

BUILD YOUR OWN REFERENCE SHEET

Each “page” in this document is really only one-sixth of a print page. The intent is to build a single printed page out of up to six document pages of your choice, using the advanced printing features of better PDF readers and operating systems. If, for example, you want to combine pages 2, 4, 7, 18, 25, and 30 into a single reference page, you would

- Open the print dialog.
- Select landscape orientation.
- Enter the pages you want to print (e.g. “2, 4, 7, 18, 25, 30”).
- Find the setting that lets you print multiple document pages on a single peice of paper.
- Select “6 pages per sheet”.
- Verify that the preview looks correct.
- Print.

The specifics will vary based on operating system and PDF reader. Some may not support this combination of features (Acrobat Reader does on every platform it supports). You should be able to control the arrangement of the sections by changing the order of the pages you enter (e.g. “18, 2, 7, 4, 30, 25”).

You can also enter the same page more than once, if you want a section to appear more than once. The last page of this document is an intentionally blank page, so you can add one or more copies of it if you want an empty space on your reference sheet.

By entering 12 pages and using double-sided printing, you can make a two-sided reference sheet.

AASTENDAR

art, music, love

Motifs: light rain, music, intricate textured clothing.

Typical appearance: a powerfully built male or female of any species, wearing few garments and carrying a musical instrument.

They say Aastendar can: entrance listeners with music, instill lust or love, restore youth, transform into song.

Acts of devotion: spend weeks on a work of art; deliver a love letter overland; embrace a romantic affair that might physically hurt you; find the perfect spouse for a monarch.

CHORROLIS

trade, wealth, desire

Motifs: jealousy, bags of treasure, caravans, goods for sale, food.

Typical appearance: a corpulent male of any species, either jovial or bitter and depressed, surrounded by finery.

They say Chorrolis can: incite greed, encourage cooperation in trade, travel instantaneously along any trade route.

Acts of devotion: trade valuable or needed goods; pursue a rumor of potential profit; take on risk or debt to chase an extraordinary profit; obtain a rare and legendary object.

FLORANUUS

energy, victory, motion

Motifs: fire, parties, cheers, swift ships, wine, roads.

Typical appearance: as a humanoid shape composed of fire; however, the manifestation neither gives off heat nor burns any objects it touches.

They say Floranuus can: increase stamina, alter moods, travel at breathtaking speed, transform into a ball of fire.

Acts of devotion: participate in or organize a race or other physical competition; organize a celebration of a hundred or more people; raise your side's flag during a battle in enemy territory; end a war.

GARLEN

hearth, healing

Motifs: homes, children, kaers, enclosed spaces, water.

Typical appearance: a voluptuous woman, her arms spread wide in acceptance and invitation. On occasion, Garlen appears as a kindly, comfortable-looking man.

They say Garlen can: heal the wounded, comfort the frightened, appear in any home.

Acts of devotion: heal someone; provide extended care for someone suffering; protect a home from attackers; find the cure for a terminal illness.

JASPREE

growth, wilderness

Motifs: trees, farms, forests, seeds.

Typical appearance: a male or female creature, half animal and half any namegiver species.

They say Jaspree can: encourage growth, animate plants, speak with animals, travels through dirt as if swimming through water.

Acts of devotion: plant seeds over an acre; nurture a farm or forest; protect a farm, forest, or herd; undo the effects of the Scourge to a considerable patch of land.

LOCHOST

rebellion, freedom

Motifs: strong wind, uprooted trees, open gates.

Typical appearance: a male or female child of any species, whose body and features constantly change.

They say Lochost can: inspire rebellion, comfort the imprisoned, unlock doors and prisons, transform into wind.

Acts of devotion: comfort a person enslaved against their will; help someone who has escaped slavery; free a camp of slaves; convince a nation's leader to outlaw slavery.

MYNBRUJE

justice, empathy, truth

Motifs: balanced scales, executioner's axe, stars, a comfortable place to rest.

Typical appearance: an old man or woman of any species.

They say Mynbruje can: read minds, ease suffering, perceive obscure clues, travel through the thoughts of namegivers.

Acts of devotion: ease an accused person's suffering; reveal a falsehood; prove a criminal's guilt or a suspect's innocence; uncover and expose a conspiracy.

THYSTONIUS

valor, physicality

Motifs: weapons, banners and pennants, armor, battlefields.

Typical appearance: a tall, muscular man or woman of any species.

They say Thystonius can: increase martial abilities and strength, overcome pain, travel instantaneously within a mile of any physical conflict.

Acts of devotion: engage in a test of physical prowess; lead soldiers into battle; fight a powerful opponent; bring victory to a nation.

UPDAL

crafts, engineering

Motifs: hammer, building plans, compass, smith's forge.

Typical appearance: a craftsman of any species, clad in dirty work clothes.

They say Updal can: make tools quickly, fortify buildings and walls, create temporary bridges and towers, travel instantaneously between cities.

Acts of devotion: spend a week creating a new tool, weapon, or design; help build a structure; protect a beautiful object; create a legendary item.

DIS

slavery, bureaucracy

Motifs: confusion, unnecessary work, too many papers, tomes of ritual, slaves, chains.

Typical appearance: a thin, sickly male or female of any race, deprived of sunlight and exercise for far too long.

They say Dis can: remove fervor, cause confusion, make people obey her will, teleport instantaneously to any place she has visited before.

Acts of devotion: impose one's will on another; create an obscure method of controlling information; force a worthy opponent into slavery; set up a slave-trading network.

RAGGOK

vengeance, jealousy

Motifs: skeletons, the undead, swords, wounds, insects, snow and ice.

Typical appearance: a large man with the head of a ram. Scores of open wounds continuously appear, heal, and reappear on the incarnation's bloody flesh.

They say Raggok can: call forth painful memories, raise undead, inspire hatred, travel through the thoughts of namegivers.

Acts of devotion: go out of your way to inflict pain in combat; torture a victim with expert deliberation; kill someone in the name of revenge; make an entire community suffer for the deeds of their ancestors.

VESTRIAL

deceit, trickery

Motifs: an assassin's dagger, blood, ambush.

Typical appearance: a humanoid form, wearing a dark hood and cloak.

They say Vestrial can: confuse listeners, beguile people, discover a person's true desire, travel instantaneously near where someone has just uttered a lie.

Acts of devotion: cause someone harm with a lie; manipulate someone into doing something illegal or immoral; create a lie that leads to someone's death; create a conspiracy to murder someone important.

FOLLOWERS

Name					
Quality	Loyalty	HP	Armor	Dmg	Load
Tags			Traits		
Instinct					
Cost					
Gear					
Moves					

Name					
Quality	Loyalty	HP	Armor	Dmg	Load
Tags			Traits		
Instinct					
Cost					
Gear					
Moves					

VEHICLES

Name

Control

Passengers

Cover

Stress

Tags

Gear

Cargo

Moves

Name

Control

Passengers

Cover

Stress

Tags

Gear

Cargo

Moves

REGION

Name

Tags

Impressions

Discoveries

Dangers

Notes

STEADING

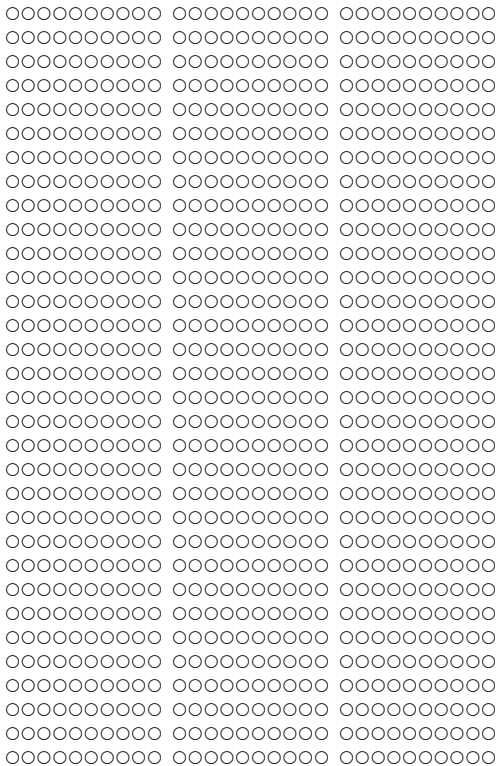
Name

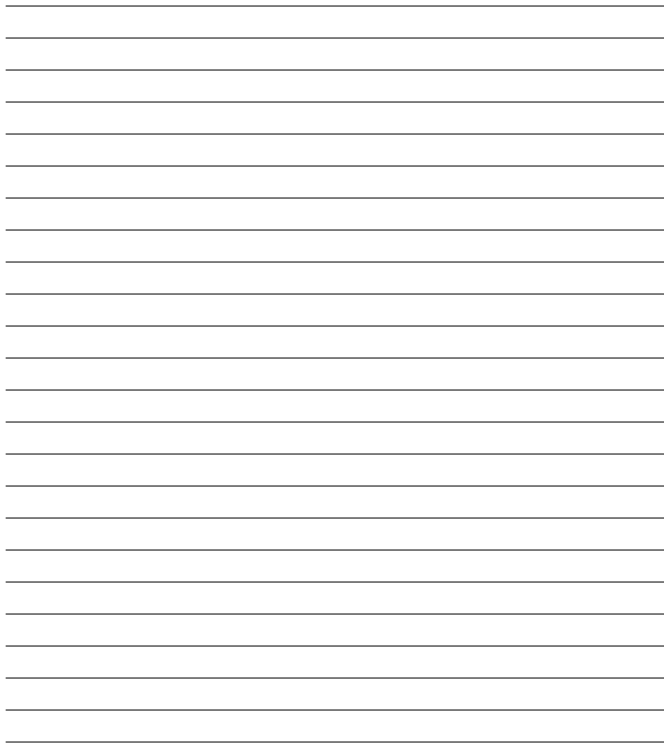
Tags

Sites of Interest

Notable NPCs

Notes





CAPTAIN

obsession

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

requires circle 6

Your ship has gained a guardian spirit. This spirit is a follower with Quality +2, Loyalty +2, ЗНР, 0 armor, 1d4 damage, *shipwise*, *cunning*, *spirit*, *pilot*, an instinct of "protect the ship" and a cost of "honor and respect the ship". 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

obsession

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 RITUAL

When you **implant an item** (with the *implant* tag), into a willing subject during a ritual you conduct for the purpose, roll+. **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). The ritual may be subject to requirements, similar to a wizard's ritual.

REMOVE IMPLANT

When you **remove an implanted item** from a willing or unconscious subject, roll+. **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 _____.
- 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.

Second thread (requires circle 6): You may work with the GM to invent blood charms of your own design.

SIPHON

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.

FAMILIAR KEEPER

obsession

When you, a magician, bind your pattern with the pattern of *small* or *tiny beast* follower, and **claim the animal as your familiar**, you may branch out to enhance the familiar to aid you in magical endeavors.

FAMILIAR

Your familiar gains the *apprentice* and *cunning* tags and a *-wise* tag appropriate to its type. It becomes much smarter, capable of understanding complex language, and loses the *beast* tag. If its Quality is less than +2, it becomes +2. With its newfound sentience, its cost and instinct may change.

AWAKENED

You may call on your familiar for assistance when weaving and casting spells. In addition, it gains the *magical* tag, and a move representing a magical power they now possess.

CONDUIT

If you concentrate on your familiar, it becomes a conduit for your voice, no matter how far from you it is. You can speak through it, and your voice is heard as if you were standing there. You can hear replies, allowing you to conduct a normal conversation. While this lasts, your familiar gains +2 armor, and you cannot weave spells.

DEATH WARD

When **your familiar would take damage sufficient to kill it**, you may spend a point of karma to negate that damage.

FERVOR

obsession

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

When **you become fixated** you choose three boons instead of two.

requires circle 6

GHOST PUPIL

obsession

When you have learned the true name of a ghost of someone who followed your discipline in life, you may branch out to seek advice and training from ghost masters.

GHOST MASTER RITUAL

requires circle 4

When you call for training the ghost of a follower of your discipline, the resulting ritual replaces the need for a ritual of advancement (see page 22). The specifics of the ritual differ for each discipline, and may change based on the individual adept or ghost. To perform the ritual, you must...

- ...have sufficient xp to advance to the next circle.
- ...know the true name of the ghost who will train you.
- ...perform the ritual at night.

The GM may name additional requirements or costs, particularly the first time you contact this particular ghost master.

UNBIDDEN WHISPERS

requires circle 6

Shortly after you arrive at a new settlement, the spirits of the dead will tell you a fact from the history of that location, a bit of recent activity largely unknown among the living, or something that has changed since you were there last.

SPIRIT OF WARNING

requires circle 6

When consult the spirits of those who died at your location, roll+CHA. On a 10+, a spirit will guide you past danger, keep you from becoming lost, or show you something hidden. On a 7-9, a spirit will show you a danger, but no more than that. On a miss, perhaps the spirits lie.

COUNCIL OF ELDERS

requires circle 8

When you spend a night consulting the spirits of masters about a crafting, forging, enchanting, or ritual project you are about to undertake, roll+CHA. On a 7-9, hold 2. On a 10+, hold 4. On a 12+, the spirits also give you information about an unrelated matter. After making any roll related to the project, you may spend 1 hold to change one of the dice to read five. You may spend more than one hold on a single roll.

HORROR STALKER

obsession

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.

FOLLOW PUPPET STRINGS

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.

Furthermore, when you discern realities on a horror mark, 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

requires circle 6

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

obsession

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, now or in the future.
- The oppressor persists, but something in your intervention permanently undermines his authority in the eyes of those loyal to him.

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.

MATRIX ARTIST

obsession

When **one of your spell matrices has been damaged** and you study the intricacies of forming a spell matrix, you may branch out into the life of a matrix artist. You may choose either of first two moves as the first move in this obsession.

ENHANCED MATRIX

requires circle 4

When **you prepare spell matrices** to hold spells, one spell matrix of your choice becomes *enhanced*. This talent may only supply this tag to one matrix 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*.

CONSUME THE TRUTH

requires circle 8

When **you attune an un-enhanced 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, true water or orichalcum, choose three. While that matrix remains *attuned*, choose:

- When you begin to weave the first thread into that matrix, immediately gain 3 focus.
- When you cast the spell in that matrix, you may spend 2 focus to retain one of the threads woven into it and that matrix becomes enhanced until you next cast a spell through it.
- The matrix becomes *efficient*.

If the kernel was orichalcum, it also gains the following:

- Reduce the number of threads needed to cast the spell in that matrix by one.

MESSENGER

obsession

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 sender or 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 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, gain 1 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

obsession

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.

☐ 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.

☐ 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)

POISONER

obsession

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.

- 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.
- Laësal (*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

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

obsession

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 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.

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).

SANCTIFY

requires circle 6

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.

SILVER TONGUE

obsession

When you have gained substantially from telling a lie that was accepted as the truth, you may branch out into a life of better living through subterfuge.

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 karma to make one 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.

IRON WILL

requires circle 4

When you are subject to mind control, or magic that influences your feelings, you may choose to suffer a debility of your choice and ignore the influence.

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.

THERAN SPY

obsession

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 6M 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 6M 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.

☐ 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

obsession

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.

BLOODWALL

4 ranks, living, clumsy, +1 armor, 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: 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: what is the 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: 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: 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: 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: 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

This large brass coin contains the same symbol on both sides: a jester's hat.

- First rank** (key: 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: 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

hand, 3 ranks, 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: 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: 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, regardless of the horror's form. 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.

RAINFALL

near, far, 4 ranks, 2 weight

Small grooves lined with fine red crystal line the sides of this longbow.

- **First rank** (key: what is the bow's name?):

The bow gains 2 *piercing*, 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.

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: 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: 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.

BASIC MOVES

HACK AND SLASH

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
- a starting move of your discipline adds one or more choices
- other moves may offer you additional choices

VOLLEY

When you take aim and shoot at an enemy at range, roll+DEX. On a 10+ you have a clear shot—deal your damage. On a 7-9 deal your damage and choose one:

- You have to move to get the shot placing you in danger as described by the GM
- You have to take what you can get: -1d6 damage
- You have to take several shots, reducing your ammo by one

DEFY DANGER

When you act despite an imminent threat or suffer a calamity, say how you deal with it and roll. If you do it...

- ...by powering through, +STR
- ...by getting out of the way or acting fast, +DEX
- ...by enduring, +CON
- ...with quick thinking, +INT
- ...through mental fortitude, +WIS
- ...using charm and social grace, +CHA

On a 10+, you do what you set out to, the threat doesn't come to bear. On a 7-9, you stumble, hesitate, or flinch: the GM will offer you a worse outcome, hard bargain, or ugly choice.

DEFEND

When you take up a defensive stance or jump in to protect others, roll+CON. On a 10+, hold 3 readiness. On a 7-9, hold 1 readiness. You can spend readiness one-for-one to:

- Suffer an attack's damage/effects instead of your ward
- Halve an attack's damage/effects
- Draw all attention from your ward to yourself
- Strike back at an attacker (roll your damage twice and take the lower result)

When you go on to the offense, cease to focus on defense, or the danger passes, lose any readiness that you hold.

DISCERN REALITIES

When **closely study a situation or person**, roll+wis. **On a 10+**, ask the GM three questions from the list below. **On a 7-9**, ask one. Either way, take +1 forward when acting on the answers.

- What happened here recently?
- What is about to happen?
- What should I be on the lookout for?
- What here is useful or valuable to me?
- Who's really in control here?
- What here is not what it appears to be?

SPOUT LORE

When **consult your accumulated knowledge about something** roll+int. **On a 10+**, the GM will tell you something interesting and useful about the subject relevant to your situation. **On a 7-9**, the GM will only tell you something interesting—it's on you to make it useful. The GM might ask you "How do you know this?" Tell them the truth, now.

PARLEY

When you **press or entice an NPC**, say what you want them to do (or not do). If they have reason to resist, roll +cha. **On a 10+**, they either do as you want or reveal the easiest way to convince them. **On a 7-9**, they reveal something you can do to convince them, though it'll likely be costly, tricky, or distasteful.

AID OR INTERFERE

When you **help or hinder someone**, say how, before they make their roll. If you do it...

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

On a 7-9, they take +1 or -2 to their roll, your choice. **On a 10+**, improve or reduce their result by one step, your choice, and choose one:

- you do not expose yourself to danger, retribution, or cost
- you help someone else: they take +1 forward
- you help yourself: you take +1 forward
- you gain a karma point

SPECIAL MOVES

PERFORM KARMA RITUAL

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 you make a roll for a move, roll an additional die and, if desired, replace one of the original dice with the result.
- Immediately heal yourself 1d4 damage.
- Freeze a horror construct in its tracks, briefly.
- Some moves, talents, or spells may let you spend karma.

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

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

- When exchanged as part of a ritual of greeting, the art convincingly conveys the degree to which you are or are not *tainted* by the horrors.
- The art will fetch a good price.
- The act of creating the art functions as a karma ritual.
- The art inspires the reaction you desire in most who see it.
- The art requires less effort (time, cost, exertion) than usual.

ASTRAL SIGHT

If you have the ability to view the astral plane, when you 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.

EXPLORATION

JOURNEY

When **you travel by a safe route**, through safe or dangerous lands, indicate your destination on the map. The GM will tell you how long the trip takes, and what—if anything—happens along the way. When you reach your destination, choose someone to manage provisions to determine how many rations were consumed over the course of the trip.

UNDERTAKE A PERILOUS JOURNEY

When **you travel through dangerous lands**, and not on a safe route, indicate the course you want to take on the map and ask the GM how far you should be able to get before needing to make camp. If you're exploring with no set destination, indicate which way you go. Then, choose one party member to scout ahead, and one to navigate, resolving those moves in that order.

FORAGE

When **you spend a day seeking food in the wild**, and your surroundings are not barren, roll+wis. **On a hit** you gain 1d4 rations, +1d4 rations if you have the knowledge and gear needed to trap or hunt. **On a 7-9**, you first face a discovery or danger of the GM's choice.

MAKE CAMP

When **you settle in to rest**, choose one member of the party to manage provisions. If you're bedding down in dangerous lands, decide on a watch order. Then, the GM chooses one person on watch during the night to roll+nothing. **On a 10+** the night passes without incident. **On a 7-9**, the GM chooses one from the list below.

- The person on watch notices a nearby *discovery*.
- One party member of the GM's choice suffers a restless night.
- One or more followers causes trouble.
- A *danger* approaches—it's not immediately hostile, but whoever's on watch had better stay sharp anyway.

When you wake from at least a few hours of uninterrupted sleep, and you ate and drank the night before, heal damage equal to half of your max HP.

STAY SHARP

When **you are on watch and something approaches**, roll+wis. On a 10+, you notice in time to alert everyone and prepare a response; all party members take +1 forward. On a 7-9, you manage to sound the alarm, but no one has time to prepare.

SCOUT AHEAD

When **you take point and look for anything out of the ordinary**, roll+wis. On a 10+, choose two from the list below. On a 7-9, choose one:

- You get the drop on whatever lies ahead.
- You discern a beneficial aspect of the terrain—shortcut, shelter, or tactical advantage (describe it).
- You make a *discovery* (ask the GM).
- You notice sign of a nearby *danger*—ask the GM what it is, and what it might signify.

NAVIGATE

When **you plot the best course** through dangerous or unfamiliar lands, roll+int. On a 10+, you avoid dangers and distractions and make good time, reaching a point of the GM's choosing before you need to make camp. On a 7-9, the GM chooses one from the list below:

- You happen upon a *discovery* missed by the scout.
- The going is slow, or you wander off course. The GM says which, and where you end up on the map.
- You encounter a *danger*; whether or not you're surprised depends on whether the scout has the drop on it.

MANAGE PROVISIONS

When **you prepare and distribute food for the party**, roll+wis. On a 7-9, the party consumes the expected amount of rations (one per person if making camp, one per person per day if making a journey). On a 10+, choose one from the list below:

- Careful management reduces the amount of rations consumed (ask the GM by how much).
- The party consumes the expected amount and the food you prepare is excellent—describe it, and everyone who licks their lips gains a karma point.

FOLLOWER MOVES

RECRUIT

When you go looking to hire help, tell the GM what you're offering and for whom you're looking, phrased in one of the following ways:

- A group of _____ (porters, guards, minstrels, etc.)
- A skilled _____ (guide, sage, burglar, bodyguard, etc.)

If the GM says you can't find that kind of help in a place like this, start over or move on. Otherwise, roll+nothing and take +1 if you have a good reputation in these parts. On a 10+ they're yours for the hiring. On a 7-9, the GM chooses one:

- They demand greater compensation, in coin or otherwise.
- No one here fits the bill, but you hear of someone elsewhere who does.
- They have a need that must be met first (permission from someone else, a favor, etc.).
- You can tell at a glance they are less than ideal (ask the GM how).

The GM will choose or roll their specifics (quality, loyalty, instinct, cost, tags, etc.) as needed, to be discovered through play.

PAY UP

When you pay a follower's cost, increase their Loyalty by 1 (to a maximum of +3). You can't trigger this move again until both you and your follower have made camp.

ORDER FOLLOWER

When you order or expect a follower to do something dangerous, degrading, or contrary to their instinct, roll+Loyalty. On a 10+ they do it, now. On a 7-9, the GM chooses one from the list below:

- Decrease the follower's Loyalty by 1.
- They complain loudly, now or later, and demand something in return.
- Caution, laziness, or fear makes them take a long time to get it done.

DO THEIR THING

When a follower does something chancy within the scope of their tags or moves, roll +Quality. On a 10+ they do it, as well as one could reasonably hope. On a 7-9, they do it, but there's an unforeseen cost, consequence, or limitation (ask the GM what). You cannot usually spend karma on this roll. The GM will tell you what happens when a follower does anything on their own, or beyond the scope of their tags or moves.

CALL FOR ASSISTANCE

When a **follower helps you make a move that calls for a roll**, take +1 to that roll but know that they will be exposed to any potential consequences.

When a **follower helps you hack and slash or volley**, roll their damage die alongside your own, use the highest one. Add any damage bonuses you get on top of that.

When a **follower helps you defend**, you can spend 1 readiness to redirect an attack to them instead of yourself.

WATCH THEM GO

Once a **follower has -3 Loyalty**, they betray or abandon you at the next opportunity.

VEHICLE MOVES

CONTROL VEHICLE

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

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

DAMAGE REPORT

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

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

JURY RIG

When you have to repair damage to a vehicle on the fly, roll+INT. **On a 10+**, choose two. **On a 7-9**, choose one. You may spend a point of karma to make an additional choice, even on a miss.

- The vehicle suffers one less ongoing penalty.
- You repair any damaged onboard equipment.
- You give the vehicle a temporary boost, granting the pilot +1 forward on the next roll involving Control.

