow the game to pull in some fun stuff (such as group patterns). Along the way, it changes how level advancement works a bit, with the discipline moves tuned with this in mind.
- Addition of relics, a type of magic item that grows in power as its wielder discovers more about the item and completes deeds it respects.
- Addition of special moves appropriate to the setting.
- Multiclass "dabbling" is mostly eliminated. Compendium classes and relics are used for branching out instead, though some (costly) special moves may also be used.
- Unlike *Earthdawn*® and other FASA-created games of the early 1990's, this document will take pains to avoid capitalizing Everything In Sight, because that is Distractingly Annoying.
- All disciplines (playbooks) focus on two stats. Six stats combine into pairs in fifteen unique ways (i.e. $C(6,2)=15$), so there are fifteen disciplines. This was initially done because I mistakenly thought *Earthdawn*® did the same thing.
- Debilities inflict -2 instead of -1.

ON ADEPTS & THREADS

Everyone in the *Fourth World* uses magic in their daily lives. Some focus their magic in a particular way and choose to dedicate themselves to a specific way of living. Such **adepts**, including all player characters, walk the path of a **discipline** which dictates how they channel their magic. As adepts advance in their discipline, they talk of reaching the next **circle** (functionally equivalent to “level” in *Dungeon World*, with “initiate” meaning “level zero”).

In the *Fourth World*, the primary expression of magic involves the weaving of **threads** which connect the pattern of the adept to the pattern of something else, allowing the adept to tap into or channel it. Weaving threads allows an adept to access advanced moves, form closer connections with their group, bond to magic items, and so on. Not all adepts can use threads the same way, but all adepts can use them in some way. How they choose to do so defines their character.

Using threads departs from standard *Dungeon World* practice, and will appear in many of the mechanics that follow in this document. Most uses of threads are pure additions to *Dungeon World*, but some alter/replace existing mechanics. Likewise, while threads are inspired by the concept in *Earthdawn*[®], they do not necessarily operate the same way, or mean the same thing in the *Fourth World*, so take care to avoid making assumptions based on how *Earthdawn*[®] does things with threads and stick to what the text here actually says.

Because weaving threads is the key to unlocking power, it should come as no surprise that the number of threads an adept can weave at once is limited. **All adepts can weave no more than two threads per circle.** As a resource, each thread can be in one of two states. An **available thread** is one that has not been woven into anything, and is available for the character to use for something. A **woven thread** is one that is in use and cannot be used for anything else.

USING THREADS

A quick tour of how threads will be used in this document, with more details in the chapters which follow...

ACTIVATE TALENTS

A playbook details each discipline; however, the “advanced moves” of the playbook are selected differently than in standard *Dungeon World* playbooks. Called **talents**, these moves are presented in one continuum that makes use of minimum circle requirements. Rather than automatically gaining one advanced move each level, adepts gain a talent by weaving a thread into it. It is expected that, on average, adepts will weave one of the threads gained each circle into a talent and the other into something else. This is not required, however.

Some disciplines will almost certainly use more threads to buy talents, some may use less.

Once a thread is woven into a talent, it will likely stay that way for the life of the character. It is possible to unweave such a thread, but this comes at a cost. You use moves to activate and deactivate talents, as detailed in the “Thread moves” section of the “Moves” chapter.

BOND TO RELICS

Magic items in *Earthdawn*[®], like those in *Dungeon World*, go beyond the +1 flaming sword, and the *Fourth World* follows suit. As the “On Relics” chapter will detail more fully, certain magic items contain stages of untapped potential (measured in **ranks**, usually four) that can be unlocked by finding out specific information about the item, performing deeds the item requires, and connecting the item to the wielder using one or more threads. Each rank of the relic mastered by the wielder provides a move, usually on par with a talent.

BOND TO OTHER MAGIC ITEMS

Not all magic items are relics. Most, particularly consumable items like potions, can be used without requiring a thread be woven into them. Others may contain strong or complex enough magic to require a thread be connected their pattern, but not strong or complex enough to require the discovery of key knowledge or deeds typical of relics.

Any *Dungeon World* magic item that supplies a continuous effect (e.g. bag of holding, the sartar duck, Timunn’s armor, etc.), is a good candidate for requiring a thread. Some may require a thread be woven into the item only while it is activated (e.g. immovable rod, inspec-ticles, tricky rope, etc).

As a practical matter, requiring that threads be woven into some utility items serves to limit “magic item bloat”, where one character uses huge numbers of magic items.

CAST SPELLS

Some spells require one or more threads be woven into them to be cast. These threads do not remain woven for long, unraveling once the spell is cast and sustaining itself. As a result, spellcasters generally hold some threads in reserve for use in casting spells, instead of weaving them into other things. This is explained in more detail in the “spellcasting moves” section of the “Moves” chapter.

MAKE SPECIAL MOVES

A number of special moves require weaving threads. For example, it is possible to create and reinforce the pattern of a group of adventurers by having each adept in the group weave a thread into the group’s pattern, and then have everyone in the group benefit from this pattern. This and other special moves are details in the “Thread moves” section of the “Moves” chapter.

ADVANCEMENT STRATEGIES

With two threads gained each circle, you may expect that *Fourth World* characters will be a bit more potent than characters of the same level in *Dungeon World*. To the extent that this is true, it’s probably OK; the magic backing *Earthdawn*[®] characters should make them more potent. A lot depends, however, on how threads are actually used as the character advances. Typical approaches are some combination of the following:

THE STANDARD APPROACH

One thread each circle is woven to a discipline talent. The other is woven to a magic item, maybe a group pattern.

THE RELIC HUNTER

Most threads are woven to magic items. Maybe a quarter go toward talents.

THE PATH WALKER

One thread each circle is woven to a discipline talent. The other is woven to an obsession (compendium class).

THE SPELLCASTER

A disadvantage of casters is that they need to keep threads free to weave into spells. Most casters will keep roughly a quarter of their threads free for casting (more at low circles).

THE COMPLETIST

Most threads are woven into the discipline, with maybe a couple into other things.

SPECIES

Following the lead of *Dungeon World*, all moves for “race” are specific to the disciplines, though the temptation to do otherwise is high. As a result, the various flavors of namegiver might feel a bit different. For example, for the most part windlings have no particular advantages or disadvantages for their small size, other than what might be leveraged in the fiction.

It is assumed that players who really want “species playbooks” can build species-based obsessions (pg. 60), where the only requirement is being of that species.

Generally speaking, the moves for obsidimen and (sometimes) windlings are less impressive than the moves for the other races. For the former, this is because all windlings have access to the astral sight move. For the latter, this is because all the disciplines that allow obsidimen provide “tough skin (1 armor, 0 weight, obsidimen only)”.

Unlike *Dungeon World*, most playbooks/disciplines can be followed by most species. The only exceptions are similar to the exceptions traditionally recommended in *Earthdawn*[®].

Using the species from *Earthdawn*® creates one odd problem: the standard look section in the *Dungeon World* playbooks relies on assumptions that are not true in the fourth world. For example, looks traditionally focus half of their attention on hair and clothing, when a quarter of the *Fourth World* species don't even have hair and one of them almost never wears clothes. This necessitates a slightly more abstract look section in the playbooks.

HIRELINGS

Hirelings in the *Fourth World* work as they do in *Dungeon World* and *Mounted Combat*, but have some terminology clashes and additions. The following changes are made to hireling skills:

APPRENTICE

The importance of creating art and other goods in the *Fourth World* encourages a broad system of apprenticeship for all manner of artistic endeavors. Nearly everyone has been an apprentice to someone at some point in their lives. Apprentices speed the wheels of gathering and preparing materials and crafting of all kinds. They often assist with the minor magical rituals common to life in the *Fourth World*.

Extra Hands—When an apprentice assists in a long term project (crafting, forging, creating art, creating goods, gathering materials, preparing materials, magical rituals, etc.), they reduce the amount of time the project takes by an amount commensurate with their skill (usually about 5% per point). If the project entails risk, the apprentice bears the brunt of it. If you employ multiple apprentices, use the highest skill, plus one for each additional apprentice (maximum 10).

MINION

This skill replaces “adept” from *Dungeon World* in order to avoid confusion with how the word is used above. It functions just as the adept skill does.

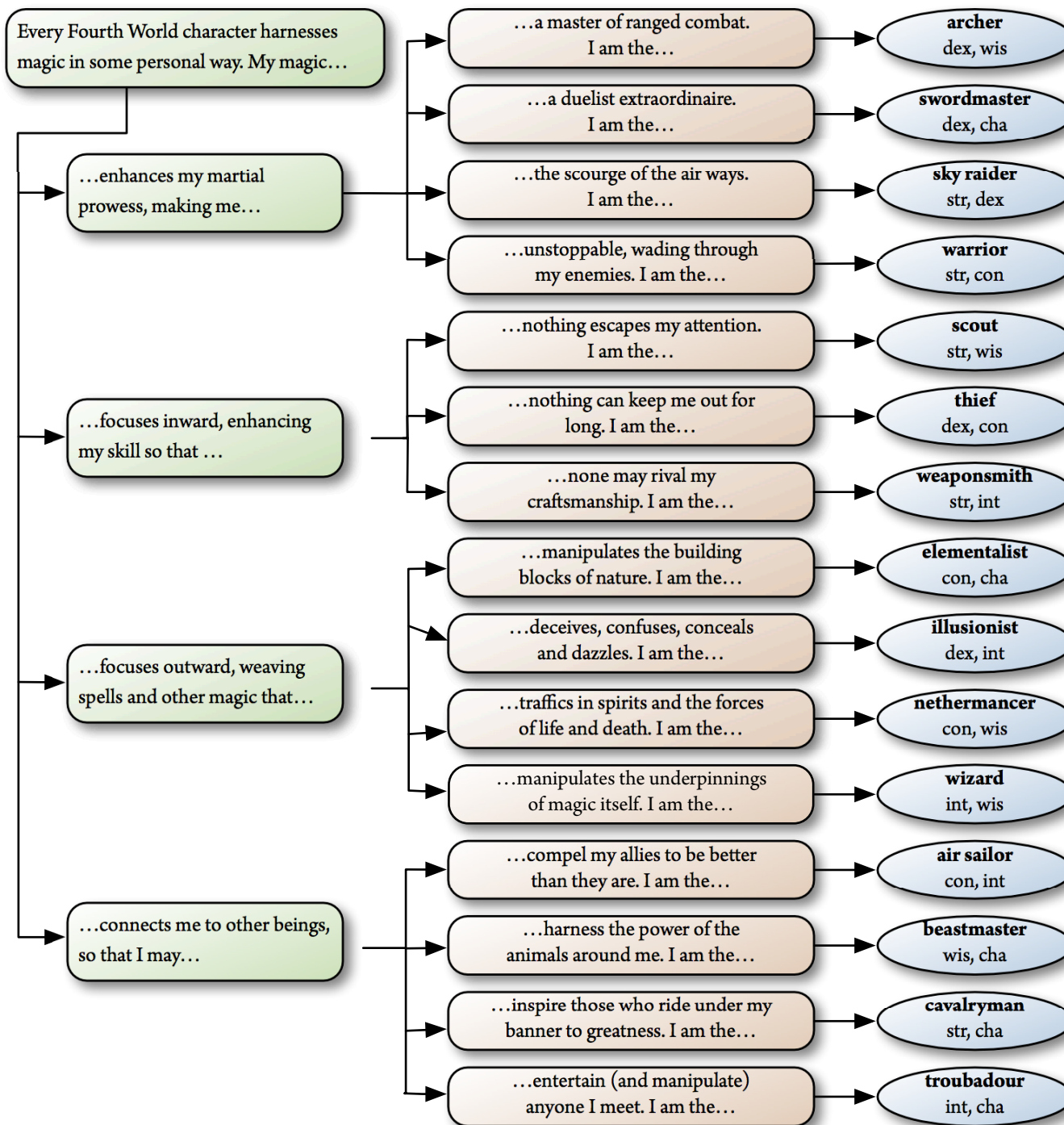
SELLSWORD

This skill replaces “warrior” from *Dungeon World* in order to avoid confusion with the discipline of the same name. It functions just as the warrior skill does.

SELECTING A DISCIPLINE

With fifteen disciplines, getting new players to choose a discipline can be a bit challenging, particularly if they know nothing about *Earthdawn*®. One option is to limit the number of disciplines when introducing people to the game and/or setting. This can also have the advantage of leaving more complicated disciplines out of player's hands until they get used to the game.

Another option is to present the interview/flowchart to the left to help them decide.



RULES & MOVES

ON PASSIONS

While the inhabitants of the fourth world entreat all of the Passions, based on their current needs, nearly everyone favors the ideals of one Passion at least a bit more than the others. For some, this involves worshiping the Passion directly. Others strive to emulate the ideals of the Passion in their daily behavior. However a character expresses it, their choice of following a particular Passion replaces the notion of alignment from *Dungeon World*. As you will see in the End of Session move (below), demonstrating the ideals of the Passion in daily life replaces the notions of good and evil, law and chaos.

Particularly devoted characters can become **questors** of a Passion, offering themselves as agents. See the questor obsession (see pg. 60) for more information about how this works.

Any character, however, may dedicate activity to any of the Passions, or call on them for help:

DEVOTION

When you perform an act of true devotion to a Passion, gain 1 hold. If the GM feels the Passion would find the act noteworthy, gain +1 hold. If the other players generally agree that a typical follower of the Passion would, had they seen the act, mention the act to friends, gain +1 hold. Spend that hold as follows:

- Take +hold spent forward to immediately make an entreaty to that Passion (see below).
- When you or an ally takes damage, spend 1 hold to call on the Passion, who intervenes with an appropriate manifestation (a sudden gust of wind, a lucky slip, a burst of light) and negates the damage.
- When you perform an action under the purview of the Passion, spend 1 hold to take +2.
- Offer one or more hold and suggest something the Passion might do. If the GM agrees, spend the hold and your suggestion happens.

ENTREATY

When you call on a Passion for help, roll+nothing. If you follow the Passion (i.e. you have checked that Passion's move on your sheet), take +1. **On a 15+**, a harbinger of the Passion (something like a large angel) will soon manifest and do what the Passion thinks needs doing. **On a 10–14**, the situation immediately changes in a way that could be seen as the Passion lending a hand. **On a 7–9**, nothing happens immediately, but the GM will look for an opportunity to show the Passion's favor during the session. **On a 3–6**, in addition to whatever else happens, your entreaty falls on deaf ears. **On a 2–**, the Passion takes offense.

ON FLAGS

Following Passions may represent a character's ideal self, but all characters also demonstrate foibles and eccentricities which serve to complicate their lives. In *Fourth World*, these are represented by **flags**.

Flags replace *Dungeon World*'s use of bonds, inverting their pattern. Instead of bonds connecting your character to other characters, your flags define behaviors that other players enable. By selecting a flag, you signal what sorts of interactions and complications you are looking to explore, giving other players permission and encouragement to complicate your life by incorporating your flag into play.

Flags are phrased as instructions, requests to the other players to treat your character a certain way. As such, the best flags...

- ...suggest an action specific enough that it is obvious when another character hits it.
- ...create some sort of conflict or tension, usually by giving your character a choice to make.
- ...give you an opportunity to demonstrate something about your character that might not otherwise be showcased.
- ...enable taking action in a way meaningful to your character.
- ...bring enough consequence to the story to develop a relationship between your character and another.

When another player follows the instruction indicated by your flag, (called "hitting" your flag), the End of Session move (below) will reward them for doing so. This means that players should be aware of the flags of the characters at the table, and think about how they might hit them in play. Note that hitting another player's flag usually means confronting them with a tough choice that pits their personality against a situation. They may choose to embrace their personality or compromise it for the situation. Either way, just setting up the choice means you hit their flag.

Each character should choose two flags (though some disciplines choose three). As flags are intended to represent deep-seated personality traits, they tend to resist change; however, if it makes sense to drop a flag and/or gain a new one, go for it.

Some example flags:

- *Accommodating*: counter my proposal with a less attractive one I must either accept or disrupt the harmony of the group.
- *Aspiring*: make me an offer that threatens my social standing.
- *Bumptious*: challenge my knowledge and prove that I have more to learn.
- *Compassionate*: offer me an easier solution that requires I exploit those weaker than me.
- *Curious*: convince me to try something I probably shouldn't.
- *Deceitful*: believe and act on a lie I've told you.

- *Devoted*: offer me an easier solution that requires I compromise my relation with _____. (Choices include: family or a family member, a particular organization, another party member, a lover, a friend, someone to whom you have sworn allegiance, etc.)
- *Graceless*: include me in a beneficial social interaction I must spoil with blunt observation or crass behavior.
- *Greedy*: offer me financial reward to undermine a friend.
- *Gullible*: tell me a lie I believe.
- *Heroic*: let me keep you from going first into danger so I can go myself
- *Honest*: involve me in a deception I must ruin.
- *Irresponsible*: convince me to shirk my duty.
- *Peculiar*: refuse my aid because I'm different.
- *Portentous*: seek my divinations in a moment of uncertainty and trust them implicitly.
- *Righteous*: offer me an easier solution that requires I violate my principle of _____. (Choices include: 'non-violence', various religious beliefs, moral code, sworn vows, 'chastity', 'might makes right', entitlement, institutional prejudice, etc.)
- *Selfish*: suggest I sacrifice something (tangible or intangible) to improve the lot of others.
- *Sycophantic*: insist I publicly compare the greatness of two people from whom I seek favor.
- *Trustworthy*: confide in me a secret that would damage you if revealed.
- *Unsophisticated*: exemplify a social convention or intricate concept I must misunderstand.
- *Visionary*: offer me an easier solution that interferes with my dream of _____.

ON DEBILITIES

Debilities function as specified (*Dungeon World*, pg. 26) except that they inflict a -2 penalty instead of -1, making them harder to gloss over in play.

ON STEPS

Some moves may refer to improving or reducing a result by **one step**. This means that, after a roll is made, it's outcome is changed up or down to the next relevant result.

Improving a roll that generated a miss by one step changes the outcome to the 7–9 result. Likewise, 7–9 becomes 10+. If the move in question specifies a 12+ result, then improving a 10+ roll by one step would become a 12+ result, and so on.

Likewise, reducing a result by a step, 7–9 becomes a miss, 10+ becomes 7–9, 12+ becomes 10+, and so on.

ON BASIC MOVES

With small exceptions, the basic moves from *Dungeon World* are used unaltered. The basic moves from *Mounted Combat* are used unaltered.

AID OR INTERFERE

This move replaces the Dungeon World move of the same name. When you **help or hinder someone**, say how. You may do so either before or after they have rolled, but before the outcome of their action is known. If you do it...

- ...using brute force, roll+STR
- ...with speed, agility, or physical finesse, roll+DEX
- ...with vitality, toughness, or vigor, roll+CON
- ...through emotional manipulation, roll+CHA
- ...through analysis, logic, or book-learning, roll+INT
- ...some other way, roll+WIS

On a hit, they take +1 or -2 to their roll, your choice. **On a 10+**, you also choose two from the following list:

- you do not expose yourself to danger, retribution, or cost
- instead of taking +1, they take +x, where x is the stat you rolled to aid them.
- in addition to taking -2, they take -x, where x is the stat you rolled to hinder them.
- you gain a karma point

HACK AND SLASH

This move replaces the Dungeon World move of the same name, phrasing the 10+ result differently. When you **attack an enemy in mêlée**, roll+STR. **On a hit**, you deal your damage to the enemy and the enemy makes an attack against you. **On a 10+** you also select one of the following choices:

- avoid their attack
- deal +1d6 damage
- other moves may offer you additional choices

SPOUT LORE

This move works as specified in *Dungeon World*; however, special care is needed when spouting lore about powerful magical items in the *Fourth World* setting. This is described in more detail in the chapter on Relics.

ON SPECIAL MOVES

Use the special moves listed in the *Dungeon World* as is, unless noted below. Include the following special moves into *Fourth World* games.

PERFORM KARMA RITUAL

This move replaces Bolster. When you **perform a focusing ritual particular to your discipline**, say what the half-hour ritual involves, then gain 3 karma. If you begin this ritual with unspent karma, lose it. Spend karma, 1 for 1, to choose an option:

- After a roll is made for a move, roll an additional die and, if desired, replace one of the original dice with the result of the extra die.
- Immediately heal yourself 1d6 damage.
- Some talents or spells may let you spend karma.
- When you hit someone's flag, you gain a point of karma.

ASTRAL SIGHT

When you **have the ability to view the astral plane and spend a moment to activate it**, take +1 ongoing on any roll using INT, WIS, or CHA. Take -2 ongoing on any roll using STR, DEX, or CON. Take an additional +1 ongoing to discern realities. These bonuses and penalties last until you spend a moment to deactivate astral sight. While astral sight is active, you may interact with (and injure) astral creatures, and they you.

Not all characters may use astral sight. Something in their playbook must grant them the ability to use this move, such as being a windling, being a magician, or having a talent that grants it. Some magic items may also allow its use.

CREATE ART

When you **create a work of art and are not tainted by horrors**, say what you are creating. If you do it...

- ...using brute force, roll+STR
- ...with precise detail work, roll+DEX
- ...through performance, roll+CHA
- ...featuring particularly deep insight, roll+WIS
- ...some other way, roll+INT

On a 10+, choose three. **On a 7-9**, choose one. You may spend one karma to make an additional choice, even on a miss:

- Carry +1 forward to use the art in a greeting ritual.
- The art will fetch a good price.
- The art inspires the emotional reaction you desire in most who see it.
- The art inspires the intellectual reaction you desire in most who see it.
- The art requires less effort (time, cost, exertion) than usual.
- Your name will be associated with the art by those who see it.
- Your deeds will be associated with the art by those who see it.

PERFORM A GREETING RITUAL

When you **exchange items made by your own hand when first meeting a stranger**, roll+CHA. **On a 10+** choose three. **On a 7-9**, choose one. You may spend one karma to make an additional choice, even on a miss:

- They find the item they receive more useful to them than the item they gave you.
- You find the item you receive more useful to you than the item you gave them.
- Their item truthfully conveys the degree to which they are or are not *tainted* by the horrors.
- Your item truthfully conveys the degree to which you are or are not *tainted* by the horrors.

PERFORM THE RITUAL OF ADVANCEMENT

This move replaces Level Up. When you **have downtime** (hours or days) and XP equal to (or greater than) your current circle+7, you can reflect on your experiences and hone your skills.

- Subtract your current circle+7 from your XP.
- Increase your circle by one.
- Add two to the maximum number of threads you may weave.
- Choose one of your stats and increase it by one (this may change your modifier). Changing your Constitution increases your maximum and current HP. Ability scores cannot exceed 18.

END OF SESSION

This move replaces the Dungeon World move of the same name. When you reach the end of a session, if you hit a flag of any other character during the session at least once, mark XP.

Next, look at your chosen Passion. If you emulated your Passion as indicated at least once this session, mark XP.

Then answer these three questions as a group. For each "yes" answer everyone marks XP:

- Did we learn something new and important about the world?
- Did we overcome a notable monster or enemy?
- Did we loot a memorable treasure?

DISCOVERY

When you **give a general name to a type of thing that has never been named by any other namegiver before**, take +2 ongoing when interacting with that thing. Making this move is a potent and rare event, for example, when someone is the very first to ever encounter a new species of creature or plant, or witness (or invent) a novel magical phenomenon. Often, if something new is encountered by a group, a negotiation (or protocol, or fight) will determine who will have the right to name it.

While this move is not likely to be invoked often in play, its implications may still have an impact on the game in various ways. The dragon who first named kobolds is probably still kicking around somewhere. Likewise, many of the namegivers who first named what they discovered on emerging from their kaers are alive and well.

NAMING

When you give a proper name to something worthy that does not yet have a name, take +1 ongoing when interacting with that thing. This often happens, for example, when someone crafts a new weapon and gives it a name (or reserves that honor for someone else). It might also happen when someone discovers a new island (or cave system, or river) that has never seen a namegiver before. And, yes, it means that whoever named you has this power over you as well.

Note that not everything is worthy of a name. A tree in the middle of a forest may be no different than any other, but the big oak at the bend in the river where they sometimes hang criminals may be worthy. Sometimes unworthy places or objects may become worthy by the events that surround them, such as an anonymous hill becoming the site of a heroic last stand, or a pen used to sign a historic document. Often, however, such places or objects gain names spontaneously.

ON THREADS

Thread moves are a type of special move during which an adept weaves a thread for some purpose.

EMBRACE A TALENT

When you perform a short ritual to make a talent from your discipline part of yourself, weave an available thread into your own pattern, activating the talent.

- Mark the talent with a check in your discipline playbook. You gain the use of this talent immediately.
- The thread is now woven into that talent and may not be used for other purposes.

CIRCLE LIMITS

While *Dungeon World* has a level limit (see “Beyond 10th Level”, *Dungeon World*, pg. 31), the flexibility of threads means that you can ignore that, if you like. Just as *Earthdawn*® characters can reach the 15th circle, *Fourth World* characters probably can as well, if that sounds fun for your group.

Similarly, if you use a supplement like *Funnel World*, you might be interested in playing a number “zero level” characters, and seeing who rises to the top. In the *Fourth World*, such characters would be called “initiates” and would not select a discipline until they proved themselves.

CROSS TRAIN

When you receive sufficient training in a talent from another discipline to make it part of yourself, perform a short ritual with your instructor, then weave two available threads into your own pattern, activating the talent. You may not weave more threads to other disciplines than you have woven to your own. A discipline’s starting moves are not talents, so cannot be selected in this way.

- Note this talent on your playbook. You may use it immediately.
- Mark the threads as being woven.
- The threads are now woven into that talent and may not be used for other purposes.

RELEASE A TALENT

When you no longer wish to have a talent as part of yourself, you may perform a short ritual to unweave a thread(s) from your own pattern, deactivating the talent. If the talent is required by another talent to which you have woven a thread, this ritual fails. Otherwise:

- Uncheck the talent in your playbook. You lose the use of this talent immediately.
- The thread is now available for other purposes.
- Gain a random debility.
- You may not mark XP from following your Passion this session.

BRANCH OUT

When you perform the ritual of advancement and receive the proper initiation, you may weave one of your available threads into the first move of an obsession (pg. 60). This works the same way as the talent activation move, but once this thread is woven, it can never be undone; you cannot “unwalk” the path of an obsession. Once you begin walking the path of an obsession, you may use the embrace/release a talent moves for the *additional* moves in the obsession; however, you can never have more threads woven into obsessions than you have woven into your discipline.

INTEGRATE A RANK

When you spend a day meditating on a magic item you possess with an unlocked and unused rank, you may weave an available thread into the magic item, gaining the benefit of the unlocked rank. You may not make this move if someone else has woven threads into ranks of the same item. (Item ranks are explained in more detail in the “On Relics” chapter, pg. 48.)

RENOUNCE AN ITEM

When you die or renounce possession of a magic item, any threads you have woven into ranks of that item immediately become available. Just as immediately, you lose the benefit of the item and all its ranks. Some items may take renunciation personally, demanding different keys or deeds should you try to weave a thread into them again.

OATH SCARS

When namegivers swear to oaths bound in blood (see “Blood Peace”, “Blood Promise” and “Blood Sworn” on pg. 9), part of the magic that enforces the oath manifests by tinting the scar created by the oath in particular ways. Those who know what to look for can use the coloring of oath scars to see how well someone keeps their oaths:

- Red scars mean your oath is active and being maintained.
- Gold scars are like red, but indicate a more serious oath, such as a renewed truce, or life oath.
- Black scars mean you broke your oath.
- White scars mean you kept your oath, but the other party did not.
- Silver scars mean the oath was kept, but no longer binds you. That is, the oath completed successfully.

BOND TO A PLACE

When you know a place’s pattern and spend a day and night ritually connecting yourself to that place, when the ritual completes, weave an available thread connecting your pattern to the pattern of the place. So long as this thread remains woven, you may discern realities about that place as if you were there. If someone else comes to know the place’s true pattern, they could, with some difficulty, track the connection through astral space to locate you.

BOND TO A PERSON

When you know a willing namegiver’s pattern and spend a day ritually connecting yourself to them, when the ritual completes, weave an available thread connecting your pattern to their pattern. Either you or the target may unravel this thread any time, but so long as it remains woven, you may:

- spend a moment to take any amount of damage in order to heal them by that amount.
- meditate with closed eyes to discern realities using their senses, no matter the distance between you.
- meditate to whisper a message which they will hear no matter the distance between you.

Often, the other namegiver will perform this ritual on you at the same time, weaving a thread of their own to your pattern. If someone else comes to know the target’s true pattern, they could, with some difficulty, track the connection through astral space to locate you.

ON SPELLCASTING

Spellcasting in the *Fourth World* is both slower and more dangerous than the Vancian spell system used in *Dungeon World*. All disciplines able to cast spells (collectively called **magicians**) cast spells in the same way, though each discipline uses different stats to do so. Spells do not need to be memorized and are not forgotten when cast.

To learn a spell, the magician must copy it into a **grimoire**, a system of recording spells (usually a book). Knowledge of spells may arrive spontaneously (all magicians gain a spell when they advance to a new circle), but can also be tracked down from written sources, learned from other magicians, etc.

To cast a spell, a magician must first spend time weaving one or more threads into the spell's pattern. This weaving can attract unwanted attention in astral space. To mitigate this, magicians usually make use of an astral construct called a **spell matrix**. This makes casting (relatively) safe, but each must be prepared with a specific spell before that spell may be cast through it.

Weaving the threads through a grimoire attracts more attention, and can have more nasty side effects, but is sometimes done when a magician needs a spell not attuned into a matrix.

Most reckless of all is weaving spell threads into raw spell energy. This is most often done in desperation, but can be used to improvise a spell the magician doesn't know, or wouldn't normally be able to cast (a spell from another discipline, for example).

When possible, the GM should shift the action to another PC while a PC is weaving a spell, then shift the action back to the weaver right after. This helps convey the feeling of spellcasting as a slow build up to release, and other things happening as the magician gathers magic. Narration of what the weaving looks like can also be useful, and gives the players a way to recognize spellcasting from monsters when the GM uses similar description to show signs of an approaching threat.

If the magician manages to fully weave the spell without messing up, they can cast the spell. A caster may maneuver, perform other moves, even take damage, between weaving threads or casting. Some talents or monster moves specifically interrupt weaving spells, as will unconsciousness, death or simply taking to long.

All magicians use the same moves to cast spells (though will use differing stats to do so):

ADD A SPELL TO YOUR GRIMOIRE

When you add a spell to your own grimoire, you truly learn the spell. The spell remains in your memory, so may be rewritten if a grimoire gets stolen or destroyed. You may add spells of any circle into your grimoire. You may add spells from other disciplines into your grimoire, if the fiction supports it.

ATTUNE A SPELL MATRIX

When you spend uninterrupted time (a half hour or so) in quiet contemplation of a spell matrix, you:

- Remove the spell pattern in the matrix (if any).
- Repair any damage done to the matrix.
- Place the pattern of any spell of your own discipline in your grimoire with a circle equal to or less than your own into the matrix.

You may fashion as many spell matrices as you like; however, the combined circles of all spells attuned into your spell matrices may not exceed twice your own circle (e.g. a third circle wizard can only attune up to six circles worth of spells into her matrices). Spells from other disciplines may not be attuned to matrices.

WEAVE THROUGH A MATRIX

When you weave a thread into a spell matrix, roll+the ability indicated by your discipline. On a hit, the thread is woven into the spell. On a 12+, you may also weave an additional thread into the spell. If you do, take -2 forward toward casting the spell. On a 7-9, also choose one:

- Local spirits in astral space become interested in what is happening.
- Take 1HP damage.
- Take -1 forward toward casting the spell.

WEAVE THROUGH A GRIMOIRE

When you weave a thread into a spell in a grimoire, roll+the ability indicated by your discipline. If the spell is of a higher circle than you have in your discipline, take -1. If the grimoire is not yours, take -1. If the spell is from a discipline you do not follow, take -1. On a hit, the thread is woven into the spell. On a 12+, you may also weave an additional thread into the spell. If you do, take -2 forward toward casting the spell. On a 7-9, also choose one:

- Take the spell's circle in damage.
- Take -1 forward toward casting the spell.
- Take a chance: if casting the spell misses, magical energy damages that spell in the grimoire. It must be re-inscribed into the grimoire before it may be used again.

In addition to whatever else happens, the weaving attracts attention in astral space. Roll a d6; if you roll a 1, you have attracted the attention of a horror, and it marks either you or the grimoire (see the "Horrors" chapter). Even if you avoid this fate, some astral nasty may come calling.

Scrolls are not as common in the *Fourth World* as they are in many fantasy settings; however, weaving through them functions as weaving through a grimoire, with the exception that on a 7-9 result, you must choose all three choices and the scroll is consumed when the spell is cast.

WEAVE RAW MAGIC

When you weave a thread into raw spell energy, roll+the ability indicated by your discipline. If the spell is of a higher circle than you have in your discipline, take -1. If the spell is not in your grimoire, take -2. If the spell is from a discipline you do not follow, take -1. On a hit, the thread is woven into the spell. On a 12+, you may also weave an additional thread into the spell. If you do, take -2 forward toward casting the spell. On a 7-9, also choose one:

- Take twice the spell's circle in damage.
- Take -2 forward toward casting the spell.
- Once the spell is cast (successful or not), the thread becomes "tangled" in astral space, making it unavailable until you can spend a few minutes to untangle it.

In addition to whatever else happens, weaving raw magic is like a flare in astral space, attracting attention. Roll a d6; if you roll a 1 or 2, you have attracted the attention of a horror, and it marks you (see the "Horrors" chapter). Even if you avoid this fate, some astral nasty may come calling.

CAST A SPELL

When you unleash a spell you've fully woven, roll+the ability indicated by your discipline. On a 10+, the spell is successfully cast. On a 7-9, the spell is cast, but choose one. On a miss, possibilities include the GM choosing something from the list or having the spell backfire (some spells will suggest potential complications). Higher circle spells tend to fail more spectacularly than lower circle.

- You draw unwelcome attention or put yourself in a spot. The GM will tell you how.
- The spell disturbs the fabric of reality as it is cast—take -1 ongoing to cast a spell until the next time you make camp.
- You take 1d3 damage.
- The spell matrix used to cast the spell (if one was used) becomes damaged and casting the spell inside requires an additional thread to be woven into it until the matrix can be repaired.

Once the spell is cast, any threads woven to cast it become available immediately.

ABORT A SPELL

When you abandon an attempt to cast a spell, or more than a minute passes between weaving a thread into a spell and the spell being cast, the energy stored in the spell dissipates, dealing 1 damage for each thread already woven into the casting to you and everyone nearby, friend and foe alike. Any threads woven to cast it become available immediately.

ON BLOOD MAGIC

Blood magic draws its power from sacrifice, usually a small amount of blood. At best, blood magic is a moral grey area, as its practice once provided the only defense against the horrors, but also a tool for corruption. Even so, its practice is common enough that most know what it is and probably know someone who uses it.

Practicing blood magic is a one way street: once you start down the path, you can *never* go back. It makes use of the following moves:

FIRST BLOOD

When you first practice blood magic, you perform a short ritual to prepare your blood. Once this ritual completes, you...

- ...reduce your maximum HP by one. You may never get this HP back. Not by magic, not after a year and a day, never.
- ...take 5 blood. Blood may be **committed** to power blood magic, as indicated by other moves. While blood remains committed to one thing, it may not be committed to anything else. Blood may be uncommitted with a few minutes concentration, ending whatever it was powering, and making the blood available for use. Blood may also be **spent**. Spent blood is consumed and lost forever.
- ...must conceal your use of blood magic or face social consequences. While using blood magic may improve your standing with some people, most frown on the practice and some actively shun or persecute those who use it.

You may repeat this move to gain more blood, reducing your hit points further.

SELF-MUTILATION

When a **blood charm is implanted into your flesh with your consent**, you must pay the cost in blood (usually a commitment of a few blood). If you lack the available blood to pay the cost, you may uncommit blood powering other effects immediately, if you choose. If you still lack enough, you immediately make the first blood move until you have enough blood to pay. The blood charm provides its benefit so long as the blood it needs remains committed.

SWAP PARTS

When you **uncommit blood to an active blood charm**, the charm immediately goes dead. If not removed from your body, it will begin to rot. Once removed, it may leave a void. For example, if the charm was installed in an eye socket, the socket remains empty when the charm is removed.

PUSH TALENTS

When you **sacrifice part of yourself to succeed at a move**, describe how you do so, then spend 1 blood. You succeed as if you rolled a 12+.

BLOOD PEACE

When you **swear to a truce with another namegiver**, you both cut the wrist of your dominant weapon arm and commit 1 blood. The cut forms a crescent-shaped scar, easily seen and deciphered by those who know to look. For the next year and a day, so long as you maintain the truce, you take +1 ongoing to taking your last breath (not cumulative). If a truce is violated, the blood the culprit committed to the truce becomes spent, and the other party's is uncommitted. Truces may be extended.

BLOOD PROMISE

When you **swear to perform a task for another namegiver**, you cut your forehead, name a talent you intend to use to fulfill this task, and commit 2 blood. Often, the other namegiver will make a blood promise of their own to you at the same time. You may only make one blood promise at a time. For the next year and a day, or until the task is completed (whichever comes first), you gain +1 ongoing to using the talent you named. If you fail to complete the task in time, the blood is spent.

BLOOD SWORN

When you and another namegiver **swear loyalty to each other for the rest of your lives**, you place a cut over your hearts and commit 3 blood. So long as you remain loyal to the other, you gain +2 to one ability score and +1 to another (18 max, as always). You may also, any time you like, take 1d6 damage and heal the other of the same amount, no matter where they are. Should the loyalty of either of you fail, for the next three years and three days, you lose your ability bonuses, but the blood remains committed. After this period, if you renew your vows of loyalty, you gain benefits as before. If one of you dies, the other uncommits their blood. You may only swear this oath once in your life.

FORGE A GROUP PATTERN

When a **group bonds together magically**, the members of the group perform a long ritual to create the group's pattern, during which:

- The group's name is decided and declared.
- A symbol is created representing the group and its history.
- Each member commits 1 blood.
- Each member of the group weaves a thread into the group's pattern, making those threads unavailable for other purposes as long as the group pattern exists.

Once completed, the group is magically linked together. All members of the group gain access to the bonded group moves.

ON BONDED GROUPS

Members of a **bonded group** and may make the following special moves to interact with the other members.

BROADCAST THOUGHTS

When you **can see or be seen by your fellow group members**, you may "speak" to them without uttering a sound.

DISCERN CONDITION

When you **concentrate on a group member regardless of how far away he or she may be**, roll+WIS. Any effect that would benefit or hinder the discern realities move may benefit or will hinder this move.

On a 10+, ask the GM three questions from the list. On a 7-9, ask one:

- Where is the group member in relation to me? (Answer will include distance and direction, but not how to get there.)
- What are the group member's surroundings like?
- What is the group member's physical condition?
- What is the group member's emotional state?

MOVE AS ONE

When you **fight alongside your fellow group members**, gain +1 ongoing to defend them.

SHARE BOUNTY

When you **briefly touch a willing group member**, you may transfer one ongoing bonus to them. You cannot regain the same kind of bonus while it remains on them. The bonus returns to you at the next sunrise, unless it expires prior to that.

EJECT A MEMBER

When **one member of a group is singled out by all other members for expulsion**, all members of the group (other than the one to be expelled) gather and perform a short ritual, during which:

- The exile's thread is unwoven from the group's pattern.
- The exile's committed blood is spent.
- The exile may not use or be targeted by the group's moves.

EXPAND THE GROUP

When a **majority of the group gathers and agree to add a willing recruit to the group**, they conduct a short ritual, during which the recruit weaves a thread into the group's pattern and commits 1 blood, making the recruit is considered a full member. Members not present for the ritual immediately become aware of the new member.

LEAVE THE GROUP

When you **die or quit a group**, your thread is unwoven from the group's pattern and your blood is uncommitted, freeing both for other use. You no longer may make (or be the target of) group moves for that group. Other members of the group immediately become aware you have left.

AIR SAILOR

NAMES

choose or invent

Dwarf: Dojar, Igfar, Lohor, Odtun, Ottas, Rogha, Urkev, Umrer, Yrgir
Elf: Atsis, Certadel, Drantil, Draseth, Erthil, Kelrral, Nyssear, Sayghia
Human: Ayas, Deosran, Eyser, Leaust, Raualeing, Riray, Teanbur, Tiardtia
Ork: Cafina, Dultur, Hachtor, Loyas, Luzeng, Ratiss, Tokale, Untenth, Yurt
Troll: Breoric, Clegaross, Naripos Pataiom, Rebanell, Todarub, Yovoraph
T'Skrang: Ayenthgar, K'ghaust, Krey'asver, Rie'sam, S'erissom, V'en, Vawrak
Windling: Addare, Bejel, Charrare, Nayesh, Shujuz, Shuthict, Yijichi, Yimkral

LOOK

choose one for each

Gaze: disciplined, curious, enthusiastic
Appearance: utilitarian, regimented, polished
Accoutrement: functional, refined, decorated
Body: stocky, supple, willowy

STATS

Your maximum HP is 10+Constitution.
Your base damage is d6.

SPECIES

choose one

DWARF

When you defend using a shield, you may also spend hold to knock the attacker down.

ELF

When someone you aided to volley deals damage, they add your INT to the damage they do.

HUMAN

When you aid a parley, you may ask the GM a question from the discern realities list.

ORK

When someone uses your aid to hack and slash, if their target deals damage, reduce it by -1d4.

TROLL

When someone uses your aid to discern realities, you may ask a question from the basic list as well.

T'SKRANG

When someone defies danger with your aid, you also defy the danger.

WINDLING

When you taunt, you may roll +INT instead of +CHA.

STARTING MOVES

MANY AS ONE

When you aid a member of your crew or bonded group, improve the result by one step.

UNBOWED, UNBENT, UNBROKEN

When you prepare yourself to endure some hardship without fighting back, roll+CON. On a hit, you can either take half damage or you can completely ignore one other ill effect. On a 10+, you can also defeat, expose, or frustrate your oppressor with stubbornness.

LOYALTY

When you bond to an airship, in addition to the usual benefits of bonding to a place (pg. 7), while the bond remains, you gain the benefit of your choice from the list below. You may only bond with one airship at a time.

- when you successfully aid anyone on board, or who ever served aboard, that ship, take +2 armor forward.
- when you defend anyone on board, or who ever served aboard, that ship, you get +1 hold, even on a miss.
- when you carouse with anyone who ever served aboard that ship, you may make an additional choice.
- when you parley with anyone who ever served aboard that ship, they will settle for less.
- you are always considered to have a useful reputation when recruiting for your ship.
- when you discern realities about the ship or anyone who ever served aboard her, ask an additional question.

MAY I BE OF ASSISTANCE?

When you aid someone, you may spend karma on their roll just as they could.

EXPRESSIONS OF UNITY

When you create art with rune carving or embroidery, take +1. If you use the result in a successful greeting ritual, make an additional choice.

PASSION

choose which you follow the most

ASTENDAR

art, music, love

Convey the beauty of flight to someone earthbound.

CHORROLIS

trade, wealth, desire

Gain a profit on something sold far from where it was purchased.

FLORANUUS

energy, victory, motion

Make use of three dimensional movement when winning a battle.

DIS

slavery, bureaucracy

Rigorously enforce discipline.

GEAR

Your load is 9+STR. You carry dungeon rations (5 uses, 1 weight), appropriate artisan tools (1 weight), a ragged bow (near, 2 weight), a bundle of arrows (3 ammo, 1 weight), and a shield (+1 armor, 2 weight). Choose your weapon:

- short sword, axe, or warhammer (close, 1 weight)
- cutlass (close, +1 damage, 2 weight)
- rapier (close, precise, 1 weight)
- spear (reach, thrown, near, 1 weight)
- throwing knives (thrown, hand, near, 3 ammo, 1 weight)

Choose your defenses:

- leather armor (1 armor, worn, 1 weight)
- chainmail (1 armor, worn, 1 weight)

Choose two:

- 2 healing potions (0 weight)
- adventuring gear (1 weight)
- antitoxin, poultices and herbs (1 weight)
- repair kit (6 uses, slow, 1 weight)
- a tiny or small animal
- 22 coins

FLAGS

select or invent two

- Accommodating*: counter my proposal with a less attractive one I must either accept or disrupt the harmony of the group.
- Curious*: convince me to try something I probably shouldn't.
- Devoted*: offer me an easier solution that requires I compromise my relation with _____.
- Greedy*: offer me financial reward to undermine a friend.
- Peculiar*: refuse my aid because I'm different.
- Sycophantic*: insist I publicly compare the greatness of two people from whom I seek favor.
- Unsophisticated*: exemplify a social convention or intricate concept I must misunderstand.

TALENTS

You may weave threads into talents, if you meet their requirements:

☐☐ AEGIS

When you defend while wielding a shield, you may also spend hold on the following:

- Knock the attacker down or back.
- If it is mobile, the thing you defend may move or be moved somewhere safe from the attacker.
- Take -2 forward and negate the attack's effect or damage.

Second thread (requires circle 6): You also gain +1 hold, even on a miss.

You may also spend one karma to gain +1 hold.

☐ BRAINS AND BRAWN

When you defy danger with quick thinking (+INT) or by enduring (+CON), take +1.

☐ EAGLE-EYED

When you observe a far-off location, roll+INT. On a 10+, you may ask three questions from the discern realities list about that location. On a 7-9, ask two. On a miss, you may still ask one, but you are distracted and taking your time while you do it.

☐ I CANNOT DO IT, CAPTAIN!

When you or your crew proclaim the impossibility of a task related to your airship and you are told to do it anyway, gain +1 forward on that task.

☐ TAUNT

When you mock, tease or otherwise provoke an NPC, roll+CHA. On a hit, they become more aggressive towards you and your crew or bonded group, possibly attacking. On a 10+, you also take +1 forward against them. On a miss, they do as they please and you take -1 forward against them.

☐ WITH A LITTLE HELP

When you successfully aid someone, you take +1 forward as well.

☐☐ WORK THE PROBLEM

When you use training, teamwork and creativity to study a situation or environment, you can discern realities with +INT instead of +WIS.

Second thread (requires circle 6): In addition, on a 12+ the questions you ask the GM may be anything, not limited by the list.

☐☐ DAMAGE PARTY *requires circle 2*

When you work with your crew to jury rig an airship (*Mounted Combat*, pg. 9), make an additional choice, even on a miss.

Second thread (requires circle 6): On a 12+, if you repair something caused by gaining stress, remove that point of Stress.

☐ EAR TO THE WIND *requires circle 2*

When you discern realities or spout lore about the history, crew, location, destination, condition, or cargo of any airship, take +1. On a 12+, in addition to the normal effects, you get to ask the GM any one question about the subject.

☐☐ GOT YOUR BACK *requires circle 2*

When you fight next to a member of your crew or bonded group, gain +1 armor.

Second thread (requires circle 6): Gain +2 armor instead.

☐☐ MERCHANT MARINE *requires circle 2*

When you use the supply move, before you roll choose one:

- Roll+INT instead of roll+CHA.
- If the cost of the item includes "-Charisma", you may subtract your Intelligence score from the price instead of your Charisma score.
- On a 12+, you will find what you are looking for at a bargain price.
- On a 12+, you will find what you are looking for at a fair price and find something else unexpected and useful at a fair price.

Second thread (requires circle 6): Choose two instead.

☐ WARD OF PROTECTION *requires circle 2*

You know a short incantation and hand gesture which acts as proof against magic. When you use the protection to thwart a magical effect (actively or passively), roll+CON. On a 10+, you are unaffected by the magic. On a 7-9, choose one:

- you suffer the effect to a lesser degree
- you are unaffected, but the effort is exhausting: mark a debility of your choice.
- you are unaffected, but your gesture will no longer work until you next make camp.

☐ THAT'S THE SPOT *requires circle 2*

When you volley with a vehicle-mounted weapon, you may use +INT instead of +DEX.

☐ WHAT'S MINE IS MINE *requires circle 4*

When you give someone an item you'd rather keep, roll+INT. On a hit, it returns to you in good time but On a 7-9, there are strings attached. On a miss, it's gone forever.

☐ SPURN THE EARTH *requires circle 4*

When you leap or fall from a very great height, roll+CON. On a hit just before impact, you conjure a reaction between earth and air, settling gently to the ground. On a 10+, at your option, you may use this reaction to carry you back to where you started falling (the deck of the airship you were on, for example).

☐ AND TAKE THAT *requires circle 6*

When someone you are aiding hacks and slashes on 10+, deal your damage to their target as well.

☐ JOHNNY ON THE SPOT *requires circle 6*

Add the following to the list of choices you can make when aiding someone on a 10+:

- improve the result you are aiding by one step
- reduce the result you are hindering by one step

☐ LEAF ON THE WIND *requires circle 6*

When you pilot an airship, you may automatically take the 10+ results of any control vehicle rolls.

☐ LOVE, SPIT AND DUCT TAPE *requires circle 6*

A vehicle you are occupying or piloting may continue moving even if it has no stress left. You cannot use any pilot or passenger moves while it is in this state. The vehicle will not run again once you come to a stop. One more mark of damage will halt the vehicle.

☐ VITALITY *requires circle 6*

When you make camp with your crew or bonded group, you heal +1d8.

ARCHER

NAMES

choose or invent

Dwarf: Ahlan, Dopku, Idrur, Lanlar, Meslar, Nethin, Nylmo, Otkus, Uldir
Elf: Ardith, Etrosal, Hatki,, Mostitil, Nyshia, Perpeas, Quaciareas
Human: Aeray, Eris, Ion, Iturit, Niunt, Oetor, Rotas, Sachrad, Semos, Yount
Ork: Annys, Ashrod, Badryn, Farald, Ockath, Olang, Toghlye, Yaldver
Troll: Fardar, Higol, Hostir, Mended, Rivel, Tulum, Vivuk, Zayoth, Zikith
T'Skrang: Ayuskshy, Ayia'che, K'ranskel, Sh'den, T'ingath, V'ther, Vae'ough
Windling: Amkral, Anaki, Ashaja, Benaja, Bethiru, Chiddus, Ksanus

LOOK

choose one for each

Gaze: distant, attentive, staring
Appearance: calloused, tanned, decorated
Accoutrement: hooded, reserved, elegant
Body: graceful, compact, built

STATS

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

SPECIES

choose one

DWARF

You may defend an ally from a distance, rolling +DEX instead of +CON.
You may only redirect an attack to yourself if it could reach you.

ELF

When you successfully discern realities during combat, you may ask an additional question.

HUMAN

When a defending ally opens up an attacker to you, take an additional +1 forward against that attacker.

ORK

Once per battle you may reroll a single damage roll (yours or someone else's).

TROLL

When you select enhancements for your expressive style, you may choose to add the *forceful* tag.

T'SKRANG

When you use trick shot, you take +1. You ignore the circle requirement for the trick shot talent.

WINDLING

When you volley on a 7-9, you may choose to take -1 forward to your next volley instead of the listed choices.

STARTING MOVES

CALLED SHOT

When you attack a defenseless or surprised enemy at range, you can choose to deal your damage or name your target and roll+DEX.

- Head: **On a hit**, they do nothing but stand and drool for a few moments. **On a 10+**, also deal your damage
- Arms: **On a hit**, they drop anything they're holding. **On a 10+**, also deal your damage
- Legs: **On a hit**, they're hobbled and slow moving. **On a 10+**, also deal your damage

EXPRESSIVE STYLE

When you hold your favorite ranged weapon, you channel magic through it in your unique way, altering the weapon to express your soul and technique. Choose whether you express magic using:

- bows
- crossbows
- thrown weapons

Choose two enhancements that get applied to your favorite weapon of that type when you use it (and disappear when you put the weapon down):

- Your magic directs your shots to exposed spots: 2 *piercing*.
- Your magic expresses your vendetta: when volleying at a specific type of creature (your choice), take +1.
- Your magic speeds your cycle: ignore *reload* tag.
- Your magic directs your shots to vulnerable spots: +1 damage.
- Your magic makes the weapon feel at one with your body: -1 weight.
- Your magic braces the weapon allowing a brutal directness: Use STR to volley, not DEX.

EXPRESSIONS OF THE ARC

When you create art with wood carving, take +1. If you use the result in a successful greeting ritual and the person receiving your art retains it, you may always find them using directional arrow.

PASSION

choose which you follow the most

ASTENDAR

art, music, love

Make an artistic or flawless shot.

FLORANUUS

energy, victory, motion

Outmaneuver an opponent.

JASPREE

growth, wilderness

Hunt to provide sustenance.

VESTRIAL

deceit, trickery

Kill from ambush.

GEAR

Your load is 12+STR. You carry appropriate artisan tools (1 weight), a bundle of arrows (3 ammo, 1 weight), and dungeon rations (5 uses, 1 weight). Choose an example of your favored weapon (which gains your style enhancements):

- fine bow (far, near, 2 weight)
- crossbow (near, +1 damage, reload, 3 weight)
- throwing knives (thrown, hand, near, 3 ammo, 1 weight)

Choose your defenses:

- leather armor (1 armor, worn, 1 weight) and adventuring gear (1 weight)
- chainmail (1 armor, worn, 1 weight) and adventuring gear (1 weight)
- scale armor (2 armor, worn, clumsy, 3 weight)

Choose two:

- 2 healing potions (0 weight)
- extra arrows (3 ammo, 1 weight)
- antitoxin (0 weight), dungeon rations (1 weight), and poultices and herbs (1 weight)
- any mount (with GM approval)
- 22 coins

FLAGS

select or invent two

- Aspiring*: make me an offer that threatens my social standing.
- Compassionate*: offer me an easier solution that requires I exploit those weaker than me.
- Devoted*: offer me an easier solution that requires I compromise my relation with _____.
- Irresponsible*: convince me to shirk my duty.
- Peculiar*: refuse my aid because I'm different.
- Selfish*: suggest I sacrifice something (tangible or intangible) to improve the lot of others.
- Trustworthy*: confide in me a secret that would damage you if revealed.

TALENTS

You may weave threads into talents, if you meet their requirements:

BLOT OUT THE SUN

When you **volley** you may spend extra ammo before rolling. For each point of ammo spent you may choose an extra target. Roll once and apply damage to all targets.

HEIRLOOM

When you **consult the spirits that reside within your favorite ranged weapon**, they will give you an insight relating to the current situation, and might ask you some questions in return, roll+WIS. **On a 10+**, the GM will give you good detail. **On a 7–9**, the GM will give you an impression.

IMPROVED BOW

Choose one extra enhancement for your expressive style.

RELENTLESS

When you **volley an enemy**, your next attack against that same foe deals +1d4 damage.

Second thread (requires circle 6): When you volley an enemy, your next attack against that same foe deals +1d8 damage, instead.

ACCURATE *requires circle 2*

When you **deal damage with a ranged weapon**, roll twice and keep the higher result.

Second thread (requires circle 6): When you deal damage with a ranged weapon, your base damage die always scores the maximum.

BOW HISTORY *requires circle 2*

When you **spend several consecutive hours studying** a ranged weapon or ammunition for a ranged weapon, roll+INT. **On a 10+** you gain insight into the item's past and nature. Choose three and take +2 forward to study the item further. **On a 7–9** choose one and take +1 forward to study the item further.

- Discover the item's basic abilities (that is, abilities that may be used without weaving threads into the item).
- Discover how many threads may be woven into the item, if any.
- Understand exactly what must be done (and where) to learn the item's name.
- Discover the question that must be answered to gain the next key to the item, if any.
- Discover if the item requires that any deeds be performed.

DIRECTION ARROW *requires circle 2*

When you **need to locate someone** and have a personal item representative of them, you may release a ranged weapon into the air. At the apex of the arrow or weapon's flight, it explodes into sparks, which shape into an arrow pointing the direction to the target.

MISSILES AND TARGETS *requires circle 2*

When you **discern realities about a social obstacle to a goal**, add the following to the questions you may ask:

- Which tactic offers the most direct route to my goal (e.g. intimidation, bribery, cooperation, subterfuge, etc.)

MOUNTED VOLLEY *requires circle 2*

When you **volley while riding a mount or piloting a vehicle**, add the mount's Control to your damage. If the mount or vehicle already provides a move like this, add that damage as well.

WOOD SKIN *requires circle 2*

You gain +1 armor.

Second thread (requires circle 6): You gain +2 armor instead.

FLETCHER *requires circle 4*

When you **spend some time reflecting on your expressive style** and making arrows or bolts specifically for use with it, roll+WIS. You create a bundle of ammunition (3 ammo, 1 weight). **On a 10+** choose three. **On a 7–9** choose one:

- The ammunition is high quality: +1 ammo.
- The ammunition is armor piercing: 2 piercing.
- The ammunition is wicked: +1 damage.
- The ammunition is non-lethal: deals stun damage.

SUPPRESSING FIRE *requires circle 4*

When you **lay down covering fire**, roll+DEX. **On a 10+** choose three. **On a 7–9** choose one. You may spend one karma to make an additional choice, even on a miss:

- Your allies can make a quick dash without being attacked.
- Your enemies keep their heads down.
- You deal damage to one enemy.
- You don't expose yourself to danger.
- You don't reduce your ammo by one.

TRICK SHOT *requires circle 4 or t'skrang*

When you **make a fancy shot with a ranged weapon** (cutting a rope, banking a shot to hit someone around a corner, snuffing out a candle, splitting another arrow in half, shooting an apple off someone's head, etc.), roll+DEX. Hit or miss, this shot reduces ammo by one. **On a 10+** the shot succeeds as intended (dealing damage, if appropriate). **On a 7–9** the trick works, but imperfectly (the rope is hanging on by a thread, you deal –1d6 damage, you obliterate the candle, you unintentionally knick the target, etc.)

WARP WOOD *requires circle 4*

When you **touch wood**, living or dead, and concentrate you may bend and shape it as you desire. Take –1 ongoing to any other task while you do so.

ARCANE SHOT *requires circle 6*

When you **volley**, you may reduce your ammo to transform it into magical energy once it is released. Choose one when you fire:

- The ammunition becomes a bolt of fire, igniting anything flammable it hits.
- The ammunition becomes a shard of ice, coating the area around its point of impact with ice.
- The ammunition becomes insubstantial, passing through most targets, but capable of wounding creatures which are themselves insubstantial.
- The ammunition becomes white light, marking any target it hits. This deals no damage, but any attempts to hit that target with ranged weapons take +1 for the next few minutes.
- The ammunition becomes a sticky black goo, tangling up a hit target, or making an area it hits difficult to cross.

ARROW'S VIEW *requires circle 6*

When you **fire an arrow or bolt**, you may choose to replace your vision by what would be seen if your eyes were on either side of the flying arrow head, until the moment of the arrow's impact. If you do, take –1 forward from sensory confusion.

DEATH FROM THE DARK *requires circle 6*

When you **volley from a concealed position** on a 12+ you deal your damage, and confuse, demoralize, or frighten your enemy.

INCULCATE WOOD *requires circle 6*

When you **touch wood**, living or dead, or a vehicle, item or structure made of wood, it becomes immune to fire so long as you remain in contact with it and desire it be so. Any flames burning the wood when you touch it immediately snuff out.

PINNING AIM *requires circle 6*

When you **intimidate someone by aiming your ranged weapon directly and conspicuously at them**, a subtle but obvious mark appears on them and they stop in their tracks. While you maintain your aim, you may only move slowly and they cannot move at all. If you decide to shoot them after a while, improve your volley result by one step.

SEED OF DESTRUCTION *requires circle 8*

When you **volley** on a 12+, you deal damage and may choose to reduce ammo by one. If you do, the arrow that struck the target grows into a vine-like wood elemental that continues to attack the target (as an assassin vine would, for example). This creature vanishes if it kills the target, the combat ends, or you dismiss it (whichever comes first).

BEASTMASTER

NAMES

choose or invent

Dwarf: Birbir, Iddiv, Inlis, Lidtus, Lilva, Lovtir, Obran, Rotsin, Thilgan
Elf: Athloedia, Eldrari, Hatlith, Lornel, Orleal, Oshar, Verkas, Warceth
Human: Elana, Obelis, Herran, Syla, Siobhan, Aziz, Pelin, Sibel, Nils, Wei
Obsidimen: Ausmos, Eilsul, Jooben, Lauven, Oraress, Ossiteng, Waitpers
Ork: Astai, Cundul, Dalpol, Fardas, Nofshy, Oldoll, Onoq, Othull, Unn
Troll: Beshun, Cruphith, Diyad, Fesith, Hophul, Issurk, Kochal, Silom
T'Skrang: Ayelmor, Ch'ar, Ch'polhin, R'pertas, Sh'enggar, Vo'is, Yai'ia, Z'er
Windling: Ashaki, Chadduz, Nathari, Nathichi, Shuthus, Shuyel, Yishnai

LOOK

choose one for each

Gaze: wise, wild, haunting

Appearance: hairy, messy, braided

Accoutrement: ceremonial, practical, weathered

Body: powerful, limber, furtive

STATS

Your maximum HP is 8+Constitution.

Your base damage is d8.

SPECIES

choose one

DWARF

Your companion spirit gains the *burrowing* tag. When choosing a species for your companion, include: beetle, huttawa, mole.

ELF

Your companion spirit gains the *fearless* tag. When choosing a species for your companion, include: unicorn.

HUMAN

Your companion spirit gains +1 control. When choosing a species for your companion, include: war-horse.

OBSIDIMEN

Your companion spirit gains the *giant* tag.

ORK

Your companion spirit gains +1 ferocity. When choosing a species for your companion, include: raptor, thundra beast.

TROLL

Your companion spirit gains +1 armor. When choosing a species for your companion, include: tricorn raptor.

T'SKRANG

Your companion spirit gains +1 cunning. When choosing a species for your companion, include: amphibious beast.

WINDLING

Your companion spirit may gain the *miniature* tag. When choosing a species for your companion, include: bee, dragonfly, kue, spider.

STARTING MOVES

COMPANION SPIRIT

You have a supernatural connection with a companion spirit who manifests as a loyal animal. You can't talk to it *per se* but it always acts as you wish it to. Name your companion spirit and choose a species (see *Mounted Combat* for descriptions, replace control and armor stats with those below):

- Bear, bird, bison, boar, camel, cat (small or large), dog, flightless bird, frog, hawk, goat, horse, land lizard, llama, monkey, mule, owl, pigeon, rabbit, rat, stag, troajin, wolf, zoak

Choose a base:

- Ferocity +2, Cunning +1, Control +1, 1 Armor, Instinct +1
- Ferocity +2, Cunning +2, Control +2, 0 Armor, Instinct +1
- Ferocity +1, Cunning +2, Control +2, 1 Armor, Instinct +1
- Ferocity +3, Cunning +1, Control +1, 1 Armor, Instinct +2

Choose as many strengths as its ferocity:

- Fast, burly, huge, calm, adaptable, quick reflexes, tireless, camouflage, ferocious, intimidating, keen senses, stealthy

Your companion spirit is trained to fight humanoids. Choose as many additional trainings as its cunning:

- Hunt, search, scout, guard, fight monsters, perform, labor, travel

Choose as many weaknesses as its instinct:

- Flighty, savage, slow, broken, frightening, forgetful, stubborn, lame

LOYAL COMPANION

When **you must control your companion spirit as a mount**, you may roll twice and take the better result.

COMMAND

When **you work with your companion spirit on something it's trained in** and...

- ...you attack the same target, add its ferocity to your damage
- ...you track, add its cunning to your roll
- ...you take damage, add its armor to your armor
- ...you discern realities, add its cunning to your roll
- ...you parley, add its cunning to your roll
- ...someone interferes with you, add its instinct to their roll
- ...you undertake a perilous journey, take two roles

EXPRESSIONS OF THE BEAST

When **you create art with body painting or wood carving**, take +1. If you give the result in a successful greeting ritual, any attempt to track the recipient succeeds as if you rolled at 10+, if they have the art in their possession.

PASSION

choose which you follow the most

GARLEN

hearth, healing

Help a steading prosper.

JASPREE

growth, wilderness

Help something or someone grow.

THYSTONIUS

valor, physicality

Endanger yourself to combat an unnatural threat.

DIS

slavery, bureaucracy

Shackle someone as a beast.

GEAR

Your load is 7+STR. You carry appropriate artisan tools (1 weight), and some token of your land (describe it). Choose your defenses:

- hide armor (1 armor, worn, 1 weight)
- tough skin (1 armor, 0 weight, obsidimen only)
- wooden shield (+1 armor, 1 weight)

Choose your armament:

- shillelagh (close, 2 weight)
- staff (close, two-handed, 1 weight)
- spear (close, thrown, near, 1 weight)

Choose one:

- adventuring gear (1 weight)
- poultices and herbs (2 uses, 1 weight)
- a horse or dog
- halfling pipeleaf (0 weight)
- 3 antitoxin (0 weight)

FLAGS

select or invent two

- Compassionate*: offer me an easier solution that requires I exploit those weaker than me.
- Curious*: convince me to try something I probably shouldn't.
- Devoted*: offer me an easier solution that requires I compromise my relation with _____.
- Gullible*: tell me a lie I believe.
- Peculiar*: refuse my aid because I'm different.
- Unsophisticated*: exemplify a social convention or intricate concept I must misunderstand.
- Visionary*: offer me an easier solution that interferes with my dream of _____.

TALENTS

You may weave threads into talents, if you meet their requirements:

EMPATHY

When **you study someone**, you can also ask their player “What is your character feeling?” in addition to anything else that happens. Also, add these to the list of discern realities questions:

- How could I make your character feel _____?
- What is making your character feel this way?

HUNT AND TRACK

When **you follow a trail of clues left behind by passing creatures**, roll+WIS. **On a hit**, you follow the creature’s trail until there’s a significant change in its direction or mode of travel. **On a 10+**, you also choose one:

- Gain a useful bit of information about your quarry, the GM will tell you what
- Determine what caused the trail to end

NATURE OF THE BEAST

When **you spout lore about an animal or monster**, you use CHA instead of INT.

Second thread (requires circle 6): In addition, on a 12+, you get to ask the GM any one question about the subject.

THICK HIDE

So long as your feet touch the ground you have +1 armor.

WILD TONGUE

You can speak with and understand animals.

Second thread (requires circle 4): You can speak with and understand any non-magical, non-spirit creature.

BORROW SENSE

requires circle 2

When **you touch an animal or your companion spirit**, one of your senses changes to be like that of the animal’s for a short time. When discerning realities, in addition to the normal result, hit or miss, you may ask “what does my new sense reveal that I otherwise wouldn’t be able to sense?”.

COMFORTABLY NUMB

requires circle 2

When **you touch a person or animal**, you may deaden their emotions and sense of pain. This stops them from feeling extremes of anger, joy, or sadness, lasting for several hours or until the target suffers any kind of emotional trigger or trauma.

DOMINATE

requires circle 2

When **you weave an available thread into a non-sentient, natural creature**, roll+CHA. **On a 10+** choose three. **On a 7–9** choose one. You may spend one karma to make an additional choice, even on a miss.

- The target treats you as a friend.
- The target may be ordered to perform simple tasks.
- The target will not remember being dominated.

The effect lasts while the thread remains woven. If the target takes damage, is put in more danger than you, or otherwise has its trust seriously betrayed, the thread unravels. You may also release the thread at any time.

Second thread (requires circle 6): You may also dominate sentient creatures.

EYES OF THE TIGER

requires circle 2

When **you mark an animal** (with mud, dirt, or blood) you can see through that animal’s eyes as if they were your own, no matter what distance separates you. Only one animal at a time may be marked in this way.

FRIGHTEN ANIMALS

requires circle 2

When **you make disturbing, unnatural noises**, you frighten all natural animals in earshot. This triggers a control mount move for any riders present. Uncontrolled mounts and other animals flee the area at top speed.

MAN’S BEST FRIEND

requires circle 2

When **you allow your companion spirit to take a blow that was meant for you**, the damage is negated and your companion spirit’s ferocity becomes 0. If its ferocity is already 0 you can’t use this ability. When you have a few hours of rest with your companion spirit its ferocity returns to normal.

WELL-TRAINED

requires circle 2

Choose another training for your companion spirit.

THE CIRCLE

requires circle 4

When **you deal damage**, hold 1. Spend hold later to foster life:

- Touch someone and, for each hold spent, heal them 1d4 HP.
- Touch a mount or animal and heal their injuries
- Calm excited animals in the immediate vicinity

PRIMAL URGES

requires circle 4

When **you weave an available thread into a creature**, roll+WIS. **On a 10+** choose three. **On a 7–9** choose one. You may spend one karma to make an additional choice, even on a miss.

- You plant a strong emotional urge into the target (fear, fury, hunger, thirst, desire, drowsiness, etc.). This does not force the target to act against its will, but will influence its actions.
- You avoid feeling this urge yourself.
- The thread frees up immediately, instead of when the emotion has run its course.
- When the effect ends, the target will not realize it was manipulated.

ANIMAL POSSESSION

requires circle 6

When **you lock eyes with an animal**, you may project your mind into it to control its body for a time. You retain your own intellect, but cannot perform any actions that the animal is normally incapable of, such as speaking. Any damage inflicted on the animal is also applied to you. Your real body collapses, unconscious.

CROWD CONTROL

requires circle 6

When **you catch the attention of a crowd** and fix your will upon their emotions, roll+WIS. **On a hit**, you may instill one emotion of your choice into every member of that crowd. **On a 10+**, you may also command the crowd to take one concrete action—the majority will obey. **On a miss**, the crowd may turn on you.

SPECIAL TRICK

requires circle 6

Choose a talent from another class. So long as you are working with your companion spirit you have access to that move.

UNNATURAL ALLY

requires circle 6

Your companion spirit develops, taking on a monstrous form. Describe it. Give it +2 ferocity and +1 instinct, plus a new training.

FRENZY

requires circle 8

When **you hack and slash**, you may target two enemies within range of your weapon or apply damage twice to one target.

CAVALRYMAN

NAMES

choose or invent

Dwarf: Agmir, Ardis, Cenli, Eldar, Iton, Kulzer, Laryar, Revnar, Stuglar
Elf: Belsath, Dynla, Issdil, Kimval, Onreal, Orsis, Ranelennea, Serreata
Human: Ceichaver, Itas, Joosk, Pamar, Ruine, Telodad, Traikalen, Wyroth
Ork: Agmor, Aqeld, Dald, Duch, Falt, Kostrad, Lus, Ontold, Ramrod, Ulttas
Troll: Bithan, Gutam, Kezad, Lykad, Michirk, Nutim, Telled, Uped, Veltim
T'Skrang: G'risban, Ge'at, Kra'nys, R'kel, S'toraw, Testtai, Vhatran, Vyildtai
Windling: Athict, Bejiru, Charkare, Chishiru, Chiyakra, Shujeni, Yithel

LOOK

choose one for each

Gaze: confident, empathetic, steely
Appearance: tousled, dashing, noble
Accoutrement: muddy, pragmatic, ornamented
Body: slight, sturdy, athletic

STAT

Your maximum HP is 10+Constitution.
Your base damage is d8.

SPECIES

choose one

DWARF

Your maximum HP are increased by one.

ELF

Your long lifespan prepares you for loss. If your favored mount dies, you may bond to a new one within days, and do not reduce your maximum HP.

HUMAN

You may make moves using your banner that would normally require you to be mounted while not mounted.

ORK

Your base damage is always d10.

TROLL

When you deal damage while mounted on your favored mount, deal +2 damage.

T'SKRANG

When you would become unseated from your mount, you may use your tail to stick with your mount and bring it back under control.

WINDLING

When you volley from a flying mount, deal +2 damage.

STARTING MOVES

NO SECRET SO CLOSE

You have a deep supernatural connection to a mount appropriate to your species and size (with GM approval). You likely have raised this mount since birth. The link between your pattern and your favored mount's pattern is so strong, it has its own name, which only you know. Your mount will never attempt to buck you off no matter the danger. Your mount refuses other riders and does not require a bit and bridle to control.

Your favored mount has typical stats and moves for its type, but your link to it increases its control stat by one. When you ride your favored mount, your base damage increases to d10.

Should your mount die, you lose a piece of yourself (permanently reduce your maximum HP by one). If you choose, after a suitable period of mourning, you may spend several months developing a connection to a new mount.

BANNER FROM A TRUMPET

When you fly your banner while you and your favored mount strike an inspiring pose, roll+CHA. On a hit, all allied hirelings take +1 loyalty forward. On a 10+, allied hirelings also take +1 forward to their next use of a skill. Your banner displays your personal colors. What are they? It also shows a symbol representing the bond between you and your favored mount. What is it?

EXPRESSIONS OF JOINING

When you create art with body painting or braiding, take +1. If you use the result in a successful greeting ritual, the recipient takes +1 forward to control a mount.

PASSION

choose which you follow the most

MYNBRUDJE

justice, empathy, truth

Fight for a noble cause.

FLORANUUS

energy, victory, motion

Mobilize a force.

THYSTONIUS

valor, physicality

Lead an attack.

RAGGOK

vengeance, jealousy

Even a score.

GEAR

Your load is 12+STR. You carry appropriate artisan tools (1 weight) and dungeon rations (5 uses, 1 weight). Choose two weapons:

- lance (reach, +1 damage when charging, 2 weight)
- spear (reach, thrown, near, 1 weight)
- long sword, battle axe or flail (close, +1 damage, 2 weight)
- crossbow (near, +1 damage, reload, 3 weight) and bundle of bolts (3 ammo, 1 weight)
- fine bow (near, far, 2 weight) and bundle of arrows (3 ammo, 1 weight)
- dagger or gauntlets (hand, 1 weight)

Choose your defenses:

- chainmail (1 armor, worn, 1 weight) and adventuring gear (1 weight)
- scale armor (2 armor, clumsy, worn, 3 weight)

Choose two:

- 2 healing potions (0 weight)
- shield bearing your banner symbol (+1 armor, 2 weight)
- antitoxin (0 weight), dungeon rations (1 weight), and poultices and herbs (1 weight)
- 22 coins

FLAGS

select or invent two

- Aspiring*: make me an offer that threatens my social standing.
- Compassionate*: offer me an easier solution that requires I exploit those weaker than me.
- Devoted*: offer me an easier solution that requires I compromise my relation with _____.
- Heroic*: let me keep you from going first into danger so I can go myself
- Honest*: involve me in a deception I must ruin.
- Righteous*: offer me an easier solution that requires I violate my principle of _____.
- Visionary*: offer me an easier solution that interferes with my dream of _____.

TALENTS

You may weave threads into talents, if you meet their requirements:

FOR WANT OF A NAIL

When **your mount suffers harm while you are riding it**, you may prevent this harm by taking it onto yourself.

NEITHER FEAR NOR ANGER

When **you defend using a shield bearing your banner symbol**, roll +CHA instead of +CON.

Second thread (requires circle 6): While on your favored mount, when you defend on 7+, add your mount's Control to the amount of hold you gain.

SUMMON UP THE BLOOD

When **you whistle loudly for your mount** when it is not nearby, it will quickly arrive at your side in a dramatic fashion.

UPON THE SIGHTLESS COURIERS OF THE AIR

When **you carry a message or package on a perilous journey**, choose one:

- the journey's scout, trailblazer, and quartermaster all take +1
- improve the result of either the scout, trailblazer, or quartermaster by one step
- during the journey, you discover something of great interest

THROWING STEEL IN PLACE OF KISSES

When **you charge your favored mount at a mounted rider who is also charging at you**, roll+Control. **On a 10+**, choose three. **On a 7–9**, choose one. You may spend one karma to make an additional choice, even on a miss:

- Deal your damage to the rider. If you are using a *forceful* weapon, you also unseat the rider.
- Unseat the rider. If you are using a *forceful* weapon, you also knock the mount off its stride.
- You avoid taking damage from the rider.
- You stay on your mount.
- A witness of your choice becomes very impressed with you.

WHERE GRACE IS SERVED WITH MUSCLE

You ignore the *clumsy* tag on armor you wear when mounted.

BONES OF THE HORSE

requires circle 2

When **you ride a mount**, you gain +1 armor.

Second thread (requires circle 6): You gain +2 armor instead.

DANGEROUS AT BOTH ENDS

requires circle 2

When **you roll +DEX or +CON while on a mount**, you may roll +Control instead.

HIDE THY SPURS

requires circle 2

When **you lead the charge into combat** riding your favored mount, those who ride or march under your banner take +1 ongoing during the charge, and +1 forward after.

Second thread (requires circle 6): Those under your banner also take +2 armor forward.

HOT AND FIERY STEED

requires circle 2

Your mount learns a special trick, learning a move from another mount's move list. Select a move for your favored mount from these moves in *Mounted Combat*:

- loaded for bear (+Control to volley damage)
- pigheaded charge (+Control to hack and slash, on 10+ take the "deal +1d6 damage" in addition to another choice)
- long live the fighters (+Control to defy danger, mount takes consequences)
- horny (when you deal damage by charging, target is knocked down)
- joust (when you deal damage with polearm, gain *forceful*)
- burst of speed (when defy danger to escape or dodge, roll twice and take better result)
- up the antler (add to hack and slash choices: disarm enemy)
- jumpy (+Control to defy danger when jumping far, roll twice and take better result)
- pack assault (+Control to hack and slash, +1 damage for each ally)

Second thread (requires circle 4): Select a second move.

Third thread (requires circle 6): Select a third move.

INCISION IN THEIR HIDES

requires circle 2

When **you deal damage while mounted**, deal +1d4 damage.

Second thread (requires circle 6): When you deal damage while mounted, deal +1d8 damage, instead. When you deal damage while not mounted, deal +1d4 damage.

THREE FEET HIGHER

requires circle 2

When **you enter a steading** on your mount with your banner displayed, roll+CHA. **On a 10+**, choose three. **On a 7–9**, choose one. You may spend one karma to make an additional choice, even on a miss. For each choice, someone of importance in the steading (selected by the GM)...

- ...fears you.
- ...respects you.
- ...lusts after you.
- ...will help you.
- ...has something for you.
- ...needs something from you.

LET ALL WHO LOVE ME...

requires circle 2

When **you rally soldiers to your banner**, roll+CHA. **On a hit**, you gather a band who will fight for you for one battle. **On a 10+**, choose three. **On a 7–9**, choose two.

- The band is as large as you could hope for
- The band will follow you into the jaws of hell
- The band is well equipped
- All members of the band have mounts
- All members of the band are veterans
- The band will not expect a great reward at battle's end

Second thread (requires circle 6): Make an additional choice on a hit. You may also spend one karma to make an additional choice, even on a miss. Also add the following choices:

- The band will bring mystic powers or potent artifacts to bear
- The band will follow you as long as you bring them victories
- The band will carry on your agenda after you leave them

EXEMPLAR

requires circle 4

When **you raise your banner while on your favored mount**, choose one of your talents. Any of your allies can use this talent while they ride by your side, until you lower your banner.

CONQUER WITHOUT ANY SWORD

requires circle 6

When **you outmaneuver an enemy** while riding your favored mount, each ally takes +2 armor forward against that enemy.

MADLY OFF IN ALL DIRECTIONS

requires circle 6

When **you ride your favored mount waving your banner and shouting encouragement**, roll+CHA. **On a hit**, all allies who see you cease to be afraid, panicked, cowed or otherwise incapacitated by emotion. **On a 7–9**, they also take –1 forward.

ROLLING THUNDER

requires circle 6

When **you score a hit while using one of your mount's moves**, take +1 forward.

STRENGTH BY GENTLENESS CONFINED

requires circle 6

When **you and your mount spend a moment to reassure each other**, roll+STR. **On a 10+**, choose two. **On a 7–9**, choose one. You may spend one karma to make an additional choice, even on a miss.

- Heal 1d8 HP
- Heal your mount
- Take +1 forward

PURE AIR AND FIRE

requires circle 8

When **you hack and slash while mounted** on your favored mount and deal damage, you may deal your damage to a second enemy within range of your weapon, or a second time to your target.

ELEMENTALIST

NAMES

choose or invent

Dwarf: Anrir, Eσμα, Evdor, Mekkar, Molra, Ovlor, Thekon, Urler, Yldev
Elf: Bancya, Belthil, Chalikia, Chayias, Lernouvith, Onsis, Ranllean
Human: Eurnach, Haem, Luitonad, Relath, Resertur, Sios, Ubel, Vadend
Obsidimen: Ainnver, Eharden, Idangdra, Kayching, Leatleold, Oustos
Ork: Achath, Akeng, Avris, Buron, Kokom, Nart, Orsay, Oson, Ovelm
Troll: Gunuth, Innok, Nonim, Nymed, Rayth, Riltik, Visid, Vobor, Voshurk
T'Skrang: Ayachverard, Daenir, G'awack, Kr'seren, Rhdelervor, Tustayer
Windling: Bejict, Chanaja, Ksaddus, Nanaki, Shujnai, Shumkiru, Yirraja

LOOK

choose one for each

Gaze: penetrating, fierce, understanding
Appearance: coarse, balanced, fastidious
Accoutrement: unconventional, ostentatious, modest
Body: gnarled, meaty, solid

STAT

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

SPECIES

choose one

DWARF

When determining the disposition of an item made primarily from metal or glass, make an additional choice, even on a miss.

ELF

When determining the disposition of an item made primarily from wood or living material, make an additional choice, even on a miss.

HUMAN

Choose one spell from another discipline's list. You can cast it as if it was a elementalism spell.

OBSIDIMEN

When determining the disposition of an item made primarily from earth or stone, on a hit make an additional choice.

ORK

When unmaking an item, take +1 and do so in half the time.

TROLL

Your base damage is d6.

T'SKRANG

When you interact with water spirits, take +1.

WINDLING

When you interact with air spirits, take +1

STARTING MOVES

ELEMENTALISM

Through detailed understanding and manipulation of the basic forces of nature, you can weave threads into spells. You gain access to a number of moves and abilities related to spell casting:

- You may use the astral sight move.
- You have mastered several elementalism spells and inscribed them in your grimoire. You start out with three first circle spells in your grimoire as well as the cantrips. Whenever you gain a circle, you add a new spell of your circle or lower to your grimoire.
- You know how to form and stabilize an astral construct that makes casting spells safer, called a spell matrix. You may fashion as many spell matrices as you like; however, the combined circles of all spells attuned into them may not exceed twice your own circle.
- Through concentration and force of will, you can weave threads to cast spells (from a spell matrix, grimoire or with raw magic). You can use any of the weaving spell moves with +CON.
- Through force of personality and appreciation of the give and take of the universe, you channel energy through your spell weaving to cast a spell. You can use the cast a spell move with +CHA.

ELEMENTAL SENSE

When **you discern realities about a location**, you may add the following questions to the list of choices:

- What true elements are here?
- What elemental spirits do I sense?

EXPRESSIONS OF BALANCE

When **you create art with embroidery or sculpting**, take +1. If you use the result in a successful greeting ritual, elemental spirits will give the recipient the benefit of the doubt so long as the item is retained.

PASSION

choose which you follow the most

GARLEN

hearth, healing

Endanger yourself to heal another.

FLORANUUS

energy, victory, motion

Decrease entropy with magic.

UPANDAL

smithwork, crafts, engineering

Improve something.

RAGGOK

vengeance, jealousy

Demonstrate superiority over a rival.

GEAR

Your load is 8+STR. You start with your grimoire (1 weight), appropriate artisan tools (1 weight), and dungeon rations (5 uses, 1 weight).

Choose your defenses:

- leather armor (1 armor, worn, 1 weight)
- tough skin (1 armor, 0 weight, obsidimen only)
- scale mail (2 armor, worn, clumsy, 3 weight)

Choose your weapon:

- short sword (close, 1 weight)
- ragged bow (near, 2 weight) and a bundle of arrows (3 ammo, 1 weight)
- staff (close, two-handed, 1 weight)

Choose one:

- 2 healing potions (0 weight)
- 3 antitoxins (0 weight)
- an unimpressive mount, appropriate for your size.

FLAGS

select or invent two

- Bumptious*: challenge my knowledge and prove that I have more to learn.
- Curious*: convince me to try something I probably shouldn't.
- Honest*: involve me in a deception I must ruin.
- Peculiar*: refuse my aid because I'm different.
- Portentous*: seek my divinations in a moment of uncertainty and trust them implicitly.
- Righteous*: offer me an easier solution that requires I violate my principle of _____.
- Visionary*: offer me an easier solution that interferes with my dream of _____.

TALENTS

You may weave threads into talents, if you meet their requirements:

BODY INFUSION

When you infuse your body with the power of the elements over several minutes, gain your choice until you use this move again:

- Air: you always have clean air to breathe, regardless of environment (e.g. underwater, in a cloud of poison gas, buried, etc.)
- Earth: ignore damage dealt to you by spells or magic, so long as your feet are on the ground.
- Fire: you take no damage from heat or flame.
- Water: you may not be entangled, grappled, bound or otherwise bodily restrained against your will.
- Wood: gain +2 armor.

Second thread (requires circle 6): Select two choices instead of one.

ELEMENTAL VOICE

When you sense an elemental spirit in the area, you may communicate with it.

Second thread (requires circle 2): When you demand an elemental spirit perform a task for you, roll+CHA. **On a 10+** choose two. **On a 7–9** choose one. **On a miss**, some catastrophe occurs as a result of your calling.

- The effect you desire comes to pass
- You avoid paying nature's price
- You retain control

Third thread (requires circle 6): So long as you do nothing but talk with the elemental, you may force it to remain still.

FILTRATION

When you dig your fingers into someone's skin and filter their blood, roll+CON. **On a hit**, you eliminate one poison or drug affecting them. **On a 7–9**, you deal 1d4 damage to them when you remove your fingers. *Second thread (requires circle 6):* On a hit, when you remove your fingers, you pull the toxin out of them intact, encased in a short-lived sphere of magic. If preserved, that poison or drug may be used again.

ARRANGING THE ELEMENTS *requires circle 2*

When you touch someone, skin to skin, and shift the elemental balances in their pattern, roll+CHA. **On a hit**, choose one. **On a 7–9**, whatever you choose is transferred to you.

- You heal them of 1d8 damage
- You remove one disease from them
- You cure one of their debilities

Second thread (requires circle 6): Choose two, instead. You may select the same item more than once.

ITEM DISPOSITION *requires circle 2*

When you spend several consecutive hours getting to know an item, roll+CHA. **On a 10+** you gain insight into the item's past and nature. Choose three and take +2 forward to study the item further. **On a 7–9** choose one and take +1 forward to study the item further.

- Discover the item's basic abilities (that is, abilities that may be used without weaving threads into the item).
- Discover how many threads may be woven into the item, if any.
- Understand exactly what must be done (and where) to learn the item's name.
- Discover which true elements were used in the construction of the item.
- Discover the question that must be answered to gain the next key to the item, if any.
- Discover if the item requires that any deeds be performed.

Second thread (requires circle 6): You need only examine the item for several minutes or so before rolling.

FAVORED ELEMENT *requires circle 2*

When you weave or cast a spell tagged with your favored element, take +1. Choose the element you favor:

- Air
- Earth
- Fire
- Water
- Wood

Second thread (requires circle 6): Select a second favored element.

RITUAL OF UNMAKING *requires circle 2*

When you know the name and elemental makeup of a magic item with one or fewer ranks and perform a grueling, day long ritual over it, roll+CON. **On a hit** the item is unmade, and some of its materials can be reused. **On a 10+** you also salvage one kernel of the true elements used to make it. **On a miss** the item explodes and you gain a random debility.

Second thread (requires circle 6): **On a 10+**, pick one:

- salvaged kernels of the true elements are exceptionally pure
- you salvage an additional kernel of a true element

SENSE THE FLOW *requires circle 2*

When you spout lore by sensing how the subject breaks down into primal forces, you use CHA instead of INT.

Second thread (requires circle 6): In addition, **on a 12+**, you get to ask the GM any one question about the subject.

ENHANCED MATRIX *requires circle 4*

When you prepare a spell matrix to hold a spell, you may also “pre-weave” a thread for casting that spell into the matrix, which remains woven until you release it. You may reclaim this thread any time, but doing so also empties the matrix. Only one spell matrix may be enhanced at a time.

Second thread (requires circle 6): You may enhance a second spell matrix.

BECOME THE FIRE *requires circle 6*

When you convince an elemental spirit to merge with you, roll+CON. **On a 10+** hold 3. **On a 7–9** hold 2. **On a miss** hold 1 in addition to whatever else happens (some elementals might not let go). You may spend one karma to get +1 hold, even on a miss.

So long as you have hold, your body is transformed into an elemental form, melding your features with the spirit's. Your new form has the innate abilities of its element. You retain your normal stats, talents, and so on, but your base damage becomes d8. You gain one or more moves based on the nature of the elemental form (work with the GM to determine these). Spend hold to:

- Make one of the elemental moves.
- Automatically succeed with a 12+ when casting a spell with an elemental keyword matching the elemental's nature.

CONSUME THE TRUTH *requires circle 8*

When you attune a spell matrix and weave a kernel of a true element into it, the kernel is consumed. If the kernel was true earth or true water, choose one. If the kernel was true wood, choose two. If the kernel was true fire or water, choose three. If the kernel was orichalcum, choose four. While that matrix remains attuned, choose:

- When weaving the spell through the matrix, improve the result by one step.
- When casting the spell through the matrix, take +1
- Increase the total number of circles you may hold in your spell matrices by one.
- Threads woven into that spell matrix may not be unwoven by others.
- Reduce the number of threads needed to cast the spell in that matrix by one.

ELEMENTALIST SPELLS

CANTRIPS

Elementalists may use their cast a spell move with any cantrip they have in their grimoire without performing any type of weaving. All known cantrips can be cast as often as desired.

CONTAIN *ongoing*

You wrap a magical force around any kernels of true elements you can see, preventing them from interacting. While ongoing you take -1 to cast a spell.

IGNITE *fire*

A small flame, similar to that of a match, floats over the tip of your finger for the next few moments.

MEND

A broken, mundane, unliving item you hold in your hands while you cast this spell become whole again. This can repair crafted goods (rips in fabric, shattered pots, wagon wheels, etc.) as well as natural items (small fissures in rock, cracks in ice, etc.).

PURIFY

You remove impurities and mundane spoilage from food or water you hold in your hands while you cast this spell.

FIRST CIRCLE SPELLS

First circle spells require one thread to be woven into them to be cast.

ARBOREALINGUIST *ongoing, wood*

While ongoing, you may talk with any plant you can perceive. Plants perceive the world much differently than namegivers, and lack real language, but constantly monitor their surroundings and have long memories.

BALANCE *ongoing*

You harmonize the elemental balance of a combatant of your choice. They take +1 ongoing so long as battle continues and they stand and fight. While ongoing you take -1 to cast a spell.

EARTH BLEND *ongoing, earth*

You surround yourself with the essence of your environment, making you nearly impossible to notice. While ongoing, you may not move.

ELEMENTAL WEAPON *ongoing, [element]*

You infuse your weapon with an element of your choice, giving this spell that elemental tag. The weapon you hold while casting does +1d4 damage (or +1d6 if you favor the element) until you dismiss this spell. While ongoing you take -1 to cast a spell.

ICY SURFACE *evocation, air, water*

When you touch the ground, a thin coat of ice grows outward, covering all nearby surfaces. Until it melts, it makes footing precarious.

RESIST ELEMENT *ongoing, [element]*

When you weave this spell, you select an element, giving this spell that elemental tag. You bestow a defense against the rigors of that element on a target you see, reducing damage from it by -1d8. The spell also extends more abstract protection. Resistance to water, for example, may allow the subject to avoid drowning, resistance to earth might protect from falls, resistance to wood might help fight off a plant's poison, and so on, though such protection is not absolute.

SANCTUARY *ongoing*

As you cast this spell, you walk the perimeter of an area, harmonizing its elemental balance and energy flow. As long as you stay within that area, you are alerted whenever someone acts with malice within the sanctuary (including entering with harmful intent). Anyone who receives healing within a sanctuary heals +1d4 HP.

THIRD CIRCLE SPELLS

Third circle spells require one thread to be woven into them to be cast. Some third circle spells may have an additional thread woven into them to give them more power.

ELEMENTAL AID *[element]*

When you weave this spell, you select an element, giving this spell that elemental tag. You may spend one karma to choose a second element as well. You harness the power of that element to gain an advantage:

- Air: winds pick up anything you might lift with both hands and hurl it in a direction of your choice.
- Earth: you excavate a sizable chunk of mundane earth or stone, Perhaps a cube of loose soil several meters on a side might be moved, significantly less granite.
- Fire: you extinguish mundane fire within a volume up to, say, the size of a tavern.
- Water: you rapidly corrode a mundane metallic item, rusting it into uselessness.
- Wood: you transform mundane living plants into edible nutrition, creating a number of rations equal to your elemental circle.

ELEMENTAL WRATH *summoning, [element]*

When you weave this spell, you select an element, giving this spell that elemental tag. You summon a small, angry, rudimentary elemental spirit, who immediately streaks towards a target you designate, rips into the target for 2d4 damage, then vanishes. The target suffers a secondary effect, based on the type of elemental:

- Air: a cloud of mist is left behind, momentarily interfering with the target's vision. The attack may also snuff out candles or the like around the target.
- Earth: a billow of dust is left behind, momentarily interfering with the target's respiration.
- Fire: the target's clothes, fur, etc, may ignite.
- Water: the target is drenched.
- Wood: a sticky, difficult to remove sap splashes on the target.

If you weave an additional thread into this spell, you may summon two spirits of the same element. They attack different targets and deal 2d6 damage each.

FIREBALL *evocation, fire*

You evoke a mighty ball of flame that envelops your target and everyone nearby, inflicting 2d6 damage which ignores armor. If you weave an additional thread into this spell, choose to either burn much hotter (add +CON to the damage) or have the fire cover a larger area.

SUMMON ELEMENTAL *summoning, ongoing, [element]*

When you weave this spell, you select an element, giving this spell that elemental tag. An elemental of that type appears and aids you as best it can. Treat it as your character, but with access to only the basic moves. It has +1 modifier for all stats, 1 HP, and uses your damage dice. The elemental also gets your choice of 1d4 of these traits:

- It has +2 instead of +1 to one stat
- It's not reckless
- It does 1d8 damage
- Its bond to your plane is strong: +2 HP for each circle you have
- It has some useful adaptation
- It knows something of interest to you

The GM will tell you the form of the elemental based on the traits you select. The creature remains on this plane until it dies or you dismiss it. While the spell is ongoing you take -1 to cast a spell.

LIFE AQUATIC *water, ongoing*

You and others link hands in a circle, and you all gain the ability to breathe and speak underwater, but no longer may do so outside of the water. You all swim effortlessly. You can use this spell on a number of people equal to your elemental circle. While the spell is ongoing you take -1 to cast a spell.

SKY LATTICE *evocation, ongoing, air*

You create a shimmering network of energy in a shape of your choosing, filling your immediate area. To anyone you designate, this energy feels solid and offers a secure grip, allowing them to climb to anywhere the lattice leads. Those left out of the effect can neither climb nor perceive the lattice. While the spell is ongoing you take -1 to weave a spell.

FIFTH CIRCLE SPELLS

Fifth circle spells require two threads be woven into them to be cast.

CONVERGENCE

The elements come together just so, granting you a moment of perfect understanding. The GM will shed light on the current situation. When acting on the information, you take +1 forward.

ELEMENTAL WALL

ongoing, [element]

When you weave this spell, you select an element, giving this spell that elemental tag. You create a barrier of that element anywhere you can see, either as a wall-like structure or as a dome. You decide what side of the barrier you and your allies are on. While the spell is ongoing you take -1 to cast a spell.

- Air: the air whirls violently, picking up debris. Any ranged attack through the barrier fails.
- Earth: only great strength or affinity for stone can penetrate a stone barrier.
- Fire: anyone passing through the barrier takes 2d6 damage and may ignite.
- Water: anyone passing through the barrier is drenched. The barrier blocks vision and may be split, moved, reformed and otherwise altered while the spell is ongoing.
- Wood: the thorny brambles entangle anyone passing through the barrier and deal 1d6 damage. The living plants also form a barrier in astral space.

POLYMORPH

enchantment

Your touch reshapes a creature entirely; they stay in the form you craft until you cast another spell. Describe the new shape you craft, including any stat changes, significant adaptations, or major weaknesses. The GM will then tell you one or more of these:

- The form will be unstable and temporary
- The creature's mind will be altered as well
- The form has an unintended benefit or weakness

STONESWIMMER

ongoing, earth

You may swim through mundane stone and earth just like it was water. While ongoing you may not weave spells.

TREE WALK

ongoing, wood

When you walk directly into a tree, you are absorbed by the tree and may remain hidden with it if you like, still able to see the world outside. When you choose to leave, you may exit through any other tree you can see. You need not spend any time within the tree, effectively stepping into one tree and coming out another immediately. While ongoing you take -1 to weave a spell and cannot cast summoning spells.

PATTERNS EXPOSED

divination, ongoing

Your vision is opened to the true nature of everything you lay your eyes on. You pierce illusions and see things that have been hidden. The GM will describe the area before you ignoring any illusions and falsehoods, magical or otherwise. While ongoing you take -1 to cast a spell.

SEVENTH CIRCLE SPELLS

Seventh circle spells require three threads be woven into them to be cast.

CONTROL WEATHER

air

Implore the spirits for rain—or sun, wind, or snow. Within a day or so, they will answer. The weather will change according to your will and last a handful of days.

ELEMENTAL HOUNDS

summoning, ongoing, [element]

When you weave this spell, you select an element, giving this spell that elemental tag. A pack of elementals of that type appears and aids you as best it can. Treat this pack as your character, but with access to only the basic moves and the *group* tag. It has +2 modifier for all stats, 5 HP (treat the whole pack as a single creature), and deals 1d8 damage. The pack also gets your choice of 1d4 of these traits:

- It has +3 instead of +2 to one stat
- It has +1 armor
- It's not reckless
- It does 1d10 damage
- Its bond to your plane is strong: +2 HP for each circle you have
- It has some useful adaptation
- It has a special move related to its element

The GM will tell you the form of the pack based on the traits you select. The pack remains on this plane until it dies or you dismiss it. While the spell is ongoing you take -1 to cast a spell.

HARM

evocation

Touch an enemy and disrupt their elemental balance—deal 2d8 damage to them and 1d6 damage to yourself. This damage ignores armor. Allies gain +1 ongoing against the target until it rests.

ENGULF

ongoing, [element]

When you weave this spell, you select an element, giving this spell that elemental tag. That element engulfs a target you can see. Describe how that looks (whirlwind, crushing fist of earth, etc.). Gain 1d4 hold. Any time the target deals damage or makes a move, you may spend 1 hold to deal 1d6 damage to it (from suffocation, heat, crushing, cutting, etc.). If you run out of hold, the spell ends. While the spell is ongoing you take -1 to cast a spell. If you weave an additional thread into this spell, you may engulf two additional targets.

SEVER

ongoing, wood

Choose an appendage on the target such as an arm, tentacle, or wing. The appendage is temporarily severed from their body, causing no damage but considerable pain. Missing an appendage may, for example, keep a winged creature from flying, or a bull from goring you on its horns. While ongoing you take -1 to cast a spell.

NINTH CIRCLE SPELLS

Ninth circle spells require four threads be woven into them to be cast.

CONVERSION

You convert a volume of one element into another, permanently. You might turn the flames of a forest fire into water (extinguishing the flames and briefly flooding the forest) or earth (creating a strange copse of crystals). This spell can also convert one form of an element into a different form of the same element (water into ice, for example, or stone into sand). This spell cannot affect living creatures or plants.

DISINTEGRATE

You point at any target you can see, and it crumbles into its component elements. Living targets take 2d10 damage (ignores armor). This spell may be able to affect targets not usually vulnerable to damage, though may do reduced damage to them (perhaps half). If used on a magic item, the spell eliminates the highest rank of the item; however, the item's owner may elect to be the target instead. Mundane materials or items with no ranks are destroyed.

PATTERN RESTORATION

Choose one event in the target's past. All effects of that event, including damage, disabilities, poison, disease, and magical effects, are ended and repaired. HP and diseases are healed, poisons are neutralized, magical effects are ended.

SHELTER

ongoing, [element]

When you weave this spell, you select air, earth, or wood, giving this spell that elemental tag. You create a structure out of that element. It can be as large as a castle or as small as a hut. The structure endures until you leave it or you end the spell. The element chosen provides additional benefits:

- Air: the structure floats and is (slowly) mobile.
- Earth: the structure is impervious to all non-magical damage.
- Wood: the structure acts as barrier in astral space.

STORM OF VENGEANCE

You give spirits permission to unnaturally alter the elemental balance of the weather. Rain of blood or acid, clouds of souls, wind that can carry away buildings, or any other weather you can imagine: ask and it shall come.

ILLUSIONIST

NAMES

choose or invent

Dwarf: Erlor, Ibken, Innon, Ircar, Lofher, Ottiv, Ryldov, Sibbin, Tantos
Elf: Chacean, Darlel, Engsil, Radnavea, Raniar, Verdoone, Vesleas, Worcozal
Human: Atia, Beiban, Dukimer, Nuitai, Oilor, Payer, Rhaidl, Uetray, Zicer
Obsidimen: Aukhonri, Dayliet, Embur, Liltkimash, Nushen, Oerdeltin
Ork: Arok, Canran, Cant, Kalbat, Ortia, Ramos, Rurhon, UldeI, Yanurn
Troll: Croghen, Dofith, Gemok, Jisad, Niltad, Ranin, Tomim, Ulluth, Vadam
T'Skrang: Gi'mor, Kr'sam, Rhui'hang, Shauradan, Ss'perten, Tai'im
Windling: Arkect, Chorkiru, Ksajichi, Najare, Nathict, Yirrichi, Yithnai

LOOK

choose one for each

Gaze: tricky, dazzling, innocent
Appearance: meticulous, feral, confident
Accoutrement: ridiculous, distracting, opulent
Body: nimble, fluid, lanky

STAT

Your maximum HP is 4+Constitution.
Your base damage is d4.

SPECIES

choose one

DWARF

You may cast Crackling Nimbus as a cantrip.

ELF

You may cast the wizard spell Detect Magic as an illusionist spell.

HUMAN

Choose one spell from another discipline's list. You can cast it as if it was an illusionist spell.

OBSIDIMEN

You may cast the elemental spell Earth Blend as an illusionist spell.

ORK

You may cast Cause Fear as a cantrip.

TROLL

When may cast Crackling Nimbus as a cantrip.

T'SKRANG

When you use your tail to aid in sleight of hand or other deception, take +1.

WINDLING

You may cast Charm Person as a cantrip.

STARTING MOVES

ILLUSION

Through dedication, trickery and practice, you can weave threads into spells. You gain access to a number of moves and abilities related to spell casting:

- You may use the astral sight move.
- You have mastered several illusionist spells and inscribed them in your grimoire. You start out with three first circle spells in your grimoire as well as the cantrips. Whenever you gain a circle, you add a new spell of your circle or lower to your grimoire.
- You know how to form and stabilize an astral construct that makes casting spells safer, called a spell matrix. You may fashion as many spell matrices as you like; however, the combined circles of all spells attuned into them may not exceed twice your own circle.
- Through intricate gestures and body movement, you can weave threads to cast spells (from a spell matrix, grimoire or with raw magic). You can use any of the weaving spell moves with +DEX.
- Through training, knowledge and improvisation, you channel energy through your spell weaving to cast a spell. You can use the cast a spell move with +INT.

CHICANERY

When **you attempt to fool someone**, describe what you are trying to do. If you do it...

- ...with sleight of hand or manipulating the environment, roll+DEX.
- ...with cleverness and guile, roll+INT.
- ...with charm and wit, roll+CHA.

On a 10+ your con works as planned, with the mark none the wiser.

On a 7-9 the mark will realize he has been tricked at some point, but cannot figure out how it was done. **On a miss**, the mark may see through the con and react accordingly.

EXPRESSIONS OF DECEPTION

When **you create art with embroidery or acting**, take +1. If you use the result in a successful greeting ritual, the recipient becomes more willing to disclose information about themselves.

PASSION

choose which you follow the most

ASTENDAR

art, music, love

Bring people together with artistic lies.

LOCHOST

rebellion, freedom

Use lies to make others realize a truth.

UPANDAL

smithwork, crafts, engineering

Inspire the creation of something wonderful.

VESTRIAL

deceit, trickery

Improve your situation at the expense of another.

GEAR

Your load is 8+STR. You start with your grimoire (1 weight), appropriate artisan tools (1 weight), and dungeon rations (5 uses, 1 weight).

Choose your defenses:

- leather armor (1 armor, worn, 1 weight)
- tough skin (1 armor, 0 weight, obsidimen only)
- dazzling robes with many secret pockets (0 armor, worn, 0 weight) and 3 healing potions

Choose your weapon:

- throwing knives (thrown, hand, near, 3 ammo, 1 weight)
- staff (close, two-handed, 1 weight)

Choose one:

- healing potion (0 weight)
- 3 antitoxins (0 weight)

FLAGS

select or invent two

- Aspiring*: make me an offer that threatens my social standing.
- Deceitful*: believe and act on a lie I've told you.
- Greedy*: offer me financial reward to undermine a friend.
- Irresponsible*: convince me to shirk my duty.
- Selfish*: suggest I sacrifice something (tangible or intangible) to improve the lot of others.
- Sycophantic*: insist I publicly compare the greatness of two people from whom I seek favor.
- Trustworthy*: confide in me a secret that would damage you if revealed.

TALENTS

You may weave threads into talents, if you meet their requirements:

☐☐ DREAM RIDER

You can call on an *imaginary* mount, constructed from your dreams. Each time you call it, choose its form from among those ground mounts just large enough to carry you (for most species, that's *large*). This mount's passenger stat is always zero. Your mount remains until you dismiss it.

Second thread (requires circle 6): When you call your *imaginary* mount, it may arrive in any form (see *Mounted Combat*) and has a passenger stat as listed.

☐☐ PHANTOM ARMOR

When you wear robes that dazzle the eye, but no armor or shield, you get +2 armor.

Second thread (requires circle 6): You get +3 armor, instead.

☐ READING THE CROWD

When you study an audience or opponents to gauge what sort of illusions would work best on them, roll+INT. On a 10+, ask the GM three questions from the list below. On a 7–9, ask one. You may spend one karma to make an additional choice, even on a miss. Either way, take +1 forward when acting on the answers.

- What are they most likely to fear?
- What are they most likely to respect?
- What are they most likely to want?
- What will likely calm them down?
- What will likely make them angry?
- Which of them seems most gullible?
- Which of them seems most able to sway the behavior of the others?

☐☐ RIVER OF KNIVES

When you volley a real thrown weapon, you may retain the weapon and throw out a solid illusion of the original instead. The illusion functions in all respects like the original, but deals –1 damage and disappears after the attack. If you would reduce ammo as a result of the volley, instead you merely lose your grip on the original real weapon.

Second thread (requires circle 6): The illusion spawns a duplicate in flight, dealing +1d4 damage.

☐ DEAD FALL

requires circle 2

When you take damage and fake your own death with illusions, make a number of choices equal to your DEX:

- Whoever dealt the damage to you is convinced you are dead and turns their attention elsewhere
- The ruse convinces all onlookers
- Even on thorough examination, you appear dead
- The illusion allows you to slip away without being noticed by those convinced by it.
- The ruse lasts for more than a few minutes.

☐ MASQUE

requires circle 2

When you concentrate on your appearance for a few minutes, you may make any number of cosmetic changes to your clothes or person. You remain recognizable, but can grow/remove facial hair, change skin or hair color, add/remove scars, gain/lose weight, become more/less symmetrical, change threadbare clothes into fantastic robes or vice versa, and so on.

☐☐ PRACTICE, PRACTICE, PRACTICE

requires circle 2

Choose one illusion spell. You may use that spell as if it was one circle lower (though this does not change the number of threads needed to cast it).

Second thread (requires circle 6): Choose another illusion spell to use as if it was one circle lower.

☐ SUBTERFUGE

requires circle 2

When you take advantage of a distraction (including one provided by the Distract cantrip), you immediately may choose one of the following:

- defy a danger threatened by a distracted opponent, taking +2
- engage in chicanery against a distracted mark, taking +2
- hack and slash a distracted opponent, taking +1
- volley against a distracted opponent, taking +1
- disengage from hostilities, retreating a good distance before being noticed

☐ TO THE HEART OF IT

requires circle 2

You first enter a steading and look around a while, you may ask the GM: “With what lie do this steading’s residents fool themselves?” Take +1 ongoing acting on the answer.

☐ TOUGH PHANTASMS

requires circle 2

When you summon one or more creatures with an illusionist spell, those creatures add your illusionist circle to their HP.

☐ VICIOUS PHANTASMS

requires circle 2

When you summon one or more creatures with an illusionist spell, those creatures add your INT to any damage they deal.

☐ SLOUGH BLAME

requires circle 4

When you set up a scapegoat to take the fall for you and events come to a head, roll+INT. On a 10+ choose three. On a 7–9 choose one. On a miss, whatever else happens, the truth is exposed.

- The scapegoat has no alibi.
- At least one credible witness testifies against the scapegoat, based on what they think they saw or heard.
- The ruse holds up for much longer than just a few minutes after you have gone.
- You appear completely uninvolved.
- You appear to be the victim.

☐☐ ENHANCED MATRIX

requires circle 4

When you prepare a spell matrix to hold a spell, you may also “pre-weave” a thread for casting that spell into the matrix, which remains woven until you release it. You may reclaim this thread any time, but doing so also empties the matrix. Only one spell matrix may be enhanced at a time.

Second thread (requires circle 6): You may enhance a second spell matrix.

☐ PROMINENT DETERRENT

requires circle 6

When you trace out a complex and baffling pattern in the air with your hands and feet during combat, roll+DEX. On a 10+ hold 1d4+1. On a 7–9 hold 1. Vicious-looking weapons hover over your head, pointing down to strike any who harass you. Each weapon hums with menace, perhaps bristling with electricity or dripping with venom. Any time you take damage, spend 1 hold to direct one of the weapons to strike your attacker, dealing 1d8 damage to them.

☐ SUBVERSION *requires circle 6*

When you identify someone else’s illusion and want to alter it, roll+INT. On a 10+ choose three. On a 7–9 choose one. You may spend one karma to make an additional choice, even on a miss.

- you wrest sole control over the illusion from its creator; he or she cannot undo your changes
- you may end the illusion, if you wish
- you may make more than subtle changes to the illusion
- the illusion’s creator does not notice your meddling

☐ ASTRAL MASK

requires circle 8

When someone or something examines your aura in astral space, you decide what they see.

ILLUSIONIST SPELLS

CANTRIPS

Illusionists may use their cast a spell move with any cantrip they have in their grimoire without performing any type of weaving. All known cantrips can be cast as often as desired.

AMPLIFY *ongoing*
You touch a willing subject (including yourself). While ongoing, all in sight can hear the subject loud and clear.

DISTRACT
You cause all who are paying attention to you to briefly redirect their vision and attention to somewhere else. Describe how this happens (bright flash, stray noise, puff of smoke, etc.).

ENCRYPT *ongoing*
The writing in a book or other written work you touch becomes jumbled and confused. While ongoing, only you can read the text.

MESSAGE *ongoing*
A seemingly real piece of paper containing a written message or image you designate appears in the hand, pocket, pouch, etc. of any target you can see. When you end this spell, the paper vanishes.

MOVE
You cause any small objects in your hand to vanish and reappear a short distance away, even in your pockets. Likewise, this spell may make small objects (that you own or are sitting around unsecured) disappear from a short distance away and reappear in your hands.

PRESTIDIGITATION
You perform minor tricks of true magic. If you touch an item as part of the casting you can make cosmetic changes to it: clean it, soil it, cool it, warm it, flavor it, or change its color. If you cast the spell without touching an item you can instead create minor illusions no bigger than yourself. Prestidigitation illusions are crude and clearly illusions—they won't fool anyone, but they might entertain them.

FIRST CIRCLE SPELLS

First circle spells require one thread to be woven into them to be cast.

CAUSE FEAR *ongoing*
Choose a target you can see and a nearby object. The target is afraid of the object so long as you maintain the spell. Their reaction is up to them: flee, panic, beg, fight. While ongoing you take -1 to cast a spell. You cannot target entities with less than animal intelligence (magical constructs, undead, mindless automata, and the like).

CHARM PERSON *enchantment, ongoing*
The person (not beast or monster) you touch while casting this spell counts you as a friend until they take damage or you prove otherwise.

CRACKLING NIMBUS *illusion, ongoing*
A weapon you touch glows impressively and crackles with power. The weapon hums menacingly when moved through the air and sends out a shower of sparks or flame or loud noises when it strikes. Apart from being extremely intimidating, while ongoing, the weapon gains +1 damage.

CRAFTY THOUGHT *illusion*
You plant an image into the mind of a target. The target does not have to act on the thought, but the idea has now been planted. This spell may be woven and cast with subtlety during conversation, but if the casting misses, the target knows you were trying to ensorcel him.

INVISIBILITY *illusion, ongoing*
Touch an ally: nobody can see them. They're invisible! The spell persists until the target attacks or you dismiss the effect. While the spell is ongoing you can't cast a spell.

OVER THERE *illusion, ongoing*
You create the appearance of something happening just beyond direct sight (over the next hill, outside of the building, on the horizon, behind the clouds, etc.). The illusion may encompass all senses (plumes of smoke rising, people screaming, haunting music, the scent of delicious cooking, etc.). While ongoing you take -1 to cast a spell.

UNSEEN VOICES *illusion, ongoing*
Create up to 1d6 disembodied voices emanating from anywhere you can see. Each voice may sound however you like and speak any language you know, but its style is fixed once you start using it. You can make the voices follow a specific conversation, or change what they say over time. The voices may move around as you like. While ongoing you take -1 to weave a spell.

THIRD CIRCLE SPELLS

Third circle spells require one thread to be woven into them to be cast. An additional thread give some of them more power.

CLOAK *illusion, ongoing*
You pace the perimeter of a small area (such as a room, small cave, etc.). Those outside the area perceive the area as if any activity inside was not there. Those inside the area perceive everything normally. For example, anyone viewing a campsite protected in this way from the outside would not see, hear or smell any of the people within, the fire, mounts, etc. While ongoing, any time you would heal damage, heal -1d4 HP.

DARKNESS *ongoing*
Choose an area you can see: it's filled with supernatural darkness and shadow. While ongoing you take -1 to cast a spell.

MEMORY BLANK *enchantment, ongoing*
You suppress the memory of events of the last few minutes in a target you can see. The target forgets any imminent intention, but has no trouble making new memories (for example, a target might forget they were in the middle of fighting, but will react to a fresh attack as if it were the start of hostilities). While the spell is ongoing you take -1 to cast a spell. You may make this spell permanent (eliminating your ongoing penalty) by spending 1 blood.

MIMIC *ongoing*
You take the form of someone you touch while casting this spell. Your voice and physical characteristics match theirs exactly but your behavior may not. This change persists until you take damage or choose to return to your own form. While ongoing you lose access to all your illusionist talents.

MIRROR IMAGE *illusion, ongoing*
You create an illusory image of yourself. When you are attacked, roll a d6. On a 4, 5, or 6 the attack hits the illusion instead, the image then dissipates and the spell ends. If you weave an additional thread into this spell, you create three images instead of one, with the spell ending only once all are gone.

PHANTASM *summoning, ongoing*
You craft an illusion of some type of creature, then summon a spirit into it, giving it substance. Describe what the creature looks like. Treat it as your character, but with access to only the basic moves. It has +1 modifier for all stats, 1 HP, and base damage of 1d4. The phantasm also gets your choice of 1d4 of these traits (you may spend one karma to gain an additional choice):

- It has +2 instead of +1 to one stat
- It has 1 armor
- Its bond to the illusion is strong: +1 HP for each circle you have
- It inspires a particular emotion in those who see it

The creature remains until it dies or you dismiss it. While the spell is ongoing you take -1 to cast a spell. If you weave an additional thread into this spell, you may summon two additional phantasms of the same type.

SUFFOCATION *illusion*
Select 1d4 enemies you can see. They become momentarily stunned, thinking they have run out of air. Only creatures who breathe will believe this illusion. If you weave an additional thread into this spell, it affects 2d6 enemies you can see instead.

FIFTH CIRCLE SPELLS

Fifth circle spells require two threads be woven into them to be cast.

FALSE CHOICE

illusion, ongoing

You cast this spell over some pre-existing situation that offers a clear choice (e.g. a fork in the road, which glass from the tray, which cup hides the ball, etc.). Anyone confronted with this choice will make the selection you designate, but will think they took the choice they would have picked of their own free will. If a target travels more than a few miles away from where the choice was made, they realize something has gone awry. While ongoing, take -1 to cast spells.

MASS HALLUCINATION

illusion, ongoing

Your surroundings fill with a multi-sensory illusion limited only by your imagination. The effect may be subtle (e.g. a smell of perfume, a slight haze in the air, barely audible whispers), overt (e.g. a massive inferno, a landscape of writhing tortured souls, a raging thunderstorm), or anything in between. All present must contend with the illusion as if it were real, unless they have some way of seeing through the illusion or other certainty that it is false (the GM might give monsters such knowledge as a consequence failed rolls). The illusion may deal damage, but never more than 1d4, regardless of how bad the situation may appear. While ongoing, you cannot weave spells.

PIERCE THE VEIL

divination, ongoing

You sense illusions, seeing through them to the truth. You also intuit the source of any illusions you see. While ongoing, take -1 to cast a spell that is not an illusion.

PHANTOM APPARATUS

summoning, ongoing

You craft an illusion of a grand vehicle with a passenger stat no greater than eight, then summon a spirit into it, giving it substance. Describe what the vehicle looks like. This functions exactly the way a real vehicle of that type would, including its moves, though is significantly more luxurious. While ongoing, take -1 to cast a spell.

RAIN OF DEATH

illusion

You target every enemy you can see with illusory missiles of some kind (fire raining from the sky, crystal shards spraying from your hand, spears bursting out of the ground, swarms of bees, etc.). Say what this looks like, then deal 2d4 damage to each target. If it matters, this damage heals once the combat is over.

SWITCH

illusion, ongoing

You touch two people while casting this spell (one of them can be you), and each will take on the exact appearance and voice of the other, though their behavior may not. Each subject retains their own stats, abilities, gear and talents, all appearances to the contrary. You need not have the subject's consent to use this spell.

SEVENTH CIRCLE SPELLS

Seventh circle spells require three threads be woven into them.

ALIENATION

illusion, ongoing

A target you can see perceives being banished to an abandoned waste, trapped in an illusion that only they experience. Others see (and may suffer from) the target's reactions, but not what caused them. The illusion cannot harm the target; however, it will rationalize harm inflicted on the target in reality (someone attacking them, for example) with a corresponding event in the illusory world. As with other illusions, failed moves may clue the target into the nature of the illusion. If the target truly doubts the illusion, the spell ends. While the spell is ongoing you take -1 to cast a spell.

APHASIA

enchantment, ongoing

Select any number of nearby targets. Anything the targets say comes out a nonsensical jumble which no one can understand. They also perceive other speech to be jumbled as well. While the spell is ongoing you take -1 to cast a spell.

COUNTLESS DOORWAYS

Select a mundane door. A small, nearly invisible mark appears on the door in a location of your choosing. From now on, if you touch that mark when opening the door, you may make it open into the location of any other door you have marked with this spell. The connection remains open as long as the door does, but severs if shut from either end. Strong washing with soap may erase your mark from a door.

DREAMWALK

ongoing

You project your awareness into the dreams of a nearby sleeping target, leaving your own body asleep. You fully (and secretly) experience the dreams of the target, and may be able to mine them for information. You may also sculpt the dreams in any way you like and to your own purposes. You may make moves (such as discern realities or spout lore) while in the dream. Any harm you inflict on the target in their dreams deals no damage in the real world, but may cause the target to wake. While ongoing, you cannot cast spells.

LIFE IS ILLUSION

ongoing

Select a target. When the target deals damage, you may transform some of the attack into an illusion, cutting the damage dealt (before armor) in half. While the spell is ongoing you take -1 to cast a spell.

PHANTOM HORDE

summoning, ongoing

Choose a monster with the *horde* tag. You craft an illusion of that horde, then summon a spirit into it. Use the same stats as real monsters of that type, except you define their instinct and they only deal 1d4 damage. The GM controls these monsters, staying true to the instinct you define. The horde remains until it dies or you dismiss it.

NINTH CIRCLE SPELLS

Ninth circle spells require four threads be woven into them.

AFTERLIFE

illusion

Select a target who has recently taken damage or suffered some other ill effect. They feel the icy clutch of death upon them and, as far as they know, fall down dead, only to come to at the site of their final judgement. Describe the tribunal who judges the target and what they ask for in exchange for letting them cheat death and return to the land of the living (as if they were taking their last breath). The spell ends when the target either accepts or rejects the deal. Either way, the target "wakes up" back in the real world (where, in reality, almost no time has passed, regardless of the length of the negotiations). The target heals 1d8 damage if they accepted the deal or takes 1d8 damage if they rejected it. The spell provides no way of enforcing the deal, but the target does not know that.

ECLIPSE

illusion

You conjure a disk of solid darkness high in the sky, slowly blotting out the sun, just as an eclipse would, over scores of miles. While ongoing you take -1 to cast a spell.

PRESENCE

ongoing

Every creature must ask your leave to enter your presence, and you must give permission aloud for them to enter. Violators take an extra 1d10 damage whenever they take damage in your presence. While ongoing you take -1 to cast a spell.

SHADOW PALACE

illusion, ongoing

You trace out a doorway in mid air and open it. The door enters into a monumental palace (furnished, appointed and staffed as you see fit) tucked into a pocket of astral space. Anything removed from the palace vanishes into mist, but while inside the palace everything is real; food is nourishing, baths are cleansing, and so on. Each thread of this spell takes a quarter hour to weave. This spell can be sustained permanently by spending 2 blood, allowing you to call the door any time you like.

WHAT YOU'VE DONE TO THE PLACE

illusion, ongoing

Concentrate on the steading you are in and select any number of its current occupants. The spell alters the steading, altering its tags to all appearances. The occupants you select can see the changes and, knowing they are illusory, may act to reinforce them. To any affected by the illusion, the prosperity, population and defense function as if they were each one step higher or lower (decided at the time of casting). In addition, you may remove or add four other tags on the steading. While ongoing you take -1 to weave spells.

NETHERMANCER

NAMES

choose or invent

Dwarf: Hotnen, Icfen, Isnev, Liksur, Midgor, Odlar, Oljis, Otdor, Uन्नan
Elf: Ardaydel, Esthasar, Hinnial, Inatildi, Inebayles, Samsentea
Human: Ayusk, Chedra, Eine, Natusk, Oudar, Petan, Rokin, Suis, Teoret
Obsidimen: Achtherad, Eyangkal, Ifold, Jisseran, Noutves, Ortnys
Ork: Apwar, Band, Borche, Buph, Nantest, Opage, Rok, Rollsul, Sogtan
Troll: Banyth, Creser, Hafoth, Kerdod, Kerok, Lossod, Rihik, Wadym
T'Skrang: Ayaundeves, Choutan, Ch'say, G'im, Soe'ad, Ta'undeng, V'tasach

LOOK

choose one for each

Gaze: kind, sharp, sad
Appearance: maudlin, jovial, strange
Accoutrement: reverent, flowing, primitive
Body: gaunt, knobby, flabby

STAT

Your maximum HP is 8+Constitution.
Your base damage is d6.

SPECIES

choose one

DWARF

When you defy danger by enduring, improve the result by one step.

ELF

You may cast Astral Weapon as a cantrip.

HUMAN

Choose one spell from another discipline's list. You can cast it as if it was a nethermancy spell.

OBSIDIMEN

You are one with stone. You may cast a special version of Words of the Unspeaking as a cantrip which only works on stone.

ORK

You may cast Grave Touch as a cantrip.

TROLL

When you use the crucible talent, adjust the damage you take by -1d4 (minimum zero).

T'SKRANG

When you use your tail to help successfully perform the ritual of bone, make an additional choice.

STARTING MOVES

NETHERMANCY

Through insight, fortitude and a special connection to spirit realm, you can weave threads into spells. You gain access to a number of moves and abilities related to spell casting:

- You may use the astral sight move.
- You have mastered several nethermancy spells and inscribed them in your grimoire. You start out with three first circle spells in your grimoire as well as the cantrips. Whenever you gain a circle, you add a new spell of your circle or lower to your grimoire.
- You know how to form and stabilize an astral construct that makes casting spells safer, called a spell matrix. You may fashion as many spell matrices as you like; however, the combined circles of all spells attuned into them may not exceed twice your own circle.
- Through patience, perception and experience, you can weave threads to cast spells (from a spell matrix, grimoire or with raw magic). You can use any of the weaving spell moves with +WIS.
- Through force of will and pushing your physical limits, you channel energy through your spell weaving to cast a spell. You can use the cast a spell move with +CON.

REAPER

When you take time to respectfully tend to the dead, take +2 forward.

RITUAL OF BONE

When you spend a grueling couple of hours constructing and inscribing a bone circle several feet across, inviting a spirit to live within it, roll+CON. On a hit, a bone spirit inhabits the circle and will take physical action against anyone who enters, or is already within, the circle, except you. On a 10+, choose three. On a 7-9, choose one. You may spend a point of karma to make an additional choice, but not on a miss:

- The spirit is particularly potent: take +1 when weaving a nethermancy spell within the circle.
- The spirit will not attack targets you designate.
- The circle lasts for days instead of hours.
- The circle is particularly hard to spot.
- The circle is completed in less time than usual.
- When in the circle, you may concentrate and observe the world as if standing in another of your active bone circles.
- When you speak within the circle, if you desire, your voice may be heard by any standing near all of your other active bone circles.

EXPRESSIONS OF THE NETHERWORLD

When you create art with bone carving or embroidery, take +1. If you give the result in a successful greeting ritual, the recipient may take +1 to their last breath, if they possess the art.

PASSION

choose which you follow the most

GARLEN

hearth, healing

Help a steading grow.

JASPREE

growth, wilderness

Restore something to its natural state.

LOCHOST

rebellion, freedom

Endanger yourself to free another.

DIS

slavery, bureaucracy

Bind someone to an oath or contract.

GEAR

Your load is 10+STR. You carry your grimoire (1 weight), appropriate artisan tools (1 weight), and dungeon rations (5 uses, 1 weight).

Choose your defenses:

- hide armor (1 armor, worn, 1 weight)
- bone-decorated robes (0 armor, worn, 1 weight)
- tough skin (1 armor, 0 weight, obsidimen only)

Choose your armament:

- axe (close, 1 weight)
- spear (reach, thrown, near, 1 weight)
- staff (close, two-handed, 1 weight) and bandages (0 weight)
- whip (reach, dangerous, entangling, 1 weight)

Choose one:

- adventuring gear (1 weight) and dungeon rations (5 uses, 1 weight)
- healing potion (0 weight)
- a nightmare or *imaginary* mount

FLAGS

select or invent two

- Bumptious*: challenge my knowledge and prove that I have more to learn.
- Devoted*: offer me an easier solution that requires I compromise my relation with _____.
- Graceless*: include me in a beneficial social interaction I must spoil with blunt observation or crass behavior.
- Peculiar*: refuse my aid because I'm different.
- Portentous*: seek my divinations in a moment of uncertainty and trust them implicitly.
- Righteous*: offer me an easier solution that requires I violate my principle of _____.
- Visionary*: offer me an easier solution that interferes with my dream of _____.

TALENTS

You may weave threads into talents, if you meet their requirements:

☐☐☐ **BRANDED**

You bear a mark of your connection with the dead. Dead spirits know you as their own. Any dead spirit that still clings to the mortal plane will speak with you, sharing openly. The living see your mark as an ill omen, and you take -1 ongoing to CHA rolls with those who see your mark. Choose a part of your body that takes on the visible aspects of death while remaining fully functional:

- ☐ **Arm:** Any weapon you grasp flows into the other world. It gains 2 *piercing* against living creatures.
- ☐ **Eye:** When you touch a corpse you see what it saw in its last moments. The GM will describe it.
- ☐ **Legs:** Your passing leaves no mark or scent as a living person would.
- ☐ **Tongue:** You may lace any oath, prayer, or spell with a link to the netherworld. Its effects on the dying or dead will be amplified, as described by the GM.

Second or third thread (requires circle 4): Choose another body part to take on the visible aspects of death.

Second or third thread (requires circle 4): Your mark of death grows such that it may not be concealed. Describe it. The dead will seek you out, giving you what aid they can. The undead will not harm you. The parochial will treat you as a pariah.

☐☐ **CRUCIBLE**

When you take damage and embrace the pain, you may take +1d4 damage (ignoring armor). If you do, take +2 ongoing to weave spells until you next cast a spell. You also take +1 forward to cast a spell.

Second thread (requires circle 4): You also add your nethermancer circle to any damage done or healed by your next spell. If the spell deals damage by spending hold, you only add this bonus damage the first time you spend hold.

☐ **FEELING LOSS**

You first enter a **steading**, you may ask the GM: “Who here suffers most from death of their loved ones?” Take +1 ongoing acting on the answer.

☐ **SPIRIT TALK**

You can speak with and understand all spirits, not just those who communicate verbally. You can communicate with nearby spirits even when they are solely in astral space and you are not.

☐ **SPIRITUAL PROTECTION**

When you wear no armor or shield you get +CON armor.

☐ **IMPRECATION**

When you call on the spirits to curse a target you can see, take a random debility (if you already have that debility, you got lucky) and roll+WIS. If you do this inside a bone circle, improve the result by one step. On a 10+ the target will soon take a noticeable loss in the arena of your choice. On a 12+ so will one of the target’s descendants. On a 7-9 the target is merely unlucky in the chosen arena until the spirit grows tired of tormenting it. On a miss, possibilities include the target discovering what you were attempting, or the spirits become offended and cursing you instead, etc. Curses can affect these arenas:

- Finances/occupation
- Health/well-being
- Love/relationships
- Prospects/hope
- Status/reputation

☐☐ **THE SCALES OF LIFE AND DEATH**

When someone faces last breath in your presence, they take +2.

Second thread (requires circle 6): When you touch someone taking their last breath, you see what they do beyond the Black Gates. Should they miss their last breath, you may intercede. Death will forfeit their soul for now, but demands an appropriate favor or sacrifice in return. If you agree, the target comes back to life, and you take -3 ongoing to your own last breath until the debt is paid.

☐ **REPEL UNDEAD**

requires circle 2

When you weave an available thread into a life-affirming pattern around you and praise life, roll+WIS. On a hit, so long as the thread remains woven and your song continues, no undead may come within reach of you. On a 10+, you also momentarily daze intelligent undead and cause mindless undead to flee; aggression breaks the effects and they are able to act as normal. Intelligent undead may still find ways to harry you from afar. They’re clever like that.

☐ **OBSTINACY**

requires circle 2

When you cast a spell you ignore a “-1 to weave spells” or “-1 to cast spells” penalty from one of your ongoing spells.

☐ **SPEAKER FOR THE DEAD**

requires circle 2

When you spout lore about undead, spirits, burial customs, or other matters of life and death, you use WIS instead of INT. On a 12+, you get to ask the GM any one question about the subject.

☐☐ **SPIRIT TUTOR**

requires circle 2

Choose one spell. You may use that spell as if it was one circle lower (this does not change the number of threads needed to cast it).

Second thread (requires circle 6): Choose another spell to use as if it was one circle lower.

☐ **SPIRITUAL INTERVENTION**

requires circle 2

When you attune a spell matrix you get 1 hold and lose any hold you already had. When you or an ally takes damage, you may spend 1 hold to call on the spirits, who intervene with an appropriate manifestation (a sudden gust of wind, a lucky slip, a burst of light) and negate the damage. You may spend 1 karma to gain +1 hold.

☐ **ABATE CURSE**

requires circle 4

When you perform an hour long ritual of abatement on a cursed item or person within a bone circle, roll+WIS. On a hit, you transfer the curse to the circle’s bone spirit. If the spirit previously obeyed your commands, it no longer does. When the bone circle dissipates, so does the curse. On a 7-9, when the bone circle dissipates, the bone spirit, still cursed, goes free. On a miss, a lot can go wrong.

☐ **CALL TO TASK**

requires circle 6

When you call the name of a dead spirit near the location of its death or while holding an object dear to it, roll+WIS. If you do this in a bone circle, take +2. On a hit, you may command the ghost to haunt any person or place whose true pattern you know, including yourself. If you choose to have it haunt you, you may have it take damage which was meant for you, then it disappears and must be summoned again. On a 7-9, the spirit demands a price for the haunting.

☐ **LIFESENSE**

requires circle 6

You constantly sense the energy of all nearby living beings, even when you cannot see them. When you discern realities, you may always ask “what living beings are nearby?”, even on a miss. When you are present when someone fails their last breath, take -1 forward.

☐ **THROUGH DEATH’S EYES**

requires circle 6

When you go into battle, roll+WIS. On a 7-9, name someone who will live or someone who will die. On a 10+, name one of each. Name NPCs only. The GM will make your vision come true, if it’s even remotely possible. On a miss you see your own death and consequently take -1 ongoing throughout the battle.

☐ **ERASE HORROR MARK**

requires circle 8

When you perform a day-long ritual on a horror marked person or object, roll+CHA. On a 10+ you remove the horror mark from the subject. On a 7-9 you remove the horror mark, but only by transferring it to yourself, where it will fade after seven days.

NETHERMANCY SPELLS

CANTRIPS

Nethermancers may use their cast a spell move with any cantrip they have in their grimoire without performing any type of weaving. All known cantrips can be cast as often as desired.

REPEL *ongoing*
Choose any creatures you can see (including yourself). For the next day, mundane insects and other minor vermin will stay away from the selected targets.

UNSEEN SERVANT *ongoing*
You conjure a simple invisible construct that can do nothing but carry items. It has load 3 and carries anything you hand to it. It cannot pick up items on its own and can only carry those you give to it. Items carried by an unseen servant appear to float in the air a few paces behind you. An unseen servant that takes damage or leaves your presence is immediately dispelled, dropping any items it carried. Otherwise the unseen servant serves you until you end the spell.

WISP *ongoing*
You conjure a simple floating orb which glows dimly, shedding light roughly equal to that of a full moon over a short distance. You may direct this orb in any direction or elevation, and it will obey at no faster than walking pace. Should the orb ever move out of your line of sight, the spell ends.

FIRST CIRCLE SPELLS

First circle spells require one thread to be woven into them to be cast.

ASTRAL WEAPON *ongoing*
While you use astral sight, you are armed with a weapon (+1 damage, close, 0 weight) that may hack and slash astral beings using *wis* instead of *str*. While ongoing you take -1 to cast a spell.

BRIGHT ONE *summoning, ongoing*
You summon a tasked spirit to assist you. Gain 1d4 hold. When you take an action, spend 1 hold to have the spirit aid you (giving you +1 to your action). When you run out of hold, the spell ends and the spirit vanishes.

CONTACT SPIRITS *summoning*
Name the spirit you wish to contact (or leave it to the GM). You pull that creature through the planes, just close enough to speak to you. It is bound to answer any one question you ask to the best of its ability. If you weave and cast this spell within a bone circle, you may ask three questions.

GRAVE TOUCH *summoning, ongoing*
You draw on spirits of the dead, channelling their energy through your body into your enemies. Gain 1d6 hold. You may spend 1 karma to gain +1 hold. When you hack and slash, you may spend 1 hold to roll+CON instead of +STR and, on a hit, you add +1d4 damage. While ongoing, take -1 to casting spells. If you run out of hold the spell ends.

MURDER FOG *summoning*
Point to any location you can see. At that spot, a vaguely humanoid fog coalesces and you coax a maleficent spirit to inhabit it. The fog ghost is a monster: *solitary, amorphous, spirit, 7 HP, 0 Armor, freezing touch (close, d6 damage), instinct: to indiscriminately kill the nearest living thing*. The GM controls this monster, and may use it for moves, with the understanding that it is mindless and attacks solely based on proximity. You have no control over this creature, nor may you dismiss it. The fog ghost dissipates when it is killed.

SPEAK WITH DEAD *summoning*
A corpse's spirit converses with you briefly. It will answer any three questions you pose to it to the best of the knowledge it had in life and the knowledge it gained in death. If this spell is cast within a bone circle, take +2 when you cast the spell.

SHADOW'S WHISPER *divination, ongoing*
While ongoing, you may hear anything spoken next to any nearby shadows. While ongoing you take -1 to weaving threads.

THIRD CIRCLE SPELLS

Third circle spells require one thread be woven into them to be cast. Some allow the weaving of an additional thread to give the spell more potency.

ANIMATE DEAD *summoning, ongoing*
You invoke a hungry spirit to possess a recently-dead body and serve you. This creates a zombie that follows your orders to the best of its limited abilities. Treat the zombie as a character, but with access to only the basic moves. It has a +1 modifier for all stats and 1 HP. The zombie also gets your choice of 1d4 of these traits (you may spend one karma to gain an additional choice):

- It's talented. Give one stat a +2 modifier.
- It's durable. It has +2 HP for each nethermancer circle you have.
- It has a functioning brain and can complete complex tasks.
- It does not appear obviously dead, at least for a day or two.

The zombie lasts until it is destroyed by taking damage in excess of its HP, or until you end the spell. While ongoing you take -1 to cast a spell. This spell must be cast in a bone circle.

DISMISSAL
You disrupt the pattern of the summoning which called a target *spirit* creature. Ideally, this banishes the target back from where it came. If not cast perfectly, however, a common complication is the severing of the spell giving the summoner control over the summoned, but not sending the summoned back, leaving an uncontrolled spirit in your midst. If you weave an additional thread into this spell, you may target two additional summoned creatures.

PAIN *enchantment, ongoing*
You inflict excruciating agony on a visible target. Gain 1d6 hold. Any time the target deals damage or makes a move, you may spend 1 hold to deal 1d4 damage to it. If you run out of hold, the spell ends. If you weave an additional thread into this spell, hold an additional 2 and grant +1 ongoing to anyone acting against the target as well. You may not aid another while ongoing.

RESURRECTION
Tell the GM you would like to resurrect a corpse whose soul has not yet fully departed this world. Resurrection is always possible, but the GM will give you one or more (possibly all) of these conditions:

- It's going to take days/weeks/months
- You must get help from _____
- It will require a lot of money
- The target may change in a particular way
- You must sacrifice _____ to do it

The GM may, depending on the circumstances, allow you to resurrect the corpse now, with the understanding that the conditions must be met before it's permanent, or require you to meet the conditions before the corpse is resurrected. This spell must be cast in a bone circle.

WANDERING EYES *summoning, ongoing*
You summon a tasked spirit which manifests as a floating puffball with two large eyes. While ongoing, you see through these eyes, and may direct them in any direction (including up and down) at running pace. If you weave an additional thread into this spell, choose a special ability for the spirit, such as:

- Its eyes can see in the dark
- You can hear through it
- You can speak through it
- It can spit a glowing ink, useful for marking trails.
- It can perform small manipulations, such as opening doors.

If this spirit takes damage, the spell ends. While the spell is ongoing, you cannot see through your own eyes and cannot cast spells. If you cast this spell within a bone circle, take +1 forward when discerning realities through the eyes.

ZEALOT *summoning, ongoing*
A simple ally spirit appears and fanatically follows your orders. Treat it as a hireling with no cost and 1d4+2 skills (distributed as you like) that never needs to make checks for loyalty. It can carry a load of 12. The spirit remains on this plane until damaged or you dismiss it. While the spell is ongoing you take -1 to cast a spell.

FIFTH CIRCLE SPELLS

Fifth circle spells require two threads be woven into them to be cast.

CONTACT OTHER PLANE *divination*
You send a request to another plane. Specify who or what you'd like to contact by location, type of creature, name, or title. You open a two-way communication with that creature. Communication can be cut off at any time by either party. You must cast this spell from within a bone circle. Horrors contacted with this spell may mark you.

CONTAGION *ongoing*
Choose a creature you can see. Until you end this spell, the target suffers from a disease of your choice. While ongoing you take -1 to cast a spell. You may spend one blood to continue the disease after the spell ends.

DUST TO DUST *evocation*
You fill the area around you with a glowing affirmation of life. Turn 1d6 undead *horde* enemies you can see (of the GM's choice) to dust. If you weave an additional thread into this spell, it affects 2d8 undead hordes instead.

SUMMON ALLY *summoning, ongoing*
An ally spirit appears and aids you as best it can. Treat it as your character, but with access to only the basic moves. It has +1 modifier for all stats, 1 HP, and uses your damage dice. The ally spirit also gets your choice of 1d6 of these traits (you may spend one karma to gain an additional choice):

- It has +2 instead of +1 to one stat (may choose more than once)
- It's not reckless
- It does 1d8 damage
- Its bond to your plane is strong: +2 HP for each circle you have
- It has some useful adaptation (may choose more than once)

The GM will tell you the type of ally you get based on the traits you select. The creature remains on this plane until it dies or you dismiss it. While the spell is ongoing you take -1 to cast a spell. You must cast this spell from within a bone circle.

TRAP SOUL
You trap the soul of a dying creature within a gem. The trapped creature is aware of its imprisonment but can still be manipulated

through spells, parley, and other effects. All moves against the trapped creature are at +1. You can free the soul at any time but it can never be recaptured once freed.

WORDS OF THE UNSPEAKING *divination*
With a touch you speak to the spirits within things. The non-living object you touch answers three questions you pose, as best it can. If you cast this spell within a bone circle, you may ask an additional question.

SEVENTH CIRCLE SPELLS
Seventh circle spells require three threads be woven into them to be cast.

BONE JUMP *ongoing*
Two of your active bone circles become connected. While ongoing, anyone stepping into one circle will be instantly transferred to just outside the other, and you take -1 to weave threads. You must cast this within one of the two circles.

CLOUDKILL *summoning, ongoing*
A cloud of fog drifts into this realm from beyond, filling the immediate area. Whenever a creature in the area takes damage it takes an additional, separate 1d6 damage which ignores armor. This spell persists so long as you can see the affected area, or until you dismiss it.

MARK OF DEATH
Choose a creature whose true name you know. This spell creates permanent runes on a target surface that will kill that creature, should they read them.

SOURCE OF WIT *summoning*
You summon a tasked spirit, then tap the head of a target (including yourself) to bind the spirit into the target's mind. The target gains 3 hold. The target may spend 1 karma to gain +1 hold. The target may spend 1 hold to reroll a failed test involving INT, WIS or CHA. If the target fails a re-roll, the spirit vanishes, taking any unused hold with it. If the target runs out of hold, the spirit vanishes.

SPIRIT BOLT *evocation*
Fire a ray of violet energy at any spirit you can see. If you are using astral sight, this spell can target spirits in astral space. Deal 2d10 damage to the target. This damage ignores armor.

SYMPATHY *ongoing*
You touch one target (including yourself). You gain 1d4 hold. Any time the target takes damage from an attacker, you may spend 1 hold to have the spell deal the same amount of damage to the attacker. This spell may target a group pattern you are part of and, if so, you

may spend hold any time any member of the target group takes damage from an attack. If you weave an additional thread to this spell before casting, you get +2 hold and name an additional target. If you run out of hold, the spell ends. While the spell is ongoing you take -1 to cast a spell.

NINTH CIRCLE SPELLS

Ninth circle spells require four threads be woven into them.

CALL HORROR *summoning, ongoing*
You call the true name of a horror (which you must discover beforehand), summoning it from astral space. This spell must be cast from directly outside a bone circle prepared especially and solely for this summoning. The horror (or some part of it) manifests within the circle. Choose 1d4 of the following:

- The horror immediately kills the bone spirit in the circle, binding itself to the circle instead. Its hourly attempts to escape the circle always fail.
- The horror will offer you great rewards in return for release into the physical world.
- The horror will accede to one of your demands in return for being returned to astral space.
- The horror will not mark you.

While ongoing you cannot weave threads.

CONSUME UNLIFE
The mindless undead creature you touch is destroyed utterly and you steal its death energy, gaining 2 hold for each HP the creature had remaining before you destroyed it. Touch someone (including yourself) to heal them for 1 HP for each hold spent.

PLAGUE *ongoing*
Name a steading. As long as this spell is active that place is beset by a plague appropriate to your Passion's domains (locusts, death of the first born, etc.), gaining a blight to reflect this. While ongoing you take -1 to cast a spell.

RECYCLE
The soul who volunteers to be the target of this spell is ripped from its home (body, ghost, gem prison, etc.) and pushed into the cycle of life and death, reincarnating in the nearest convenient unborn name-giver. Its former home is utterly destroyed, preventing the soul from being resurrected, interrogated or summoned.

TALENT SHREDDER *ongoing*
Select a trait, special ability or other known talent of a target monster. While ongoing, the monster may not make a move involving that talent/ability and you take -1 to weave threads.

SCOUT

NAMES

choose or invent

Dwarf: Atkis, Cotdan, Icnor, Irlon, Lisfur, Mazav, Olper, Onnir, Tucles
Elf: Throdir, Elrosine, Aranwe, Celion, Dambrath, Lanethe
Human: Augrund, Crayelm, Eivor, Etia, Netia, Niage, Teomeld, Veyan
Obsidimen: Asisver, Eninatia, Inthongha, Mieqpolche, Onves, Otistia
Ork: Ackiss, Dukran, Dul, Hoklye, Husray, Ondel, Osust, Pantech, Unnper
Troll: Azan, Dordyn, Gadal, Kethor, Malik, Raltok, Tidith, Vonnar, Zarrod
T'Skrang: Cheengad, G'belend, Gu'lerem, K'nys, Kui'ver, S'raytur, V'rodwor
Windling: Athaki, Benect, Chajaki, Chorreni, Namkel, Nashiru, Shurkeni

LOOK

choose one for each

Gaze: wild, sharp, bestial
Appearance: wild, professional, grubby
Accoutrement: concealing, durable, practical
Body: lithe, wild, sharp

STAT

Your maximum HP is 8+Constitution.
Your base damage is d8.

SPECIES

choose one

DWARF

When you discern realities about underground locations, you may ask an additional question, even on a miss.

ELF

When you undertake a perilous journey through wilderness as trail-blazer, you succeed as if you rolled a 10+.

HUMAN

When you take watch, improve the result by one step.

OBSIDIMEN

You may use the disable talent with +STR instead of +DEX.

ORK

Add to the list of hack and slash choices:
• deal +2d6 stun damage.

TROLL

When you hunt and track in the dark, improve the result by one step.

T'SKRANG

When you defy danger and use your tail to your advantage, take +1.

WINDLING

When you ride a mount with the *flying* tag, take +1 ongoing to control that mount.

STARTING MOVES

ENSNARE

When you prepare an area with traps (bending trees with spikes, digging pits, lifting deadfalls, etc.), roll+STR. **On a 10+**, hold 3. **On a 7–9**, hold 1. Spend your hold when enemies or creature move through this area, choosing one for each hold spent:

- One target is entangled or otherwise immobilized.
- One target takes 1d8 damage.
- One target is shaken and loses access to one of its moves until it leaves the area.

HUNT AND TRACK

When you follow a trail of clues left behind by passing creatures, roll+WIS. **On a hit**, you follow the creature's trail until there's a significant change in its direction or mode of travel. **On a 10+**, you also choose one:

- Gain a useful bit of information about your quarry, the GM will tell you what.
- Determine what caused the trail to end.

OUTRIDER

When you undertake a perilous journey acting as scout, you succeed as if you rolled a 10+.

VIBE

When you enter a settlement for the first time or discern realities about a location, you add the following to the list of questions you may ask the GM:

- How could I be accepted by the people here?
- How could I best attract attention here?
- How could I gain access to what is secret here?
- What here is a source of strife?
- Where could I best hide around here?

EXPRESSIONS OF THE TRAIL

When you create art with rune carving or wood carving, take +1. If you give the result in a successful greeting ritual, any attempt to track the recipient succeeds as if you rolled at 10+, if they have the art in their possession.

PASSION

choose which you follow the most

MYNBRUDJE

justice, empathy, truth

Uncover an injustice or lie.

LOCHOST

rebellion, freedom

Free someone from literal or figurative bonds.

JASPREE

growth, wilderness

Use terrain to your advantage.

RAGGOK

vengeance, jealousy

Discover information which you keep to yourself.

GEAR

Your load is 11+STR. You start with appropriate artisan tools (1 weight) and dungeon rations (5 uses, 1 weight). Choose two weapons:

- dagger (near, 1 weight)
- hunter's bow (near, far, 1 weight) and a bundle of arrows (3 ammo, 1 weight)
- short sword, axe or club (close, 1 weight)
- spear (reach, thrown, near, 1 weight)
- staff (close, two-handed, 1 weight)

Choose your defense:

- leather armor (1 armor, worn, 1 weight)
- tough skin (1 armor, 0 weight, obsidimen only)
- wilderness clothing

Choose one:

- Adventuring gear (1 weight) and dungeon rations (1 weight)
- Adventuring gear (1 weight) and bundle of arrows (3 ammo, 1 weight)
- shield (+1 armor, 2 weight)
- Any common mount (with GM approval)

FLAGS

select or invent two

- Accommodating*: counter my proposal with a less attractive one I must either accept or disrupt the harmony of the group.
- Bumptious*: challenge my knowledge and prove that I have more to learn.
- Curious*: convince me to try something I probably shouldn't.
- Greedy*: offer me financial reward to undermine a friend.
- Heroic*: let me keep you from going first into danger so I can go myself
- Peculiar*: refuse my aid because I'm different.
- Trustworthy*: confide in me a secret that would damage you if revealed.

TALENTS

You may weave threads into talents, if you meet their requirements:

CAMOUFLAGE

When you **keep still in natural surroundings**, enemies never spot you until you make a movement. Take +2 forward to act against a target unaware of your presence.

Second thread (requires circle 4): When you use camouflage with a mount, roll+Control. **On a 10+** you stay hidden even while mounted, and your mount stays still. **On a 7–9** the mount will stay still as long as you want, but you must dismount.

FOLLOW ME

When you **undertake a perilous journey** you can take two roles. You make a separate roll for each.

Second thread (requires circle 6): Roll twice and use the better result for both roles.

READ LIPS

When you **see an intelligent creature speaking a language you know**, you can understand what they are saying even if you cannot hear them.

A SAFE PLACE

When you **set the watch for the night**, everyone takes +1 to take watch, including you.

Second thread (requires circle 6): Also, anyone who does not take watch adds your +WIS to the number of HP they heal while resting.

MASTER TRAPPER

When you **use ensnare** you always get +1 hold, even on a miss. Also, you may spend 1 karma to gain +1 hold.

AWARENESS

requires circle 2

When you **discern realities about a location**, you add the following to the list of questions you may ask the GM:

- Is there a trap here and if so, what activates it?
- What does the trap do when activated?
- What is the best available location for an ambush?
- What is the safest route through?

Second thread (requires circle 6): When you discern realities about a location, you may ask two additional questions, even on a miss.

CLOSER LOOK

requires circle 2

When you **stand still and focus your vision**, you can make out fine details at far range and beyond.

COMMUNION OF WHISPERS

requires circle 2

When you **spend time in a place**, making note of its resident spirits and calling on the spirits of the land, roll+WIS. You will be granted a vision of significance to you, your allies, and the spirits around you. The GM will describe it. **On a 10+** the vision will be clear and helpful to you. **On a 7–9** the vision is unclear, its meaning murky. **On a miss**, the vision is upsetting, frightening, or traumatizing. Take –1 forward.

FAMILIAR PREY

requires circle 2

When you **spout lore about a monster** you use +WIS instead of +INT. In addition, on a 12+, you get to ask the GM any one question about the subject.

FORGOTTEN EARTH

requires circle 2

When you **defy danger by jumping**, you may clear distances beyond natural limits (leaping over walls, crossing a crevasse, etc.)

IN AND OUT

requires circle 2

When you roll for another move that you want to perform in a clandestine manner, tell the other players...

- ...why no one suspects your approach.
- ...why no one notices your action.
- ...why you leave no trace behind.

On a 10+, in addition to the normal result of the roll, all that you say is true. **On a 7–9**, the GM chooses one of your statements to be false, the others are true.

SNIPE

requires circle 2

When you **strike with a ranged weapon from hiding**, your first shot never gives away your position and, if it hits, you may roll damage twice and take the better result.

WITHOUT A TRACE

requires circle 2

When you **mask a trail with skill and magic**, roll+WIS. **On a 10+** no one will be able to track the trail, not even by scent or with magic. **On a 7–9** only extremely skilled trackers or those with magical assistance will be able to track the trail. **On a miss**, you make the trail easier to spot.

VIPER'S STRIKE

requires circle 2

When you **strike an enemy with two weapons at once** (or both ends of a staff), add an extra +1d4 damage for your off-hand strike.

Second thread (requires circle 6): Add an extra +1d8 damage for your off-hand strike, instead.

DISABLE

requires circle 4

When you **pick locks or disable traps**, roll+DEX. **On a 10+**, you do it, no problem. **On a 7–9**, you still do it, but the GM will offer you two options between suspicion, danger, or cost.

BY NATURE SUSTAINED

requires circle 4

You don't need to eat or drink. If a move tells you to mark off a ration just ignore it.

SECRET PATHS AND WAYS

requires circle 4

You know places in the wilderness where secret paths lie unseen. When you **travel by a way that is beyond the mortal world**, roll+WIS. **On a 10+**, it leads where you want it to. **On a 7–9**, you or the GM must choose a difficulty:

- Others find the way who did not know it before.
- The journey takes much longer than it seemed to.
- The way is long and hard. Each person who takes it must consume a ration or mark the debility weak.
- You encounter some danger upon the road.

TREMORS

requires obsidiman or circle 4

You can feel vibrations echoing through the earth. You can never be ambushed or surprised underground or on hard ground, even in the dark. When an **enemy, trap, or accident would get the drop on you**, you get to act first unless they never touch the earth.

Second thread (requires circle 8, circle 4 for obsidimen): When you ask a cave about someone or something else inside it, roll+INT. **On a 10+**, the cave tells where it is, what it's doing, and answers any one question you ask about it. **On a 7–9**, the cave tells you either where it is or what it's doing.

MAGIC SENSE

requires circle 6

You may make use of the Astral Sight special move.

WEATHER WEAVER

requires circle 8

When you **are under open skies when the sun rises** the GM will ask you what the weather will be that day. Tell them whatever you like, it comes to pass.

SKY RAIDER

NAMES

choose or invent

Dwarf: Fucsen, Lijhun, Munlur, Neyxin, Nultan, Oktas, Oplan, Taztir
Elf: Adtal, Atyi, Banfeth, Danseeldi, Elmsi, Lyedaega, Mornoume, Rangas
Human: Breing, Erod, Keuntai, Nekal, Oecha, Ryvor, Seerad, Taudar, Urad
Ork: Andnal, Atord, Lom, Oras, Ortkin, Rogh, Ul, Umust, Uyest, Yukqua
Troll: Bemark, Bytem, Fossim, Gisirk, Hasil, Poshul, Siltod, Soshon, Zidom
T'Skrang: Cha'vor, D'quaia, K'ia, R'acheld, Ss'tonrak, T'bur, Vkim, Z'ald

LOOK

choose one for each

Gaze: fiery, contemptuous, gleeful
Appearance: cosmopolitan, bold, restrained
Accoutrement: garish, ornate, minimal
Body: hulking, spry, sturdy

STAT

Your maximum HP is 8+Constitution.
Your base damage is d10.

SPECIES

choose one

DWARF

When you defy danger with a shield, you may release the shield to improve the result by one step.

ELF

When you volley with a thrown weapon, deal +2 damage.

HUMAN

When you hack and slash with an improvised weapon, deal +2 damage.

ORK

When you succeed in letting it all out, make an additional choice.

TROLL

When you and your shipmates or bonded group are acting honorably, take +1 ongoing to hack and slash.

T'SKRANG

When you are on an unstable, shifting or narrow surface, take +1 to any move that requires roll+DEX.

STARTING MOVES

HONOR OR SPOILS

When you take a trophy to commemorate an impressive victory, hold 1d4+3. If you lose possession of the trophy or take a new trophy, lose all hold. When you run out of hold, the trophy ceases to be a point of noteworthy conversation. Spend hold to:

- Take +2 to carouse
- Take +1 to recruit
- Take +1 to discern realities about the trophy
- Take +1 to spout lore about the trophy
- Gain insight into the trophy's past and nature, learning a question that must be answered to unlock one of its ranks (if any)
- Impress someone of the GM's choice in a way you specify
- Impress someone you choose in a way the GM specifies

LET IT ALL OUT

When you shout over the din of battle, roll+STR. On a 10+ choose two. On a 7-9 choose one. On a miss, your words or intent might be misinterpreted or mocked. You may spend 1 karma to make an additional choice, even on a miss.

- You intimidate someone: take +1 forward against them
- You intimidate someone else: take +1 forward against them
- Everyone in the vicinity (within far range, on the whole vessel, inside the building, etc.) hears and understands
- Divert attention from an ally to yourself
- You heal 1d4 HP

MY SHIP IS MY CLAN

When a ship you crew or group to which you are bound is insulted, take +1 ongoing to any efforts which serve to redress the insult, but -1 ongoing to any efforts that don't, until the slight is rectified.

EXPRESSIONS OF FREEDOM

When you create art with panel painting or wood carving, take +1. If you use the result in a successful greeting ritual, the recipient will keep mentioning your most recent trophy in conversation, so long as they retain the art.

PASSION

choose which you follow the most

THYSTONIUS

valor, physicality

Demonstrate your honor through exertion.

JASPREE

growth, wilderness

Use the sky, the weather or nature to your advantage.

LOCHOST

rebellion, freedom

Put yourself in danger by defying authority.

RAGGOK

vengeance, jealousy

Cast a rival in an unfavorable light.

GEAR

Your load is 9+STR. You carry appropriate artisan tools (1 weight) and dungeon rations (5 uses, 1 weight). Choose your weapon:

- short sword, axe, or warhammer (close, 1 weight)
- cutlass (close, +1 damage, 2 weight)
- rapier (close, precise, 1 weight)
- spear (reach, thrown, near, 1 weight)
- throwing knives (thrown, hand, near, 3 ammo, 1 weight)

Choose your defenses:

- leather armor (1 armor, worn, 1 weight) and adventuring gear (1 weight)
- chainmail (1 armor, worn, 1 weight) and adventuring gear (1 weight)
- scale armor (2 armor, worn, worn, clumsy, 3 weight)

Choose two:

- 2 healing potions (0 weight)
- shield (+1 armor, 2 weight)
- antitoxin, poultices and herbs (1 weight)
- repair kit (6 uses, slow, 1 weight)
- a tiny or small animal that might be welcome on a ship
- 22 coins

FLAGS

select or invent two

- Devoted*: offer me an easier solution that requires I compromise my relation with _____.
- Graceless*: include me in a beneficial social interaction I must spoil with blunt observation or crass behavior.
- Greedy*: offer me financial reward to undermine a friend.
- Gullible*: tell me a lie I believe.
- Heroic*: let me keep you from going first into danger so I can go myself
- Peculiar*: refuse my aid because I'm different.
- Selfish*: suggest I sacrifice something (tangible or intangible) to improve the lot of others.

TALENTS

You may weave threads into talents, if you meet their requirements:

BOARDING PARTY

When you **board a hostile vessel** or your vessel is boarded by hostiles, hold 1d4. You may spend one karma to gain +1 hold, even on a miss.

During the battle, spend 1 hold to do one of the following:

- during some sort of physical action, also incidentally start or extinguish a fire.
- add to the list of hack and slash choices: knock the target from the deck.
- describe how you defy a danger using the rigging or other elements of the environment and automatically take the 10+ result.
- when dealing damage to the vessel, deal +1d4 damage.
- take a danger that would affect someone near you onto yourself.

DAMAGE CONTROL

When you **jury rig an airship** (*Mounted Combat*, pg. 9) successfully, make an additional choice.

Second thread (requires circle 6): On a 12+, if you repair something caused by gaining stress, remove that point of stress.

LOUDER

When you **let it all out**, add an additional choice to the list of possibilities for each thread you weave into this talent. Select which choice is added when you weave the thread:

- (requires circle 2) You disarm someone: their damage is halved until they are rearmed.
- (requires circle 2) You scare someone: their reaction is up to them, but they are afraid of you.
- (requires circle 4) You terrify the easily cowed: a *group* or *horde* that lacks the *organized* or *terrifying* tags flees for a short while.
- (requires circle 6) You prevent a spell being woven but not yet cast.
- (requires circle 6) You heal +1d8 HP

SHIELD BASH

When you **hack and slash with your shield**, add to the list of choices:

- knock the enemy away or down and take +1 forward against them.

SKY LEGS

When you **are on an unstable, shifting or narrow surface** (such as the deck of a ship, rigging, rooftop, sand, etc.), gain +1 armor.

Second thread (requires circle 6): Gain +2 armor instead.

EXPERT SAILOR

requires circle 2

When you **undertake a perilous journey in an airship**, whatever job you take you succeed as if you rolled a 10+.

INTIMIDATING

requires circle 2

When you **give an NPC an order with menacing confidence**, roll+STR.

On a **hit**, they choose one:

- Do what you say
- Back away cautiously, then flee
- Attack you

On a **10+**, you also take +1 forward against them. On a **miss**, they do as they please and you take -1 forward against them.

ONE IN EVERY PORT

requires circle 2

When you **enter a steading you have visited before**, roll+CHA. On a **hit** you know someone who is willing to help you. On a **7-9** there is also someone else who does not remember you fondly.

SCENT OF BLOOD

requires circle 2

When you **deal damage** to an enemy, your next attack against that same foe deals +1d4 damage.

Second thread (requires circle 6): Your next attack against that same foe deals +1d8 instead.

SHOCK AND AWE

requires circle 2

When you **attack a surprised or defenseless enemy** with a one-handed melee weapon, you can choose to deal your damage or roll+STR.

On a **10+** choose two. On a **7-9** choose one. You may spend one karma to make an additional choice, even on a miss.

- Deal your damage
- Create an advantage, +1 forward to you or an ally acting on it
- Knock them from where they are standing (or even further with a *forceful* weapon)
- Deal 1d6 damage to a different enemy within range of your weapon
- If using a *messy* weapon, deal an extra +1d6 damage
- Adjust the damage of the target's next successful attack on you by -1d4

Second thread (requires circle 6): Make an additional choice.

WIND CATCHER

requires circle 2

When you **leap or fall from a great height**, roll+DEX. On a **10+** you land on your feet, completely unharmed, exactly where you were aiming. On a **7-9** you land on your feet, completely unharmed, but the farther you fall, the further away from your target you drift.

CONVERSATIONALIST

requires circle 4

When you **let it all out**, always gain an additional choice, even on a miss.

DECK ANCHOR

requires circle 4

When you **are at risk of being knocked down** or moved from your position, roll+STR. On a **10+** you resist being moved. On a **7-9** you

resist being moved, but take -1 forward against whatever tried to move you.

HOT SHOT PILOT

requires circle 6

When you **have a chance to show off your moves as a pilot**, you may automatically take the 10+ results of any control vehicle rolls.

REBOARDING

requires circle 6

When you **hold out your hand to a loose, familiar object**, the object (a weapon you have thrown or dropped, the end of a rope on your ship, your lucky coin, your shield, etc.) flies into your hand. Roll 1d4. If the result is greater than your DEX, the item takes a few moments to get under control, otherwise you may immediately act again.

STORM SHIELD

requires circle 6

When you **focus on your strength** and physical prowess for a few moments, hold 1d4+STR. You conjure a fog-like disk of crackling air, which you may wield as a shield (+1 armor, 0 weight). Any time you are attacked, you may spend 1 hold to give the attacker an electric shock, dealing 1d4 damage. If this damage kills the attacker, their attack on you is negated. When you run out of hold, the shield vanishes, and may not be summoned again until you make camp.

RIDE THE LIGHTNING

requires circle 8

When you **roar and sing** from the deck of an airborne airship for a few minutes, roll+STR. On a **10+** you summon a fierce storm, but the ship you are on is protected from it. Gain 1 hold while the storm lasts. You may spend one hold to direct a lightning strike into any ship within the storm. On a **7-9** you summon a fierce storm, which mostly doesn't bother the ship you are on.

SWORDMASTER

NAMES

choose or invent

Dwarf: Agtev, Anlan, Emsov, Epsar, Icror, Ikhen, Isla, Orlor, Uklan, Uskir
Elf: Anfath, Chennal, Densial, Elmtial, Hatdoisa, Inaldil, Inetorial, Pernnes
Human: Filon, Iali, Ilasil, Inaru, Lamarn, Malurmol, Qarasan, Wialasti
Obsidimen: Arersam, Elser, Ilsay, Jazkin, Molen, Oenhon, Rialest, Uimqua
Ork: Amkin, Dudina, Dund, Jas, Lutton, Onkel, Ostin, Toph, Yumath, Zosh
Troll: Dolid, Elyrk, Eston, Iyd, Kenyd, Lindak, Sykek, Tesyrk, Tokod, Zatek
T'Skrang: Giormorm, Rhoi'lerat, Ss'est, Su'war, Talordra, Y'ondra, Y'usken
Windling: Benash, Chajuz, Ksarrel, Namkeni, Shurric, Shushichi, Yimkal

LOOK

choose one for each

Gaze: fiery, cold, weary

Appearance: adventurous, urbane, secretive

Accoutrement: aristocratic, threadbare, flamboyant

Body: muscular, lithe, agile

STAT

Your maximum HP is 10+Constitution.

Your base damage is d10.

SPECIES

choose one

DWARF

When you hack and slash a *solitary*, *large* target with a favorite weapon made by dwarven hands, it gains an additional enhancement.

ELF

When you discern realities about a *solitary* enemy, ask an additional question, even on a miss.

HUMAN

Your personal idiom favors an additional type of weapon.

OBSIDIMEN

When you defend against a *solitary* enemy, get +1 hold.

ORK

When you hack and slash a *solitary* target with a *messy* weapon, add +2 damage.

TROLL

When you hack and slash on a 10+, always take +3 armor against the enemy's attack, if any.

T'SKRANG

When you defend against a *solitary* enemy and spend hold to deal damage, add +DEX to the damage you deal.

WINDLING

When you throw down the gauntlet, take +1.

STARTING MOVES

PERSONAL IDIOM

When you hold your favorite weapon, your magic improves that weapon, altering it to express your soul and fit your unique fighting style. Choose the type of weapon you favor:

- Sword
- Hammer
- Flail
- Whip
- Axe
- Spear
- Dagger
- Fists

Choose two enhancements that get applied to any weapon of that type when you use it (and disappear when you put the weapon down):

- Your magic favors agility over brawn: Add *precise*.
- Your magic guides your strikes to exposed spots: 2 *piercing*.
- Your magic directs your strikes to vulnerable spots: +1 damage.
- Your magic favors brutality: Add *messy* and *forceful*.
- Your magic brings you within the enemy's guard: Add *hand*.
- Your magic keeps your enemy at arms length: Add *close*.
- Your magic favors lunges and maneuver: Add *reach*.
- Your magic harms without killing: Add *stun*.
- Your magic alerts you to hated foes: glows in the presence of one type of creature, your choice.
- Your magic makes the weapon feel at one with your body. -1 weight.

THE DANCE

When you hack and slash with your favorite weapon against an enemy wielding a weapon, add the following to your choices:

- You maneuver your target to a nearby spot of your choosing.
- You maneuver yourself to a nearby spot of your choosing.
- You embarrass or humiliate your target. Say how.
- You impress witnesses. Say how.
- You cause your target to over-commit and stumble.

PERFECT POISE

You never lose your balance, even on a high wire, or fall without being pushed. If you are pushed, as long as there is something to break your fall, you can defy danger with DEX to use it and take no damage.

EXPRESSIONS OF FORM

When you create art with dancing or acting, take +1. If you perform the result in a successful greeting ritual within a steading, take +1 forward to carouse within that steading.

PASSION

choose which you follow the most

MYNBRUDJE

justice, empathy, truth

Right a wrong.

THYSTONIUS

valor, physicality

Endanger yourself to protect someone weaker than you.

UPANDAL

smithwork, crafts, engineering

Get someone to invest more effort into the quality of their weapon or technique.

VESTRIAL

deceit, trickery

Fool someone to their detriment during a fight.

GEAR

Your load is 12+STR. You start with appropriate artisan tools (1 weight) and dungeon rations (5 uses, 1 weight). Choose a basic example of the weapon favored by your personal idiom, which gains your idiom enhancements:

- short sword, axe, or warhammer (close, 1 weight)
- long sword, battle axe, or flail (close, +1 damage, 2 weight)
- spear (reach, thrown, near, 1 weight)
- dagger (hand, 1 weight)
- whip (reach, dangerous, entangling, 1 weight)
- fists (hand, 0 weight)

Choose your defense:

- leather armor (1 armor, worn, 1 weight)
- breastplate (1 armor, worn, 1 weight)
- tough skin (1 armor, 0 weight, obsidimen only)

Choose one:

- adventuring gear (1 weight)
- dungeon rations (1 weight) and healing potion (0 weight)
- a common mount appropriate to your size (with GM approval)

FLAGS

select or invent two

- Aspiring*: make me an offer that threatens my social standing.
- Devoted*: offer me an easier solution that requires I compromise my relation with _____.
- Graceless*: include me in a beneficial social interaction I must spoil with blunt observation or crass behavior.
- Heroic*: let me keep you from going first into danger so I can go myself.
- Irresponsible*: convince me to shirk my duty.
- Righteous*: offer me an easier solution that requires I violate my principle of _____.
- Selfish*: suggest I sacrifice something (tangible or intangible) to improve the lot of others.

TALENTS

You may weave threads into talents, if you meet their requirements:

A LITTLE NOISE ADDS A TOUCH OF CHEER

When you successfully defy danger while engaged in witty banter, with a *solitary* target, take +1 forward to hack and slash that target.

ARTFUL DODGER

When **nothing you wear or carry is clumsy or awkward**, get +1 armor.

IMPROVED WEAPON

Choose one extra enhancement for your personal idiom.

IN LIKE FLYNN

When you meet someone for the very first time and parley with them, improve your result by one step.

LAUGHING, THEN JUMPING OFF SOMETHING

When you use your surroundings to perform a flamboyant acrobatic maneuver, choose one outcome, in addition to anything else that may happen. You may spend one karma to make an additional choice:

- You grab something undefended. Now it's yours!
- You knock someone down or off-balance.
- You move from where you are to somewhere else in sight or in reach without difficulty.

Second thread (requires circle 6): Your choices become:

- You grab something, even if someone else is holding it: Now it's yours!
- You knock someone down or off-balance. You may deal your damage equal to your circle.
- You move from where you are to somewhere else in sight or in reach without difficulty. You may take someone else with you.

NINE LIVES

When you fall, if there is something that could possibly break your fall, it does so and you take no damage.

THROW DOWN THE GAUNTLET

When you challenge someone to a duel, roll +CHA. On a 10+, they choose two if they do not accept. On a 7–9, they choose one if they do not accept.

- You take +1 ongoing against them until they defeat you
- They lose the respect of their peers and underlings
- They retreat

CUTTING JIBE

requires circle 2

When you mock, insult or otherwise taunt someone, roll+CHA. On a 10+, choose two. On a 7–9, choose one:

- The target makes a rash decision.
- The target falters or leaves an opening—you or an ally takes +1 forward against them.
- You take +CHA armor forward against damage from the target.

DEDICATED

requires circle 2

When you face an enemy who has defeated you before, take +1 ongoing against them until you defeat them.

DISARM

requires circle 2

When you use your weapon to disarm an enemy, roll+DEX. On a hit, the enemy's damage is halved until they are rearmed. On a 7–9, you also lose your weapon in the scuffle.

THE LONG CLIMB

requires circle 2

When you assess a stretch of dangerous terrain between you and an objective, the GM will sketch out a map or diagram to help you plot your approach. Working together, make note of a number of useful features equal to your circle, and take +1 forward when you make use of them.

SETUP STRIKE

requires circle 2

When you hack and slash a *solitary* target, choose an ally. Their next attack against your target does +1d4 damage. If you are in a bonded group with that ally, their next attack against your target does +1d6 damage instead.

Second thread (requires circle 6): Your ally also takes +1 forward against your target. If they hack and slash against the target, they add the choices offered by the The Dance.

STAUNCH DEFENDER

requires circle 2

When you defend against a *solitary* attacker you always get +1 hold, even on a miss. Also, you may spend 1 karma to gain +1 hold.

Second thread (requires circle 6): In addition, when you get a 12+ to defend, instead of getting hold, the nearest attacking creature is stymied, giving you a clear advantage; the GM will describe it.

THEY SEE ME ROLLIN'

requires circle 2

When you first enter a steading looking to impress people, roll +CHA. On a 10+, choose three. On a 7–9, choose one. You may spend one karma to make an additional choice, even on failure:

- You catch the eye of someone who wants to get intimate.
- You catch the eye of someone willing to help you.
- Someone in the steading, of your choice, wants to fight you.
- You understand some local drama or injustice.
- You make someone jealous. Say how.

YOU SEEM A DECENT FELLOW

requires circle 2

When you are about to first cross swords with a *solitary intelligent* enemy who uses weapons, you may roll+CHA when discerning realities about them. If you do, add the following to the list of questions you can ask:

- What is this person about to do?
- What emotion drives this person?
- What is this person trying to hide?

PREPARE TO DIE

requires circle 4

When you speak aloud your promise to defeat a *solitary* enemy, you deal +2d4 damage against that enemy and –4 damage against anyone else. This effect lasts until the enemy is defeated. If you fail to defeat the enemy or give up the fight, you can admit your failure, but the effect continues until you find a way to redeem yourself.

SERPENTINE

requires circle 4

When you employ acrobatics, deft maneuvers, or quick reflexes, you can defend with +DEX instead of +CON.

NOT LEFT-HANDED

requires circle 6

When you take damage from an attack, you learn and change your tactics. If you take less damage than your circle, choose another:

- Take +1 forward to hack and slash that attacker
- Take +1 forward to defend against that attacker
- The next time that attacker deals damage to you, adjust it by –1d4 (minimum zero)

WALK BETWEEN THE RAINDROPS

requires circle 6

You may use any of your talents that specify a *solitary* enemy (i.e. those with the *solitary* tag) against groups (i.e. enemies with the *group* tag) as well.

DANCE OF DEATH

requires circle 8

When you hack and slash and deal damage to a *solitary* enemy, you may deal your damage to a second enemy within range of your weapon, or a second time to your target.

THIEF

NAMES

choose or invent

Dwarf: Doxyar, Fenvas, Huvla, Ihres, Nisgu, Oblin, Rarsur, Runlis, Tewmir
Elf: Alegi, Emgath, Ghatea, Nalceal, Nysbi, Rynldi, Tasstedi, Warsebeal
Human: Ennyon, Filrian, Ina, Palcil, Phaeda, Philae, Quelon, Riral, Syalosu
Ork: Aldtia, Cul, Dam, Hotskel, Otum, Tarr, Ughtur, Urd, Usstas, Xussul
T'Skrang: Danina, G'rayum, R'garnys, Ssi'ir, Tengraying, V'is, V'kaleld
Windling: Athral, Berresh, Chayesh, Ksajel, Nanare, Shusheni, Yithnai

LOOK

choose one for each

Gaze: shifty, criminal, mischievous
Appearance: messy, official, suave
Accoutrement: hooded, fancy, common
Body: lithe, knobby, flabby

STAT

Your maximum HP is 6+Constitution.
Your base damage is d8.

SPECIES

choose one

DWARF

When dealing with traps with complex metal mechanisms, take +1.

ELF

When you successfully discern realities about places or situations, ask an additional question.

HUMAN

You are a professional. When you spout lore or discern realities about criminal activities, improve your result by one step.

ORK

When you deal damage with a *hand* weapon, deal +2 damage.

T'SKRANG

When you use tricks of the trade and use your tail to your advantage, take +1.

WINDLING

When you deal damage with a *near* weapon, deal +2 damage.

STARTING MOVES

TRAP EXPERT

When you spend a moment to survey a dangerous area, roll+DEX. On a 10+, hold 3. On a 7-9, hold 1. On a hit, you may spend one karma to gain +1 hold. Spend your hold as you walk through the area to ask these questions:

- Is there a trap here and if so, what activates it?
- What does the trap do when activated?
- What else is hidden here?

TRICKS OF THE TRADE

When you pick locks or pockets or disable traps, roll+DEX. On a 10+, you do it, no problem. On a 7-9, you still do it, but the GM will offer you two options between suspicion, danger, or cost.

WARDING RITUAL

When you make a ritualized gesture and incantation to protect yourself from a magical effect (actively or passively), roll+CON. On a 10+, you are unaffected by the magic. On a 7-9, choose one:

- you suffer the effect to a lesser degree
- you are unaffected, but the effort is exhausting: mark a debility of your choice.
- you are unaffected, but your gesture will no longer work until you next make camp.

EXPRESSIONS OF THE MASK

When you create art with acting or poetry, take +1. If you present the result in a successful greeting ritual, take +1 forward to any CHA test involving the recipient.

PASSION

choose which you follow the most

ASTENDAR

art, music, love

Demonstrate your style in your actions.

CHORROLIS

trade, wealth, desire

Gain more than you lose.

LOCHOST

rebellion, freedom

Leap into danger without a plan.

VESTRIAL

deceit, trickery

Shift danger or blame from yourself to someone else.

GEAR

Your load is 9+STR. You start with appropriate artisan tools (1 weight), dungeon rations (5 uses, 1 weight), leather armor (1 armor, 1 weight), and 10 coins. Choose your arms:

- dagger (hand, 1 weight) and short sword (close, 1 weight)
- rapier (close, precise, 1 weight)
- whip (reach, dangerous, entangling, 1 weight)

Choose a ranged weapon:

- throwing knives (thrown, hand, near, 3 ammo, 1 weight)
- ragged bow (near, 2 weight) and bundle of arrows (3 ammo, 1 weight)

Choose one:

- adventuring gear (1 weight)
- healing potion (0 weight)
- a tiny roguish pet (such as a frog, bird, rat, or spider). You can have a larger pet, but if you do, it gains the *miniature* tag and its size becomes *tiny*.

FLAGS

select or invent two

- Curious*: convince me to try something I probably shouldn't.
- Deceitful*: believe and act on a lie I've told you.
- Greedy*: offer me financial reward to undermine a friend.
- Irresponsible*: convince me to shirk my duty.
- Selfish*: suggest I sacrifice something (tangible or intangible) to improve the lot of others.
- Sycophantic*: insist I publicly compare the greatness of two people from whom I seek favor.
- Visionary*: offer me an easier solution that interferes with my dream of _____.

TALENTS

You may weave threads into talents, if you meet their requirements:

☐☐ CAUTIOUS

When you use **trap expert** you always get +1 hold, and may spend karma to get hold, even on a miss.

Second Thread (requires circle 6): When you use trap expert, on a 12+ you get 3 hold and the next time you come near a trap the GM will immediately tell you what it does, what triggers it, who set it, and how you can use it to your advantage.

☐☐ EYE FOR LOOT

When you see or come to know about a thing you want, roll+INT. On a 10+, ask the GM three questions about it. On a 7–9, ask two. On a miss, ask one anyway, but your desire is betrayed to everyone who cares (and some who don't):

- What happened to it recently?
- What is it really worth, all things considered?
- What protects it and keeps it where it is?
- Who will notice it's missing?
- Who will try to keep it from me?
- Who will want it once it is mine?

Second Thread (requires circle 6): On a 12+, ask the GM an additional question, any question, about the thing you want. While executing a plan to steal it, any time you or your allies can put one of the answers to use, take +1 forward.

☐ SHOOT FIRST

You're never caught by surprise. When an enemy would get the drop on you, you get to act first instead.

☐☐☐ SURPRISE ATTACK

When you attack a surprised or defenseless enemy with a melee weapon, you can choose to deal your damage or roll+DEX. On a 10+ choose two. On a 7–9 choose one.

- You don't get into melee with them.
- You deal your damage+1d6.
- You create an advantage, +1 forward to you or an ally.
- Reduce their armor by 1 until they repair it.

Second thread (requires circle 2): When using a precise or hand weapon, your surprise attack deals an extra +1d6 damage.

Third Thread (requires circle 6): When using a precise or hand weapon, the extra damage added to a surprise attack increases to +1d8 and all other attacks deal +1d4 damage.

☐☐ UNDERDOG

When you're outnumbered, you have +1 armor.

Second Thread (requires circle 6): You always have +1 armor. When you're outnumbered, you have +2 armor instead.

☐ BLOODY AEGIS

requires circle 2

When you take damage you can grit your teeth and accept the blow. If you do, take no damage but instead suffer a debility of your choice. If you already have all six debilities you can't use this move.

☐☐ CONNECTED

requires circle 2

When you put out word to the criminal underbelly about something you want or need, roll+CHA. On a 10+, someone has it, for a reasonable price. On a 7–9, you'll have to settle for something close or it comes with strings attached, your call.

Second Thread (requires circle 6): When you put out the word that you want to meet with someone, roll+CHA. On a 10+, someone can set up a meeting, with circumstances in your favor. On a 7–9, you can meet with them, but there are strings attached or the circumstances are less than ideal.

☐ IRON WILL

requires circle 2

When you are subject to mind control or magic that influences your feelings, you may choose to take 1d4 damage (ignores armor) and ignore the influence.

☐ SILK WALKER

requires circle 2

When you run across a surface that cannot hold your weight, roll+DEX. On a hit, you make it across gracefully and without trouble. On a 7–9, you also expose yourself to danger somehow—the GM will tell you how.

☐ STICKY FINGERS

requires circle 2

When you set your eye on something small in a room tell the GM what you intend to grab. If you leave the room without drawing attention to yourself or starting a fight the item you name comes with you with no one the wiser.

☐☐ SYMPATHETIC WARD

requires circle 2

Your warding ritual also guards anyone you touch; they resist any magic you do. On a 7–9, you make one choice for everyone.

Second Thread (requires circle 6): When your ward protects you, on a 12+, the magic rebounds onto its caster, affecting them instead of anyone else.

☐ WEALTH AND TASTE

requires circle 2

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

☐ DISGUISE

requires circle 4

When you have time you may alter your features and appearance to fool anyone into thinking you're another creature of about the same size and shape. Your actions can give you away but your appearance won't.

☐ GREED IS GOOD

requires circle 4

When you obtain a great and valuable treasure you've never owned before, gain 1d6 temporary hit points. Damage is applied to these temporary hit points before harming you.

☐ MIMIC

requires circle 4

When you have time you may alter your vocal chords to mimic the voice of another creature. Restoring your own voice takes about the same time.

☐ SILVER TONGUE

requires circle 4

When you tell a convincing lie, roll+CHA. On a 10+ choose three. On a 7–9 choose one. You may spend one karma to make an additional choice, even on a miss.

- The intended targets believe the story.
- Bystanders believe the story.
- Those who believe the story do so for more than a few minutes.
- Those who hear the story are amused.

☐ ESCAPE ROUTE

requires circle 6

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

☐ EVASION

requires circle 6

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

☐ GRUDGE

requires circle 6

When you suffer a debility (even through bloody aegis or your warding ritual) take +1 forward against whatever caused it.

☐ MAGIC MARK

requires circle 6

When you mark an object in some special way, you can always find out where it is later on by making the mark again on something you have at hand.

☐ UNMASK

requires circle 8

You can see through illusions, disguises and concealment.

TROUBADOUR

NAMES

choose or invent

Dwarf: Acgu, Annan, Atfen, Avnar, Ibmen, Nerkun, Nojser, Uhma, Ysgu
Elf: Astrafel, Daelwyn, Feliana, Damarra, Pendrell, Melliandre, Dagoliir
Human: Anastin, Ardmol, Ealirian, Firiell, Iralria, Paluard, Ridueria
Obsidimen: Eufother, Ildan, Laselmat, Oryer, Tordunt, Urough, Zaveshon
Ork: Atrad, Corler, Duntar, Loldech, Ollest, Pamver, Ractia, Yataugh, Zarr
T'Skrang: Ayohonskel, Gy'onmor, S'cha, Sai'enage, Tlyetai, Yi'is, Za'essray
Windling: Charkaja, Ksathel, Nayural, Shuyel, Yijel, Yishiru, Yithuz

LOOK

choose one for each

Gaze: knowing, fiery, joyous
Appearance: groomed, meticulous, sleek
Accoutrement: fancy, utilitarian, stylish
Body: fit, well-fed, thin

STAT

Your maximum HP is 6+Constitution.
Your base damage is d6.

SPECIES

choose one

DWARF

When you first enter a steading built underground or with the *dwarven* tag, you find many people willing to volunteer information.

ELF

When you enter an important location (your call) you can ask the GM for one fact from the history of that location.

HUMAN

When you first enter a steading, someone who respects the custom of hospitality to minstrels will take you in as their guest.

OBSIDIMEN

When you first enter a steading with the *personage* tag, you will have no trouble gaining an audience with the notable person.

ORK

When you first enter a steading with the *dirt*, *exodus*, *enmity*, *arcane* or *lawless* tags, you will find someone who offers you hospitality.

T'SKRANG

When you enter a steading built near a river, you can ask the GM for one fact from the history of that location.

WINDLING

When you enter a steading with the *need*, *exotic*, *resource*, or *blight* tags, you immediately know the details of those tags.

STARTING MOVES

EXPRESSIONS OF THE HEART

When you create art with music or stories, make an additional choice, even on a miss. You may spend one karma to make an additional choice. If the performance is part of a greeting ritual, take +1. Also add the following to the list of available choices:

- You hold the attention of every intelligent creature that can see or hear you until the performance is completed, or until something happens to break their attention.
- A member of the audience requests your services.
- You gain useful information.
- One or more members of the audience give you hospitality or gifts—the GM will tell you what.
- One or more members of the audience become infatuated with you—the GM will tell you who.
- You target the performance at an individual. If you are charming and open with that individual within the next day, ask an additional question without having to answer in return.

STORIES & LEGENDS

When you declare that you've heard of something or someone important, name the book, song, or story that you learned of it from. Ask the GM any one question about it and roll+INT. On a hit, the GM will provide you with an answer. On a 10+, the answer will be more elaborate, providing information immediately useful or relevant. On a miss, the GM will likely tell you an answer, but part of it will turn out to be inconveniently false.

CHARMING AND OPEN

When you speak frankly with someone, you can ask their player a question from the list below. They must answer truthfully, then may ask you a question from the list, which you must answer truthfully.

- Whom do you serve?
- What do you wish I would do?
- How can I get you to _____?
- What are you really feeling right now?
- What do you most desire?

A PORT IN THE STORM

When you return to a steading you've visited before, tell the GM when you were last here. They'll tell you how it's changed since then.

PASSION

choose which you follow the most

ASTENDAR

art, music, love

Perform your art to aid someone else.

MYNBRUDJE

justice, empathy, truth

Avoid a conflict or defuse a tense situation.

CHORROLIS

trade, wealth, desire

Spur others to significant and unplanned decisive action.

RAGGOK

vengeance, jealousy

Perform your art to create tension and strife.

GEAR

Your load is 9+STR. You have appropriate artisan tools (1 weight) and dungeon rations (5 uses, 1 weight). Choose one instrument, all are 0 weight for you:

- your father's mandolin, repaired
- a fine lute, a gift from a noble
- the pipes with which you courted your first love
- a stolen horn
- a fiddle, never before played
- the drums of your people
- a songbook in a forgotten tongue

Choose your clothing:

- leather armor (1 armor, worn, 1 weight)
- tough, decorated skin (1 armor, worn, obsidimen only)
- ostentatious clothes (worn, 0 weight)
- scale armor (2 armor, clumsy, worn, 3 weight)

Choose your armament:

- dueling rapier (close, precise, 2 weight)
- worn bow (near, 2 weight), bundle of arrows (3 ammo, 1 weight), and short sword (close, 1 weight)

Choose one:

- adventuring gear (1 weight)
- bandages (0 weight)
- halfling pipeleaf (0 weight)
- a horse or dog (page 13 and 16 of *Mounted Combat*)
- 3 coins

FLAGS

select or invent three

- Accommodating*: counter my proposal with a less attractive one I must either accept or disrupt the harmony of the group.
- Aspiring*: make me an offer that threatens my social standing.
- Curious*: convince me to try something I probably shouldn't.
- Deceitful*: believe and act on a lie I've told you.
- Honest*: involve me in a deception I must ruin.
- Sycophantic*: insist I publicly compare the greatness of two people from whom I seek favor.

TALENTS

You may weave threads into talents, if you meet their requirements:

BAMBOOZLE

When you **parley** with someone and they need assurances, describe how you con them into accepting some false assurance, and it comes to pass.

Second thread (requires circle 6): When you parley with someone, on a hit you also get to ask their player one question which they must answer truthfully.

INSIGHT

When you **miss using stories and legends or spout lore**, in addition to whatever else the GM says, you know where to go to find the information you seek.

Second thread (requires circle 6): You can discern realities by quickly glancing about. When you use stories and legends or spout lore, on a 12+ the GM will also reveal to you a glaring weakness, strength, or a long forgotten secret.

PILGRIMAGE

When you **arrive at a well-respected place after a dangerous journey**, hold 2. Spend one hold at any time to:

- Create a rumor in a well-traveled location. It will never be traced back to you.
- Run across exactly the person, place, or item that will help you.
- Gain a point of karma.
- Use a move that another PC has but you don't.

Second thread (requires circle 6): You can also spend one hold to:

- Restore yourself to max HP.
- Use the astral sight move for a few minutes.
- Use the cast a spell move (+nothing) to cast a cantrip from any of the disciplines.

STIRRING SPEECH

When you **deliver a stirring speech** before a conflict, roll+CHA. On a 10+, choose two. On a 7–9, choose one. You may spend one karma to make an additional choice, even on a miss.

- Your allies take +2 armor forward.
- Your allies take +1d4 damage forward.
- Your allies take +1 forward.

Second thread (requires circle 6): You can use stirring speech simply by shouting as you charge headlong into the fray, and make an additional choice, even on a miss. Also, add these choices:

- Your allies are immune to fear until the conflict ends.
- You gain the same benefits as your allies.

REFRESHING SONG

When you **make camp**, if you sing a soothing song, everyone in camp may choose one:

- Skip consuming a ration.
- Heal +1d6 HP.
- Take +1 forward.

Second thread (requires circle 6): Everyone in camp chooses two.

Third thread (requires circle 8): Add the following choice:

- Remove a debility.

GRACE UNDER PRESSURE

requires circle 2

When you **face a foe one-on-one** and are wielding a *precise* weapon, gain +1 armor. In addition, when you hack and slash with a *precise* weapon, on a 12+ you ignore their armor.

Second thread (requires circle 6): When you defy danger related to a nearby opponent while wielding a *precise* weapon, on a 10+ you can deal your damage to that opponent.

LIFE OF THE PARTY

requires circle 2

When you **create art with music or stories** in a social situation while your allies mingle in the crowd, on a hit, in addition to whatever else happens, select one mingling ally. During, or shortly after, your performance, that person can say how they take advantage of it for their own benefit, then they select one:

- Choose a benefit that could normally be generated by your performance and apply it as if the performance was their own.
- Improve the outcome of one of their rolls by one step

Second thread (requires circle 6): On a 10+, instead of choosing one ally, all mingling allies may make a choice.

LULLABY

requires circle 2

When you **express a gentle song from the heart**, add the following to the list of choices:

- Every creature you choose that can hear you becomes lethargic and inattentive until the song ends.
- Every listener who is (or is made) lethargic falls asleep after a few minutes.

PEP TALK

requires circle 2

When you **aid or interfere** with +CHA, by simply giving someone a few words of encouragement or scorn, improve the result by one step.

Second thread (requires circle 6): When you aid or interfere by shouting at someone, on a 10+ they instead take +2 or -3, your choice.

WAR SKALD

requires circle 2

You ignore the *clumsy* tag when wearing armor, and when you hack and slash while chanting a war hymn deal +1 damage.

FAWNING ENTOURAGE

requires circle 4

Hirelings in your sole employ have +1 Loyalty, no matter how you treat them.

REPUTATION

requires circle 6

When you **first meet someone** who's heard songs about you, roll 1d4. If the result is less than your CHA, tell the GM two things they've heard about you. If the result equals your CHA, tell the GM one thing they've heard, and the GM tells you one thing. Otherwise, the GM tells you two things they've heard.

REINFORCING SONG

requires circle 6

When you **aid spell weaving or casting** with a song, you provide no bonus to the caster's roll, but improve the outcome by one step.

AN EAR FOR MAGIC

requires circle 6

When you **hear an enemy cast a spell** the GM will tell you the name of the spell and its effects. Take +1 forward when acting on the answers.

DEVIIOUS

requires circle 6

When you **use charming and open** you may also ask "How are you vulnerable to me?" Your subject may not ask this question of you.

WARRIOR

NAMES

choose or invent

Dwarf: Andar, Dinnar, Greta, Kefkur, Nulsor, Ozruk, Rahtin, Talfan, Yottin
Elf: Elohiir, Sharaseth, Hasrith, Shevaral, Cadeus, Eldar, Kithracet, Thelian
Human: Eudai, Farmol, Firatrian, Isurstilis, Malatrian, Quanon, Umwen
Obsidimen: Bazrakel, Heanum, Nipvor, Reyrser, Rokqua, Teannal, Umsaykri
Ork: Ashen, Hur, Kashold, Nothran, Odlor, Ogris, Rasves, Sapat, Tutess
Troll: Dakik, Ehik, Gesun, Jovod, Ladum, Laldek, Minuk, Rodan, Zasuk
T'Skrang: Ayormosu, D'erther, K'achit, Krey'rilang, Tuild, Tuitorroth, V'vor
Windling: Benal, Chajus, Charkarja, Charrect, Ksathural, Shuddal, Yijarja

LOOK

choose one for each

Gaze: hard, dead, eager

Appearance: calloused, tanned, scarred

Accoutrement: wild, sharp, battered

Body: built, lithe, ravaged

STAT

Your maximum HP is 10+Constitution.

Your base damage is d10.

SPECIES

choose one

DWARF

When you share a drink with someone, you may parley with them using CON instead of CHA.

ELF

When you hack and slash a monster with the *group* or *horde* tag, add the *precise* tag to your weapon.

HUMAN

Once per battle you may reroll a single damage roll (yours or someone else's).

OBSIDIMEN

You ignore the *awkward* equipment tag.

ORK

When you hack and slash a monster with the *group* or *horde* tag using a *messy* weapon, deal +2 damage.

TROLL

When you hack and slash a monster with the *group* or *horde* tag, add the *forceful* tag to your weapon.

T'SKRANG

When you hack and slash with a *hand* weapon on your tail, add:

- deal +1d8 to either your target or a different nearby target.

WINDLING

When you take a physical blow while airborne, you may reduce the damage by your CON but, if you do, get hurled out to *near* rage from your attacker in a direction chosen by the GM.

STARTING MOVES

ARMORED

You ignore the *clumsy* tag on armor you wear.

BEND BARS, LIFT GATES

When you use **pure strength to destroy an inanimate obstacle**, roll+STR. **On a 10+**, choose three. **On a 7-9** choose two.

- It doesn't take a very long time
- Nothing of value is damaged
- It doesn't make an inordinate amount of noise
- You can fix the thing again without a lot of effort

LIVE BY THE SWORD

When you deal damage to an enemy, hold 1 impetus. If you go a day without dealing damage to an enemy, spend one karma or lose all the impetus you have gained. When you **make camp**, you may heal +1 HP per impetus spent. Other moves may allow you to gain or spend impetus.

PAPER PEOPLE

When you **hack and slash against a target with the group or horde tag**, add the following to the list of choices:

- Deal +1d6 damage and take +3 armor against their attack.
- Gain 1 impetus.
- Move past the target to a more important one.

EXPRESSIONS OF WAR

When you **create art with sculpting or rune carving**, take +1. If you use the result in a successful greeting ritual, you may parley with the recipient using STR instead of CHA.

PASSION

choose which you follow the most

MYNBRUDJE

justice, empathy, truth

Defend those weaker than you.

THYSTONIUS

valor, physicality

Defeat a worthy opponent.

FLORANUUS

energy, victory, motion

Upset the status quo.

DIS

slavery, bureaucracy

Kill a defenseless or surrendered enemy.

GEAR

Your load is 12+STR. You carry appropriate artisan tools (1 weight) and dungeon rations (5 uses, 1 weight). Choose two weapons:

- crossbow (near, +1 damage, reload, 3 weight) and bundle of bolts (3 ammo, 1 weight)
- dagger or gauntlets (hand, 1 weight)
- dueling rapier (close, 1 piercing, precise, 1 weight)
- halberd (reach, +1 damage, two-handed, 2 weight)
- fine bow (near, far, 2 weight) and bundle of arrows (3 ammo, 1 weight)
- long sword, battle axe or flail (close, +1 damage, 2 weight)
- maul or greataxe (close, two-handed, messy, 3 weight)
- whip (reach, dangerous, entangling, 1 weight)
- throwing knives (thrown, hand, near, 3 ammo, 1 weight)

Choose your defenses:

- chainmail (1 armor, worn, 1 weight) and adventuring gear (1 weight)
- tough skin (1 armor, 0 weight, obsidimen only) and adventuring gear (1 weight)
- scale armor (2 armor, worn, 3 weight)

Choose two:

- 2 healing potions (0 weight)
- shield (+1 armor, 2 weight)
- antitoxin (0 weight), dungeon rations (1 weight), and poultices and herbs (1 weight)
- any mount (with GM approval)
- 22 coins

FLAGS

select or invent two

- Aspiring*: make me an offer that threatens my social standing.
- Devoted*: offer me an easier solution that requires I compromise my relation with _____.
- Greedy*: offer me financial reward to undermine a friend.
- Heroic*: let me keep you from going first into danger so I can go myself
- Peculiar*: refuse my aid because I'm different.
- Selfish*: suggest I sacrifice something (tangible or intangible) to improve the lot of others.
- Unsophisticated*: exemplify a social convention or intricate concept I must misunderstand.

TALENTS

You may weave threads into talents, if you meet their requirements:

☐☐ ARMOR MASTERY

When you **make your armor take the brunt of damage** dealt to you, the damage is negated but you must reduce the armor value of your armor or shield (your choice) by 1. The value is reduced each time you make this choice. If the reduction leaves the item with 0 armor it is destroyed.

Second thread (requires circle 6): Also take +1 forward against the attacker and you may spend one karma to avoid the reduction in armor value.

☐ INTERROGATOR

When you **parley using threats** of impending violence as leverage, you may use STR instead of CHA.

☐☐ SEEING RED

When you discern realities during combat, you may use CON instead of INT. **On a hit**, add this question to those you may ask:

- Who or what here is most vulnerable to me?

Second thread (requires circle 6): When you enter combat with an eye toward intimidating your foes, roll+CHA. **On a 10+**, hold 2. **On a 7–9**, hold 1. Spend your hold to make eye contact with an NPC present, who freezes or flinches and can't act until you break it off. You may spend one karma to gain an additional 1 hold, even on a miss.

☐ SHIELD CHARGE

When you **charge an enemy with your shield**, roll+STR. **On a 10+**, choose three. **On a 7–9**, choose one. You may spend one karma to make an additional choice, even on a miss.

- You knock the enemy down.
- You push the enemy beyond close range of you.
- You move past the enemy.
- Deal your damage to the enemy.

☐☐ WHAT ARE YOU WAITING FOR?

When you **cry out a challenge to your enemies**, roll+CON. **On a 10+**, they treat you as the most obvious threat to be dealt with and ignore your companions, take +2 damage ongoing against them until something proves otherwise. **On a 7–9**, only a few (the weakest or most foolhardy among them) fall prey to your taunting.

Second thread (requires circle 6): On a hit, they also hesitate for a moment and allow you to make the next move unimpeded.

☐☐ IRON HIDE

requires circle 2

Armor that you are wearing has +1 armor and weighs 1 less.

Second thread (requires circle 6): Any shield on your arm has +1 armor, too, and counts as 0 weight.

☐☐ FIREBLOOD

requires circle 2

When you **have a moment to rest**, you can spend impetus on yourself or someone else, healing 1 damage per impetus spent.

Second thread (requires circle 6): When you are wounded and take a moment to gather yourself during combat, you may spend impetus. Your wounds bubble and hiss, cleansing and cauterizing them, healing +CON damage per impetus spent.

☐☐ MERCILESS

requires circle 2

When you **deal your damage** to something that can bleed, deal +STR damage. If the target is part of a *group* or *horde*, you may deal this extra damage to a different member of the same group or horde within range of your weapon.

Second thread (requires circle 6): If you spend one impetus when dealing this extra damage, deal your circle in extra damage instead of +STR.

☐ RELENTLESS

requires circle 2

When you **miss a hack and slash** against a target with the *group* or *horde* tag, whatever else happens you also deal STR damage to them.

☐☐ VIM AND VIGOR

requires circle 2

In combat, you can spend your impetus, 1-for-1 to:

- Block a blow meant for someone else. You take the result instead.
- Disarm a foe.
- Free yourself from constraints or bonds.
- Add *forceful* or *stunning* to one of your attacks.
- Decrease the damage dealt to you by 1.
- Increase the damage of one attack by +1.

Second thread (requires circle 6): Add the following choices

- Leap twice as far or high as normal.
- Escape the clutches of a foe.
- Throw off the effects of being stunned, confused, or enchanted.

☐☐ VOICE OF EXPERIENCE

requires circle 2

When you **order hirelings** during violent or tense situations, improve the result by one step.

Second thread (requires circle 6): In addition, when you roll a 12+ the hireling transcends their moment of fear and doubt and carries out your order with particular effectiveness or efficiency.

☐ DIE BY THE SWORD

requires circle 4

When you **face your last breath**, you may spend all your impetus to impress Death. If you do and survive, you return healed an additional 1 HP per impetus spent. If you spend your impetus, but miss or refuse, you can still come back to life, but Death will take you during the next combat you participate in, somehow, some way, no matter what.

☐ DISRUPT

requires circle 4

When you **hack and slash a weaving spellcaster**, add this choice:

- prevent the spell; the caster must start all over.

☐ ANGEL OF DEATH

requires circle 6

When you **hack and slash or volley**, you may spend impetus before rolling. For each impetus you spend choose an extra target. Roll once and apply damage to all targets, but gain no impetus for this attack.

☐ IMMOVABLE OBJECT

requires circle 6

While you **defend** while holding at least one impetus, add +CON to your armor.

☐ IRRESISTIBLE FORCE

requires circle 6

After seeing the result of a +CON or +STR roll you make, you may spend 1 impetus to add +1 to the result.

☐ MARTIAL INSIGHT

requires circle 6

When you **have your eyes opened to an instrument of war**, you gain a sudden insight or vision into the origin, history, purpose or ranks of the item. The GM will describe it. Any of the following can trigger such a revelation:

- When you roll a 12+ while dealing damage with your weapon, you gain insight into it or the armor of your target.
- When you **hack and slash** on a 12+ you also gain insight into your enemy's weapon, if it deals damage to you.
- When you **defend** on a 12+, you gain insight into your armor.
- If you return from facing your last breath, you gain insight into the weapon that sent you there or the armor that failed you.
- When you first weave a thread into a rank of a relic built for combat, you gain insight into its next rank, if any.

☐ SUPERIOR WARRIOR

requires circle 6

When you **hack and slash** on a 12+, make two choices from the list instead of one and gain the following choice:

- impress, dismay, or frighten your enemy.

☐ WADING THROUGH BODIES

requires circle 8

When you **hack and slash** and deal damage to a member of a *group*, you may deal your damage to a second member of that group within range of your weapon, or a second time to your target. When you **hack and slash** and deal damage to a member of a *horde*, you may deal your damage to all members of that horde within range of your weapon, or kill your target outright.

WEAPONSMITH

NAMES

choose or invent

Dwarf: Ahgav, Cezlar, Dorcor, Enun, Ezro, Ollo, Shalkev, Uslur, Yrsen, Yxlar
Elf: Burtalas, Cerrdias, Emreldes, Garleal, Irndoistia, Untliat, Vorssias
Human: Aellynu, Creonallo, Ealwen, Indrion, Malrion, Seorithcal, Tinadiil
Obsidimen: Asundhat, Lofinem, Nizmos, Oltaldran, Uickack, Yeshon
Ork: At, Bord, Gunbur, Kop, Ockhin, Owet, Romtia, Tath, Voyton, Zucos
Troll: Bydal, Crezar, Dotor, Esik, Gavoth, Nelurk, Ontod, Pesan, Zesod
T'Skrang: Ayburban, Ch'eldkel, Kr'draine, Rhathrak, V'nalkal, Vroth
Windling: Beyarja, Chinare, Choject, Nashakra, Shurkash, Yinel, Yishash

LOOK

choose one for each

Gaze: assessing, determined, kind
Appearance: glistening, grimy, grim
Accoutrement: elaborate, minimal, practical
Body: burly, chiseled, weathered

STAT

Your maximum HP is 8+Constitution.
Your base damage is d8.

SPECIES

choose one

DWARF

When you forge armor, on a hit you make an additional choice.

ELF

When you study an item, you make an additional choice, even on a miss.

HUMAN

You gain an additional forge specialty.

OBSIDIMEN

When you prepare materials, make an additional choice.

ORK

When you forge weapons, on a hit you make an additional choice.

TROLL

When you are physically in your home Forge, take +1 ongoing.

T'SKRANG

When you work on an item while using your tail to assist, reduce the amount of time it takes by 15%.

WINDLING

When you work with an apprentice add two their skill.

STARTING MOVES

THE FORGE

You belong to one of many guilds of weaponsmiths known as a Forge. Your time as an apprentice in this Forge has colored your skills, based on the steading containing it (choose one):

- Village: take +1 when preparing materials or during social interactions in any village.
- Town: take +1 when performing any task involving true elements or any rolls involving money.
- City: take +1 when spouting lore about weapons, armor and smithing. You also gain easier access to prepared and rare materials when working in your own forge.
- Kaer: take +1 when reusing, dismantling or recycling anything or any task involving defense against the horrors.

Either through need, circumstance, or tradition, each Forge specializes. When you forge, examine, attack with, defend with, or discuss your forge's specialties, take +1. Choose one specialty:

- | | | |
|------------------------------------|-----------------------------------|--|
| <input type="checkbox"/> bows | <input type="checkbox"/> maces | <input type="checkbox"/> leather armor |
| <input type="checkbox"/> crossbows | <input type="checkbox"/> flails | <input type="checkbox"/> chainmail |
| <input type="checkbox"/> daggers | <input type="checkbox"/> polearms | <input type="checkbox"/> scale mail |
| <input type="checkbox"/> swords | <input type="checkbox"/> rapiers | <input type="checkbox"/> plate armor |
| <input type="checkbox"/> axes | <input type="checkbox"/> whips | <input type="checkbox"/> shields |
| <input type="checkbox"/> hammers | | |

SOLIDARITY

When you enter a steading, you may count on hospitality from the local Forge(s). Forges extend this courtesy to each other, allowing visiting weaponsmiths to use their facilities, often in exchange for a little work or training. Steadings without a forge always need smiths, so tend to be even more hospitable.

PREPARE MATERIALS

When you purify, refine, distill, smelt, filter or otherwise process a raw material into a more suitable form, roll+INT. On a 12+ choose three. On a 10-11 choose two. On a 7-9 choose one. On a miss, it is likely the material is ruined and cannot be used. If the process consumes a kernel of a true element, improve the result by one step.

- the process takes half the time
- the process yields more output than usual
- the result is particularly suitable: take +1 forward using it
- the result is higher quality than usual: sell for twice the coin
- the process provides insight to an unrelated matter

EXPRESSIONS OF TRAVAIL

When you create art with rune carving or wood carving, take +1. If you use the result as part of a successful greeting ritual, take +1 forward to perform work for the recipient.

PASSION

choose which you follow the most

GARLEN

hearth, healing

Help a steading defend itself.

CHORROLIS

trade, wealth, desire

Increase the value of something.

UPANDAL

smithwork, crafts, engineering

Create something of quality.

VESTRIAL

deceit, trickery

Make something appear better than it is.

GEAR

Your load is 12+STR. You carry dungeon rations (5 uses, 1 weight) and basic artisan and smithing tools (2 weight). Choose a weapon:

- dagger or gauntlets (hand, 1 weight)
- rapier (close, precise, 1 weight)
- warhammer, short sword or axe (close, 1 weight)
- spear (reach, thrown, near, 1 weight)
- long sword, battle axe or flail (close, +1 damage, 2 weight)
- maul or greataxe (close, two-handed, messy, 3 weight)

Choose your defenses:

- chainmail (1 armor, worn, 1 weight) and adventuring gear (1 weight)
- tough skin (1 armor, 0 weight, obsidimen only) and adventuring gear (1 weight)
- scale armor (2 armor, clumsy, worn, 3 weight)

Choose two:

- 2 healing potions (0 weight)
- shield (+1 armor, 2 weight)
- antitoxin (0 weight), dungeon rations (1 weight), and poultices and herbs (1 weight)
- a common mount appropriate to your size (with GM approval)
- 22 coins

FLAGS

select or invent two

- Aspiring*: make me an offer that threatens my social standing.
- Bumptious*: challenge my knowledge and prove that I have more to learn.
- Deceitful*: believe and act on a lie I've told you.
- Greedy*: offer me financial reward to undermine a friend.
- Selfish*: suggest I sacrifice something (tangible or intangible) to improve the lot of others.
- Trustworthy*: confide in me a secret that would damage you if revealed.
- Visionary*: offer me an easier solution that interferes with my dream of _____.

TALENTS

You may weave threads into talents, if you meet their requirements:

☐☐☐ FORGE WEAPON

When you **improve or create a mundane weapon** in a forge or workshop, roll+STR. **On a hit** choose one. **On a 10+** you also finish in half the time. **On a miss**, in addition to whatever else happens, roll 1d6; on a 1, the weapon becomes unusable, otherwise you merely waste your time. Improving a weapon normally takes a few days. Creating a weapon, once the materials are ready, normally takes a few weeks. Any benefit gained from prior forging is lost.

- +1 damage
- 1 piercing
- -1 weight
- add precise
- add messy
- add stunned
- add an additional range
- add 50 coins to the cost

Second thread (requires circle 4): When choosing a benefit, make an additional choice as well. You may also improve magical or living weapons, but on a 6-, such a weapon becomes unusable if you roll a 2 as well.

Third thread (requires circle 6): When choosing a benefit, add the following choices to the list:

- add living
- add ignores armor
- add forceful
- remove reload

☐ DISCERNING EYE

When you **go to buy a special, exotic, or magical item**, you may roll +INT instead of +CHA.

☐☐ STAND THE HEAT

When you **take damage from heat or fire**, adjust it by -1d8.

Second thread (requires circle 6): Ignore damage from heat or fire.

☐☐ FORGE ARMOR *requires circle 2*

When you **improve or create a mundane suit of armor or shield** in a forge or workshop, roll+STR. **On a hit** choose one. **On a 10+** you also finish in half the time. **On a miss**, in addition to whatever else happens, roll 1d6; on a 1, the armor becomes unusable, otherwise you merely waste your time. Improving armor normally takes several days. Creating armor, once the materials are ready, normally takes a few weeks per point. Any benefit gained from prior forging is lost.

- -1 weight
- remove clumsy, but only for a specific wearer
- double the cost

Second thread (requires circle 6): When choosing a benefit, add the following choices to the list:

- +1 armor
- add living

You may also improve magical, living or implanted armor, but on a 6-, such armor becomes unusable if you roll a 2 as well. You also cannot double the cost of such armor.

☐☐ ITEM HISTORY *requires circle 2*

When you **spend several consecutive hours studying an item**, the GM will tell you if the item is cursed or not, then you roll+INT. **On a 10+** you gain insight into the item's past and nature. Choose four and take +1 forward to study the item further. **On a 7-9** choose two. You may spend one karma to gain an additional choice, even on a miss.

- Discover the item's basic abilities (that is, abilities that may be used without weaving threads into the item).
- Discover how many threads may be woven into the item, if any.
- Understand exactly what must be done (and where) to learn the item's name.
- Discover the question that must be answered to gain the next key to the item, if any.
- Discover if the item requires that any deeds be performed.
- Identify the style of the item's maker to the point that you would recognize it in other items.
- If the item is cursed, discover what the curse will do.
- If the item is cursed, discover how to abate the curse.
- Avoid the effects of the item's curse, if any.
- Studying the item takes half the time.

Second thread (requires circle 6): You need only examine the item for several minutes or so before rolling.

☐☐ VERSATILITY *requires circle 2*

Select a second forge specialty.

Second thread (requires circle 6): Select a third forge specialty.

☐ IMMUTABLE HANDS *requires circle 6*

When you **handle true elements**, you may prevent them from reacting until you need them to, using sheer will alone.

☐ ITEM INFUSION *requires circle 6*

Tell the GM you would like to infuse a mundane item with magic to give it one rank and an appropriate magical ability associated with that rank. Such enchantment is always possible, but the GM will give you one or more (possibly all) of these conditions to fulfill:

- It will require certain amounts of true elements.
- It will require one or more rare ingredients.
- The ability may function a bit differently than you propose.
- It's going to take days/weeks/months.
- You must get help from _____.
- You must perform the work in a certain place.
- You must perform the work with specific tools.

☐ LOCATE MATERIAL *requires circle 4*

When you **discern realities**, add the following question to the list:

- Is there a concentration of [a particular material] nearby?

☐ FORGE SENSE *requires circle 6*

When you **are in your forge**, you may use the Astral Sight move. You may use +INT in place of +STR for any roll related to forging.

☐ LOCATE WEAKNESS *requires circle 6*

When you **discern realities looking for flaws or weaknesses in a plan**, item, location or creature, you may roll INT instead of WIS. You also add the following question to the list of choices:

- What is the weakest point?

☐ SALVAGE *requires circle 6*

When you **aid an elemental** in a ritual of unmaking, add these choices:

- the ritual salvages all of the kernels of true elements in the item
- the ritual salvages 10-100 coins worth of raw materials.

☐ TEMPER *requires circle 6*

When you **spend several minutes drawing ornate symbols on a willing subject** (including yourself) then weave a thread into those symbols, the subject temporary HP equal to your circle. Damage applies to these HP first. Once they are gone, roll 1d6. If the result is equal to or less than your INT, the thread becomes available immediately and you can repeat this move on the same target within an hour or so, needing only to "touch up" the symbols for a minute or so. Otherwise the thread remains bound until the markings are thoroughly washed off.

☐ TRAVELING SMITHY *requires circle 6*

As long as you have basic smithing tools, fire, and raw materials, you can create a makeshift forge or workshop anywhere. Using a makeshift forge or workshop takes twice as long, however.

☐ GHOST MASTER *requires circle 8*

When you **spend a night consulting the spirits** of master weapon-smiths about a crafting, forging or enchanting project you are about to undertake, roll+CHA. **On a 10+**, take +2 ongoing to tests related to that project. **On a 12+**, the spirits also give you information about an unrelated matter. **On a 7-9**, take +1 ongoing to project related tests. **On a miss**, you take +1 ongoing to project related tests, but the project or its result become cursed in some way.

WIZARD

NAMES

choose or invent

Dwarf: Akban, Amlan, Ezhin, Hubnev, Idsen, Ildas, Oltun, Runar, Uctor
Elf: Galadiir, Fenfaril, Lilliastre, Phirosalle, Enkirash, Halwyr
Human: Aithello, Eyrian, Laman, Malanon, Phallyria, Quarusie, Railillo
Obsidimen: Diesdrader, Dokler, Hertonbur, Luitan, Nezdra, Ticranlor
Ork: Av, Boshia, Kosser, Lushold, Ollskel, Orrough, Orunt, Sul, Tar, Vand
Troll: Bunnuk, Gethur, Juruk, Kided, Mamor, Muntir, Mykon, Sithek, Zosith
T'Skrang: D'kel, D'skelvor, Kroe'ath, Rau'dar, Relyekim, Rh'ang, V'rynis
Windling: Athral, Beyect, Chiddarja, Nanash, Shujiru, Shuyeni, Yirkiru

LOOK

choose one for each

Gaze: haunted, sharp, crazy

Appearance: unkempt, slick, ancient

Accoutrement: worn, stylish, strange

Body: pudgy, creepy, thin

STAT

Your maximum HP is 4+Constitution.

Your base damage is d4.

SPECIES

choose one

DWARF

When casting a spell at a *huge* creature, improve the result by a step.

ELF

Magic is natural as breath to you. Cast Detect Magic as a cantrip.

HUMAN

Choose one spell from another discipline's list. You can cast it as if it was a wizard spell.

OBSIDIMEN

You have an intimate connection to the spirits of the rock. You may cast the nethermancy spell Contact Spirits as a cantrip.

ORK

When dealing damage with a spell, deal +2 damage.

TROLL

When casting a spell at a target with the *horde* tag, the spell may also effect 1d4 additional *horde* targets.

T'SKRANG

You know a cantrip you can cast only on yourself that allows you to breathe and talk underwater for nearly an hour.

WINDLING

You may cast the illusionist spell Charm Person as a wizard spell.

STARTING MOVES

WIZARDRY

Through **mastery of arcane formulæ and study**, you can weave threads into spells. You gain access to a number of moves and abilities related to spell casting:

- You may use the astral sight move.
- You have mastered several spells and inscribed them in your grimoire. You start out with three first circle spells in your grimoire as well as the cantrips. Whenever you gain a circle, you add a new spell of your circle or lower to your grimoire.
- You know how to form and stabilize an astral construct that makes casting spells safer, called a spell matrix. You may fashion as many spell matrices as you like; however, the combined circles of all spells attuned into them may not exceed twice your own circle.
- Through patience, perception and experience, you can weave threads to cast spells (from a spell matrix, grimoire or with raw magic). You can use any of the weaving spell moves with +WIS.
- Through training, knowledge and improvisation, you channel energy through your spell weaving to cast a spell. You can use the cast a spell move with +INT.

RITUAL

When you **draw on a place of power to create a magical effect**, tell the GM what you're trying to achieve. Ritual effects are always possible, but the GM will give you one to four of the following conditions:

- It's going to take days/weeks/months.
- First you must _____.
- You'll need help from _____.
- It will require a lot of money or resources (such as true elements).
- The best you can do is a lesser version, unreliable and limited.
- You and your allies will risk danger from _____.
- You'll have to disenchant _____ to do it.

EXPRESSIONS OF MAGIC

When you **create art with manuscript illumination, calligraphy or embroidery**, take +1. If the result is used in a successful greeting ritual, the recipient will seriously consider coming to you for advice.

PASSION

choose which you follow the most

GARLEN

hearth, healing

Use magic to directly aid another.

CHORROLIS

trade, wealth, desire

Acquire something that furthers your magical aims.

UPANDAL

smithwork, crafts, engineering

Discover something about a magical mystery.

DIS

slavery, bureaucracy

Use magic to cause terror and fear.

GEAR

Your load is 7+STR. You start with your grimoire (1 weight), appropriate artisan tools (1 weight), and dungeon rations (5 uses, 1 weight).

Choose your defenses:

- leather armor (1 armor, worn, 1 weight)
- tough skin (1 armor, 0 weight, Obsidimen only)
- bag of books (5 uses, 2 weight) and 3 healing potions

Choose your weapon:

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

Choose one:

- healing potion (0 weight)
- 3 antitoxins (0 weight)
- a common mount appropriate to your size (with GM approval)
- a tiny familiar (such as a cat, raven, rat, or spider). It gains the *sentient* tag.

FLAGS

select or invent two

- Aspiring*: make me an offer that threatens my social standing.
- Bumptious*: challenge my knowledge and prove that I have more to learn.
- Graceless*: include me in a beneficial social interaction I must spoil with blunt observation or crass behavior.
- Peculiar*: refuse my aid because I'm different.
- Portentous*: seek my divinations in a moment of uncertainty and trust them implicitly.
- Selfish*: suggest I sacrifice something (tangible or intangible) to improve the lot of others.
- Visionary*: offer me an easier solution that interferes with my dream of _____.

TALENTS

You may weave threads into talents, if you meet their requirements:

☐☐ **CURIOUSER AND CURIOUSER**

When you use **discern realities**, ask one additional question, even on a miss.

Second thread (requires circle 6): When you discern realities on a 12+, you get to ask the GM any three questions, not limited by the list.

☐ **FOUNT OF KNOWLEDGE**

When you **spout lore about something no one else has any clue about**, whatever else happens, the GM will tell you an additional interesting thing.

☐ **KNOW-IT-ALL**

When another player's character comes to you for advice and you **tell them what you think is best**, they get +1 forward when following your advice and you mark experience if they do.

☐ **MISTY MORNING, CLOUDS IN THE SKY**

When you **enter a steading**, the GM will tell you something useful about the mystical energies of the place.

☐ **QUICK STUDY**

When you **see the effects of a spell**, ask the GM the name of the spell and its effects. You take +1 when acting on the answers.

☐☐ **SHOW ME THE WAY**

When you **give a receptive NPC advice** about what they should do, roll+WIS. **On a 10+**, they follow your advice in whatever way they think is most beneficial for them. **On a 7–9**, they only follow your advice if you back them up and help them do it.

Second thread (requires circle 6): **On a 12+**, they do exactly what you tell them to do.

☐☐ **SPELL DEFENSE**

You may end any of your ongoing spells immediately and use the energy of its dissipation to deflect an oncoming attack. The spell ends and you subtract its circle from the damage done to you.

Second thread (requires circle 6): You may empty a spell matrix to nullify any one attack that you can see, after its result is known.

☐☐ **ARCANE WARD** *requires circle 2*

As long as one of your spell matrices is in working order (undamaged and containing an attuned spell), you have +1 armor. If all your spell matrices are in working order, you have an additional +1 armor.

Second thread (requires circle 6): You instead gain +1 armor each for up to five working spell matrices.

☐☐ **EXPANDED GRIMOIRE** *requires circle 2*

Select a spell from the spell list of any discipline. You may cast this as a wizard spell.

Second thread (requires circle 6): Select a second such spell.

☐☐ **PSYCHOMETRY** *requires circle 2*

When you **spend several consecutive hours studying an item**, roll+INT. **On a 10+** you gain insight into the item's past and nature. Choose three and take +2 forward to study the item further. **On a 7–9** choose one and take +1 forward to study the item further. You may spend one karma to make an additional choice, even on a miss.

- Discover the item's basic abilities (that is, abilities that may be used without weaving threads into the item).
- Discover how many threads may be woven into the item, if any.
- Understand exactly what must be done (and where) to learn the item's name.
- Discover the question that must be answered to gain the next key to the item, if any.
- Discover if the item requires that any deeds be performed.
- Discover the general nature of the item's magic (e.g. enchantment, transformation, investigation, protection, etc.).
- What are the most recent words spoken near it prior to being found?
- What has been done to or with it recently?
- What strong emotions has it been close to?
- Studying the item takes half the time.

Second thread (requires circle 6): You need only examine the item for several minutes or so before rolling.

☐☐ **PRODIGY** *requires circle 2*

Choose a spell. You prepare that spell as if it were one circle lower.

Second thread (requires circle 6): Choose another spell. You prepare that spell as if it were one circle lower.

☐ **SCRYING POOL** *requires circle 2*

When you **perform a ritual to investigate** the doings of someone, and you have a piece of their body or an item that is important to them, roll+INT. **On a 10+**, ask the GM two questions from the list. **On a 7–9**, ask one. **On a miss**, they get to ask two questions about you:

- How could I get to them, physically or emotionally?
- What are they really up to?
- What is their weakness?
- Who are their allies?
- Who are their enemies?

☐ **COUNTERSPELL** *requires circle 4*

When you **interfere with a spell** being woven but not yet cast, roll+WIS. **On a hit**, the spell is prevented. **On a 7–9**, you also take 1d6 damage that ignores armor, from feedback.

☐☐ **EMPOWERED MAGIC** *requires circle 4*

When you **cast a spell** on a 10+, you have the option of choosing from the 7–9 list. If you do, you may choose one of these as well:

- The spell's effects are doubled
- The spell's targets are doubled

Second thread (requires circle 6): **On a 12+**, you need not choose from the 7–9 list to gain the benefit.

☐☐ **ENHANCED MATRIX** *requires circle 4*

When you **prepare a spell matrix** to hold a spell, you may also “pre-weave” a thread for casting that spell into the matrix, which remains woven until you release it. You may reclaim this thread any time, but doing so also empties the matrix. Only one spell matrix may be enhanced at a time.

Second thread (requires circle 6): You may enhance a second spell matrix.

☐☐ **MATRIX ARMOR** *requires circle 4*

One of your spell matrices becomes armored. Threads woven into that spell matrix may not be unwoven by others.

Second thread (requires circle 6): A second spell matrix becomes armored.

☐ **BOOK OF NAMES** *requires circle 6*

When you **meet someone important**, say what you've heard about them and roll+WIS. **On a hit**, the GM will tell you more details. **On a 10+**, the GM's details will complement yours. **On a 7–9**, the GM's details may contradict your own information, and how you discover the truth is your own affair. **On a miss**, you are wrong about something important.

☐ **HIDDEN PUPPET STRINGS** *requires circle 6*

When you **use magic to control a person's actions** they have no memory of what you had them do and bear you no ill will.

☐ **SPELL AUGMENTATION** *requires circle 6*

When you **deal damage** to a creature you can shunt a spell's energy into them—end one of your ongoing spells and add the spell's circle to the damage dealt.

☐ **SELF-POWERED** *requires circle 8*

When you **have time, arcane materials, and a safe space**, you can create your own place of power. Describe to the GM what kind of power it is and how you're binding it to this place, the GM will tell you one kind of creature that will have an interest in your workings.

WIZARD SPELLS

The spells of wizardry are primarily concerned with the working of magic itself, raw force, lore, information, and magic's interaction with living minds. They tend to deal with the areas that the other types of magicians cannot affect.

CANTRIPS

Wizards may use their cast a spell move with any cantrip they have in their grimoire without performing any type of weaving. All known cantrips can be cast as often as desired.

FOIBLE

A single person you can see suffers a brief, moderate, involuntary action: momentary blinking, quick cough, short giggle, a nod, unthinking scratch, a twitch, a wink, a yawn. This spell can be cast with some subtlety.

LIGHT *ongoing*

An item you touch glows with arcane light, about as bright as a torch. It gives off no heat or sound and requires no fuel, but it is otherwise like a mundane torch. You have complete control over the color of the flame. The spell lasts as long as it is in your presence.

WRENCH

You make a sudden violent twist, push, or pull, as if with a sweep of your arm, on any one object you can see. For example, you might open or close an unlocked door or window, pull a lever, upend a table, break something fragile, etc.

FIRST CIRCLE SPELLS

First circle spells require one thread to be woven into them to be cast.

ALARM *ongoing*

Walk a wide circle as you cast this spell. Until you make camp again your magic will alert you if a creature crosses that circle. Even if you are asleep, the spell will shake you from your slumber.

ASTRAL ARMOR *ongoing*

You select a target you can see (or yourself). When that target uses astral sight, he or she gains +3 armor against astral attackers.

DECIPHER *divination, ongoing*

The symbols, patterns and sounds of any written or spoken language become understandable to you while this spell is active, though you may not speak or write them yourself. While the spell is ongoing you take -1 to cast a spell.

DETECT MAGIC *divination*

One of your senses is briefly attuned to magic. The GM will tell you what here is magical.

MAGIC MISSILE *evocation*

Projectiles of pure magic spring from your fingers. Deal 2d4 damage to one target within *far* range.

SEAL

Select a door or chest you can see. That object slams shut and its latch, hinges, and lock (if any) become immobile until a keyword you silently select when casting the spell is spoken in front of the door. Until the mechanism is released, the only way to open the door or chest is to break it.

TELEPATHY *divination, ongoing*

You form a telepathic bond with a single person you touch, enabling you to converse with that person through your thoughts. You can only have one telepathic bond at a time. Improve any attempts to aid or interfere with the target while this spell is ongoing by one step.

THIRD CIRCLE SPELLS

Third circle spells require one thread to be woven into them to be cast. Most third circle spells may be increased in potency by weaving another thread into them before casting.

DISPEL MAGIC

Choose a spell or magic effect in your presence: this spell rips it apart. Lesser spells are ended, powerful magic is just reduced or dampened so long as you are nearby. This spell cannot affect summonings.

DISRUPT PATTERN *evocation*

You channel energy into the weak points of a visible target's personal pattern, inflicting 2d8 damage which ignores armor and the Scarred debility. If you weave an additional thread into this spell, you may apply the spell's effects to two additional targets you can see.

HOLD *enchantment*

Choose a person, *sentient* mount, or *intelligent* creature you can see. Until you cast a spell or leave their presence they cannot act except to speak. This effect ends immediately if the target takes damage from any source. If you weave an additional thread into this spell, you may apply the spell's effects to two additional targets.

LEVITATE *ongoing*

You are held aloft by magical forces, and can move at walking pace in any direction, including up and down. While the spell is ongoing you take -1 to cast a spell, unless you weave an additional thread into it before casting.

MEMORY READING *divination*

You touch someone and experience one of their memories, as if it were your own.

SLEEP *enchantment*

1d4 enemies you can see of the GM's choice fall asleep. Only creatures capable of sleeping are affected. They awake as normal: loud noises, jolts, pain. If you weave an additional thread into this spell, it affects 2d6 enemies you can see instead.

TRUTH TELLING *enchantment, ongoing*

A creature you touch is prevented from saying anything they know to be a deliberate lie. While this spell is ongoing, take -1 to cast a spell. If you weave an additional thread into this spell, you may apply the spell's effects to two additional targets.

VISIONS THROUGH TIME *divination*

Cast this spell and gaze into a reflective surface to see into the depths of time. The GM will reveal the details of a grim portent to you—a bleak event that will come to pass without your intervention. They'll tell you something useful about how you can interfere with the grim portent's dark outcomes. Rare is the portent that claims "You'll live happily ever after." Sorry.

FIFTH CIRCLE SPELLS

Fifth circle spells require two threads be woven into them to be cast.

CAGE *evocation, ongoing*

The target is held in a cage of magical force. Nothing can get in or out of the cage. The cage remains until you cast another spell or dismiss it. While the spell is ongoing, the caged creature can hear your surface thoughts and you cannot leave sight of the cage.

DISPLACEMENT *ongoing*

You bind your pattern loosely to time and space. You gain 1d4 hold. When you would take damage, you may spend 1 hold to avoid the damage, vanish and reappear somewhere safe a short distance away. If you spend hold, but there is no safe place a short distance away, you still move, but take damage and the spell ends. If you run out of hold the spell ends. While the spell is ongoing, you cannot weave threads.

DOOM MISSILE *evocation*

A sphere of energy rockets from your fingers to engulf a target with a series of rapid implosions. Between each implosion, you must move the sphere to a new target (you may hit the same target more than once, just not twice in a row). The spell implodes three times, growing and dealing progressively more damage with each implosion. If you weave an additional thread into it before casting, the sphere implodes once more if you have reached seventh circle or twice more if you

have reached ninth. Deal the following damage in progression, stopping when you run out of implosions: 1d6, 1d8, 1d10, 1d12, 2d6. If you gain bonus damage from any source, apply it only to the last of these implosions.

INVIGORATE

You energize the pattern of an adept you touch. They immediately gain benefits as if they had performed their karma ritual. If you are part of a group pattern, you may cast this on a group member without needing to touch (or even see) them.

OPEN MIND

ongoing

When you touch someone, their thoughts become audible to anyone else nearby, as long as you continue to concentrate. While this spell is ongoing, you take -1 to cast a spell.

PATTERN LINK

divination, ongoing

Name a person, place, or thing you want to learn about. If the target is within a few days walking distance, the spell locates the pattern of what you seek and links it to your own pattern. While this spell is active, you gain visions of the target, as clear as if you were there. The threads woven to cast this spell remain woven while it is active, freeing only when you end the spell. Those capable of traveling in astral space could track these threads back to you, if put to such a task. Some locations may be shielded to prevent such prying.

SANCTUARY

ongoing

You touch the window or door of a building (from inside or outside). While the spell is ongoing all portals and entrances to that building seal and are magically reinforced to keep out intruders (or keep in those inside). Further, the skin of the building acts as a barrier in astral space. This spell may only be dispelled or interfered with by those on the same side of the building walls as you. You take -1 ongoing while this spell is active.

SEVENTH CIRCLE SPELLS

Seventh circle spells require three threads be woven into them to be cast.

CONTINGENCY

evocation

Choose a 5th circle or lower spell you know. Describe a trigger condition using a number of words equal to your circle. The chosen spell is held until you choose to unleash it or the trigger condition is met, whichever happens first. You don't have to roll for the held spell, it just takes effect. One of the threads woven into this spell remains woven until the condition is met.

DISLODGE SPELL

Choose an unarmored spell matrix you can see with astral sight, and empty that matrix. A target *magical* monster (the owner of the matrix) is denied part or all of one of its spellcasting moves (player's choice) until it can refill the matrix.

DOMINATE

enchantment, ongoing

Your touch pushes your mind into someone else's. You gain 1d4 hold. Spend one hold to make the target take one of these actions:

- Speak a few words of your choice
- Give you something they hold
- Make a concerted attack on a target of your choice
- Truthfully answer one question

If you run out of hold the spell ends. If the target takes damage you lose 1 hold. While the spell is ongoing you cannot cast a spell.

PAST THOUGHTS

divination

You can "hear" the thoughts and emotions that happened in your specific location during one historical event of your choosing. You do not necessarily know who originally possessed these thoughts and emotions, though thoughts can easily give away their origins.

PEACEBOND

ongoing

Select a target you can see. Whenever the target takes damage from an attack, the attacker takes the same amount of damage. Likewise, if the target deals damage, the target suffers the same amount of damage. If you weave an additional thread to this spell before casting, apply its effects to an additional target. While the spell is ongoing you cannot cast a spell.

TRUE SEEING

divination, ongoing

You see all things as they truly are. This effect persists until you tell a lie or dismiss the spell. While ongoing you take -1 to cast a spell.

WORD OF RECALL

Choose a word. The first time after casting this spell that you speak the chosen word, you and any allies touching you when you cast the spell are immediately returned to the exact spot where you cast the spell. You can only maintain a single location; casting Word of Recall again before speaking the word replaces the earlier spell.

NINTH CIRCLE SPELLS

Ninth circle spells require four threads be woven into them to be cast.

ANTIPATHY

enchantment, ongoing

Choose a target and describe a type of creature or a Passion. Creatures of the specified type or who embrace the ideals of that Passion cannot come within sight of the target. If a creature of the specified type does

find itself within sight of the target, it immediately flees. This effect continues until you leave the target's presence or you dismiss the spell. While the spell is ongoing you take -1 to cast a spell.

ALERT

divination, ongoing

Describe an event. The GM will tell you when that event occurs, no matter where you are or how far away the event is. If you choose, you can view the location of the event as though you were there in person. While the spell is ongoing, one of the threads woven into this spell remains woven into the spell.

FORK

When you prepare this spell into a spell matrix, select three spells in your grimoire with circles adding up to nine (e.g. one fifth circle, one third, one first; or one seventh, two first; or three third). When you cast fork, the effects of the selected lesser spells occur simultaneously. Each may be targeted separately.

MIND TRANSFER

ongoing

You transfer your mind into the body of another living being you touch. You may choose to exchange bodies, in which case their mind now inhabits your body until the effect is reversed. You retain all your moves and stats except those that require your old body. You may instead choose to possess them, which makes this spell ongoing and gives them a chance to resist. If they cannot, your body remains in a state of sleep and while this spell is ongoing, you take -1 to cast a spell.

PERFECT SUMMONS

summoning

You teleport a creature to your presence. Name a creature or give a short description of a type of creature. If you named a creature, that creature appears before you. If you described a type of creature, a creature of that type appears before you.

WARP ASTRAL SPACE

ongoing

You twist, stretch and deform the local astral space, making working magic difficult. Gain 1d4+1 hold. Spend hold, 1 for 1, to choose an option like:

- Disrupt a magic-related GM move.
- Banish a summoned spirit or elemental.
- Force astral creatures to flee the area.
- Prevent a *spirit* monster from leaving this plane.
- Snuff out a magical effect.
- Prevent a target from teleporting away.
- Force a target to reveal its true form.

If you run out of hold the spell ends. While the spell is ongoing you cannot cast a spell.

ON RELICS

The *Fourth World* expands upon the equipment chapter of *Dungeon World*, bringing the notion of weaving threads to bear here as well. This chapter divides magical items into categories, based on how they use threads.

RANKS

A magic item may contain a number of **ranks**. Each rank represents the capacity of the item to have a thread woven into it. When a character weaves a thread into a rank, they gain access to the move provided by that rank, so long as the thread remains woven. Threads must be woven into ranks in order, slowly unleashing the potential of the item. Weak magic items hold no ranks, so do not and cannot have threads woven into them.

All items fit into a particular category or type, based on how many ranks it has and how they work:

- **mundane** items contain no ranks and are in no way magical
- **trifles** contain a bit of magic, but not enough to warrant a rank
- **trinkets** contain one rank, but only require a thread when being used. You can weave a thread into a trinket much more quickly.
- **wonders** contain one rank, but require a thread full time.
- **relics** contain more than one rank. Full time threads activate the ranks in order.

ADDITIONAL TAGS

In addition to the tags in *Dungeon World* and *Mounted Combat*, this document adds a few of its own:

- **living**: Though of a type normally inanimate, this item is alive. If properly tended, the item can repair itself if damaged. This tag is mostly used as a usage restriction. For example, GMs may wish to enforce a guideline that obsidimen may only wear living armor.
- **entangling**: The weapon is meant to immobilize or hinder its target rather than do damage. When such a weapon would do damage, you may choose to forgo the damage and instead entangle the target in a way fictionally appropriate to the weapon.
- **implant**: The item (usually a blood charm) must be implanted into the body to function.
- **n blood**: The item works through blood magic, only usable by committing *n* blood to it.
- **n sacrifice**: The item works through blood magic, only usable by spending *n* blood as it is implanted.

KEYS, DEEDS AND DEMANDS

The more potent magical items in the *Fourth World* carry a unique pattern and a name, and must be uniquely understood to be used. When a wonder or relic is first discovered, all of its ranks are locked. To weave a thread into an item, its next rank must be unlocked. Unlocking a rank requires a **key**: the answer to a specific question about the item. For every magic item with ranks, the first question that must be answered is almost always “what is the item’s name?”.

Studying the item’s pattern (several disciplines have talents to do this) can lead to discovery of its name. Research and legwork can provide another avenue to learning a name. Some items may even inscribe the name on the item itself, making discovery of the first key trivial.

Many magic items contain only one rank, so the first key unlocks the item’s entire potential. More powerful items, however, contain additional ranks, each with their own key. Though magic can discover what question must be answered to reveal the key, few shortcuts are available to find the answer. Research and adventuring are typically a character’s only option. Discovering keys, therefore, often drives the story in *Fourth World* games.

While powerful items are not (necessarily) intelligent, many of them want things. In particular, they may require **deeds** from a wielder. When a rank requires a deed to be unlocked, the deed acts as the key, unlocking the rank when the wielder (and only the wielder) completes the task. One difficulty surrounds deeds: no magic can reveal what deed must be performed, only that one must be performed. Figuring out what is required often takes even more research and adventuring than discovering a key.

Lastly, some ranks may **demand** certain qualities from their wielder, in addition to a key or deed. Demands might include being a particular discipline, having an ability score at a certain value, being a certain species or having reached a certain circle. Fortunately, a wielder who has woven threads into all the prior ranks immediately understands what the demands of the next rank are.

SPOUTING LORE ABOUT RELICS

Some disciplines have talents which grant magical insight into an item’s ranks (e.g. Bow History, Psychometry, Item Disposition, Item History, Martial Insight). Such talents magically expose a character to information they might have no other way of discovering. So what happens when a character Spouts Lore about a relic?

Like much else in *Dungeon World*, it depends on the needs of the story. Often, discovering keys drives longer term story arcs in play, but sometimes keys may be more of a hindrance on the narrative the table finds interesting. Fun things can be discovered when a group

has to track down and negotiate with the right kind of adept. On the other hand, sometimes that is just an unwelcome digression.

So, when spouting lore about a relic comes up, the GM can easily use the outcome to pace revelations about the item. It’s certainly possible that Spout Lore could reveal something about the item’s ranks, should that be more interesting to the story. Perhaps the character spouting lore happens to remember the name of the item from a story or song.

In cases where the preference may be to drive more investigation before ranks can be unlocked, spouting lore might be used to provide hints where to look.

The GM might consider the following when revealing “something interesting and useful” related to an item with ranks:

- If the use of the item is not obvious, describe the item’s general purpose.
- Provide one of the items from the Item History talent (if revealing such information makes the story better), perhaps slightly concealed. (“Items from that period were known to reveal their names in glowing writing when rubbed with grapeseed oil.” “You realize that the markings on the pommel are much like a type of coded writing you learned as a child. How did you learn it?”)
- Provide a concrete lead about where more information could be discovered. (“The library in the city down the road is known to have a copy of *On Instruments*, which would almost certainly mention a magical trumpet like this. What is your connection to this library?” “The alloy used in the handle could have only come from one place....”)
- Open a door to a specific, fruitful line of investigation on a related topic. (“From the style, you are certain that this is the work of master artificer Malgrave the Younger, who did most of his work for the *aropagoi* of the Serpent River. How do you know of him?”)

When revealing something merely “interesting” instead, the GM might consider more oblique or less specific hints:

- Provide a tour-guide-like comment about the history of the item (“Items of this kind were often used by [particular disciplines, species, peoples in a geographic region, followers of a particular Passion, etc.]...”. “This style was common prior to the completion of the Eternal Library....”)
- Provide a hint about the item’s purpose. (“The symbol on the hilt was often used to mark the property of those who had been claimed by the *invae*.”)
- Provide a rumor. (“You’ve heard that the crew of the *Yrnilus* has been destroying items like that.”)

MUNDANE ITEMS

An item with no magic at all is a mundane item and never contains ranks. These can be bought and sold in most places. Mundane gear dominates the first few pages of *Dungeon World's* gear section. The *Fourth World* differs from a number of settings in that literally everyone able to perform some kind of craft does so. As a result, quality and availability of items can be unpredictable. The smallest village, for example, might include someone who weaves the best blankets.

When converting mundane items, favor *Dungeon World* costs when you can, but otherwise just guess. Some additions to the gear list:

Bola	<i>thrown, near, entangling, 1 coins, 1 weight</i>
Blowgun	<i>near, -2 damage, 2 coins, 0 weight</i>
Blowgun needles	<i>5 ammo, 1 coin, 0 weight</i>
Espagra-scale cloak	<i>1 armor, worn, 100 coins, 1 weight</i>
Lance	<i>reach, requires (mounted), 15 coins, 1 weight</i>
Mareka	<i>close, 9 coins, 1 weight</i>
Net	<i>thrown, near, entangling, awkward, 1 coins, 1 weight</i>
Raid Spear	<i>reach, 6 coins, 1 weight</i>
Maul, Greataxe	<i>close, two-handed, messy, 20 coins, 3 weight</i>
Stone Maul	<i>close, two-handed, forceful, messy, awkward, 350 coins, 4 weight</i>
Throwing knives	<i>thrown, near, hand, 3 ammo, 3 coins, 1 weight</i>
Trispear	<i>reach, two-handed, 10 coins, 1 weight</i>
Whip	<i>reach, dangerous, entangling, 4 coins, 1 weight</i>
Wyvern-skin armor	<i>2 armor, worn, 300 coins, 1 weight</i>
Farrier	<i>2 coins</i>
Messenger, local	<i>1 coin</i>
Messenger, steading-to-steading	<i>25 coins</i>
Library access, town	<i>5 coins</i>
Library access, city	<i>10 coins</i>
Library access, Thoral	<i>8 coins</i>
Granlain	<i>100 coins</i>
Huttawa	<i>80 coins</i>
Kue	<i>60 coins</i>
Troajin	<i>60 coins</i>
Zoak	<i>70 coins</i>

TRIFLES

A **trifle** possesses some magical power, but requires no threads to use (and so, have no ranks). All of the following from *Dungeon World* are probably trifles:

- healing potion
- arrows of acheron
- barb of the black gate
- coin of remembering
- devilsbane oil
- the echo
- lamented memento
- sacred herbs

When converting, “common magic items” and “blood charms” are typically trifles, such as the following examples. In the *Fourth World*, such items are commodities, available in many markets; however, blood charms are not self-implanting, requiring ritual magic and a skilled hand (see the *chirurgion obsession*, pg. 60) to install. Creation or conversion of additional trifles is left as an exercise to the reader:

AMBER EYES *living, implant, 1 sacrifice, 350 coins, 0 weight*
This pair of amber spheres replace a character's own eyes. While they are implanted, the character may use the astral sight move.

BLOOD PEBBLES *+1 armor, living, implant, 3 blood, 500 coins, 0 weight*
Hundreds of small of small elemental stones implanted into the skin deflect harm, drawing power from the host's blood.

ECHO STONE *300 coins, 0 weight*
These baubles capture sounds within their crystalline structure. If you tap the stone on the earth five times, then speak a password, the stone will remember everything you say next, until you say the password again or about a minute passes. From then on anyone who speaks the password to the stone will hear the captured message in your voice. The stone may hold different messages under different passwords. Someone who knows a password can clear the message remembered under that password.

FERNWEAVE *1 armor, living, worn, 125 coins, 1 weight*
Armor made from living plant fibers and herbs, woven densely. It must be watered once every three days, or loses its armor tag until it is watered.

FIREFLY CHALK *12 coins, 0 weight*
The enchantment within a stick of this chalk causes its writing to glow in the dark. It can also be used to decorate skin. Like all chalk, it washes off most surfaces if rubbed or doused with water.

HORN NEEDLE *implant, 1 blood, 200 coins, 0 weight*
These thin ivory needles are implanted under the skin. Should you be poisoned while using one, roll+CON. On a hit, the needle absorbs the poison, delaying the poison's effects by several days. If you remove the used needle before that, you remove the poison from your body entirely. On a 10+, when you remove the needle, you may extract one dose of the poison from it. On a miss, the needle is overwhelmed and ruined, and the poison effects you normally.

HORROR FEND *implant, 2 blood, 500 coins, 0 weight*
When implanted, this charm of gold and silver around a kernel of true earth provides +1 armor against monsters with the *horror* tag, or *contracts* created by horrors.

LIFE EXTENDER *living, implant, 1 blood, 150 coins, 0 weight*
These crystal blood charms absorb damage inflicted on the host once they are implanted, if the host chooses. Once the charm has absorbed seven points of damage, it becomes inert. The charm must be removed to uncommit the blood.

LUXURY BEDROLL *300 coins, 0 weight*
This elaborately embroidered bedroll keeps anyone sleeping on it at a comfortable temperature and deters insects. If you use it while making camp, you heal +1 HP. When not in use, the bedroll folds up to a ludicrously small size.

STAT BOOST *living, implant, 2 blood, 400 coins, 0 weight*
When implanted, this blood charm increases one of the hosts stats (determined when the charm is made) by +1. If implanted into someone whose score in that stat naturally is or becomes 18, the charm shatters and the blood committed to it is spent. This type of trifle takes on a variety of forms, usually related to which stat is being boosted.

TRUE ELEMENT *0 weight*
A kernel of a true element can be infused into an item to give it magical properties, or enhance those it already has. True elements must be harvested, making them rare (some are much harder to locate and harvest than others). They also react easily with other materials, so must be contained magically until used. Some kernels are more pure and/or stronger than others, which affects their price:

True air, kernel	<i>50–100 coins</i>
True earth, kernel	<i>5–10 coins</i>
True fire, kernel	<i>50–100 coins</i>
True water, kernel	<i>5–10 coins</i>
True wood, kernel	<i>25–50 coins</i>
Orichalcum, kernel	<i>500–1,000 coins</i>

TRINKETS

A **trinket** requires a thread only while it is actively being operated. Technically, trinkets have one rank, but this rank is almost always unlocked, so requires no key. Additionally, weaving a thread into a trinket (see the Integrate a Rank move, pg. 7) takes only a minute or so. The following from *Dungeon World* are probably trinkets:

- Captain Bligh's cornucopia
- earworm wax
- the epoch lens
- farsight stone
- fiasco codex
- folly held aloft
- immovable rod
- infinite book
- inspectacles
- the ku'meh maneuver
- Titu's truthful tallow
- tricky rope

When converting, any item that gets activated to do one basic thing for a while is a good candidate for a trinket. It also turns out that some *Earthdawn*® spells fit into *Fourth World* better when re-imagined as trinkets (or wonders). Note that, from a game perspective, the particulars of weaving a thread into a trinket usually don't matter much, because trinkets tend to be the kind of items characters use to solve problems, not when they are under threat. The real cost of a trinket versus a trifle is that the character needs to have thread available in the first place. On the other hand, a character that holds a thread in reserve in order to use a trinket can reuse that thread for other trinkets, though they could only use one at a time.

BALL OF STRING

1 rank, 250 coins, 0 weight

Weaving a thread into this ball of silvery thread causes a strand curl out of the ball and tie itself to a nearby landmark, marking a point of origin. As you walk, thread unwinds effortlessly. Played out string cannot easily be spotted and resists cutting. You may wind the string back onto the ball in order to find your way back. When you do, the string glows with a white light. When the thread is released, any played out string vanishes in a puff of light.

DELVING QUARTZ

1 rank, 300 coins, 1 weight

These fist-sized, irregular quartz crystals are a common sight in kaers, steadings, caravans, and exploratory ventures. By weaving a thread into the crystal, you may command it to glow any color and brightness you like. This light may be generated without heat, if desired, but you may also make the crystal radiate warmth as it glows. One crystal cannot get much brighter or warmer than a typical hearth fire. Delving quartz is often mounted in lanterns or other fixtures.

ESPAGRA SADDLE

1 rank, 5,000 coins, 2 weight

The shimmering blue espagra scales provide an immediately recognizable look to these coveted riding saddles. When a rider outfits her mount with this saddle and weaves a thread into it, she chooses one benefit the saddle will provide until the thread is freed:

- The rider may not be forced from the saddle.
- The mount's control stat increases by one.
- The mount's armor stat increases by one.

INVENTORY SCROLL

1 rank, 160 coins, 0 weight

When you weave a thread into this roll of parchment within a room, glowing yellow or orange writing appears on the scroll as if written by an invisible pen, listing each item within the room in general terms (no names given). The scroll is thorough, but cannot detect concealed items. When the thread is released from the scroll, the writing disappears.

KAER CHISEL

1 rank, 1,200 coins, 1 weight

When you weave a thread into this stone chisel and strike the door leading into a kaer, the sound attracts the attention of any inside the kaer close to the door. As long as the thread remains woven, you can trace on the outside of the door with the chisel, and the pattern is replicated on the inside of the door.

MASQUERADE PLUMAGE

1 rank, 160 coins, 0 weight

When you don one of these elaborate, feathered half-masks and weave a thread into it, only you may remove it. While it remains in place, you will not be recognized by anyone around you. People will remember your actions, but nothing about you (not even your voice or scent) will trigger recollection.

NIGHT CHAIN

1 rank, 2,000 coins, 1 weight

This fine golden chain splits at one end, suspending two coin-like slugs of metal. The other end forms a loop, which you put around your head. Holding the coins just over the eyes of someone asleep and weaving a thread into the chain connects you to the sleeper. Any dream they experience while the thread remains woven, you see. Should the target wake while the chain is in use, you gain the Stunned or Confused debility and the thread unravels.

OBSTRUCTING WHIP

1 rank, reach, entangling, 1 weight

While a thread is woven into this otherwise typical leather whip, several cords of vibrant magical energy writhe from the handle, interfering with incoming attacks. When you defend while wielding these cords, gain +1 hold, even on a failure, and add the following choices:

- when the attack is completed, entangle the attacker
- provide +1d8 armor against an incoming attack

ORICHALCUM CONTAINER

1 rank, 5,000 coins, 1 weight

When a thread is woven into this ornate orichalcum box, it will store twenty kernels of any true elements without allowing them to interact.

POCKET GUARDIAN

1 rank, 100 coins, 1 weight

When this statue of a large stinging insect or arachnid is placed in your pocket or pouch and you weave a thread into it, the statue animates. The statue will allow you to add or remove items from its home, but will bite and poison anyone else that tries.

PRESERVING POT

1 rank, 200 coins, 2 weight

When a thread is woven into this large iron pot and its lid is closed, anything inside does not rot, dry out, cool down, heat up or otherwise change.

SEASON LAMP

1 rank, awkward, 250 coins, 4 weight

Weaving a thread into one of these elaborate brass or iron chandeliers activates elements which either warm or cool the room in which it hangs, keeping it at a constant temperature regardless of the weather.

TRUE SKIN

1 rank, 1 armor, 1 weight

Though this armor was obviously fashioned from some kind of animal hide, the type of animal cannot be identified. Upon coming into possession of this armor, decide what type of animal most closely resembles your personality and temperament, and tell the GM. In return, the GM will tell you one or more moves associated with that animal. When you want to unleash your inner beast, weave a thread into the armor and gain hold equal to your CON. You and your possessions meld into a perfect copy of the animal you selected. You have any innate abilities and weaknesses of that form, retaining your stats. Spend 1 hold to make one of the animal moves. Once out of hold, you return to normal form and can't change back for an hour or so.

UPANDAL'S BLESSINGS

1 rank, 275 coins, 1 weight

These artisan's tools come in as many forms as there are ways to make art, and allow the artist to correct any errors for a short time after making them, no matter how irreversible they might seem. When you weave a thread into them and use them to create tangible art, you may roll twice and keep the better result.

WANDERING POPPET

1 rank, 1,500 coins, 0 weight

This nondescript, vaguely humanoid, terracotta sculpture measures no taller than a man's hand. While a thread is woven into it, the statue animates and can understand simple commands (it is smarter than a very bright dog, but only barely). While the poppet is animated, you may discern realities about the area around it as if you were in its place. If the poppet is completely out of your sight when you do this, take -1. If the poppet takes any damage, the thread unravels.

WONDERS

A **wonder** must be tamed by weaving a single thread into it before it will allow itself to be used (i.e. they have one rank). While it may be possible to find the occasional wonder for sale, most must be found (or, perhaps, crafted). All of the following from *Dungeon World* are probably wonders:

- axe of the conqueror king
- bag of holding
- the carcosan spire
- cloak of the silent stars
- flask of breath
- loadstone shield
- map of the last patrol
- ned's head
- nightsider's key
- the sartar duck
- the sterling hand
- tears of annalise
- teleportation room
- Timunn's armor
- Vellius's gauntlets

When converting, items that supply a continuous benefit or are not obviously turned on or off, but have a single purpose, are good candidates for wonders. This might include "common magic items", or even thread items that don't seem complex enough to translate into relics.

AFFIRMATION CUP

1 rank, 1 weight

Orichalcum lines the rim of this large drinking vessel, fashioned from the horn of some long extinct animal. Intricate carvings depict scenes of revelry and joy.

□ *First rank* (key question: what is the cup's name?): when conversation during a full meal embraces life and accents the positive over the negative, the horn fills with a clear fluid. If imbibed immediately after the meal, this liquid acts as a healing potion. When in the presence of overwhelming life energy, the horn may fill as well.

BRACERS OF FIREWIND

1 rank, worn, 1 weight

Ornate engravings decorate these two golden arm bracers. One, studded with rubies, features images of flames. Images of clouds and storms grace the other, sapphire-studded bracer.

□ *First rank* (key question: what are the bracers named?): you may volley with a bolt of fire (*near, +2 damage*, can start fires) or a bolt of wind (*near, far, forceful, stun*). If you would spend ammo, instead that type of bolt may not be used until you next make camp.

CLOAKSENSE BROOCH

1 rank, worn, 1 weight

These metal cloak fasteners can be found in a variety of styles and materials. Often some sort of eye or other reference to senses dominates its decoration.

□ *First rank* (key question: what is the brooch's name?): when used to fasten any cloak, the brooch provides a tingling sensation any time you are in imminent danger of being attacked, making you very difficult to surprise or ambush.

CRYSTAL PLATE

1 rank, 1 armor, clumsy, living, worn, 5 weight

The crystals forming this suit of plate mail slowly grow, repairing any damage done to the armor.

□ *First rank* (key question: what is the armor's name?): The armor resizes itself to perfectly fit. The tags for this armor become "*1 rank, 3 armor, living, worn, 2 weight*", replacing the tags listed above. In addition, the armor becomes largely buoyant and easy to swim in. Over time, the design engraved on the suit will change to reflect the personality of the wearer. What does that look like?

ELEMENTAL SPEAR

1 rank, reach, thrown, near, 1 weight

These exceptionally well-made spears are fashioned using each of the five elements.

□ *First rank* (key question: what is the spear's name?): The spear's tags become "*1 rank, reach, thrown, far, forceful, 3 piercing, 0 weight*", replacing the tags listed above, and it becomes nearly impervious to harm. When scoring a 12+ with volley or hack and slash with the spear, the tip becomes searing hot, dealing +1d6 damage.

FROST POUCH

1 rank, thrown, reach, +1 damage, 0 weight

The cloth of these small white or blue pouches always feels cool to the touch, seemingly always full of a fine white sand-like frost.

□ *First rank* (key question: what is name of the air elemental who gave its power to the pouch?): Scattering a handful of frost over a natural fire no larger than a bonfire will instantly extinguish it. In addition, you may volley with a handful of frost, dealing your damage with its icy sting. If you volley on a 10+, you may forgo damage and instead freeze the target in place; they cannot move for a minute or so, unless something deals damage to them. The pouch always remains full; however, if a volley would expend ammo, instead pouch becomes unusable for an hour.

LIGHTNING BOLT EARRINGS

1 rank, worn, 0 weight

These intricate pieces of silver jewelry, shaped like forked lightning, attach to the owner's ear by a short chain of delicate links.

□ *First rank* (key question: what are the earrings named?): When you are the sole target of a harmful spell, you may attempt to fork the spell into two copies. If you do, roll+CON. On a 10+, the spell forks

and you choose the target of each copy. On 7–9, the spell forks, one copy affects you, and you choose the target of the other. On a miss, in addition to whatever else happens, the spell effects you normally.

NAGA-SCALE BROOCH

1 rank, worn, 0 weight

The naga scale set into the silver or gold backing of this jewelry changes color to match the wearer's clothing.

□ *First rank* (key question: what was the name of the naga who willingly donated the scale?): When you order a hireling on a 7–9, they will never come back with serious demands while a thread remains woven into the brooch and the brooch remains in your possession. Afterwards, they will realize they have been enchanted.

ORATORY NECKLACE

1 rank, worn, 1 weight

The large, semi-precious stones of this necklace sparkle subtly when their user speaks.

□ *First rank* (key question: what is the necklace's name?): While you wear the necklace, you cannot be enchanted by song or speech. Further, when you give a public oration within a steading on a relevant topic, all who can see you will hear you clearly and will not interrupt. When the speech is finished, roll+CHA. On a 10+, choose three. On a 7–9, choose one:

- Your speech gathers more than just a smattering of people.
- People in the audience who agree with you far outnumber those who do not.
- Your speech reaches the ears of the steading's influential residents. At least one will seek an audience with you.
- Some who hear your speech are moved to act on what you say before the next sunrise.
- By the following day, most in the steading will recognize you, for better or worse.

SPELL SWORD

1 rank, close, +1 damage, 2 weight

Weapons of this type can be found in many varieties (not just swords), but always are of exceptional quality, often with a swirled appearance to the grain of the metal.

□ *First rank* (key question: what is the weapon named?): Any magician can place a spell requiring no more than one thread to weave into the weapon, which functions as a spell matrix would. When you hack and slash with this weapon, add the following choice:

- cast the spell within the weapon on the target (as if scoring a 10+ on the casting roll).

RELICS

A **relic** contains multiple ranks, usually four. Likely, the following *Dungeon World* items should be retooled as relics (left as an exercise to the reader):

- Argo-than
- the Burning Wheel
- violation glove
- vorpal sword

When converting relics, a good rule of thumb is to cut the number of ranks in an *Earthdawn*® item in half. Care should also be taken to focus on the narrative power granted by each rank, rather than the merely mechanical progression used in most of the source material (though the first rank may be more mechanical).

BLOODWALL

4 ranks, +1 armor, clumsy, living, 2 weight

Bloodwall is a large oval shield made from translucent red crystal, enabling the wielder to see through the shield as through red glass.

□ *First rank* (key question: what is the shield's name?): You are kept comfortable in heat and the shield provides a degree of defense against fire. The shield also loses the *clumsy* tag.

□ *Second rank* (key question: what is story of the shield's creation?): When you view an opponent through the shield, you are protected from effects directed at your eyes or relying on the gaze of, or eye contact with, that opponent.

□ *Third rank* (deed: use Bloodwall to protect or inspire a trollmoot; demand: circle 4): When you look through the shield, you can see astral plane. You gain the astral sight move, but only for what you see through the shield. If you already have the ability to use astral sight, you gain +1 ongoing to discerning realities through the shield while using it.

□ *Fourth rank* (deed: praise the talent of Bloodwall's creator to Upandal while walking across an active lava field): When you hold Bloodwall, you are completely impervious to fire and heat.

CRYSTAL SPELL BOX

4 ranks, 1 weight

This box, forged from flat sheets of deep amber crystal with seams of metal, is not designed to be opened.

□ *First rank* (key question: what is the box's name?): When you are targeted by a monster's spell or magical effect, and there is space remaining in the box, you may roll 1d6. On a three or higher, the incoming spell has no effect and is, instead, captured in the box, from which you can later cast it. On a 1, a spell already in the box is lost. Casting the stored spell is done as if fully woven and cast through a spell matrix, requiring only the casting move, made using roll+nothing. If you are somehow familiar with the spell or its nature, take +2 on this roll. Initially, the box may only hold one spell at a time.

□ *Second rank* (key question: what is the name of one of the apprentices which helped make the box? deed: travel with the box to the apprentices last resting place and leave an offering of thanks): The box can now hold up to two spells at a time.

□ *Third rank* (key question: what is the name of the mountain from which the crystal was extracted?): The box can now hold up to three spells at a time.

□ *Fourth rank* (key question: what is the name of the person who commissioned the box?): The box can now hold up to four spells.

FOOL'S COIN

4 ranks, 0 weight

This large brass coin contains the same symbol on both sides: a jester's hat.

□ *First rank* (key question: what is the coin's name?): When you make camp, hold three luck. When you roll and miss, you may spend 1 luck to re-roll and take the second result. If it is a hit, explain how you succeeded only through sheer luck. When you are out of luck, you take -1 ongoing until you gain more.

□ *Second rank* (key question: whose hat is shown on the coin?): When someone nearby would take damage, you may describe stumbling into the attack. If you do, you take the damage instead and hold one additional luck. You may not spend luck to negate this damage.

□ *Third rank* (demand: wear no armor): When you take damage, you may spend 1 luck to ignore it. Describe the comedic, contrived, or outright miraculous circumstances that saved you from harm.

□ *Fourth rank* (deed: use the coin to fool someone): Spend 1 luck to deal 1d10 damage to an enemy. Describe how you embarrass, humiliate, or accidentally clobber them.

LIMBRATH

3 ranks, hand, 1 weight

Blackened runes stand out against the shining steel of this dagger's blade. A blue gem rests at the end of the ebony handle.

First rank (key question: what is the dagger's name?): So long as you are not *tainted* by a horror, the dagger gains the +1 *damage* and 2 *piercing* tags.

□ *Second rank* (key question: what is the name of the horror first wounded by the dagger?): When you come face to face with any horror, Limbrath may be used to hack and slash. If the horror cannot normally be hurt by weapons, hits deal no damage, but inflict some type of existential or physical injury on the horror.

□ *Third rank* (deed: at the tomb of Lambrath's first owner, pledge to spread the legend of the dagger): When a horror approaches within *far* range of you (even in astral space), the gem in Limbrath's pommel glows a faint blue. Take +1 ongoing to hack and slash horrors or discern realities about horrors, until horrors are no longer nearby.

MYNBRUJE'S RAZOR

5 ranks, 1 Stress, close, vehicle-mounted, +2 vehicle armor, 3 weight

Ships bearing this large living crystal ramming shield (*Mounted Combat*, pg. 49) permeate nautical legend, said to be the manifestation of Mynbruje's will. Crews dedicated to the Passion covet this relic above all others.

About halfway down the blade is carved a figure of Mynbruje as a human woman, with a crown of stars. Her right arm cradles an hourglass with the sand almost run out, while her left arm trails a set of scales behind her.

□ *First rank* (key question: what is the ramming shield's name?; deed: mount the blade into a sailing vessel or airship): When you Jury Rig the ship to repair a loss caused by gaining Stress, the relic removes that mark of Stress from the ship as well.

□ *Second rank* (key question: who created the Razor? deed: form a group pattern, including the ship and its captain; once the group is formed, any of its members may weave threads into the Razor's ranks; only those within that group may use this move): When you host a negotiation or arbitration on the ship, any fair agreements signed are blessed by Mynbruje. Any breaking such agreements pay a heavy, supernatural price. Any who know of Mynbruje will recognize the ship as favored, and those with disputes to settle will seek out the crew.

□ *Third rank* (deed: the group must complete a quest for Mynbruje): When the group performs an act of devotion to Mynbruje (see special moves) on board the ship, they share access to the hold created by the act and gain +3 hold (even if they fail). They may treat the ship as an ally when using hold, and may also use hold for the following:

- Reduce the ship's Stress by hold spent.
- Succeed on any roll+Control on the ship as if rolling at 10+.
- Give the ship +1 Armor for the next hour or so.

□ *Fourth rank* (deed: the captain must become a questor of Mynbruje; only the captain may make this move): When you reaffirm your ship's mission as devoted to Mynbruje's cause, you may shift the ship, its crew and all it contains into astral space. While there, a sphere of energy provides an additional +2 vehicle armor against attacks originating from outside it. You may return the ship to the real world whenever you like.

□ *Fifth rank* (deed: all in the group must become questors of Mynbruje): When the ship rams a horror in astral space, no form of special defense or armor provides the target with protection. In addition, the horror remains pierced by the Razor, unable to escape. All members of the group take +2 ongoing to actions against the horror.

POISON IVY

3 ranks, 0 weight

When found, this armor has been reduced to a single (but very large) seed of indeterminable species.

□ *First rank* (key question: what is the armor's name?): Vines burst from the seed to entangle the owner in a suit of fernweave armor (1 armor, living, worn, 1 weight) which never needs watering and repairs itself rapidly. If you would take damage from fire, you may elect to sacrifice the armor's protection briefly to avoid it. If you do, you take none of the fire damage, but the armor reverts to a seed. You may also instruct the armor to revert to a seed at any time. Transformation to or from a seed takes a few minutes. Any time the seed regrows, the vines change to match the local flora.

□ *Second rank* (key question: from where the materials used to create the armor gathered?): When you stay still, the armor adjusts to match the appearance of your surroundings (even if you don't want it to). This blends flawlessly into natural settings (even cave walls), less so in more manufactured places. You become very difficult to spot unless you are moving and take +2 forward to act against a target unaware of your presence.

□ *Third rank* (deed: visit the sources of the armor's materials, performing a karma ritual in each): The armor takes on an oily sheen. If you rub a metal weapon on the armor for a few moments, it becomes covered in a poison much like serpent's tears (*Dungeon World*, pg. 327), but which only affects the next target damaged by the weapon.

RAINFALL

4 ranks, near, far, 2 weight

Small grooves lined with fine red crystal line the sides of this longbow.

□ *First rank* (key question: what is the bow's name?): The bow gains the 2 *piercing* tag, and its weight becomes 1. When you spend 1 ammo and fire an arrow into the air, you may conjure a flash deluge that drenches any area you specify within range.

□ *Second rank* (key question: who first named the bow?): After you conjure a deluge, the water coalesces into an elemental. Treat it as your character, but with access to only the basic moves. It has +2 to one stat, +1 to other stats, 2 HP for each circle you have, and uses your damage dice. It remains on this plane until it dies or you dismiss it.

□ *Third rank* (deed: carve a dozen arrowheads from the bones of enemies killed by the bow): When you volley, after you roll, you may spend 1 ammo to spawn many copies of your arrow in flight. Choose up to as many targets as your circle within range and apply the result of the volley to all of them.

□ *Fourth rank* (key question: what is the name of the first person killed by the bow?): when you volley on a 12+, in addition to your damage you may spend 1 ammo to call a bolt of lightning down onto the target, dealing +2d8 damage.

SECOND SHADOW

4 ranks, worn, 0 weight

No sound ever emanates from the diaphanous black cloth of this waist sash. Anyone who dons this sash gains a second shadow, though they may not notice.

□ *First rank* (key question: what is the sash's name?): You can control your second shadow, stretching and shaping it to fall as you like, so long as it remains attached to you. It will dim light sources it passes over, even extinguishing small flames. You may condense it into any solid object you can hold in one hand, which has no magical properties but behaves just like the object it mimics. If you desire a unique object and you know what it looks like—a particular key, perhaps—this object will work in its stead.

□ *Second rank* (key question: for whom was the sash originally made?; demand: circle 3): With a few minutes work, you may form your second shadow into an *imaginary* mount appropriate to your size. If you dismount (or are forced off) the mount, it reverts back to shadow.

□ *Third rank* (key question: in what cave was the sash first created?; demand: circle 6): With concentration, you can make one of your second shadow's arms solid enough move objects, use weapons and tools, etc. Any actions you take that trigger rolls using a stat use +INT instead of that stat. While you keep the limb solid, take -2 ongoing to anything else. You can reach any part of your second shadow (including the solid limb) into a nearby patch of shadow, and have it reach out of any other patch of shadow you can see. The solid limb can carry objects from one end of this connection to the other, in both directions.

□ *Fourth rank* (deed: find out what the descendants of the cave spiders who provided the silk for the sash *want* and what they *need*, then see at least the need fulfilled): With great effort, you may sprout hook-tipped tendrils from your second shadow. When you send these hooks into the shadow of another, roll+CON. On a hit, you steal their shadow and gain 1 hold. On a 10+, also gain an additional 1 hold. While you retain hold, you cannot steal another shadow and they cast no shadow at all. Spend hold to:

- Until the next sunrise, command their shadow as a hireling with no cost and 1d4+2 skills (distributed as you like) that never needs to make checks for loyalty.
- Wear the shadow over your face to disguise yourself as its original owner.
- Whisper up to a hundred words or so to the shadow. All within near range of the owner's current location hear the whisper, but the owner does not.
- Alter the shadow in some way that will remain for a year and a day once its owner gets it back.

SURLYCANE

4 ranks, close, -1 damage, 1 weight

An orichalcum core provides this elegant white waxwood walking stick a good amount of heft, but it is not particularly suited to physical combat. Intricate patterns carved into the orichalcum knob confound the eye if gazed upon for long.

□ *First rank* (key question: what is the cane's name?): When you weave an *enchantment* spell with Surlycane in your hand, improve the result by one step. When you first weave a thread into this rank, the cane resizes itself to match your exact height and size.

□ *Second rank* (key question: what is the name of the cane's maker?; demand: circle 3): When you tilt Surlycane towards someone, you sense the nature and purpose of any enchantments that may be affecting them. (This ability cannot detect the influence of horrors).

□ *Third rank* (deed: insult the tomb of the cane maker's chief rival; demand: circle 6): You may use Surlycane as a spell matrix for any *enchantment* spell of a circle lower than your circle in the discipline that casts it. This matrix must be prepared as any other spell matrix. The spell in this matrix is not counted against the maximum total circles of spells you may hold in your matrices, but neither does it gain the benefit of any of your talents.

□ *Fourth rank* (deed: convince an ancestor of the maker's rival to renounce all family ties): While you hold Surlycane, your mind cannot be clouded, bewitched or enchanted.

SYZGY ORB

3 ranks, 1 weight

The metal surface of this grapefruit-sized perfect sphere reflects strangely moving features that you cannot quite keep in focus.

□ *First rank* (key question: what is the orb's name?): The orb floats over your shoulder at all times. When you call upon the orb while touching two objects no heavier than yourself, roll+CON. On a hit, the objects are attracted to each other like an apple to the ground. On a 10+, choose three options from the list. On a 7-9, choose one:

- There are no adverse side effects.
- This bond lasts until you choose to break it.
- You are able to weaken the bond without breaking it.

□ *Second rank* (key question: in what kaer was the orb first found?; demand: circle 3): You can volley with any object up to 2 weight by repelling it from yourself. Objects launched this way count as weapons (*near, far*). When volleying this way use CON instead of DEX.

□ *Third rank* (deed: sever all ties with someone important to you; demand: circle 6): When you bind two items, you may choose one of the following variations:

- Bind any two objects you can see, not just those you touch.
- The objects repel each other instead of attracting.
- The attractive force is twice as strong.
- The attractive force is half as strong.

ON ANIMALS

Mounts and companion animals in the *Fourth World* follow the rules for mounts provided in *Mounted Combat*. Most of the mounts detailed in that book work perfectly well, but the *Fourth World* has a few other animal species commonly used as mounts.

Most namegivers will be comfortable on *large* mounts (such as horses) and can't ride *small* or *tiny* mounts. Strong *large* mounts can carry orks and trolls, but such riders often prefer *huge* mounts instead. Mounts smaller than *huge* cannot carry obsidimen. Windlings favor *small* mounts and usually can't control mounts larger than this. Dwarves have the hardest time finding mounts, as most *small* mounts are not strong enough to bear their weight, but many *large* mounts require much longer limbs to control.

Note that a mount's Passenger stat refers to roughly human-sized passengers. The mount may be able to carry additional diminutive or fewer prodigious passengers.

DYRE *huge, control +1, fearless, 2 passengers*
These huge, herding herbivores anger easily, and many ork cavalrymen enjoy riding its ferocious wave of destruction.

KILLING FRENZY
When you hack & slash while riding a frenzied dyre, your attacks gain the *2 piercing* and *terrifying* tags and add the beast's control stat to the roll.

ONE TRACK MIND
When a dyre you ride is frenzied, you may not defend.

GRANLAIN *large, control +1, fearless, 2 passengers*
Trolls are typically the only namegivers strong enough to control this rare, stubborn, oversized horse breed.

HARD CHARGER
When you hack and slash with a lance or other polearm while atop a charging granlain, choose one. If you do so on a 10+, choose three.

- Your attack gains the *forceful* tag.
- Your attack gains the *messy* tag.
- Your attack gains the *2 piercing* tag.

WILLFUL
If you are forced to take the 10+ result to control your granlain (see the *fearless* tag), take -1 forward.

HUTTAWA *large, control +2, 0 passengers*
Dwarves favor these dim, feline, eagle-headed beasts as both mounts and draft animals.

CRAMPED AND LOVING IT
When you ride a huttawa in narrow quarters (caves, mountain roads, narrow valleys, etc.), take +1 ongoing to hack and slash or defy danger by climbing or maneuvering.

UNDERGROUND CARAVAN
When you act as scout or trailblazer while riding a huttawa on an underground journey, add the beast's control stat to your roll.

KUE *small, control +2, 0 passengers*
Kue often serve windling communities as watch animals and mounts, having reptilian bodies, but feline mannerisms.

NIGHT WATCHER
When you take watch at night with a kue in your camp, take +2.

INTO THE TREES
When you defy danger to climb or leap while riding a kue, add the beast's control stat to your roll.

MONKEY *small, control +2, 0 passengers*
Monkeys (and other small primates) are rarely ridden, even by windlings, but often become companion animals.

DEFT PAWS
When you get a monkey to understand that you wish it to perform a task involving using its hands (retrieving an object, opening a door, throwing something, etc.), it can perform that task with almost as much dexterity as a namegiver could.

INTERFERENCE
When you and your companion monkey attack the same target, you do not add the monkey's ferocity to your damage. Instead, add the beast's ferocity to your armor against that target during that attack.

STAJIAN *large, control +2, 1 passengers*
Ork cavalry often ride these bison-like mounts, whose broad hooves make them good navigators in both swamp and mountains.

BROAD HOOVES
When you act as scout or trailblazer while riding a stajian through swamp or mountains, add the beast's control stat to your roll.

TRAMPLE
When you hack and slash on a 10+ while riding a stajian, choose "avoid the enemy's attack" as well as an additional choice.

THUNDRA BEAST *huge, control +2, 3 passengers, +1 armor*
Favored as mounts by ork scorcher groups, this rhinoceros-like dinosaur gores opponents with a large, central horn.

IMPALING HORN
When you hack and slash while riding a thundra beast, add the following to the list of choices:

- the beast may impale the target, carrying them along on its horn until they can break free.

IMPOSING FORM
When you successfully defend while riding a thundra beast, gain +1 hold.

TROAJIN *large, control +1, 0 passengers*
These tiger-like animals rarely tolerate riders, but often become companion animals, particularly for Beastmasters.

JUNGLE WALKER
When you and your companion troajin take roles in a perilous journey through mountains or jungle, improve the results by one step.

POUNCE
When your companion troajin helps you attack a target, you may choose to have it pounce on them instead of dealing your damage. While the troajin remains on a target smaller than itself, the target is pinned and cannot act. Against larger targets, the troajin clings, claws and harasses the enemy. While it hangs on, everyone gets +2 ongoing to damage against the target.

ZOAK *small, control +0, flying, 0 passengers*
Something like a cross between a large bird and a bat, these willful animals provide favorite mounts to many windling cavalrymen and companions to beastmasters.

FLEXIBLE
When you defy danger while riding a zoak through tight environments (thick forest, jungle, etc.), you succeed as if you rolled a 10+.

ORNERY
When you hack and slash while riding a zoak, you may treat the zoak as a weapon with the following tags: *hand, +1 damage, 2 piercing*.

ON AIRSHIPS

As with mounts, vehicles follow the rules in *Mounted Combat*.

CUSTOM MOVES

Important ships in a campaign should be given one or more custom moves, in addition to the pilot and passenger moves for that type of vehicle, based on their history, reputation, special magic and so on. Some examples:

STORIED HISTORY

When this ship docks in a friendly steading defended by at least a *garrison*, a handful of people with fond memories of the ship will make a point of hob-nobbing with the crew. Crew interacting with these people gain all of the benefits listed in the air sailor's loyalty move when they do so.

UNIVERSALLY LOVED

Once you have been a passenger on this ship, any time you first discover someone else who also has been a passenger aboard, take +1 forward to interact with them.

BATTEN DOWN THE HATCHES

When this ship docks in a steading, merchants close their shops or raise prices, the guard is doubled, fathers hide their daughters, etc.

DRAKKAR

huge, control +2, flying, aquatic, vehicle, 15 passengers

A fast, small, single-masted airship, commonly used by merchants, pirates and some civil militias.

STREAMLINED WOODEN AIRSHIP

Your airship flies by creating a magical sympathy with nautical vessels, but is far more maneuverable in air than it would be in water. As such, it has sails and oars, comes with plenty of nautical-related equipment and rope. It also will "sink" if its hull is breached.

SEAT OF MY PANTS

pilot move

When you defy danger at high speed while piloting at drakkar, add the ship's control stat to your roll.

BIRD'S EYE SCOUT

passenger move

When you discern realities about other airships or anything you can see on the ground, add the drakkar's control stat to your roll.

GET 'EM, LADS!

pilot and passenger move

When you swing on the ship's rigging to attack an opponent, add the ship's Control rating to your damage roll. If you roll a miss during the attack, you might fall out of the ship.

AIRBOAT

large, control +1, flying, aquatic, vehicle, 5 passengers

The smallest type of airship, airboats typically see service only as lifeboats and launches for larger airships.

ROWED WOODEN AIRSHIP

Your airship flies by creating a magical sympathy with nautical vessels. As such, it has oars, and a nautical design, and will "sink" if its hull is breached.

ALL HANDS

passenger move

When more than two people man the oars of an airboat, add +1 to its control.

GALLEY

huge, control +1, flying, aquatic, vehicle, 20+ passengers

Larger cities maintain a fleet of galleys for shipping goods. Capable of carrying large quantities of cargo, galleys are not particularly well-suited for combat.

WOODEN AIRSHIP

Your airship flies by creating a magical sympathy with nautical vessels. As such, it has sails and oars, comes with plenty of nautical-related equipment and rope, and can carry far more cargo than a beast of its size could. It also will "sink" if its hull is breached.

ONE WITH THE SHIP

pilot move

While at the helm, you can observe everything around the vessel as if any part of the hull were your own eyes, and may converse freely with anyone aboard the vessel wherever they are.

REPEL BOARDERS

pilot and passenger move

When you defend against a boarder from another ship, you may spend two hold to knock them from the deck.

MAN THE CANNON!

passenger move

Your ship is loaded with one or more fire cannon, which deal 2d6 damage or a point of Stress, and has the *messy, forceful*, and *reload* tags. Each shot combines a kernel of true fire with a kernel of true air. When you volley with this cannon on a 7–9, choose from the following list instead of the normal volley list:

- Feedback: the cannon upsets its mounting and must be reset and reloaded, taking twice as long before the next shot.
- Uneven mixture: the elements don't combine well, dealing only 2d4 damage.
- Blowback: The elements mixed too early, and the operator is briefly stunned.

BEHEMOTH

gigantic, control -1, +5 armor, flying, vehicle, 20+ passengers

Only the Theran Empire possesses the wealth and audacity to field these fortified floating cities. As a weapon of war second to none, behemoths exist to project Theran power abroad. As such, in addition to a formidable arsenal, they also house an array of administrative and other staff to manage the affairs of the Empire at their destination.

STONE AIRSHIP

Powered by complex sorceries, vast quantities of true air, and the life force of some of its crew (often criminals or slaves), a stone ship can take any rock form. If the hull is enclosed, it also wards against astral activity.

ROCK WITHOUT STATS

As a veritable floating city, a behemoth resists most traditional forms of damage. Treat it as you would a monster without stats (*Dungeon World*, pg. 223), invulnerable without clever thinking and karma. Use its armor rating only for people in exposed positions outside the main hull (manning weapons behind battlements and so on).

DEATH FROM ABOVE

pilot move

When the behemoth hovers and you order its arsenal unleashed on upon specific targets within a steading below, choose three (you may make the same choice more than once):

- Reduce the steading's prosperity
- Reduce the steading's population
- Reduce the steading's defenses
- Remove one of the steading's other tags

INTELLIGENCE ANALYSIS

passenger move

When you spout lore related to your mission while consulting the on-board library, take +2.

OPAL NETWORK

pilot and passenger move

When you touch any of the opals mounted into the walls of the ship and state the name of someone on board, they hear a chime. If they also touch an opal, you can communicate with each other as if standing right next to each other.

WELL DEFENDED

passenger move

A behemoth mounts a wide array of fire cannon, ballistæ and other weapons, mostly operated by crews from behind protected battlements. In addition to engaging external threats, weapons in one part of the ship can typically target some other external areas of the ship, creating an interwoven field of fire to repel boarders.

ON MONSTERS

MONSTER TAGS

Monster tags remain largely as they are (*Dungeon World*, pg. 224), with the following adjustments:

- **Divine**: the fourth world doesn't share the same divide between arcane and religious magic that many fantasy games do, and this tag is most often used to indicate some type of religious spell casting ability. It is eliminated, replaced with *magical* or, rarely, *passionate*.
- **Magical**: this remains as is, typically meaning that the monster can weave threads into spells. See "Spellcasting Monsters", below. A *magical* creature, therefore, likely has some form of grimoire.
- **Passionate**: the creature is of, or associated with, one or more of the Passions. It could be that some uses of the *divine* tag would be more appropriately represented by this one.
- **Planar**: this tag is eliminated, replaced with *spirit* or *horror*, depending on the creature.
- **Spirit**: the creature comes from the netherworlds. Such creatures may be purely astral beings, spirits of the dead, elementals, and so on. This tag replaces the *planar* tag in most cases.
- **Horror**: while also native to netherworlds, creatures with this tag are distinct from spirits, forces of malevolent consumption of life and emotion.
- **Construct**: mechanical automata are more rare in the fourth world than in most types of fantasy; however, horrors often assemble monsters from their fallen victims or other material. Such creatures—including some forms of reanimated corpses like zombies, skeletons and ghouls (*Dungeon World*, pp. 260–265)—are marked with the *construct* tag.

ASTRAL QUALITIES

A monster with the **astral native** special quality exists solely in astral space, a realm which overlays the *Fourth World*. Within this realm, they perceive living creatures in the mundane world and can read their emotional state, but have a hard time sensing things that are not alive or magical. Purely astral beings may travel very rapidly through astral space and may pass through (but not sense through) any mundane barrier that is not alive (or specifically enchanted to be an astral barrier). They cannot interact with anything in the mundane world and nothing in the mundane world can react with them. When someone uses the astral sight move, they coexist in mundane and astral space. They may interact with creatures in both realms and vice versa.

A monster with the **astral sight** special quality may view astral space much like those who can make the move of the same name. They may interact with creatures in both mundane and astral space while using the sight, but cannot affect astral space when the sight is not being used. Creatures using astral sight cannot move through a space containing an astral barrier while their sight is active, even if no such hindrance exists in mundane space.

A **dual natured** monster also has astral sight, but cannot turn it off.

A monster with the **materialization** special quality is an astral native (usually a spirit) who can "project" into mundane space. Player actions may, in fact, force them to do so. While manifested in the mundane world, such creatures behave as if they are dual natured.

Note that astral space is still highly polluted by the reign of the horrors and whole regions of it may be tainted or corrupt. This can interfere with astral sight or travel, and can make corruption by the horrors more likely.

SPELLCASTING MONSTERS

Some monsters, usually those with the *magical* tag, may be described as casting spells when they make moves. Spellcasting in the *Fourth World*, however, is slower than in *Dungeon World*, and this can be exploited. Fictionally, casters will be weaving threads into a spell matrix much like the player characters do, with a slow build up to release. Mechanically, a monster weaving a spell is just a GM move (show signs of an approaching threat), though one whose fiction can trigger certain talents (e.g. the warrior's disruption talent). This is always a soft move.

If the weaving (i.e. the approaching threat) is not hindered, the spell actually going off is usually a hard move (usually a monster move or deal damage move), though some spellcasting might be a soft move (filling a room with fog, for example, would be a soft change the environment move).

How long it takes a monster to weave spells should be considered largely a narrative concern, guided by the notion that more powerful spells take longer to cast. The GM need not track exactly how many threads are needed and tick them off one by one.

One note about talents that can unweave spells: the standard response to a 6— on a move that interferes with spells is to deal damage from magical feedback (usually 1d6), but the approaching threat represented by the weaving still remains. If it seems like some other reaction is a better idea, then do that.

COUNTERSPELLING MONSTERS

Monsters may be able to disrupt spellcasting as well. This is probably best manifested when a player fails a weaving or spellcasting roll (i.e. the player didn't fail in the fiction, but was messed with by the monster), accompanied by a monster move or dealing damage.

Monsters very adept at countermagic, or those who feed on magic, may have moves that allow them to disrupt a spell matrix, unweaving threads woven into it. (A wizard's armored matrix would be immune to such things.)

ON HORRORS

Common horrors are treated as any other monster, albeit with the *horror* tag. Most will have one of the astral qualities (see above). Named horrors constitute a greater threat. As major adversaries, advice from *Dungeon World* about fighting dragons, for example, likely applies to named horrors as well.

Named horrors may be "monsters without stats" (see *Dungeon World*, pg. 221). As significant narrative forces, named horrors will usually be instrumental in a front, with appropriate dangers.

Some horrors can taint and corrupt namegivers. The mechanisms and meanings of this are mostly kept vague and narrative, but a rough progression corruption can be represented as a sequence of tags, on which moves can be hung, triggered or resolved.

When a character is *marked* by a horror, they are not yet corrupted, but the horror has taken an interest in them personally. Marks are difficult to detect, even in astral space. The GM should be thinking about how to involve this horror in the campaign.

When a character is *tainted* by a horror, the horror is starting to sink its teeth into the character. The character, at the very least, struggles with creative acts and cannot make art. The character may hear voices or have brief hallucinations. The character gains a greater understanding of that horror. If detected, tainted characters are shunned, isolated, or even actively persecuted.

When a character is *corrupted* by a horror, they can no longer perform their karma ritual and must change their passion to one of the mad Passions (Dis, Raggock, Vestrial). They may have trouble bonding with others and should be played as sympathetic towards the instinct of the horror.

When a player character is *dominated* by a horror, they cease to be player characters and become monsters run by the GM.

Each of these tags should be considered to include those that come before it. So, if a move is triggered by someone *tainted*, it is also triggered by those who are *corrupted* or *dominated*.

Horrors can also corrupt locations. This would typically be represented by the *blight* tag.

SAMPLE CONVERSIONS

ANT SPIRIT HYBRID *group, spirit, stealthy, organized, intelligent*
Claws, weapons: d8, *close* 6 HP 0 armor

Special Qualities: dual natured

While the *invae* do not feed on emotion and suffering as horrors do, they are just as inimical to namegivers. Like all insect spirits, ant spirits require hosts to cross into the fourth world, most of whom retain their appearance, with varying degrees of insect-like alterations (mandibles, coarse hair in odd places, chitinous skin, compound eyes, etc.). *Instinct:* to grow the hive

- Coerce with pheromones
- Paralyze with poison
- Pass as a namegiver

BAGGI *group, horror, stealthy, amorphous*
Claws: d8, *close, reach* 9 HP 2 armor

Though they closely resemble obese gorillas with no fur and oily black skin, baggi do not have a skeleton. These excellent climbers can stiffen parts of their bodies to move and attack, but are otherwise a mostly amorphous blob of flesh. *Instinct:* to carry off engulfed victims

- Swing or leap in ambush
- Engulf and digest
- Consume karma point

BLACK MANTIS *solitary, large, construct, stealthy*
Claws: d10+2, *close, reach, messy, 2 piercing* 13 HP 3 armor

Spikes, claws and mandibles retrieved from these nine-foot tall, eight-legged horror constructs have been known to be used as personal weapons. *Instinct:* to stalk and kill

- Stay still for hours
- Rip off chunks of flesh and eat them
- Hook and squeeze victim

BLOATFORM *solitary, horror, magical, devious, intelligent, terrifying*
Tentacles: d8, *close* 12 HP 0 armor

Special Qualities: astral sight

Manifesting in a litany of different physical forms (often tentacled, such as floating slugs, jellyfish, or bloated and deformed corpses), these chatty horrors display an equally wide variety of powers and personality. They take great pleasure in extended torment, and often insinuate themselves into a community, manipulating people into turning on each other. *Instinct:* to drive victims to madness

- Mark a victim
- Whisper suggestions to those it has marked
- Cast a spell

BLOOD BEE *horde, tiny*
Stinger: d6-2, *hand, 1 piercing* 3 HP 0 armor

Special Qualities: vulnerable to salt

The accordion-like sacs flapping from the thoraxes of these two-foot-long wasps adhere to a victim to more easily drain it. *Instinct:* to consume blood

- Latch on to victim and suck its blood
- Swarm noisily

CROJEN *group, tiny, stealthy*
Claw, bite: d8, *hand* 6 HP 0 armor

Special Qualities: astral sight

Few are fooled twice by the panther-cub appearance of these full grown pack hunters, fierce and tenacious predators, despite their small size. *Instinct:* to hunt to eat

- Stalk prey for days
- Pounce from concealment
- Frenzy at the taste of blood

DECEIVER *group, small, horror, devious, intelligent, magical*
Weapon: d6, *close* 6 HP 0 armor

The illusions crafted by these horrors appeal to their victims' most noble instincts, leading them into traps. They often appear as loved ones or trusted comrades. Even in death, their true forms remain shrouded in illusion. *Instinct:* to betray

- Scan memories from all nearby
- Mimic anything it sees or scans
- Cast illusions and other deceptive spells

DEMIWRAITH *solitary, spirit, intelligent, hoarder*
Claws: d10, *close* 12 HP 1 armor

Special Qualities: dual natured

Malevolent spirits who possess the living sometimes grow attached to a body, getting trapped within it when the body dies. While not exactly undead, the spirit animates its flesh prison, which is surrounded by a black, foggy, astral substance. *Instinct:* to destroy the living

- Freeze someone momentarily with a touch
- Possess a new body when its flesh prison is destroyed

DRAKE *solitary, intelligent, magical*
Claws: d10, *close* 16 HP 2 armor

Special Qualities: astral sight, wings

Made by costly ancient magic, a drake acts as a great dragon's envoy to other (and, hence, lesser) races. *Instinct:* to serve its master.

- Change form (seven foot dragon, most namegiver races)
- Call on draconic power
- Cast a spell

ESPAGRA *solitary*
Bite, claws: d10, *close* 12 HP 1 armor

Special Qualities: wings

Master tailors prize the brilliant blue scales of these aerial predators. *Instinct:* to knock down and eat prey.

- Swoop down and knock somebody over
- Dazzle with lustrous, brilliant scales

FALSEMAN *solitary, construct, intelligent*
Fists: d10+2, *close, forceful* 16 HP 3 armor

Special Qualities: stone

Originally created as servants by the Therans, most of these humanoid beings have been corrupted by the horrors, their minds both uplifted and twisted. Most of those that remain were built from stone. *Instinct:* to guard

- Demonstrate an alien mindset and agenda
- Cause head trauma

FEATHERED DRAGON *solitary, huge, magical, intelligent, devious, hoarder*
Bite, claws: b[2d12]+4, 3 *piercing, reach, messy* 16 HP 4 armor

Special Qualities: astral sight, wings, telepathy

For something so large and colorful, feathered dragons manage to hide and work behind the scenes even better than other dragons. *Instinct:* to trick

- Envelop in coils and poison
- Mislead and distract with magic
- Control animals
- Breathe fire

FELUX *solitary, stealthy*
Bite, claws: d10+2, *close* 12 HP 1 armor

The brilliant light these nocturnal, lion-like predators emit from their large eyes blinds their prey. *Instinct:* to stalk and kill

- Approach unheard in the darkness
- Blind with eye beams
- Induce seizures with strobing light

GATE HOUND *group, large*
Bite, claws: d8+3, *close, forceful* 10 HP 1 armor

The dull red fur of these stocky, giant dogs seems to soak up the light. *Instinct:* to find magic-rich places

- Clamp down with jaws and throttle
- Track something magical
- Temporarily drain magic

GLOBBEROG *solitary, large, amorphous, hoarder*
Spit: d8, *near* 15 HP 4 armor

Special Qualities: nearly unbreakable shell

A lifetime of attaching gathered stone, metal, victims and other detritus to itself creates a formidable shell, in which this large ooze-like mass resides. *Instinct:* to add to shell

- Immobilize with sticky spit
- Attach them to its shell
- Slowly engulf and digest

GNASHER *horde, horror*
Bite: d6+2, *close* 7 HP 0 armor

They may come in all shapes and sizes, but all of these rudimentary horrors share large jaws filled with hundreds of teeth. Driven only by their insatiable hunger, gnashers never flee or retreat, even in the face of overwhelming odds. *Instinct:* to eat

- Pounce from all directions
- Pollute astral space
- Tear and eat flesh from the living

HASAPIKS *solitary, small, spirit, intelligent, magical, terrifying*
Bite: b[2d10], *close, reach, 1 piercing, messy* 12 HP 3 armor

Special Qualities: astral native, materialization, vulnerable to wood
Once these earth spirits set themselves to a task, they are nearly impossible to stop. Long, spindly limbs extend from a floating sphere of shifting blades and saws, tipped with extremities promising gruesome injury. Most collect some particular type of small item. *Instinct:* to finish a task utterly

- Surgically maim
- Instill fear with their voice
- Cast a spell

ICE FLYER *horde, organized*
Claws: d6+2, *close, forceful* 5 HP 1 armor

Special Qualities: wings

One member leads a horde of these white, winged baboons, usually using its powers at a distance while the others swoop down to rake their prey with their claws. Some of their wing feathers gleam as if made of crystal, and stay cool, even in the hottest climates. *Instinct:* to protect the horde

- Rend while flying by
- Shackle with ice, from a distance
- Embolden the horde with howling challenges

JEHUTHRA *solitary, large, construct, stealthy, terrifying, intelligent*
Bite: d10+1, *close, reach* 16 HP 1 armor

Scholars debate whether the “iron maze” for which this horror construct is infamous consists of actual summoned metal or exists only in the minds of its victims. Either way, eight independent twisting paths meet in the center, with victims finding themselves separated among them. The huge spider body and deformed namegiver head of the jehuthra moves as if the maze was not even there, avoiding the center and ambushing each victim one at a time. *Instinct:* to confuse

- Isolate them in a conjured iron maze
- Retreat to a prepared trap
- Bind in freezing webs

JUB JUB *group, small*
Bite: d8, *close* 6 HP 0 armor

Special Qualities: amphibious

These giant river frogs aren't that particular what they hunt, but prefer lone targets. *Instinct:* to hunt and eat

- Leap a great distance
- Paralyze with venom
- Astonish with loud croak

KREESCA *solitary, small, horror, intelligent, stealthy, devious*
Unarmed: w[2d6], *close* 12 HP 0 armor

Twisted parodies of humanoid form, with faces that look like they are about to slide off their lumpy head, these horrors inspire terrifying nightmares in their victims. *Instinct:* to feed on fear

- Implant nightmares
- Camouflage its astral form
- Sneak about undetected

KRILWORM *horde, tiny*
Bite: d6, *1 piercing* 3 HP 1 armor
Hand

Special Qualities: wings

Outside of breeding season, namegivers have little to fear from these nocturnal flyers, who feed mostly on large insects and small mammals. Gathering in large numbers triggers a breeding cycle, during which they become aggressive and travel in large swarms seeking large, warm bodies (they are particularly fond of nethermancers, for some reason) in which to incubate their young. Bat-like wings carry an eighteen inch segmented body, ending in needle-like teeth which drip a foul-smelling toxin. *Instinct:* to breed

- Attack from the night sky
- Occlude vision
- Embed eggs

LEECH RAT *solitary, tiny, devious*
Bite: d6, *hand* 9 HP 0 armor

Scent glands in the tail of these six-legged rats allow them to control much larger creatures. To feed, they climb on the back of a host, drive it into a rampage, then calm it, dismount and eat what the host killed. *Instinct:* to dominate larger animals

- Mount and control a larger host
- Drive the host into a furious rampage
- Pacify threats with a soporific scent

LIGHTNING LIZARD *horde*
Bite, claws: d6, *close* 3 HP 2 armor

Special Qualities: immune to lightning, shocking skin

Only hunger or provocation drive lightning lizards to violence. When roused, members of a pride shroud their green and yellow skin in crackling electricity and hunt in tandem. Deceptively lazy when satiated, their seven-foot long bodies leave trails of sparks in the wake of a hunting rush. Attacking lightning lizards with metal weapons is a particularly bad idea. *Instinct:* to digest in peace

- Shoot lightning from their eyes
- Tazing bum rush
- Move faster than the eye can track

THE MIST *solitary, large, devious, hoarder, intelligent, magical, horror, stealthy, terrifying*
Claws: d8+1, *close, reach* 20 HP 3 armor

Special Qualities: materialization, gaseous form

Only airtight doors and magical wards can keep the Mist at bay, and even they can't muffle the echoes of its cold, whistling voice. The beautiful motes of light twinkling within its cloud fool the unwary, but the horror cannot resist tormenting them for long. It may solidify into a large human-shaped form with a ghostly skull to inflict pain, but is ultimately a coward. Should it flee to astral space, it leaves behind a lump of cold, glittering crystal. *Instinct:* to toy with captives

- Control someone's mind
- Torment the living with spells of the dead
- Retreat into astral space
- Mark a target

MOLGRIM *solitary, large*
 Bite, claws: d10+3, *close, reach, forceful* 16 HP 2 armor
 Except for their large hooked beaks, molgrim seem to mix features of a bear and a giant frog together in the most unpleasant way possible. Fiercely territorial and always hungry. *Instinct:* to eat

- Leap on them to snap their bones
- Chase them down

PRISMA LARVA *group, large*
 Bite, Claws: d8+1, *close, reach* 10 HP 1 armor
 Few have seen an adult prisma, though the iridescence of their fifty foot wing span lacks rivals for beauty and grace. Adults approach the ground only to deposit their offspring: grotesque, slimy quadrupeds with voracious mandibles. The larvae devote all their energy to eating and will consume anything in their path. *Instinct:* to eat and grow

- Sense hiding food
- Challenge each other over food

RELAN *solitary, tiny, horror, intelligent*
 Claws: d6-2, *hand* 10 HP 0 armor
 Once inhabiting the fresh corpse of a namegiver, only slight difficulty in making their host speak exposes the presence of these worm-like parasites. *Instinct:* to make its host eat

- Inhabit and animate a recently dead corpse
- Blend in with society
- Supercharge the host

SAURAL *group, small*
 Bite: d8, *close* 6 HP 3 armor
Special Qualities: amphibious
 Only a thin barrier of protective liquid and armored scales protects these four-foot long frog/lizards from the powerful acid in their own secreted slime. *Instinct:* to blind and run

- Blind them with acid spit
- Compromise their armor

SCURRIER *group, small, horror, intelligent, devious*
 Spear: d6, *close, near* 6 HP 0 armor
 The glowing eyes and bits of protruding brain unnerve most who see these cowardly squat humanoids with spindly limbs. Found mostly in ruins, they favor building painful traps to ensnare the unwary, feeding on their suffering. *Instinct:* to inflict pain

- Build traps
- Feed on pain

SHADOWMANT *solitary, large*
 Bite, Stinger: d10+1, *close, reach* 12 HP 1 armor
Special Qualities: wings
 Alchemists prize the crystal stingers of these nocturnal flying stingray-like creatures, using them to brew magical potions. While living, however, the stingers deliver extremely lethal venom. *Instinct:* to mate

- Envelop from above
- Kill with venom
- Disappear into the night

SKEORX *solitary, large, stealthy*
 Bite, Claws: b[2d10+3], *close, reach, messy* 16 HP 1 armor
 A tiger-like head, massive claws and a long, snake-like tail sprouting razor-sharp bones make these large predators some of the most brutal and dangerous beats in Barsaive. Despite their size, they move almost silently and prefer to attack from ambush. *Instinct:* to hunt

- Strangle with razor sharp tail
- Pounce from ambush
- Terrify with loud roar

STINGER *horde, small*
 Spear: d6, *close* 3 HP 0 armor
Special Qualities: burrowing
 Fast and vicious, these rodent-like creatures swarm in caves or abandoned kaers. Potent venom allows a swarm to kill and eat nearly anything. *Instinct:* to protect the swarm

- Dash in from all directions
- Inject flesh-eating poison
- Dig intricate tunnels

THORN MAN *horde, spirit, organized*
 Spear: d6, *close* 5 HP 2 armor
Special Qualities: materialization, vulnerable to fire
 Being able to move in astral space greatly increases the efficacy of these vaguely human bundles of thorns, who act as one of the first lines of defense for the Blood Wood. *Instinct:* to eject or detain intruders

- Reinforce from out of nowhere
- Entangle with thorns
- Combine into obstructions

THUNDERBIRD *solitary, huge*
 Bite, Claws: d10+3, *reach, +2 piercing* 18 HP 1 armor
Special Qualities: wings, immune to electricity
 Static electricity crackles along the gray and blue feathers of these massive birds of prey. *Instinct:* to gather near true air

- Electrocute them
- Carry someone off

TORRENT *solitary, large, amorphous, intelligent, spirit, magical*
 Tendril: d10, *close, reach, forceful* 14 HP 1 armor
Special Qualities: materialization
 Accompanied by a deafening sound of rushing water, these spirits appear as a turbulent force of water rushing in upon itself. Full of bluster and swagger, a torrent will calm only when confronted with fine art, particularly musical compositions they have never before heard. *Instinct:* to wash away obstacles

- Engulf in water
- Reshape itself to gain advantage
- Enchant and beguile with spells

VELOS *group, large, intelligent, organized, cautious*
 Weapons: d8+1, *close, reach* 10 HP 3 armor
Special Qualities: prehensile tail
 These large reptilians may share common ancestry with the t'skrang, but tend to hunt and eat anyone who gets too far into their lands. *Instinct:* to defend their territory

- Drive them into hidden reinforcements

WITHERFANG *group, small, stealthy*
 Bite, Tail: d8+2, *close, +1 piercing* 6 HP 1 armor
 While the drab coloring of these thick snakes allows them to blend into nature when they need to, flaring their cobra-like hoods presents a vibrant threat display. Though their mouths are filled with vicious looking teeth, it is the stinger on their tails which is poisonous. *Instinct:* to eat other snakes

- Hold them immobile with teeth
- Wither their limbs with poison
- Intimidate with hooded threat display

WORMSKULL *solitary, horror, intelligent, amorphous, magical*
 Unarmed: d10, *close* 15 HP 4 armor
Special Qualities: materialization, immune to fear
 Wormskulls vary in size and shape, but all have skulls composed of writhing worms. These horrors feed on disgust, pain and fear, often enlisting lesser horrors to help them. *Instinct:* to desiccate its surroundings

- Cover them in maggots
- Manipulate shadow, flesh and the dead with spells
- Mark a target

OBSESSIONS

While other *Dungeon World* games call them compendium classes, the *Fourth World* calls them obsessions, paths a character walks because they almost have no choice. Like disciplines, obsessions are followed by weaving threads into them (see “Branch Out” in the moves chapter).

Unless a compendium class has been usurped into the main discipline books (such as those in *Mounted Combat*), it should be fairly easy to turn into a *Fourth World* obsession. Conversion should be largely a matter of adjusting the flavor to fit the setting. Some class playbooks or ancillary *Earthdawn*® disciplines might also work well distilled down one or more obsessions. Obsessions can also be a good way to cover species-specific moves (e.g. “Tairdancer”, “Windmaster”, etc.).

As mentioned in the Branch Out move, following an obsession starts by weaving a thread to the first move. The remaining moves require the first move before they can be selected.

Some examples:

QUESTOR

When you dedicate yourself to following the ideals and example of your Passion, you may branch out into living as that Passion dictates.

QUESTOR OF [PASSION]

When you perform an act of devotion for your Passion (see special moves), you may spend 1 hold to ask for guidance and your Passion tells you what it would have you do. If you do it, mark experience.

PASSION QUEST BOON

When your Passion wants something of you, it will in some way communicate to you a deed it needs to have completed. Should you successfully complete this task, your Passion will grant you a boon: a custom move appropriate to the Passion’s ideals and power, as well as the nature of the deed. If you accept this boon (by weaving a thread into it), mark one of the boxes above. As these boxes suggest, the Passion will only ever offer you three boons in this way, each harder to achieve than the last.

CAPTAIN

When you become captain of an airship, you may branch out to become worthy of your ship and crew...

TAKE CHARGE

When you rein in a group of miscreants, roll+CHA. On a 10+, they calm down and do what you tell them to. On a 7–9, they’ll either calm down but don’t do what you say, or do what you say while remaining agitated, GM’s choice. On a miss, you may have a mutiny on your hands.

THE MASTER OF THE SHIP

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

CHART THE COURSE

When you plan a route, roll+WIS. On a 10+, hold 3. On a 7–9, hold 2. On a miss, hold 1 but when you spend it the GM will add a complication. Lose unused hold when you arrive at your destination. Spend one hold at any time to choose one:

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

KLABAUTERMANN

Your ship has gained a guardian spirit. This spirit is a hireling with Priest +2, Protector +2, Loyalty +2, and Cost: Protect the Ship. It will only listen to your orders. The spirit will never leave the ship, and it can pilot the entire ship by itself if need be. If it is killed while the ship is still intact, it comes back to life at dawn. If the ship is destroyed, you lose the benefits of this move unless and until the ship is rebuilt or repaired (but not replaced).

CHIRURGEON

Once you have spent a point of blood, you may branch out to master the intricacies (and peril) of blood charms. Services of a surgeon are required to install most *implant* items.

IMPLANT ITEM

When you implant an item (with the *implant* tag) into a willing subject during a ritual conducted by a wizard for the purpose, roll+INT. On a hit the subject may use the implant as normal. On a 7–9, the subject also takes 2d8 damage. On a miss, whatever else happens, either the implant can be used by committing +1 blood or the implant is destroyed (subject’s choice).

REMOVE IMPLANT

When you remove an implanted item from a willing or unconscious subject, roll+DEX. On a hit, the implant is removed. On a 7–9, the subject also takes 2d8 damage. On a miss, the subject takes 2d8 damage and the implant remains.

CREATE BLOOD CHARM

requires circle 4

When you create a common type of blood charm, the GM will give you one or more (possibly all) of these conditions to fulfill:

- It will require one or more rare ingredients.
- You must sacrifice _____.
- You must get help from _____.
- You must perform the work in a certain place.
- You must perform the work with specific tools.

INVENT BLOOD CHARM

requires circle 6

When you create a blood charm of your own design, tell the GM what you’re trying to achieve and they will give you one to four of the following conditions:

- It will require one or more rare ingredients.
- You must sacrifice _____.
- First you must _____.
- You’ll need help from _____.
- It will require a lot of money.
- The best you can do is a lesser version, unreliable and limited.
- You must perform the work in a certain place.
- You must perform the work with specific tools.

SIPHON

requires horror taint or devotion to mad passion

When you, or a subject on which you are operating, would commit blood, you may instead pay the cost by extracting it from an unwilling creature. The GM will tell you what kind of creature is needed and what happens to it afterward, if it lives.

FERVOR

When you decide to dedicate yourself completely to a particular goal, you may branch out to gain power from your compulsion.

□ FIXATION

When you become fixated on a personal mission, state your intent:

- Slay _____, a great blight on the land
- Defend _____ from the iniquities that beset them
- Discover the truth of _____
- Avenge _____
- Deliver _____ safely and secretly to _____
- _____

Then choose up to two boons:

- An unwavering sense of direction to _____
- A visage that none will recognize as your own
- Premonitions of immanent danger
- A mark of a Passion's favor
- Senses that pierce lies
- A voice that transcends language
- A freedom from hunger, thirst, and sleep

The GM will then tell you what vow or vows are required of you to maintain your boons. You should choose at least one flag at odds with this vow:

- Honor (forbidden: cowardly tactics and tricks)
- Temperance (forbidden: gluttony in food, drink, and carnality)
- Piety (required: daily devotion to a Passion)
- Valor (forbidden: ignoring pleas for help)
- Truth (forbidden: lies)
- Hospitality (required: comfort to those in need)

□ IT TAKES A VILLAGE

When you publicly use a boon or honor a vow in a steading with the *growing*, *booming* or *market* tags, within a day, someone or something in the steading will provide a lead that will further your mission.

□ RIGHTEOUSNESS

While fixated, you deal +1d4 damage.

□ FANATIC

requires circle 6

When you become fixated you choose three boons instead of two.

HORROR STALKER

When you have stood face to face with a horror and prevailed, you may branch out to track down and eliminate such menaces once and for all. When you first branch out as a horror stalker, you gain the first two moves below, rather than just the first.

□ ROOT OUT CORRUPTION

When you exchange a greeting ritual with a person, make an additional choice and add the following choices to the list:

- Their ritual subtly reveals if they have been *marked* by a horror. If so, you can now perceive the mark, clear as day.

□ FOLLOW THE PUPPET'S STRINGS

You may discern realities on a horror mark. When you do, you may add the following to list of questions you may ask:

- How did the person leave themselves open to being marked?
- What is the general name of the horror who left the mark?

□ INCORRUPTIBLE

You may never be raised as an undead or be turned into a horror construct, neither while alive nor dead. When you would fall under a horror's control, instead you may perform one last heroic act of defiance against the horror and die (without a last breath roll).

□ HALF THE BATTLE

When you spout lore about a horror, on a hit, in addition to whatever else happens, the GM will also tell you about the horror's vulnerabilities.

□ HORROR TRAP

When you deal damage to a horror or creature corrupted by a horror, you may choose to trap the target on your plane and in its current form. It may not, for example, escape to the astral plane, turn into mist, become intangible and so on. You take -1 ongoing while this trap remains active.

LIBERATOR

When you, an ork, have freed someone from slavery for no personal gain, you may branch out into a life resisting the scourge of slavery.

□ SLOUGH BONDS

When you spend a few minutes concentrating on a device made to confine (shackles, a locked cage door, chains, etc.), the device opens or breaks, and can confine no longer. Damage to the device may not be readily apparent to a casual glance.

□ SHIELD THE WEAK

When you subtly manipulate an oppressor to leave one of his victims alone, roll+CHA. On a 10+, you choose one from the list below. On a 7-9, the GM chooses one.

- The oppressor spares the victim, but directs brutality towards you instead.
- The oppressor spares the victim, but takes notice of you, singling you out for myriad petty cruelties in the future.
- The oppressor doesn't change his course, but something in your intervention permanently undermines his authority in the eyes of those loyal to him.
- The oppressor is cowed for now, but will soon inflict some atrocity on you in retaliation.

□ HOARD BLOWS

When you are injured by an oppressor (a slaver, prison guard, etc.), hold 1 for each point of damage inflicted on you. At a later time, if you see that oppressor within *near* range, you may spend any amount of hold to inflict that much damage back on the oppressor with merely a glance. Wounds on the oppressor will manifest similarly to how the oppressor wounded you.

□ SAY YOU WANT A REVOLUTION

requires circle 6

When you lead slaves in violent revolt against their oppressors, roll+CHA. On a 10+ hold 3. On a 7-9 hold 1. You may spend 1 karma to make an gain 1 additional hold, even on a miss. During the revolt, spend hold to:

- Your rebels avoid a hazard or trap.
- Your rebels suffer almost no casualties when taking an objective.
- Your unit wins a skirmish over a better armed and trained force.
- You rally your rebels back from being shaken or routed.
- Your rebels disengage from a hopeless battle to a safer position.
- Key locals offer unexpected aid.
- Someone important to the oppressors betrays them.

MESSENGER

When you have made contact with the loose association of independent couriers who serve Barsaive and beyond, and impressed them enough to make a vow joining them, you may branch out into the life of a messenger.

☐ ONE WITH THE MESSAGE

When you agree to deliver a written message or package no larger than your fist, the parcel merges into your body. Only the touch of the true recipient will release it. If you die before delivery, the parcel is lost. You can carry only one parcel at a time. While the parcel remains inside you:

- Nothing can view, discover or perceive the parcel, not even astrally.
- You lose all memory of the appearance and contents of the parcel.
- You gain an unwavering sense of direction to the recipient, which becomes more accurate the closer you get.
- Hold 1d3+CON fortitude, which you may spend to ignore the need to consume a ration or to forgo a night's sleep with no ill effects.
- You gain +2 ongoing to any attempt to find, or verify the identity of, the recipient.

☐ CHAIN LETTER

Add +CON to the number of parcels you may carry at once. You use One With the Message to merge with additional parcels, but if you are already carrying one, only add 2 to your fortitude instead of rolling.

☐ FREIGHT WITH PERIL

You may carry much larger parcels, up to the size of a large barrel. When you are required to consume a ration, you must also consume an additional ration for each parcel you carry that is larger than your fist.

☐ NEITHER SNOW NOR RAIN... *requires circle 6*

When you make camp while a parcel remains inside you, add 1 to your fortitude. In addition, you may also spend fortitude any time to:

- Remove a debility
- Cause someone or something pursuing you to lose your trail
- See in the dark until the next sunrise
- Withstand a day's exposure to the elements without proper gear, suffering no ill effects.

NETHERWALKER

When you have been in a fight in astral space, you may branch out into an exceedingly dangerous obsession with traveling through astral space.

☐ NETHERWALK

When you enter a meditative state and leave your mundane body behind, your body falls unconscious and you may wander astral space as a purely astral being. While doing so, you may not interact in any way with the mundane world or those within it. You may move tirelessly in any direction, up to a speed about as fast as you could run. You may move through most physical barriers, but not living material. Likewise, magic or spaces ritually prepared to bar spirits will keep you out. While projecting, rolls you would normally make using STR you make with WIS instead. DEX rolls are made with INT. CON rolls are made with CHA.

☐ APPARITION

With a little concentration, you may "broadcast" an image of yourself into the mundane world while astral projecting. Though translucent, this projection may be seen and heard by those nearby in the mundane world.

☐ ETHEREAL PANOPLY

When you enter astral space, roll+WIS. **On a 10+** you form two items from pure thought to carry with you in the astral. **On a 7–9** you form one item. **On a miss**, you may not use this talent until tomorrow.

- a weapon described as you like (close, +2 damage)
- a weapon described as you like (reach, +1 damage)
- a weapon described as you like (precise, +1 damage)
- armor described as you like (2 armor, worn)

☐ ASTRAL TRACKER

When you track a thread connecting one pattern to another through astral space, roll+INT. **On a hit**, you follow the thread until you locate the other end or are blocked. **On a 10+**, you also gain a useful bit of information about connected patterns, the GM will tell you what.

POISONER

When you have killed someone with poison, you may branch out into a life of poisoning.

☐ POISONER

You've mastered the care and use of a poison. Choose a poison from the list below; that poison is no longer dangerous for you to use. Whenever you have time to gather materials and a safe place to brew you can make three uses of the poison you choose for free. Note that some poisons are *applied*, meaning you have to carefully apply it to the target or something they eat or drink. *Touch* poisons just need to touch the target, they can even be used on the blade of a weapon.

- ☐ Oil of Tagit (*applied*): The target falls into a light sleep
- ☐ Black Mercy (*applied*): The target becomes euphoric, lost in vivid hallucinations of their fondest wishes granted.
- ☐ Bloodweed (*touch*): The target deals -1d4 damage ongoing until cured
- ☐ Goldenroot (*applied*): The target treats the next creature they see as a trusted ally, until proved otherwise
- ☐ Serpent's Tears (*touch*): Anyone dealing damage to the target rolls twice and takes the better result.
- ☐ Eyebite (*applied*): The target's pupils temporarily contract to pinpoints, rendering them blind in all but the brightest light
- ☐ Laésal (*applied*): The target slowly drifts into a brief unconsciousness. When they wake, they cannot remember the prior few hours.
- ☐ Whadrah Venom (*touch*): Once inside the bloodstream, the venom temporarily paralyzes the target within a minute.

☐ POISON MASTER

After you've used a poison once, it is no longer dangerous for you to use.

☐ ENVENOM

You can apply even complex poisons with a pinprick. When you apply a poison that's not dangerous for you to use to your weapon, it's *touch* instead of *applied*.

☐ BREWER *requires circle 6 in some discipline*

You can describe the effects of a poison you'd like to create. The GM will tell you that you can create it, but with one or more caveats:

- It will only work under specific circumstances
- The best you can manage is a weaker version
- It'll take a while to take effect
- It'll have obvious side effects

PURIFIER

When you, an obsidiman, join the Brotherhood of Purifiers, an order which seeks to restore earth and astral space from the corruption of the Scourge, you may branch out to focus on the task.

□ RITUAL OF CLEANSING

When you seek to cleanse a location corrupted by Horrors or namegivers, tell the GM what you're trying to achieve. Cleansing is always possible, but the GM will give you one to four of the following conditions:

- It's going to take hours/days/weeks.
- First you must _____.
- You'll need help from _____.
- It will require a lot of money or resources (such as true elements).
- You and your allies will risk danger from _____.

□ EARTH'S EMBRACE

So long as one of your feet touches the natural ground, your tough skin becomes even tougher (3 armor, 0 weight, obsidimen only).

□ EARTH'S AVENGER

When you hack and slash, add the following to the list of choices:

- If the target has harmed nature or clearly intends to do so, deal +1d10 damage.
- If the target is a *construct*, you drive its animating force from its body and it collapses in a heap.
- If the target is a *horror*, it becomes surrounded in a glowing red circle of energy. It may not leave this circle or escape into astral space while it remains. While you concentrate on sustaining the circle, take -2 ongoing.

□ SANCTIFY

When you stand in defense of an area untainted by Horrors or namegivers, so long as you remain in the area, no creature with the *horror* or *construct* tag, may enter, nor direct magic into, the area. You take -1 ongoing while sustaining this defense. If you maintain this protection for a few hours, it will last without you until the next sunset. If you also spend 1 blood the protection will sustain itself for a year and a day.

THERAN SPY

When you have supplied the Theran Empire with sensitive information, either by choice or through coercion, you may branch out to better serve them.

□ ONE EYE OPEN

Any time you find yourself alone, the GM may interrupt what you are doing with some form of contact with your Theran handlers (a note left where only you would find it, a manifesting spirit delivering a message, a face to face visit, etc.). You have some way of requesting such contact as well; what is it? Further, when you discern realities, whatever else happens, the GM will also answer the following question:

- What here is useful or valuable to the Theran Empire?

□ DEEP POCKETS

When you buy something special (within reason) in furtherance of a mission assigned to you by the Theran Empire, on a hit you happen to have the exact amount of coins on hand to buy it. Explain how the Empire secretly shuttled funds to you. The Empire is not in the habit of wasting money.

□ DEAD LETTER DROP

When you shove a message or small object marked with a sigil supplied to you by your Theran handlers into the chest cavity of a recently deceased being, then concentrate on the glory and achievements of the Theran Empire while in contact with the body, roll+nothing. For each full minute you spend concentrating, add +1 (up to three). On a 10+, choose three. On a 7-9, choose two. On a miss, whatever else happens, you still choose one.

- The message or object is transported into a bowl marked with the same sigil, possessed by one of your handlers.
- You, and you alone, hear the last thing whispered into the bowl by your handlers.
- The body disintegrates, as if it were never there.
- The sigil may be used again.

□ BIRDS OF A FEATHER

When you enter a steading, roll+nothing. Take +1 for each of these tags the steading has: *wealthy*, *booming*, *battalion*, *lawless*, *power*. Take +2 for each of: *rich*, *legion*. Take -1 if you have never been in this steading before, and for each of: *dirt*, *exodus*. On a hit, you know of or notice Theran assets (sympathizers, agents, etc.) who might help you. On a 10+, choose two. On a 7-9, choose one. On a miss, whatever else happens, you are on your own here.

- Theran assets are particularly well placed to help you
- Theran assets can be contacted without much risk
- Theran assets will help you without much cost

TROLLMOOT OUTCAST

When you, a troll, are outcast by your trollmoot, horns ritually severed, you may branch out to embrace your fate. Those who remain within the moot are honor bound to attack and kill you on sight. Though disgraced in their eyes, you gain power from your own brand of honor.

□ QUESTION OF HONOR

When your personal honor is questioned, roll+wis. On a 10+, choose three. On a 7-9, choose two. On a miss, choose one.

- Maintain your composure.
- Take +2 ongoing to any efforts which serve to redress the insult, until the slight is rectified.
- Gain +1 armor ongoing against whoever doubted you until the question is settled.
- Avoid taking -1 ongoing to any efforts which do not serve to redress the insult.

□ RIGHTEOUS STRENGTH

When you defy danger in order to keep a promise, or by powering through, take +2. On a 12+, witnesses will tell tales of your prowess for weeks.

□ DEMAND TRUCE

When you demand a truce from a weaker opponent, roll+cha. On a hit, your opponent may not refuse. For the next day, if one of you inflicts damage on the other, the damage is dealt to the attacker instead. On a 10+, you may extend this effect for three days, if you choose.

□ REDEMPTION

When you die performing an honorable deed, you will be remembered for the deed, not the incident that made you an outcast. In addition, the deed will be seen as atonement for the original infringement, and you will be rehabilitated in the eyes of your clan.

FRONT: EMERGENCE

For players unfamiliar with the setting of *Earthdawn*®, starting out with characters who grew up in a sealed kaer and have been selected to perform reconnaissance to see if the outside world is now safe can be a good introduction. It's main strength is that the characters are then nearly as ignorant of the setting as the players, and everyone can discover what lies outside the kaer together.

For this kind of play, you might want to omit some disciplines from the choices available to the players. In particular, it can be difficult to integrate the air sailor, the sky pirate, and the weaponsmith. To a lesser extent, the cavalryman and the beastmaster can also create dissonance, depending on how people visualize life in a sealed kaer.

The following not-quite-a-front should not be used verbatim. Instead, let it provide an example of the type of thing you might do once you know all the PCs and the interests of the players. Make some different dangers and see where the story goes. Try to involve the characters in the stakes.

The GM should also avoid pre-deciding much of anything. Where exactly is the kaer? Is the kaer one of the first to open or one of the last? Who remembers the kaer exists? These kinds of questions should be left unanswered for a while. Play will likely suggest a perfect spot where, for example, of course the kaer turns out to have been located this whole time.

DESCRIPTION AND CAST

After centuries of hiding within the kaer, the elders have finally decided to, briefly, crack the seal and send a group of adepts (the PCs) out to see if the world is safe.

Before creating their characters, the players and the GM should collectively decide how the elders selected this particular group. Choose one of the following, or make up something better:

- The adepts are considered the best and brightest the kaer can offer, destined for greatness.
- The adepts are prisoners, political enemies, the least social class or otherwise considered disposable.
- The adepts were the only ones dumb enough to volunteer, each for their own, possibly questionable, reasons.
- A series of contests were held and the adepts emerged victorious.
- The adepts were chosen by a (possibly rigged) lottery.
- Due to some calamity, the adepts are the only ones left alive.

Depending how they were selected, it wouldn't necessarily be out of line for each character to begin play with magic items, perhaps even a relic, gifts from the kaer to maximize their chances.

The culture of this kaer reveres a prophesy claiming a group of scouts would return with a live specimen of a particular type of bird, signaling a world safe enough to open the kaer permanently. The elders, naturally, have tasked the party with finding this bird.

Several decades prior to the opening of the group's kaer, a brave group of colonists from a different kaer founded the village Dromis, a village to extract mineral wealth from the area.

Unfortunately for the village, a long buried artifact has awoken: the Jewelled Well. Though weak at the moment, this well contains a hive mind which grows by cursing namegivers into joining it. Already, several villagers have joined it, and actively further its cause.

The kaer's opening has also attracted the attention of Kimber, a spirit with knowledge of artifacts and lore, intent on getting inside the kaer to claim a dangerous relic sealed inside all these years. Unlike the other dangers, Kimber is aimed directly at the PCs and their kaer, and depends highly on their presence and actions.

- Denibet, villager who first finds the Jewelled Well.
- Abathys, leader of the village council.
- Kimber, obsessed spirit.

DANGER: THE JEWELLED WELL *shadowland*

Impulse: to corrupt the living

GRIM PORTENTS

- Denibet shows off gem pulled out of the well he discovered.
- Increasing numbers of villages tempted to the well.
- Corrupted villagers slaughter all who refuse the well.

Impending Doom: Usurpation

DANGER: THE VILLAGE COUNCIL *misguided good*

Impulse: to do what is "right" no matter the cost

GRIM PORTENTS

- Council forces Denibet (and, later, others) to donate his gem to a community fund.
- As the influx of gems upsets the status quo, elders declare well off limits.
- Increasingly draconian measures (curfew, extreme punishments, banishment, etc.) to curb "anti-social influence".

Impending Doom: Rampant Chaos

DANGER: KIMBER *named spirit*

Impulse: to seek magical power

GRIM PORTENTS

- Materializes any time the group's kaer is discussed.
- Increasingly direct demands to be brought into the kaer.
- Use of allies to enslave group to force them to return to kaer.

Impending Doom: Impoverishment

LOCATION: DROMIS

poor, steady, militia, resource (minerals), oath (Thoral?), blight (krilworm), need (adventurers)

If not for its exploitation of local minerals, the village of Dromis would have easily folded. As it is, little shows for its ten years of existence but a paranoid and greedy population dominated by a parochial village council. Harmony, conformity and cooperation are prized, while anything less is dangerous (likely to attract horrors, don't you know) and punished with exile.

While distrustful of outsiders, the villagers are largely hard-working and dedicated to the village and each other. The village acts as a collective, with all minerals harvested and sold benefiting all in the village equally. Though overbearing, the village council is scrupulously transparent with finances and demands the same transparency from the villagers.

Unfortunately for the village, krilworms have been flocking to the place lately, in numbers large enough to trigger breeding. Swarms of them descend on the town at night, laying eggs in livestock and citizens. This will continue unless someone tracks down where they are nesting.

The founders and citizens of Dromis remain ignorant of the group's nearby (and hidden) kaer. Nor do they realize that the people of the kaer used to extract minerals from this region themselves. The village will not be anxious to share their new wealth with outsiders, nor will those in the kaer be pleased to find others are squatting on "their" land.

CUSTOM MOVES

When you first reach into the Jewelled Well, you pull out a gem worth 50 coins, and become part of the connected hive mind of the well and all who have drawn from it. Roll+CHA. On a 10+, gain three hold. On a 7-9, gain one hold. Spend one hold to resist the lure of the hive mind for a day. During this time, you receive what all members of the hive mind perceive and think, but do not have to share your own perceptions and thoughts. If you return the gem to the well, your link to the mind is severed. If you lose possession of the gem in some other way (trading it, giving it away, someone stealing it, etc.), lose all hold. When you have no hold, you are not only fully integrated into the mind, you are also enchanted to carry out the will of the collective and never willingly throw your gem back into the well.

STAKES

- Is the world safe enough for the kaer to be opened?
- What will the party do to help or hinder Kimber?
- Will any characters join the hive mind?

FRONT: MISTS

Inspiration for this front comes from *Mists of Betrayal*, the first adventure FASA ever published for *Earthdawn*® (also notable as having the first, and one of the only, RPG covers painted by Luis Royo). While this published adventure is widely regarded by fans as providing a decent introduction to the fourth world itself, it is marred by a linear structure and some railroading. Its use here is intended to serve as an example of how to distill a plotted adventure like this into a front that allows you to play to find out what happens.

HOOKS

The published adventure pushes the PCs into the fray by manufacturing a reason for them to see the wizard Hiermon; however, take a look at the relationship map to the right and realize that all you need to involve the characters in the front is some tenuous connection to *any* of the nodes in the graph.

DESCRIPTION AND CAST

A full description of this front is best left to the text of the *Mists of Betrayal*. If you are playing this hack, you likely already have, or can easily get, a copy of this. If not, the relationship map at the right provides a fair overview of the main movers and shakers and the situation in which they find themselves (all starting with the discovery of an ancient elven relic called the Everliving Flower by a wizard's expedition.)

DANGER: BLOOD WOOD

corrupt government

Impulse: to maintain the status quo

GRIM PORTENTS

- Takaris makes a deal with Hiermon to exchange blood ivy for the Everliving Flower.
- Kalourin dominates Hiermon and destroys Takaris.
- Kalourin humiliates and unseats Alachia.

Impending Doom: Usurpation

DANGER: THERAN EMPIRE

cabal

Impulse: to absorb those in power, to grow

GRIM PORTENTS

- Dispatch operatives to assist Agraman in recovering the Everliving Flower.
- Operatives kill Hiermon and take the Everliving Flower.
- Operatives return the Everliving Flower to the Empire, angering the Blood Wood.

Impending Doom: Rampant chaos

DANGER: THE MIST

named horror

Impulse: to feed on suffering

GRIM PORTENTS

- The Mist provides Kalourin with power in exchange for slaves (who are delivered to the village of Akarem).
- Kalourin's forces augment slaving operations, growing the horror's power.
- Through the traitorous Kalourin, the Mist enslaves the Blood Wood.

Impending Doom: Impoverishment

DANGER: AKAREM

haunted village

Impulse: to deliver outsiders to the kaer containing the Mist

GRIM PORTENTS

- The village has no inn, no shops, no farms or village green and exudes an air of desolation. Villagers in some kind of shock.
- Slaves delivered to the kaer are never seen again.
- Attempts to leave the village fail, always ending with the kaer looming before the traveler.
- Villagers attempt to kidnap travelers while they sleep and deliver them to the kaer.

Impending Doom: Impoverishment

CUSTOM MOVES

When you enter the Blood Wood, the combination of strange beauty and corruption confounds the senses. Roll+WIS. On a 10+, make two choices from the list below, but you need not ever again make this move if you return to the Blood Wood. Assume that natives of the Blood Wood have already achieved this result in the past. On a 7-9, choose three from the list, and you take +2 forward to this move if you return to the Blood Wood. On a miss, choose four from the list. While in the confines of the Blood Wood:

- Take -2 ongoing to spout lore.
- Take -3 ongoing to discern realities.
- Take -2 ongoing to parley.
- Take -2 ongoing to defy danger.

STAKES

- Who will control the Everliving Flower?
- Will the Blood Wood fall?
- Will anyone escape Akarem?

