



# 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.
- Other moves may add choices to this list

## VOLLEY

When you take aim and shoot at an enemy at range, roll+DEX. On hit deal your damage. On a 7–9, also choose one:

- You have to move to get the shot placing you in danger of the GM's choice
- 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 the offense, cease to focus on defense, or the danger passes, lose any readiness that you hold.

## SPOUT LORE

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

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. 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

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. The gm should consider what might convince them, using this list for inspiration:

- a promise/an oath/a vow
- a chance to do it safely/freely/discretely
- appealing or appealing to their ego/honor/conscience/fears
- a convincing deception
- a better/fair/excessive offer
- helping them/doing it with them
- violence (or a credible threat thereof)
- something they want or need (coin/food/booze/art/etc.)
- concrete assurance/proof/collaboration
- pressure from \_\_\_\_\_
- permission from \_\_\_\_\_
- assistance from \_\_\_\_\_

## AID OR INTERFERE

When you help or hinder someone, say how, before they make their roll. 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 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 of the following:

- 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

## LAST BREATH

When you're dying you catch a glimpse of what lies beyond the Black Gates of Death's Kingdom (the GM will describe it). Then roll (just roll, +nothing—yeah, Death doesn't care how tough or cool you are). On a 10+ you've cheated death—you're in a bad spot but you're still alive. On a 7–9 Death will offer you a bargain. Take it and stabilize or refuse and pass beyond the Black Gates into whatever fate awaits you. On a miss, your fate is sealed. You're marked as Death's own and you'll cross the threshold soon. The GM will tell you when.

## ENCUMBRANCE

When you make a move while carrying weight up to or equal to Load, you're fine. When you make a move while carrying weight equal to load+1 or load+2, you take -1. When you make a move while carrying weight greater than load+2, you have a choice: drop at least 1 weight and roll at -1, or automatically fail.

## MAKE CAMP

When you settle in to rest consume a ration. If you're somewhere dangerous decide the watch order as well. If you have enough xp you may Level Up. When you wake from at least a few uninterrupted hours of sleep heal damage equal to half your max HP.

## TAKE WATCH

When you're on watch and something approaches the camp roll+wis. On a 10+ you're able to wake the camp and prepare a response, the camp takes +1 forward. On a 7–9 you react just a moment too late; the camp is awake but hasn't had time to prepare. You have weapons and armor but little else. On a miss whatever lurks outside the campfire's light has the drop on you.

## UNDERTAKE A PERILOUS JOURNEY

When you travel through hostile territory, choose one member of the party to act as trailblazer, one to scout ahead, and one to be quartermaster (the same character cannot have two jobs). If you don't have enough party members or choose not to assign a job, treat that job as if it had rolled a 6. Each character with a job to do rolls+wis. On a 10+ the quartermaster reduces the number of rations required by one. On a 10+ the trailblazer reduces the amount of time it takes to reach your destination (the GM will say by how much). On a 10+ the scout will spot any trouble quick enough to let you get the drop on it. On a 7–9 each roles performs their job as expected: the normal number of rations are consumed, the journey takes about as long as expected, no one gets the drop on you but you don't get the drop on them either.

## LEVEL UP

When you have downtime (hours or days) and xp equal to (or greater than) your current level + 7, subtract your current level +7 from your xp, increase your level by 1, and choose a new advanced move from your class. If you are the wizard, you also get to add a new spell to your spellbook.

Choose one of your stats and increase it by 1 (this may change your modifier). Changing your Constitution increases your maximum and current HP. Ability scores can't go higher than 18.

## END OF SESSION

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 alignment. If you fulfilled that alignment at least once this session, mark xp.

Then answer these three questions as a group:

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

For each "yes" answer everyone marks xp.

## RECOVER

When you do nothing but rest in comfort and safety after a day of rest you recover all your HP. After three days of rest you remove one debility of your choice. If you're under the care of a healer (magical or otherwise) you heal a debility for every two days of rest instead.

## CAROUSE

When you return triumphant and throw a big party, spend 100 coin and roll + extra 100s of coin spent. On a 10+ choose three. On a 7–9 choose one. On a miss, you still choose one, but things get really out of hand.

- You befriend a useful NPC
- You hear rumors of an opportunity
- You gain useful information
- You are not entangled, ensorcelled, or tricked

## SUPPLY

When you go to buy something with gold on hand, if it's something readily available in the settlement you're in, you can buy it at market price. If it's something special, beyond what's usually available here, or non-mundane, roll+CHA. On a 10+ you find what you're looking for at a fair price. On a 7–9 you'll have to pay more or settle for something similar.

## OUTSTANDING WARRANTS

When you return to a neighborhood or establishment in which you've caused trouble before, roll+CHA. On a hit, word has spread of your deeds and everyone recognizes you. On a 7–9, that, and, the GM chooses a complication:

- The local constabulary has a warrant out for your arrest
- Someone has put a price on your head
- Someone important to you has been put in a bad spot as a result of your actions

## BOLSTER

When you spend your leisure time in study, meditation, or hard practice, you gain preparation. If you prepare for a week or two, 1 preparation. If you prepare for a month or longer, 3 preparation. When your preparation pays off spend 1 preparation for +1 to any roll, after the roll is made. You can only spend one preparation per roll.

## TALK TO THE PRESS

When you conduct an interview with the press, say what you are trying to accomplish with the interview and roll+CHA. On a 12+, the resulting article conveys what you intended to convey. On a 10+, the article mostly matches what you wanted, but choose one. On a 7–9, the article is close to what you wanted, but you choose one and the GM chooses one.

- The story slants heavily toward the paper's bias.
- You are significantly misquoted.
- The author embellishes details far beyond reality.
- You are also made to appear to be supporting or opposing something not actually covered in the interview.

## ACTIVATE CHAOSITECH

When you activate a chaositech device, roll+nothing. On a 10+, the device works and you take +2 forward using the device. On a 7–9, the device works, but choose one. On a 3–6, the device doesn't work, and the GM chooses one. On a 2–, the device may seriously malfunction, you might gain a mutation, become vulnerable to the influence of chaos, or some other malady, the GM will tell you which.

- Afterwards, the device is drained of power.
- Roll 1d6. On a 1–2, the device overloads, melts down, or explodes, dealing 1d10 damage to you.
- Roll 1d6. On a 1–3, you gain a random debility.

## DELVER'S GUILDSMAN

When you research an expedition under the city in the Delver's Guild map-room, roll+INT. On a 10+, hold 3. On a 7–9, hold 2, but other guildsmen get wind of your expedition. On a miss, hold 1, but some of the information you find will turn out to be dangerously misleading (the GM will tell you when). Spend hold while on the expedition to choose one of the following:

- Take +1 to spout lore, discern realities or undertake a perilous journey.
- Recognize a landmark when lost.
- Find a guild waystation.

# SPECIAL MOVES

## COPY A SPELL

When you copy a spell in a school you know from one spellbook into your own, roll+INT. On a 10+, the spell is copied perfectly. On a 7–9, the spell is copied, but the GM chooses one:

- You stumble over a booby-trap in the original. You gain a random debility.
- You introduce a flaw into your copy, which you will not notice until you first cast the spell (at which point, you can correct the book). Take –3 forward to casting this spell.
- You run out of room in your spellbook, and must carry an additional book to hold this spell.
- The spell vanishes from the original spellbook.
- The act of copying the spell causes it to go off, affecting a random target.

On a miss, the original spellbook suffers some kind of calamity, ruining its contents.

## CAST FROM A WAND

When you release a spell from a wand, roll+DEX. Take –2 if you lack spell casting ability. Take +1 if the spell is from your schools, spheres or repertoire, or you are otherwise familiar with casting it. Take –1 if the level of the spell equals your level. Take –2 if the level of the spell exceeds your level. On a 10+, the spell is cast. On a 7–9, the spell is cast, but choose one:

- The wand cannot be used again for a day.
- The spell generates feedback. You take 1d6 damage.
- You draw unwelcome attention or put yourself in a spot. The GM will tell you how.

On a miss, the wand likely loses its magic, becoming a glorified stick.

## COMMON SCROLL

A common scroll has a spell inscribed on it. The spell must be castable by you or on your class's spell list for you to be able to cast it. When you cast a spell from a scroll, the spell takes effect, simple as that. Then the scroll disintegrates.

## HEALING POTION

When you drink an entire healing potion, heal yourself of 10 damage or remove one debility, your choice.

## HALFLING PIPELEAF

When you share halfling pipeleaf with someone, expend two uses and take +1 forward to parley with them.

## 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, angry farmers, etc.)
- A skilled \_\_\_\_\_ (guide, sage, burglar, bodyguard, etc.)

A group is a follower like any other, but with the group tag. 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 from the list below:

- They demand greater compensation, in coin or some other form
- 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. Which might involve you grilling them, right now.

## 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).

When a follower does something chancy that falls beyond the scope of their tags or moves, or does anything on their own, the GM will tell you what happens.

## 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, and 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.

## 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.

## WATCH THEM GO

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

## LOSTWHITE AS FOLLOWER

Cost: 0, Quality: 2, Loyalty: 2, warwise, archer, athletic, beautiful, connected (Order of Iron Might), organized, warrior

## SIKARSIS AS FOLLOWER

Cost: 0, Quality: 2, Loyalty: 1, religion-wise, athletic, cunning, healer, organized

# SPECIAL MOVES

### **DELVER'S GUILDSMAN**

When you research an expedition under the city in the Delver's Guild map-room, roll+INT. On a 10+, hold 3. On a 7-9, hold 2, but other guildsmen get wind of your expedition. On a miss, hold 1, but some of the information you find will turn out to be dangerously misleading (the GM will tell you when). Spend hold while on the expedition to choose one of the following:

- Take +1 to spout lore, discern realities or undertake a perilous journey.
- Recognize a landmark when lost.
- Find a guild waystation.

### **CASSIODORA'S BAG**

When you seek help from Cassiodora's bag of goodies, name the effect you want from the list below, then roll+nothing. On a 10+, apply the effect 1d4 times (either repeatedly to the same person, once each on several people, or some combination thereof). On a 7-9, apply the effect once and that effect may not be used again for the rest of the day. On a miss, you may still apply the effect once but, if you do, the bag can never again provide that effect; cross it off the list. If you don't that effect may not be used again the rest of the day. On a 2-, you must choose to use the effect and then lose it forever.

- Heal a target +1d8 HP
- Remove a debility from a target
- Cure a target of one poison
- Cure a target of one disease
- A target's mind is cleared of one enchantment
- An ongoing magical effect affecting a target is dispelled

### **ROSEGATE HOUSE**

When you provide hospitality to someone in Rosegate House, take +1 ongoing to discern realities about them or parley with them while they stay with you, and take +1 forward against them when they leave.

# UNLIKELY SIX MOVES



# THE GM

PORTRAY A FANTASTIC WORLD

FILL THE CHARACTER'S LIVES WITH ADVENTURE

PLAY TO FIND OUT WHAT HAPPENS

## PRINCIPLES

- 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

## 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 the requirements or consequences and ask

## DUNGEON MOVES

- 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

## FRONTS & DANGERS

### CREATING FRONTS

- Choose campaign front or adventure front
- Create 2-3 dangers
- Choose an impending doom for each danger
- Add grim portents (1-3 for an adventure front, 3-5 for the campaign front)
- Write 1-3 stakes questions
- List the general cast of the front

### IMPENDING DOOMS

- Tyranny (of the strong over the weak or the few over the many)
- Pestilence (the spread of sickness and disease, the end of wellness)
- Destruction (apocalypse, ruin and woe)
- Usurpation (the chain of order comes apart, someone rightful is displaced)
- Impoverishment (enslavement, the abandonment of goodness and right)
- Rampant Chaos (laws of reality, of society, or any order is dissolved)

### AMBITIOUS ORGANIZATIONS

- Misguided Good *to do what is "right" no matter the cost*
- Thieves Guild *to take by subterfuge*
- Cult *to infest from within*
- Religious Organization *to establish and follow doctrine*

- Corrupt Government *to maintain the status quo*
- Cabal *to absorb those in power, to grow*

### GM MOVES

- Attack someone by stealthy means
- Attack someone directly (gang or single assailant)
- Absorb or buy out someone important (e.g. ally)
- Influence a powerful institution (change a law, manipulate doctrine)
- Establish a new rule (within the organization)
- Claim territory or resources
- Negotiate a deal
- Observe a potential foe in great detail

### PLANAR FORCES

- God *to gather worshippers*
- Demon Prince *to open the gates of Hell*
- Elemental Lord *to tear down creation to its component parts*
- Force of Chaos *to destroy all semblance of order*
- Choir of Angels *to pass judgement*
- Construct of Law *to eliminate perceived disorder*

### GM MOVES

- Turn an organization (corrupt or infiltrate with influence)
- Give dreams of prophecy
- Lay a Curse on a foe
- Extract a promise in exchange for a boon
- Attack indirectly, through intermediaries
- Rarely, when the stars are right, attack directly
- Foster rivalries with other, similar powers
- Expose someone to a Truth, wanted or otherwise

### ARCANE ENEMIES

- Lord of the Undead *to seek true immortality*
- Power-mad Wizard *to seek magical power*
- Sentient Artifact *to find a worthy wielder*
- Ancient Curse *to ensnare*
- Chosen One *to fulfill or resent their destiny*
- Dragon *to hoard gold and jewels, to protect the clutch*

### GM MOVES

- Learn forbidden knowledge
- Cast a spell over time and space
- Attack a foe with magic, directly or otherwise
- Spy on someone with a scrying spell
- Recruit a follower or toady
- Tempt someone with promises
- Demand a sacrifice

### HORDES

- Wandering Barbarians *to grow strong, to drive their enemies before them*
- Humanoid Vermin *to breed, to multiply and consume*
- Underground Dwellers *to defend the complex from outsiders*
- Plague of the Undead *to spread*

### GM MOVES

- Assault a bastion of civilization Embrace internal chaos
- Change direction suddenly
- Overwhelm a weaker force
- Perform a show of dominance
- Abandon an old home, find a new one
- Grow in size by breeding or conquest
- Appoint a champion
- Declare war and act upon that declaration without hesitation or deliberation

### CURSED PLACES

- Abandoned Tower *to draw in the weak-willed*
- Unholy Ground *to spawn evil*
- Elemental Vortex *to grow, to tear apart reality*
- Dark Portal *to disgorge demons*
- Shadowland *to corrupt or consume the living*
- Place of Power *to be controlled or tamed*

### GM MOVES

- Vomit forth a lesser monster
- Spread to an adjacent place
- Lure someone in
- Grow in intensity or depth
- Leave a lingering effect on an inhabitant or visitor
- Hide something from sight
- Offer power
- Dampen magic or increase its effects
- Confuse or obfuscate truth or direction
- Corrupt a natural law

# MONSTERS

## WHAT IS IT KNOWN TO DO?

Write a monster move describing what it does.

## WHAT DOES IT WANT THAT CAUSES PROBLEMS FOR OTHERS?

This is its instinct. Write it as an intended action.

## HOW DOES IT USUALLY HUNT OR FIGHT?

- In large groups: *horde*, d6 damage, 3 HP
- In small groups, about 2–5: *group*, d8 damage, 6 HP
- All by its lonesome: *solitary*, d10 damage, 12 HP

## HOW BIG IS IT?

- Smaller than a house cat: *tiny*, hand, -2 damage
- Halfling-esque: *small*, close
- About human size: close
- As big as a cart: *large*, close, reach, +4 HP, +1 damage
- Much larger than a cart: *huge*, reach, +8 HP, +3 damage

## WHAT IS ITS MOST IMPORTANT DEFENSE?

- Cloth or flesh: 0 armor
- Leathers or thick hide: 1 armor
- Mail or scales: 2 armor
- Plate or bone: 3 armor
- Permanent magical protection: 4 armor, *magical*

## WHAT IS IT KNOWN FOR? (CHOOSE ALL THAT APPLY)

- Unrelenting strength: +2 damage, forceful
- Skill in offense: roll damage twice and take the better roll
- Skill in defense: +1 armor
- Deft strikes: +1 piercing
- Uncanny endurance: +4 HP
- Deceit and trickery: *stealthy*, write a move about dirty tricks
- A useful adaptation like being amphibious or having wings: add a special quality for the adaptation
- The favor of the gods: *divine*, +2 damage or +2 HP or both (your call)
- Spells and magic: *magical*, write a move about its spells

## WHAT IS ITS MOST COMMON FORM OF ATTACK?

Note it along with the creature's damage. Common answers include: a type of weapon, claws, a specific spell. Then answer these questions about it:

- Its armaments are vicious and obvious: +2 damage
- It lets the monster keep others at bay: reach
- Its armaments are small and weak: reduce its damage die size by one
- Its armaments can slice or pierce metal: messy, +1 piercing or +3 piercing if it can just tear metal apart
- Armor doesn't help with the damage it deals (due to magic, size, etc.): ignores armor
- It usually attacks at range (with arrows, spells, or other projectiles): near or far or both (your call)

## WHICH OF THESE DESCRIBE IT? (CHOOSE ALL THAT APPLY)

- It isn't dangerous because of the wounds it inflicts, but for other reasons: *devious*, reduce its damage die size by one, write a move about why it's dangerous
- It organizes into larger groups that it can call on for support: *organized*, write a move about calling on others for help
- It's as smart as a human or thereabouts: *intelligent*
- It actively defends itself with a shield or similar: *cautious*, +1 armor
- It collects trinkets that humans would consider valuable (gold, gems, secrets): *hoarder*
- It's from beyond this world: *planar*, write a move about using its otherworldly knowledge and power
- It's kept alive by something beyond simple biology: +4 HP
- It was made by someone: *construct*, give it a special quality or two about its construction or purpose
- Its appearance is disturbing, terrible, or horrible: *terrifying*, write a special quality about why it's so horrendous
- It doesn't have organs or discernible anatomy: *amorphous*, +1 armor, +3 HP
- It (or its species) is ancient—older than man, elves, and dwarves: increase its damage die size by one
- It abhors violence: roll damage twice and take the worst result

# STEADINGS

## PROSPERITY

*Dirt*: Nothing for sale, nobody has more than they need (and they're lucky if they have that). Unskilled labor is cheap.

*Poor*: Only the bare necessities for sale. Weapons are scarce unless the stading is heavily defended or militant. Unskilled labor is readily available.

*Moderate*: Most mundane items are available. Some types of skilled laborers.

*Wealthy*: Any mundane item can be found for sale. Most kinds of skilled laborers are available, but demand is high for their time.

*Rich*: Mundane items and more, if you know where to find them. Specialist labor available, but at high prices.

## POPULATION

*Exodus*: The stading has lost its population and is on the verge of collapse.

*Shrinking*: The population is less than it once was. Buildings stand empty.

*Steady*: The population is in line with the current size of the stading. Some slow growth.

*Growing*: More people than there are buildings.

*Booming*: Resources are stretched thin trying to keep up with the number of people.

## DEFENSES

*None*: Clubs, torches, farming tools.

*Militia*: There are able-bodied men and women with worn weapons ready to be called, but no standing force.

*Watch*: There are a few watchers posted who look out for trouble and settle small problems, but their main role is to summon the militia.

*Guard*: There are armed defenders at all times with a total pool of less than 100 (or equivalent). There is always at least one armed patrol about the stading.

*Garrison*: There are armed defenders at all times with a total pool of 100–300 (or equivalent). There are multiple armed patrols at all times.

*Battalion*: As many as 1,000 armed defenders (or equivalent). The stading has manned maintained defenses as well.

*Legion*: The stading is defended by thousands of armed soldiers (or equivalent). The stading's defenses are intimidating.

## OTHER TAGS

*Safe*: Outside trouble doesn't come here until the players bring it.

*Religion*: The listed deity is revered here.

*Exotic*: There are goods and services available here that aren't available anywhere else nearby. List them.

*Resource*: The stading has easy access to the listed resource (e.g., a spice, a type of ore, fish, grapes). That resource is significantly cheaper.

*Need*: The stading has an acute or ongoing need for the listed resource.

*Oath*: The stading has sworn oaths to the listed steadings.

*Trade*: The stading regularly trades with the listed steadings.

*Market*: Everyone comes here to trade. On any given day the available items may be far beyond their prosperity. +1 to supply.

*Enmity*: The stading holds a grudge against the listed steadings.

*History*: Something important once happened here, choose one and detail or make up your own: battle, miracle, myth, romance, tragedy.

*Arcane*: Someone in town can cast arcane spells for a price. This tends to draw more arcane casters, +1 to recruit when you looking for an adept.

*Divine*: There is a major religious presence. They can heal and maybe even raise the dead. Take +1 to recruit priests here.

*Guild*: The listed type of guild has a major presence. If the guild is closely associated with a type of hireling, +1 to recruit that type of hireling.

*Personage*: There's a notable person who makes their home here. Give them a name and a short note on why they're notable.

*Dwarven*: The stading is significantly or entirely dwarves. Dwarven goods are more common and less expensive than they typically are.

*Elven*: The stading is significantly or entirely elves. Elven goods are more common and less expensive than they typically are.

*Craft*: Items of their chosen craft are more readily available here or of higher quality than found elsewhere.

*Lawless*: Crime is rampant; authority is weak.

*Blight*: The stading has a recurring problem, usually a type of monster.

*Power*: The stading holds sway of some type (political, divine, or arcane, etc.).

# TREASURE

Roll the monster's damage die, modified if the monster is...

- ...a 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

- 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
- 10 3d6×100 coins.
- 11 A magical item or magical effect
- 12 Many bags of coins for a total of 2d4×100 or so
- 13 A sign of office (crown, banner) worth at least 3d4×100 coins
- 14 A large art item worth 4d4×100 coins, 1 weight
- 15 A unique item worth at least 5d4×100 coins
- 16 All the information needed to learn a new spell and roll again 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

## 100 INSTINCTS

- 00 to avenge
- 01 to spread the good word
- 02 to reunite with a loved one
- 03 to make money
- 04 to make amends
- 05 to explore a mysterious place
- 06 to uncover a hidden truth
- 07 to locate a lost thing
- 08 to kill a hated foe
- 09 to conquer a faraway land
- 10 to cure an illness
- 11 to craft a masterwork
- 12 to survive just one more day
- 13 to earn affection
- 14 to prove a point
- 15 to heal an old wound
- 16 to extinguish an evil forever
- 17 to evangelize
- 18 to spread suffering
- 19 to prove worth
- 20 to rise in rank
- 21 to be praised
- 22 to discover the truth
- 23 to make good on a bet
- 24 to get out of an obligation
- 25 to convince someone to do their dirty work
- 26 to steal something valuable
- 27 to overcome a bad habit
- 28 to commit an atrocity
- 29 to earn renown
- 30 to accumulate power
- 31 to teach
- 32 to settle down
- 33 to get just one more haul
- 34 to preserve the law
- 35 to be smarter, faster and stronger
- 36 to discover
- 37 to devour
- 38 to restore the family name
- 39 to hide from a shameful fact
- 40 to live a quiet life
- 41 to help others
- 42 to atone
- 43 to wake the ancient sleepers
- 44 to prove their worth
- 45 to gain honor
- 46 to expand their land
- 47 to gain a title
- 48 to retreat from society
- 49 to escape
- 50 to party
- 51 to return home
- 52 to save someone from a monstrosity
- 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 become a beast to spill blood
- 78 to indulge
- 79 to make the best of it
- 80 to find the one
- 81 to destroy an artifact
- 82 to show them all
- 83 to bring about unending summer
- 84 to fly
- 85 to find the six-fingered man
- 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 gone before
- 95 to do good
- 96 to live forever
- 97 to hunt the most dangerous game
- 98 to hate
- 99 to run away

## 100 KNACKS

- 00 Criminal connections
- 01 Muscle
- 02 Skill with a specific weapon
- 03 Hedge wizardry
- 04 Comprehensive local knowledge
- 05 Noble blood
- 06 A one-of-a-kind item
- 07 Special destiny
- 08 Unique perspective
- 09 Hidden knowledge
- 10 Magical awareness
- 11 Abnormal parentage
- 12 Political leverage
- 13 A tie to a monster
- 14 A secret
- 15 True love
- 16 An innocent heart
- 17 A plan for the perfect crime
- 18 A one-way ticket to paradise
- 19 A mysterious ore
- 20 Money, money, money
- 21 Divine blessing
- 22 Immunity from the law
- 23 Prophecy
- 24 Secret martial arts techniques
- 25 A ring of power
- 26 A much-needed bag of taters
- 27 A heart
- 28 A fortified position
- 29 Lawmaking
- 30 Tongues
- 31 A discerning eye
- 32 Endurance
- 33 A safe place
- 34 Visions
- 35 A beautiful mind
- 36 A clear voice
- 37 Stunning looks
- 38 A catchy tune
- 39 Invention
- 40 The attention of supernatural powers
- 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 Kindness
- 94 Strange tattoos
- 95 A majestic beard
- 96 A book in a strange language
- 97 Power overwhelming
- 98 Delusions of grandeur
- 99 The wind at his back and a spring in his step

## MALE NAMES

Nicholaus the Little  
Septimus Balatius  
Michelet the Yellow  
Reolus Fairfoot  
Gilbert Babington  
Barsali Akleton  
Tizian Tanzer  
Timon Heilmeier  
Barney Coulston  
Horith Hallowedbone  
Flip Vasilakis  
Richmond Maltby  
Zotico Riga  
Kay Weitzmann  
Tiberius Renliang  
Onas Woodkiller  
Leopold Hall  
David Wach  
Besnik Colsey  
Nadeem Ben  
Hagmer Winterbender  
Ralph Vogelstein  
Wyatt Crogan  
Helmut Voit  
Lar Amashimur  
Fritz Christmann  
Luca Pettett  
Julian Froese  
Sisenna Ambagtomor  
Tilman Lauterbach  
Lars Spindler  
Vincent Hoess  
Orion Mar  
Donald the Protector  
Helmut Tugendhat  
Addie Walsham  
Loggurum Pebbleblade  
Baghorlun Underhead  
Aarif Kazemi  
Elandorr Netheraxe  
Ailmon Icehair  
Leo Schiller  
Eridrorlig Trollgranite  
Giullio Clandream  
Marcellus Menes  
Sidmaeg Bitterforged  
Aubrey Evans  
Abia Farmer  
Faaris Yousif  
Gobert the Scarab  
Pitivo Hobbs  
Vinzenz Hanisch  
Gillie Wenham  
Elmo Sessler  
Noraznun Mountainshaper  
Abner Fitzgerald  
Mihai Gain  
Manfri Saunders  
Placus Modastes  
Thersites Minga  
Griffo Brandagamba  
Gunther Hönigmann  
Alf Norman  
Sharaf Shafi  
Bryant Ryan  
Hemonnet the Daring  
Mitchell Weakman  
Boiko Evans  
Aberana Doubtfire  
Henny Macher  
Actaeon Peris  
Ion Rickman  
Flodoard Fleetfoot  
Helge Schmiedeberg  
Tristan Geyer  
Siegfried Beckermann  
Durilgrac Merrybuckle  
June Hanrahan  
Seredic Gardner  
Antares Patras  
Otker Barrowes  
Ägid Brecht  
Canus Roldar  
Rathar Tunnely  
Hans Sonnenfeld  
Lel Yalding  
Adamu Rafferty  
Lillac Alwork  
Mircea Golby  
Adamu Coates  
Timo Goedde  
Nils Bühl  
Punka Carrington  
Viliame the Resilient  
Dukker Watts  
Detlev Gegenbauer  
Willie Janson  
Suhail Iman  
Thais Boosalis  
Gazerlum Warbrand  
Talebot of the Sea  
Huebald Brandybuck  
Iolas Hillwood  
Augustus Thonthes  
Quidico Pitchley  
Gunther Plesner  
Quintis Eionnet  
Herugar Stumbletoe  
Evan Balaban  
Erhart Heiden  
Isac the Warden  
Walter Mcghee  
Klaus Streicher  
Durothil Clawgaze  
Florentin Pfennig  
Wolfram Münchberg  
Torben Seiler  
Kaeso Geshi  
Karl Baumstein  
Lotus Herod  
Reinoldus the Adamant  
Watson Leaby  
Pirithous Panagakos  
Casamir York  
Delmuth Fogmaw  
Cycnus Minga  
Janik Holderbaum  
Nylan Fistoar  
August Meindl  
Natdraen Bluntmaul  
Jefferson Harrison  
Gert Erlach  
Alfredo Corbeld  
Randall Coleman  
Siegmund Röthke  
Thocek Giantbraid

## FEMALE NAMES

Branwyne the Magnificent  
Brunhild the Kind  
Paulina Herschlag  
Maly the Invincible  
Jaelle Dingley  
Heloyoys the Polite  
Fiona Seidl  
Dorenia Apps  
Tennie Morgan  
Celine Hopfner  
Adelheid Weiz  
Grokkuirgit Cragbrew  
Cilly Visscher  
Acantha Makris  
Livia Flibhan  
Vanessa Eich  
Mladris Meadowdreamer  
Vorenia Pallameia  
Nemetoria Bayarijin  
Miska Jabara  
Tamara Keller  
Trudie Lee  
Minditsi Arnold  
Nina Schultz  
Corene Xavier  
Shimza Williams  
Ellarian Duskorb  
Cecilia Von Weber  
Paralee Thomas  
Gikgraebo Dimbrew  
Lara Prantl  
Alexandra Sarantos  
Viktoria Heitmann  
Floure Winkle  
Ena Commonsurge  
Roslyn Bracegirdle  
Lucile Thomas  
Nita Ruth  
Isabelle Gillis  
Kifaaya Nasser  
Astra Kazan  
Dika Austin  
Rowan Brown  
Jili Green  
Quirinia Inede  
Tanja Totleben  
Drina Digton  
Humaina Hammoud  
Hedwig Lehr  
Tephna the Poor  
Nuradgroumora Drakehead  
Christa Josten  
Astrid Bouras  
Krakhola Beastbranch  
Hedwig Morvell  
Elisabeth Carnall  
Eleanor Vassallo  
Orpha McKee  
Nerutain Koboldgrip  
Ermenberga Hogpen  
Hedwig Preis  
Vonmeanelyn Frostarm  
Elina Biros  
Talila Willowtree  
Sepunia Boamh  
Tanja Sondheim  
Tressa Tripi  
Lucia Stahnke  
Nora Riederer  
Sofia Heitz  
Luna Rahmer  
Cispia Juaying  
Paulina Nebe  
Auberee of the Dawn  
Tasarla Dear  
Brigitte Herzog  
Ora Carbey  
Veturia Nabira  
Lierin Forrestclaw  
Umaira Abbasi  
Jaclyn the Smile  
Alafair Bull  
Florica Mallet  
Drucilla Harvey  
Shimza Henrys  
Marie Doyle  
Marike Krahl  
Genoveva Küttnner  
Madlene Metzger  
Guntheuc Goldworthy  
Nina Horn  
Gabriele Kippenberger  
Khekhouthra Sapphirebranch  
Ingrid Reitter  
Allifair Ashton  
Louisa Niedenthal  
Merle Martin  
Stella Bunan  
Eudora Stathos  
Regintrude Maggot  
Adelheid Button  
Florrie Gilbert  
Amatullah Agha  
Aila Honorhide  
Brunhilda Elvellon  
Michelle Whitfoot  
Ambrosine Karalis  
Dorenia Barden  
Felicia Peucker  
Toremolyn Cragbane  
Felicia Schachtschneider  
Amra Softthorn  
Sandra Stellwagen  
Osonia Emberlight  
Junia Borantsatsr  
Floria Yasheng  
William Cochran  
Baridmuhilde Berylview  
Donka Organ  
Frona Donoughoe  
Nadya Winn  
Andrea Brahm  
Mathilde Husch  
Bessie Ames  
Donka Eldon  
Jennifer Tinyfoot  
Strokhihilde Twilightbringer  
Sinnafain Riverwhirl  
Euot the Stubborn  
Mireli Groves  
Mucia Nethis  
Ester Dünhaupt  
Gelasia Stratos  
Ilmadia Summerhair  
Galswinth Oakbottom  
Huguete the Caring