

Beyond

A Fantasy Adventure Game By Sage LaTorra

Introduction

The world is broken but that's not the problem. A magical mishap collided the world with its own past, future, and a few parallel realities. A wizard's tower sits atop a nuclear reactor drawing on that power the same way it had drawn on the ley lines. Giant eagles take to pirating from their new floating roost aboard an aircraft carrier. Dinosaurs fight for food with owlbears.

Those aren't really problems, though. People returned to life easily enough, adapting as people always do. Turns out being a car mechanic isn't all that different from repairing magical automatons. The problem is that people have taken advantage of the upheaval to revel in their greed, power, and gluttony. It's the same problem we've always had, but now powered by a world in flux.

You set out into this world to do what is right, to protect those who cannot protect themselves, to test your mettle and better yourself facing those who would live off the work of others.

A Fantasy Adventure Game

Beyond is a fantasy adventure game drawing on a long lineage of similar games. It aims to embrace the parts of the genre that work while also moving it forward. You'll need a GM and 3-5 players.

You can view this playtest version as a web page, PDF, or the raw source. You can send feedback to me on twitter or by filing an issue on GitHub.

Oh, and the name Beyond is probably a placeholder. Or maybe not. Who knows.

Quick Start Guide From Dungeon World

Beyond is based on Dungeon World, but it isn't a new edition of that game. It considerably shifts the mechanics, procedures, and setting. Since this is a playtest and is incomplete this section helps fill in the game: you can just assume this is Dungeon World except that...

- There are no stats. Each move has its own bonus which advances on its own.
- Rolling a 6- doesn't grant XP. Instead it grants advancement towards abilities on that specific move.
- There are no debilities. Instead there are conditions on each move. Each works differently.

- There is no end of session XP. Instead each playbook has its own XP criteria which you mark as you do those things.
- There are no moves for being an elf, dwarf, or whatever sentient creature. Being an elf, dwarf, or human is just your form, noted on your character sheet.
- The core moves are called Adventurer moves and each playbook has their own copy of them. The base moves are the same, but each playbook has different abilities and conditions for them.
- Bonds now change categories of success (from 6- to 7-9 and from 7-9 to 10+). Each time you use the bond you mark advancement on it until you retire the bond and gain its ability.
- Each character has reserve dice. Reserve dice can be added to any roll. If a reserve die is added to a roll you add the number rolled on the reserve die to the total. When you have time to rest and recover you roll all your remaining reserve dice and gain HP equal to the total (up to your max), then refill your reserve dice to your starting amount.
- Alignment is replaced by allegiance. Allegiance can be to a big concept, like Good, or to a specific group, entity, or ideal.
- All the player characters share a goal. The first goal is provided by the GM to kick off the game. Once that goal is completed the party writes a new one, but they have to agree on it. The goal is what unites this group of people beyond their direct bonds to one another.
- Monsters are represented by a single die indicating their strength in the current situation. Their damage is equal to that die, their HP is equal to the number of sides on that die, and their armor is equal to the number of sides divided by 4 (round down).

Playing Beyond

Each player chooses a playbook. The currently available playbooks are:

- The Wizard

The GM provides a starting Goal for the party, then opens the adventure at a key moment in pursuing that goal.

The Wizard

You have all the Adventurer Moves.

Choose three class moves to start with from among your themes. Your themes are Towermage, Ritualist, and Witchblood. You must take the first move in each theme before taking any below it. Indicate your move by marking it (put an x: (x) to show you have the move).

When you roll a 6-, mark one of the advancement boxes [] below the move you rolled by adding an x (like this: [x]). When all the advancement boxes for

an ability are filled in you gain that ability. You may fill advancement boxes in any order you like.

When you take a condition (when a move says to or when the GM says to) fill in any condition box < > for any move. That condition applies until a move or the GM tells you to remove a condition.

Look

- Wild eyes, wise eyes, burning eyes
- Scrawny body, scarred body, twisted body, enchanted body
- Bald, flowing hair, unnatural hair, styled hair
- Dwarf, Elf, Human, Halfling, _____

Adventurer Moves

Defy Danger

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

Abilities

- [][][][] Sharp: Take +1 when you act through an improvisation and quick thinking.
- [][][][] Hard Headed: Take +1 when you act through mental fortitude.
- [][][][][][] Magical Inversion: When the danger you face is magical and you roll a 12+ you can subsume the magical power and gain power from it.

Conditions

- < > Cowardly: When you roll a 9- you must also immediately act to remove yourself from the situation, dropping whatever else you were doing.
- < > Shaken: -1

Spout Lore

When you consult your accumulated knowledge about something, roll+1. 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.

Abilities

- [][][][] Wise: +1
- [][][][] Area of Expertise: Take +1 when the topic is _____
- [][][][] Fount of Knowledge: Take +1 if the topic is something no one else has any clue about.

Conditions

- < > Dazed: -1

Discern Realities

When you closely study a situation or person, roll+1. 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?

Abilities

- [][][][] Attentive: +1
- [][][][] Mage Sight: No matter the result you may also ask “what here is magical?”
- [][][][][][] Eye of Time: You may also ask “what happened here in the distant past which is relevant now?”

Conditions

- < > Disoriented: -1

Parley

When you have leverage on a GM Character and push them to do what you want, roll. 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.

Abilities

- [][][][][] Renown: Take +1 among those that have heard tales of when you _____

- [][][][] Parlor Tricks: Take +1 when parleying someone who has recently seen a display of your power.

Conditions

- < > Witchmark: You have some magical alteration of your being that is disconcerting or distracting, take -1.

Hack and Slash

When you engage an enemy in melee, roll-1. 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.

Abilities

- [][][][] Warpblade: You can manifest a dagger-like weapon from pure magical energy. You are always armed, if you choose to be. Your warpblade ignores mundane armor.
- [][][][] Warwizard: +1

Conditions

- < > Wounded: No matter the result you take 1 damage (in addition to any other results).

Volley

When you take aim and shoot at an enemy at range, roll. 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

Abilities

- [][][][][] Trueshot: Take +2 when targeting someone recently affected by one of your spells
- [][][][][][] Innate Magic Missile: You can always fire magic projectiles. On a 7-9 you cannot choose to reduce your ammo.

Class Moves

Towermage Theme

() **Practiced Caster** Gain a *spellbook*.

() **Spell Study** When you see new magic performed or study a new magical power, mark an advancement for this move.

Abilities

- [][][][] Breakthrough: Add a new spell to your spellbook of the GM's choice then erase all advancements for this ability.
- [][][][][][] Discovery: Add a new spell to your spellbook of your choice then erase all advancements for this ability.

() **Reinforced Binding** You can use your spellbook as a shield (+1 armor).

() **Spell Mastery** Choose a spell. You prepare that spell as if it were one level lower.

Ritualist Theme

() **Ritual** When you draw on a place of power to create a magical effect, tell the GM what you're trying to achieve. Ritual effects are always possible, but the GM will give you one to four of the following conditions:

- It's going to take days/weeks/months.
- First you must _____.
- You'll need help from _____.
- It will require a lot of money
- The best you can do is a lesser version, unreliable and limited
- You and your allies will risk danger from _____.
- You'll have to disenchant _____ to do it.

() **Sustained By Magic** +3 maximum HP.

() **Enchanter** When you have time and safety with a magic item you may ask the GM what it does, the GM will answer you truthfully.

() **Self-Powered** When you have time, arcane materials, and a safe space, you can create your own place of power. Describe to the GM what kind of power it is and how you're binding it to this place, the GM will tell you one organization or being that will have an interest in your workings.

Witchblood Theme

() **Power In The Blood** Gain (or reveal) witchblood.

() **Grit** +1 reserve die

() **Omega** When you absorb a magical effect, roll+1. On a 10+ the effect ends and you gain a reserve die (even over your maximum). On a 7-9 the effect is temporarily suspended and you gain a reserve die up to your maximum.

Abilities

- [][][][] **Amplifier:** The reserve dice you gain through Omega are d8 instead of d6.

Bonds

Choose a bond. When your bond applies to a roll you make you or the target of the bond may increase the result of a roll by one category (6- to 7-9, 7-9 to 10+) and mark a bond advancement. When all advancements are marked choose a new bond in place of the one that you completed (but keep the ability).

- () There is a power in _____ that I want to understand.
 - [][][][] **Expanded Horizons:** You may also take moves from _____'s class
- () I believe an ancient prophecy is about _____ and I must protect them.
 - [][][][] **Prophetic Visions:** When you discern realities you may also ask "What will happen if _____ does _____?"
- () _____ can learn much from me, I must teach them
 - [][][][] **Mystical Mentorship:** You can always tell the direction and distance to _____

Stats

- 4 HP
- 1d4 damage
- 2d6 reserves

XP

At the end of each session mark those that you did that session. When you have time to train in safety, if you have marked your level + 3 XP, erase all XP and gain a level (each mark counts separately).

- [][][] **Improve your knowledge of magic**

- [][] Serve your allegiance through mystical power
- [][] Explore a new place of power or plane of existence
- [][] Aid someone in need
- [][] Craft a new magic item or develop a new spell
- [][] Achieve a goal

Allegiance

Choose an allegiance to start with: Change, The Blue Order, Power

Goal

The GM will give your party a starting goal. When you accomplish that, set a new goal in collaboration with the other players.

Gear

- A handheld melee weapon: _____
- A magical trinket: _____
- A scrap of lore: _____
- Two healing potions (drink to recover a reserve dice)
- Supplies (5)

Spellbook

When you gain a spellbook you get the Prepare Spells and Cast A Spell moves. Your spellbook starts with 3 1st level spells and all the cantrips.

Prepare Spells

When you spend uninterrupted time (an hour or so) in quiet contemplation of your spellbook, you:

- Lose any spells you already have prepared.
- Prepare new spells of your choice from your spellbook whose total levels don't exceed your own level+1.
- Prepare your cantrips which never count against your limit.

Cast A Spell

When you release a spell you've prepared, roll+2. On a 10+, the spell is successfully cast and you do not forget the spell—you may cast it again later. On a 7-9, the spell is cast, but choose one:

- You draw unwelcome attention or put yourself in a spot. The GM will tell you how.

- The spell disturbs the fabric of reality as it is cast—take -1 ongoing to cast a spell until the next time you Prepare Spells.
- After it is cast, the spell is forgotten. You cannot cast the spell again until you prepare spells.

Note that maintaining spells with ongoing effects will sometimes cause a penalty to your roll to cast a spell.

Abilities

- [][][][] Trial And Error: Gain a new spell of your level or lower, then erase all advancement from this ability.
- [][][][][][] Master Caster: +1
- [][][][][] Empower Magic: On a 10+ you have the option of choosing from the 7-9 list. If you do, you may maximize the spells effects or double its targets.

Conditions

- < > Leaky Mind: On a hit you always forget the spell, in addition to any other choice you have to make.

Cantrips

Light

An item you touch glows with arcane light, about as bright as a torch. It gives off no heat or sound and requires no fuel, but it is otherwise like a mundane torch. You have complete control of the color of the flame. The spell lasts as long as it is in your presence.

Unseen Servant

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

Prestidigitation

You perform minor tricks of true magic. If you touch an item as part of the casting you can make cosmetic changes to it: clean it, soil it, cool it, warm it, flavor it, or change its color. If you cast the spell without touching an item

you can instead create minor illusions no bigger than yourself. Prestidigitation illusions are crude and clearly illusions—they won't fool anyone, but they might entertain them.

1st Level

Contact Spirits

Name the spirit you wish to contact (or leave it to the GM). You pull that creature through the planes, just close enough to speak to you. It is bound to answer any one question you ask to the best of its ability.

Detect Magic

One of your senses is briefly attuned to magic. The GM will tell you what here is magical.

Telepathy

You form a telepathic bond with a single person you touch, enabling you to converse with that person through your thoughts. You can only have one telepathic bond at a time.

Invisibility

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

Magic Missile

Projectiles of pure magic spring from your fingers. Deal 2d4 damage to one target.

Alarm

Walk a wide circle as you cast this spell. Until you prepare spells again your magic will alert you if a creature crosses that circle. Even if you are asleep, the spell will shake you from your slumber.