DREADLORE

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Getting Started Guide

FORWARD

This **Getting Started Guide** (**GSG**) is works in tandem with the following:

- "The Keeping" Adventure Module

- Pregenerated Characters (website) / Pregenerated Characters pack

- the DreadLore Character Sheet

Check out the **DreadLore Core Book** for a (much) more in-depth look at Character Creation, the world of Craster, running the game, a lengthy list of Abilities (including Magicka and Theurgy), and mechanics for Antagonists and how to build them.

The Adventure Module, "The Keeping," provides lore about the world of Craster and a slew of Antagonissts with stat blocks. Pregenerated Characters show Backgrounds, Abilities, and Ninja Gear specific to each Character. The Official website provides two (2) basic Characters. The Pregenerated Character pack includes five (5) built out Characters with suggestions for how to [Advance] their Abilities. The DreadLore Character sheet took us forever to make – use it.

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INTRODUCING DreadLore

"The peak of civilization has come and gone - passed you by as you slumbered, unborn, in the cosmic primordium. The loathsome sun, looming heavy and reluctant in the sky, red and abominable, makes plain this is the end of days. The stars are but prey to the Void, devoured by stygian night, and the gods, curiously absent, distance themselves from their failures. Despair takes root and urges on obstreperous thoughts and pernicious deeds.

How will you respond, oh 'Zen, to these omens? Will you give in to dark desires of despotism and warmongering ways, slaking your lusts upon the miseries of your victims? Will you stand vigilant and unrelenting against the coming darkness, a hero, or something else entirely? It matters not, they say, in the end. We will winnow away our lives, glutting ourselves on the horrors of a broken world for the sake of a precious apotheosis.

Welcome to Craster, dear, ill-fated wanderer.

- Mutterings of Ridley, a Mule

The Age of a Dying World

The world is Craster. The world is olde but not yet finished; decadence encapsulates the once-great kingdoms and empires, lines of war are drawn as the chaos of Magicka and science of Theurgy contend for a victor; mortals, such as yourselves, search the stars and chance great deeds in the hope for escape and immortality.

In this The Age of a Dying World travel is fraught with dangers of all sorts. Whether it be impromptu militia, raiders lying in wait on the roadside, corrupted beasts, or dæmons drawn from some forgotten Realm, the wayward traveler and would-be hero best be vigilant. As hope perishes, so too the stars are winking out and the sky grows darker and dimmer with each passing Season. The lands and 'Zens can somehow feel that the end of all things draws near. The end will not come in a day, a few months, or within many Seasons (hundreds of years) – perhaps it will end long after we are gone, but the end ebbs closer; all things can feel it's grim approach.

Such is the world of Craster in The Age of A Dying World. The overwhelming, grey morality of The Veil casts a weird hue upon all creation. It is said that the god-like beings known as Greater and Lesser Powers achieved their status by writing their great deeds amongst the stars, that through their sheer willpower they were able to achieve greatness that manifested as stars reborn into their very own constellations. Through these acts, the Powers achieved a *kind* of immortality – an escape from the doldrums of Craster. The Players seek this goal.

Players will often find themselves in difficult, sometimes hopeless, situations. It is up to the Players to make purposeful decisions, to rise above and fight against the wretched miasma of the world's dying conscience. Whether they choose a path of selfishness or selflessness Players must become aberrant to achieve greatness and write their names and heroic deeds amongst the stars. Many will try, few will succeed.

What is DreadLore?

DreadLore is a tabletop roleplaying game that focuses on **immersive** roleplaying. It has its own, unique **Fantasy Punk** setting with which we flavor everything in this book. That said, the DreadLore rule system

can be (and has been) used to run several sorts of settings: cyberpunk, steampunk, high fantasy, dark fantasy, noir, horror, etc.

What is "Fantasy Punk?" It is a setting-specific idea. DreadLore system can be used for most any setting. The world of Craster (explained below) is Fantasy Punk. "Fantasy" refers to the idea of being "not ordinary" – think of magic, weird science, otherworldly terrain, races, etc. "Punk" refers to the world being deadly. Craster is grim, dark, touts the horror of the unknown, and punishes those who do not respect it. As for "immersive" roleplaying, that coincides with, and is explained in, the *Expectations* of anyone playing the game.

What is a TTRPG?

New to tabletop roleplaying games (TTRPGs)? No problem. TTRPGs are board games where those who play use their imaginations, along with a handful of dice, to wander through a storyline and attempt to achieve their Character's goals...to the bitter end! They are a form of cooperative storytelling.

One person takes on the role of the referee, we call her the Arbiter. The Arbiter does many things: she projects the illusion of a world and setting, she roleplays the Non-Player Characters (NPCs), also called Antagonists, and she arbitrates (get it?) any uncertainty that may arise. The Arbiter has the final word on what happens in the story. The rest of the Players each take on a single Character within the story, often an intrepid adventurer of some sort. These Player Characters (PCs), also referred to as the Party, interact with the scenes presented by the Arbiter, exploring ruins of the bygone ages, battling adversaries, solving puzzles, engaging in political intrigue, and likely sowing chaos. Much like the PCs must react to what the Arbiter presents, the Arbiter reacts to the choices of the PCs, narrating consequences leading into the next exciting scene. In this way, a compelling story organically unfolds between the group of friends.

How is DreadLore different?

There is no real "winning" or "losing" in DreadLore, just degrees of achievement, and there doesn't have to be a predetermined end to the story either. The game focuses on the journey of your Players rather than the destination. The limelight is on the **Player Characters (PCs)** – they are the story! Even if the Players are playing the dregs of society, those who do not matter to the world, they are still the focus of a DreadLore game and the action is on them. Oftentimes a new story picks up where the olde one left off. Characters change and grow through their experiences, both tragic and triumphant. Their personalities, goals, and motives may change over time due to these experiences, and they may also accumulate wealth, power, or influence as well. Reaching goals, in victory or defeat, allows Characters to [Advance] (get more powerful) and push the story's plot forward. Failures often lead to the most exhilarating chapters in stories, like the hero who attempts to stem the tide in a flash of heroic effort only to fail...and, their attempt is both great and remembered long after their passing. The point is to tell the *story* rather than only its outcome.

Who is this game for?

Dreamers, storytellers, creatives, actors, artists, game masters, philosophers...DreadLore is for people that use their brains and desire to explore their imaginations through the lens of a "Fantasy Punk" world. It is a setting that is not for the faint of heart, for those who are easily offended, or for those who shy away from

tough ideas, decisions, and life. We want everyone to be included, however that does not mean everyone wants to be included! This book assumes a certain level of maturity in its player-base.

Expectations

DreadLore uses a different play style from modern-style TTRPGs; it is new to many people and takes some time to get used to. We call it "**immersive narration**" and understanding it will get people in the right "headspace" for playing and running a game using this system. Basically, your Characters are the story, it's their story, they have both the limelight and the Action. Think about being in your Character's shoes, like a first-person (or Point of View) perspective rather than a third-person (or Over-the-Shoulder) perspective. We care what and how you do what you do – not really why. If part of your action is to literally tell others why you are doing something then, by all means, do that. Otherwise, keep the game focused on the fiction and the action.

There are mechanics for gaining some degree of narrative control. You gain a modicum of narrative control when you [Bid] a [Character Trait] – your intention becomes reality, when you spend Breath and forgo all rolls, or when you spend Cunning and go before your opponents (they normally go first, by the way).

Characters are mortal. They are not epic, demi-gods (even at Tier 4 and with Incandescent souls...although, that gets pretty close). The world of Craster is absolutely deadly and will murder Characters if they are not prepared and willing to think creatively. There are times to run away and regroup, or just run away! Despite this, Characters are striving for greatness, to figuratively (and sometimes literally) write their names in the stars and gain a kind of immortality. This is the epic struggle of the game: the world is dying a slow death and the Characters are looking for escape through achieving greatness that will be remembered.

Headspace

Regardless of the setting of your game, this system attempts to allow everyone engaged in the game, whether they are running the game or playing it, the ability to have a ton of *Agency*. The Arbiter has most of the *Authority* in the game – it is basically a monarchy. That may sound contradictory but is not so. The Arbiter has the final say in most situations so that they are free to be impartial, to "arbitrate," without being antagonistic with regard to the story or to the rule set. The Players, on the other hand, have paramount *Agency* when deciding what sort of Character they're playing, e.g. choosing their [Character Traits] and [Bidding] them. Everyone can thus have the same *expectations* – a DreadLore game is about the fiction; it is about Players *immersing* themselves in their Characters, being involved in the story arc, and in helping create and move the fiction that follows. This is the *headspace* that the system attempts to achieve. Lose the rest and get involved. If you find yourself in that *headspace* then you are doing it right!

Formatting

- Pronouns are handled somewhat strictly: barring specific examples, the Arbiter is a *she*, an Antagonist is a *he*, a Player is a *they*, when in doubt, we use a *they*. On that note, we often refer to "you," "a Player," "a *berk*," "a *fob*," and any number of silly terms; we are probably talking to the universal "you" who might find themself in a particular situation.

- **Bold** text is not only for emphasis but also indicates the first time you see the term in the Book in a way that is going to explain what the term means.

- **Bold** text is also used for the Arbiter's voice in examples.

- Capitalized and *Italics* text denotes names/terms of *importance*.

- Words in BLOCK-CASE always indicate [Traits].

- Words in "Quotes" are special terms within the Setting, and within Chapter IV: Abilities, they often designate the names of Abilities themselves. Neither are [Biddable].

- Words in [brackets] refer to game mechanics that are dependent on other mechanics, or they are used by Players. For example, Proficiencies are game mechanics but are not used by Players. [Mulligans] and [Upperhand], however, are types of Proficiencies and they are used by Players.

- Some words are both bracketed and in block-case, [LIKE-THIS], as appears in many of the Ability's descriptions. These are listed as a quick reference for which (if any) [Traits] are gained from that Ability, they aren't duplicate [Traits]. In the example below, "Authoritarian Presence" within the Codex of Mastery grants two (2) [Traits], AUTHORITY and RETHINK, but not four.

EXAMPLE: "Formatting for Abilities"
"Authoritarian Presence"

[AUTHORITY, RETHINK]

Great commanders realize that their physical presence can be used as a formidable tool. Use your AUTHORITY to bolster your presence and cause comrades and foes alike to RETHINK their course of action. While an Antagonist may not change their mind entirely, they will certainly take notice of you.

- 4+, 8+, 10+ refer to "four up," "eight up," and "ten up," respectively. These terms apply to the results you get when rolling your dice, specifically to when you are trying to gain [Successes]. The terms mean that if you roll 'that number' or anything above it, then something happens. For those who like to feel "mathy," the numbers are *inclusive* and so could also be written as ≥ 4, ≥ 8, ≥ 10 – we, however, do not inflict this formatting upon anyone.

EXAMPLE: "Formatting for dice"
Let's say there's a rule which says that you get a cheese sandwich on a 4+, in other words, a 'four up,' and you happen to be rolling a (d8). If your die rolls any of the number following numbers: 4, 5, 6, 7, or 8, then you get the sandwich. If you roll a 1, 2, or a 3, you do not get the sandwich.

Lexicon

In this text, and the Core Book, we use a slew of words and terminologies native to Craster. You should be able to understand most references through context. Also, this is how 'Zens of Craster speak. Try and use these terms in your own games to elicit the feel of the world.

Read Me

Whether you are a seasoned gamer, a newcomer, or somewhere inbetween, it is best to start learning this game with an open mind that is free of assumptions. If you have not already, read the entirety of INTRODUCING DreadLore – it walks you through the basics of gaming. In this *Read Me* section, we are going to recap on some of what has previously been said in the effort to give you an exhaustive list of what you can expect from this *game* and a play-by-play of how it functions. We will cover:

- What you specifically need to play the game.

- Roles and responsibilities for the Players and the Arbiter.

- Instructions for setting up a [Game Session] and playing.

- Instructions for taking your [Turn].

- Guide you through examples of what a DreadLore game should look like as you play it, in other words, the "mindset" that the Players and Arbiter should have.

The rest of the book will:

- Lead you through making a Character.

- Provide you with ample DreadLore setting material – most of the book is dedicated to this effort.

- Give in-depth descriptions and examples about DreadLore's various rules and play styles.

- Present a descriptive list of flora, fauna, and monsters which are setting-specific.

- Give some pointers on how to adapt DreadLore system to other settings.

What You Need to Play

In order to play DreadLore, you'll need the following:

- One (1) person who wants to run the game, called the Arbiter.

- A Group of Players! A typical game has four (4) to six (6) Players, though games could be as small as one (1) Player and one (1) Arbiter, or as large as the Arbiter thinks she can handle.

- One (1) Character Sheet per Player (either a Printed copy or a Pre-generated Character).

- Something erasable to mark Character sheets (such as a pencil).

- A set of dice per Player and a set for the Arbiter. If you need to share dice, that won't cause any problems, lest you're superstitious.

  - You will need a (d4), (d6), (d8), (d10), and a (d12). It is a good idea to have at least (2d10) and is even better to have two (2) sets of all the dice.

  - A standard polyhedral dice set is a great option if you don't have any dice yet.

- Access to the DreadLore Core Book (this book, so you're already on your way!)

- Time. DreadLore is a game which normally spans several [Game Sessions], the entirety of which is called a [Campaign]. Or, if the Arbiter has one (1) [Game Session] in mind, called a "one-shot," then your entire game could span a single evening. Each [Game Session] lasts between three (3) and six (6) hours, though your group could do more or less as desired.

Roles and Responsibilities

The point of a DreadLore game, and most any TTRPG for that matter, is to cooperatively tell a story, i.e. the **fiction**, over the course of several [Game Sessions]. In order to achieve this end, you must first understand the roles and responsibilities of the Players and of the Arbiter.

What do Players do?

Each Player builds their own Character using the Character Creation steps (Chapter III), and they act as, e.g. roleplay, those Characters during game play. The "why" of what Players are doing is determined by the [Goals] they've created for their Characters, which are cleared with the Arbiter beforehand. So, Players are roleplaying their Characters in accordance with their [Goals] which follow the Arbiter's story. Achieving one's [Goals] allows them to [Advance], e.g. gain power, more Resources, and expand what their Character's capable of doing.

What does the Arbiter do?

The Arbiter runs the game. She writes a story arc, sets the mood for the fiction's setting, roleplays every Character other than the Players' Characters, and dictates when scenes and encounters begin and end. She also has the final decision on any element of the game. *The Arbiter is playing the game too*, trying to join in with the Players to fashion a compelling story. The game plays out as a conversation between everyone at the table.

Bringing it all together.

Players describe to the Group and Arbiter what and how their Characters are doing, how they're responding to the fictional world around them. "Winning" could be defined as successfully telling a compelling story which includes all of the Players' Characters, honors the Arbiter's story arc and the mood of the setting, and above all, was fun to do so.

Everyone's involved in telling the story, all of the Players as well as the Arbiter. It's up to the Arbiter to set up the world and maintain the setting. She describes the overall story arcs and scenes, and she referees and arbitrates any questions or disagreements which might arise.

The Setup / Instructions

All Players must have a finished Character and a (mostly) filled out Character Sheet before game play can begin. Character Sheets can be added to and completed as the game ensues. The first [Game Session] often takes the form of a "**session zero**" where all of the Players sit down together with the Arbiter and create Characters. This can also be done away from the table, one on one between Player and Arbiter, or at any point before the first [Game Session]. Regardless, the following should occur:

- The Arbiter outlines the expectations for her game: the general attitude and feel she wants at the table, where "in-game" the Characters will start and be able to explore, how many [Game Sessions] there will be, when and where it will take place, and so forth.

- The Arbiter describes the Prologue of her story so her Players can get ideas for the kinds of Characters they might want to play. This description can be a kind of narration, like the opening crawl for a movie, or it can be a short scene or two wherein she introduces the world at hand, the Player Characters, and any pertinent Antagonists.

- Players create their Characters and discuss their choices with the Arbiter and one another, as well as their Character's [Goals]. Characters might have secrets from, or be at odds with, one another. It is up to the Arbiter and those Players if these facets of their Characters are known out-of-game.

- Sometimes, the Arbiter will have the Players simply listen to their narration; other times, they will play through this Prologue. In the case of the latter, the Arbiter must announce if it is *The Montage* or *The Dread*, both of which are discussed below.

The setup for your first [Game Session] differs from those thereafter:

- If it is the first [Game Session], the Arbiter will narrate what the world is doing, i.e. the [**World Action**], and introduce the Players' Characters as needed. Introductions can happen all at once, or one-by-one, as the story progresses.

For [Game Sessions] after the first, several stages of the game can take place. Which one comes first depends on where you are in your story, and how the Arbiter decides to direct events.

- The Arbiter, a Player, or the group as a whole, recaps the previous session's story, seminal events, and so on.

- The Arbiter sets the scene by describing what the Players see or know, the world around them, and any Antagonists which might be around. At this point, she announces whether the Party is in **The Montage** or **The Dread**.

- If they are in *The Montage*, Players can interact with the world, roleplay with other Characters, and so forth. The Montage is also the only time Players can [Advance] their Characters to become more powerful, gain new [Traits], and so on. The Montage can be used to represent a time-lapse or scene change, e.g. travel time, training, sleeping, healing, and so forth. It can also be used to roleplay impactful, seminal events in the fiction. Characters cannot, however, [Bid] any [Traits] during The Montage; it is a time to focus on story movements rather than determining success or failure of actions (which is the purpose of The Dread).

- If they are in *The Dread*, Players describe their Characters as they interact with the world, other Player Characters, and Antagonists. They do this by announcing to the Arbiter "what they're doing." If what they're doing involves taking over some narrative control, i.e. impacting the story in a meaningful rather than mundane way, then they must [Bid] one (1) of their [Traits] for the action. [Bidding] a [Trait] means the "action is on" that Character. The Arbiter, in turn, determines if the Player must Throw Down (roll dice) to succeed. Either way, she describes how the action plays out and also how the world and other Antagonists respond to it. The Dread is the time for Players to use the mechanical bits of their Characters through [Bidding Traits] to activate their Abilities, taking Special Actions by spending their various Resources, e.g. Cunning, Breath, Pips, and so forth, Throwing Down, using their equipment, and using their Proficiencies.

- The game bounces back and forth between The Dread and The Montage to tell a story. When there needs to be conflict, or the possibility of success and failure, then the Arbiter uses The Dread. Otherwise, she can use The Montage.

- Moments that are meaningful and impactful to the story are called **Encounters**. Encounters are seminal moments which begin and end as they need to and as the Arbiter dictates. They can occur during The Dread or The Montage.

- The Arbiter controls the Players' ability to [Recover] their Resources and [Traits], and so is able to "pace" her story, through [**Scenes**]. [Scenes] begin when The Montage ends, which all occurs when the Arbiter says so. When a new [Scene] begins, Players [Recover] all of their [Exhausted Traits].

- [**Rounds of Bidding**], or [**Rounds**], occur when the Players encounter conflict. [Rounds] follow one (1) of two (2) orders of events and continue until the conflict is resolved.

Rounds type 1:

The world goes, i.e. [World Action], then the Antagonists take their [Turns], then the Players they take their [Turns]. This is the standard model which can be altered if either the World or the Antagonists have anything meaningful to do.

- [World Action] occurs

- Antagonists' [Turns]
- Players' [Turns]

Rounds type 2:

This is a special action (discussed later in the book) where one or more Players spend a point from their Cunning Pool and go at the same time as the Antagonists.

- [World Action] occurs
- Players who spent one (1) point of Cunning take their first [Turns]
- Antagonists' [Turns]
- Players' [Turns]

Taking a Turn

The mainstay of DreadLore is Players [**Bidding**] their [**Characters' Traits**], hereafter [**Traits**]. It is about how you do what you do. The [Traits] that you [Bid] affect the environment in a meaningful way, not necessarily a successful way, but a meaningful one. The **Arbiter** (storyteller) listens to your [Bid] and your description and then folds it into the fiction, and the narrative is changed. Even if your Character is doing something passive, when you Bid a [Trait], that decision moves the story along. Mundane tasks, e.g. those that are simple or unopposed, require no [Bidding].

Think of it like a movie: when the camera pans across the crowd of faces, your Character is one of the actors who gets facetime when you [Bid] a [Trait]. The bandit who [Bids] MASTER-THIEF might slink into the shadows so that no one sees her, but the camera would see her – she gets facetime, and because of this, her story matters. The action is on you. This can mean that it is your chance to do something or that the story demands you make a decision. Usually, the Arbiter prompts her Players when the action is on them but not necessarily. Players can speak up and ask the Arbiter if they can [Bid] a [Trait] to exact their intentions. But, let us get down to it: What does a DreadLore game look like? What's supposed to happen?

The Action is on Me

The "action is on you" when you [Bid] a [Trait] or when it is your [Turn] during an Encounter. Players take their [Turns] during the [Round of Bidding] and must decide who goes first among them. When the "action is on you," you may do the following:

1. [Bid] one (1) [Trait] to do something or activate an Ability, and unless it is opposed or difficult, it is done! Describe to the Party and Arbiter how you accomplish your goal.

2. The Arbiter may prompt you to Throw Down (roll dice) against a [Threshold] if your intention is opposed or difficult. At this point, you may [Bid] one (1) [Trait] to activate any Abilities you might have which reduce the [Threshold] for your Throw Down.

3. The Arbiter determines your degree of success or failure based on the results of your Throw Down. If you beat the [Threshold], you gain a "Clean Success," and the Arbiter, or you, describes how your action plays out. If you meet the [Threshold] something unintended happens, i.e. *Limbo*. If you fail to meet or beat the [Threshold], some degree of failure happens. In both cases, the Arbiter normally describes the fallout.

4. Choose to not [Bid] and perform an action without affecting the narrative.

Examples of Game Play

A handful of friends sit around a table to game. As the game starts, the Arbiter describes the scene to the Players. **Jacob** plays *Domni*, a Siblín who's a retired soldier and Mage of the 6th House. **Emyris** plays *Hei∂r*, a Myroshi assassin of the Red Hand of Doom. **Ty** plays *Laz*, a Saolta who's a roguish, Underdog that gets away with (almost) everything. **Chuck** plays *Grothrutt Sull*, a Duoven who's a renowned, if not somewhat *barmy*, tinkerer and Life Mage.

The Arbiter: **You all wake up in a cold, dank prison cell. There's a strange mist, or fog, that's swirling around you as you notice you're without any of your accoutrement** (*groans* from the Players**.**)

Domni: How'd we end up here? The night before we were drinking at "Just Ale" Tavern and looking for a Weaver who might be in town. Now, we're suddenly locked up?

The Arbiter: **Yes**.

Laz: Really?

Hei∂r: Lame.

The Arbiter: **Calm now, my lovlies. At least you know you're alive...and, when you get to this point in the story, you'll be in The Montage.**

Grothrutt: Seriously, though. Do we know how we got here?

The Arbiter: **Indeed. We're going to do a "flashback." It's the previous evening...same [Scene] as when we ended last [Game Session] so you've not [Recovered] any of your [Exhausted Traits]. You're now in The Dread and can [Bid Traits] to affect the narrative.**

Laz: We're in "Just Ale" Tavern then?

The Arbiter: **Yep. Same as before. You notice several *berks* sitting inside: an elderly chap who's probably with the city guard sits by the door, a couple brotherly-looking Draoidin talking amicably over more than a couple empty glasses are at a table with a riding dog sleeping beneath it, a rather dour-looking woman sits by herself in the corner studying a large book, and finally, a sour-smelling, dark-clad Myroshi stands behind the bar and is presumably the barkeep.**

Hei∂r: Hmm, I'm also Myroshi, do I know this guy?

The Arbiter: What do you [Bid]?

Hei∂r: Not to be stereotypical, but Myroshi are usually mercenaries. I'll [Bid] my Background MERCENARY to see if I've heard of him.

The Arbiter: **Oh yes. You [Bid] MERCENARY and immediately recall his face from a poster you'd seen in your travels. This is "Meirn the Liar."**

Hei∂r: I whisper to Laz, "The barkeep's a 'wanted' man, in both Asraylia and all of DaLune for all sorts of mischief."

Laz: (to Hei∂r) "Worth a lot of Coin?"

Hei∂r: (to the Arbiter) Do I know any details?

The Arbiter: **Sure. Your [Bid] is appropriate to know that Meirn's an infamous charlatan who's impersonnated various members of the Merchants of Karr and has ripped off plenty notable *aristosi*. Specifically, he's wanted for stealing weapons forged in Lapis Regnum and bound for Prime. Oh, he's also a known murderer.**

Domni: I check out the woman sitting by herself. She seems like a fellow Mage. What's she doing?

The Arbiter: **Are you [Bidding] anything to do this serruptitiously, or are you just looking?**

Domni: Just looking.

The Arbiter: **You lean over rather obviously to get a better vantage at the woman. She seems to be jotting down notes in a massive journal – probably Runes.**

Domni: Probably a Mage.

The Arbiter: **Probably.**

Grothrutt: I scurry up to the end of the bar and find a seat. I'll open my satchel and pull out one of those elixirs...

The Arbiter: **The one you're pretty sure is illegal?**

Grothrutt: Yeah! I doubt anyone in here knows Alchemy. I'm going to [Bid] my Background APOTHECARY to figure out what it is.

The Arbiter: **Sure. You're an Alchemist, so you can figure it out easily. Describe how you do it.**

Grothrutt: You all might see me as I uncork this little vial with a purple fluid in it. I dip my pinky finger in and taste it. (to the Arbiter) What is it?

The Arbiter: **You taste the coppery-wine flavor of Lifewine.**

Grothrutt: Uh-oh. That's *definitely* illegal!

The Arbiter: **One of the Draoidin pops off his stool, on his way to the bar, stumbles into you Grothrutt.**

Grothrutt: "Excuse you?"

The Arbiter as Cap′n Puck (NPC): "'Scuse me, friend. 'Dats me fault. Jus' gettin' another drink for me pals and me'self. Me name's Cap'n Puck! Ya want one? A drink 'dat is."

Grothrutt: I'll [Bid] FRIEND-OF-NO-ONE to see if he stole anything.

The Arbiter: **You check your pockets; nothing's missing.**

Grothrutt: "Sure! I'll have an ale, since we're at "Just Ale," friend!"

The Arbiter: Cap'n Puck

Hei∂r: (to Laz) "Hey Laz, see if you can get behind this guy (referring to Meirn)...all sneaky like."

Laz: "Of course, I can get behind him without him knowing, but you're the assass-..."

Hei∂r: Hei∂r glowers at you (Laz) as you're about to finish your sentence. "I'm a what?"

Laz: "So pretty. Sure thing, I'll do the deed."

Hei∂r: No, you're right. I'm better at it; I'll do the sneaking.

The Arbiter: **Are y'all just having this conversation in front of the bar in front of Meirn, the gods, and everybody?**

Hei∂r and Laz: Nope.

The Arbiter: **What are you trying to do?**

Hei∂r: I want to get behind this guy while Laz distracts him.

The Arbiter: **Alright. What do you each [Bid] to do it – there's no need to Throw Down because you're both sneaky, sneaky people.**

Hei∂r: I'll [Bid] ASSASSIN (glances at Laz).

Laz: I'll [Bid] one of my five free [Traits]; I hadn't filled them all out. Let's call this one...SMOOTH-TALKER.

The Arbiter: **Great, Hei∂r [Bids] ASSASSIN and Laz [Bids] SMOOTH-TALKER; those are your "jumping off points" for roleplay. Your [Bids] style how you do what you're doing...so describe to everyone *how* you two get this done.**

Laz: Okay, you all see me slide up to the bar with a big ol' smile on my face. I'll pop my arm around this gentleman, *aristosi* guy who's sitting there...

The Arbiter: **Who?**

Laz: Uh...can I spend a Pip to say there's a gentlmen, *aristosi* guy sitting at the bar?

The Arbiter: **Why not? Upon arriving at "Just Ale" Tavern, you all happened to notice an empty seat at the bar. While you've been talking, plotting, and planning, you see a "gentlman, *aristosi*" guy walk down the stairs and plop into the seat. Laz and Hei∂r, you're both nearby. You see that the seat has a bronze nameplate set into it which reads, "Lord Adrian Eggars."**

Laz: Right. I slide up to the gentlemen. Seeing the nameplate, I cop the best smile that I know how and try to con this guy. (to Adrian) "My Lordship, your cup is dry. Allow me the honor of refilling it."

The Arbiter: **You're a conman and have no trouble conning people – the [Bid] will suffice. Lord Adrian looks up at you with a curious look on his face, almost like half-amused and half-confused.**

Laz: Can I tell if he bought it?

The Arbiter: **Oh, you already [Bid] SMOOTH-TALKER, so he bought it.**

Laz: Well, can I tell why he's amused and confused then?

The Arbiter: **What do you [Bid]? In the meantime, Hei∂r, what are you doing?**

Hei∂r: I had [Bid] ASSASSIN, so you all *don't* see me slip behind a customer who's getting up from the bar; I'll use their movements and the fact that Laz's making a bit of a scene to slink behind Meirn.

Domni: I approach this woman who's sitting down. (to the woman) "I see you're schooled in Runespeak. Which Mage's College did you attend?"

The Arbiter: (to Domni) **Do you [Bid] anything?**

Domni: Nope.

The Arbiter: **She sighs at your interruption but continues to ignore you.**

Laz: I'll [Bid] my Nature NERVES-OF-STEEL as I look this guy over. I've certainly seen *berks* that have been shell-shocked from battle or drugged perhaps.

The Arbiter: **[Bidding] NERVES-OF-STEEL, you can tell Lord Adrian's neither. Instead, you see something in his eyes that seems like amnesia.**

Laz: Excellent! (to Adrian) "Buddy! Don't you remember me?" (to Meirn) "Barkeep! Get my bestest buddy, Lord Adrian Eggars, here the best stuff you've got. One for me too! In fact, everyone at the bar gets a round on us!"

The Arbiter: **You see Meirn balk for a moment, clearly not knowing where things are in this bar, before he cops a smile of his own and reaches for a random bottle.**

The Arbiter as Meirn the Liar (NPC): "Ah-ha!, yes...yes! Of course, Lord Eggars can have whatever he wants at this...bar."

Laz: "Of course, we can, good sir! Don't be shy with that pour. A little more for us fine gentlmen."

Hei∂r: I pull out my dirk and try to slide behind Meirn. I'll [Bid] ASSASSIN...

The Arbiter: **You've already [Bid] that [Trait], so it's [Exhausted].**

Hei∂r: Right! I'll instead [Bid] my Nature KILLER to get my dirk at Meirn's ribs – I want to be able to slide this blade into his heart and kill him if he moves the wrong way.

The Arbiter: **Alright, you've got him by surprise, so you do it.**

Domni: Okay, as they're doing all of this, I'll [Bid] my Background MAGE. (to the Woman) "Okay, seriously, not just any *berk* knows Runespeak. We heard there was a *Weaver* in town. Is that you or not?"

The Arbiter: (to Domni) **What are you trying to do here?**

Domni: I'm trying to get her to see that I'm a fellow Mage, one of authority. I'm of the 6th House, in fact. If she's the Weaver we've heard about, she'll tell me.

The Arbiter: **Fair enough. Though, your [Bid] doesn't compel her to tell you her identity, but you definitely get her attention. She slowly sits up straight and closes her eyes. A wry smile appears, as she closes her book, and then looks at you.** (As the woman) "And, who might I be speaking with, Sai?" **She uses the 'Sai' honorific letting you know that she got your point.**

Domni: "About time. Listen, we don't have all day, okay? Are you the Weaver or not?"

The Arbiter: **She stares at you *unimpressedly*.** (As the woman) "There's more going on here than meets the eye, Sai, even to a trained eye such as yours."

Domni: (to the woman) "Cryptic much? We're on a very important mission. Are you who we're looking for or not?"

The Arbiter: **With your initial [Bid], you can tell that she's not going to tell you. Also, Domni knows that Weavers rarely announce themselves, being hunted outlaws and all. That said, it's clear that she's at least a Binder and has studied the "Scroll of Runespeak." By your count, she's probably Magickal Control 4 or more – quite possibly 6th House.**

Domni: So, she's definitely a Mage, either who we've heard about or she's also looking.

The Arbiter: **Maybe...You've sunk some [Bids] into it, so probably.**

Domni: Can I [Bid] something to make or convince her to actually talk to me, give me some real information?

The Arbiter: **No. She's not easily swayed or intimidated. Though, you can deduce that she's trying to tell you something but can't say it plainly.**

Domni: Alright, I activate the "Counterpoint" Ability that I have from Codex of Mastery.

The Arbiter: **What do you [Bid] to activate it?**

Domni: Might as well [Bid] COUNTERPOINT; the Ability gives it to me.

The Arbiter: **What are you trying to do?**

Domni: Make her tell me what's going on.

The Arbiter: **Haha, okay, since you activated an Ability which literally uses your foe's words against them, you can Throw Down to see if you can convince her. The [Threshold] is really high, it's a 6!**

Domni: (to the Arbiter) Hmm, that's a pretty high [Threshold]. Let me think about it for a sec – might want to drop Breath instead of rolling.

Laz: Can I see Hei∂r getting into position to shank this guy, Meirn?

The Arbiter: **You're right there, so yeah.**

Laz: As he's pouring the liquor, I lean in and whisper to Meirn, "we've got you, sir, no need to make a fuss." I'll [Bid] my Demeanor BELIEVABLE.

The Arbiter: (to Laz) **He leans in and grabs your arm.**

Hei∂r: I poke him to make him stop.

The Arbiter: **He stops. You're able to interrupt his action because you'd already set up for it.**

Laz: "See, buddy? You'd best come along with us. We've got a reward to collect."

The Arbiter as Meirn (NPC): "Ha-ha, nice, little lady. You've got some skill sneaking up on me."

Hei∂r: "Wasn't hard."

The Arbiter as Meirn (NPC): "Be that as it may, I've got a counter offer for the both of you...and your friends, if you're interested?"

Laz: "An offer, you say? And, what's your offer?"

The Arbiter: (to Laz) **Meirn's eyes dart over to the right of the tavern.** (To Hei∂r) **You can't see his eyes because you're behind him, but you see him point with his thumb under the counter in that same direction.**

Hei∂r: What's he pointing towards?

The Arbiter: **Domni and the woman who are kind of just staring at each other.**

Grothrutt: Seeing all of this happen in front of me, I look over to the elderly guy, the one that looks like a city guard. What's he doing?

The Arbiter: **Oh? You remembered him! Grothrutt, you get a Pip.**

Grothrutt: Sah-weet!

The Arbiter: **You notice that the guard's now standing next to the door. He's got a grim look on his face as he's paying very close attention to Domni and the woman.**

Grothrutt: I pop out of my seat and scurry over to the guard saying, "Hey friend! I'm new in town and you look like just the person that could help me out. Why don't you come sit with me? I'll buy you a beverage for your troubles." I'll [Bid] GREGARIOUS to convince him.

The Arbiter: **As you amble over near the front Tavern window, you can see a handful of armed guards heading across the street towards the Tavern. The guard glaces down at you, Grothrutt, and inadvertently smiles at your offer, obviously not including you in whatever it is he's about to do. This is the [World Action].** (As the guard) "Ah, hello, little master. I'd love to help...but am a mite busy at the moment."

The Arbiter: (to Grothrutt) **Your [Bid] didn't work but you got some valuable information for your troubles.**

Grothrutt: Oh? Can I tell what's caused this guy to call the guards? I'll [Bid] THEURGIST, the Gift I got from Apothecary. I figure, if I'm able to know the inner workings of Uncommon Sprok, surely I'm smart enough to put *this* together!

The Arbiter: **Haha, good point! As you think about all you've seen, you realize that the guard's been listening to Domni's conversation with the woman. Likely, the guard's looking for the Namer too!**

Grothrutt: (to the guard) "Hehe, no problem!" (to the Arbiter) I'll quickly wander back towards the bar, as casually as I can.

The Arbiter: **The guard seems too preoccupied to notice.**

Domni: I'll just spend a point of Breath to go to *Limbo*. (to the Party) You see Domni adopt a pose like a philosopher, one hand on his hip, one stuck out palm up. (To the woman) "You say that something important is going on here, and I've said we're also doing something important. It's likely we're both doing the same thing. Why not cooperate and let me know the details? That way, we don't get in each other's way."

The Arbiter: **Going to *Limbo* means you're successful but something unintentional happens, or it's not a "Clean Success." The woman nods in agreement.** (As Laila) "My name is Laila. You are correct. I too am looking for a Namer, or rather, I'm looking for *another* Namer – as are a great many 'Zens in this area."

Grothrutt: "Uh...guys? I think we have a problem."

The Arbiter as Meirn the Liar (NPC): (to Laz and Hei∂r) "That's what we've been waitin' for." (To the Guard) "It's her, it's the Namer!"

Hei∂r: I kill him.

The Arbiter: **You do. What do you [Bid] to do it?**

Hei∂r: Didn't I already [Bid] KILLER to be able to do this?

The Arbiter: **Good point. It's the same Encounter, so it stands. Yep. Describe it.**

Hei∂r: All you see is me push on Meirn's back, his face contorts, and he drops out of sight behind the bar with a "THUD!"

The Arbiter: **At that moment, the old guard cracks the door open and whistles loudly to his buddies outside.**

Domni: Cunning. I spend Cunning.

The Arbiter: **Alright. It's your [Turn] as you hear the whistles of the guard's buddies coming closer; you know they'll be here in seconds.**

Domni: Don't I go before that happens?

The Arbiter: **Nope. They were already coming during the [World Action]. Your Cunning gives you a second [Turn] this [Round] which lets you act on the Antagonists' [Turn], either simultaneously or just before – in this case, you're going at the same time as he whistles.**

Grothrutt: I'll also spend Cunning so I can go on the bad guys [Turn] as well.

The Arbiter: **Sounds good. Which one of you goes first, Domni or Grothrutt?**

Domni motions to Grothrutt that he can go first.

Grothrutt: I hide my Uncommon elixirs. They're quite illegal, you know.

The Arbiter: **How?**

Grothrutt: Uh...I...

Hei∂r: Prison pocket?

Grothrutt: Yep. I put them in my prison pocket.

The Arbiter: **...you'll need to [Bid].**

Grothrutt: I [Bid] my Demeanor CALM-AND-COLLECTED.

The Arbiter: **Yep. I'm not describing it, but you all see it. Moving on.**

Laz: Can I do something?

The Arbiter: **This is technically the Antagonists' [Turn]; Domni and Grothrutt get a second [Turn] because they spent Cunning. Do you want to do that?**

Laz: Nah, I'll see how this plays out and go as normal.

Domni: Okay, I [Bid] my [Flaw] HATES-AUTHORITY to use Words of Power to stop time for them as they enter the tavern.

The Arbiter: **What Word do you know?**

Domni: I've got the Word, *Slow*.

The Arbiter: **Sounds good, though you cannot stop time completely but can only *slow* it.**

Domni: Alright, I want to slow it down so much for them that they're almost at a standstill.

The Arbiter: **Sounds good. Words of Power cost a point of Breath, or you can make a [Sanity Roll] with [Detriment]. What's your flavor?**

Domni: I'll go with the [Sanity Roll].

The Arbiter: **Sounds good...do I say that too much? Sounds good?**

Laz: Nope. Just go with it.

The Arbiter: (to Domni) **The spell's pretty tough to pull off. The [Threshold] is 4. Also, since you're slinging a spell, remember you've got to roll your Chaos Die.**

Domni: Should I use my Mind Aspect for the Aspect Die?

The Arbiter: **Sounds good...(to Laz) I definitely say that too much.**

Laz: Heh-heh. Yep.

Domni rolls his Chaos Die (d6) and the result is a four (4); it's a 4+, so he gets one (1) additional [Success] that will be added to his total. Thankfully, the result isn't a one (1), or else his spell would immediately *fumble*. He then rolls his Action Die (d10) and his Mind Aspect Die (d12). He gets an eight (8) for two (2) [Successes] on his Action Die, and he gets a nine (9) for two (2) [Successes] on his Aspect Die, for five (5) [Successes], four (4) [Successes] from his Action and Aspect Dice and one (1) from his Chaos Die.

Domni: Five (5) [Successes]!

The Arbiter: **Awesome. Now, the [Sanity Roll].**

Domni: Oh, right.

Domni rolls his Action Die (d10) and his Mind Aspect Die (d12) together. He gets a three (3) on his Action Die, so zero (0) [Successes], and he gets a two (2) on his Aspect Die, so zero (0) [Successes].

Domni: (to the Arbiter) I'm going to use one of my Proficiency uses to get a [Mulligan] on one of my dice...my Mind Aspect Die, since it's a (d12). Will Expression work?

The Arbiter: **Sounds Goo–...damnit.**

Laz: Hehe.

The Arbiter: **I really do say that too much. Yes. That's fine.**

Domni: No problem. I'll use SLOW to slow down time so much it might as well be stopped. I've got Magickal Control 5: Prime, so it should be able to last for a while.

Domni rerolls his Mind Aspect Die (d12) with a result of four (4) which is one (1) [Success].

Domni: One (1) [Success].

The Arbiter: **That's all you need. As two guards race through the doorwary, and the elderly guard turns to shout, time slows to a crawl for them all.** (To Domni) **Go ahead and describe it.**

Domni: You all hear me speaking a language that's indescribable; it's as if the sound goes out of the room. The words don't seem to be in my voice. Then, you see the guards react as if they've been struck by an invisible lightning and pause – even the dirt in the air hangs there unmoving.

The Arbiter: **That's all the [Turns] from Cunning. The Antagonists finish their [Turn]. Laz and Hei∂r, you see Laila step back from Domni as he uses Words of Power. There's a stern, if not impressed, look on her face.**

The Arbiter as Laila: "Then, you are all exactly who we need to find this devil. I guess it cannot be helped now."

The Arbiter: Laila touches the tome sitting on the table and Runes which were invisible begin to glow. Domni, you're able to notice that the Runes which appear form into a part of a Word of Power. As Laila utters the rest of the Word to complete the spell, the room goes dark for all of you.

Everyone: Whaaat?! Do we get a Dread Point for that?

The Arbiter: Of course! Haha. Well done.

Laz: I didn't get to go!

The Arbiter: **Indeed. But, this is just an Encounter to move things along. There'll be plenty of chances to take [Turns] – better ones, in fact.**

Hei∂r: Lame.

The Arbiter: **Psht. The night ends, and we're out of The Dread and now in The Montage. As described before, you're all in the misty prison cell. You wake to find two figures appear in the mist. One is Laila, the other...a lanky, travel-ridden Siblín whose face is masked by a long, argyle scarf.**

The Arbiter as Laila: "Now that we can talk openly. Let me introduce another traveller, Shandor. With his help, we can together find this Weaver."

Domni: (to the Arbiter) Can I [Bid] to see if our stuff is somewhere around here?

The Arbiter: **No need. It's The Montage, so you don't [Bid] but you can roleplay.**

Domni: I look up at Laila, "Do you have our equipment?"

The Arbiter as Laila: "Yes, it's just over here."

Domni: I go over and grab my stuff. (To Shandor) "How're you going to help us?"

The Arbiter as Shandor: I'll [Bid] my Nature ENIGMATIC to activate "The Shandor Slip." (To the Party) You all see the mist envelop me as I pass through the bars of your cell. As I appear on the other side, the mist recedes.

Domni: "Nice."

The Arbiter: **Laz...**

Laz: Yo!

The Arbiter: **You notice a fellow sitting beside you in your cell. This *berk* looks like an interesting fellow wearing a Theurgic mask and a black, leather jacket. The masks' black, has bug eyes, and a breathing apparatus.**

Laz: "Who're you?"

The Arbiter as Archangel: You hear a muffled but enthusiastic voice, "Hi! I'm Archangel. I'm...not from around here."

Laz: "No way..."

Hei∂r: (to Archangel) "They didn't take your mask?"

The Arbiter as Archangel: "They didn't ask for it."

The Arbiter: **Grothrutt, you're sitting there in the floor as you notice the riding dog from "Just Ale" Tavern sit up from the straw it was sleeping in. Next to it is that Draoidin, Cap'n Puck. The dog licks Cap'n Puck's face and he wakes up.**

The Arbiter as Cap'n Puck: (to the dog) "Peaches!"

Grothrutt: "Looks like we're all finally together!"

ARBITER's DARK:

The other Characters introduced are, in fact, other Players which the Arbiter decided to NPC, e.g. she played them because they weren't at the [Game Session]. **William** plays *Cap'n Puck*, a Draoidin musician and lush. **Patrick** plays *Laila*, a Saolta who's an ageless Malenari Namer and Mage of the 6th House. **Bret** plays *Archangel*, an outworlder who passes for Saolta; Archangel's a tinkerer and mystic that seeks to right what's wrong in the Realms. **Nigel** plays *Shandor*, another outworlder who passes for Saolta; Shandor's just passing through trying to leave things better off than when he found them.

Rules Cheat Sheet

Abilities: Abilities are powers which others cannot do, e.g. working Magicka, splicing the data strem, making people forget what they just heard or saw, etc. Abilities provide Players with new avenues to [Bid] their [Traits] and accomplish great things.

- **Grades**: Buying an Ability, i.e. using [Advancement] to gain a new Ability, gains you Grade 1 of that Ability – Grade 1 is the starting point, it gains you the power to do the thing. Subsequent [Advancements] gain you Grades 2 and 3 which each lower a [Threshold] by one (10 for successfully Throwing Down against a relevant task.

Advancement: Characters become more powerful as they achieve their [Goals]. Your Character has one (1) [Major Goal] (worth 2 XP) and one (1) [Minor Goal] (worth 1 XP) which you choose (and the Arbiter ratifies) and which you can change as the story moves along. Achieving [Goals] gives you XP. See *Recovering & Experience (XP)* for how to gain XP.

With the exception of "Dropping the Load," Players can only [Advance] through the expenditure of XP during The Montage. This also applies to [Group Advancement] gotten when at least twelve (12) [Goals] of any sort are achieved by the Players as a whole.

- Spend XP": Once three (3) points of XP are achieved, you may [Advance] once by choosing a new Grade for an Ability, e.g. Grades 1, 2, or 3, choosing a Proficiency, or by adding a new [Character Trait] to your Character Sheet.

- "Fold the Story": Or, you could choose to "Fold the Story" and add a [Trait] to your Ninja Gear (a maximum of three (3) [Traits] per item, and a maximum number of items equal to your Tier).

- "Drop the Load": Players can also spend all five (5) of their Pips to "Drop the Load" and [Advance]. [Advancing] in this way allows them to add a new [Character Trait] to their Character Sheet at any point in the game.

Aspects: There are four (4) Aspects total: two (2) physical Aspects: Brawn and Mind, and two (2) mental Aspects: Grace and Wits. Aspects represent how strong a Character is within any of those purviews. They do not change after Character Creation where they begin at Rank 1 "weak" and max out at Rank 6. Players allocate their Aspect Ranks then, the number of Ranks given by their Arbiter in accordance with their Tier or Play, and these determine their Aspect Dice and their Attributes. Rank 1 "weak" has no die associated with it. Rank 2 is a (d4), Rank 3 (d6), Rank 4 (d8), Rank 5 (d10), and Rank 6 (d12).

Attributes & Resources: [Plot Armor], Wounds, Sanity, Cunning, Breath, Pips, and Experience.

- **Breath**: You have Breath points and if you spend one (1) then you immediately forego Throwing Down and to achieve your action, at *Limbo* – a "yes, but…" result. Breath can also be [Burned] to survive a near-death experience. [Burned] Breath is forever subtracted from your total Breath Pool, reducing your maximum. The Arbiter decides how you survived not perishing. Your maximum number of Breath points is equal to your number of Backgrounds plus one (1).

- **Cunning**: You have Cunning points and if you spend one (1) then you may interrupt the foes' action and go simultaneously with them, or in some cases, go before them, i.e. you gain a second [Turn] in a [Round] and take it at the same time the Antagonists take their [Turns]. Players can only spend one (1) Cunning per [Round]. Your number of Cunning points is equal to your Ranks in Grace and Wits added together.

- **Experience**: See *Recovering & Experience (XP)* for how XP is gained; see *Advancement* for how it is used.

- **Pips**: Pips are points that the Arbiter awards Players for inspirational, or just plain fun, roleplay, for figuring out clues, and for being awesome. A Player can have a maximum of five (5) Pips at any given time. Pips can be used in several ways:

  - Spend one (1) Pip to make a "minor" change to the narrative. Making a "minor" change to the narrative could consist of: remembering to bring the rope, recognizing or remembering an Antagonist's name, having the door open inwards rather than outwards, etc.

- **Plot Armor**: [Plot Armor] aborbs Damage first. Once your [Plot Armor] is gone, your Wounds and Sanity take Damage. Your [Plot Armor] is equal to your Ranks in Brawn and Mind added together, plus any additional Protection you might gain from Abilities or Armor.

- **Wounds & Sanity**: Characters have six (6) Wounds and six (6) Sanity. Taking enough Damage to reach either one results in either death or permanent insanity, respectively. Players can usually dole out Damage across their Wounds & Sanity as they see fit, assuming it makes sense for the situation.

- **Vitality**: Vitality refers to a Character's [Plot Armor], Wounds, and Sanity. Something which heals one's Vitality can be applied to any or all of these as the Character sees fit. Antagonists (NPCs) have a single Vitality score instead of denominations of [Plot Armor], Wounds, or Sanity.

Backgrounds: Every Character has at least one (1) Background up to a maximum of six (6). Your Backgrounds don't change throughout a campaign, although you could gain a new one afterwards, assuming the story and Arbiter warranted it. Backgrounds are chronological ideas for your Character's past, e.g. a "Street-rat" who became a "Charlatan" who became a "Prince." Each Background is itself a [Trait], and it grants one (1) Ability or Proficiency, and helps determine your maximum Breath pool (attributes). Your first, and if applicable, sixth Backgrounds grant two (2) specific [Traits] called Gifts. Other Backgrounds grant only one (1) Gift. A Gift is simply a [Trait] associated with your Background. In the setting of Craster, both Backgrounds and Gifts are provided; games in other settings require Players and the Arbiter to create their own tailored for their game.

Bidding: When the action is on you, you may [Bid] [Traits] to change the fiction, more specifically you [Bid] one (1) [Trait] to do a single, meaningful action. Once a [Trait] has been [Bid], it is considered [Exhausted] and cannot be used again until it has been [Recovered].

Character Traits (Traits): Your Character sheet is full of [Traits], descriptive words or phrases that make up who your Character is and how they do what they do. [Traits] are your primary resource as a Player. You [Bid] them to take actions that change the fiction.

Chaos Rolls: When a Player does something nutty, brazen, or clever, they may need to Throw Down their Chaos Die (d6) for a [Chaos Roll]. This roll occurs regardless of the [Threshold]. Rolling a 1 results in an [Utter Failure], and a 4+ gain an additional [Success]. Some Abilities, e.g. casting Magicka, using olde technology, etc. and "special actions," like Called Shots, could warrant a [Chaos Roll].

Conditions: [Conditions] give the Arbiter a way to inflict negative impact on Character without ridding them of their ability to take meaningful actions. These are sometimes inflicted in lieu of Damage. There are two (2) main [Conditions]: physically [Stunned] and mentally [Bewildered]. A Character who's either [Stunned] or [Bewildered] must [Bid] two (2) [Traits] instead of only one (1) to take an action that changes the fiction. [Other Conditions] can be created on the fly if the situation warrants, e.g. [Exhausted], [Temporarily Blinded], [Confused], and so forth – these are considered "less" heinous than either [Stunned] or [Bewildered].

Dealing Damage: You Damage a foe by meeting or beating the [Threshold] to hit them. The Damage you deal is directly equal to how much you exceed the [Threshold] plus any Damage Dice your weapon deals. Damage Dice come in all die-types and are determined by the weapon or Ability used to deal them. Every

number on a Damage Die is a [Success], e.g. rolling a 3 adds three (3) [Successes] to your total; rolling a 1 adds one (1) [Success], and so on.

Dice: You may Throw Down (rolling dice) if your action is opposed or difficult to achieve. When you Throw Down, you roll two (2) dice: one is called your Action Die and it is always a (d10); the other die is called your Aspect Die. Your Aspect Dice are determined by where you put your Ranks at Character Creation; they range from no die, (d4), (d6), (d8), (d10), or (d12).

Encounters: Encounters are moments when the Players interact with the world, Antagonists, and one another, during either The Montage or The Dread. Encounters are not mechanical in nature but are used by the Arbiter to structure her story arc with individual [Game Sessions]. They provide the Arbiter and Players with a way to talk about meaningful moments in the story.

Narrative Points: If you exeed a [Threshold] by two (2) or more, or if you miss the [Threshold] by 2 or more, then something "extra" happens in the fiction, i.e. you or the Arbiter gain a [Narrative Point], respectively. Whomever gets the [Narrative Point] decides how things change. Usually, failing the [Threshold] causes something negative while exceeding causes something positive.

Proficiencies / Rerolls: You may purchase Proficiencies when you [Advance] that allow you to reroll any one (1) die when you Throw Down. There are six (6) categories of Proficiencies that you can take, and you can have a maximum of four (4) uses in each of them (therefore, a total of twenty-four (24) uses if you bought every rank in every Category). You may only use Proficiencies on actions that have to do with their category, e.g. "Violence" can only be used while doing something violent.

Recovering & Experience (XP):

- When a new [Scene] begins: all [Exhausted] [Traits] are [Recovered], including [Plot Armor], and Characters may heal one (1) Wound or Sanity that they've lost.

  - Depending on the time lapsed, medication, surgery, and so on, a Character can "heal" as many Wounds or Sanity as the Arbiter allows.

- When the result of any die is ten (10) or higher: the Player who rolled gains [Flair] which allows them to [Recover] one (1) [Trait] that they have [Exhausted].

- When a [Minor Goal] is achieved: that Player [Recovers] one (1) point of Cunning and one (1) point of Breath, and gains one (1) point of XP. The Player who achieved the [Goal] also gains one (1) Pip.

- When a [Major Goal] is achieved: that Player [Recovers] all points of Cunning and Breath (except for points that were [Burned]), and also gains two (2) points of XP. The entire Party gains one (1) Pip.

- When any [Goal] is achieved: the Arbiter tallies all [Goals] the same and counts them towards "Party XP." Once totaling twelve (12), all Party members [Advance] in what's called [Group Advancement].

Rounds of Bidding: [Rounds of Bidding], also called [**Rounds**], occur when Player Characters encounter conflict of any sort; [Rounds] follow one (1) of two (2) order of operations: the [World Action] occurs, the Antagonists take their [Turns], and finally the Player Characters take their [Turns]. The process can be changed if one (1) or more Players decide to spend Cunning (see Cunning). Whomever spends one (1) point of Cunning gains a second [Turn] in the [Round] which occurs at the same time as when the Antagonists take their [Turns].

Scenes: [Scenes] always occur during The Dread; they are the only time when Players [Bid] their [Traits], thus [Exhausting] them, and taking some narrative control over the story. The Arbiter decides when a [Scene] begins and ends.

Taking Damage: You absorb Damage taken with your [Plot Armor]. Some types of Armor also absorb Damage as per their description. Once you run out of [Plot Armor], you have 6 Vitality points. When those are gone, you die unless you can [Burn] a point of Breath.

The Dread: The Dread is the normal state of the game, where the fiction plays out, and is where all of the action takes place. The Arbiter decides when each [Scene] starts and ends and so dictates where the tension in the overall story rises and falls. [Scenes] can be as long or short as the Arbiter wishes. If the Players agree, however, they can demand that The Dread ends and The Montage begins, effectively ending the current [Scene]. Doing so grants the Arbiter nearly complete control of the current narrative (she should not be wantonly adversarial but should uphold the narrative) but also provides the Players with a chance to [Recover].

The Montage: The Montage occurs when a [Scene] ends and one of the following occurs: narrative descriptions about the world and its happenings, the passage of time, traveling scenes, Character maintenance, improving one's Character through [Advancement], and soft-role play "campfire" scenes.

Thresholds: When Throwing Down, you are rolling against a difficulty [Threshold]. The Arbiter decides the [Threshold]. Meeting the [Threshold] means that your action succeeds but not exactly as intended, a "yes, but…" situation called *Limbo*. If you beat the [Threshold], you have a "Clean Success" and your intention occurs.

Throwing Down: rolling dice. See *Dice*.

Successes: A result of 4 to 7 on a single die equals one (1) [Success], and a result of 8 or higher equals two (2) [Successes]. When you Throw Down, you roll your two (2) dice, i.e. your Action Die (d10) and your relavent Aspect Die, and you add up all of the [Successes] on both dice. If you have a Chaos Die

- **"Clean Success"**: This occurs when you gain [Successes] enough to exceed a [Threshold]. Your action plays out in the manner that you and the Arbiter decided before the Throw Down, or the Arbiter folds your [Bid] and action into the story in a way that coincides with your intention.

- *Limbo*: This occurs when you gain [Successes] enough to meet a [Threshold], or when you spend one (1) point of Breath (see *Attributes & Resources > Breath*). *Limbo* is considered "success," however it is a "yes...but" situation where something beneficial and in line with your intention occurs but with an unintended, possibly deleterious, side effect.

- **Failure**: This occurs when you gain fewer [Successes] than a [Threshold]. Your action still has an effect on the story but does not pan out as you planned.

- **[Utter Failure]** & **Fumbling**: *Fumbling* occurs when you roll a 1 on a Chaos Die or when you roll double 1's on your Action and Aspect Dice. *Fumbling* results in [Utter Failure] where your action has a significant effect on the story, though one which is contrary to what you wanted.

ABILITIES

Abilities are powers that do two (2) things. Firstly, they offer you new types of actions you can take that would otherwise be impossible, e.g. wielding Magicka, or improving Theurgy. Secondly, Abilities allow you to lower the [Threshold] for given tasks when you [Advance] their *Grades*. Gaining a new Ability's synonymous with gaining Grade 1 for that Ability.

Your *Tier of Play* deteremines the number of Abilities you may initially choose at Character Creation. *Backgrounds* grant you *Kits* which also offer you picks of Abilities associated with them.

How Abilities Work

Abilities grant you new routes for taking actions when [Bidding] your [Traits]. Activating them works exactly the same as taking any other meaningful action. First, [Bid] a relevant [Trait] to accomplish your intention. If the action's difficult or is opposed, Throw Down against a [Threshold]. The difference is, having an Ability "unlocks" the possibility for a *berk* to accomplish some tasks, to affect the fiction in a new way. Each Ability has a description which reveals the "spirit" of how it can be used. **Abilities aren't [Traits] themselves and so cannot be [Bid]**. Some Abilities, however, grant [Traits] (written in CAPS) which can be [Bid] in the normal fashion.

Here is a brief list of Abilities for the average *berk* to [Advance] into when the story allows. The **DreadLore Pregenerated Characters** each have their own Abilities which you can also use and adopt in your games. The **DreadLore Core Book** contains *many* more and goes into much more detail about how they work.

"Black Agnes"

[SCRUTINIZE]

Using your mind and charisma to frustrate an enemy and achieve success despite the odds.

Knowing your enemy will help you defeat them! After observing your enemy's tactics for an appropriate amount of time, you activate this Ability to SCRUTINIZE your foe's strategy. Some enemies are particularly cunning and require [Concentration] or Throwing Down to understand their tactics. If successful, you figure out the next best course of action, or their most likely action...for your enemy – as dictated by the Arbiter. It is up to you to determine how you will respond!

"Blended Existence"

You're capable of blending in with most any shadowy area. Unless you do something, or are wearing something, that brings attention to yourself, you go unnoticed by the average 'Zen. Even monsters that would otherwise sense you might leave you be unless they're already hostile towards you. You must maintain the same atmosphere with your body as the shadows around you; if they're furtive (as per candle light flickering in a wind), then you must attempt to keep up with their movement (which could be impossible for your race), or if they are static, you cannot move except in an extremely gradual way.

"Counterpoint"

[COUNTERPOINT]

Use your foe's words against them using COUNTERPOINT arguments; if they attempt to use Philosophy to adversely affect you, or someone within earshot, you may gain a [Reaction roll] to overcome their attempt and turn it onto themselves instead. Doing so requires speaking and your foe understanding you; it also requires "time enough" to make your argument.

"Iron Guard"

Combat's exhausting, and taking on a group's even worse. Luckily, you're a *berk* who knows how to handle themself under fire and how to fight when they're outnumbered. Activate "Iron Guard" when defending yourself to lower the [Threshold] of a physical attack made against you by one (1) (doesn't apply to attacks which target something other than the physical). "Iron Guard" only affects a single defense or [Reaction Roll], and must be activated, i.e. a new [Trait] is [Exhausted], each time it's used.

Exception: Grades 2 and 3 lower the [Threshold] of your foe's attack by another one (1) each, e.g. a *berk* who activates their "Iron Guard" Grade 3 lowers [Thresholds] levied against them by three (3).

"Kobayashi Maru"

[NO-WIN-SITUATIONS]

When all's lost, some 'Zens give up while others persist in futility. You, however, don't believe in NO-WIN-SITUATIONS. Once per [Scene], activate this Ability to ask the Arbiter for a "way out." The "way out" she provides will usually be the road-less-traveled and offer a less-than-favorable outcome. Achieving success may require Throwing Down and far from certain, but it'll present a light at the end of the proverbial tunnel when there was none before.

"Master-at-Arms"

You've a way with martial weapons, there are few that remain mysteries to you for long. You know how to maintain and properly use all commonplace, melee weapons, i.e. [Small], [Medium], or [Heavy].

Exception: Grades 2 and 3 lower the [Threshold] for you to use these weapons by one (1) to a minimum of [Threshold] zero (0), e.g. a *berk* with Grade 3 would lower the [Threshold] to attack by two (2). "Master-at-Arms" only applies to common, melee weapons of [Small], [Medium], and [Heavy] Classification.

"Nothing Personal"

You know that violence should be carried out with intensity and with the intent to kill – there aren't half-measures. Activate this Ability when you attack your foes with a melee attack, and if you deal Damage, add a one (1) additional point of Damage to the total. On-lookers shy away because of the gruesome and terrible nature of your onslaught.

Exception: Grades 2 and 3 don't lower [Thresholds] but instead each adds one (1) additional point of Damage, e.g. on a successful, melee attack that deals Damage, Grade 3 would add three (3) additional points of Damage.

PROFICIENCIES

Proficiencies are rerolls. They represent a Character's skill when attempting certain kinds of tasks and grant the mechanical benefit of being able to reroll a die that's been Thrown Down. Your *Tier of Play* deteremines the number of Proficiencies you may initially choose at Character Creation.

There are six (6) categories of Proficiencies: **Expression**, **Fabrication**, **Learning**, **Movement**, **Skulduggery**, and **Violence**. Each category encompasses a wide but selective range of actions, e.g. Violence's affiliated with damaging things, Fabrication's affiliated with making things, and so forth. When they're used, Proficiencies should make sense for the story. A Character attempting diplomacy could easily make a case for the use of Expression or Skulduggery, but Violence would take a little more explaining, and Fabrication's right out. The definitions are loose but shouldn't be abused.

Proficiencies grant [**Mulligans**], which are simple rerolls. Spend one (1) of your uses in a Proficiency to reroll any one (1) die that you've already rolled; you must use the result of the reroll. Each time you [Advance] a Proficiency, first choose the category that you wish, then gain a new use of it. Choosing a category for the first time gains you the first use. Each category has four (4) uses, for a maximum of four (4) [Mulligans]. Players can spend as many uses as they wish on their [Turn], although the Arbiter can put a stop to incessant [Mulligans] if the situation or story wouldn't call for them.

ARBITER's DARK:
Of course, the Arbiter may change the rules for Proficiencies as she likes for her game and Setting. She could allow Proficiencies to grant [Upperhands] at some point, or she could set a different limit to the number of Ranks Proficiencies have – whatever makes the most sense.

Table x.x "Proficiency Categories":
- Expression – communication of all kinds: talking, performing, convincing, lying, etc.

- Fabrication – manufacturing, assembling/disassembling, jerry-rigging, fixing, sabatage, etc.

- Learning – gaining/retaining knowledge, understanding, deducing

- Movement – fine/gross motor skills, piloting/riding, dodging, athletics, etc.

- Skulduggery – unscrupulous deeds, lying/cheating, legerdemain

- Violence – damaging things, people, or places with the intent to injure/kill

EXAMPLE: "Using Proficiencies"
Martha has 2 Ranks of the Proficiency Violence. She decides to use her shovel to attack a roadside bandit who's leering at her. She [Bids] FIERCE and must Throw Down against [Threshold] 2 (as determined by the Arbiter). She rolls her Action Die (d10) getting a 3 for zero (0) [Successes] and her Brawn Aspect die (d8) getting a 4, which is one (1) [Success]. Martha needs at least one more [Success] to meet the [Threshold] so she spends one of her Ranks in Violence to gain a [Mulligan] on one (1) die of her choice. She chooses to reroll her Action Die as it didn't roll any [Successes] – if she chooses to reroll her Aspect die then she would lose the [Success] she rolled on it and must take her new result. This time her Action Die rolls a 6, which is one (1) [Success]. Martha now has two (2) [Successes] so she meets the [Threshold] and goes to *Limbo*. She rolls the (d4+1) Damage Die for her shovel, a [Medium] weapon, gaining a 3 and therefore deals four (4) Damage, 3 from the die roll plus 1.

NINJA GEAR

Ninja Gear, also called **Gear**, is your equipment, items you carry, and so on. Gear serves whatever purpose it was intended for or whatever purpose you can make it serve, e.g. a sword or ax cuts, a suit of armor protects, a book can be read, an airship flies, etc. Ninja Gear lists the following:

- Item description and Classification

- [Traits] and [Flaws] given

- Damage Dice, Chaos Dice, and Danger Level if applicable

- Special *powers* or functions

- Range Increments, if applicable

- Cost and Time of Manufacture

Named Gear gives a description of the item and special use-cases. If the item could be used as a weapon (as an *olde hand* must always be ready for a fight) then a **Classification**'s also listed.

ARBITER's DARK:
As with all things, the Arbiter can decide to adhere to or completely ignore these stats for Gear and make up her own as she sees fit for her story.

Armor

Armor is clothing or gadgets you don which helps you survive *physical* attacks by granting you additional [Plot Armor]. Armor can do several other things:

- Grants additional [Plot Armor]. Just add that to your sheet assuming you are wearing Armor. This extra [Plot Armor] mitigates Damage as normal [Plot Armor].

- Possibly grants [Traits]. Only special sorts of Armor grant these [Traits], and these will be shown in their descriptions. As with all Ninja Gear, Players can Fold the Story and [Advance] their equipment.

- Possibly grant [Flaws] which are intended to balance the benefits "heavier" Armor grants. These are written as examples; you and your Arbiter may choose appropriate [Flaws]. If a piece of Armor should not have a [Flaw], don't give it one.

- Possibly [Absorbs] one (1) Damage. Depending on what material your Armor is made from some Damage cannot be [Absorbed], e.g. metal armor does not [Absorb] Damage from fire, but alchemically, fire-treated metal might!

- It (often) looks impressive.

Armor Classifications

Light Armor

- [Light] Armor is easier to move around in than heavier armors, and much cheaper to acquire; most soldiers, regular or militia, have access to it. It grants some protection but is more of a "second skin" than a solid barrier. [Light] Armor often protects the torso, arms, and upper legs.

- Examples of [Light] Armor are: a padded or quilted jacket; pieces of alchemically treated or hardened leather (also called *Cuir Bouilli*).

- Grants +2 [Plot Armor]

- one (1) [Flaw], e.g. STUFFY, or STIFLING

- Example Cost: Commonplace

- Time to Manufacture: 1 week

Medium Armor

- [Medium] Armor provides much better than padded cloth and is also more expensive and time consuming to create. There are a wide variety of armors which qualify as [Medium], each with their own advantages and disadvantages. [Medium] Armor protects the torso, shoulders, upper-legs, and head with a metal helm.

- Examples of [Medium] Armor are: a Chainmail Hauberk with *coif*; Reinforced Mail which includes an array of metal plates stitched into chainmail; *Jack of Plate* or *Brigandine* made from stitching pieces of metal into a coat or fastening them with rivets, respectively. These types might employ knee guards, guantlets, pauldrons, rerebraces, and vambraces to protect joints and vital areas.

- Grants +6 [Plot Armor]

- two (2) [Flaws], e.g. BULKY, WEIGHTY, or STIFLING

- : Pricey

- Time to manufacture: 1-2 weeks

Heavy Armor

- [Heavy] Armor is expensive to purchase and repair, and when compared to lighter armors, difficult to maneuver in, but it provides the best protection. It significantly reduces damage taken to the torso and anywhere the plate covers from stabs and slashes. Impacts to the body are lessened by spreading the force generated over a greater area.

- Examples of [Heavy] Armor includes: a Metal Breastplate made of two pieces and placed over chainmail; Full Plate which includes an all-enshrouding suit of shaped and fastened metal plates.

- Grants +8 [Plot Armor]

- three (3) [Flaws], e.g. HEAVY, CUMBERSOME, EXHAUSTING, or WEIGHS-ME-DOWN

- [Absorbs] one (1) Damage from *physical* attacks

- Example Cost: Rare

- Time to Manufacture: 1-3 months

Weapons

Weapons can be included in one of the following **Weapon Classifications** that share the same features: [Light], [Medium], [Heavy], and [Great]. Some Ninja Gear can be used as weapons while others cannot normally deal Damage; these are listed as [**Negligible**] where appropriate. Ammunition is listed as [**Ammunition**]. Weapons also have a Range Increment listed; this only pertains to weapons that can be *thrown* or to *ranged* weapons, e.g. a short sword does not have a range increment other than [Point Blank].

Weapon Classifications:

Light Weapons

'Zens who travel, or *aristosi* who fancy themselves warriors, are typically armed with at least one [Light] Weapon. These weapons are one-handed and light-weighted *melee* weapons like small swords (for jabbing and dueling), daggers, knives, dirks, small hammers and axes, batons, blackjacks/saps, or *ranged* weapons, like hand crossbows, slingshots, or Gear that are often easy to manipulate, conceal, or throw.

- Light weapons are often easily CONCEALABLE

- Some Light weapons are WELL-BALANCED enough to accurately throw a [Short] range.

- Deals (1d4) Damage Die

- Example Cost: Commonplace

- Range Increment: [Medium]

Medium Weapons

The most prominent weapons used by warriors and mercenaries alike are [Medium] Weapons. It'd take too long to mention all the types, but here are a few a 'Zen will assuredly encounter: short swords, arming swords, scimitars, broadswords, rapiers (for dueling), spears, war axes and hammers, clubs, whips, *melee* or *ranged* weapons, like *crossbows*, short bows, javelins, or Gear that has some weight and is uneasily thrown.

- Deals (1d4+1) Damage Die

- Example Cost: Pricey

- Range Increment: [Long]

Heavy Weapons

Certain types of infantry, as well as 'Zens who have a feel for the dramatic, will sometimes be outfitted with [Heavy] Weapons. You'll most likely see these on the battle field as they are unwieldy to carry around town. Two-handed *melee* or *ranged* weapons that require both skill and strength to heft or maneuver from large hammers, morning stars, pikes, polearms, and double-edged axes to zweihänder and long (hand and a half) swords. Gear that has mass and is cumbersome and is not meant to be thrown.

- one (1) [Flaw], e.g. HEAVY, UNWIELDY, or LARGE

- Deals (1d6+1) Damage Die

- Example Cost: Pricey

- Range Increment: [Far]

Great Weapons

[Great] Weapons are usually *emplacement* weapons or are *mounted* upon vehicles (boats, airships). They cannot be carried and used effectively by any normal 'Zen. [Great] Weapons are commonly *Theurgic* as well. The damage dealt by [Great] Weapons is fierce, if not horrific, to behold and harder still to forget. Tinkerers are often coming up with various forms but to name a few: ballista, cannon, tribuchets, catapults,

- one (1) [Flaw], e.g. NEEDS-POWER, MASSIVE

- Deals (1d10+1) Damage Die

- Example Cost: Variable, e.g. Pricey or Rare for common

- Range Increment: [Far]

- Chaos Die d4 with [Detriment] / Base Danger Level: 3

ANTAGONISTS

Antagonists, or Non-Player Characters (NPCs), work somewhat differently than Player Characters (PCs). They might could possess the same Abilities as PCs, or some which are disallowed to PCs and only available for "bad guys." The Adventure Module, The Keeping, provides several stat blocks for Antagonists and Monsters which you can use to run your adventures.

Antagonist Vitality & Armor

Unlike Players, Antagonists don't have Wounds, Sanity, or [Plot Armor], per say. They instead have a single **Vitality** score. Once their Vitality's exhausted then either the Antagonist dies or they're defeated as appropriate to what happened. The average Antagonist has four (4) or more Vitality depending on how tough they are. A child would have one (1) to three (3), a city-dweller might have four (4), whereas a farmer might have five (5), and a warrior might have six (6) to (8). Antagonists who're Monsters, on the other hand, could have much more Vitality. Antagonists also gain the benefits of wearing Armor or using other forms of Protection. If an Antagonist employs Armor simply factor that number into their overall Vitality.

Table 6.1: "Antagonist Vitality"
- 3: a child, someone who's under-developed or weak

- 4 to 5: the average 'Zen, a city-dweller or aristosi noble

- 6 to 8: a *berk* who's hardy like a farmer or dock worker.

- 9 to 16: warriors wearing armor, tough animals, and some monsters

- 12 to 18: tougher beasts and monsters, the supernatural

- 18+: incredibly tough or supernatural monsters, e.g. dire beasts, giants

Base Defense

Antagonists with higher Classification, i.e. 2+, have a **Base Defense**; the higher their Classification, the higher their Base Defense. Base Defense represents an Antagonist's *de facto* [Threshold] to avoid being affected by Damage or other effects. It's also added as additional [Successes] Antagonists might gain when Throwing Down. This benefit can be circumvented through various means, e.g. they're tied up, unconscious, or otherwise unable to defend or react.

Antagonist Dice

Just as with Player Characters, Antagonists may need to Throw Down to accomplish their tasks. This most often occurs when reacting or defending themselves from Players. They don't [Bid] [Traits], though. When Throwing Down, an Antagonist possesses an Action Die (d10) and an Aspect Die as determined by their Classification. Antagonists' dice work the same as Players', they roll both and add [Successes]. When defending, add any [Successes] from their dice results to their Base Defense.

ACKNOWLEDGEMENTS

6ᵗʰ House Mage

Among the Stars

Mystic of 12 & 7

QUESTIONS

The official **DreadLore Corebook** will be available for purchase Spring 2022. Information about upcoming events and releases will be provided on our Official website as well as Instagram. Join the DreadLore community, engage in debate / conversation about the game, and join games, on our *Discord Server*, **Dreadies** (the *invitation link* is on the Official website). For other inquiries, feel free to message us on *Instagram*: **@dreadloresystem** or via the Official website.

- Official Website: https://dreadlore.com

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- Discord Server: Dreadies (invite on Official website)

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