

REVENANT When you die but cling stubbornly to your body, refusing to pass through the Black Gates, you gain this insert.



DRIVE Lose the Drive from your playbook, and replace it with this:

OBSESSION
Cause trouble for your allies by pursuing your Terrible Purpose.

MOVES You gain all of the following:

UNLIVING
You do not breathe. You need not eat or drink or sleep. You do not heal normally. You gain no benefit from poultices & herbs, bandages, magical healing, Make Camp, or Recover.

UNDYING
Neither poison nor disease do you harm. You feel little pain. When you *take damage from cutting, stabbing, or crushing*, take half damage (after armor, rounded up).

When you *are reduced to 0 HP*, roll +CON: on a 10+, regain half your max HP and choose 1; on a 7-9, regain half your max HP and choose 2; on a 6-, either regain 1 HP and all 3 apply, or give up this insert and gain the Ghost insert instead.

- ⊙ Mark a consequence (*see reverse*)
- ⊙ You're out of the action for hours, until the next sunset
- ⊙ Your body is permanently maimed in some way of the GM's choosing

If your body is completely destroyed (burnt to ash, ground to jelly, etc.), treat it as if you were reduced to 0 HP and rolled a 6-.

IMPLACABLE
When you push the limits of your undead body, lose 1d4 HP and choose 1:

- ⊙ Perform a feat of inhuman strength
- ⊙ Act with uncanny speed and grace
- ⊙ Refuse to be moved, held back, or knocked off course

TERRIBLE PURPOSE

Choose 1:

LONGING
Name the person or persons you refuse to let go of.

- ⊙ When you *spend the night watching them*, regain all your HP or clear a debility.
- ⊙ When *they rebuff you or recoil from you*, mark a consequence (*see reverse*).
- ⊙ When they *die peacefully and pass through the Black Gates*, so do you.
- ⊙ Should they be *taken from you violently*, mark the Final Consequence (*see reverse*).

VENGEANCE
Name the person or persons who must pay.

- ⊙ When you *make one of them pay and make sure they know why*, regain all your HP or clear a debility.
- ⊙ When *they defeat or escape you*, mark a consequence (*see reverse*).
- ⊙ When you *kill the last of them*, pass through the Black Gates.
- ⊙ Should they *die before you're finished with them*, mark the Final Consequence (*see reverse*).

DUTY
Name the task you refuse to leave undone.

- ⊙ When you *spend the night working on your task or reach a milestone*, regain all your HP or clear a debility.
- ⊙ When *fail to perform your task or suffer a material setback*, mark a consequence (*see reverse*).
- ⊙ When *the task is finally complete*, pass through the Black Gates.
- ⊙ Should the *task become impossible to perform*, mark the Final Consequence (*see reverse*).

GHOST When you die but your soul lingers, refusing to pass through the Black Gates, you gain this insert.



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DISEMBODIED
Your body is dead and gone, but you persist as an incorporeal spirit. You can be harmed only by that which harms spirits or ghosts and you have the barest influence on the material world.

You normally go unseen, the material world dim and distorted to you. When you *manifest a ghostly presence in shadows or darkness*, lose 1d4 HP and the world becomes clear again. For each of the following you wish to be true, lose another 1d4 HP:

- ⊙ You appear solid and whole, much as you did in life
- ⊙ You can speak clearly and intelligibly
- ⊙ Your touch (or ghostly weapons) can harm the living (ignores armor)

You remain manifest for as long as you concentrate; pain or shock or direct sunlight threaten your concentration, for sure.

TETHERED
Choose something to which you are bound: your mortal remains, the place you died, an object of personal significance, etc.

When you *are reduced to 0 HP*, mark a consequence (*see reverse*) and your essence disperses until the next sunset. You reform near your tether with half your max HP. If your tether has been destroyed, mark the Final Consequence.

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CONSEQUENCES

When you first take this insert, choose 1. Choose another whenever a move tells you to.

BODYSNATCHER

When you *possess an unconscious or willing person*, lose 1d4 HP and control their actions. Use your stats and moves for any actions they take while under your control.

When you force them to do something contrary to their instinct or something that they find abhorrent, roll +CHA: **on a 10+**, they do it anyway; **on a 7-9**, they resist that action and you will never be able to force them to do it, but you otherwise remain in control; **on a 6-**, they force you from their body and you mark a consequence. You'll never be able to possess them again.

When *your host takes damage*, you lose an equal amount of HP. If your host dies while you still have HP, you can keep them alive until your possession ends.

BREAKDOWN

You lash out in an unthinking, unfeeling rage that lasts until the next sunrise. Ask the GM what snippets you remember.

UNSTABLE

You are prone to episodes of unthinking, unfeeling rage (per Breakdown). Anytime you roll a 6-, the GM can choose to have you enter such a rage.

DISTURBING

Your presence (even unseen) disturbs beasts and children. The air around you is notably cooler, especially when you manifest. When you *use intimidation and you disturbing presence as leverage to Parley*, take +1.

OTHERWORLDLY

When you *manifest a ghostly form*, strange things happen: statues weep, rocks bleed, plants wither, water pools on ceilings, etc.

POLTERGEIST

When you *get angry*, lose 1d4 HP and hold that much Fury. Spend Fury 1-for-1 to:

- Shatter, break, or destroy a number of small mundane objects, or one massive object
- Hurl an object at someone; roll +DEX: **on a 10+**, deal your damage (*+forceful*); **on a 7-9**, deal your damage (*+forceful*) but lose 1d4 HP.
- Attack someone with telekinetic force; roll +INT: **on a 10+**, fling them to a place you can see and pin them there, spending 1 HP each time they struggle to get free; **on a 7-9**, as a 10+, but you also lose 1d4 HP.

QUARRY

The Pale Hunter has caught your scent. Expect a visit, soon.

SPECTER

When you *terrify a living person, one who is unconnected to your Terrible Purpose*, regain 1d8 HP or clear a debility of your choice.

THE FINAL CONSEQUENCE

Your tenuous connection to humanity is lost and you become a monster under the GM's control.



CONSEQUENCES

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CARRION STENCH

You are followed always by a horrible odor. Natural beasts will shun you; even predators will avoid you and companions.

DEATHLY VISAGE

It's clear to all who look upon you that you are dead. When you *use intimidation and your sinister appearance as leverage to Parley*, take +1.

HOME TO VERMIN

Bugs, moths, and other vermin have taken up residence in your corpse. They will do you favors if you ask. Treat them as followers (Quality +0, Loyalty +0, 1 HP, *tiny, vermin-wise, meek, stealthy*, instinct: *to get distracted*, cost: *affection*).

NIGHTKIN

You can see clearly in even absolute darkness, though you see only in black and white and red. Sunlight, alas, blinds you and direct sunlight burns your skin.

QUARRY

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STRANGE APPETITES

Circle 1: *bone & marrow* | *brains* | *eyes* | *dying breaths* | *rotting meat* | *still-warm blood*

Whatever you circled, you gain sustenance from it. When you consume your special fare, heal damage equal to half your max HP or clear a debility.

RAVENOUS

When you have the opportunity to indulge in your Strange Appetites, take +1 forward if you do so and Defy Danger if you don't (the danger being your overwhelming desires).

THE FINAL CONSEQUENCE

Your tenuous connection to humanity is lost and you become a monster under the GM's control.