


TAKE ACTION

ROLLING DICE

When a move requires dice, roll two six-sided dice (2d6) and add the numbers. Often, you'll "roll with a stat," adding your character's relevant stat value to the total. For example, a Prowess +2 Scarred adds 2 when they "roll  Prowess."

The outcome depends on your total:


- **10 or higher (Strong Hit):** You achieve your goal, possibly with an extra benefit.
- **7-9 (Weak Hit):** You succeed, but face a cost or setback.
- **6 or lower (Miss):** The GM introduces a dramatic complication.

Regardless of modifiers, your final roll never exceeds +4 or falls below -3.


Some moves use "Favor" or "Disfavor," adding uncertainty. For these, roll 3d6, keeping the two highest (Favor) or lowest (Disfavor) dice.

Certain moves, like "take a powerful blow," are reversed, meaning you want to roll low. For these, rolling low avoids consequences, while high rolls lead to tough choices.

TRACKS

Tracks visually represent progress towards goals, conditions, or dangers. They appear as a series of boxes or circles, filled or "marked" () during play. Tracks guide character actions within scenes and serve as clear reminders of various states.



Marks are usually not permanent. Some events or abilities can clear boxes, reversing negative impacts.


"Burns" () represent deeper consequences, requiring significant effort to erase.

When a track fills with marks, it becomes **exhausted**, needing special moves to clear.

POWER


Power represents your character's ability to influence the world. Most moves require spending power to activate their effects.

Each clear mark  on a track grants 1 power. Spend any amount on a single move, marking the track accordingly . Power is only spent on successful hits.

Some treasures and moves grant overflow power () , providing an additional 1 power usable even on exhausted tracks.

CHARACTER GROWTH


Earning XP:

When you roll a miss on any move, immediately mark one XP .

At the end of each session, you can earn additional XP  through:

- Acting according to your nature.
- Resolving a bond and creating a new one.
- Learning significant information about the world.

THREADS

Threads  are a currency that give players extended narrative control. You start each session with one Thread and can hold up to five.

Gaining Threads:

- Be Epic.
- Fulfill a Drive.
- Roll doubles on any dice roll.


Spending Threads:

- **Gain Favor:** Roll a third die, keeping the highest two.
- **Reduce Damage:** Decrease incoming damage by 1 per Thread.
- **Alter the Scene:** Improve your odds before rolling, take 7-9 result on any move.


Adding logical details to a scene is free. Spending a Thread justifies more significant environmental changes that benefit your character.

PERIL MOVES

CATCH YOUR BREATH


When you rest briefly in a safe place, eating and tending to your wounds and equipment, clear 1 mark  on all pressure and treasure tracks.

FINAL STAND

When you are dying, you glimpse the true essence of mortality (described by the GM). Then roll  (with no modifiers). On a 10+, you cling to life by a thread, battered but breathing. On a 7-9, the abyss gazes back, transforming you fundamentally. You must choose: embrace this new reality or surrender to the beyond. On a miss, your fate is sealed. The GM will narrate your final moments.



GATHER STRENGTH

When you seek to recover from damage or restore a treasure, find an appropriate locale to rest, resupply, and recover. If you're recuperating on your own, pay the material price. If you're getting help from someone, the GM will tell you the reduced price. For each full day, pick one:


- Fully clear a track (including exhaustion).
- Clear a burned  mark.


You may also reallocate your attunement.

PUSH YOUR LIMITS



When you exert yourself to use an exhausted treasure by overcoming your limits, mark 1-pressure  and burn  the treasure.


TAKE A POWERFUL BLOW

When you take a powerful blow, roll  with your highest Pressure. On a 10+, the blow takes its toll. Choose one:

- Retreat strategically, flee the scene, or pass out from the impact.
- Mark 1-injury .
- Two options from the 7-9 list.

On a 7-9, you rise above the challenge, but at a cost. Choose one:

- Give ground, offering your opponent an opportunity to exploit your weakness.
- Make a sacrifice, burn 1  on a treasure.
- Endure the pain, mark 2-pressure .

On a miss, you stand firm, shaken but not broken. Mark XP  and describe how you weathered the blow.

Death Moves

When you mark your sixth Injury and fail your Last Stand, your Death Move triggers. The specific effects depend on your playbook, though they often involve shaping your character's final moments, affecting other characters or the world around them, or leaving behind a significant legacy that persists after their death.

CORE MOVES

Using Moves in Play:

- Moves are triggered by character actions in the story.
- The principle is "To do it, you do it" – if you perform the trigger, you experience the result.
- Moves don't happen in isolation; they're tied to narrative actions.
- The GM helps identify when moves are triggered.

Key Terms:

- **Hold:** A point of leverage you can use later.
- **+1 Forward:** A bonus on your next relevant roll.
- **+1 Ongoing:** A continuous bonus for specified conditions.

Godlike Results:

Each Core Move has a special Godlike effect, unlocked through playbook Advancements.

When you roll 13+ on a Godlike-enabled move, you can choose to trigger its unique effect.

If not unlocked, a 13+ counts as a normal 10+ result. Using a Godlike result is always optional.

ASSESS A TENSE SITUATION

When you **carefully study a tense situation**, roll Insight. 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's my best way out / in / through?
- Who or what is the biggest threat?
- What here is valuable or useful to me?
- What should I be on the lookout for?
- What here is not what it appears to be?

On a miss, you may still ask 1 question, but the GM will tell you how your scrutiny exposes you to danger or costs you valuable time.

○ **GODLIKE:** On a 13+, freely ask a question not on the list and then state something true about the situation.

CLASH IN BATTLE

When you **directly engage a threat in battle**, roll Prowess. On a hit, you trade blows. On a 10+, pick three. On a 7-9, pick one:

- Resist or avoid their blows
- Crush them, gain 1 overflow
- Take something from them
- Create an opening (you or an ally gets +1 forward)
- Impress, surprise, or frighten the opposition

On a miss, you can still make a basic attack by marking 1 pressure.

○ **GODLIKE:** On a 13+, neutralize an opponent or threat completely, at least for now.

DEFEND

When you **interpose yourself to shield someone or something from immediate harm**, roll Prowess. On a hit, you successfully protect your ward – the attack targets you instead, and you suffer any damage or effects that would have harmed them. On a 10+, choose two options from the list below. On a 7-9, choose one option and brace yourself as the GM describes how your valiant defense draws unwanted attention, depletes your resources, or intensifies the threat.

- Reveal a crucial vulnerability in the threat that wasn't apparent before
- Channel the danger's energy, clearing 1 on one of your treasures
- Inspire your protected ally, allowing them to clear 1 pressure of their choice
- Create a tactical advantage that grants an ally +1 forward against this threat
- Establish yourself as the primary target, compelling the threat to focus solely on you

On a miss, your defense isn't enough – both you and your ward suffer consequences, though less severely than if you hadn't intervened at all. The GM will describe how the situation becomes more precarious.

○ **GODLIKE:** On a 13+, you manifest a perfect defense – choose two options from the list, and for the remainder of the scene, both you and your protected ally gain +1 armor against this specific threat.

EMPOWER

When you **channel divine essence to manifest supernatural effects**, burn 1 on your treasure, then roll Magic. On a 10+, choose 2 effects from the list below, or choose 1 effect and clear the burn. On a 7-9, choose one effect. The GM will tell you how the magic manifests in an unstable, conspicuous, or temporary manner. On a miss, the GM will tell you how the magic draws unwanted attention, causes collateral damage, or drains you (mark 2 pressure).

- Perceive hidden truths – see through illusions, glimpse the near future, or sense distant places
- Manipulate physical reality – move objects, alter materials, or create barriers
- Enhance yourself or an ally – grant temporary supernatural capabilities
- Inflict harm (2 damage, ignores armor) or heal wounds (clear 2 marks of injury or pressure)
- Disrupt another's power – temporarily hinder or disable magical abilities or treasures
- Communicate across impossible barriers – speak with animals, the dead, or distant allies

○ **GODLIKE:** On a 13+, ignore the burn cost and either choose three effects or create a dramatic, permanent change to the environment that serves your purpose.

CORE MOVES

FIGURE SOMEONE OUT

When you study someone closely to unveil what lies beneath their façade, roll Insight. If you have an existing Obligation with them, add +1 to your roll. If they owe you an Obligation, add +2 instead. On a 10+, hold 3. On a 7-9, hold 1. While interacting with them in this scene, spend your hold to ask the GM a question:

- Are they concealing the truth about something important?
- What do they fear losing or facing?
- How are they connected to the Divines or the Wildlands?
- What do they truly want from me or this situation?
- How could I influence them to _____?

On a miss, you still glimpse something revealing – hold 1, but they notice your scrutiny and become guarded or suspicious toward you.

○ GODLIKE: On a 13+, hold 3 and glimpse something fundamental about their nature. The GM reveals a significant secret, vulnerability, or motivation that offers you substantial leverage in future interactions..

PLEAD YOUR CASE

When you appeal to a fellow adventurer to support your cause, roll Awe.

On a 10+, if they agree, they clear 1 pressure and take +1 forward on your plan. On a 7-9, if they agree, they choose: clear 1 pressure OR take +1 forward. The GM reveals what else they need to commit fully. On a miss, the GM explains how your appeal strains your relationship. The other player always decides if their character agrees. If they refuse, they mark XP .

○ GODLIKE: On a 13+, if they agree, all band members gain a thread , and those supporting your plan take +1 ongoing until the situation changes or your next downtime.

PROVIDE SUPPORT

When you reach out to assist a bandmate who has just taken action, describe how your bond manifests to help them and roll Bonds.

On a hit, they add +1 to their roll. On a 10+, they also gain a thread . On a 7-9, your intervention draws unwanted attention, leaves you vulnerable, or exacts a cost. On a miss, your connection falters at a critical moment – the GM will tell you how your attempt to help creates complications for both of you.

○ GODLIKE: On a 13+, your bandmate adds +1 to their roll and gains a thread , while everyone in your band (including yourself) may clear 1 pressure of their choice.

RECALL INFORMATION

When you draw upon your accumulated knowledge or esoteric training about an object, entity, or historical matter, roll Magia.

On a 10+, the GM reveals something significant and useful about the subject that illuminates your current path. On a 7-9, the GM provides partial insight – your knowledge is fragmentary, ambiguous, or comes with complicating implications.

On a miss, the memory surfaces but misleads – the GM will tell you something that seems credible but contains a crucial flaw or dangerous misunderstanding.

The GM might ask, "How do you know this?" Your answer becomes woven into the world's truth.

○ GODLIKE: On a 13+, gain profound insight about the subject that reveals both its immediate relevance and an unexpected connection to a greater mystery in your journey.

STEEL YOUR NERVES

When you face danger head-on and act despite the risks, roll Resolve. On a 10+, you succeed admirably – your daring pays off and creates a fleeting advantage or opportunity the GM will describe. On a 7-9, you push through, but the GM will tell you the price: physical toll, lost resources, exposed vulnerabilities, or complications that follow. On a miss, brace yourself – the GM will offer you a dire choice: retreat entirely or push forward at a severe cost.

○ GODLIKE: On a 13+, you transcend the challenge completely – you succeed without consequence, and this particular threat cannot touch you again in this scene.

SWAY SOMEONE

When you leverage promises or threats to convince an NPC to act within their capabilities and interests, roll Awe. If you call in an Obligation they owe you before rolling, gain +3.

On a 10+, they agree to your request without further demands. On a 7-9, they'll help, but the GM will tell you what promise, payment, or Obligation they require first.

On a miss, they refuse or make demands far beyond reason. The more your request endangers them or contradicts their nature, the stronger their resistance..

○ GODLIKE: On a 13+, they not only comply but also reveal something important and useful that gives you an unexpected advantage.

SESSION MOVES

START OF SESSION

When the session starts, you clear your threads ⚡ and mark 1 thread ⚡. Clear your Nature and Drive marks.

END OF SESSION

When the session ends, take the following steps:

- Choose a bond that came into play during the session and strengthen it. If it's already a strong bond, resolve it, mark XP 🍀, and write a new bond.
- If you acted on your nature during the session, mark XP 🍀.
- If you learned something new and important about the world, mark XP 🍀.

ADVANCE

When you have downtime (hours or days) and 5 XP 🍀 marked, clear the marks and advance. You can only advance once per session.

TRAVEL MOVES

You have three primary travel options: Cut a Path, Pursue, and Rest and Recover. Choose only one of these moves for each journey.

Before traveling, your band must choose a leader who will make the primary roll for the chosen travel move. The leader uses the attribute most appropriate for their chosen approach to the journey.

CUT A PATH

When you travel through the Wildlands and explore your environment for clues or salvage, time passes. Then, roll 🎲 Insight. On a hit, you forage enough supplies to sustain you along the journey.

On a 10+, choose 2; On a 7-9, choose 1:

- You find an important clue about your query
- You salvage useful materials
- You avoid any danger lurking in the area

On a miss, you fail to find what you're looking for, ruin the resource you're collecting, or danger finds you.

PURSUE

When you pursue someone trying to avoid you, time passes. Then, roll 🎲 Resolve. On a hit, you gain ground on your query. On a 10+, choose 2; On a 7-9, choose 1:

- You get the drop on them
- You notice signs of a nearby danger
- You find a shortcut, shelter, or another tactical advantage
- You discover a useful feature of the land

On a miss, your quarry maintains their lead or the pursuit becomes more complicated.

REST AND RECOVER

When you travel at a leisurely pace, tending to your wounds and well-being, time passes. You clear 1-mark 🕒 from all tracks for each day of travel (including injuries and exhausted tracks) and choose 1:

- You forage enough supplies to sustain you
- You still make good time
- You clear 1-burned ☒ mark for a treasure

BRAVE THE STORM

When you forge ahead despite severe weather, roll 🎲 Prowess. On a 10+, you press on and make some progress. On a 7-9, choose 1:

- You overtax yourself, burn ☒ 1-pressure
- The trek takes its toll on your gear, burn ☒ a treasure
- On second thought, maybe you're better off staying put

RETURNING HOME

When you return to your Haven after a time in the Wildlands, time passes. Then, mark tension 🕒. Choose a faction you did not interact with during your quest and roll 🎲 Standing. On a 10+, your deeds precede you. You hear about useful information or opportunities. On a 7-9, choose 1:

- Your standing with the faction takes a hit (-1)
- Someone pressures you to fulfill an obligation or do them a favor
- The political situation escalates quickly, mark tension 🕒 again

FACTION MOVES

ASK FOR A FAVOR

When you ask something reasonable from a faction based on your reputation, roll Standing. On a hit, you get what you want. On a 7-9, the GM tells you a complication: the contact is unavailable, busy with their own problems, or your request is more costly than expected. On a miss, your standing with the faction decreases by 1.

CALL IN AN OBLIGATION

When you call in an obligation, remind your contact why they owe you to:

- Answer a question honestly
- Lend a hand to your efforts
- Get in the way of someone else
- Do you a favor at a reduced cost
- Erase an Obligation they hold on someone
- Give you an Obligation they hold on someone else

If they follow through on your request, the obligation is fulfilled.

DO SOMEONE A FAVOR

When you do someone a favor, they have an obligation towards you.

DROP SOMEONE'S NAME

When you drop the name of someone who has an obligation towards you, roll Standing. On a hit, their name carries weight and gives you an opening or opportunity; Mark tension . On a 10+, you keep the obligation. On a 7-9, the obligation is forgotten. On a miss, erase the obligation and brace yourself.

INVESTIGATE A HOLDING

When you investigate a faction's holding, roll Standing. On a hit, you see below the surface to the reality underneath. On a 10+, you can ask the GM one question about the faction's schemes and politics.

MEET SOMEONE IMPORTANT

When you meet with someone important for the first time, roll Standing. On a hit, you're aware of their wider reputation (if any), and they're aware of yours (if any); Mark tension . On a 7-9, pick one. On a 10+, pick both:

- You've heard stories; ask a question about them
- They've heard something in your favor; take +1 forward when you first try to play up your connection with them and their faction

On a miss, you only know the basics about them, and they've heard stories about you (true or false) – prepare for major complications.

REFUSE TO HONOR AN OBLIGATION

When you refuse to honor an Obligation, mark tension and roll Awe.

On a hit, you weasel out of the current deal but still owe the Obligation. On a 7-9, choose 1:

- You owe them an additional Obligation
- You lose face with their Faction, -1 standing
- A rivalry is ignited; another Faction moves against you


On a miss, you must either honor your Obligation or face consequences: the GM picks two from the list above or you lose all Obligations owed to you.

MACHINATIONS: STANDARD ACTIONS

ESTABLISH A NEW HOLDING

The acting faction seizes vulnerable territory and establishes a new holding. Decide whether this holding remains secret, known only to faction members and select powerful individuals, or becomes publicly known.



Choose how the faction acquires the holding:

- By force: They attack a rival directly. The opposing faction becomes Emboldened . If your band assisted in the assault, gain +1 standing with the acting faction & -1 with the opposition. Additionally, either acquire Bounties for your service or gain an Obligation for future favors.
- By bureaucracy: They manipulate the domain's administration to transfer the holding to their use. If the acquisition remains secret and your band knows of it, gain an Obligation owed to you for keeping this secret.
- By trade: They deplete their wealth to establish the new holding. Their diminished resources create opportunities for your band to acquire Provisions or Charts at reduced cost as they seek to replenish their coffers.
- By criminal contacts: They employ underground connections to seize the holding through intermediaries, maintaining deniability. These criminal elements might demand repayment at a later time.

HOLD A CELEBRATION OR CEREMONY

The acting faction organizes a grand celebration or ceremony in honor of their Divine. This gathering takes place at a prominent city, important monument, or significant holding, where a faction leader delivers a sermon to the assembled crowd.

Choose up to two boons:

- The people bring food and offerings, increasing the faction's wealth. Your band might acquire Provisions at reduced cost.
- The people unite behind a shared cause and act with zealous dedication. Your band might find new contracts or arrange obligations in exchange for promised aid. The opposition becomes Emboldened .
- The leader denounces the actions of the people, a specific individual, or an opposing faction. A denounced faction becomes Emboldened . If your band has negative standing with the acting faction, you might become entangled.
- The leader honors a specific individual, spreading their fame throughout the domain and beyond. Any obligations your band is owed by this individual are forgotten. Offering favors to this newly prominent figure could yield significant rewards.


PERFORM A RITUAL

The acting faction channels divine power through an elaborate ceremony. Before beginning, describe what resources the faction has gathered - their preparation creates an opportunity for your band to trade Relics at premium prices.

Choose the ritual's purpose:

- Craft a powerful treasure
- Receive a divine blessing
- Enhance their influence
- Strike at their rivals

Then decide whether the ritual succeeds or fails:

On success, the faction gains their intended benefit until the next Machination. If they targeted rivals, the opposition becomes Emboldened . If they created a treasure, your band might discover ways to claim it.

On failure, the ritual's power spirals beyond control. Work with the GM to determine how these unforeseen consequences reshape the political landscape. The results should dramatically alter relationships between factions and create new opportunities for your band.

STRIKE A DEAL

The acting faction forms an alliance with another faction or influential figure. Their cooperation reshapes the domain's political landscape, creating both opportunities and challenges.

Choose one benefit:

- Unite against a rival: Together they weaken the opposition, preventing them from becoming Emboldened. Your band might leverage this moment of vulnerability to gain an Obligation from the weakened faction.
- Declare a truce: Their reconciliation eases tensions throughout the domain. The next time you would mark the Tension track, skip it instead.
- Secure official favor: Their combined influence sways local authorities, gaining them privileges and responsibilities that create new opportunities for your band.

Then choose one complication:

- Unequal partnership: One party gains unexpected leverage in the arrangement. Mark Tension  immediately (this cannot be ignored by other effects).
- Costly arrangement: Both parties deplete their resources securing the deal. Your band might find opportunities to acquire Provisions or Charts at reduced prices as they rebuild their wealth.
- Hidden interference: An uninvolved faction secretly shaped the negotiations. They gain benefits without revealing their role, creating future opportunities for your band to uncover and exploit.

MACHINATIONS: BOLD ACTIONS

INCITE UNREST

The emboldened faction sparks an uprising among their supporters. First, describe how they lay the groundwork for the unrest through one or more of these preparations:

- Secure a powerful ally's backing through promises or threats.
- Neutralize key opposition forces through sabotage or misdirection.
- Distribute resources among their sympathizers.
- Build local support by addressing community grievances.

Then decide your band's involvement:

Supporting the inciters:

- Gain +1 standing with the emboldened faction & -1 standing with factions opposing the inciters.
- Acquire Bounties from seized resources or gain Obligations from grateful rebels.

Opposing the inciters:

- Gain +1 standing with factions opposing the inciters & -1 standing with the emboldened faction.
- Gain Obligations from defended authorities or acquire Charts revealing inciter movements

Regardless of your choice, the upheaval creates opportunities to gather resources and forge new alliances as power shifts throughout the domain.

VILIFY A LEADER

The emboldened faction publicly denounces a rival faction's leader, spreading accusations through whispered rumors and public displays.

Choose how their campaign unfolds:

- Erode authority: The targeted leader's influence wanes. They will lose their position unless they take decisive action before the next Machination. Your band might gain opportunities to influence this transition.
- Ignite violence: The accusations spark uncontrolled hostility. Local sympathizers take matters into their own hands, threatening the leader's holdings and supporters. Mark tension ☹.
- Provoke retaliation: The targeted leader responds with aggressive force. They begin treating any questioning of their authority as a direct threat, creating opportunities for your band to either support or oppose their harsh methods.
- Face backlash: The accusations backfire as the community rallies behind the accused leader. The emboldened faction retains their status through the next Machination, having only strengthened their opponent's position.

The turmoil surrounding these events creates opportunities for your band to gather intelligence, forge new alliances, or acquire resources as various groups seek support.