



BROAD STROKES

AGENDA 159

- Portray a fantastic world
- Fill the characters' lives with adventure
- Play to find out what happens

PRINCIPLES 160

- Draw maps, leave blanks
- Address the characters, not the players
- Embrace the fantastic
- Make a move that follows
- Never speak the name of your move
- Give every monster life
- Name every person
- Ask questions and use the answers
- Be a fan of the characters
- Think dangerous
- Begin and end with the fiction
- Think offscreen, too

GM MOVES

- Use a monster, danger, or location move
- Reveal an unwelcome truth
- Show signs of an approaching threat
- Deal damage
- Use up their resources
- Turn their move back on them
- Separate them
- Give an opportunity that fits a class' abilities
- Show a downside to their class, race, or equipment
- Offer an opportunity, with or without cost
- Put someone in a spot
- Tell them the requirements or consequences and ask

WHEN TO MAKE A MOVE 164

- When everyone looks to you to find out what happens
- When the players give you a golden opportunity
- When they roll a 6-

Hard moves have immediate consequences; soft moves do not.

CHOOSING A MOVE 164

Start by looking at the obvious consequences of the action that triggered it. If you already have an idea, think on it for a second to make sure it fits your agenda and principles and then do it. **Let your moves snowball.** Build on the success or failure of the characters' moves and on your own previous moves.

Dealing damage is almost always a hard move.

MAKING YOUR MOVE 165

- Keep principles in mind
- Never speak the name of your move
- Address the characters, not the players
- Moves are not mechanical actions at the table; they are concrete fictional events happening to the characters

DUNGEON MOVES 168

These are particularly well-suited for when the characters enter a new room or hallway and want to know what they find there.

- Change the environment
- Point to a looming threat
- Introduce a new faction or type of creature
- Use a threat from an existing faction or type of creature
- Make them backtrack
- Present riches at a price
- Present a challenge to one of the characters

BASIC MOVES

HACK AND SLASH 56

When you attack an enemy in melee, roll+STR. *On a 10+, you deal your damage to the enemy and avoid their attack. At your option, you may choose to do +1d6 damage but expose yourself to the enemy's attack. *On a 7-9, you deal your damage to the enemy and the enemy makes an attack against you.

VOLLEY 58

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, choose one (whichever you choose you deal your damage):

- 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 60

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 62

When you **stand in defense of a person, item, or location** under attack, roll+CON. *On a 10+, hold 3. *On a 7-9, hold 1. As long as you stand in defense, when you or the thing you defend is attacked you may spend hold, 1 for 1, to choose an option:

- Redirect an attack from the thing you defend to yourself
- Halve the attack's effect or damage
- Open up the attacker to an ally giving that ally +1 forward against the attacker
- Deal damage to the attacker equal to your level

SPOUT LORE 64

When you **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.

DISCERN REALITIES 66

When you closely study a situation or person, roll+WIS. *On a 10+, ask the GM 3 questions from the list below. *On a 7-9, ask 1.

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?

PARLEY 68

When you have leverage on a GM Character and manipulate them, roll+CHA. Leverage is something they need or want. *On a 10+, they do what you ask if you first promise what they ask of you. *On a 7-9, they will do what you ask, but need some concrete assurance of your promise, right now.

AID OR INTERFERE 70

When you **help or hinder someone**, roll+bond with them. *On a 10+, they take +1 or -2 to their roll, your choice. *On a 7-9, they still get a modifier, but you also expose yourself to danger, retribution, or cost.



SPECIAL MOVES are on p. 72.

DAMAGE, STATS, WEAPONS, TREASURE

DAMAGE 21

- It threatens bruises and scrapes at worst: d4
- It's likely to spill some blood, but nothing horrendous: d6
- It might break some bones: d8
- It could kill a common person: d10

Add the *ignores armor* tag if the source of the damage is particularly large or if the damage comes from magic or poison.

STAT SCORES AND MODIFIERS 49

Score	Modifier
1-3	-3
4-5	-2
6-8	-1
9-12	0
13-15	+1
16-17	+2
18	+3

COMMON WEAPONS LIST 324

- Ragged Bow** *near, 15 coins, 2 weight*
- Fine Bow** *near, far, 60 coins, 2 weight*
- Hunter's Bow** *near, far, 100 coins, 1 weight*
- Crossbow** *near, +1 damage, reload, 35 coins, 3 weight*
- Bundle of Arrows** *3 ammo, 1 coin, 1 weight*
- Elven Arrows** *4 ammo, 20 coins, 1 weight*
- Club, Shillelagh** *close, 1 coin, 2 weight*
- Staff** *close, two-handed, 1 coin, 1 weight*
- Dagger, Shiv, Knife** *hand, 2 coins, 1 weight*
- Throwing Dagger** *thrown, near, 1 coin, 0 weight*
- Short Sword, Axe, Warhammer, Mace** *close, 8 coins, 1 weight*
- Spear** *reach, thrown, near, 5 coins, 1 weight*
- Long Sword, Battle Axe, Flail** *close, +1 damage, 15 coins, 2 weight*

- Halberd** *reach, +1 damage, two-handed, 9 coins, 2 weight*
- Rapier** *close, precise, 25 coins, 1 weight*
- Dueling Rapier** *close, 1 piercing, precise, 50 coins, 2 weight*

COMMON ARMOR LIST 325

- Leather, Chainmail** *1 armor, worn, 10 coins, 1 weight*

Scale Mail *2 armor, worn, clumsy, 50 coins, 3 weight*
Plate *3 armor, worn, clumsy, 350 coins, 4 weight*
Shield *+1 armor, 15 coins, 2 weight*

Other **COMMON ITEMS** and their tags:
pp. 322–329.

MAGIC ITEMS are on pp. 330–340.

TREASURE (LOOT) 226

Start with the monster’s damage die, modified if the monster is:

- Hoarder: roll damage die twice, take higher result
- Far from home: add at least one ration (usable by anyone with similar taste)
- Magical: some strange item, possibly magical
- Divine: a sign of a deity (or deities)
- Planar: something not of this earth
- Lord over others: +1d4 to the roll
- Ancient and noteworthy: +1d4 to the roll

Roll the monster’s damage die plus any added dice to find the monster’s treasure:

1. A few coins, 2d8 or so
2. An item useful to the current situation
3. Several coins, about 4d10
4. A small item (gem, art) of considerable value, worth as much as 2d10×10 coins, 0 weight
5. Some minor magical trinket
6. Useful information (in the form of clues, notes, etc.)
7. A bag of coins, 1d4×100 or thereabouts. 1 weight per 100.
8. A very valuable small item (gem, art) worth 2d6×100, 0 weight
9. A chest of coins and other small valuables. 1 weight but worth 3d6×100 coins.
10. A magical item or magical effect
11. Many bags of coins for a total of

- 2d4×100 or so
12. A sign of office (crown, banner) worth at least 3d4×100 coins
 13. A large art item worth 4d4×100 coins, 1 weight
 14. A unique item worth at least 5d4×100 coins
 15. All the information needed to learn a new spell and roll again
 16. A portal or secret path (or directions to one) and roll again
 17. Something relating to one of the characters and roll again
 18. A hoard: 1d10×1000 coins and 1d10×10 gems worth 2d6×100 each

NPCs

NAMES

Dwarven Female: Bargoli, Barili, Brobari, Bundi, Caldria, Druondi, Dwon, Kilona, Normina, Norola, Stortria, Thinnia, Thinona, Thorumma, Thrria.

Dwarven Male: Bari, Belgin, Bolrim, Bulrak, Calrund, Durum, Dwinim, Eldar, Gilti, Gombar, Hasrith, Kildri, Morak, Nordri, Rurgosh, Simrak, Simtri, Thrar.

Dwarven Stronghold: Belcalfimfik, Druhig, Gargrobolstor, Gilcalest, Gildrugilhak, Griarr, Harhak, Mundur, Ovthinhak.

Elven Female: Arallia, Astrafel, Cerovana, Elana, Feliana, Firthallia, Garnathia, Gevana, Maradena, Serah, Seraphine, Sylvalorna.

Elven Male: Aelfar, Alvalon, Cerovorn, Certhath, Firalian, Firalon, Gellefin, Germalon, Harnalian, Malvalian, Marabryn.

Elven Stronghold: XX

Human Female: Anne, Annika, Antania, Aubrey, Becca, Brianne, Brunhilda, Cassandra, Charlotte, Cornelia, Dyrvi, Elise, Freya, Galela, Helga, Ivy, Leena, Lenore, Lily, Oskilda, Rose, Tibora.

Human Male: Antelus, Baldstan, Baldwin, Bartleby, Brictrys, Caedward, Clarke, Cynric, Eadstan, Eldward, Eobert, Godric, Gregor, Hawke, Hawthorne, Leomund, Marcadus, Osmon, Randolph, Robard, Rundrig, Shermund, Theodred, Walton, Wesley, Wilstan.

Human Stronghold: Aldmead, Belcoast, Courtmarsh, Dellgate, Eribank, Fallville, Linland, Lochfort, Mallowcoast, Marbleton, Norbank, Oldshade, Orness, Roseglass, Southfalcon, Starcastle, Valacre, Valwick, Violetriver, Witchlyn.

Orc Female: Azmahag, Grotlalak, Grubabad, Vilealak.

Orc Male: Butmug, Glugobug, Glutpox, Grimmahag, Ogobog, Recknok, Skuzkolug, Ugmagoth.

Orc Stronghold: Goblagoth.

100 INSTINCTS 390

1. To avenge
2. To spread the good word
3. To reunite with a loved one
4. To make money
5. To make amends
6. To explore a mysterious place
7. To uncover a hidden truth
8. To locate a lost thing
9. To kill a hated foe
10. To conquer a faraway land
11. To cure an illness
12. To craft a masterwork
13. To survive just one more day
14. To earn affection
15. To prove a point
16. To be smarter, faster and stronger
17. To heal an old wound
18. To extinguish an evil forever
19. To hide from a shameful fact
20. To evangelize
21. To spread suffering
22. To prove worth
23. To rise in rank
24. To be praised
25. To discover the truth
26. To make good on a bet
27. To get out of an obligation
28. To convince someone to do their dirty work
29. To steal something valuable
30. To overcome a bad habit
31. To commit an atrocity
32. To earn renown
33. To accumulate power
34. To save someone from a monstrosity
35. To teach
36. To settle down
37. To get just one more haul
38. To preserve the law
39. To discover
40. To devour
41. To restore the family name
42. To live a quiet life
43. To help others
44. To atone
45. To prove their worth
46. To gain honor
47. To expand their land
48. To gain a title
49. To retreat from society
50. To escape
51. To party
52. To return home
53. To serve
54. To reclaim what was taken
55. To do what must be done
56. To be a champion
57. To avoid notice
58. To help a family member
59. To perfect a skill
60. To travel
61. To overcome a disadvantage
62. To play the game
63. To establish a dynasty
64. To improve the realm
65. To retire
66. To recover a lost memory
67. To battle
68. To become a terror to criminals
69. To raise dragons
70. To live up to expectations
71. To become someone else
72. To do what can’t be done
73. To be remembered in song
74. To be forgotten
75. To find true love
76. To lose their mind
77. To indulge
78. To make the best of it
79. To find the one
80. To destroy an artifact
81. To show them all
82. To bring about unending summer
83. To fly
84. To find the six-fingered man
85. To wake the ancient sleepers
86. To entertain
87. To follow an order
88. To die gloriously
89. To be careful
90. To show kindness
91. To not screw it all up
92. To uncover the past
93. To go where no man has gone before
94. To do good
95. To become a beast

96. To spill blood
97. To live forever
98. To hunt the most dangerous game
99. To hate
100. To run away

100 KNACKS 392

1. Criminal connections
2. Muscle
3. Skill with a specific weapon
4. Hedge wizardry
5. Comprehensive local knowledge
6. Noble blood
7. A one-of-a-kind item
8. Special destiny
9. Unique perspective
10. Hidden knowledge
11. Magical awareness
12. Abnormal parentage
13. Political leverage
14. A tie to a monster
15. A secret
16. True love
17. An innocent heart
18. A plan for the perfect crime
19. A one-way ticket to paradise
20. A mysterious ore
21. Money, money, money
22. Divine blessing
23. Immunity from the law
24. Prophecy
25. Secret martial arts techniques
26. A ring of power
27. A much-needed bag of taters
28. A heart
29. A fortified position
30. Lawmaking
31. Tongues
32. A discerning eye
33. Endurance
34. A safe place
35. Visions
36. A beautiful mind
37. A clear voice
38. Stunning looks
39. A catchy tune
40. Invention
41. Baking
42. Brewing
43. Smelting
44. Woodworking
45. Writing
46. Immunity to fire
47. Cooking
48. Storytelling
49. Ratcatching
50. Lying
51. Utter unremarkableness
52. Mind-bending sexiness
53. Undefinable coolness
54. A way with knots
55. Wheels of polished steel
56. A magic carpet
57. Endless ideas
58. Persistence
59. A stockpile of food
60. A hidden path
61. Piety
62. Resistance to disease
63. A library
64. A silver tongue
65. Bloodline
66. An innate spell
67. Balance
68. Souls
69. Speed
70. A sense of right and wrong
71. Certainty
72. An eye for detail
73. Heroic self-sacrifice
74. Sense of direction
75. A big idea
76. A hidden entrance to the city
77. The love of someone powerful
78. Unquestioning loyalty
79. Exotic fruit
80. Poison
81. Perfect memory
82. The language of birds
83. A key to an important door
84. Metalworking
85. Mysterious benefactors
86. Steely nerves
87. Bluffing
88. A trained wolf
89. A long-lost sibling, regained
90. An arrow with your name on it
91. A true name
92. Luck
93. The attention of supernatural powers
94. Kindness
95. Strange tattoos
96. A majestic beard
97. A book in a strange language
98. Power overwhelming
99. Delusions of grandeur
100. The wind at his back and a spring in his step