

# WICKED ONES

NAME

RACE &amp; LOOK

DARK IMPULSE: BIGMOUTH - CRUEL - DERANGED  
FICKLE - OBSESSED - PARANOID - RECKLESS - VENGEFULREVELRY: CRAVING - DRINKING - GAMBLING  
OCCULT - VIOLENCE - WORSHIP

GEAR

When the clock is full, you go feral.

SUPPLY



NOTES

## DOWNTIME PROJECTS

- BREW POTIONS AND ALCHEMICALS.
- BUILD LOCKS, TRAPS, TRICKS, AND ROOMS.
- CONTACT VILE FRIENDS, NPC'S, OR FACTIONS.
- CRAFT AN ITEM, EDGE, OR CONTRAPTION.
- INCANT A RITUAL.
- RECRUIT A PACK OF MINIONS.
- TORTURE A PRISONER.

## PROJECT CLOCKS

♦ RISK IT: RE-ROLL A DOWNTIME ACTION BUT LOSE ITS DOMINANT POSITION

## DUNGEON DUTIES

TIER TYPE DESCRIPTION

GOLD



YOU CAN PAY GOLD TO:

- ATTRACT A CREATURE
- GET HELP FROM YOUR VILE FRIEND
- GET A MINION DOWNTIME ACTION
- GET MINIONS TO JOIN A RAID
- RECRUIT A MINION
- UPGRADE A MINION

## LOOT ROLLS

**FAILURE:** DARK HEART, BUT RISK OVERDOING IT  
**MIXED:** 1 GOLD  
**SUCCESS:** VALUABLE ITEM  
 COMBINE 2 SUCCESSES FOR A POWERFUL ITEM (GM DECIDES THE ITEM)

## ◆ BRAINS SMARTS, AWARENESS, INSIGHT

- SCAN / perceptively
- TINKER / cleverly
- TRICK / slyly

## ◆ MUSCLES STRENGTH, AGILITY, SPEED

- FINESSE / precisely
- SKULK / sneakily
- SMASH / powerfully

## ◆ GUTS PERSONALITY, METTLE, MAGIC

- BANTER / affably
- INVOKES / magically
- THREATEN / forcefully

## ◆ BLOODYED DARK HEARTS

- ASSIST: GIVE +EFFECT, BUT OPEN TO CONSEQUENCE
- GO HARD: TRADE +EFFECT FOR -POSITION
- TEAM UP: TAKE THE HIGHEST RESULT, BUT EACH PC WITH A MIXED OR FAILURE TAKES STRESS.
- DARK BARGAIN: TRADE +ID FOR A CONSEQUENCE
- DARK HEART: TAKE +ID ON A ROLL
- SHOCK: TAKE -ID ON NEXT ROLL, THEN CLEARS
- BLOODYED: TAKE SHOCK TO ALL ATTRIBUTES, AND CLEARS WHEN ALL SHOCK IS CLEAR
- DEATH KNELL: TAKE A FINAL ACTION IF YOU HAVE A DARK HEART LEFT WHEN YOU DIE.
- GO FERAL: IMMEDIATELY COMPELLED; ABILITIES USED DURING THIS ACTION COST NO STRESS.

## BRUTE

POWERFUL &amp; INTIMIDATING BRAWLERS

◆ RAGE: You can spend stress to perform an incredible feat of strength, like throwing a large boulder, tackling a charging horse, or facing off against a much larger foe on equal footing.

◆ ASSAULT: You're a force to be reckoned with. On a success in close combat, you can also (choose one): cleave into a nearby enemy - destroy their shield or armor - send them flying.

◆ FURY: When you suffer injury or humiliation, you take +1d if you immediately lash out. On a critical, you clear 1 stress.

◆ LIVING WEAPON: Your body is a deadly weapon and has edges (choose two): concealed - longreach - grappling - ranged - pulverizing - terrifying. How did you end up this way?

◆ MENACE: You put the torment of others over your own safety. You take +1d when you go hard to intimidate or humiliate someone. On a critical, you clear 1 stress.

◆ PACK MULE: You can carry an immense amount. You gain two gear slots, a defense based on them, and a supply slot. Where do you keep all of that extra stuff?

◆ RAWHIDE: Your thick hide protects you from harm. You take +1d when resisting physical attacks and spend 1 less stress when you do so. What makes your hide so tough?

◆ TASKMASTER: You gain a downtime action which you can only use to recruit minions or sacrifice to have minions perform a downtime action without paying them gold.

◆ FLEXIBILITY:

You can flashback to things such as torturing a prisoner, threatening violence, or acquiring just the right weapon.

## MINION PACK

MORALE

BLOODYED

## VILE FRIEND

# RACE TYPE

## ACTIONS UPGRADES (1 GOLD EACH)

- |                                   |                                  |
|-----------------------------------|----------------------------------|
| <input type="checkbox"/> SCAN     | <input type="radio"/> ADEPT      |
| <input type="checkbox"/> TINKER   | <input type="radio"/> COMPANION  |
| <input type="checkbox"/> TRICK    | <input type="radio"/> EQUIPPED   |
| <input type="checkbox"/> FINESSE  | <input type="radio"/> EXPENDABLE |
| <input type="checkbox"/> SKULK    | <input type="radio"/> FLUENT     |
| <input type="checkbox"/> SMASH    | <input type="radio"/> MINDSET    |
| <input type="checkbox"/> BANTER   | <input type="radio"/> STRAPPED   |
| <input type="checkbox"/> INVOKE   | <input type="radio"/> TRAINED    |
| <input type="checkbox"/> THREATEN | <input type="radio"/> VERSATILE  |

**DARK IMPULSE:** ADDICTED - AGGRESSIVE - DISLOYAL  
 GREEDY - IMPATIENT - LAZY - MOODY - SUPERSTITIOUS

## RAID PLANS

- AMBUSH: HIT THEM WHEN THEY LEAST EXPECT IT, MAKING SURE THEY DON'T TAKE ANY OF YOU DOWN.
- ASSAULT: BRING FULL FORCE TO BEAR, DRIVING OFF OR KILLING ALL THOSE WHO STAND AGAINST YOU.
- NEGOTIATION: TALK IT OUT, TELL LIES, OR OFFER SOMETHING TO GET WHAT YOU WANT, SPILLING AS LITTLE BLOOD AS POSSIBLE.
- STEALTH: SLIP IN, FIND WHAT YOU'RE AFTER, AND SLIP OUT QUIETLY, BEING NOTICED AS LITTLE AS POSSIBLE.
- STRIKE: BUST IN, GET WHAT YOU WANT, AND RUN OUT QUICKLY, WITHOUT DEVIATING FROM YOUR GOAL.
- TRICKERY: CONFUSE, LURE, OR TRICK THEM INTO DOING WHAT YOU WANT, WITHOUT THEM KNOWING WHY.

## WICKED XP

TAKE AN ABILITY WHEN FULL. MARK 1 XP FOR EACH YOU DID THIS SESSION:

- 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.

## RECKLESS XP

TAKE AN ACTION DOT WHEN FULL. MARK 1 XP IF YOU PLAYED INTO EITHER BEING BLOODYED OR GOING FERAL THIS SESSION.

## LIGHT TONGUE WORDS

YOU	ONE	YES	GO	EAT
ME	TWO	NO	DO	GIVE
US	THREE	MAYBE	STOP	GET
IT	MORE	NOW	KILL	GOLD

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Gold: 000

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Risk It: Re-roll a downtime action but lose its dominant position

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## CONNIVER

MANIPULATIVE & CONTROLLING  
MASTERMINDS

STRINGS: You can spend stress to have an ally remember your voice in their head, allowing them to reroll a failure. If they roll a success, you gain a dark heart. *What criticism or advice did you previously impart on them?*

- INTUITION: Others are an open book to you. You can spend stress to establish a target's emotional state, though it must be a reasonable emotion for them to be feeling. You take +1d when you act on that knowledge.
- MASTERFUL LIAR: You excel at lying when you go all in on a falsehood. You take +1d when you go hard to tell a lie. On a success, you gain a dark heart.
- MISSSED A SPOT: Each downtime, you get two ticks which can be distributed to any project clocks started by your allies. *What errors do you point out in their work?*
- OPPORTUNIST: You take +1d on a roll when acting immediately after an ally fails a resistance roll. *How do you leverage their failure to your own advantage?*
- TONGUES: You can speak the Light Tongue, albeit with a strong, monstrous accent. *How does a monster like you even learn to speak the language of civilization?*
- WEAVING THE WEB: On a success during a flashback or downtime action to interact with contacts, you gain a dark heart. You also gain a downtime action which you can only use to contact a vile friend, faction, or other NPC.
- WORDPLAY: On a success when resisting with BANTER, THREATEN, or TRICK, you can also (choose one): deflect blame - plant a false idea - have the GM reveal a secret.
- FLEXIBILITY: \_\_\_\_\_

You can flashback to things such as manipulating others, setting up contingency plans, or acquiring information.

## MINION PACK

MORALE

BLOODYED

## VILE FRIEND

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WHEN THE CLOCK IS FULL,  
YOU GO FERAL.

## RESISTANCE ROLLS

FAILURE: PARTIAL RESIST, TAKE 3 STRESS  
MIXED: PARTIAL RESIST, TAKE 2 STRESS  
SUCCESS: FULL RESIST, TAKE 1 STRESS  
CRITICAL: FULL RESIST, CLEAR 1 STRESS

## RESISTING DEATH

FAILURE: YOU DIE  
MIXED: KNOCKED OUT OF THE SCENE

## DEFENSES



SUPPLY



NOTES

## FLEXIBILITY:

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## PROJECT CLOCKS



## DUNGEON DUTIES

TIER TYPE DESCRIPTION

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## HUNTER

RUTHLESS & TENACIOUS  
TRACKERS

♦ THRILL OF THE HUNT: You can spend stress to establish a small, momentary weakness in your prey. You gain +effect when you exploit this on your next roll to stalk, catch, or bring them down. On a success, you gain a dark heart.

○ FERAL SENSES: Animal blood runs through your veins, causing your senses to extend twice as far as normal. You take +1d when tracking or surveying an area. You also gain a defense against surprise.

○ GRIT: You don't go down easy. On a failure when resisting, you can immediately roll an extra 1d that counts towards the roll. If the result is a success, it counts as a critical.

○ HUNTING PET: You have a hunting pet or pack instead of minions. It has the companion upgrade and knows tricks (choose two): *cause confusion - fetch - herd prey - locate prey - surprise attack*. Your pet takes +1d when performing known tricks.○ SCAVENGER: On a success while surveying or traversing a risky area, you can (choose one): *find a piece of mundane gear - tick an edge crafting clock - harvest a tier 2 concoction*.

○ SCOUT: You make a habit of roaming the surface and scouting out targets. While choosing a raid plan, you can establish a weakness you know about in your target's defenses. During the raid, you can also spend stress to establish a second fact.

○ TRICK SHOTS: You can pull off improbable (but not impossible) shots with a ranged weapon, like ricocheting a projectile off a wall or shooting through one target and hitting another. You ignore any circumstances towards effect from the difficulty, but you must explain how you pulled off the shot.

○ WILD KNOWLEDGE: You can spend stress to establish a fact about plants, animals, or the weather. You take +1d when you act on that knowledge.

You can **flashback** to things such as *setting a trap, scouting out a location, or hunting up some food*.

## MINION PACK

MORALE

BLOODYED

## VILE FRIEND

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# MARAUDER

CUNNING & FEARLESS  
WARRIOR

◆ BATTLEMASTER: You can spend stress to perform an incredible feat of athletics, like throwing an axe a great distance, maneuvering nearly anywhere on the field of battle, or facing off against a group of foes on equal footing.

◆ BULWARK: You're the rock on which your allies lean. You take +1d when resisting consequences for an ally. On a success, the ally takes +1d on any follow-up action.

◆ COHORT: Your minions are always elite, with the *mindset* (*loyal*) and *companion* upgrades. They also have an additional upgrade (choose one): *equipped* - *mindset* (*fearless*) - *trained* - *versatile*.

◆ COMMANDER: You exert your will to bolster your minions. You can spend stress or a dark heart to give a minion pack +1d on a roll. You also gain a defense against minion failure.

◆ CONTROL: You fluidly control a fight. On a success when resisting an attack in close combat, you can also (choose one): *disarm them* - *redirect the attack* - *reposition them nearby*.

◆ JOY OF BATTLE: You love nothing more than your own excellence in battle. On a critical while engaged in combat, you clear 1 stress and gain a dark heart.

◆ MANIAC: You think nothing of risking life and limb. You take +1d when you go hard and put your own body on the line, but you can't resist any consequences from the roll. On a critical, you clear 1 stress.

◆ TACTICIAN: Battle plans are the key to your success. You take +1d on your first action after an engagement roll. You also gain a defense against raid plans going off track.

◆ FLEXIBILITY: \_\_\_\_\_

You can **flashback** to things such as giving orders to minions, surveying a target's strength, or disciplining subordinates.

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## GOLD



## YOU CAN PAY GOLD TO:

- ATTRACT A CREATURE
- GET HELP FROM YOUR VILE FRIEND
- GET A MINION DOWNTIME ACTION
- GET MINIONS TO JOIN A RAID
- RECRUIT A MINION
- UPGRADE A MINION

♦ RISK IT: RE-ROLL A DOWNTIME ACTION BUT LOSE ITS DOMINANT POSITION

## BRAINS SMARTS, AWARENESS, INSIGHT

- SCAN / perceptively
- TINKER / cleverly
- TRICK / slyly

## MUSCLES STRENGTH, AGILITY, SPEED

- FINESSE / precisely
- SKULK / sneakily
- SMASH / powerfully

## GUTS PERSONALITY, METTLE, MAGIC

- BANTER / affably
- INVOKES / magically
- THREATEN / forcefully



## DARK HEARTS



- ASSIST: GIVE +EFFECT, BUT OPEN TO CONSEQUENCE
- GO HARD: TRADE +EFFECT FOR -POSITION
- TEAM UP: TAKE THE HIGHEST RESULT, BUT EACH PC WITH A MIXED OR FAILURE TAKES STRESS.
- DARK BARGAIN: TRADE +ID FOR A CONSEQUENCE
- DARK HEART: TAKE +ID ON A ROLL
- SHOCK: TAKE -ID ON NEXT ROLL, THEN CLEARS
- BLOODYED: TAKE SHOCK TO ALL ATTRIBUTES, AND CLEARS WHEN ALL SHOCK IS CLEAR
- DEATH KNELL: TAKE A FINAL ACTION IF YOU HAVE A DARK HEART LEFT WHEN YOU DIE.
- GO FERAL: IMMEDIATELY COMPELLED; ABILITIES USED DURING THIS ACTION COST NO STRESS.

## MINION PACK

MORALE

BLOODYED

## VILE FRIEND

# RACE TYPE

ACTIONS	UPGRADES (1 GOLD EACH)
SCAN	ADEPT
TINKER	COMPANION
TRICK	EQUIPPED
FINESSE	EXPENDABLE
SKULK	FLUENT
SMASH	MINDSET
BANTER	STRAPPED
INVOKES	TRAINED
THREATEN	VERSATILE

DARK IMPULSE: ADDICTED - AGGRESSIVE - DISLOYAL  
GREEDY - IMPATIENT - LAZY - MOODY - SUPERSTITIOUS

## SHADOW

SNEAKY & ELUSIVE  
ROGUES

♦ PROWLER: You can spend stress to perform an incredible feat of agility, like slipping unimpeded through a mob, leaping safely from a high tower, or hiding in plain sight.

○ DARK MIND: You can compel other PCs to action just as if the GM had compelled them. If they accept, you gain a dark heart. If they decline, you take stress. The GM is still the final judge of what is an appropriate compel.

○ POISONER: Making or procuring poisons is second nature for you. You have a steady supply of the following tier 1 concoction poisons: blinding - disorienting - slowing - nauseating. You also gain two supply slots which you can only use for them.

○ POUNCE: You recognize the perfect timing to strike. You take +1d when you catch someone by surprise. On a critical, you clear 1 stress.

○ SLIPPERY: You're tough to pin down. On a success when resisting an enemy attack, you can also (choose one): disappear from their sight - pick their pocket - reposition behind them.

○ STALKER: Your lurking presence forces foolish action. On a success while moving stealthily, NPCs near you (choose one): do something stupid due to paranoia - reveal a secret.

○ STICKY FINGERS: You always manage to come away with something of value. You get 1 extra gold each loot roll and can control up to 4 gold without raising suspicion. Also, once during each raid, you can establish the location of some good loot nearby.

○ UNSEEN HAND: When you assist an ally, you only take consequences if they roll a failure. If they roll a critical, you clear 1 stress. Why do they not know you're helping them?

○ FLEXIBILITY: \_\_\_\_\_

You can flashback to things such as snatching something valuable, lying to create opportunity, or stashing some items.

## WICKED XP



TAKE AN ABILITY WHEN FULL. MARK 1 XP FOR EACH YOU DID THIS SESSION:

- 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.

## RECKLESS XP



TAKE AN ACTION DOT WHEN FULL. MARK 1 XP IF YOU PLAYED INTO EITHER BEING BLOODYED OR GOING FERAL THIS SESSION.

## LIGHT TONGUE WORDS

YOU	ONE	YES	GO	EAT
ME	TWO	NO	DO	GIVE
US	THREE	MAYBE	STOP	GET
IT	MORE	NOW	KILL	GOLD



# WICKED ONES

NAME

RACE &amp; LOOK

DARK IMPULSE: BIGMOUTH - CRUEL - DERANGED  
FICKLE - OBSESSED - PARANOID - RECKLESS - VENGEFULREVELRY: CRAVING - DRINKING - GAMBLING  
OCCULT - VIOLENCE - WORSHIP

GEAR

STRESS

WHEN THE CLOCK IS FULL,  
YOU GO FERAL.

## RESISTANCE ROLLS

FAILURE: PARTIAL RESIST, TAKE 3 STRESS  
MIXED: PARTIAL RESIST, TAKE 2 STRESS  
SUCCESS: FULL RESIST, TAKE 1 STRESS  
CRITICAL: FULL RESIST, CLEAR 1 STRESS

## RESISTING DEATH

FAILURE: YOU DIE  
MIXED: KNOCKED OUT OF THE SCENE

## DEFENSES



SUPPLY



NOTES

## FLEXIBILITY:

## DOWNTIME PROJECTS

- BREW POTIONS AND ALCHEMICALS.
- BUILD LOCKS, TRAPS, TRICKS, AND ROOMS.
- CONTACT VILE FRIENDS, NPC'S, OR FACTIONS.
- CRAFT AN ITEM, EDGE, OR CONTRAPTION.
- INCANT A RITUAL.
- RECRUIT A PACK OF MINIONS.
- TORTURE A PRISONER.

## PROJECT CLOCKS



## DUNGEON DUTIES

TIER TYPE DESCRIPTION

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—	—	—
—	—	—
—	—	—
—	—	—

GOLD



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♦ RISK IT: RE-ROLL A DOWNTIME ACTION BUT LOSE ITS DOMINANT POSITION

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- SCAN / perceptively
- TINKER / cleverly
- TRICK / slyly

## MUSCLES STRENGTH, AGILITY, SPEED

- FINESSE / precisely
- SKULK / sneakily
- SMASH / powerfully

## GUTS PERSONALITY, METtle, MAGIC

- BANTER / affably
- INVOKe / magically
- THREATEN / forcefully

## BLOODYED

## DARK HEARTS

- ASSIST: GIVE +EFFECT, BUT OPEN TO CONSEQUENCE
- GO HARD: TRADE +EFFECT FOR -POSITION
- TEAM UP: TAKE THE HIGHEST RESULT, BUT EACH PC WITH A MIXED OR FAILURE TAKES STRESS.
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- BLOODYED: TAKE SHOCK TO ALL ATTRIBUTES, AND CLEARS WHEN ALL SHOCK IS CLEAR
- DEATH KNELL: TAKE A FINAL ACTION IF YOU HAVE A DARK HEART LEFT WHEN YOU DIE.
- GO FERAL: IMMEDIATELY COMPELLED; ABILITIES USED DURING THIS ACTION COST NO STRESS.

## WARLOCK

DARING &amp; AMBITIOUS MAGES

♦ SORCERY: You can spend stress to INVOKe tier 2 and tier 3 spells of a single sorcery path (choose one): *enchantment* - *evocation* - *force mastery* - *illusion* - *necromancy* - *pyromancy*.

○ ARTIFICER: You gain a downtime action which you can only use to incant rituals to make magic items. These rituals also require one less special requirement than usual.

○ COUNTERSPELL: On a success when resisting magical effects, you also (choose one): *absorb the spell* and clear 1 stress - *establish a quirk about the caster's power* - *reflect the spell at the caster*.

○ FAMILIAR: You're magically bonded to a small critter, no bigger than a cat. You can speak telepathically while it's close by. Choose two actions that it excels at, which you roll your own INVOKe for. You roll 0d on anything else. It's knocked out of a scene when bloodied and magically returns during recovery. You can spend stress to cast a tier 1 spell through it.

○ GRAND SORCERY: You can choose a second path for your SORCERY core ability and can cast from any sorcery path with only a single magic focus.

○ OVERLOAD: You open yourself to a torrent of power. You take +1d when you go hard with a spell, but you can't resist any consequences from the roll. On a critical, you clear 1 stress.

○ REAPER: When you deliver a killing blow with a weapon, you reap the soul of your victim. You can expend this soul later to cast a spell without spending stress, also taking +1d on the roll. You can only hold one reaped soul at a time. □ REAPED SOUL

○ VILE FORM: You can spend stress to assume an amorphous form for a few moments, such as a swarm or a fog. You gain any strengths and weaknesses the form possesses and can roll INVOKe to perform actions it would excel at. All of these are chosen when you first take this ability.

You can **flashback** to things such as *acquiring arcane knowledge*, *striking occult deals*, or *creating magic items*.

## MINION PACK

MORALE

BLOODYED

## VILE FRIEND

# RACE

TYPE

ACTIONS	UPGRADES (1 GOLD EACH)
SCAN	ADEPT
TINKER	COMPANION
TRICK	EQUIPPED
FINESSE	EXPENDABLE
SKULK	FLUENT
SMASH	MINDSET
BANTER	STRAPPED
INVOKe	TRAINED
THREATEN	VERSATILE

DARK IMPULSE: ADDICTED - AGGRESSIVE - DISLOYAL  
GREEDY - IMPATIENT - LAZY - MOODY - SUPERSTITIOUS

## RAID PLANS

♦ AMBUSH: HIT THEM WHEN THEY LEAST EXPECT IT, MAKING SURE THEY DON'T TAKE ANY OF YOU DOWN.

♦ ASSAULT: BRING FULL FORCE TO BEAR, DRIVING OFF OR KILLING ALL THOSE WHO STAND AGAINST YOU.

♦ NEGOTIATION: TALK IT OUT, TELL LIES, OR OFFER SOMETHING TO GET WHAT YOU WANT, SPILLING AS LITTLE BLOOD AS POSSIBLE.

♦ STEALTH: SLIP IN, FIND WHAT YOU'RE AFTER, AND SLIP OUT QUIETLY, BEING NOTICED AS LITTLE AS POSSIBLE.

♦ STRIKE: BUST IN, GET WHAT YOU WANT, AND RUN OUT QUICKLY, WITHOUT DEVIATING FROM YOUR GOAL.

♦ TRICKERY: CONFUSE, LURE, OR TRICK THEM INTO DOING WHAT YOU WANT, WITHOUT THEM KNOWING WHY.

## WICKED XP

TAKE AN ABILITY WHEN FULL. MARK 1 XP FOR EACH YOU DID THIS SESSION:

♦ 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.

## RECKLESS XP

TAKE AN ACTION DOT WHEN FULL. MARK 1 XP IF YOU PLAYED INTO EITHER BEING BLOODYED OR GOING FERAL THIS SESSION.

## LIGHT TONGUE WORDS

YOU	ONE	YES	GO	EAT
ME	TWO	NO	DO	GIVE
US	THREE	MAYBE	STOP	GET
IT	MORE	NOW	KILL	GOLD

# WICKED ONES

NAME

RACE &amp; LOOK

DARK IMPULSE: BIGMOUTH - CRUEL - DERANGED  
FICKLE - OBSESSED - PARANOID - RECKLESS - VENGEFULREVELRY: CRAVING - DRINKING - GAMBLING  
OCCULT - VIOLENCE - WORSHIP

GEAR

STRESS

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YOU GO FERAL.

## RESISTANCE ROLLS

FAILURE: PARTIAL RESIST, TAKE 3 STRESS  
MIXED: PARTIAL RESIST, TAKE 2 STRESS  
SUCCESS: FULL RESIST, TAKE 1 STRESS  
CRITICAL: FULL RESIST, CLEAR 1 STRESS

## RESISTING DEATH

FAILURE: YOU DIE  
MIXED: KNOCKED OUT OF THE SCENE

## DEFENSES



SUPPLY



NOTES

## FLEXIBILITY:

## DOWNTIME PROJECTS

- BREW POTIONS AND ALCHEMICALS.
- BUILD LOCKS, TRAPS, TRICKS, AND ROOMS.
- CONTACT VILE FRIENDS, NPC'S, OR FACTIONS.
- CRAFT AN ITEM, EDGE, OR CONTRAPTION.
- INCANT A RITUAL.
- RECRUIT A PACK OF MINIONS.
- TORTURE A PRISONER.

## PROJECT CLOCKS



## DUNGEON DUTIES

TIER TYPE DESCRIPTION

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GOLD



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- TRICK / slyly

## MUSCLES STRENGTH, AGILITY, SPEED

- FINESSE / precisely
- SKULK / sneakily
- SMASH / powerfully

## GUTS PERSONALITY, METTLE, MAGIC

- BANTER / affably
- INVOKES / magically
- THREATEN / forcefully

## BLOODYED DARK HEARTS

- ASSIST: GIVE +EFFECT, BUT OPEN TO CONSEQUENCE
- GO HARD: TRADE +EFFECT FOR -POSITION
- TEAM UP: TAKE THE HIGHEST RESULT, BUT EACH PC WITH A MIXED OR FAILURE TAKES STRESS.
- DARK BARGAIN: TRADE +ID FOR A CONSEQUENCE
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- SHOCK: TAKE -ID ON NEXT ROLL, THEN CLEARS
- BLOODYED: TAKE SHOCK TO ALL ATTRIBUTES, AND CLEARS WHEN ALL SHOCK IS CLEAR
- DEATH KNELL: TAKE A FINAL ACTION IF YOU HAVE A DARK HEART LEFT WHEN YOU DIE.
- GO FERAL: IMMEDIATELY COMPELLED; ABILITIES USED DURING THIS ACTION COST NO STRESS.

## ZEALOT

FERVENT &amp; MYSTICAL BELIEVERS

♦ CHANNELING: You can spend stress to INVOKE tier 2 and tier 3 spells of your chosen deity's domains. Each god has two domains which act as magic paths.

○ ACOLYTES: Your minions are fanatic devotees of your god. They have the mindset (zealous) and companion upgrades and will take a downtime action to incant a ritual each downtime without asking for gold.

○ DEFILER: Draw a 4-segment clock on your sheet. Tick it once each time you defile something sacred or beautiful that is antithetical to your god's domains. When the clock is full, a tier 2 ritual immediately manifests in that location and you start a new clock.

○ FERVENT AURA: When you would become bloodied or be killed, you can designate a nearby minion to become bloodied or die instead. When a minion pack dies in this way, they can perform a final action and you gain a dark heart.

○ INQUISITOR: You feel deep satisfaction in breaking the will of others. On a success when torturing prisoners, you gain a dark heart and learn twice as much information as normal. You also gain a downtime action which you can only use for this purpose.

○ REBUKE: You teach those who challenge you a harsh lesson. On a success when resisting, you take +1d if you immediately act against them. On a critical when resisting, you also (choose one): strike fear in their heart - make them doubt their path.

○ SMITE: Designate a weapon as your *unholy weapon*. It's now your magic focus. On a success when attacking someone with it, you can spend stress to immediately affect the target with a tier 1 spell without rolling.

○ UNHOLY RITUALS: You gain a downtime action which you can only use to incant rituals. On a success when incanting a ritual, you gain a dark heart.

You can **flashback** to things such as *interrogating nonbelievers, making sacrifices, or issuing commands to followers*.

## MINION PACK

MORALE

BLOODYED

## VILE FRIEND

#	RACE	TYPE
ACTIONS	UPGRADES (1 GOLD EACH)	
<input type="checkbox"/> SCAN	<input type="radio"/> ADEPT	<input type="checkbox"/>
<input type="checkbox"/> TINKER	<input type="radio"/> COMPANION	<input type="checkbox"/>
<input type="checkbox"/> TRICK	<input type="radio"/> EQUIPPED	<input type="checkbox"/>
<input type="checkbox"/> FINESSE	<input type="radio"/> EXPENDABLE	<input type="checkbox"/>
<input type="checkbox"/> SKULK	<input type="radio"/> FLUENT	<input type="checkbox"/>
<input type="checkbox"/> SMASH	<input type="radio"/> MINDSET	<input type="checkbox"/>
<input type="checkbox"/> BANTER	<input type="radio"/> STRAPPED	<input type="checkbox"/>
<input type="checkbox"/> INVOKES	<input type="radio"/> TRAINED	<input type="checkbox"/>
<input type="checkbox"/> THREATEN	<input type="radio"/> VERSATILE	<input type="checkbox"/>

DARK IMPULSE: ADDICTED - AGGRESSIVE - DISLOYAL  
GREEDY - IMPATIENT - LAZY - MOODY - SUPERSTITIOUS

## RAID PLANS

- AMBUSH: HIT THEM WHEN THEY LEAST EXPECT IT, MAKING SURE THEY DON'T TAKE ANY OF YOU DOWN.
- ASSAULT: BRING FULL FORCE TO BEAR, DRIVING OFF OR KILLING ALL THOSE WHO STAND AGAINST YOU.
- NEGOTIATION: TALK IT OUT, TELL LIES, OR OFFER SOMETHING TO GET WHAT YOU WANT, SPILLING AS LITTLE BLOOD AS POSSIBLE.
- STEALTH: SLIP IN, FIND WHAT YOU'RE AFTER, AND SLIP OUT QUIETLY, BEING NOTICED AS LITTLE AS POSSIBLE.
- STRIKE: BUST IN, GET WHAT YOU WANT, AND RUN OUT QUICKLY, WITHOUT DEVIATING FROM YOUR GOAL.
- TRICKERY: CONFUSE, LURE, OR TRICK THEM INTO DOING WHAT YOU WANT, WITHOUT THEM KNOWING WHY.

## WICKED XP

TAKE AN ABILITY WHEN FULL. MARK 1 XP FOR EACH YOU DID THIS SESSION:

- 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.

## RECKLESS XP

TAKE AN ACTION DOT WHEN FULL. MARK 1 XP IF YOU PLAYED INTO EITHER BEING BLOODYED OR GOING FERAL THIS SESSION.

## LIGHT TONGUE WORDS

YOU	ONE	YES	GO	EAT
ME	TWO	NO	DO	GIVE
US	THREE	MAYBE	STOP	GET
IT	MORE	NOW	KILL	GOLD

# WICKED ONES

NAME

LOOK

## FEASTING

You no longer clear all stress automatically each recovery. Instead, you feast on brains to handle your stress and hunger. This is possible to do during any scene. This requires a living victim that is subdued or restrained and you're very vulnerable while you take the time to feast.

**Hunger** dominates your thoughts. Failing to feast on the brain of a living, intelligent creature at least once per cycle weakens you. You become bloodied during recovery if you failed to feast during the previous cycle.

**Weak brains** barely satiate your hunger. This sets your stress clock to 3 ticks regardless of whether you had more or less ticks before.

**Delicious brains** from a worthy foe or from a victim with particularly interesting memories completely satiate your hunger. You clear all stress.

## GEAR




MORALE	<input type="checkbox"/>
BLOODY	<input checked="" type="checkbox"/>

#	RACE	TYPE
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ACTIONS	UPGRADES (1 GOLD EACH)
<input type="checkbox"/> SCAN	<input type="radio"/> ADEPT <input type="checkbox"/>
<input type="checkbox"/> TINKER	<input type="radio"/> COMPANION <input type="checkbox"/>
<input type="checkbox"/> TRICK	<input type="radio"/> EQUIPPED <input type="checkbox"/>
<input type="checkbox"/> FINESSE	<input type="radio"/> EXPENDABLE <input type="checkbox"/>
<input type="checkbox"/> SKULK	<input type="radio"/> FLUENT <input type="checkbox"/>
<input type="checkbox"/> SMASH	<input type="radio"/> MINDSET <input type="checkbox"/>
<input type="checkbox"/> BANTER	<input type="radio"/> STRAPPED <input type="checkbox"/>
<input type="checkbox"/> INVOKE	<input type="radio"/> TRAINED <input type="checkbox"/>
<input type="checkbox"/> THREATEN	<input type="radio"/> VERSATILE <input type="checkbox"/>

**DARK IMPULSE:** ADDICTED - AGGRESSIVE - DISLOYAL  
GREEDY - IMPATIENT - LAZY - MOODY - SUPERSTITIOUS

## DARK IMPULSE

### STRESS

WHEN THE CLOCK IS FULL,  
YOU GO FERAL.



### RESISTANCE ROLLS

- FAILURE: PARTIAL RESIST, TAKE 3 STRESS
- MIXED: PARTIAL RESIST, TAKE 2 STRESS
- SUCCESS: FULL RESIST, TAKE 1 STRESS
- Critical: FULL RESIST, CLEAR 1 STRESS

### RESISTING DEATH

- Failure: YOU DIE
- Mixed: KNOCKED OUT OF THE SCENE

## DEFENSES


## GOLD



### YOU CAN PAY GOLD TO:

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- RECRUIT A MINION
- UPGRADE A MINION

## NOTES


### ○ FLEXIBILITY:

## DUNGEON DUTIES

TIER TYPE DESCRIPTION


## ◆ BRAINS SMARTS, AWARENESS, INSIGHT

- SCAN / perceptively
- TINKER / cleverly
- TRICK / slyly

## ◆ MUSCLES STRENGTH, AGILITY, SPEED

- FINESSE / precisely
- SKULK / sneakily
- SMASH / powerfully

## ◆ GUTS PERSONALITY, METTLE, PSIONICS

- BANTER / affably
- THREATEN / forcefully



## DARK HEARTS



- ASSIST: GIVE +EFFECT, BUT OPEN TO CONSEQUENCE
- GO HARD: TRADE +EFFECT FOR -POSITION
- TEAM UP: TAKE THE HIGHEST RESULT, BUT EACH PC WITH A MIXED OR FAILURE TAKES STRESS.
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- DEATH KNELL: TAKE A FINAL ACTION IF YOU HAVE A DARK HEART LEFT WHEN YOU DIE.
- GO FERAL: IMMEDIATELY COMPELLED; ABILITIES USED DURING THIS ACTION COST NO STRESS.



You can **flashback** to things such as toying with a prisoner, finding weak brains to munch on, or implanting thoughts.

## VILE FRIEND

## BRAINEATER

VORACIOUS  
PSIONIC MASTERS

◆ PSIONICS: You can spend stress to manifest tier 2 and 3 powers, taking dice penalties like a spell.

## ◆ DECEIVE / Deception Discipline

- MIND BLUR: You can spend stress to make anyone not aware of your presence simply unable to notice you until you give them cause to. This lasts for several moments. Once noticed, it is much harder to use it against them again.
- DEVIOUS INTENT: On a critical with a deception power, you gain a dark heart. On a failure, you can choose to spend stress to change the result to a mixed instead.

## ◆ DOMINATE / Domination Discipline

- THRALL: You can perform a tier 1 ritual to turn a subdued adventurer into a thrall, occupying your minion slot. It has the *companion* and *mindset* (*loyal*) upgrades. It also has an extra action with a rating equal to its tier and a calling ability that represents something it can do. If the ability requires it to spend stress, you can spend stress for them.
- NULL FIELD: You can spend stress to create a spherical null-field, within which all magic ceases to function. Anyone who attempts to cast receives a sharp mental rebuke. The sphere itself is crystalline and vulnerable to physical attack or your concentration being broken.

## ◆ CONTROL / Telekinesis Discipline

- LEVITATION: You can levitate as easily as you can walk. You can also spend stress to fly through the sky as swiftly as a hawk for a short time.
- WARDING: You have honed your telekinetic abilities to maintain a reflexive guard around you. You can spend stress to fully resist a physical attack as if you had used a defense. *What form does your guard take?*

## ◆ READ / Telepathy Discipline

- AWARENESS: You're constantly scanning the surface thoughts of those around you. You're never surprised by living creatures and can always act first. You can spend stress to have the GM reveal a secret about an NPC the first time you meet them.
- PRESCIENCE: Delicious brains can't help but reveal their intentions to you. Any adventurer using a defensive move against your psionic powers takes -1d. When you resist adventurer offensive moves, you take +1d.

## WICKED XP



TAKE A DISCIPLINE DOT OR A SECOND MASTERY IN A 3-DOT DISCIPLINE WHEN FULL. MARK 1 XP FOR EACH YOU DID THIS SESSION:

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- YOU ACTED LIKE A MONSTER.
- YOU USED YOUR GEAR OR SUPPLY IN CREATIVE WAYS.

## RECKLESS XP



TAKE AN ACTION DOT WHEN FULL. MARK 1 XP IF YOU PLAYED INTO EITHER BEING BLOODED OR GOING FERAL THIS SESSION.

## LIGHT TONGUE WORDS

YOU	ONE	YES	GO	EAT
ME	TWO	NO	DO	GIVE
US	THREE	MAYBE	STOP	GET
IT	MORE	NOW	KILL	GOLD

# WICKED ONES

NAME

LOOK

## DOOMSEEKER TRAITS

**PARANOIA:** Your dark impulse is PARANOID which makes it difficult for you to leave the dungeon, strongly preferring to instead send minions on raids. You must spend 2 stress to suppress any compels outside of the dungeon.

**BIZARRE BODY:** You can float through the air with supernatural buoyancy. You don't have gear and therefore no gear defense, but you do have supply. Your teeth are also as dangerous as a weapon.

**METICULOUS:** On a success during a flashback, you gain a dark heart and an ally takes +1d on any follow-up roll.

**SUPPORT:** After an ally rolls, you can spend a dark heart to give them an additional +1d on the roll. *How did you prepare them for the challenges to come?*

**OVERSEER:** Your minions can resist consequences using their actions, though you take or clear stress instead of them when they do. Explain how you warned them ahead of time to handle the consequence. You also get an extra downtime action which you can only use to recruit minions.

NOTES

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VILE FRIEND

DUNGEON DUTIES

TIER TYPE DESCRIPTION

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GOLD



LOOT ROLLS

**FAILURE:** DARK HEART, BUT RISK OVERDOING IT  
**MIXED:** I GOLD

**SUCCESS:** VALUABLE ITEM  
COMBINE 2 SUCCESSES FOR A POWERFUL ITEM (GM DECIDES THE ITEM)

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- ♦ UPGRADE A MINION

REVELRY

STRESS

WHEN THE CLOCK IS FULL,  
YOU GO FERAL.



RESISTANCE ROLLS

**FAILURE:** PARTIAL RESIST, TAKE 3 STRESS

**MIXED:** PARTIAL RESIST, TAKE 2 STRESS

**SUCCESS:** FULL RESIST, TAKE 1 STRESS

**Critical:** FULL RESIST, CLEAR 1 STRESS

RESISTING DEATH

**FAILURE:** YOU DIE

**Mixed:** KNOCKED OUT OF THE SCENE

SUPPLY



## TRAITS

**BRAINS** SMARTS, AWARENESS, INSIGHT

SCAN / perceptively

TINKER / cleverly

TRICK / slyly

**MUSCLES** STRENGTH, AGILITY, SPEED

FINESSE / precisely

SKULK / sneakily

SMASH / powerfully

**GUTS** PERSONALITY, METtle, EYE RAYS

BANTER / affably

INVOKE / magically

THREATEN / forcefully



BLOODY



- ♦ ASSIST: GIVE +EFFECT, BUT OPEN TO CONSEQUENCE
- ♦ GO HARD: TRADE +EFFECT FOR -POSITION
- ♦ TEAM UP: TAKE THE HIGHEST RESULT, BUT EACH PC WITH A MIXED OR FAILURE TAKES STRESS.
- ♦ DARK BARGAIN: TRADE +ID FOR A CONSEQUENCE
- ♦ DARK HEART: TAKE +ID ON A ROLL

- ♦ SHOCK: TAKE -ID ON NEXT ROLL, THEN CLEARS
- ♦ BLOODY: TAKE SHOCK TO ALL ATTRIBUTES, AND CLEARS WHEN ALL SHOCK IS CLEAR
- ♦ DEATH KNELL: TAKE A FINAL ACTION IF YOU HAVE A DARK HEART LEFT WHEN YOU DIE.
- ♦ GO FERAL: IMMEDIATELY COMPELLED; ABILITIES USED DURING THIS ACTION COST NO STRESS.

DOWNTIME

BREW • BUILD • CONTACT  
CRAFT • INCANT • RECRUIT  
TORTURE



MINION PACK

MORALE  BLOODY

# RACE TYPE

ACTIONS UPGRADES (1 GOLD EACH)

SCAN  ADEPT

TINKER  COMPANION

TRICK  EQUIPPED

FINESSE  EXPENDABLE

SKULK  FLUENT

SMASH  MINDSET

BANTER  STRAPPED

INVOKE  TRAINED

THREATEN  VERSATILE

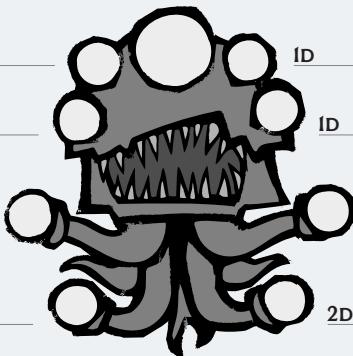
**DARK IMPULSE:** ADDICTED - AGGRESSIVE - DISLOYAL  
GREEDY - IMPATIENT - LAZY - MOODY - SUPERSTITIOUS

## DOOMSEEKER

PARANOID  
ABBERRATIONS

**EYE RAYS:** Your eyes have magical eye rays that act as a very narrow magical path. You can cast tier 1 spells with them and can also spend stress to cast a tier 2 spell, taking -1d on the roll as normal. However, you can't cast tier 3 spells. You have the following nine eye rays: death, transmogrification, paralysis, bewitchment, time, null-magic, vision, telekinesis, and fear.

3D



ID

ID

ID

ID

2D

2D

2D

2D

FLEXIBILITY

O

O

O

O

O

You can **flashback** to things such as setting a trap, bargaining with lessers, or getting your underlings ready for what's to come.

RAID PLANS

- ♦ AMBUSH
- ♦ ASSAULT
- ♦ NEGOTIATION
- ♦ STEALTH
- ♦ STRIKE
- ♦ TRICKERY

WICKED XP



TAKE AN ABILITY VIA FLEXIBILITY WHEN FULL. MARK 1 XP FOR EACH YOU DID THIS SESSION:

- ♦ 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.

GUARDIAN XP



TAKE AN ACTION DOT OR EYE RAY DOT WHEN FULL. MARK 1 XP IF YOU WERE NEITHER BLOODYED NOR WENT FERAL THIS SESSION.

LIGHT TONGUE WORDS

YOU	ONE	YES	GO	EAT
ME	TWO	NO	DO	GIVE
US	THREE	MAYBE	STOP	GET
IT	MORE	NOW	KILL	GOLD

# WICKED ONES

NAME

REVELRY: CRAVING - DRINKING - GAMBLING  
OCCULT - VIOLENCE - WORSHIP

## FACESTEALER TRAITS

**FACES:** You can spend stress to slide a copy of a completely helpless, living humanoid's face off of them. Draw some of its distinguishing features below, then add a few details about the owner.

You can shapeshift into a face's owner for as long as you like without spending stress, also gaining the ability to speak their language while shifted. You can only keep three faces at a time and can replace one when you steal a new face.

**VOICES:** You do not have a dark impulse, instead being compelled to act by the faces.

**GRAFTING:** If you go feral while assuming the forms of one of your faces, that face permanently grafts itself onto you. It can no longer be replaced, taking up one of your three slots. It also costs two stress to resist compels from it.



GRAFTED



GRAFTED



GRAFTED

## DOWNTIME PROJECTS

- BREW POTIONS AND ALCHEMICALS.
- BUILD LOCKS, TRAPS, TRICKS, AND ROOMS.
- CONTACT VILE FRIENDS, NPC'S, OR FACTIONS.
- CRAFT AN ITEM, EDGE, OR CONTRAPTION.
- INCANT A RITUAL.
- RECRUIT A PACK OF MINIONS.
- TORTURE A PRISONER.

### PROJECT CLOCKS



## DUNGEON DUTIES

TIER TYPE DESCRIPTION

—	—
—	—
—	—
—	—
—	—
—	—
—	—
—	—

### GOLD



### YOU CAN PAY GOLD TO:

- ATTRACT A CREATURE
- GET HELP FROM YOUR VILE FRIEND
- GET A MINION DOWNTIME ACTION
- GET MINIONS TO JOIN A RAID
- RECRUIT A MINION
- UPGRADE A MINION

**RISK IT:** RE-ROLL A DOWNTIME ACTION BUT LOSE ITS DOMINANT POSITION

## BRAINS SMARTS, AWARENESS, INSIGHT

- SCAN / perceptively
- TINKER / cleverly
- TRICK / slyly

## MUSCLES STRENGTH, AGILITY, SPEED

- FINESSE / precisely
- SKULK / sneakily
- SMASH / powerfully

## GUTS PERSONALITY, METTLE, MAGIC

- BANTER / affably
- INVOKE / magically
- THREATEN / forcefully

## BLOODYED DARK HEARTS

- ASSIST: GIVE +EFFECT, BUT OPEN TO CONSEQUENCE
- GO HARD: TRADE +EFFECT FOR -POSITION
- TEAM UP: TAKE THE HIGHEST RESULT, BUT EACH PC WITH A MIXED OR FAILURE TAKES STRESS.
- DARK BARGAIN: TRADE +ID FOR A CONSEQUENCE
- DARK HEART: TAKE +ID ON A ROLL

You can **flashback** to things such as *stealing a face, doing seemingly everyday tasks as one of your faces, or covering your tracks*.

# FACESTEALER

DEVIOUS IMPERSONATORS

**SHAPESHIFTING:** You can spend stress to physically change your appearance and voice for a few moments into the form of a humanoid you can currently see. This includes the clothes they're wearing, but not items they're carrying.

**DRAMATIC REVEAL:** You can reveal yourself with impeccable timing, taking advantage of people's shock. You take +1d on any action immediately after you reveal your true form.

**EMBODIMENT:** You take on physical and personality traits of your faces. Each face has one action that it is especially good at and you act as if your rating is always at least 2d with it. On a critical with that action while in that face, you gain 1 wicked xp.

**GROTESQUE MUTATIONS:** When you shift into a form, you can instead shift into a grotesque version of the form, such as *having multiple heads or the limbs are backwards*. You take +1d when horrifying someone with your appearance and on a success, you gain a dark heart.

**MEDDLING:** You excel at manipulating factions from within. You gain a downtime action that you can only use to try to tick faction clocks forwards or backwards. You're assumed to be using forms during this time, though you don't need to pay stress.

**PERFECT ENTRANCE:** You can spend stress to appear in any scene already shifted into one of your faces as long as you can reasonably explain how that face got there. When you do so, make a separate engagement roll to determine how good your cover is.

**SHIFTING TRICKS:** You push your shifting powers to the limit and have learned a few useful tricks. You can spend stress to do one of the following for a few moments (choose one): *climb on walls like a spider - grow a weapon from your body - turn into a puddle of goo*.

**THOUGHT THIEF:** You can skim the surface thoughts of those unaware of your true nature. When you enter a scene shapeshifted, you can establish a single fact that one of them has on their minds at that moment. You take +1d when you act on that knowledge.

## MINION PACK

MORALE

BLOODYED

## VILE FRIEND

#	RACE	TYPE
ACTIONS	UPGRADES (1 GOLD EACH)	
<input type="checkbox"/> SCAN	<input type="radio"/> ADEPT	<input type="checkbox"/>
<input type="checkbox"/> TINKER	<input type="radio"/> COMPANION	<input type="checkbox"/>
<input type="checkbox"/> TRICK	<input type="radio"/> EQUIPPED	<input type="checkbox"/>
<input type="checkbox"/> FINESSE	<input type="radio"/> EXPENDABLE	
<input type="checkbox"/> SKULK	<input type="radio"/> FLUENT	
<input type="checkbox"/> SMASH	<input type="radio"/> MINDSET	
<input type="checkbox"/> BANTER	<input type="radio"/> STRAPPED	<input type="checkbox"/>
<input type="checkbox"/> INVOKE	<input type="radio"/> TRAINED	
<input type="checkbox"/> THREATEN	<input type="radio"/> VERSATILE	

**FAILURE:** DARK HEART, BUT RISK OVERDOING IT  
**MIXED:** 1 GOLD  
**SUCCESS:** VALUABLE ITEM

COMBINE 2 SUCCESSES FOR A POWERFUL ITEM (GM DECIDES THE ITEM)

## WICKED XP



TAKE AN ABILITY WHEN FULL. MARK 1 XP FOR EACH YOU DID THIS SESSION:

- 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.

## RECKLESS XP



TAKE AN ACTION DOT WHEN FULL. MARK 1 XP IF YOU PLAYED INTO EITHER BEING BLOODYED OR GOING FERAL THIS SESSION.

## LIGHT TONGUE WORDS

YOU	ONE	YES	GO	EAT
ME	TWO	NO	DO	GIVE
US	THREE	MAYBE	STOP	GET
IT	MORE	NOW	KILL	GOLD

# WICKED ONES

NAME \_\_\_\_\_

LOOK \_\_\_\_\_

**DARK IMPULSE:** BIGMOUTH - CRUEL - DERANGED  
FICKLE - OBSESSED - PARANOID - RECKLESS - VENGEFUL

**TYPE / ANTI-TYPE:** ACID - CRYSTAL - FIRE - EARTH - ENERGY  
ICE - ILLUSION - LIGHTNING - METAL - MIND - PLANT  
SHADOW - SHIMMERING - SONIC - VENOM - WATER - WIND

## SLUMBER

YOU DO NOT HAVE REVELY OR COUNT LOOT, INSTEAD ROLLING THE GATHERED LOOT TO SLUMBER. YOU DO NOT HAVE GEAR OR SUPPLY AND CAN NEVER SPEND GOLD.

### SLUMBER ROLLS

**FAILURE:** YOUR SLUMBER IS DISTURBED AND YOU OVERDO IT, WREAKING HAVOC ON THE DUNGEON OR SURROUNDING COUNTRYSIDE IN SOME WAY.

**MIXED:** YOU SLUMBER RESTLESSLY, GAINING A DARK HEART.  
**SUCCESS:** YOU SLUMBER DEEPLY, FILLING ALL OF YOUR DARK HEARTS AS YOU DREAM OF (CHOOSE ONE): AN INTERESTING FACTION SCENE - THE LOCATION OF GREAT TREASURE - SECRETS OF THE PAST. ESTABLISH A FACT YOU SAW.

**Critical:** ALSO, YOU AWAKEN INVIGORATED AND CAN INCREASE A TYPE EFFECT'S TIER BY 1 ONCE THIS CYCLE!

## DEFENSES

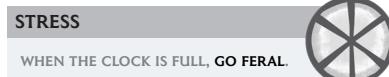
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## MINION PACK

MORALE  BLOODYED

#	RACE	TYPE
ACTIONS	UPGRADES (1 GOLD EACH)	
<input type="checkbox"/> SCAN	<input type="radio"/> ADEPT <input type="checkbox"/>	
<input type="checkbox"/> TINKER	<input type="radio"/> COMPANION <input type="checkbox"/>	
<input type="checkbox"/> TRICK	<input type="radio"/> EQUIPPED <input type="checkbox"/>	
<input type="checkbox"/> FINESSE	<input type="radio"/> EXPENDABLE <input type="checkbox"/>	
<input type="checkbox"/> SKULK	<input type="radio"/> FLUENT <input type="checkbox"/>	
<input type="checkbox"/> SMASH	<input type="radio"/> MINDSET <input type="checkbox"/>	
<input type="checkbox"/> BANTER	<input type="radio"/> STRAPPED <input type="checkbox"/>	
<input type="checkbox"/> INVOKE	<input type="radio"/> TRAINED <input type="checkbox"/>	
<input type="checkbox"/> THREATEN	<input type="radio"/> VERSATILE <input type="checkbox"/>	

**DARK IMPULSE:** ADDICTED - AGGRESSIVE - DISLOYAL  
GREEDY - IMPATIENT - LAZY - MOODY - SUPERSTITIOUS



◆ BRAINS	SMARTS, AWARENESS, INSIGHT
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> SCAN	/ perceptively
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> TINKER	/ cleverly
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> TRICK	/ slyly

◆ MUSCLES	STRENGTH, AGILITY, SPEED
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> FINESSE	/ precisely
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> SKULK	/ sneakily
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> SMASH	/ powerfully

◆ GUTS	PERSONALITY, METTLE, MAGIC
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> BANTER	/ affably
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> INVOKE	/ magically
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> THREATEN	/ forcefully

◆ BLOODYED	DARK HEARTS
<input type="checkbox"/> ASSIST: GIVE +EFFECT, BUT OPEN TO CONSEQUENCE	
<input type="checkbox"/> GO HARD: TRADE +EFFECT FOR -POSITION	
<input type="checkbox"/> TEAM UP: TAKE THE HIGHEST RESULT, BUT EACH PC WITH A MIXED OR FAILURE TAKES STRESS.	
<input type="checkbox"/> DARK BARGAIN: TRADE +1D FOR A CONSEQUENCE	
<input type="checkbox"/> DARK HEART: TAKE +1D ON A ROLL	

- ◆ SHOCK: TAKE -1D ON NEXT ROLL, THEN CLEARS
- ◆ BLOODYED: TAKE SHOCK TO ALL ATTRIBUTES, AND CLEARS WHEN ALL SHOCK IS CLEAR
- ◆ DEATH KNELL: TAKE A FINAL ACTION IF YOU HAVE A DARK HEART LEFT WHEN YOU DIE.
- ◆ GO FERAL: IMMEDIATELY COMPELLED; ABILITIES USED DURING THIS ACTION COST NO STRESS.

## VILE FRIEND

- ◆ RAID PLANS: AMBUSH - ASSAULT - NEGOTIATION STEALTH - STRIKE - TRICKERY
- ◆ DOWNTIME PROJECTS: BREW - BUILD - CONTACT CRAFT - INCANT - RECRUIT - TORTURE

# GOLDMONGER

GROWTH PATHS ADVANCE 3 PATHS BY 1 DOT. WHEN THE DUNGEON TIER INCREASES, ADVANCE TWO PATHS BY 1 DOT.

### BREATH

- You can unleash your breath as a powerful blast, a tier 1 effect of your TYPE.
- You can spend stress to increase the power of your blast to a tier 2 effect.
- When you go hard with a blast, you increase the tier by 1 instead of gaining +effect. On a success when going hard, you gain a dark heart.

### FEROCITY

- Your natural weaponry (choose one): have an edge - become a tier 1 magic item of your type. Appropriate edges may be corrosive, powerful, or terrifying.
- You add another edge or the magic item increases to tier 2. On a critical when using your natural weaponry, you gain a dark heart.
- On a success in close combat, you can spend stress to (choose one): cleave into a nearby enemy - manifest your type (tier 1) - swallow them - swat them away.

### FLIGHT

- Your wings are powerful enough to fly, though you must spend stress to launch yourself into the air when under threat. You lack fine control over your flight.
- Your wings grow stronger and more dependable and you now have even fine control over your flight. You also gain a defense against missile attacks.
- You can spend stress to perform an incredible feat of flight, like dive bombing at high speeds or generating huge gusts of wind. You can also use this to carry a rider or haul large cargo.

### HIDE

- Your scales (choose one): have an edge - become a tier 1 magic item of your type. Appropriate edges may be camouflaged, slippery, or spiked. You also gain a defense that comes from your scales.
- On a success when resisting a physical attack, you can (choose one): break their weapon - manifest your type (tier 1) - strike fear in their heart.
- You can spend stress to manifest an aura of your type around you that lasts for a few moments. When someone enters the aura, make a fortune roll using INVOKE to see if they're affected by a tier 1 effect of your type.

### LAIR

- Once per dungeon defense, you can manifest your TYPE as a trap, trick, or lock anywhere in the dungeon. You can spend dark hearts on these rolls.
- You can manifest your TYPE a second time as a trap, trick, or lock anywhere in the dungeon. On a success, you gain a dark heart.
- You can now have a maximum of three dark hearts. After you successfully defend your dungeon from invasion, you fill all of your dark hearts.

### TYRANNY

- Your dungeon's imps take +1d on their downtime action and you control what they work on, not the GM. You also take +1d on power struggles.
- Your reputation brings in minions devoted to serve you. They have the companion and expendable upgrades. They will also perform one downtime action each downtime without asking for gold.
- You roam the region around your dungeon, reigning terror. State a goal and start a faction clock representing it. Once per downtime, you can awaken from your slumber and take a downtime action to work towards the goal.

You can **flashback** to things such as commanding underlings, terrorizing the countryside, or feasting.

## DUNGEON DUTIES

TIER	TYPE	DESCRIPTION
—	—	—
—	—	—
—	—	—
—	—	—

### LIGHT TONGUE WORDS

YOU	ONE	YES	GO	EAT
ME	TWO	NO	DO	GIVE
US	THREE	MAYBE	STOP	GET
IT	MORE	NOW	KILL	GOLD

### PLEASED XP

AT THE END OF EACH SESSION, YOU CAN GIVE 1 XP TO THE PC THAT PLEASED YOU THE MOST THIS SESSION.

# WICKED ONES



WHEN YOU GAIN A TIER, ADD  
A CREATURE LAIR AND THE  
GM ROLLS A DISCOVERY.

DUNGEON NAME

IMPS: CLEVER - COWARDLY - CRUEL - MANIC - NOISY - STUPID - SURLY - TROUBLESOME

ENTRANCE: WHAT DOES THE DUNGEON'S ENTRANCE LOOK LIKE FROM THE OUTSIDE?

STRUCTURE: WHAT ARE THE FLOORS AND WALLS MADE OF?

LIGHTING: WHAT LIGHTS THE DUNGEON AND HOW DARK IS IT?

ATMOSPHERICS: WHAT SOUNDS AND SMELLS GREET THOSE WHO ENTER?

HOARD: WHAT MAKES UP THE PILES OF TREASURE IN YOUR HOARD?

## CREATURES : CHOOSE AN UNINTELLIGENT MONSTER AND TWO TRAITS

TRAITS: CLEVER - CORRUPTED - CORROSIVE - DISEASED - INCORPOREAL FLAMING - FREEZING - MAGICAL - Oozing - SNEAKY - STRONG SWARMING - TERRIFYING - TIRELESS - VENOMOUS

## LOCKS : CHOOSE THE DOOR MATERIALS AND THE LOCK MECHANISM

DOOR MATERIALS: BARS - BONE - CRYSTAL - ICE - IRON - MAGICAL FIELD ROOTS - STONE - WOOD

LOCK MECHANISMS: ARCANE - BAR - BOLT - HEAVY OBJECT - MORTISE LOCK - PADLOCK - PASSWORD - PULLEY - PRESSURE PLATE - PUZZLE RIM LOCK - TIMED

## TRAPS : CHOOSE THE MECHANISM AND ITS TRIGGER

MECHANISMS: CRUSHING WALL - DARTS - SPIKES - FIRE - BOULDER SAWBLADE - PENDULUM BLADE - GAS - LIGHTNING COIL - LIGHTNING ARC SWING BLADE - EXPLOSIVE BARREL - PITFALL - FLOOR BLADE

TRIGGERS: PRESSURE PLATE - TRIPWIRE - MAGICAL DETECTION - ILLUSION OR DISGUISE - SOUND - ITEM REMOVAL - FALSE DOOR

## TRICKS : CHOOSE AN INTENT AND ITS TRIGGER

Each trick has an **intent**, something that happens to the adventurers, and a **trigger** which causes the trick to happen.

## NOTES

## TIER 1 ROOMS & STRUCTURES

**CRAWLWAY:** A tiny passage that smaller creatures can move through fairly quickly, but is too tight for day to day laboring within the dungeon.

**LONG TUNNEL:** A simple, long passage used to connect areas of the dungeon.

**MINOR ROOM:** A simple room built only to please your minions and give your dungeon atmosphere, such as a mess hall, latrines, a skull filled corridor, or a garden. When you build one, all minions gain morale and you take +1d on your next calamity roll. Give it two atmospheric traits (choose two): *bright - cold - cluttered - crumbling - dim - echoing - hot - noisy - silent - smelly - spooky*.

**SECRET TUNNEL:** A hidden passage that will likely go unnoticed unless recently used.

**TRaverse:** A bridge, ladder, rope, swing, pulley lift, or other similar structure that allows safe passage over tough terrain.

**WINDOW:** A hole in a wall between caverns, rooms, or tunnels.

## TIER 2 ROOMS & STRUCTURES

**GUARD POST:** Assign a single pack of minions to this room. They can always start dungeon defense here regardless of their starting position roll.

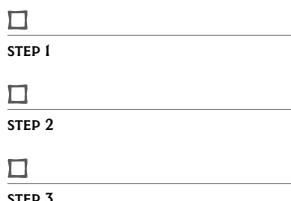
**MINION LAIR:** Assign a single pack of minions to this room. These minions get morale each recovery and take +1d when defending the room against invaders. Give it two atmospheric traits.

**PRISON:** A room with 4 cells, each with a tier 1 lock on it. Prisoners within the cells can't escape without opportunity.

**STAIRWAY:** Add another level to your dungeon, with the sanctum remaining at the bottom. This stairway connects them.

**TORTURE CHAMBER:** You gain +position or +effect (your choice) when torturing.

## MASTER PLAN



# ENCLAVE

## TAPPING INTO THE ARCAN

◆ **TWISTED LANDSCAPE:** Arcane energy corrupts the area around the dungeon. Establish its range, increasing with tier, and how it manifests (choose 3): *corrupted wildlife - dark whispers - illusions - inclement weather - living plants - wisps*. These act as a trap and a trick equal to the dungeon tier against invaders.

○ **ACADEMY:** Young monsters come to study and learn arcane secrets. You can recruit minions from this room. They have **INVOC**e as their primary action and the **adept** upgrade for free. This room also acts as a creature with a tier equal to the dungeon tier.  
*An academy might need crystal balls, mantles, or wands.*

○ **CRUCIBLE:** The mystical power of this room enchants items. Each downtime, it can either produce a single tier 1 magic item or tick a magic item creation clock twice. You must still provide the special requirements for tier 2 and 3 magic items.  
*A crucible might need an essence core, a mystical beast, or magical helpers.*

○ **GREENERY:** This garden of voracious plants will devour living prey. Feed them to harvest (choose one): *a plant-based shared supply - special ingredients for potions, a few doses of a concoction*. The higher the tier, the better the harvest. This room is also a trap equal to your dungeon tier.  
*A greenery might need rare plants, fertilizer, or artificial sunlight.*

○ **LIBRARY:** Books are the key to knowledge of the world. Once per cycle, the dungeon can establish a fact about the history, cultures, or arcana of the world. You can also flashback to use this again while outside the dungeon.  
*A library might need a trove of books, large bookshelves, or a librarian.*

○ **POTION LAB:** Your imps have learned how to make potions. The dungeon chooses a single magic path of which you have a steady supply of all tier 1 potions and a single tier 2 potion.  
*A potion lab might need brewing equipment, special ingredients, or a giant cauldron.*

○ **SCRYING POOL:** The pool reveals far away scenes. Once per cycle, the dungeon can establish a fact about an NPC's recent activity. You can also flashback to use this again while outside the dungeon. What question or object do you present to the pool to guide its gaze?  
*A scrying pool might need cursed water, mosaic tiles, or a center figurine.*

○ **SPawning CHAMBER:** Minions are grown or summoned here, easily replacing your losses. Once per dungeon defense, a copy of a slain minion pack can burst forth from this spawning chamber. You can also add the expendable upgrade to minions for free.  
*A spawning chamber might need mystical goo, glass containers, or magic seeds.*

○ **FLEXIBILITY:** \_\_\_\_\_

## 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?

# WICKED ONES

0 1 2 3 4  
TIER

WHEN YOU GAIN A TIER, ADD  
A CREATURE LAIR AND THE  
GM ROLLS A DISCOVERY.

DUNGEON NAME

IMPS: CLEVER - COWARDLY - CRUEL - MANIC - NOISY - STUPID - SURLY - TROUBLESOME

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## TRAPS : CHOOSE THE MECHANISM AND ITS TRIGGER

MECHANISMS: CRUSHING WALL - DARTS - SPIKES - FIRE - BOULDER SAWBLADE - PENDULUM BLADE - GAS - LIGHTNING COIL - LIGHTNING ARC SWING BLADE - EXPLOSIVE BARREL - PITFALL - FLOOR BLADE

TRIGGERS: PRESSURE PLATE - TRIPWIRE - MAGICAL DETECTION - ILLUSION OR DISGUISE - SOUND - ITEM REMOVAL - FALSE DOOR

## TRICKS : CHOOSE AN INTENT AND ITS TRIGGER

Each trick has a **method** (how it fools them), a **trigger** (when it activates), and an **intent** (what happens when it works).

## NOTES

## TIER 1 ROOMS & STRUCTURES

**CRAWLWAY:** A tiny passage that smaller creatures can move through fairly quickly, but is too tight for day to day laboring within the dungeon.

**LONG TUNNEL:** A simple, long passage used to connect areas of the dungeon.

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**SECRET TUNNEL:** A hidden passage that will likely go unnoticed unless recently used.

**TRaverse:** A bridge, ladder, rope, swing, pulley lift, or other similar structure that allows safe passage over tough terrain.

**WINDOW:** A hole in a wall between caverns, rooms, or tunnels.

## TIER 2 ROOMS & STRUCTURES

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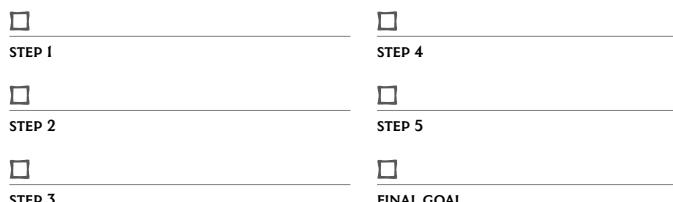
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**STAIRWAY:** Add another level to your dungeon, with the sanctum remaining at the bottom. This stairway connects them.

**TORTURE CHAMBER:** You gain +position or +effect (your choice) when torturing.

## MASTER PLAN



# FORGE

THE POWER OF INDUSTRY

◆ **POWER SOURCE:** In a forge, your sanctum is a source of power fueling your dungeon, such as a volcano, a steamworks, or a waterwheel. During downtime, you can take +1d on a single downtime action. During dungeon defense, you can take +1d on a single lock, trap, or trick on your list of dungeon duties.

○ **ALCHEMY LAB:** Your imps are always hard at work mixing reagents. You have a steady supply of all tier 1 concoctions.  
*An alchemist lab might need alchemy equipment, chests full of reagents, or recipes.*

○ **FACTORY:** Your imps relentlessly sweat away in the factory. Each downtime, they can either produce a single tier 1 contraption or tick a contraption clock twice.  
*A factory might need metal casing for a boiler, piles of coal, or raw iron.*

○ **GUILD HALL:** You let your minions organize to better their working and living conditions. In truth, you ignore their demands, but the illusion of having some control reduces grumbling. The dungeon takes +1d on calamity rolls.  
*A guild hall might need benches, a long table, or scribing tools.*

○ **MINESHAFT:** You dig out a mine, gaining a steady supply of a single non-precious material and make an immediate discovery leading away from the mine. You take +1d on this and all future discovery rolls.  
*A mineshaft might need mining gear, lots of railway, or several minecarts.*

○ **TESTING CHAMBER:** You can empower your monster science, for a price. You can pay cost related to your testing to (choose one): *remove an item's volatility - increase a concoction in size, scope, or duration - take +1d on your next use with a specific item.*  
*A testing chamber might need a huge steel door, a pulley system, or gears.*

○ **VEHICLE BAY:** The dungeon has an incredible vehicle, such as a submarine, dirigible, or steamcar. Detail the vehicle and give it edges (choose two): *armored - camouflaged - dependable - fast - nimble*. Give it a flaw (choose one): *clumsy - distinct - noisy - rickety - slow*. The vehicle is fully repaired or rebuilt by imps each recovery.  
*A vehicle bay might need parts for the vehicle, barrels of fuel, or awesome paint.*

○ **WORKSHOP:** You have a well-furnished workshop where your imps and minions can toil away. They take +1d when working on crafting or building projects.  
*A workshop might need crafting tools, leather aprons, or barrels of nails.*

○ **FLEXIBILITY:** \_\_\_\_\_

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# WICKED ONES



WHEN YOU GAIN A TIER, ADD  
A CREATURE LAIR AND THE  
GM ROLLS A DISCOVERY.

DUNGEON NAME

IMPS: CLEVER - COWARDLY - CRUEL - MANIC - NOISY - STUPID - SURLY - TROUBLESOME

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## MASTER PLAN



STEP 1



STEP 4



STEP 2



STEP 5



STEP 3



FINAL GOAL

# HIDEOUT

## KEEPING YOUR HEAD LOW

◆ **AGENTS OF CHAOS:** Your dungeon excels at placing blame on others or meddling with faction plans. On a success on blowback, your minions gain morale and you can finish or reset a faction clock. *What happens in the aftermath of your raid to cause this?*

○ **DOJO:** The dojo master trains you relentlessly, forging you into a unified team. When you team up, you only take stress on a failure and 6s from different participants count towards rolling a critical. This room also acts as a creature with a tier equal to the dungeon tier.

*A dojo only needs a master to train you, which you must either defeat or impress.*

○ **GAMBLING DEN:** You set up a small gambling establishment, attracting monsters from outside your dungeon. You can recruit minions from this room. They always have **TRICK** as their 2d action and start with the **strapped** upgrade for free. This room also acts as a creature with a tier equal to the dungeon tier.

*A gambling den might need gambling tables, luxurious lighting, or cigars.*

○ **GEAR LOCKER:** You always get geared up before leaving the dungeon. You gain a supply slot and have a steady supply of the following concoctions and gear: *climbing gear - glowsticks - smoke bombs - tar bombs - throwing weapons - thunderstones - traps*.

*A gear locker might need a trove of concoctions, crates of gear, or matching outfits.*

○ **OBSTACLE COURSE:** Minions train hard here, honing their skills. When recruited, you can add an extra 2d action to minions, but only to **FINESSE**, **SCAN**, or **SKULK**. This room also acts as a trick equal to the dungeon tier, detailed when the room is built.

*An obstacle course might need rolls of wire, large spikes, or barrels of tar.*

○ **PLANNING ROOM:** You plot out your raids in great detail. You take +1d on engagement rolls for negotiation, stealth, or trickery plans. On a success, you gain a dark heart.

*A planning room might need maps, measuring tools, or refreshments.*

○ **ROOST:** You have bats, ravens, or other small winged beasts at your service. Each time you plan a raid, the dungeon can establish a fact about the target that your beasts saw from the sky. You can also flashback to use this again while outside the dungeon.

*A roost might need cages, winged beasts, or pet food.*

○ **TAVERN:** You have a raucous tavern complete with a bar, shelves of alcohol, a roaring fire, and usually a scuffle. Your minions gain morale during recovery and take +1d when fighting invaders here. Wandering monsters also show up from time to time.

*A tavern might need a bartender, lots of alcohol, or a bard.*

○ **FLEXIBILITY:** \_\_\_\_\_

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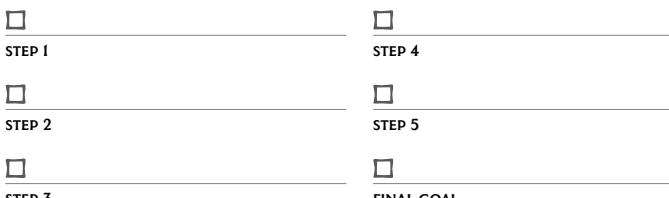
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## MASTER PLAN



# STRONGHOLD

THROUGH STRENGTH OF ARMS

◆ **WARBAND:** The dungeon has a raiding party, a shared minion pack with greater scale than usual and the companion and expendable upgrades. It can be sent on its own raids. At the beginning of the raiding phase, each player allocates 1d towards a target, chooses a raid plan, then selects a goal (choose one): *gather room materials - grab good loot - influence a faction - kidnap someone - setup for a pillaging raid*. You can also choose the same plan and goal to combine rolls to determine effectiveness. Make a fortune roll for each target, rolling the number of dice allocated and narrate accordingly. If you forego these independent raids, the warband can accompany you on a raid instead.

○ **BARRACKS:** Fresh recruits flock to your dungeon. You can recruit minions from this room. They have SMASH as their primary action and the *loyal* upgrade for free. This room also acts as a creature with a tier equal to the dungeon tier.

*A barracks might need a cache of weapons, armor, or a large amount of rations.*

○ **BESTIARY:** You have mounts and a secure area to keep them in. Detail them and give them edges (choose two): *aquatic - armored - fast - flying - magical - terrifying*. This room also acts as a creature with a tier equal to the dungeon tier.

*A bestiary might need the mounts, something to feed them, or riding equipment.*

○ **FIGHTING PIT:** Place any two combatants in the pit, then each PC chooses the one they think will win. Make fortune rolls for each fighter, with the loser dying and both living on a tie. If your chosen fighter wins, you gain a dark heart.

*A fighting pit might need exotic weapons, dangerous animals, or a pitmaster.*

○ **FUNERAL PYRE:** Your warrior culture honors the dead, burning their bodies as a sendoff to the afterlife. When minions die in combat, any minions that witness it gain morale and will perform a downtime action during the next downtime without asking for gold.

*A funeral pyre might need incense, special wood, or the tabards of conquered enemies.*

○ **SMITHY:** You have a steady supply of mundane weapons such as axes, bows, and hatchets. Your minions take +1d when crafting items or adding edges.

*A smithy might need an anvil, metalworking tools, or a large pile of charcoal.*

○ **WAR DRUMS:** A steady beat emanates throughout your dungeon, keeping everyone focused on the task at hand. Each player can tick a project clock once per downtime, but each tick must go to a different clock. Your imps also take +1d on their downtime action.

*War drums might need lots of leather, huge wooden drums, or massive horns.*

○ **WAR ROOM:** Proper strategy is the key to warfare. You take +1d on engagement rolls for ambush, assault, or strike raid plans. On a success, you gain a dark heart.

*A war room might need maps, books on warfare, or intel on your enemies.*

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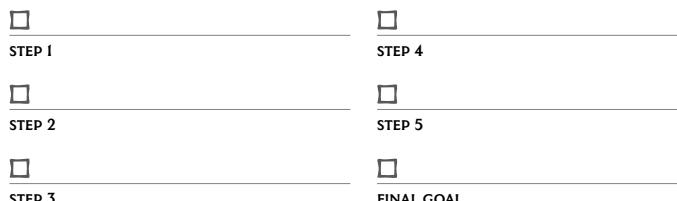
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## MASTER PLAN



# TEMPLE

SERVING A GREATER POWER

◆ **UNHOLY INTERVENTION:** Once per cycle, one member of the dungeon can beseech the dungeon's deity to cast a tier 3 spell from their domains. You roll the dungeon tier as an action roll with no dice penalty and the GM determines who is open to any consequences.

○ **ALTAR:** You can make a sacrifice here, paying cost to gain a dark blessing (choose one): *take +1d on a single roll with an item this cycle - take +1d on your next resistance roll - your next failure instead becomes a mixed*. The sacrifice must be unique each time you ask for a blessing.  
*An altar might need incense, statues, or icons specific to your god's domains.*

○ **ANTECHAMBER:** Between the stairway and sanctum on the final level is an impressive room glorifying your deeds in the name of your dark god. Adventurers stop to take note of it, giving you a dark heart and +1d on the engagement roll before a sanctum fight.  
*An antechamber might need skulls, the banners of worthy foes, or an artist.*

○ **AUGURY CIRCLE:** You can flashback to time spent in the circle, reading portents of future events. You can establish a fact in the present about an NPC's next likely action. *What portent did the circle show you and how does it manifest in the present?*  
*An augury circle might need mosaic tiles, a large mirror, or exotic incenses.*

○ **DORMITORY:** Fresh cultists flock to serve your god. You can recruit minions from this room. They always have your god's favored action, chosen when this room is built, as their primary action and start with the *mindset (zealous)* upgrade for free. This room also acts as a creature with a tier equal to the dungeon tier.  
*A dormitory might need furniture, accoutrements, or the first batch of pupils.*

○ **PENANCE CHAMBER:** Your minions fear punishment more than death and will never betray you. When they fight to the death, they ignore the dice penalty from being bloodied.  
*A penance chamber might need shackles, whips, or tar.*

○ **RELIQUARY:** This room corrupts and amplifies the magic of up to three items of unholy impact placed within it. When an item is placed, it immediately incants a tier 2 ritual causing a persistent effect within your dungeon related to the specific item.  
*A reliquary does not require special materials beyond the items placed within it.*

○ **SCRIPTORIUM:** Your deeds are recorded in unholy scripture, immediately giving you wicked xp equal to your dungeon tier. You also gain a new wicked xp trigger: Were your actions worthy of your god's notice? Each PC must prove their own worth to gain this xp.  
*A scriptorium might need desks, writing equipment, or leather for binding.*

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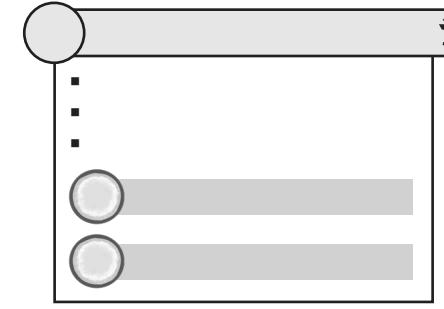
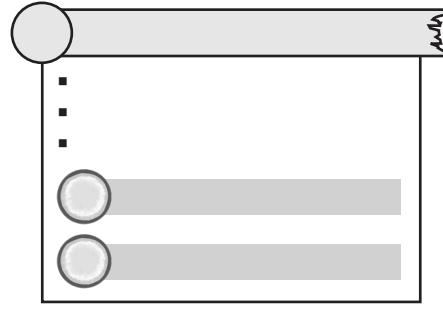
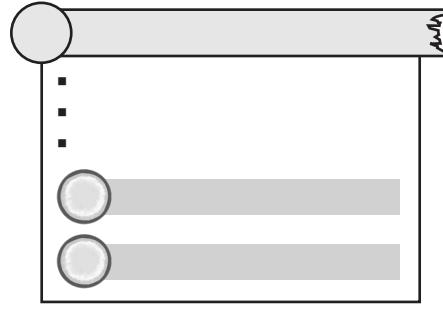
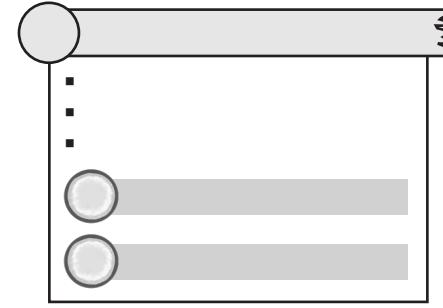
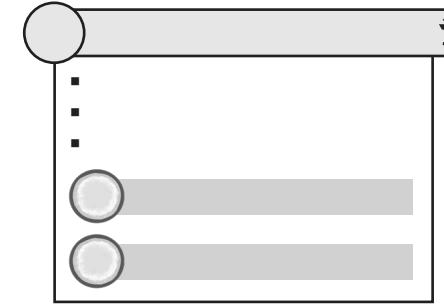
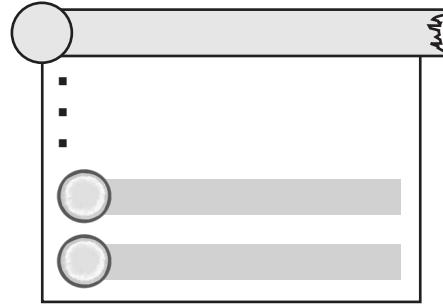
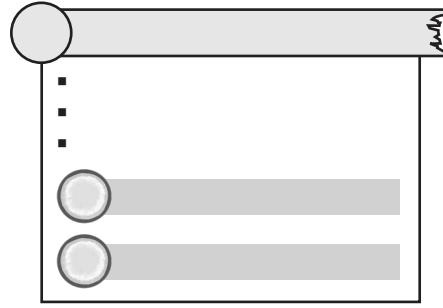
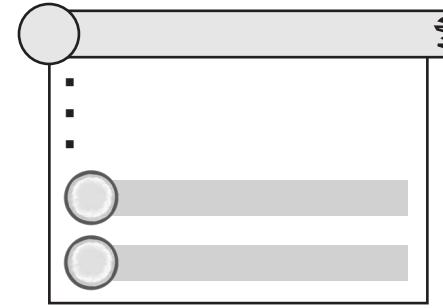
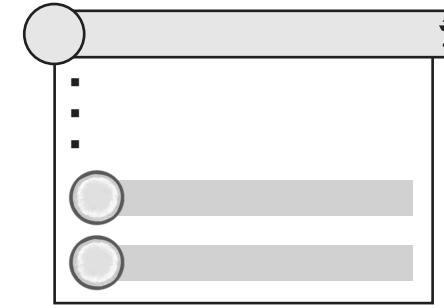
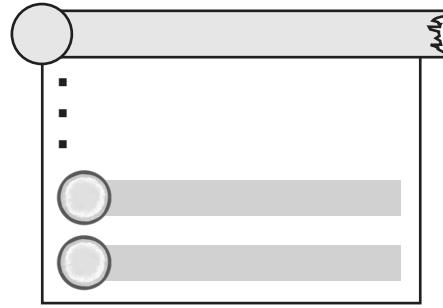
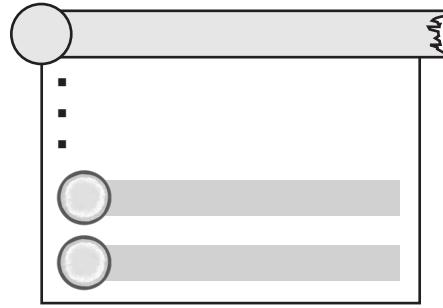
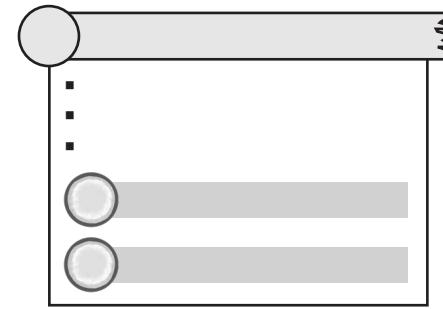
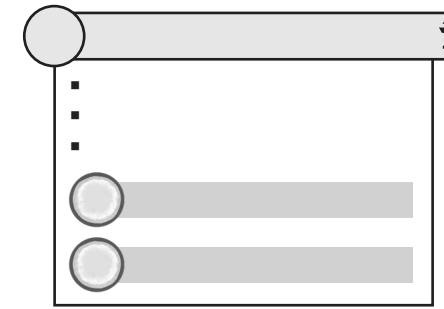
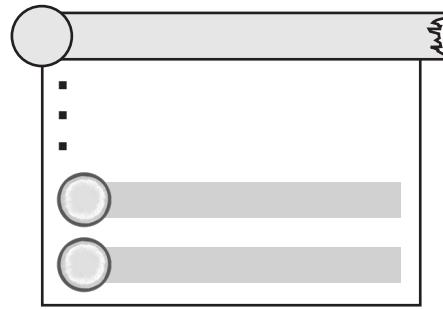
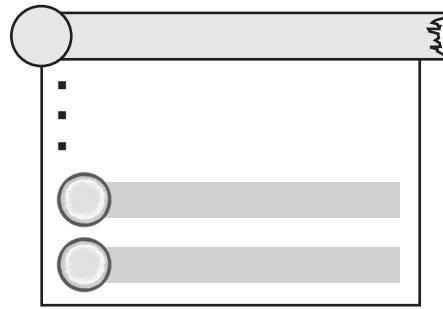
## CALAMITY QUESTIONS

- **ATMOSPHERE:** Does the layout feel like a dungeon and have enough comforts to keep them satisfied?
- **GROWTH:** Has the dungeon been steadily growing, increasing in tier and adding rooms and discoveries?
- **HIERARCHY:** Are stronger creatures likely to be forced into facing adventurers before weaker 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?

# THE DUNGEON

THE SANCTUM

# FACTIONS



## FACTION ROLLS

ROLL THE FACTION'S TIER

FAILURE: NO TICKS

MIXED: 1 TICK

SUCCESS: 2 TICKS

CRITICAL: 3 TICKS OR FINISH CLOCK

- ♦ MARK THE DUNGEON WITH A SYMBOL
- ♦ MARK RAID LOCATIONS WITH AN X
- ♦ DRAW TERRAIN FEATURES SUCH AS RIVERS TO CONNECT TO THE MAP



# 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

PLAYER NAME:

CHARACTER NAME, RACE & CALLING

DARK IMPULSE      REVELRY

PLAYER NAME:

CHARACTER NAME, RACE & CALLING

DARK IMPULSE      REVELRY

PLAYER NAME:

CHARACTER NAME, RACE & CALLING

DARK IMPULSE      REVELRY

NOTES

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



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

### 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.

### 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?

### 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.