

Past the stone walls that divide your village from the fairy forest, there's a glow coming from that old cave...

In the attic of your family's cottage, there is a rusty sword that begins to sing one night...

This morning your mother woke you up, and you find yourself meeting the strange girl with a mysterious pendant...

Every map has blanks. Every story has gaps. Every old ruin has secrets. And every person has a dream: to experience those mysteries. To chart a course into the unknown. To explore. To adventure.

Grand Adventure is a roleplaying game, telling stories about how adventurers work together to discover amazing new things, solve challenges, and explore a fantastic world.

How to Play

You need several people to be players, at least two but not more than five or so. One person will take the “MC” role (described below). The others will have individual player characters, or “PCs”. Everyone who plays will need several six-sided dice (d6), and paper and pencils for note-taking.

How to be a player

As a player, you narrate the actions of your player character, as they adventure in a fictional world you and your friends create together. You say the things your character would say, describe the things your character would do.

Fictional license is permission to narrate something about the game world. Most characters can walk, pick up objects, and speak, so you can freely describe your character doing these things. A character with a sword can use it to block attacks or cut things, but probably can't make an energy beam come out of the blade (unless the sword is magical) or turn it into a stack of gold (unless it's really magical).

Players have fictional license over their own characters, and over whatever parts of the game world the MC permits, but do not have license to narrate for other players' characters without their permission.

How to be the MC

“MC” stands for “Master of Ceremonies”. In this game, stories are created together by the group, with contributions from the game rules. The MC's role is to help weave these stories into a coherent whole and propel them along. The MC can tell stories too, just like any other player, but the MC's special role is to set a consistent tone for the stories the players tell. Like the

conductor of an orchestra, the MC's job is not to make the music, but to keep everyone else's performance in harmony.

In order to do their job, the MC doesn't have their own PC, but does have fictional license to speak for every part of the game world. In addition, while the group should collectively agree on what's possible for a given character, the MC has final authority over fictional license for other players. The MC should be permissive in allowing players to drive story forward, and only intervene to maintain the tone.

What is the “tone”? It's the feelings you want to get from the story and the expectations you have for the story. In a game driven by optimism and hope, you generally expect happy endings, minimal bloody violence, and consistent loyalties. In darker games, betrayals of trust, tragic deaths, and moral dilemmas are the norm. You have several tools for setting the tone. You can use word choices, like “killed” vs. “defeated”, or narrative choices, like “the enemies surrender” vs. “the enemies fight to the death”. The group should discuss the specific tone they want for their game, but the MC has the authority to enforce it during the game.

How to use these rules

The game itself is just a set of rules. You use these rules to spark, frame, and support a conversation about the fiction. So what does that mean?

The fiction is the name for the world of wonder, mystery, and excitement that you all are imagining and describing together, and for the events that take place in that world. When you say “there's a lumbering Ogre with a stout wooden club, and it takes a swing at Tana's head”, that's the fiction.

The conversation about that fiction is what you, the players, say to each other about the world, your charac-

ters, and what is or should be going on. When you say “I think the Ogre should have a spear instead of a club”, or when the MC asks the players, “what is Tana doing about the Ogre?”, that is part of the conversation.

The rules give you a vocabulary for having this conversation. When you see rules for Pools, Actions, Challenges, or Discoveries, for example, these are tools for the MC and the other players to give a structure to what’s happening. Is the Ogre particularly tough or wimpy? Its Action Cost will determine how easily you can attack it. How long will the Ogre last in a fight before it’s defeated? Giving it a Pool lets you track damage done to it, until it is hurt badly enough to run away.

The rules will help you take players from one Discovery to another, facing Challenges along the way. Each Challenge is dealt with by characters performing Actions. A character’s Actions are formed from the Words they have access to. Performing Actions will deplete the characters’ Pools, which are eventually recharged at the next Discovery.

Use the rules when the group doesn’t already know the answer to a question posed by the story, such as “can we defeat the Ogre?” If the MC narrates the presence of an Ogre and frames it as a Challenge, the players are being asked to use the rules for Challenges to deal with it. But the rules are tools for moving the game forward, not a straitjacket preventing the players from creating a shared story. If just swatting the Ogre aside is more appropriate to maintain the feel of the game, then nar-

rating that action is sufficient.

Words and Intent

A rule of the game is that players should honor the intent of their fellow players’ words. Here’s some examples of this principle in action.

If a player tells the MC that her character has a Word called “Befriend”, that clearly signals the sort of actions she wants her PC to take. The MC shouldn’t interpret that as “Intimidate” or “Provoke”. Likewise, if the MC says that a creature is “forbidding” or “dangerous”, only truly heroic action can justify using an action like “Befriend” to overcome that creature.

If the MC tells you that your character steps into a “mysterious temple”, what do you imagine? Perhaps soft lighting coming through a stained glass window, coming from an unknown source. Shelves feature books written in an old language. On the wall are inscribed holy symbols belonging to ancient gods. Gently glowing crystal orbs hanging on the walls.

But say that instead, the MC tells you that it’s an “eldritch fane”. A fane is a temple, and “eldritch” can mean “mysterious”, but the whole feeling is different. Perhaps now there’s an altar in your imagination, stained with something’s — or someone’s — blood. The walls are darker. Jagged runes spell out dark portents. The PCs should not feel as comfortable in such a place, because the MC is signaling danger and menace.



Quick Character Creation

Pick a name for your character.

Pick two adjectives that describe your character: Brave, Clever, Cool, Curious, Determined, or Mysterious. Write them down, followed by “Adventurer”, as your first Archetype. For example, “Brave Cool Adventurer”. See page 12 for this Archetype. You’ll gain other Archetypes, like “Ninja”, “Knight”, or “Werewolf”, as you play the game.

Words are how you describe your actions in the game. You’ll gain more Words, or create your own, as you play and discover the sort of adventurer you want to be. See page 5 for Words.

Write down the Words you start with, based on which adjectives you picked:

- » Confront (Brave, Cool, or Mysterious)
- » Resist (Brave, Curious, or Determined)
- » Avoid (Clever, Determined, or Mysterious)
- » Outwit (Clever, Cool, or Curious)

Write a star (☆) next to each Word you start with. If you picked two adjectives that give you the same Word, write two stars (☆☆). More stars mean you are more experienced using that Word.

Pools are your ability to keep doing what you do. They measure your health, fatigue, sneakiness, magical power, and many other things. When you use your Words, their cost is paid for by rolling dice from your Pools. See page 4 for Pools.

Write down a Pool: “Resolve (♡♡)”.

Think up a concept or a pitch for the first story you want to tell about your character, and write it down under Threads. For example, “Searching for an ancient family sword”. You don’t have to know how this story will end, only how it will start. See page 13 for Threads.

Finally, think about some visual flair. Flair is some trait, accessory, or habit that embodies one of your adjectives or suggests the Thread you’ll be chasing. A wooden sword, a special pendant, a thick book, goggles, an unusual hair color, heterochromatic eyes, and many other things can be flair.

Now you’re ready to adventure!



Archetypes

Archetypes are iconic character types. Fighter, Magic User, Elf, or Werewolf can all be Archetypes.

A character doesn't have to have an Archetype to describe themselves as something. For example, a player can say "my character is an Elf" without starting with the Elf Archetype. They should take the Archetype when they want to highlight their Elf-ness in the game.

Characters gain new Archetypes during play. There is no limit to how many Archetypes a character may have. For example, a character can start as a Magic User, then become an Elf, then a Werewolf, then a Fighter. If you gain a new Archetype, you don't stop being other things. A Fighter who gains the Mage Archetype can still fight, use weapons, and do everything they did before. They've become something more, not just something else.

Archetypes come with a set of Pools and Words. Most Archetypes will have one or two Words, and one or two Pools. For example, a Fighter might have "Attack" and "Bravely" Words, and a "Courage" Pool. When you gain that Archetype, you gain those Words and Pools.

If you gain a new Archetype with a Word or Pool you have, Level Up the Word or Pool instead of taking it a second time. For example, a Fighter with the "Attack" Word who becomes a Knight will Level Up his Attack. He won't have two Attack Words.



Pools

A Pool is how you track something you lose or regain often. You can use Pools to represent things like:

- » Willpower, stamina, or endurance.
- » Magical strength, "mana", reserves of psychic force, etc.
- » Wealth or valuables which you spend or earn back.
- » Your stealthiness or cover when sneaking around.
- » The King's favor, a good reputation, or credibility.

Pools have a name, like "Resolve", "Mana", or "Rage". Pools with the same name are the same Pool. For example, you are both a Wizard and a Cleric. Both of those Archetypes have an "MP" Pool. You have one MP Pool, not two.

Pools hold six-sided dice (d6). Mark one heart (♥) next to a Pool to show how many dice it can hold at once. Pools have a maximum size, up to 5 hearts.

When you spend dice from a Pool, take dice out of the Pool and roll them. Unless the Pool has a rule that says otherwise, you can spend as many or as few dice as you like. Don't put dice back into a Pool after you spend them. You can make a mark by the hearts, if you want to keep track of spent dice.

You can't spend dice from a Pool if you can't explain how the Pool would help your efforts. For example, the MC can ask you how your Stealth Pool helps you convince the king that you're friendly.

You can recover dice back to a Pool. Other rules will tell you how many dice you can recover. No matter what, you can't put more dice into a Pool than its maximum size.

Some rules let you recharge a Pool. For example, Resolve recharges every time you make a Discovery. Recharging lets you recover your Pool up to its maximum size.

If you Level Up a Pool, add one heart to its size. You can't Level Up a Pool past five hearts. If you Level Up a Pool, recharge it immediately.

Pools can have special rules. For example, the "Mana" Pool might declare that you can recharge it when you encounter a wellspring of magical power.

Words

Words are verbs, nouns, adjectives, or phrases. Words tell your group about the actions you are performing. For example, “Attack”, “Giant Ogre”, “Sneakily”, and “Crystal Sword” are all Words.

Words signal intention. “Confront” and “Avoid” mean different things in the fiction, even if they use the same rules. “Defeat” is not the same as “Kill”, or “Assassinate”. Listen to what the Word tells you, and honor what it means. Words can come with a description to clarify what they mean. The MC should narrate outcomes consistent with the Words the players use.

Many Words come with their own special rules. The most common rule lets the player use a different Pool when rolling dice. For example, the “Pickpocket” Word might allow a Thief to roll dice from their “Stealth” Pool.

Words have an action cost. When you include a Word in an action, you must pay its cost. You usually spend dice from a Pool to do so. You can assign one or more dice to a Word. If the sum of the dice equals or exceeds the action cost, then you’ve paid for the Word. For example, you can activate a Word with cost 4 on a roll of 4, 5, or 6. You could also pay for the Word with two dice showing a 1 and a 3.

Many Words have a star rating. Words can have up to five stars (☆). Write stars next to the action cost, for example “4 ☆☆☆”. Stars allow you to recover dice during Actions, one star per die.

Some rules let you Level Up a Word with a star rating. Add one star, up to a maximum of five stars.

The same name with the same rules always refers to the same Word. For example, the Fighter and Knight might both have an “Attack” Word. If a Fighter also became a Knight, she only has one “Attack” Word, not two. You should try never to use the same Word but different rules. Instead, pick a new Word.

The MC may adjust Word costs in play. A powerful Word might cost 1 or 2 more points than normal. A weak word might cost less than normal. Almost all Words should have a cost of at least 1.

Creating New Words

Words are a contract between the players and the MC. A Word with a broad definition is useful in many situations. But, the MC can interpret it in many different ways. For example, you can “Confront” many types of problems. “Befriend” only works against people you can talk to. But when you “Befriend” a target, that is what happens. Success doesn’t mean they start a fight, or run away, or ignore you. Success means you win someone over.

To design a Word, think about this scope. Do you want a specific action? Do you want a broad action? Choose a Word that conveys the scope you want.

If your Word should be specific to an Archetype, make it specific. If other Archetypes could share it, make it generic. For example, “Assassinate” is the sort of thing only a Ninja or Assassin would do. “Attack” is a generic Word that could be part of many combat Archetypes.

Words will fall into one of a few types:

- » A verb (Attack, Befriend, Shoot). The cost should be 4 and the Word will have a star rating. These Words will succeed about half the time on a single d6 roll.
- » A modifier (Quickly, Sneakily, With Magic). The cost should be 1. The Word should either have a special rule, or a star rating, but not both. The most common special rule is to let the player use another Pool.
- » A noun (Crystal Sword, Spellbook). The cost should be 2 to 6, depending on how powerful it is. The Word will almost always have a special rule, but not a star rating.

Modifiers with a star rating represent a power-up or second wind. For example, a Knight might have a Word called “For Honor”. This Word would have a cost of 1 and have a star rating. The player may use it any time the Knight’s oath or code of honor is on the line.

With a cost of 1 and one star, the Word requires you to roll a die to activate it. But, it lets you recover that die no matter what. These Words have two advantages. First, if you roll low on your other dice, you can put the low roll on this Word instead. Second, it adds more stars to the Action, which let you recover more and more dice. A Knight who maxes “For Honor” at five stars can get an extra four dice back.

Challenges

A Challenge is anything in the fiction that confronts the characters and forces them to resolve it before they can continue. An encounter with wandering monsters, an avalanche blocking the valley, and an out-of-control magic spell can all be Challenges.

Challenges must be interesting and difficult but not impossible. A hidden elf village with homes growing organically out of the trunks of giant trees can be interesting, but doesn't pose any difficulty by itself. But if the elves living there are hostile to the PCs, and must be won over somehow, that is a Challenge. Similarly, trekking through an endless desert can be difficult, but probably isn't interesting — the players would probably rather not roll to forage for water daily, for example. If there's an Ancient Red Dragon and it's impossible to beat it somehow, it's unfair to present it as a Challenge. The MC should simply narrate its actions, such as setting fire to a village.

Challenges are situations, not creatures. The Challenge is not "the red dragon", and the Challenge doesn't necessarily end if the Dragon itself dies. Similarly, the Challenge might be resolved by successfully hiding from or sneaking past the Dragon, rather than fighting or killing it.

Challenges have a difficulty rating. Typical difficulty ratings are between 1 (the simplest monsters, like Slimes, that novice adventurers can beat) and 20 (giant or powerful monsters such as ancient dragons, kraken, and the like).

Challenges have an endurance. This is measured in squares (□), usually two or more. As a general rule, the more PCs you have, the more squares of endurance your Challenges should have, so that everybody has a chance to act against them.

Depleting squares isn't just a matter of wearing down a monster's hit points. Rather, it represents the different stages of confronting a Challenge. For example, the party might fight a dragon! It might have one or more squares representing the following stages:

- » The dragon starts on the ground, using its claws and tail to attack.
- » The dragon takes to the air and attacks at range.
- » The dragon breathes fire on the nearby village.
- » The dragon flies faster and must be forced down.
- » The dragon is desperate and fights with everything.

Every successful Action against a Challenge checks off one of its squares. When a Challenge has no squares left, it's resolved. Characters can pay the activation cost for a Challenge multiple times, depleting one extra squares, as part of the same action.

For example, Tana is fighting Slimes. They're easy to beat (difficulty 2) but have 5 squares. Tana rolls 3 dice, getting 2, 3, and 5. She assigns all these dice to the Slime Word, and checks off 3 of the Challenge's squares.

Each squares of endurance might have a different difficulty rating. For example, a situation that gets progressively more difficult might have an endurance like this: 10 □□, 15 □□, 20 □□. Clearing the first two squares each has a difficulty of 10, the next two has 15, and the final one has 20.

Challenges are also Words. Their activation cost is their difficulty rating when used in an Action.

Challenges can come with their own Twists. For example, a dragon can have Twists like "fiery breath!", or a slime can divide when struck, creating multiple smaller slimes. Even if a Challenge specifies some Twists, the MC isn't required to use them.



Features

A Feature is an element of the Challenge that can make it more difficult. Features represent things like:

- » A dragon's wings and ability to fly
- » A rock golem's armored surface, deflecting many physical attacks
- » A wizard's anti-magic shell, blocking magic from passing through
- » A magical sentinel's all-seeing vision which negates stealth
- » An evil nobleman's diplomatic immunity
- » A ghost's intangible ectoplasmic body

Features act as Words. The MC determines the activation cost. If the MC declares that a Feature applies to an Action, the player must include it as a Word in the Action.

Characters might have abilities that bypass or ignore Features. The players can narrate actions for their characters that negate Features. For example, a Swordfighter, an Elven Archer, and a Mage all attack a Dragon. During the fight, the Dragon launches itself into the sky. It gains the "Flying" Feature. The Swordfighter's melee attack can't reach. But, the Elven Archer can shoot arrows, and the Mage can cast fireballs. Because of that, the MC rules that Flying doesn't affect those characters.

A Feature should never completely negate a character's ability to act. Players should try to find interesting ways to work around Features. For example, the Dragon swoops low to attack. The Swordfighter's player says, "I leap up and grab hold of its claws as it passes, then fight from its back." In this case, the MC can rule that they ignore Flying as well.

Players can try to remove Features with their Actions. For example, the Elven Archer might say, "I target the Dragon's wings with my magic arrow". On a successful attack, the Dragon could crash to the ground and lose "Flying". In this case, the Action still marks off squares of endurance.

A Twist's (page 10) complication can include adding a new Feature. For example, a swordfighter on dragon-back might be at a disadvantage, and get Twist dice for their trouble.

Creating Challenges

Start by answering the following questions about the Challenge.

- » What is at stake here? What can the PCs gain or lose?
- » Why do the PCs want to get involved?
- » What are some ways to fix the problem (violence, stealth, persuasion, etc.)?

Now you can come up with the parts of a Challenge: the stages, endurance, Features, and Twists.

Stages

Many Challenges are divided into stages. Each stage is a change in the situation. For example, the PCs will encounter a street gang. One stage is the gang members the PCs first interact with. Another stage is the rest of the gang. A final stage is the boss of the gang. The stages you choose will show how the situation evolves in response to the PCs' actions.

Endurance

This is made up of a difficulty number (1 to 20) and a number of squares.

An easy way to pick a difficulty is to count up the number of completed and ongoing Threads one PC has, and multiply that number by 2. You could think of difficulty like "challenge rating" or "level" from other games as well. For example, a Dungeons & Dragons DM is creating a Chain Devil (CR 8). The difficulty would be 8.

Each stage of the Challenge should have one square per PC. This allows every character a chance to participate at least once per stage.

Features

A Challenge can have two to four Features. If you want players to use their preferred tactics most of the time, have fewer Features. If you want to make people think carefully about approaching the situation, have more. Feature costs should be between 2 and 5, depending on how much of a problem they are to overcome.

Twists

A Challenge can come with its own Twists (page 10). Decide on two to four. While Features add difficulty, Twists make success easier, usually at a cost.

Actions

Actions are how you deal with Challenges. You start an Action by narrating what your character does about a Challenge. Then you choose the right Words that match what you said. Finally, you roll to activate those Words and finish the Action.

An Action isn't a single sword swing or a single attempt to pick a lock. An Action can be several seconds or even minutes long. It's a series of sword thrusts, parries, and ripostes. It's tense seconds running from a cave-in. It's the conversation you have with the sympathetic judge. Most of the Action will be you narrating what you do, and the MC responding.

The Words you pick should represent what you're doing, to whom or to what, and how you do it. For example, Tana is a Magic Knight — a swordfighter who also uses spells. She encounters an Ogre attacking a helpless village. Tana's player might say "I draw my sword, power it up with Flame magic, and charge right at the Ogre!" She has an "Attack" Word, which represents physical attacks against opponents. She has a "With Magic" Word, which represents her ability to cast spells. The Challenge — "Ogre" — is also a Word. She puts the Words together: "Attack", "Ogre", "With Magic". The result is her Action: "I'm Attacking this Ogre With Magic".

The MC may tell you that you must include certain Words. For example, Basler is fighting a Golem with thick rocky armor. The Golem has a Feature, "Armored", to represent its stony hide. The rogue is fighting with two daggers, which won't do much against the rock. The MC says that Basler's attack Action must include the Word "Armored". Basler will have a harder time than his friend Sir Emory, who can wield a heavy mace that will crunch through rock.

The MC might also declare that you can't use certain Words. You can't "Befriend" an avalanche or "Attack" a spell of mind control. You might not be able to immediately "Befriend" a hostile Nobleman. The MC should inform the player of why they can't use a given Word. For example, he may have secrets or concerns that you must deal with first as part of the Challenge.

You can't use the same Action twice in the same Challenge. Once you have used a specific combination of Words, you can't re-use that combination. You must change at least one Word. This includes any Words

the MC requires, such as Features. You can't repeat Actions even if they failed. If you teamed up with someone else on the same Action, it counts as your Action too for this rule. For example, Tana is facing an Ogre. She uses the "Attack Ogre" Action. Once that's resolved, she cannot use "Attack Ogre" again. She can "Attack Ogre With Magic". If the MC ruled that a Feature like "Angry" was in play, she could "Attack Angry Ogre". Her friend Basler can "Attack Ogre", because he hasn't used that Action yet.

Activating Words

Every Word in the Action has an action cost. You must pay this cost by spending dice from your Pools. You can only use a Pool if either the Pool or the Words say you can. For example, the Resolve Pool has a special rule saying you can always use it. Tana's "Attack" Word allows her to use her "Courage" Pool.

You can accept dice from a Twist Pool created by the MC. Any player may suggest a Twist, including you and the MC. However, only the MC can approve a Twist, and you can refuse the Twist as well.

When you roll dice, assign each die to a specific Word. If you assign several dice to the same Word, add their values together. For example, Tana's "Attack" Word has a cost of 4, and "Ogre" has a cost of 5. She spends two Courage dice and one Resolve die and rolls, getting 2, 3, and 4. She assigns the 4 to "Attack" and the 2 and 3 to "Ogre". The Action is now paid for.

You can choose to roll more dice at any time during the Action, if the dice you already rolled aren't enough. Once you roll dice, you cannot unroll them.

You must activate every Word for your Action to succeed. Whether you succeed or fail, the MC determines what happens next. The MC should respect your choice of Words. For example, if you declare that you want to "Befriend" the Ogre, the outcome should be peaceful. But, other Actions can change this outcome. For example, Attacking an Ogre after Befriending it means the Ogre is hostile again.

After rolling, you can recover some of your dice. Count up the total number of stars on all Words in the Action. You can recover up to that many dice, but no more. You can recover dice into any Pool you want. You cannot recover more dice in a Pool than its maximum size. For example, Tana's "Attack" word has one star (☆). She

can only recover one of her dice, no matter how many she rolled. She can choose to place it into her Courage or Resolve Pools.

If your Action fails, you recover all the dice you rolled.

You can team up with another player on an Action. You can add your Words to the Action, if you want. You can also roll dice from your Pools to activate Words (yours or theirs). When you recover dice, the total you can recover is for the Action, not per player. No Word can be part of the same Action more than once. for example, two characters cannot both add “Confront” to the table at the same time.

Challenges lose endurance per Action, not per character.

Action Example

For example, Tana and Basler cooperate to attack a dangerous Dire Sloth. The spunky swordswoman charges the beast with a loud war-cry, and the sneaky thief stabs it from ambush while it's distracted! Tana contributes “Attack” (4 ☆) and Basler contributes “Backstab” (4 ☆). The Dire Sloth has an activation cost of 10 and must only be hit once. The Action is “Attack and Backstab Dire Sloth”.

Tana's Attack Word lets her roll Courage, and Basler's Backstab Word lets him roll Stealth. Tana rolls Courage dice and gets a 1 and a 4. Basler rolls his 2 Stealth dice and gets 6 and 3. This isn't quite enough, so Tana rolls a Resolve die and gets another 4. They assign the dice thus: Attack (4), Backstab (4), Dire Sloth (6+3+1). This is enough to overcome the Sloth.

There are two stars in play, one on Attack and one on Backstab. The players recover one die each. Tana puts hers in her Resolve Pool, while Basler puts his into his Stealth Pool.

Twists

Twists are a tool for the MC to create tension and maintain the tone of the game. For example, Tana is fighting a dragon! The MC says, “the beast takes to the air as you come into melee range. If you want to keep attacking, you can grab hold, but the dragon will carry you off. Do you grab on?”

Don’t make a Twist an interruption or distraction from the action. Twists should be an interesting new direction for action to take. Every Twist should offer a way forward for the story.

Twists represent things like:

- » “Critical hits” or exploiting vulnerabilities
- » Ally or enemy reinforcements, or heroic second winds
- » Accidents, sabotage, or feints against an opponent
- » Serious injury or lasting physical or mental complications
- » Changes to the environment, such as crumbling floors, rock slides, or fire
- » Anything else that complicates the situation in an interesting way!

The MC can offer a Twist for many reasons. They can be “success at a cost” for a character’s actions. They can reward clever tactics, preparation, or good roleplaying. For example, Basler is trying to help his friends escape, but he’s spotted sneaking up on them. In desperation, he says “I throw my two knives at the ropes keeping them tied, leaving me unarmed.” The MC agrees this is an interesting development, and offers Twist dice. Twist dice are a reward for making the game more fun or challenging.

A Twist is a temporary Pool created by the MC. It comes with a condition attached. Minor changes in the status quo are worth one die in the Pool. Add more dice for a more serious or interesting change, up to five dice. The MC should describe the condition, but in a way that leaves the player an out. The MC can then ask, “does this affect you?” or “what comes next?”. If the player accepts the full consequences of the Twist, they can spend dice from the Pool.

Players don’t have to spend all the dice from a Twist Pool. If the Twist becomes no longer relevant, the Pool leaves play. In particular, if player action would

negate or reverse the Twist, it’s no longer worth any dice. Twists cannot provide dice to player Actions that would negate them immediately. For example, if Tana escapes the dragon’s grasp, she loses any dice left in that Twist’s Pool. Narrative outcomes of a Twist, like physical harm, last as long as the MC says.

A player does not have to accept a Twist. Players can suggest a Twist to the MC, but the MC is not required to accept. The MC and the player may negotiate the details of a Twist.

Creating Twists

You can come up with a Twist at any time players are rolling dice for an Action. If there is no Action in play, there are no Twists. The MC may simply narrate something that happens, like usual.

If you aren’t sure how many dice to apply to a Twist, roll d6 — d6. The difference (minimum 1) between the greater and the smaller is the Twist Pool size.

You can pre-write generic Twists. If you write them on index cards, you can draw cards at random. If the Twist you draw doesn’t work for the current situation, discard and draw another.

Absurdity is a source of both comedy and wonder. A weird result, presented with conviction and sincerity, can add to your game world. For example, you draw “Romantic Entanglement” while the PCs are fighting an Ogre. You might decide this means the Ogre has a wife who joins the action. She could become a combatant, or turn the Challenge from physical or social.

Sample Twists

Here's several generic Twists that you can use.

Animal! An animal — wild or tame, yours or theirs or nobody's — intervenes. Sudden tiger attacks, heroic actions from your noble steed, whatever. What animal is involved? What goes out of control thanks to bestial instinct?

Betrayal! Somebody's side has a traitor, and their defection screws up a lot of carefully laid plans. Who defected, and why? What happened next?

Caught! / Noticed! You failed to escape detection by the sentries or gendarmerie. Now they're after you, or raising the alarm. How important was it to stay unseen? What happens to you if you're caught?

Chekhov's Fireball! Some minor detail you overlooked earlier comes back in a big way. That kid from the first town is the daughter of this town's mayor. The pendant worn by the female healer is the key to saving the world. How big a deal is this?

Disarmed! / Spell Backfire! Your special abilities blow up in your face. How bad is the result? How quickly can you recover?

Fall! There's a cliff, a ledge, or somewhere to lose your balance. Do you go all the way in? Does somebody need to save you?

Fire! Things catch on fire, or an existing fire spreads. Dungeon delvers' torches, spare lanterns, errant fireballs — anything could be a source. How does the spreading fire complicate the scene? Does it head toward anything or anyone?

Fools Rush In... You do something impulsive and rash, driven by the heat of the moment. How does it go badly? What would have been lost if you hadn't rushed in?

Forgot Something! A critical detail eluded you at the wrong moment. Your alchemy lab just blew up thanks to a missing ingredient. You brought all the paperwork to sign but left the bribe at home. How badly does this complicate your plans? Can you improvise a replacement?

Inspiration! A rousing speech, a momentary glimpse of greatness, or something else lights a fire in somebody. What is the source of the inspiration? Was it genuine, or just a trick?

Lost! While running down a tunnel, directions got mixed up, and now we're.. somewhere we didn't expect. Where did we end up? Did something chasing us get lost too, or is it still behind us?

Made It Worse! Your efforts only complicated the situation. Your lock pick broke off in the lock. You cut off the Hydra's head, but two more grew back. How does this go badly for you?

My Big Mouth! You say the wrong thing at the wrong time. Insulting the Orc's mother, or casually making a fool of the Duke, is never a good idea. What's the fallout from your action?

No Sell! Your opponent is unfazed by what you just did. Does it make them angrier/tougher? Do you have to change tactics?

"Oops..." An embarrassing, rather than fatal, error. Do you shame yourself or lose reputation with someone whose opinion you value? What will it take to get it back?

Pinned! / Trapped! You're stuck by something, like a heavy rock, a huge monster's claw, a cave-in, or something similar. Is it going to be effort getting you loose? Is there anything interesting where you are now?

Revelation! You learn something both surprising and important. The dragon was the good guy. The Duke is really a shapechanging elf. You're really the amnesiac Dark Lord. Is this revelation going to change your plans radically?

Riposte! Your opponent comes back with a devastating counterattack, whether physical or social. Does it put you on the defensive? Do you have a way to deal with it?

Romantic Entanglement! Love, romance, or attraction comes into play in the scene. A PC or NPC might have a sweetheart who becomes part of the action, or is put at risk by some action. What is the nature of the entanglement? How does it complicate things?

Trap! You step on the wrong flagstone, say the wrong code word, or miss a conversational pitfall. Bad things have been set in motion. Can you outrun them? Will they cut you off from one exit, forcing you to choose another?

Starting Archetypes

Adventurer

There are many types of adventurers: people who like to explore the world, and have their own ways of surviving the dangers along the way. Pick one of six types of adventurer: Brave, Clever, Cool, Curious, Determined, or Mysterious.

Words:

Confront (4 ☆) (if you are Brave, Cool, Mysterious), You tackle a Challenge head-on, with fists, weapons, words, or simply determination. You typically Confront monsters, angry villagers, or ancient spirits.

Resist (4 ☆) (if you are Brave, Curious, Determined), You endure a Challenge, coming out ahead by surviving it or adapting to it. You typically Resist hostile enchantments, deadly poison, terrible weather, rock slides, and many other hazards.

Avoid (4 ☆) (Clever, Determined, Mysterious), You dodge, hide from, sneak around, misdirect, or otherwise avoid a direct confrontation with a Challenge. You typically Avoid lethal area attacks, guards on patrol, sharp blades on traps in a dungeon, and so forth.

Outwit (4 ☆) (if you are Clever, Cool, Curious). You figure something out, remember something you've learned, analyze something, or notice something that lets you defeat the Challenge. You typically Outwit weird magical traps, humanoids speaking a strange language, or doors covered in fiendish riddles.

Pools:

Resolve (♡). Your physical endurance, your spirit, your strength of will, combining to allow you to continue your journey and your fight. Special: Recharge Resolve whenever you reach a Discovery. You can spend Resolve on any Action.

Advancement

Characters grow and change as part of their experiences. When a character's Thread reaches its last milestone, you get to advance.

Pick one of the following:

» Gain a new Archetype

» Gain a new Word and/or a new Pool of your own creation

» Level Up two Words, two Pools, or a Word and a Pool

You should pick a choice that reflects what happened to the character during their story. For example, you could choose the Mage archetype after deciphering a book of magic. You can choose any advancement option you wish.

The MC should present the group with a list of existing Archetypes. Players can propose new Archetypes. The MC has the final word on any new Archetypes. New Archetypes should support the tone of the game world.

If you choose a new Archetype that has Words or Pools you already have, Level Up those Words or Pools. Don't gain them a second time. For example, a character already has an "MP" Pool because they are a Mage. They choose to gain Illusionist, which also has an "MP" Pool. They would Level Up their MP Pool, rather than gain it twice.

If your idea doesn't feel like an Archetype, create a new unique Word or Pool. For example, you want a Word like "Crystal Sword" to represent a unique magic weapon. "Crystal Sword Wielder" doesn't sound like an Archetype. Instead, you take it as its own Word.

For example, Sir Emory Hawthorne has unexplored feelings for his adventuring companion Tana. His player creates an "Admiration" Pool. He adds two special rules to it. it Recharges whenever the two do something that deepens or acknowledges their relationship. He can also spend dice from the Pool whenever Tana is at risk. Later, he intercepts a goblin's attack aimed at her and succeeds thanks to the extra dice.

Threads

Threads are specific story ideas you want your character to experience. Threads are the way your character gains experience and grows stronger.

A Thread isn't an ongoing mission or a motivation. Something like "Overthrow the evil empire" is too long and too open to be a Thread. A Thread is an achievable short-term goal. You can tell a large, multi-part story with your character's Threads, but you don't have to. For example, Tana starts the game with a Thread: "The Old Ruin Near Home". That story may continue on other Threads, or she can do something different.

You don't have to know how the story will end. You should know how it will start. For example, you can have a Thread such as "find the lady's stolen jewelry". You might round up the usual suspects, or look for known jewel thieves. You don't have to know who the actual thief was when you start the Thread. Perhaps it wasn't stolen at all! You'll discover what happens as you play the game.

When you start a new Thread, you get five milestones. When you reach a Discovery or face a Challenge, you can mark off a milestone. This means that the encounter will become part of your story. The MC should keep this in mind when describing what comes after that. For example, Tana has a Thread called "The Old Ruin Near Home". During a fight with a pack of Slimes, she loses her weapon to one of the creatures. She marks off a milestone. She declares that one of the defeated Slimes might have grabbed something shiny from the Ruin. The MC agrees, and Tana recovers a bauble that will help her open the magic locks in the depths of the ruins.

Two or more characters can use a milestone to lay claim to a Discovery or Challenge. If this happens, the group should discuss the way their stories might intersect. For example, Tana is trying to unlock an ancient grimoire. Meanwhile, Basler is chasing the real thief of a valuable necklace. They can both encounter a street gang. Tana and Basler both use a milestone to claim the gang's Challenge. They agree that the necklace a magic pendant that will unlock the grimoire if recovered.

A character's Thread should find its conclusion on the last milestone. The group can end a story early, or allow it to run longer, if they feel it's appropriate.

Once a character finishes their Thread, they get to advance immediately (see "Advancement"). You should base a character's advancement choices on the outcome of the Thread, but you don't have to. For example, a character who finds a grimoire of magic may gain the "Mage" Archetype as a result.

Once all characters have finished their Threads, everybody gets to start a new Thread. You can continue a larger or longer story, or do something new.

Example Threads

- » Find my mother's missing pendant
- » Uncover the real person who stole the lady's jewels
- » Arrest the thief Basler!
- » Discover the mystery at the heart of the forest
- » Learn swordplay from a suitable teacher
- » Navigate the cave in search of rumored treasure
- » Break the curse the witch placed on me

Discoveries

A Discovery is some unique encounter in the fiction — a place, an artifact of power, a strange magical phenomenon, or even a living creature. A Discovery is always special. It might feel different from its surroundings, but it is never out of place. It's the reason for your journey.

A Discovery will do one or more of the following things:

- » Drive a story forward by presenting a question or posing a challenge
- » Decisively resolve elements of a story already in motion
- » Evoke strong feelings, such as wonder, fear, or joy

Every Discovery should logically suggest a few Challenges that go with it. For example, a group of characters might need to deal with a pack of sharks to reach a sunken treasure ship, then survive a fierce storm and a pirate attack getting the treasure back to port.

Creating Discoveries

The results you get from this process aren't the final version of a Discovery. The random generation rules are meant to start a conversation, not shut one down.

Answer the first and most important question about a Discovery: What feeling should the characters have about this?

Second: What is the nature of the discovery?

Third: What should the characters want to do about this discovery?

#	Feeling	Nature	Objective
1	Joy	Place	Reach it
2	Surprise	Exotic Place	Escape it
3	Anger	Object	Find something/someone
4	Fear	Artifact	Hide something/someone
5	Disgust	Creature	Improve/fix something
6	Sorrow	Event	Break something

You can answer these questions yourself, or roll 1d6 per question and look at the table.

A randomly rolled Discovery may sound interesting, but not be suitable for the current adventure. In that case, the MC can file it away for later use, or a player can use it as part of their own Thread down the road.

There's a fourth question that only you can answer: Now how do I do this? How do you stimulate the feeling you want to convey?

One way to evoke an emotion is by drawing associations through visual language, including colors and shapes.

Colors:

- » Red (bravery, strength, aggression, anger)
- » Orange (safety, fun, passion, frustration)
- » Yellow (emotionality, friendliness, fear, depression)
- » Green (harmony, peace, stagnation, blandness)
- » Blue (serenity, order, aloofness, coldness)
- » Violet (spirituality, truth, decadence, repression)
- » Pink (nurturing, warmth, inhibition, vulnerability)
- » Brown (naturalness, reliability, humorless, simple)
- » Black (solidity, reassurance, menace, heaviness)
- » White (purity, simplicity, sterility, exclusiveness)

Once you have a color that corresponds to the emotion, think about the sorts of things you associate with that color. Forests are green, water is blue, caves are black, ice is white. A peasant village can be earthy browns and greens, while a martial fortress can be red-painted brick blazing in the sun. A mysterious artifact can be violet, with flashes of other colors from gemstones embedded into it. A peaceful creature sent on a rampage might have red blood smearing its green scales, showing the dominance of anger over peace.

Shapes are important. A village with round, organic rooftops, looking like a cluster of giant mushrooms, feels different from a snowy industrialized city where the buildings are modular rectangles that fit perfectly and soullessly together. Geometric solids suggest design. Complex or chaotic forms suggest nature at work, or at least natural development. A city of mages might have a perfectly aligned grid of streets, while an ancient trading city's streets and alleys can zig-zag every which way.

Fleshing Out Discoveries

Specific questions are the key to making a Discovery feel real. Take a trait of the discovery, like “this place is very cold”. Create a question in the form of “If (trait), then why/what/how (other thing)?” For example, “if it’s so very cold, why do people live here?” Come up with an answer, then ask more questions.

People, places, and things all have their own stories. Think back in time and ask what was going on with a Discovery at some earlier moment. For example, if there is a war on, has an army recently marched through the village? If the Discovery is a monster, is it already being hunted by somebody else? If the Discovery is a grimoire of magic, who else wants it?

Creating Challenges for Discoveries

A simple approach is to make three Challenges.

- » The first one will embody or provoke the emotion you want the Discovery to suggest
- » The second one will escalate the action or the drama inherent in the Discovery
- » The third one will provide a climax and a feeling of closure for interacting with the Discovery

For example, a Discovery might be a military slave camp where peaceful villagers are being held captive. The dominant emotion of this Discovery is anger.

The first Challenge for the PCs is a group of guards, away from the camp, who are brutally whipping or beating an adult villager. The PCs must intervene, both to defeat the guards and to prevent any from escaping to raise the alarm.

The second Challenge might involve more guards (if one escaped), a rescue attempt to recover more villagers (from the camp, or perhaps somewhere nearby), and so on. The stakes are higher, but the players are hopefully now invested in the Discovery thanks to the first Challenge.

The third can be the recovery of some key villagers who can organize a resistance, or even the PCs leading a direct attack on the commandant of the camp.

Optional Rules

If you want to add more detail around injuries and gear, you can use these optional rules.

Conditions

Tana breaks her leg, and Sir Emory sets it as best he can with a quick prayer of healing. But she’ll be hobbling for awhile, which will make things more difficult...

How do we model that? By creating Words that represent some kind of deleterious condition. The MC gives Tana a “With a Broken Leg” Word with an activation cost of 5. Every action she takes where the leg is a serious impediment must include that Word.

Equipment

Many adventurers care about the equipment they’re carrying around. You can model this using a combination of Words and Pools.

For example, the MC might give the characters a “Health Potion” Pool. They can drink a potion, using dice from the pool when resisting damage or overcoming poison.

Limit Break

Many traditional RPG video games have a “Limit Break” or “Overdrive” type mechanic, allowing characters to power up and defeat opponents. You can simulate such things with a new Pool.

Limit Break (♡): You surpass your mortal limits and shine with power. Special: This pool may be used for any action. You must spend all dice from this Pool when using it. Recover one die to this pool every time you reach a milestone.

Sample World: Talispire

This is a sample world for Grand Adventure. You can use it in your own games, adapt its archetypes and characters to your own world, or create an entirely different world.

History

Long ago, Talispire was dominated by the Cirrus Empire. From their floating city of Zebulon, they ruled the primitive surface-dwelling tribes. Their science, called mechanistry, fused technology and magical power.

Everything changed centuries ago, when Zebulon rose uncontrollably into the sky and disappeared, never to return. The Cirran provincial governors on the ground, left without the support of their mechanist troops and weapons, were at the mercy of the people they had once subjugated. Some of the provinces had been run fairly and kindly. Their rulers became kings and queens, and entrusted the provinces to their children or other worthy heirs. Most of the provinces were run strictly, with harsh rules. They were overthrown by angry mobs and their castles were destroyed.

Today, Talispire is a lushly alive and vital world. Green forests and crop fields surround the sleepy hamlets and bustling towns of mankind. Rocky “skylands” levitate over rolling hills and fertile valleys. The castles and laboratories of the old Cirrans sometimes still stand, whether standing proudly aboveground, floating freely in the sky, or buried deep underground. They are joined by roughly-crafted fortresses and sprawling cities, made by the surface-dwellers from sturdy wood and reliable rock.

Some of the old mechanistry can still be found, and much of it is dangerous. The powers of magic are equally risky to the unprepared: fantastic creatures of myth, such as basilisks and ghosts, arise from the primal wild magic of the earth.

Dragons and Saints

“Dragon” is what people call the ancient primal spirits of the world. Dragons are defined by their greed and their power, but they can be held back through force of will, acts of courage, and defiance. The heroes of story and song who resisted dragons are revered as “saints”.

Some dragons are massive beyond comprehension.

The whole world of Talispire is sometimes said to be a coiled-up dragon within an egg, waiting to hatch. Other dragons are nimble monsters, lurking in caves and forests, flying like shadows over sleeping cities, sometimes taking hapless travelers or whole caravans by surprise. Dragons are spirits, but form bodies out of the elements: wood, ice, soil, even volcanic magma.

The Holy Church of Talispire recognizes hundreds of saints, and catalogs and studies the dragon spirits.

The Church teaches that everyone has a Dragon and a Saint in their soul. The Dragon is savage and mindless, all instinct. The Saint is idealistic but controlling. Neither is “good” or “bad”. It is the struggle between Dragon and Saint within us that defines us.

Races

Two other races share Talispire with humanity.

The Zelves were created by the Cirrus Empire to be temporary hosts for their souls, and living repositories of memory. The Cirrans could project their souls into a Zelf body, possessing it or a time. Freed of their enslavement as vessels for their masters and makers, the Zelves had retreated into the forests, to consider who and what they should become. Zelves possess great wisdom and expertise, but they lack direction and prefer quiet contemplation to action and change. Zelves are immortal, mysterious beings, graceful and slender, with an ethereal and peaceful nature.

The Gnomads, like the Zelves, were engineered by the Cirrans. They were originally a slave-race, meant to maintain their masters’ mechanistry. Without the empire to command them, they turned to an independent existence. Gnomads value their freedom and love to travel. Gnomads are intuitively gifted with an understanding of how things connect, whether it’s technology or the human heart. They form small mobile communities, traveling both on roads and in secret underground tunnels known only to their own kind, trading their wares and skills for supplies and companionship. They are short and stout, but surprisingly nimble and fast.

New Archetypes

Many Archetypes listed here share the same Pools. For simplicity, Pool descriptions are repeated for each Archetype.

Barbarian

A savage wilderness warrior who uses their feral nature to augment their combat prowess.

Words:

Rage Against (4 ☆): You fly into an uncontrollable berserk fury, mindlessly attacking your target. *Pool:* Courage, Instinct.

Pools:

Courage (♡): Your strength of will and spirit, and determination in the face of danger. *Recharge:* face incredible odds without flinching, or relate a story of bravery and risk.

Instinct (♡): Your innate feelings for nature, your connection to the feral and bestial. *Recharge:* Live simply in a natural state — sleeping under the stars, hunting your own food, etc. — to reconnect with the world.

Bard

A traveling singer and storyteller. Bards use music and charm to get by, though some branch out into other disciplines such as magic, healing, or archery.

Words:

Perform (4 ☆): You play a song, singing and/or accompanying yourself on an instrument to get a positive reaction from an audience. *Pool:* Charm.

Entertainingly (1): Use your personality, music or repertoire of songs to achieve some other goal. *Pool:* Charm.

Pools:

Charm (♡): Your charisma, persuasiveness, and inspiration. *Recharge:* Befriend someone or tell a fascinating story, regardless of its truthfulness.

Beastmaster

A naturalist who befriends one or more animal companions, then trains and travels with them. *Special:*

Specify the sorts of animals you've allied with, and some of the typical tricks they can do — including attacking enemies, rescuing allies, carrying messages, and so on. Your companions may not always be available.

Words:

Order Pet (4 ☆): You command one of your animal companions to perform one of their tricks. *Pool:* Instinct.

Tame (4 ☆): You can recruit a dangerous natural creature as a companion with care and patience. *Special:* You may do this automatically for mundane creatures such as birds or cats. *Pool:* Instinct.

Pools:

Instinct (♡): Your innate feelings for nature, your connection to the feral and bestial. *Recharge:* Live simply in a natural state — sleeping under the stars, hunting your own food, etc. — to reconnect with the world.

Cleric

A priest or holy person who allies themselves with one or more higher powers. Through miracles and holy magic, they heal and protect allies, or strike down evil. *Special:* A cleric's spells are accompanied by obvious indicators - glowing haloes over one's head, shafts of protective light from the sky, and so forth.

Words:

Ward (4 ☆): You wield sacred power to repel someone or something from hurting you and your allies. *Pool:* Holy.

With Prayer (1): You pray for divine intervention in some other action. *Pool:* Holy.

Pools:

Holy (♡): Your connection to the divine and ability to call out sacred power. *Recharge:* Meditate after an extended rest, or be in the presence of an icon of your faith or a miracle of your patron.

Creature

You are an actual non-humanoid, like an intelligent animal or monster. You might be the product of magical experimentation, a victim of rogue mechanistiry, or

just a member of a highly intelligent race. *Special*: civilized folk may not see you as a thinking being unless you announce yourself, allowing you to act unnoticed at the cost of some dignity. Your physical shape and size may allow you to carry loads, or even passengers. Use the Druid Archetype, replacing “Cleanse” with “Maul”.

Words:

Maul (4 ☆): You scream and leap, charging and clawing at a hapless and terrified target. *Pool*: Instinct.

Druid

Guardians of the living world against the encroachment of civilization. Druids enforce the natural order by adopting the shapes of wild animals. They fuse primal physical power with a thinking person’s intellect, getting the best of both worlds. *Special*: Druids can instinctively sense threats to nature in a region, but can also be affected by corruptions of nature.

Words:

Cleanse (4 ☆): You remove the taint of magical corruption, or a mechanistiry infection, from a natural life-form — a person, an animal, a plant. *Pool*: Instinct.

As an Animal (1): You change into one or more animal shapes and use their physical abilities directly. *Pool*: Instinct.

Pools:

Instinct (♡): Your innate feelings for nature, your connection to the feral and bestial. *Recharge*: Live simply in a natural state — sleeping under the stars, hunting your own food, etc. — to reconnect with the world.

Engineer

An inventor, artificer, or builder of amazing devices. *Special*: Describe the devices you typically carry and use. The MC can offer you a Twist in the form of a malfunction of one of your gadgets, and you can’t use it again until you spend time repairing it.

Words:

Improvise (4 ☆): You throw together something quickly to deal with a new problem. *Pool*: Tech.

With a Gadget (1): Use your arsenal to achieve some

other goal. *Pool*: Tech.

Pools:

Tech (♡): Your mastery of technology and mechanistiry, and your supply of devices. *Recharge*: Describe the construction or operation of a new gadget, or one you carry but haven’t explained before.

Fighter

A master of weapons and fighting techniques. Not all fighters use melee weapons — archers are fighters too. *Special*: if you use a unique type of weapon, describe it and how it works.

Words:

Attack (4 ☆): You strike an opponent in combat with one of your weapons. *Pool*: Courage.

Bravely (1): You can leverage your guts and battle experience in other ways. *Pool*: Courage.

Pools:

Courage (♡): Your strength of will and spirit, and determination in the face of danger. *Recharge*: face incredible odds without flinching, or relate a story of bravery and risk.

Geomancer

A rough-living natural mystic who masters feng shui and the manipulation of ley lines. Uses the power of time, the seasons, and nature to achieve great magical effects.

Words:

Remold (4 ☆): You can shift features of the landscape to achieve geomantic effects. *Pool*: Insight, Qi.

Pools:

Insight (♡): Your supernatural sense of the spirit world and currents of fate. *Recharge*: Meditate in a natural setting or upon a natural subject, or tell a parable containing some sort of wisdom or lesson.

Qi (♡): Your inner reserves of subtle power, which flow like water through the body. *Recharge*: meditate after an extended rest, or tell a calming and peaceful tale.

Gunslinger

A fighter who uses gunpowder-driven firearms, attacking at range. Use the Paladin Archetype, replacing “Smite” with “Shoot”, and the “Holy” Pool with “Tech” as described under Engineer.

Illusionist

A mystic master of illusions: phantasmal magics that deceive the senses. *Special*: The use of illusion magic is not obvious and won't automatically mark you as the origin of the spell.

Words:

Bedazzle (4 ☆): Create a phantasm or illusion, which will act as you describe. *Pool*: Mana.

Via Illusion (1): You can declare that you, or something else in the scene, was really an illusion created by you. *Pool*: Mana.

Pools:

Mana (♡): Your reserve of magical power. *Recharge*: meditate after an extended rest, or expose yourself to any significant source of mystic power.

Knight

An armored warrior sworn to a code of honor. Uses a shield for offense and defense.

Words:

Block (4 ☆): You interpose your shield and yourself to take an attack in place of someone else, or blunt the effectiveness of an attack against you. *Pool*: Courage.

For Honor (1 ☆): You fight to uphold your sworn vows. *Special*: You must be upholding your oath in a significant and meaningful way.

Pools:

Courage (♡): Your strength of will and spirit, and determination in the face of danger. *Recharge*: face incredible odds without flinching, or relate a story of bravery and risk.

Mage

A student of the arcane, who wields magic spells. *Special*: A mage's spells are accompanied by obvious indicators - magic circles on the ground, concentric rings

of energy surrounding their hands, auras of light around their target, and so on.

Words:

Cast a Spell (4 ☆): You shape magic into a physical manifestation, like a floating ball of light or a dangerous fireball. *Pool*: Mana.

With Magic (1): You can wield magic for a variety of other purposes. *Pool*: Mana.

Pools:

Mana (♡): Your reserve of magical power. *Recharge*: meditate after an extended rest, or expose yourself to any significant source of mystic power.

Magic Knight

A combat specialist, wielding both melee weapons and sorcery in concert. Magic Knights are often lightly armored.

Words:

Spellstrike (4 ☆): You wield a combination of spells and swordplay, using one as a feint or aid for the other in an eternal deadly dance. *Pools*: Courage, Mana

Pools:

Courage (♡): Your strength of will and spirit, and determination in the face of danger. *Recharge*: face incredible odds without flinching, or relate a story of bravery and risk.

Mana (♡): Your reserve of magical power. *Recharge*: meditate after an extended rest, or expose yourself to any significant source of mystic power.

Mechanism

An artificial lifeform: a robot, a mechanist construct, an alchemical golem, or something similar. *Special*: You are powered by electricity rather than food and drink. You are immune to disease and many mortal ailments, but can still wear down and have your own unique class of problems. Use the Engineer archetype, replacing “Improvise” with “Crush”. Your gadgets are built-in rather than constructed.

Words:

Crush (4 ☆): You use your brute strength to reduce obstacles to fragments. *Pools:* Tech

Monk

A formidable fighter trained in unarmed combat. A disciplined, cautious warrior who prefers peace and harmony.

Words:

Punch/Kick (4 ☆): You use unarmed martial arts attacks against an opponent. *Pool:* Qi.

With Martial Arts (1): Your training allows you to attempt many unique feats of body or mind. *Pool:* Qi.

Pools:

Qi (♡): Your inner reserves of subtle power, which flow like water through the body. *Recharge:* meditate after an extended rest, or tell a calming and peaceful tale.

Ninja

A skilled assassin and infiltration specialist. Called upon during wartime to do dishonorable but pragmatic missions. Often found as the secret police of an Eastern state.

Words:

With Ninja Magic (1): You can fool enemies, transform your body, and many other amazing feats by channeling the subtle energy inside yourself. *Pool:* Qi, Stealth.

Pools:

Qi (♡): Your inner reserves of subtle power, which flow like water through the body. *Recharge:* meditate after an extended rest, or tell a calming and peaceful tale.

Stealth (♡): Your ability to hide in shadows, avoid detection, and go unnoticed. *Recharge:* make effort to disappear from sight and stay hidden.

Oracle

An adventurer-academic who uses the stars to tell fortunes and manipulate fate.

Words:

Predict (4 ☆): You reveal or warp the destiny of someone or something, causing a benefic or malefic out-

come. *Pool:* Insight.

As Foretold (1): Some other action you perform carries the weight of fate with it. *Pool:* Insight.

Pools:

Insight (♡): Your supernatural sense of the spirit world and currents of fate. *Recharge:* Meditate in a natural setting or upon a natural subject, or tell a parable containing some sort of wisdom or lesson.

Paladin

A holy warrior who follows a divine command, rather than a merely mundane code of honor. A heavily armored knight with holy magic.

Words:

Smite (4 ☆): You strike down evil with a blaze of power. *Pool:* Courage, Holy.

Pools:

Courage (♡): Your strength of will and spirit, and determination in the face of danger. *Recharge:* face incredible odds without flinching, or relate a story of bravery and risk.

Holy (♡): Your connection to the divine and ability to call out sacred power. *Recharge:* Meditate after an extended rest, or be in the presence of an icon of your faith or a miracle of your patron.

Prince/Princess

A member of royalty who goes on adventures for their own reasons. Their strength is their kindness and good heart, and not only a willingness but an ability to see the true natures of others. *Special:* as royalty, you have authority over the good folk of a certain kingdom, and you may exercise it when you are there.

Words:

Befriend (4 ☆): You overcome hatred and fear through perseverance, convincing someone to give up hostility and cooperate with you. *Pool:* Charm.

Kindly (1): Your spirit and purity allow you to see through any difficulty. *Pool:* Charm.

Pools:

Charm (♡): Your charisma, persuasiveness, and inspi-

ration. *Recharge*: Befriend someone or tell a fascinating story, regardless of its truthfulness.

Ranger

A tracker, woodsman, and practical naturalist. Rangers hunt primarily with traps and snares, though many learn the bow or sword to take down dangerous prey.

Words:

Ambush (4 ☆): You set up a series of traps — spikes, poisons, trip lines, etc. - to capture prey or harass larger targets. *Pool*: Instinct.

With Woodcraft (1): You use your knowledge of nature to get something done. *Pool*: Instinct.

Pools:

Instinct (♡): Your innate feelings for nature, your connection to the feral and bestial. *Recharge*: Live simply in a natural state — sleeping under the stars, hunting your own food, etc. — to reconnect with the world.

Scoundrel

A gambler, con artist, or traveling rogue. When a smooth tongue won't work, deft hands fill in.

Words:

Swindle (4 ☆): You use legerdemain, trickery, or fast-talk to get your way, taking advantage of somebody. *Pool*: Charm, Stealth.

Pools:

Charm (♡): Your charisma, persuasiveness, and inspiration. *Recharge*: Befriend someone or tell a fascinating story, regardless of its truthfulness.

Stealth (♡): Your ability to hide in shadows, avoid detection, and go unnoticed. *Recharge*: make effort to disappear from sight and stay hidden.

Shaman

Someone who walks in the world of spirits and create pacts with unseen allies. *Special*: Shamans can see the unseen: spirits of nature, ancestor spirits, and so forth. In return, those spirits can meddle with the shaman.

Words:

Mediate (4 ☆): You bring mortal and spirit communities together to identify and resolve a problem. *Pool*: Insight.

With Spirit Ally (1): The spirits around you move to assist you with some other sort of activity. *Pool*: Insight.

Pools:

Insight (♡): Your supernatural sense of the spirit world and currents of fate. *Recharge*: Meditate in a natural setting or upon a natural subject, or tell a parable containing some sort of wisdom or lesson.

Summoner

A spellcaster who conjures powerful creatures from the ether, commanding them into battle. Use the Beastmaster Archetype, replacing “Order Pet” with “Summon”, and “Tame” with “Bind”. Summoners use the Mana Pool, described under the Mage.

Thief

A sneaky rogue who uses wits and blades to engage in larceny.

Words:

Steal (4 ☆): You deprive a person or place of something valuable, provided you have some way to get away with it. *Pool*: Stealth.

Sneakily (1): Your subtlety can be used in other ways. *Pool*: Stealth.

Pools:

Stealth (♡): Your ability to hide in shadows, avoid detection, and go unnoticed. *Recharge*: make effort to disappear from sight and stay hidden.

Racial Archetypes

Zelf

You are a Zelf, an immortal and mysterious being. You dive into the ocean of your own memories to bring back treasure, sharing it for the benefit of all.

Words:

Decipher (4 ☆): You puzzle out the meaning of some-

thing hidden, obscure, or jumbled. You can understand dead languages, mystic ciphers, and many other things. *Pool*: Memory.

With Memories (1): Your ancient lore can tell you something useful when you take other actions. *Pool*: Memory

Pools:

Memory (♡): Your recollection of ages past, and the secrets you've learned since. *Special*: Recharge when you tell a tale of ancient times.

Gnomad

You are a Gnomad, a wandering wizard of technology and creativity. You use your intuitive knack for changing things to improve the world, one gadget or person at a time.

Words:

Meddle (4 ☆): You can mess with something — whether devices or people — to get it working better, or occasionally worse. Your methods are intuitive but risky. They involve showing off, improvising with help from friends nearby, and so on. *Pool*: Kin.

With Kin (1): Gnomads make many friends, and have large extended families of their own. You can call on them directly for help, or simply use what you've learned from them. *Pool*: Kin.

Pools:

Kin (♡): Your extended social circle of friends and family. *Special*: Recharge when you make a new friend on the road, or catch up with an existing one.

Sample Characters

Tana

A spunky, outgoing girl from a sleepy country village. She dresses in country garb, and carries a rusty sword from her father's days as a soldier.

Archetypes: Brave Determined Adventurer

Words: Confront (4 ☆), Resist (4 ☆☆), Avoid (4 ☆)

Pools: Resolve (♡♡)

Threads: The Old Ruin Near Home

Flair: Rusty Sword, Mysterious Pendant, Bright-Red Hair

This is our heroine at the beginning of her adventure. At the end of the story "The Old Ruin Near Home", she will discover a grimoire (a book of magic spells), and learn to be a Mage. Later on, she will meet up with a Gnomish caravan, where she is equipped with a new sword and armor, and become a Magic Knight.

Basler

A selfish rogue of no great moral character, who lives and plies his unsavory trade in the city. Meeting Tana, the least cynical person he'd ever encountered, changed his way of thinking. He wears dirty leathers and carries two sharp daggers.

Archetypes: Clever Mysterious Adventurer

Words: Confront (4 ☆), Avoid (4 ☆☆), Outwit (4 ☆)

Pools: Resolve (♡♡)

Threads: The Noblewoman's Necklace

At the end of "The Noblewoman's Necklace", Basler becomes a Thief, but using his skills for good. Later, he'll meet a mysterious but familiar old man, and become a Ninja.

Emory Hawthorne

A young and inexperienced, but noble, squire. Assigned to track down the thief Basler, only to fall in with the group upon seeing Tana's influence on him (and being more than a little impressed with the girl herself).

Archetypes: Curious Determined Adventurer

Words: Resist (4 ☆☆), Avoid (4 ☆), Outwit (4 ☆)

Pools: Resolve (♡♡)

Threads: A Squire's Duty

At the end of "A Squire's Duty", he becomes Sir Emory and is made a proper Knight. Later, he'll learn the defensive arts of the order of St. Rinadh, and become a Paladin.

Woody

A young forest-dweller who wears thick overlapping cloth to conceal their features. They guide Tana and her friends through a dangerous woodland, and are inspired to leave the forest and join the group. They have frequent discussions with Basler about laws and authority. They carry a bow made of living wood, with a bowstring made of an actual vine.

Archetypes: Clever Cool Adventurer

Words: Confront (4), Avoid (4 ☆), Outwit (4 ☆ ☆)

Pools: Resolve (♡♡)

Threads: Secret in the Forest

Flair: Piercing Green Eyes, Face-Covering Veil, Vine Bow

In reality, "Woody" is Princess Emerald who escaped a nearby kingdom and has been living in the forest for the past few years. At the end of "Secret in the Forest", she will bring some animal companions with her, becoming a Beastmaster. Later, she'll acknowledge her royal heritage to become a Princess, embrace her life in the wild and become a Ranger, or perhaps both.

Places

The Sleepy Village

A good starting place for any adventurer worth the name. A cluster of huts, with conical white roofs. Thin streams of smoke coil upwards from numerous chimneys. The emerald green of a vibrantly alive forest rises all around. Mountains rise in the distance. There is a path that meanders between the buildings, leading to the one and only road out of town.

Slime Attack!

Slimes are mobile blobs of protoplasm, animated by magic or ancient Cirran mechanistry. They are a recurring nuisance for many villages, and are one of the first “monsters” any adventurer will face.

Endurance: 1 □ (first wave), 2 □ (more slimes appear), 3 □ (lots of slimes!)

Twists:

“It slimed me!” (♡): You’re covered in goop and must scramble to escape, possibly losing something small or valuable as you do.

Stuck weapon! (♡♡): Lose your weapon. You must work to get it back somehow.

The Old Ruin

In a clearing in the forest, pale marble walls rise from the soil. They form irregular and intricate shapes. Once upon a time, this was a church, temple, or other gathering place for celebrants. Everything is overgrown with vines and grass. Little streams of water pour through cracks in the walls and form pools.

The ruin should evoke sorrow. Some grand and beautiful civilization built their temple here, and now they are gone, leaving only this shadow of grandeur behind. The characters are here to discover something: what treasure or hidden secrets lie inside?

The walls used to be painted in bright pigments, but most of those have been scrubbed or scratched away. The musical notes for ancient songs are scribed into stone tablets.

The temple has many underground levels. Some passageways will be caved in, while others are closed off by thick doors. There is a strange magic which will act

on visitors, driving them away to keep the temple as a silent monument to antiquity.

Mysterious Magic

Strange spells still hang over the ruin, subtly guarding it from intrusion and damage. They will welcome the truly penitent, but who alive today remembers the ancient rituals to demonstrate their piety? The spells begin subtly, affecting the mind and sense of direction. At higher levels, the arrangement of the ruins will begin to adjust itself. Guardian golems will animate from among the statues if someone penetrates to the deepest recesses.

Endurance: 1 □ (misdirections and glamours), 3 □□ (shifting walls, vanishing landmarks), 5 □□□ (guardian golems)

Twists:

Holy Prayer (♡♡♡): You deciphered the music of the temple’s upper levels and sang the songs earnestly. Your piety will be rewarded.

The Bustling City

At the end of the road, and the beginning of many others, the city stands with open arms, greeting travelers. The goods of a thousand caravans are on offer in the bazaars. The hands of merchants, officials, and thieves wait to luck coin purses from the pockets of the unwary.

The city should evoke surprise. Everything is new to visiting country characters. The party is here to find something: the answers to a mystery, a lost or stolen item, the fate of a friend or family member. The newness of the city and the strange ways of city folk are the obstacles in their search.

The city walls are brown stone. Red banners of bravery fly over mercenary halls and proclaim the presence of the Crown’s forces. Yellow and violet paint marks the signs of inns, taverns, and eateries. The roads are a pale, almost creamy colored cobblestone. Water fountains spray their pure blue water into the air. The voices of buyers and sellers ring out from morning to dusk. During the evening, the buildings are dark, with slivers of flickering orange light emanating from the window shutters. The people move from outside to inside when day becomes night, to conclude their business and engage in revelry.

Buildings are roofed with sharply slanted inclines, a contrast to the sleepy village's gently rounded shapes. Everything is angles here, like the sharp turns of a street corner. A trio of cutthroats waits near you in the alley, watching and whispering.

Confrontation with Thugs!

Bandits, muggers, hired soldiers, or mercenaries can harass innocent bystanders, waylay travelers, and so on. The Thugs can be beaten by force, conned, or tricked.

Endurance: 2 □□ (handful of thugs causing trouble), 4 □□ (rest of the gang shows up), 6 □□□ (captain of the gang appears)

Features:

Backup (3): More members of the gang appear.

Hostage (5): The gang took hostages. You must save them.

Twists:

Unnecessary Roughness (♡): You take some minor injury and must deal with it for the rest of the fight.

Dirty Trick! (♡♡): You fall victim to one of the classic blunders — sand in the eye, etc.

“Now I’m mad!” (♡♡♡): The captain no-sells one of your attacks and gets angrier. Add a square of endurance.

“Get in there!” (♡♡♡♡): the gang scrambles to obey. Add the Backup feature.

Escape the Prison!

The characters have been captured by the authorities and imprisoned! For whatever reason, a fair trial seems unlikely. Time to escape.

Endurance: 3 □□□ (figuring out resources, unlocking cells), 5 □□ (dealing with guards), 7 □ (the big escape)

Features:

Alarm (5): Somebody saw you and shouted, and now everyone is alerted.

Twists:

All Things Go (♡): You lose some useful piece of equipment in an escape attempt or struggle.

I Lied (♡♡): You came up with a stellar excuse for the

guards to come into your cell and get ambushed. Good job!

Save Me (♡♡♡): Another prisoner is vital to your escape plan, but must be escorted out safely and will be a hindrance.

Pound the Alarm (♡♡♡♡): You raise a ruckus or a guard gets away to warn his companions. Add the Alarm feature.

The Eldritch Forest

The forest fills the valleys and creeps up the mountains. It is ancient, with tiny hamlets occupied by taciturn woodsmen only on the edges. Only animals live in the forest itself, and precious few of them live in the deeper stretches.

The forest should evoke fear. An unseen presence hides in the depths, stalking and hunting as it wills. Past a certain boundary, the characters should no longer hear the birds singing, or the shuffling of animals. All that's left is the wind on the tree leaves. Curiously, it has a regular rhythm, less like wind and more like breath.

The forest is useful for the many rare specimens growing there. Herbalists will find hard-to-find species with peculiar properties. It connects two places that are otherwise separated by some greater danger, such as an invading army, a major bridge washed away, or whatever. Alternately, the people of the forest may wish for the PCs to seek out the mystery at its heart.

The Vine Dragon!

A Dragon lurks at the center of the forest. Its body is made of roots and vines and leaves. Its eyes are the dewdrops of morning. It can create a lithe serpentine shape to attack its victims, or disappear into an explosion of leaves to become one with the forest again.

Endurance: 1 □□ (encounter with the dragon on the ground), 3 □□ (the dragon vanishes into the forest, gaining the Diffuse feature), 6 □□ (the dragon animates vines to attack the PCs), 10 □□ (the dragon reforms and begins fighting all-out)

Features:

Diffuse (10). The vine dragon has collapsed into its component parts and stalks the group. It cannot be attacked with conventional weapons.

Bark Armor (5). Cutting weapons can break through, and fire will burn, but piercing or impact weapons will be ineffective.

Twists:

TODO

Claws! (♡): You are hit and begin to bleed.

Tail Swipe! (♡♡): You are knocked to your feet and must scramble out of the way of further attacks.

Thousand Limbs! (♡♡♡): The dragon uses its environment as an extension of its body — vine tendrils, earthy shackles, etc.

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