

WICKED ONES

GM SHEET

MARK THE LAST THING COMPLETED TO REMEMBER PROGRESS FOR THE NEXT SESSION

CYCLE OF PLAY

LURKING

- ♦ HEAL UP IN RECOVERY
- ♦ COUNT YOUR LOOT
- ♦ PERFORM DOWNTIME

CALAMITY

- ♦ CHECK DUNGEON LOGIC
- ♦ MAKE A CALAMITY ROLL
- ♦ DEAL WITH CALAMITY

RAIDING

- ♦ SET A GOAL AND TARGET
- ♦ SET A PLAN AND DETAILS
- ♦ ROLL ENGAGEMENT

BLOWBACK

- ♦ REVIEW RAID PLAN
- ♦ MAKE A BLOWBACK ROLL
- ♦ DEAL WITH BLOWBACK

PLAYER NAME:

CHARACTER NAME, RACE & CALLING

DARK IMPULSE REVELRY

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DARK IMPULSE REVELRY

DON'T FORGET TO...

- ♦ PERFORM THE IMP DOWNTIME EACH LURKING PHASE.
- ♦ COMPEL THEIR DARK IMPULSES AND REVELRIES.
- ♦ OFFER ENTICING DARK BARGAINS.
- ♦ TEMPT THEM WITH DANGEROUS GOOD LOOT.
- ♦ KEEP THE CAMERA AND ACTION MOVING.
- ♦ BRING QUIETER PLAYERS INTO THE SPOTLIGHT.

NOTES

CLOCKS

FAILURE: 0 MIXED: 1 SUCCESS: 2 CRITICAL: 3+ STRONG: +1 WEAK: -1



BLOWBACK

MINOR ☐ ☐ ☐ ☐

MAJOR ☐ ☐ ☐ ☐

CALAMITY

MINOR ☐ ☐ ☐ ☐

MAJOR ☐ ☐ ☐ ☐

CALAMITY QUESTIONS

- ♦ **ATMOSPHERE:** DOES THE LAYOUT FEEL LIKE A DUNGEON AND DO THE MINIONS ENJOY LIVING THERE?
- ♦ **GROWTH:** HAS THE DUNGEON BEEN STEADILY GROWING, INCREASING IN TIER AND ADDING ROOMS AND DISCOVERIES?
- ♦ **HIERARCHY:** ARE WEAKER CREATURES LIKELY TO FACE ADVENTURERS BEFORE STRONGER ONES?
- ♦ **LOOT & REVELRY:** HAS THERE BEEN A STEADY FLOW OF LOOT INTO THE DUNGEON AND HAS THE DUNGEON SURVIVED YOUR REVELRY INTACT?
- ♦ **WORTHY MASTERS:** HAVE YOU FORMULATED A SOLID MASTER PLAN AND GARNERED A REPUTATION OF EVIL?

ADVENTURERS

CLASS, PASSIVE, TRAITS, & MOTIVATION

TIER 0 1 2 3 4 MOVES



MAJOR INVASION TRACKER

MARK DOWN THE NUMBER OF ADVENTURERS BY TIER. EACH MAJOR INVASION IS TOUGHER THAN THE LAST.

INV #	TIER					HIRELINGS
	0	1	2	3	4	
1ST						
2ND						
3RD						
4TH						
5TH						
6TH						

WICKED XP

- ♦ YOU MADE PROGRESS ON YOUR MASTER PLAN.
- ♦ YOU JUMPED INTO SOMEONE ELSE'S DUNGEON SCENE.
- ♦ YOU ACTED LIKE A MONSTER.
- ♦ YOU USED YOUR GEAR OR SUPPLY IN CREATIVE WAYS.

BEST PRACTICES

- ♦ BY THE RULES, PLAYERS DECIDE WHETHER THEY TAKE XP, THOUGH IT MAY WORK BETTER WITH SOME GROUPS IF THE GM MAKES THAT CALL.
- ♦ XP IS TALLIED AT THE END OF EACH SESSION.
- ♦ GO AROUND THE TABLE AND RECOUNT THE MOMENTS WHEN PLAYERS HIT THE TRIGGERS.
- ♦ ONCE YOU TAKE XP FOR SOMETHING, YOU CAN'T GET IT AGAIN IN FUTURE SESSIONS FOR THE SAME ACT.
- ♦ DON'T STRUGGLE TO FIND A WAY THAT YOU HIT A TRIGGER - IT SHOULD COME NATURALLY OR SKIP IT.
- ♦ ENCOURAGE OTHER PLAYERS TO HELP REMEMBER MOMENTS.