



2

Grim Portents

THE WINE-DARK SEA

A DUNGEON WORLD ZINE

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DESIGN: J. WALTON

**SING TO ME, MUSE,
OF THE [ZINE] OF
TWISTS & TURNS,
DRIVEN TIME & TIME
AGAIN OFF COURSE**

– Homer, *The Odyssey*

ANNOUNCING FUTURE BADNESS

CHRIS SAKKAS

Father Zeus, wilt thou at all be wroth with me if I smite Ares and chase him from the battle in sorry plight?"

And Zeus the cloud-gatherer answered and said to her: "Go to now, set upon him Athene driver of the spoil, who most is wont to bring sore pain upon him."

So spake he, and the white-armed goddess Hera disregarded not, and lashed her horses; they nothing loth flew on between earth and starry heaven. As far as a man seeth with his eyes into the haze of distance as he sitteth on a place of outlook and gazeth over the wine-dark sea, so far leap the loudly neighing horses of the gods.

– The Iliad of Homer, trans. Lang, Leaf and Myers

Welcome to the second issue of Grim Portents, a fan zine for Dungeon World and other story games that are 'Powered by the Apocalypse'.

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**CALAMITIES
OF WHICH
WE
WERE
FOREWARNED**

(GM-facing stuff)

THE FOURTH PAGE :ARTIFACT

MIKE RIVERSO

*Idea generators
for World of Dungeons
and other fantasy games*

A. ORIGIN

1. Holy

1. It's been **lost** for centuries.
2. It once belonged to a **dark god**.
3. It was made for a holy **quest**.
4. It's **faithful** to you and your cause.
5. You must **prove yourself** to it.
6. They **want it back**.

2. Magic

1. It's covered in mysterious **runes**.
2. It's powered by a **trapped soul**.
3. You must speak the proper **words**.
4. Its **charges** are running low.
5. It's a **piece of something** bigger.
6. The focus **crystal** needs replacing.

3. Masterwork

1. It was forged by **dwarven** blacksmiths.
2. **Elven** weavers put years into its making.
3. No **demon** lord fights without one.
4. It's infused with a drop of **dragon** blood.
5. It's in **mint condition**.
6. It's the best a **human** could do.

4. Natural

1. It **breathes and pulses** in your hand.
2. It requires **sustenance**.
3. It **bonds** to your flesh.
4. It's starting its **metamorphosis**.
5. It **glows** in the dark.
6. It **followed** you home.

5. Otherworldly

1. It's decidedly **non-Euclidean**.
2. It's **silicon-based** life.
3. It **hurts to look** at it.
4. It's **goopy**.
5. It's **bigger on the inside**.
6. It's made from **meteoric** iron.

6. Technological

1. Its **gears** click and whiz.
2. It **jams** at the worst times.
3. **Sparks** fly in all directions.
4. It's a one-of-a-kind **prototype**.
5. It leaks **acid** all over you.
6. It needs **reloading** after every use.

B. POWER

1. Blessing

1. You see visions of the **future**.
2. You move **unseen**.
3. You've had fantastic **luck** lately.
4. You **sense** lies and deception.
5. **Disease** cannot touch you.
6. Dark entities **fear** you.

2. Curse

1. You're plagued by terrible **nightmares**.
2. You've been **polymorphed**.
3. Your **thoughts** are not your own.
4. You've lost your **voice**.
5. You're **aging** rapidly.
6. The **stink** just won't wash off.

3. Enhancement

1. You have the **might** of the giants.
2. You're as **agile** as the wind.
3. You feel **healthier** than ever.
4. Your mind is filled with **knowledge**.
5. Your **senses** are heightened.
6. Your **charm** is irresistible.

4. Force

1. It shoots goutts of **flame**.
2. You shock your foes with **lightning**.
3. The **wind** obeys your call.
4. **Thunderous** sound blasts your enemies.
5. You control **illusory** phantasms.
6. You **freeze** your target in place.

5. Protection

1. You are immune to the **elements**.
2. Your skin is as hard as **stone**.
3. It cloaks you in **shadow**.
4. It fights **at your side**.
5. You're as **steady** as a mountain.
6. It **heals** your wounds.

6. Utility

1. It provides a brilliant **light**.
2. You can **command** simple beasts.
3. You **breathe** water as if it were air.
4. You can **teleport** short distances.
5. You **understand** foreign languages.
6. You **see and hear** over vast distances.

THE WINE-DARK SEA

MARSHALL MILLER

Edited by Mike Burnett

Illustrations by Nate Marcel

When all was said and done, only the Brothers Magi remained. What had once been a desert, its red sands host to all manner of life, was nothing but purple glass - the Wine-Dark Sea. In many areas the glass is smooth and clear but in others it juts towards the sky in jagged, razor-sharp sprays or descends in richly-hued cascades among the stone outcroppings that mar the sea. A careful observer will note that many of the beasts who once made their lairs in the sand remain, trapped. And what of the dwellers of the sand, you may ask? They simply shrugged and went on with their lives as dwellers of the glass.

IMPRESSIONS

- An aquifer carved down into the glass
- A stone temple emerging from beneath the glass
- Pitons anchoring a line across a smooth slope
- Smooth tunnels below, travelers visible through the glass
- A caravan of wind carts racing across the sea
- A giant face, formed from glass
- A sudden storm, pummeling the rain-slick glass
- Bones litter the bottom of a wide depression, a “slick trap”
- A town, nestled in a subsurface bubble
- Blinding glare from the morning sun on the sea
- Swarms of crystal crawlers and other tiny glass elementals
- A magma vent surrounded by molten glass
- A long slide-way among the stone outcroppings
- Strange mirages as the glass distorts images of faraway places
- A gush of water flowing from a hole in the glass
- Bodies trapped in the glass, alone or in small groups
- Tufts of grass among pockets of wind-blown soil
- Deep and jagged fissures in the glass
- Sun-hot glass scorching your feet
- Dwellers of the glass with blinding mirrors and sharp glass
- A glowing beacon in a glass spire
- More damned glass ...

CUSTOM MOVES

When you shatter wine-dark glass, roll+STR. On a 10+, you send shards of purple glass flying exactly where you intended. On a 7-9, you cover the ground around you with shards of purple glass.

When you come in contact with shards of wine-dark glass, add +1 to every damage die rolled as their sharp edges lacerate your skin and pierce your garb.

MONSTERS

Clear Dogs

Group, Small, Stealthy, Organized, Terrifying

Sharp teeth (d8+2 damage 1 piercing), 10 HP, 1 Armor

Close, Reach

Special Qualities: Transparent flesh, Visible internal processes

The clear dogs of the Wine-Dark Sea have adapted to the stark transparency of their world. Their flesh devoid of pigment, the packs laze on the sun-warm glass – more translucent shapes on the horizon. Make no mistake, they can be upon you in an instant, their padded feet giving nothing away. Their only tell is the smell of ammonia where they have marked their territory.

Instinct: *To ambush prey.*

Monster moves:

- Disappear against the glass
- Surround and harry
- Summon packmates with high-pitched barks



Glass Worm

Solitary, Stealthy, Terrifying

Rings of teeth (d10+2 damage), 12 HP

Close

Special Qualities: Lubricating secretions, Malleable width

Glass worms inhabit cracks and fissures in the glass surface of the Wine-Dark Sea. Dark red and as long as a man, their hydraulic organs and elastic skin allow them to squeeze through the narrowest of cracks. Preying on the sleeping traveler and wandering beast alike, they protrude from their jagged hiding places only long enough to latch onto the unwary and drag them in among the lacerating shards and sharp protrusions.

Instinct: *To drag you into the jagged cracks.*

Monster moves:

- Squeeze through narrow spaces
- Extend or retract

SPELLS

Hand Torch

Level 1 Evocation

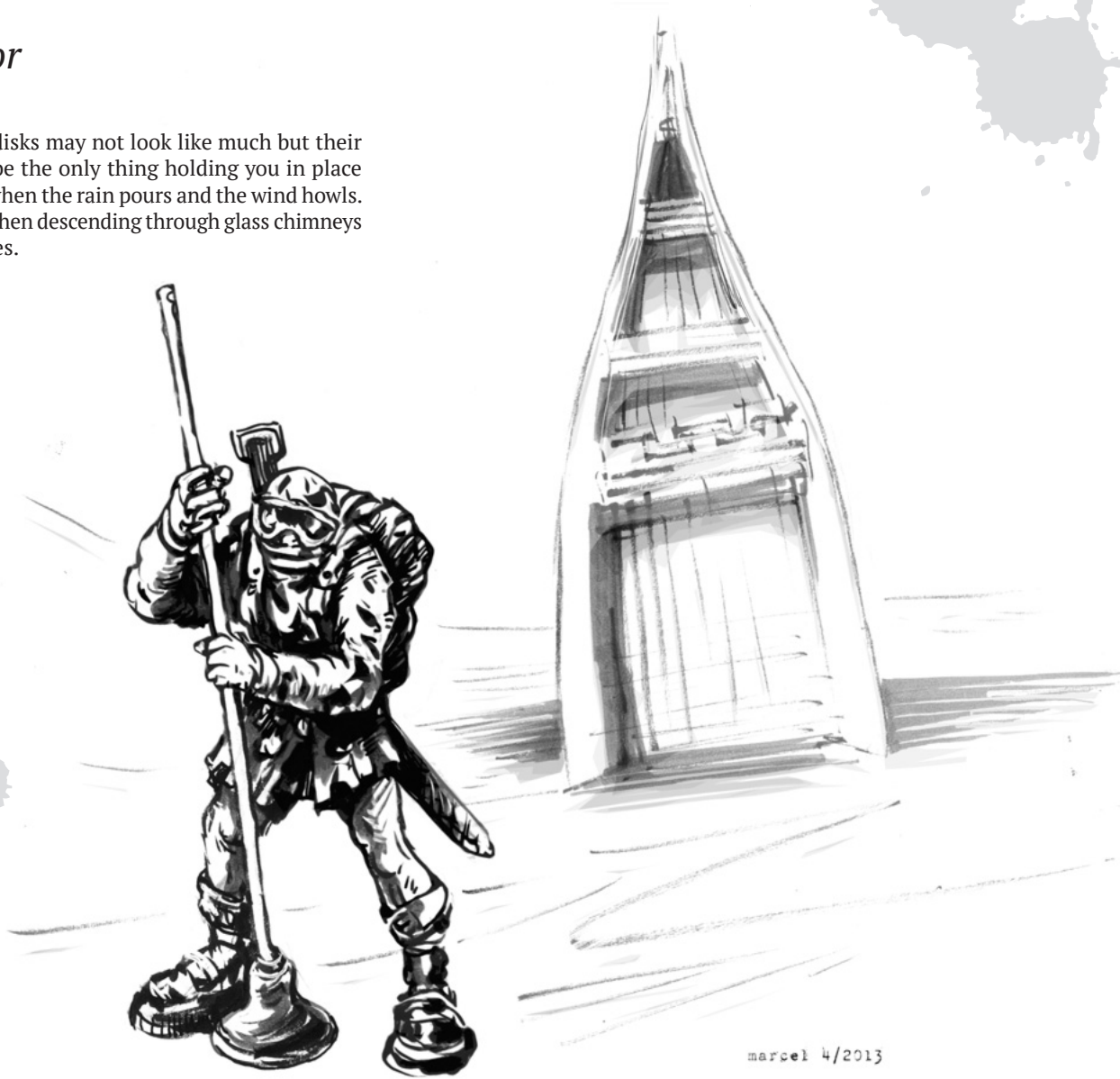
A jet of intense flame erupts from your palm ... for about a hand's length. The flame is hot enough to melt glass and ignite fuel sources. Up close, the flame deals 2d4 damage.

THINGS

Rubber Anchor

5 coins, 1 weight

These concave rubber disks may not look like much but their powerful suction may be the only thing holding you in place on the rain-slick glass when the rain pours and the wind howls. They can even be used when descending through glass chimneys or ascending glass spires.



THE HYDRODÆMON

JEREMY FRIESEN

Edited by Tim Franzke

Illustrations by Nate Marcel

Solitary, Large, Magical, Intelligent, Planar, Organized

Bite (d12 damage), 16 HP, 2 Armor

Close, Reach

Special Qualities: Amphibious

This massive frog-like creature has massive dull milky white eyes. Its skin, while strong as mail, is loose and flappy, enabling it to glide for brief distances. Not from this world, the hydrodæmon may be conjured here by powerful magic. It has also been known to rip through to this plane so that it may bear witness to the final moments of the water filled gasps of a large number of people drowning.

Instinct: *To drown the living.*

Monster moves:

- Spit inky-black sleep toxin at someone nearby
- Control or befoul nearby water
- Summon other hydrodæmons to this plane ... if only for a short while
- Hear the final prayers of the drowned





THE ZIGGURAT

ADAM BLINKINSOP

Edited by Mike Burnett

Illustrations by Joshua Cross

QUESTIONS

The alchemist could be a patron or an enemy depending on the way these questions are parsed. Be aware of this and don't intentionally lead the players to one option or the other: play to find out!

- How did you track the cult this deep into the jungle?
- What law did the cultists break?
- What does the evil presence from the ziggurat feel like to you?
- Why did you part ways with the alchemist?
- Why did the alchemist choose this location for his research?
- What was so disturbing about the odd-looking plant you gave the alchemist?

IMPRESSIONS

- Green light, filtered through the canopy hundreds of feet up
- Bitter-smelling black tar seeping from fallen trees
- Ancient stone remains of a city overrun by vines
- Traps disabled by an amateur
- Recently abandoned campfires
- Small animals, dead without obvious cause
- Laboratory equipment, broken and discarded
- A dead cultist, still clutching a crystal knife
- Black water in a stone well
- A stone statue with three heads: lion, snake, and eagle
- A crudely-constructed wooden bridge
- Burnt and blackened stone walls, blasted by something
- Water dripping from the mural-covered ceiling
- Mundane torches, recently burnt out
- The alchemist: sanity shattered, robes torn
- Plants moving quickly to ensnare their quarry
- Dust falling from a sealed stone door
- A room larger than the entire outer structure
- Mummified remains, scattered and dried
- A guardian of energy, slowly dying
- A rune-covered portal, fogged with magic

CUSTOM MOVES

When you approach a hastily-disabled trap, roll+DEX. On a 10+, you're safe, the trap may be bypassed. On a 7-9, the restraints give way and the trap becomes dangerous again.

When you see small animals awaken from the dead, roll+CON. On a 10+, the sight and sound doesn't scar your mind. On a 7-9, take -1 forward while you tremble in disbelief.

When you take aim and throw a vial of alchemist's fire, roll+DEX. On a 10+, choose two. On a 7-9, choose one:

- you catch multiple enemies in the blast
- the fire spreads only where you intended

When you hear the dark speech and attempt to understand it, roll+INT. On a 10+, it tells you something interesting and useful about this place. On a 7-9, its corrupting influence infects your personality; take -1 forward until you demonstrate your humanity.

When you gaze into the Crystalline Portal, roll+WIS. On a hit, you see the other side: describe it. On a 10+, nothing from the other side sees you.



THINGS

Corruption

Poison, dangerous, touch

The target is Scarred (CHA debility, -1 to CHA modifier), and the scar drips and bubbles black

A crystal knife, covered in Corruption

Close, precise, 1 weight

Vials of alchemist's fire, burning blue

Ignores armor, thrown, near, 0 weight, fragile

MONSTERS

Awakened

Group, Tiny, Organized

Bite (d6 damage), 10 HP, 0 Armor

Hand

Wait, the undead aren't supposed to be cute ...

Instinct: *Seek warmth.*

Monster moves:

- Burrow into flesh
- Sleep in warm places
- Swarm

Cultist

Group, Devious, Close, Intelligent

Crystal knife (d8 damage, corruption), 7 HP, 0 Armor

Close

Special Qualities: Scarred

I did the ritual, I've got the black scars to prove it. What do I care about going out in public? I have the others at my back, and the blackness of other worlds ahead. Death here or in the world beyond: there's no difference.

Instinct: *To corrupt.*

Monster moves:

- Chant in the dark speech
- Draw power from scars

Guardian

Construct, Solitary, Intelligent, Cautious

Lightning (d10 damage), 16 HP, 1 Armor

Hand, Far

Special Qualities: Pure energy, Patient

Four thousand years without my creators, and still my infinite task needs me. When will they return to see me through to the other side? I don't have much time left ...

Instinct: *To preserve.*

Monster moves:

- Destroy corruption
- Hide in runes of power
- Age living things with a touch

MARINE ADVENTURES

MICHAEL SANDS

*Edited by Steve Hickey
and Christopher Weeks*

Illustrations by Dan Bellum

So, your adventurers have a ship. Or they're travelling aboard one. These tables can be used to come up with a mission or plan for the vessel, or suggest events that might take place on the journey.

The main tables are 'piratical plans' and 'naval missions.'

If the PCs are in command of a freebooter ship, the piratical plans may be used to come up with a few possible destinations/objectives that they can choose between (or even add to the jobs list if you are running a *Planarch Codex* freebooter campaign). If they're crew and don't get a say in what to do, just roll for what the next expedition is.

Naval missions are for when the king, queen, ruling council or other authority gives the PCs a mission to accomplish. The naval missions section includes a table for the quality of senior officers, if the PCs are under someone else's orders.

The twists table is used once to add an unexpected or unusual element to the journey, whatever the objective. It can be used with either of the other tables.



PIRATICAL PLANS

If your ship is on the outlaw side, generate the crew's current plan with a roll:

	1	2	3	4	5	6
1. In Port	Problems on-shore: families, legal, etc.	Refit the ship.	Desertion and recruiting.	Crew go on an epic bender.	A rival crew is in town.	Deliver or sell illicit goods.
2. Coastal	Smuggling.	Stealthy burglary in port town.	Finding likely targets.	Cut out a ship.	Raid a port town.	Take out a naval patrol vessel.
3. Rumours*	Rumours of richer hunting far away.	A treasure map of dubious provenance.	"Their backpay will be on board this one sloop."	Itinerary of someone who will fetch a superb ransom.	"We buried all the loot for safety, years ago. But they built an orphanage on it."	Location of a magical artifact that protects the ship from sinking.
4. Cruising	General cruise for booty.	Ambush merchants travelling a well-known route.	Rations and supplies are getting low.	Pillars of smoke on the horizon.	"These have always been lucky waters."	In pursuit of a rare sea monster of great value.
5. Treasure	A treasure map of impeccable provenance.	"We need more gold! Simple as that."	Search for loot-filled lost city, tomb, etc.	Hired to acquire a certain item. "You can keep everything else."	Intercept the treasure fleet.	Raid a great treasury on shore.
6. Vendetta	A wager between you and a rival ship.	A former captive seeks revenge.	A matter of honour. Dawn tomorrow? Swords or pistols?	That crew you betrayed are coming for revenge.	That pesky navy officer is after you again.	You have annoyed the authorities one time to many.

* When you use a rumour, you may cross it out and come up with a new rumour for that result.

NAVAL MISSIONS

Use these tables when the ship has an official mission from the monarch, government, or navy.

The table assumes that the nation is currently at war – if that's not the case roll d4 for the mission type instead. Alternatively, you can roll as usual and a 5 or 6 means the nation is at war now, whether they want it or not.

	1	2	3	4	5	6
1. In Port	Non-naval problems.	Refit the ship.	Recruiting.	Navy politics.	Counter-espionage.	Support or foment revolution.
2. Coastal	Stop smugglers.	Blockade a port.	Offerings to the gods.	Landing soldiers or marines.	Land a spy, or take one on board.	Stop pirates.
3. Open Sea	Escort merchant shipping.	Exploring.	Offerings to the sea god.	Intercept enemy commerce.	Patrol.	Intercept enemy warships.
4. Cruising	Patrol friendly waters.	Patrol neutral waters.	Show the flag.	Take or destroy enemy vessels.	Patrol enemy waters.	Pursue & capture a vessel.
5. Raid	Cut out a ship.	Diversion or side-action.	Capture a battery.	Destroy ships in port.	Capture a port.	Capture a fortress.
6. Fleet Action	Find & join a squadron.	Squadron support.	Escort duty.	Squadron skirmish.	Significant battle.	Major battle.

Note that in many cases, especially from the raid and fleet action lines, the PCs ship might be put under the command of a senior officer. In these cases, roll the dice to determine the commanding officer's competence. Note that even the positive results might lead to situations in which the officer puts the PCs in danger.

	1	2	3	4	5	6
1-2. Terrible	Refuses all advice.	Disregard for danger.	Brutal martinet.	Hates common crew.	No idea what is going on.	Irrational, with a temper.
3-4. Mediocre	Often dithers.	Dutiful.	Severe discipline.	Plays favorites in the crew and officers.	Old, sick, and tired.	By the book.
4-5. Heroic	Decisive.	Courageous.	Charismatic leader.	Cares about the crew's wellbeing.	Keenly aware of what's going on.	Creative tactical genius.

TWISTS

Of course, we don't expect everything to go smoothly! Roll on this table for what unexpected problem will interfere with the plan or mission.

	1	2	3	4	5	6
1. Crew	A rivalry gets out of hand.	Not enough rations. Spoilage or sabotage?	A crew member replaced by illusion or shape-shifter	Brutality from an officer.	Someone has a problematic pet, or cursed loot.	Stowaway discovered.
2. Enemy Action	"Safe" port has been taken.	Relentless pursuit by unstoppable foe.	You come upon an unknown force.	More foes than expected.	Must run a blockade.	Ambush!
3. Espionage	You get a timely warning.	A spy in the crew.	Misinformation about target.	You are being magically observed.	The enemy knows your plan.	Sabotage!
4. Nature	Uncanny sea beasts.	Becalmed.	Illness on board.	Winds against you.	Storm!	Sea god's wrath!
5. Passengers	Eccentric wizard-explorer.	Rich tourist(s).	Elite warriors or mercenary band.	Diplomat with entourage.	Someone from the PCs' past.	Mysterious cloaked figure.
6. Weird*	Ghost ship.	Coastline altered.	Sea folk.	Gate to another plane's sea.	Incursion from beyond.	Sea monster!

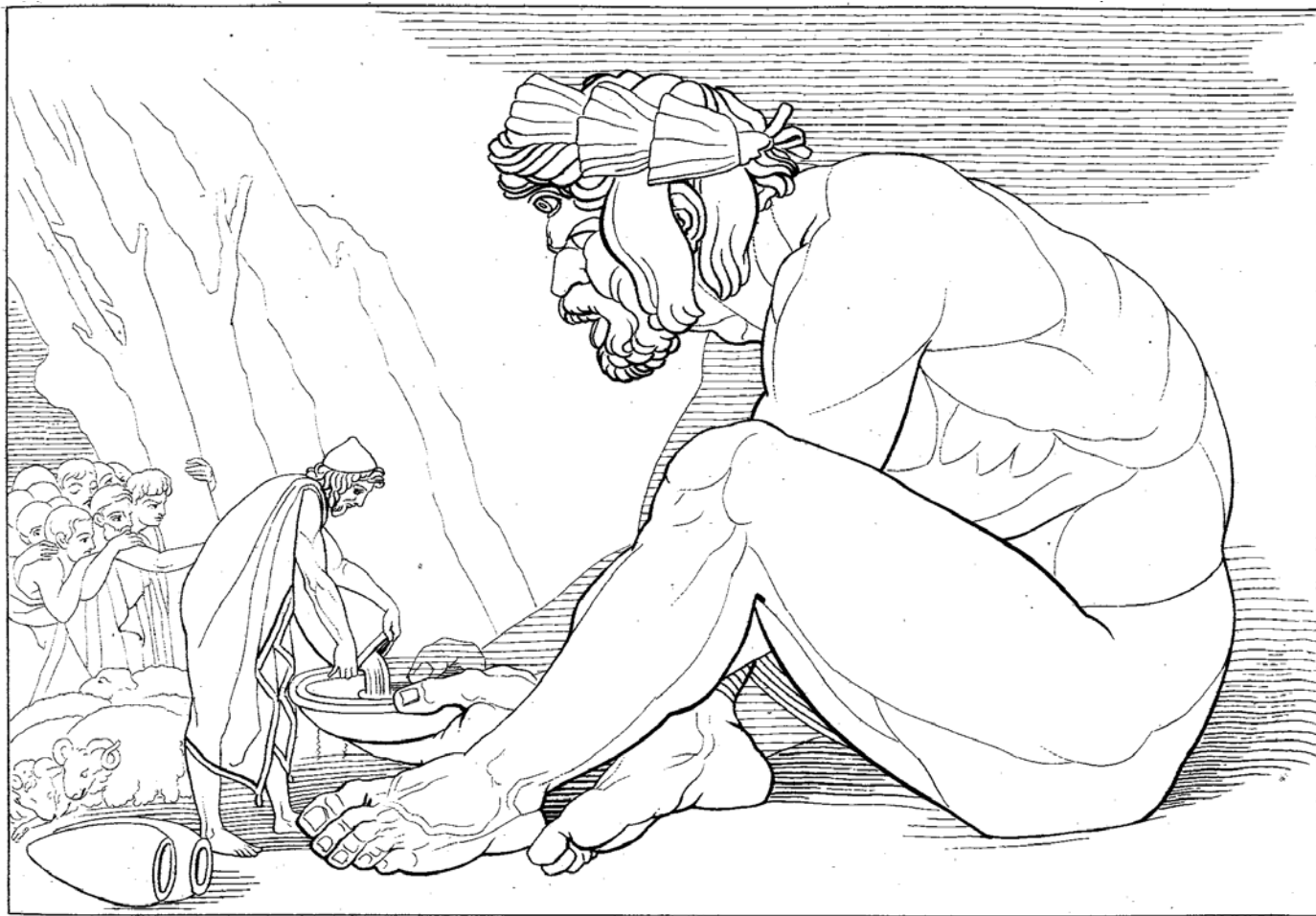
* When you use a weird result, optionally cross it out and think of another weird event to replace it for next time.

ISLANDS OF THE WINE- DARK SEA

CHRISTOPHER WEEKS

Edited by Mike Burnett

Illustrations by John Flaxman



The Wine-Dark Sea is filled with countless islands. Some are domesticated; hosting populations, cities and agricultural land. Others are entirely wild or the preserves of gods, devils or other entities of great power that defy classification. These islands can be little more than a large rock rising out of the waves or they can stretch on for scores of miles.

Every island on the Wine-Dark Sea has a master; some powerful entity that might be well-described as a deity. It's possible that the locals ignore them but more likely that they're thought of as a god or monster. To whatever extent these forces enter your game, make them foreign and inscrutable. The tales men tell of their interactions with these masters cast them in a human light. Sometimes their alien behavior is justified by the locals through convoluted stories. Bring those tales into your game. Even when an island's master does not live in physical,

corporeal form; they can still interact with the material world and may help or hinder locals and travelers who catch their attention. The role that these masters play in your game is up to you and should be thought of as a set of dials that you can adjust to color your campaign one way or another—how evident are they, how anthropomorphic, how classical, how fantastic, how concerned with human affairs, how greedy? Does Father Zeus appear on the shore as a golden ox? Does a dragon live in the volcano? Does a stream bless those who leave a golden coin in her headwaters? Knowing where you're setting these dials and applying some sorts of consistency and inconsistency when deciding these issues, case by case, will help to shape your game. Create one primary priority (or maybe a small handful) for such an island's master. Perhaps receiving sacrificial lambs or having olives from this island planted on others or people wearing orange hats! (You don't have to know why the master

wants what it wants, especially at first.) Think up one or two rituals or holidays—methods of veneration or warding that locals might use to interact with such a force. Let these things guide how you play their meddling in the material world. Maybe sometimes one of these will lead to a custom move. (E.g. when you sacrifice a virgin mare to Memnex by drowning it in his highest mountain lake, roll+bond with Memnex. On a 7+, name a personal goal that is consonant with Memnex's goals and take +1 ongoing while working to achieve it. On a 10+, also write another bond with Memnex.)

Most people live their lives to completion on the island of their birth. Not so, adventurers.

We'll talk some about the *people* living on islands. I mean 'people' to be a fuzzy term. The Wine-Dark Sea is dangerous to cross and as such, many settlements have little to no congress with the outside world. People might be just like the PCs but with alien customs and clothing. Or they might have different hair, eyes, skin or other physical characteristics unknown in other lands. Perhaps they have the heads of dogs or rats. But also, these foreigners; think about their foreign practices. How do they define love and honor differently than the home cultures of the PCs? How do they differently engage in commerce? To help make them foreign, think of something that you take for granted about civilized folks in the real world and reverse part of it. *People work to leave a legacy for their children?* Not the people on this island. On this island, inheritance is an abomination punishable by death. Little things.

Travelers move from island to island, most typically aboard wooden craft: Rafts of vine-lashed olive logs, entrusted to the providence of the sea gods. Small sailing boats made from cypress planks, fit only for a crew of four or six. Massive triremes

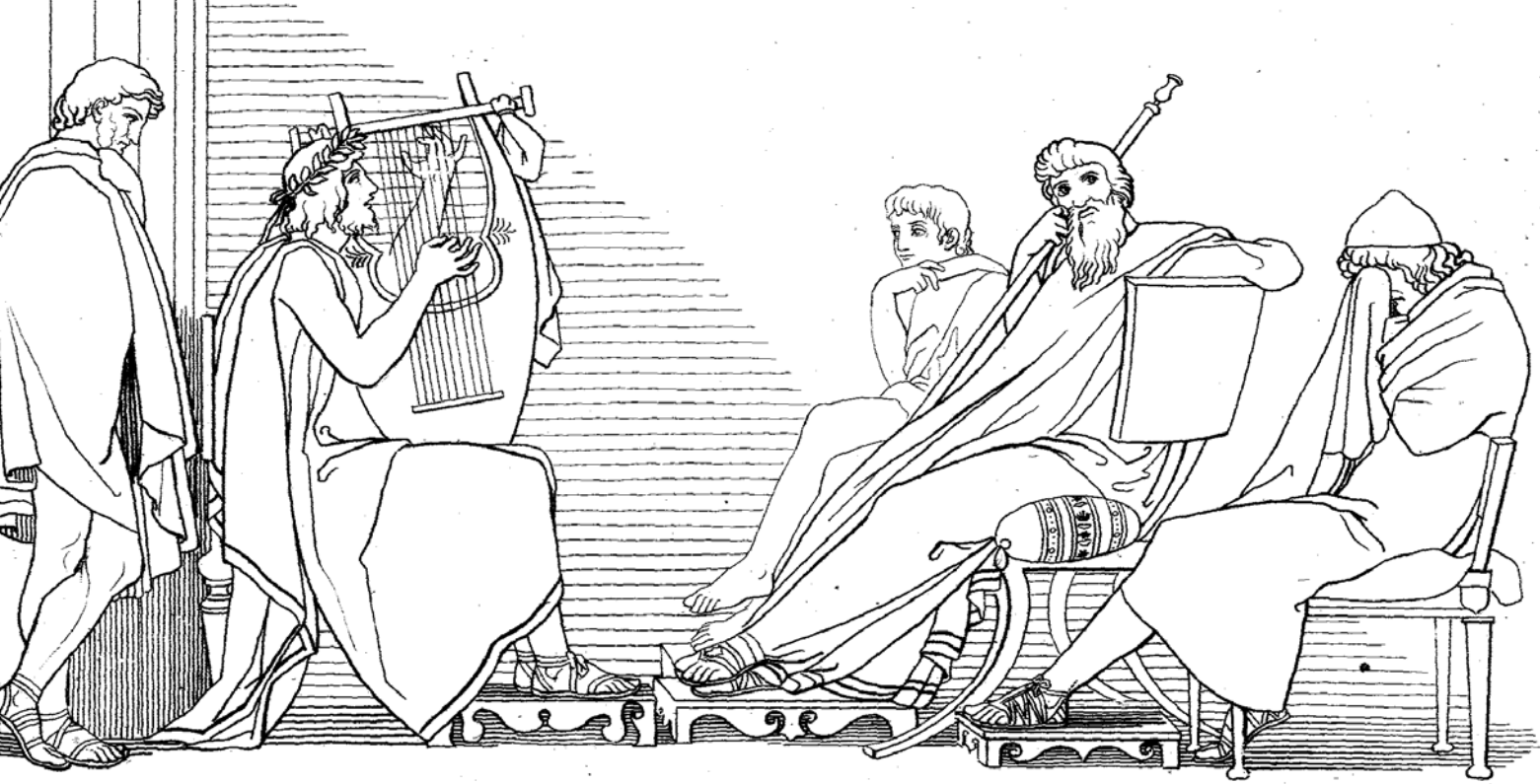
of fitted fir and crewed by soldiers, pirates or slaves – when you can tell any difference.

Travel is beset with one great difficulty however; to the common person, the islands seem to be in motion—their location not fixed, but actively evasive. Those who know, who learn the route from one island to another—they can ply that route without much fear of losing their way. Others though, the uninitiated explorers of the Wine-Dark Sea, they are in mortal danger.

When you sail a water-craft from one island that you know well to another that you also know well, along a route that you have mastered, if nothing outstanding is going on, you needn't count this a perilous journey.

When you sail upon the Wine-Dark Sea, the journey is inherently perilous, but it differs from land travel. There are four roles with any such journey: the carpenter cares for the physical vessel, the navigator directs the vessel from one island to the next, the quartermaster keeps the crew and vessel supplied and the captain coordinates all the tasks. Any sailor-character can take any of the roles, but each one after the first incurs a penalty of -1 to all the rolls made on the journey. Each character/role rolls+wis. If the carpenter rolls a 10+ then the vessel ends the journey in good shape. On a 7-9, it holds together, but should be repaired before continuing or inflict a -1 to all rolls for the next journey. If the navigator rolls a 10+, the vessel arrives where it was heading or, if seeking new lands, might be able to follow the same route back. On a 7-9, the trip to a known destination succeeds, but at some disadvantage that the GM will explain. If the quartermaster rolls a 10+ then the trip consumes the bare minimum resources that it might have. On a 7-9, it consumes what such a trip normally would -- maybe double minimum. If the captain rolls a 10+ then the journey ends with no ill will. On





a 7-9, everyone writes a bond with one of the other characters, worded with a negative tone; and takes -1 forward when they arrive at the destination.

When you sail from one island to another and you have incomplete knowledge of your starting port, your destination or a solid trade-route between them, assign a -1 forward for each piece of imperfect knowledge to 1, 2 or 3 of the players/roles during the journey. Any 6- during the voyage might mean you end up somewhere other than where you intended.

There are constant rumors of magical means of easing these difficulties; rituals of translocation or magical sextants and other navigational tools, those means are also hindered by navigational trickery and fraught with peril.

When you use magic to aid travel, you may roll your part of the perilous journey move with +INT instead of +WIS and on a 6- your magic backfires.

You'll need to know things about the islands of the Wine-Dark Sea. This is not meant to be comprehensive, but some of these things can be generated randomly:

How big is the island? Roll a d6 and if the island was found by exploration or mishap, subtract the size of the island just departed:

- < 1 Just big enough for a large building. If there's a fully-developed tree, it's the only one.
- 1 Too small for a natural fresh water source; perhaps as large as one square kilometers.
- 2 Large enough to sustain a human population of perhaps 100. Around 10 sq km.
- 3 40+/- sq km. There could be two villages on this island. If the island is not supplied by the outside, there could be as many as 1000 folks.
- 4 Around 100 sq km. If populated, up to 2-3000 people.
- 5 A few hundred sq km. Islands of this size can be found entirely uninhabited but might also have 20000 people.

- 6 This is among the hugest of islands found in the Wine-Dark Sea and the closest thing known to a mainland. Maybe it's 4d6 * 1000 sq km and could host a million inhabitants if that's appropriate for your game.

What's extraordinary about the island? Pick or randomize: nothing; deserted, but wasn't always; home to a physical god or devil; hiding place of a blessed artifact; volcano; peopled by a very foreign civilization; populated way above carrying capacity and supplied from a foreign island; difficult to leave; etc.

What supplies are available on this island? When the characters of an expedition wish to refit on an island, one of them should roll 2d6+the island's size(0-6). For each point rolled above 7, the GM will select one sort of resource from the list and indicate availability:

fresh water, wood, fresh produce, preserved food for travel, unskilled labor/recruiting pool, skilled labor (specify), recreation and carousing opportunities, nautical charts, rumors...

Remember though, if a resource is valuable to the PCs, it's valuable to others; someone might stand between the PCs and what they want. Also, the GM might select the same resource more than once and will have to explain what they mean by that.

What's the island called? Use the table below to help you pick a new name. You can select what you like or roll randomly with a d100. You can assemble a prefix and suffix or just choose one of the randomly determined names.

	Prefix	Suffix	Name
01	aeg	aca	Marmsos
02	ag	afi	Leta
03	agathon	ag	Lesorca
04	amor	aigos	Goraia
05	an	alonia	Angoco

06	and	ar	Sicgos
07	ang	ara	Elafonnina
08	anti	ari	Gharstera
09	antiky	ba	Leisi
10	asty	bi	Piasos
11	cap	bos	Sifovo
12	cher	des	Anddros
13	chi	dra	Kyte
14	cor	dros	Polyera
15	cors	ea	Gigib
16	cre	eada	Kefens
17	cyp	elos	Donter
18	cyth	ens	Kkos
19	d	era	Cytheria
20	djer	eria	Marmnosa
21	do	es	Krki
22	don	fu	Skopmaina
23	efstra	gos	Iblio
24	el	gui	Polyios
25	elafon	ia	Dolos
26	eub	ib	Korpathos
27	folegan	ica	Foleganens
28	formen	iki	Karki
29	four	ily	Fourgui
30	ghar	ina	Iblat
31	gi	ini	Sardinia
32	gig	inia	Lipera
33	go	ios	Antiula
34	hal	isi	Kefoussa
35	hy	isos	Kefini
36	ib	istri	Pini
37	icar	iza	Lemdros
38	irak	k	Aeges
39	isch	kada	Goparos
40	ith	ki	Ibki

41	k	kos	Syos
42	kaly	lat	Korck
43	kar	leia	Lestera
44	kef	lio	Hypathos
45	kim	lion	Tinia
46	kor	los	Cheronos
47	korc	maina	Pantellera
48	kr	man	Karisos
49	ky	mi	Skydra
50	kyth	mis	Thaszo
51	l	mnos	Kyththos
52	lam	mos	Skopera
53	last	nada	Polyisi
54	le	nat	Giglio
55	lef	ni	Murorca
56	lem	niki	Caponos
57	les	nina	Naxba
58	lip	nisi	Kimonos
59	maj	nisos	Kimlion
60	makro	noi	Aegmos
61	mal	nos	Skoprera
62	marm	nosa	Elmnos
63	mega	o	Icarafi
64	mil	oco	Eubrera
65	min	oea	Kimelos
66	mo	olos	Petanina
67	mur	onos	Formenoco
68	myk	orca	Lipoea
69	nax	os	Korcar
70	nisy	oura	Formenkos
71	ol	oussa	Kalygui
72	otho	ovo	Skopman
73	p	palaia	Mooura
74	pa	paros	Skopthepri
75	pantell	pathos	Korina

76	par	pedusa	Giinia
77	pat	pri	Milalonia
78	peta	ra	Porbi
79	pia	race	Leseada
80	poly	raia	Agathoneria
81	por	rera	Cherta
82	rho	ros	Olea
83	sala	rus	Corrus
84	sam	ses	Crepalaia
85	samoth	soi	Aegraia
86	santor	sos	Lepedusa
87	sard	stera	Lipica
88	serif	ta	Lefnat
89	sic	te	Elalonia
90	sif	ter	Cypoura
91	skop	tera	Elafonpri
92	sky	thepri	Andmaina
93	spet	thera	Paparos
94	sy	thos	Corsnisi
95	thas	tios	Mopri
96	thy	ula	Pores
97	tin	xi	Lefdes
98	uzu	ynthos	Aegnisos
99	vel	yros	Serifparos
00	zak	zo	Synada

SUDDENLY OGRES

VASILIIY SHAPOVALOV

Special thanks to the Dungeon World Tavern community, Mike Harvey, Radaghast Kary, Alex Valuishko, and Mike Burnett

Illustration by Remi

I find discern realities and spout lore to be the hardest moves to react to as a GM. Telling a truth on a hit is easy and awesome, but I often had no idea what to do on a miss. So I gathered here every trick I used myself or have read about in online discussions.

HOW TO TRIGGER A MOVE

First thing to remember is that players do not just roll. Moves are always triggered through fiction. Discern realities and spout lore are pretty straightforward in this sense: you need no elaborate descriptions for sounds, smells or memories.

This simplicity makes it hard to come up with a move on a miss. Not much can go wrong when you're recalling lessons of your mentor. That's why I never ask players to roll for simple things: everything that is easy to spot or remember I say right up front.

Move is triggered only after a character makes an effort and is clear about it: looks under the rock, climbs the highest tree, puts an ear next to the door, sneaks closer to the guard, checks if that snake's back is red or green.

WHAT TO DO ON A MISS

You should keep in mind that miss is not necessarily a failure; miss is a trouble. Failure is just the simplest and the most boring option you've got. Most often it adds nothing to the fiction and makes PC look incompetent. Consider these examples:

- Traps? You don't know if there are any.
- Who's in control on this masquerade ball? You have no idea, you're a ranger.

I never interpret a miss as a simple failure, without a twist of some kind. I prefer to use one of the tricks below.

WORSE THAN IT SEEMED

Tell the character an unwelcome truth about what she wants to know. Most of these tricks are annoying when used too often, thus requiring you to alternate, but this one is not. It strongly follows the fiction and looks very diverse in practice.

- Tarrasque's weak spot? It hasn't got one
- Who's in control on this masquerade ball? It's your rival, Duke Dupont, just as you feared!

- Looking for traps? You found them, that room is, like, made of traps. And there's one behind you, too.
- Eavesdropping behind the door? Sound of dozens of boots coming from the other side.

WORSE THAN YOU THOUGHT

Ask a question, then craftily twist the answer. That's my personal favorite. You've got some player input to jump off and players know that the problem is co-created and generally won't feel like you're trying to screw them.

- Tarrasque's weak spot? What did they tell you back in the academy? Eyes? Well, everything but the eyes is clad in



carapace as thick as the Fighter's leg, and the eyes are the size of a pig's and are higher than you can reach. What do you do?

YOUR ANSWER IS IN ANOTHER CASTLE

Turn it into a quest. This is a great tactic because it redirects and delays the question, and it adds to the story. The important thing on a miss is to make it interesting.

- Who's in control on this masquerade ball? You don't know, but you spot Jasper the herald on the balcony, flirting with Lady Beatrice. You remember Beatrice: she hates you. Anyway, he would know.
- Tarrasque's weak spot? The Great Library of Kanthros would certainly have that information.
- Praying for answers? A voice speaks. "You are unclean. First go perform the Ritual of Ablution in the pool at the falls of the Griffin River." [Perhaps there is a nymph in the pool who can provide guidance. Or maybe the GM is buying time.]

THE ABYSS GAZES INTO YOU

While character is examining something, it takes notice of her. What exactly happens depends on what she's examining and way she does it. Maybe it was too long, or too obvious, or just the place was wrong.

- Who's in control on that masquerade ball? That's your rival, Duke Dupont, just as you feared! He spots you and whispers a few words to his valet, who runs off towards the guard post.
- Want to know what's dangerous in here? The answer has just stabbed you between your ribs.

MISSED THE OBVIOUS

While the character is looking for one thing, something different makes a strike. That's a solid one, but don't overuse it. Being caught unaware all the time makes character seem incompetent and many players don't like it. Also, if you keep hitting them with new dangers every time, it may feel like a *deus ex machina*.

- Looking for traps? Well, you should have been looking for giant spiders, one of them is descending on you right now. What do you do?

SUDDENLY OGRES

Don't answer the question, change the subject ... forcefully. Works every time. Just throw them into combat, you don't even have to explain or justify it. Play to find out why! Don't overdo it, though, your move must follow the fiction, remember?

- Looking for traps? Suddenly an ogre is attacking you!
- Who's in control in that masked ball? Suddenly, ogres are everywhere! Chaos ensues, people are screaming, and blood splatters your cheek from somewhere off to the left... Hmm, I suppose that means that ogres are in control now.
- Eavesdropping behind the door? Ogres burst through it right on you!

- Want to know what's dangerous in here? The ogre. It's not clear just where he came from, but it is obvious what he wants to do.
- Looking for tracks all over the place? You are looking at the ground and, suddenly, there's a pair of ogre's feet...

TOO LATE

Character spent too much time contemplating and investigating instead of acting. Or was too concentrated to notice important things around her. This trick is often combined with others: concentration and spent time are not bad per se, but only when there are other threats around. This is a good one, albeit it tends to become boring if overused. Very often this trick comes first to your mind, but take some time, there might be a better choice.

- Who's in control on that masquerade ball? While you tried to figure that out, your rival Duke Dupont is leaving with the bishop you wanted to talk to, they are at the door now, what do you do? Rush there, ruthlessly pushing nobles from your path?

GOT SEPARATED

Exploration took the character away from the rest of her group. It's a good time to throw in the threat that would be easily defeated otherwise.

- Looking for tracks all over the place? Well, while you were at it, orcs came upon you. You're on your own for now.
- So while your Cleric is praying for answers in a sacred space, you hear moaning. Yep, zombies. Hundreds of them. And you've got no one to turn undead.

TROUBLE HALFWAY

Sometimes, action the character takes in order to gain information is dangerous by itself. Think of what can go wrong when the character acts. Another way to phrase this would be "When the player endangers himself using spout lore, make that danger happen."

- Climbing upon a tree to get a look at the surroundings? The branch under you cracks, what do you do?
- You had to use a few spikes climbing that rock, mark off one use of adventuring gear.

TROUBLE YOU MISSED EARLIER

Think of what could go wrong before and how the problem would remain unnoticed. Don't overuse it, as players may begin going into too much detail to keep their characters safe. It is useful when someone rolled a miss before and you saved it for later for whatever reason.

- Using a looking glass? You must have lost it when you were crawling away from the troll lair. Want to return and find it?

OBVIOUS LIES

That's when you tell a lie and the players suspect it. Either because you're making it obvious or just players don't believe in what you say. They will be suspicious when you've got a hard move to make.

Personally I don't like this trick. It's against the principles - you have to say what the truth demands, remember? More importantly, it's not that fun for all the trouble. Now your group have two imaginary situation to track: the "real" one and one that the character thinks to be "real". Also using it make players suspicious about what you say. I never force this trick on players, but use it from time to time on their initiative, like "Oh crap, 6. What if I believe that the path is clear?". Also, if you use that trick a lot, you'll have a hard time actually deceiving your players.

- Tarrasque's weak spot? You somehow think it's the abdomen.
- Whose coat of arms is that? It's your ally's. Tell him everything.

INFECTIOUS LIES

On a miss, the GM makes up some wrong fact and tells the player it's wrong. But if PC acts on the information or makes someone act on it, she gets 1 XP. Sometimes it leads to a fun game of crossing each other up. This trick was introduced in previous versions of Dungeon World.

- Tarrasque's weak spot? Mark XP if you go for abdomen or make another PC do it.

DEVIOUS LIES

That's when you deceive your players for real. You can do it and still stick to the principles: say truth, but not all the truth. I like it as a player - it makes you, a player, share the miss with the character and helps to commit to the game. But it's hard to pull off as a GM, and you need to use it sparingly at most. Wait until players get comfortable with their delusion (up to a few game sessions, maybe) and then come clean when golden opportunity arises. If you want player to react emotionally, you'll need him to build quite a story on not-so-true foundation. You have to be truly devious: make it look like another kind of miss.

- Whose coat of arms is that? That's Duke Dupont's man, you've had a deadly feud with him and his family for generations. [If they kill the guy, you'll tell them it was their only ally after some time passes].

FRONT OR DUNGEON MOVE, GRIM PORTENT

If a front or a dungeon move fits the picture, you can use it as well.

- So you're spying on an orc horde? They are numerous and strong, warriors are battle-scarred and shamans are literally sparkling with power. No sane man would mess with such force. (you're making "perform a show of dominance" move from Wandering Barbarians front).

OFFSCREEN MOVE

If nothing comes to your mind, you can tell the truth and then make the move offscreen. I like my move to follow the fiction directly, though.

- Who's in control on that masquerade ball? Duke Dupont's lackeys are serving the food (meanwhile, Duke Dupont makes his monster move "issue an order" offscreen - he commands every exit blocked, so that no one could escape the slaughter).

THE DAMNED ISLE

JOE STROUP

Edited by Marshall Miller

*Illustrations by Nicole Cardiff,
John Charles Dollman,
Crystal Frasier*

ADVENTURE FRONTS FOR ADVENTURE ON THE WINE-DARK SEA

In the deep wild reaches of the wine-dark sea, there are many uncharted islands. This series of fronts highlights one such island and the many dangers found within. All these events come into play when the party tries to navigate the storms of the wine-dark sea and inevitably crash on the rocks of the island.

Possible Island Names: Shach Isle, Heart of Yog, Blood Island, The Crags of Tradim, Kaenom, Ero'elah

While you weather the storm near the shadowy isle...

...when you man the wheel and fight the storm, what is the major obstacle you will need to avoid?

...when you watch in terror from the crow's nest, what is the island's predominant feature you can make out through the heavy rain?

...when you patch the leaks below, what supplies are in the ship's stores?

...when you tend the wounded, what is the crew known for?

...when you throw yourself from the lurching and crashing vessel, what is revealed to you as the lightning streaks through the darkness?

[ON THE ISLAND]

1. SHRINE OF YOG-SETHIS (CURSED PLACE)

Impulse: To corrupt and decay

Grim Portents

- Shrine of the undying is opened with a screeching and haunting cry
- Grey fog engulfs the island as the Breath of Yog-Sethis reaches out
- Sailors turn into shadow thralls
- Thralls gather the ritual materials at the Shrine
- The ritual is completed and with a crack like lightning, the winged death is summoned

Impending Doom

- The winged death escapes the island and attacks the nearest steading.



Cast

Breath of Yog-Sethis

Solitary, Huge, Magical, Stealthy, Devious, Planar, Amorphous

Grey mist seeps from the cracks within the walls of the shrine. It moves first like a fog, but as you walk away you notice the mist coming towards you. Following you. And as it draws near, you hear foul whispers on the wind. Instinct: To enslave and complete the ritual

- Dominate their minds
- Draw target away
- Enslave a mind
- Hide something in the mist



The Winged Death

Solitary, Large, Shadowy, Flying, Terrifying, Planar

Shadowy Claws (d10+4 damage, 2 piercing), Forceful, Close

20 HP, 4 Armor

Shadows coalesce as the grey mist comes pouring forth from the ritual circle. As the darkness deepens, you realize that it is moving as if guided by some alien intelligence. The form of a bipedal monstrosity with long claw tipped hands and wings of shadow stands and roars with a cry that sounds of creaking and splintering ice. The darkness has collected and as sounds of screams arise from the depths of the bestial creature creeping towards you, all you can think is that this is truly death made flesh. Instinct: To bring all into darkness

- Swoop in and rend something apart
- Vaporize into grey mist
- Extinguish lights with the cold of death
- Scream with the many voices of the dead

Things

Lash of Yog-Sethis Reach, near, 0 weight

This 6 inch long shaft of darkness stands out as no light can pierce the veil of the cylinder. If lifted up, a shadowy tendril snakes out from the darkness as if a lash made of raw shadow.

Bone of the Altar Close, two-handed, 2 weight

Warped by the shadow energies, these bones from the altar have grown twisted and elongated into alien shapes. If left alone, these bones knit together to form an altar, a dark place of power.

Grave Dust 0 weight

The ashen powder taken from the grave shrine of Yog Sethis. This can be used as a powerful poison or a potent drug. When

you blow this into someone's eyes, he/she takes a -1 to volley and when they discern realities they add the question, what here has been touched by death?

Yog's Breath 1 use, 0 weight

Trapping the breath of Yog-Sethis is a very dangerous proposition, but could make for a devastating weapon. When you release the mists of Yog against a foe, roll +DEX. On a 10+, deal twice your damage to a group of creatures. On a 7-9, deal your damage to a group of creatures and to yourself. On a miss, as a 10+, but center that group of creatures on yourself.

2. GRODA THUUL TRIBE (SECRETIVE NATIVE GUARDIANS)

Impulse: To guard the shrine of Yog

Grim Portents

- Natives capture someone
- Tribal council convenes for war
- A blood sacrifice is made
- The tribes go to war!

Impending Doom

- Blood warriors swarm the island and murder all outsiders

Cast

Chief Jugget Bo

Solitary, Magical, Organized, Intelligent

Blood Magic ([b]2d8 damage, ignores armor), Close, Far

Obsidian Staff (d6 damage), Close, Reach

6 HP, 1 Armor

A black mask carved from petrified wood with wooden tendrils extending in every direction covers the face of this tall warrior priest. A gnarled obsidian staff adorned with bones is his only weapon. Instinct: To protect the island at any cost

- Gesture threateningly to frighten off outsiders
- Spill blood to cast a dangerous spell
- Summon more warriors

Tribal Warriors

Sample Male Villager Names: *Okla, Grundah, Borth, Magunt, Arhn*

Sample Female Villager Names: *Lur, Voch, Erouns, Famah, Meril Horde, Intelligent*

Spear (d6 damage 1 piercing) Close, Reach

3 HP

Inscribed in blood red tattoos and wearing minimal cloth coverings, these warriors are strong and quick. Instinct: To protect the chief

- Block the path toward the shrine
- Cut off an escape
- Appear from the brush

Blood Warriors

Horde, Terrifying

Bare Hands (2d6+2 damage 2 piercing) Close, Forceful, Messy

11 HP

Pulsing blood red tattoos cover the hulking form of these transformed warriors. Muscles and bone structure that defy those found in nature, these warriors are the ultimate expression of violence in defense of the island. Instinct: Keep Yog-Sethis imprisoned no matter the cost

- Attack a victim (or potential victim) of Yog
- Drive back the fog with the blood
- Hurl a danger into the sea

Things

Obsidian Staff of the Elder Near, 1 weight

The bearer of this staff knows the way to the shrine of Yog-Sethis as well as the rituals to seal the shrine. As memories of the previous wielders overwhelm the bearer, their alignment shifts to Good: defend the world from the danger of Yog-Sethis.

Blood Rite Tattoo 0 weight

When the blood of the elder is used to mark your flesh you can gain access to the blood heritage and magics of the Groda Thuul. When you try to tap into this power and your flesh ripples and morphs with the strength within, roll +CON. On a 10+, choose 2 from the list below. On a 7–9, choose 1.

- Your bare hands are considered weapons with the forceful and messy tags.
- You flesh hardens granting +2 natural armor.
- You retain your faculties and do not have to defy danger in order to do something other than attack a nearby manifestation of Yog.

These effects last until you are wounded by a mortal.

[OFF THE ISLAND]

All of the danger on this cursed island didn't start there. The fact is, you aren't the only ones trapped here.

Shipload of pirates has also wrecked on this rock and is currently searching to strip the place before finding their way off the island. They are led by their fearsome and dashing captain, Ruby of the Precious Gems. The Precious Gems are an "affiliation" of pirate companies led by female captains all named for various precious stones. Ruby is but one, but she's the one crashed on this island. What is she really after on this island and how long until she summons the aid of her other pirate allies? Em, Opal, and Sapphira are all out there and Ruby could summon them with a touch of her necklace, but is it worth it to her?

3. PRECIOUS GEMS (AMBITIOUS ORGANIZATION)

Impulse: To loot, pillage and acquire!

Grim Portents

- Pirates' boat wrecks on the reef
- Pirates ambush someone to gain information/leverage
- Pirates get greedy and take something they should not
- Pirates overwhelm the Groda-Thuul
- Pirates attack the party

Impending Doom

- The pirates steal your ship and leave you stranded.

Cast

Ruby, Pirate Lord

Solitary, Stealthy, Intelligent, Hoarder

Saber (d10 damage 1 piercing), Close

Poison Darts (b[2d6]+1 damage), Near

12 HP, 1 Armor

Curly, red hair peeks from behind a purple silk scarf around her head. Her rich leather clothes hint at a decadent lifestyle, but her worn saber speaks to violence used to claim it. You want to be impressed, you want to get mad at her, but she is just so damned charming. Instinct: To escape the island

- Use something stolen you hadn't noticed yet.
- Team up to attack you with the first mate, Alvilda.
- Cut a letter "R" into you.
- Poison you when you don't see it coming.
- Summon the rest of the Precious Gems, who are not amused.

Pirate Crew

Sample Male Pirate names: *Boris, Lem, Mal, Fallon, Bartolomeo, Clegg*

Sample Female Pirate names: *Grinda, Sadie, Luciel, Alvilda, Morgan, Rachel*

Group, Intelligent

Sabers and Fists (d8 damage) Close

6 HP, 0 Armor

Hardened by months of raiding ships, these rapsallions are the bravest of Ruby's crew. The fact that they have survived

this long speaks to their hardness. Instinct: To rob and pillage

- Take a hostage
- Divide and conquer
- Use the high ground

Things

Appraising Spyglass

Far, 0 weight

This spyglass does more than make things look closer. While looking through the spyglass when you discern realities, you may add the questions:

- Where is the greatest treasure?
- How much is this worth?

Gilded Necklace of Precious Gems

Far, 0 weight

This gilded necklace is immensely valuable in and of itself, but it also can magically allow communication with the wearers of the other paired necklaces. This necklace is fitted with a massive ruby, but tales tell of others that exist fit a dazzling emerald, an opulent opal, and a brilliant sapphire.



THE BARROW DOWNS

CHAD BOWSER

Edited by Vasilij Shapovalov

DANGERS

King Arvuil's Long-Departed Legions

Impulse: Restore what once was great

GM moves for Long-Departed Legions:

- Overwhelm a position
- Disgorge ancient, toxic dust
- Send dreams of a great past and triumphant return
- Grasp from the darkness
- Rattle weapons
- Spawn a cohort

Grim Portents

- The Threshold is Crossed
- The Cohorts Gather
- The King Awakens
- The Army Marches

Impending Doom: Tyranny

The Burial Mounds

Impulse: Protect what is buried

GM Moves for the Burial Mounds:

- Collapse a wall
- Echo sounds from deeper in
- Thrust forth sarcophagi
- Disgorge vermin from every corner
- Reveal a passage

Grim Portents

- Dust Stirs
- Walls Shake
- Rocks Tumble
- Floor Collapses

Impending Doom: Destruction

Kilwilie's Raiders

Impulse: Take the treasure

GM Moves for Kilwilie's Raiders:

- Steal a relic
- Trigger a trap
- Set an ambush

- Call reinforcements
- Offer a trade

Grim Portents

- Shadows on the Horizon
- Footsteps on the Stone
- Knives in the Dark

Impending Doom: Usurpation

DESCRIPTION AND CAST

The Barrow Downs are a grouping of tumuli and other graves spread across a pair of connected valleys. It's filled with ruins and the supposed treasures of long-fallen empires. The ruins were lost for memory, some say for good reasons. Now, the location's been uncovered.

Kilwilie's Raiders have learned of the tombs and set out the claim the treasures before anyone else and use whatever power he can grab to overthrow the realm.

The armies of King Arvuil wait, sleeping, for intruders to enter the tombs. When they awaken, they'll destroy all comers and set out to restore the glory of the empire.


- Elessar Kilwillie, brash one-armed mercenary
- King Arvuil, slumbering protector of a realm long extinct.

CUSTOM MOVES

When you crack open a sarcophagus, roll +DEX. On a 10+, what lies inside is not disturbed. On a 7–9, what lies inside wakes, but you get the drop on it. On a miss, the lid goes flying and evil spews forth or you're pulled inside.

STAKES

- Will the Raiders discover power beyond their comprehension?
- Will the King Awaken?
- Will the Barrow collapse before anyone can escape?



**MISTAKES
WE
RECOGNIZED
IN THE
MAKING**

(player-facing stuff)

THE MAESTRO

TIM FRANZKE

Edited by Daniele Di Rubbo

Illustrations by Nate Marcel

When you **acquire or open up a tavern**, create it!

Your establishment features some special wares, choose 3:

heavy-duty alcohol, games of chance, music, elven wine, delicious sea-food, creative pastries, "dancing", roasted wildlife, exotic fruits, halfling pipeleaves in various flavours, ice cream, soups of all kinds, storytellers, sweet sweet candy, coffee, spices from faraway lands

By default your tavern has adequate staff (who are they? Bernhelm, Katri, Lexander and Mariane?) and:

1 commerce

Gain: 4d8x10 coins

Need: competition

Choose 2:

- You are in a busy position with lots of people coming in. Get +1 commerce.
- You have high quality service and people are willing to pay for it. Gain +1d8x10 coins.
- Important people of the steading come here. Gain +connection.
- People are always having a good time. Gain +party.
- You get your wares for cheap. Gain +1d8x10 coins.
- Whatever you sell, it has positive influence on the, well, 'prolificness' of the people there. Gain +growth of the steading.

Then choose 2:

- You are in a bad neighborhood and your staff isn't meek either. Need +brawls.
- Your staff has problems getting people to pay. Gain -1d8x10.
- You have angered a powerful person in the steading. Need +reprisal.
- Some of the stuff you sell is not exactly legal. Need +roundup.
- There is always something broken and in need of fixing. Need +repairs.
- The quality of your offering is not the best. Need +disease.

Then, the next time you level up you may choose this move:

In Taberna

Commerce, gain and need all depend on your staff and tavern.

When you return to your tavern after adventuring and want to know how business is going, roll+commerce. On a 10+, your tavern has gain. On a 7-9, it has gain, but choose 1 need. On a miss, it is in need. If the gain lists coins, earn coins equal to the value you rolled. If you were away for quite a while, earn double that amount.



marcel 4/2013

If you have in taberna, these count as class moves for you; you can choose from them when you level up:

Business Development

Choose a new option for your tavern.

Everybody Eats, Even that Guy

When you **want to know something about someone important** (your call), roll+CHA. On a success, you can ask the GM questions. On a 10+, ask 3. On a 7-9, ask What are they doing? What's up with them?

- What or who do they love best?
- Who do they know, like and/or trust?
- When should I expect to see them next?
- How could I get to them, physically or emotionally?

Home Party

When you **carouse at your own tavern**, choose 1 option more. You may choose one option twice. In addition, it also counts as 1 preparation for everyone who participates, as for the **bolster** move.

NEW TAGS

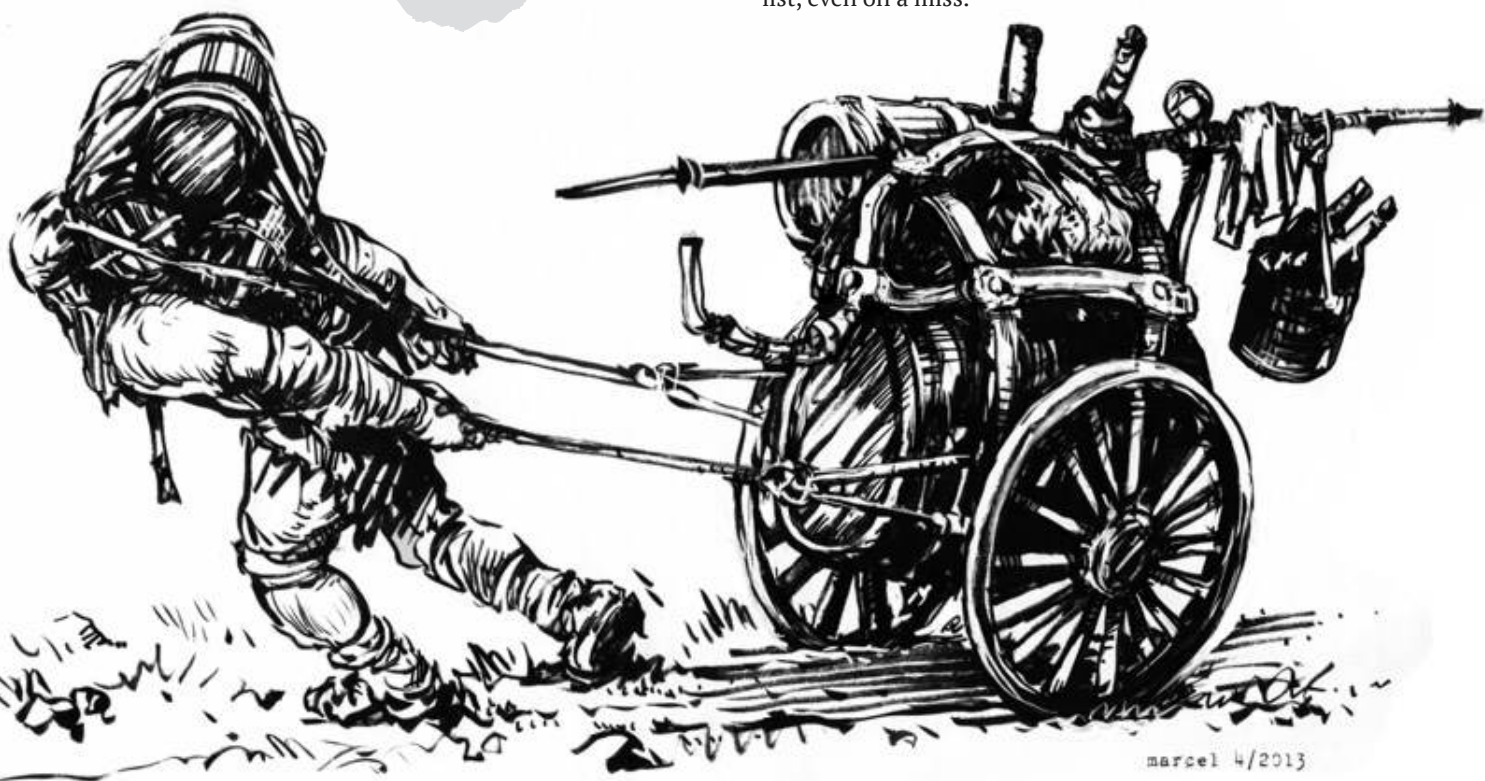
- *Connection*: When your tavern has gain, all the influential, wealthy and powerful people of the steading will frequent it.
- *Party*: When your tavern has gain, people have parties. Maybe private parties, maybe public.
- *Growth of the steading*: As long as you have gain, you will have a positive effect on the growth and development of the steading: it will surely grow fast.
- *Brawls*: When you have need, there will be frequent bar brawls at your place and people might get hurt.
- *Reprisal*: Someone powerful wants you gone and makes a move to make sure it happens.
- *Roundup*: You shouldn't sell the things you sell – when you have need the officers will come and look for it. Better hide the wares.
- *Repairs*: When you are in need, something precious or important to your operations is damaged and you need to get it repaired.
- *Disease*: When your tavern is in need, the disease spreads from your tavern into the steading.

CUSTOM MOVE

When you **get into a bar fight**, roll+STR. If you are drunk, roll +CON. On a 10+, you win the fight and choose 3. On a 7-9, choose 2:

- You befriend a useful NPC
- You don't have to pay the barkeeper 50 coins the next day
- You don't wake up with a d6 of bruises and scratches
- You don't have an outstanding warrant on your head now
- Your victory impresses, dismays or frightens your opponents
- You get 1 preparation (as for the **bolster** move)

If you are a dwarf fighter, you always choose 1 more from the list, even on a miss.



THE NECROMANCER

MIKE BURNETT

Edited by Jeremy Friesen

Illustrations by kirill777

Power is easy, as long as you can pay the price. And for this kind of power, you've long been comfortable with the price. It's not like those other magicks the mages practice ... it's faster, easier, stronger ... it gives you power now, not later, and without all that dreary studying. You've traded your good name for control over the power of death and undeath, you've traded your friends for the embrace of the moon, and you've traded your love of life for the cold embrace of Death Incarnate. Power is easy, because you've paid the price. The only trick is knowing what to do with all that power...

NAMES

- *Dwarf*: Blaggard, Chromin, Gorin, Falshaf, Horwick, Panasa, Orilir, Yugro
- *Halfling*: Aimeta, Bones, Cabal, Fareham, Finn, Horace, Penelope, Tibias, Vomara
- *Human*: Blaine, Duncan, Elias, Gregor, Jones, Nicolai, Serena, Uwe, Zoran

LOOKS

Choose one for each:

- Jaundiced Eyes, Menacing Eyes, or Mismatched Eyes
- Wispy Hair, Veiny Head, or Close-Cropped Hair
- Luxurious Clothes, Drab Clothes, or Laborer's Clothes
- Withered Body, Corpulent Body, or Boil-Covered Body

STATS

Your maximum HP is 7+Constitution.

Your base damage is d4.

STARTING MOVES

Choose a race and gain the corresponding move:

Human: When you ask a shade a question using the dead men tell me tales move, on a 7–9 you still receive a complete answer.

Dwarf: Your thralls receive one free HP in addition to your allocation.

Halfling: When you reanimate a thrall, you may use up to five words as your order.

You start with these moves:

Dark Side of the Moon

When you **are not bound to any thralls and rest for at least one hour under the light of the moon**, you recover your hit points and your HP stat (your maximum number of hit points) returns to its normal level if it has been reduced.

Thrall Seeker

When you spend a few moments to **force a soul to reanimate its corpse**, give your thrall an order and assign it a portion of your life energy.

Each thrall can receive one order upon creation. An order is a simple command of three words. The thrall strives to accomplish your order. If it completes its order, it becomes unbound.

When you **command your thrall with a simple order**, roll +INT. On a 10+, the thrall executes your instructions to the best of its ability. On a 7–9, the thrall has trouble carrying out your intentions, the GM will tell you how. On a miss, the thrall acts on its own impulses, for better or worse.

To assign a thrall your life energy, allocate any number of your hit points to the thrall and subtract these hit points from your HP stat (your maximum number of hit points, not your current number of hit points).

Thralls may be unbound at any time with a simple verbal command. A thrall may not be healed. When a thrall is unbound or loses all its hit points, the body turns to dust and the spirit travels beyond the Black Gates, out of your reach forever.

Lend Me Your Strength ...

When you **take the life force of a nearby willing ally and transfer it to another nearby creature**, you may transfer hit points from the willing ally to the creature. This cannot reduce an ally to 0 hit points. The transfer leaves the willing ally shaken; they take a -1 ongoing until sunrise or sunset.

Dead Men Tell Me Tales

When you **summon the shade of a sentient being that died near your location to ask a question**, roll+INT. On a 10+, the shade will answer as accurately as possible. On a 7–9, the shade's answers will be limited and disturbing, the GM will tell you how. On a miss, in addition to the limited answer, the shade will request a boon for itself or its living relatives. You will be unable to contact other shades until you have fulfilled this request.

ALIGNMENT

Good: Usher a soul in suffering to rest beyond the Black Gates.

Neutral: Sacrifice to maintain the balance between life and death.

Evil: Gain earthly power at the expense of the innocent.

GEAR

Your load is 7+STR. You carry dungeon rations (4 uses, 1 weight) and an adventuring kit (2 uses, 1 weight). Choose your defenses:

- Elaborate robes and 3 healing potions
- Leather armor (1 armor, 1 weight)

Choose your weapon:

- Jeweled dagger (Precise, hand, 1 weight)
- Scythe (Reach, two-handed, messy, 2 weight)
- Muddy shovel (Reach, close, two-handed, 2 weight)

Choose one:

- 7 gold pieces
- A silver ring sculpted to look like a snake
- An emerald pendant shaped like a large eyeball

BONDS

Fill in the name of one of your companions in at least one:

- Death desires the soul of _____, but I have my own plans.
- _____ would kill me if he/she knew my true purpose.
- _____ is the only one who can be trusted with my secrets.
- I have seen a vision of _____'s death, and I must prevent it.
- The shade of _____'s parent told me a family secret.

ADVANCED MOVES

When you gain a level from 2–5, choose from these moves.

Phylactery

Choose an item you can carry to be your phylactery. When you **reach 0 HP and your phylactery is unbroken and within your reach**, your soul will be tethered to the phylactery, beyond Death's reach. You become undead. While undead, you do not have to breathe, eat, or sleep, and you use CON for all rolls. Any additional damage you take while undead reduces your HP stat, and it remains lowered until you rest in the light of the moon. If your HP stat reaches 0 while you are undead, you die permanently and do not make the last breath move. If you gain hit points while undead, you return to life and lose the undead tag, but gain a debility.

I Come to You As An Equal

If you **take your last breath**, you may offer Death a deal, without requiring a roll. If Death refuses the deal, you may roll last breath, but treat 10+ as a 7–9 result.

Corpse Explosion

When you **channel necrotic energy into a nearby corpse**, roll+CON. On a 10+, the corpse explodes, doing 1d4 necrotic damage to all creatures near the corpse. On a 7–9, the corpse



explodes, but you receive 1d4 damage as magical blow back. On a miss, the necrotic energy causes something unexpected to explode, the GM will tell you what. The explosion does 1d4 damage to any creatures near it.

Bloodhound

When you **track a creature by using its blood**, the blood will point towards the creature like a compass.

Rising Powers

Your class damage die becomes 2d4.

Rites of Passage

You take a +1 to all spout lore attempts to describe death, ceremonies involving the dead, and funeral customs.

Wise from your Gwawe

When you **spend a few moments to bind a mass of dead creatures using your own soul**, roll+CON. On a 10+, raise all creatures near you as thralls, and assign an order and a portion of your life energy to each. On a 7–9, choose two.

- You cannot raise all the creatures in the area.
- You cannot issue a command to all the thralls.
- You cannot strengthen the thralls beyond 1 HP.
- You cannot move or act until the thralls are unbound.

On a miss, choose three and the thralls do not recognize you as their master and may turn against you. If you give the command to unbind to any of these thralls, all thralls are all unbound and shrivel to dust.

Roll the Bones

When you **attempt to distract someone by showing them a vision of their death**, roll+INT. On a 10+, the subject becomes visibly distracted and disturbed. On a 7–9, the subject is visibly distracted and choose one. On a miss, choose two and the GM puts you in a spot.

- The subject knows the vision was your doing.
- The vision gives the target an advantage, the GM will tell you what.
- You or an ally is distracted by a horrible vision, GM's choice.

Bone Head

When you **spend an hour ritually infusing and strengthening a piece of armor with the bones of the dead**, the piece of armor gains +1 armor. You need one full skeleton to perform this ritual and it may only be applied once to any armor.

Cold Comfort

When you **administer mercy to a suffering creature and deliver them peacefully to the Black Gates**, you gain a +1 to your next parley with any spirit or agent of Death.

When you gain a level from 6–10, choose from these moves or the level 2–5 moves.

Aspect of Death

When you **shroud your form with concentrated necrotic energy**, you will appear to bystanders as Death or an agent of Death as you desire. Your disguise will remain until you dismiss it or until Death or an agent of Death discovers your ruse.

Healer's Poison

When you **use necrotic energy to prevent another from being healed**, roll+INT. On a 10+, you shroud your intended target and they cannot be healed until sunrise or sunset or until you target another with this move. On a 7–9, you shroud your target, but choose two. On a miss, choose three.

- You immediately take 1d6 damage and cannot be healed for an hour..
- One of your limbs begins to wither into uselessness.
- You feels as if you are suffocating and you lose the ability to speak for an hour.

From the Brink

When you **prevent a dying ally from taking their last breath by separating the necrotic energy from their souls**, roll+CON. On a 10+, you may transfer any portion of your hit points to the ally. On a 7–9, you may transfer any portion of your hit point to the ally, but choose one from the following list.

- You lose 1d6 from your HP stat.
- You lose your vision until sunrise or sunset.
- You are weakened, the GM tells you how.
- You suffer a debility.

On a miss, choose two.

Ghost Sight

You gain ghost sight. You can see the flow of magical energies and other manifestations of the spirit world.

Crossing the Streams

When you **channel the life forces of your willing allies through yourself into a necrotic blast**, roll+INT. On a 10+, you do 1d4 damage per willing ally to a single enemy you can see and you and each ally take 1 damage. On a 7–9, you still successfully target the enemy, but you and each ally take 3 damage. On a miss, the blast is successful, but you and each ally take 4 damage and are thrown backwards in a blast of necrotic energy.

Death Knell

When you **focus all your necrotic energy into draining the energy of a single target**, roll+INT. On a 10, choose 2. These effects last as long as you are focusing your necrotic energy and end immediately when your concentration is broken. You cannot take any other actions while concentrating your death knell. On a 7–9, choose one.

- The target takes an extra 1d4 damage from every successful attack.
- The target is weakened, the GM tells you how.
- The target becomes confused and disoriented, lashing out madly.

On a miss, you suffer from one of the GM's choosing until sunrise or sunset.

Death is a Disease

When you **touch a living creature to infect it with withering necrotic energy**, the creature begins to age rapidly, slowing it down. The affected creature deals half damage. If the creature dies while still afflicted, it collapses into a cloud of dust. Anyone who inhales the cloud of dust within a few moments of the creature's death also suffers the effects of the disease. The disease can be cured with an hour's rest under the moonlight and a mouthful of holy water.

Corpse Inferno

Requires: Corpse Explosion

Your damage die for corpse explosion increases to 2d4.

Ultimate Power

Requires: Rising Power

When you **roll your class damage dice and the result is a matched pair**, necrotic energy flows into your target. Re-roll your damage die and add the result to your initial roll. Continue as long as the dice are matched.

I Bring a Might Bounty, My Liege

Requires: Phylactery

When you **deliberately shatter your phylactery**, roll+CON. On a 10+, you become the center of a necrotic explosion and do 2d4 damage to all enemies within range who are not adequately shielded. For every enemy killed in this manner, you heal 1d4 hit points. If you do not kill any enemies, you become undead, but your HP stat becomes 1d4+1 HP. On a 7–9, you also deal damage to allies in the blast radius. On a miss, you do not heal from the blast and you immediately take your Last Breath instead of becoming undead. Death awaits.

THE HARDENED CONVICT

MIKE BURNETT

Edited by Mike Riverso

Illustrations by Joshua Cross

You ached to see the light of day again. They wouldn't put dogs in some of the places you've been kept. Sure, you did some bad things, but you had bad things done to you too. Maybe it was a frame job, who knows? Everyone expected you to die in the hole. The thing is, you're a survivor. You learned from your scars and adapted. You became a cunning, wild animal when necessary, cold and calculating when it suited. And no matter what, you're never going back ... not alive, anyway.

Names

- *Dwarf*: Drevan, Concord, Greeley, Luthor, Jarvin, Scar, Fellulah, Sarmah, Red
- *Halfling*: Brandis, Luke, Dusty, Fern, Stiletto, Straw, Bars, Cuffs, Denny
- *Human*: Andrew, Cassius, Landon, Nixi, Martin, Bridget, Frank, Bonny, Jocasta

Looks

Choose one for each:

- Cruel Eyes, Wary Eyes, or Tired Eyes
- Shaved Head, Mohawk, or Messy Hair
- Worn Clothes, Ill-Fitting Clothes, or Unmatched Clothes
- Calloused Body, Lithe Body, or Scrappy Body

STATS

Your maximum HP is 6+Constitution.

Your base damage is d8.

STARTING MOVES

Choose a race and gain the corresponding move:

Human: Your incarceration has given you an edge. When you intimidate someone by looking them in the eye, take +1 forward to parley attempts.

Halfling: The safest places are the darkest places. You can see clearly in pitch black surroundings.

Dwarf: No reason to take chances with just a flesh wound. Add +1 piercing to your favored weapons.

You start with these moves:

It's Shank or Be Shanked

Choose one:

- Daggers
- Clubs
- Rocks
- Fists

When you use any weapon of this type, it gains +2 damage and the messy tag.

One ... Big ... Damn Conspiracy!

When you **dig up information about a criminal activity or organization**, roll+CHA. On a 10+, you have heard useful or interesting information while snooping around: the GM will tell you what. On a 7-9, you hear rumors, but nothing definitive. On a miss, you are noticed asking around.

Never Again

When you **escape from a type of imprisonment**, roll+CON. On a 10+, you escape your imprisonment without difficulty. On a 7-9, choose two:

- You escape without injury
- You escape without notice
- You escape with all your possessions
- You escape quickly

Dirty Fighter

The first time you use a dishonorable tactic in any fight, roll+CHA. On a 10+, hold 3. On a 7-9, hold 2. Hold can be spent, 1 for 1, to add +1 to any roll during the fight in which you are attempting to fight dishonorably. On a miss, hold 1 but the enemy you target may turn the tables on you.

ALIGNMENT

Good: Find evidence of the conspiracy to frame you for a major crime.

Neutral: Expose an injustice of authority to the public.

Evil: Gain infamy for criminal actions.



GEAR

Your load is 7+STR. You start with dungeon rations (5 uses, 1 weight).

Choose your defenses:

- Leather jerkin (1 armor, 1 weight)
- Improvised shield (+1 armor, 2 weight)

Choose your weapon:

- Makeshift dagger (precise, hand, 1 weight)
- A wooden bludgeon (close, 2 weight)
- A big rock (hand, thrown, close, reach, clumsy, 2 weight)
- Knuckle dusters (hand, precise, 0 weight)

Choose one:

- Healing potion and adventuring gear (3 uses, 1 weight)
- Flask of grog and adventuring gear (4 uses, 1 weight)

BONDS

Fill in the name of your companions in at least one:

- _____ helped me get away once.
- _____ had better not cross me again.
- I've done hard time with _____, but I'll keep their secret.
- _____ owes me big for taking all the blame.

ADVANCED MOVES

When you gain a level from 2–5, choose from these moves.

Harsh Truth to Face

You can use your presence (and a promise to eventually leave) as leverage for a parley with anyone of decent society or upbringing.

Figment of my Imagination

You have an alias you may use while in disguise. When you **spend half an hour applying your disguise**, your real identity cannot be discerned unless you make yourself known. Actions taken under this identity are ascribed to your alias.

A Man Who Knows How to Get Things

Whenever you **spend a few hours looking for supplies in a civilized area with a criminal element**, you are able to find all the supplies you need, including a few magical items, but only at the black market rate. Your GM will tell you the cost.

Straight as an Arrow

You tried to earn a trade, once. Get one move from another class. Treat your level as one lower for choosing the move.

Investing in the Future

When you are in a place you have visited before and you have at least one use left of your adventuring gear, you can recover a hidden object from the environment, even if you don't have your adventuring gear in your immediate possession. Mark one use from your adventuring gear.

Surprise!

When you **take a minute to hide something the size of your hand or smaller on your person**, it cannot be found through mundane means.

Think They've Forgotten About Us?

If you are told to mark a ration in a place where small animals, vermin, insects, or edible plants are common, do not mark a ration.

This Ends Now

When you **put yourself in danger in a pitched mêlée in order to attack a figure of authority**, roll+Bonds. On a 10+, your allies are able to keep you covered. On a 7–9, choose one from the following list. On a miss, choose two:

- You are blindsided and suffer a debility
- One of your allies is put mortal danger
- Your target has the upper hand on you

Quick and Clean

When you **attack someone who cannot see you**, deal 2d8 damage.

When you gain a level from 6–10, choose from these moves or the level 2–5 moves.

Get Busy Living

When you are **dying while in combat**, you may roll+CON. On a 10+, you regain 2d4 HP and are back in the fight. On a 7–9, you take a debility and regain 1d6 HP. Describe your debility. If you already have all six debilities, you automatically miss on a 7–9.

On a miss, you take your last breath.

Friends in Low Places

When you **gather local criminals for a dangerous job**, roll+CHA. On a 10+, the crew will know something special that can help you meet your plan. On a 7–9, the crew will inform you of a complication that you didn't factor into your plans.

You Never Saw Me Here

When you **enter a settlement in which you are wanted by the authorities**, you may instead pay the equivalent of 100 gold pieces to keep a low profile. You will not attract notice unless you reveal yourself through some action.

Like My Tattoos?

Describe your tattoo and its significance. When a **criminal or ex-con notices your tattoo**, take +1 forward to parley with them. Additionally, anyone with the same tattoo automatically succeeds in any attempt to aid you and you automatically succeed in any attempt to aid them.

Fence

When you **attempt to sell a recognizable and desirable item in a large civilized area**, roll+CHA. On a 10+, you earn the black market price and can't be linked to the item. On a 7–9, you are offered above market value, but your transaction is noticed by the wrong people. On a miss, you can't find any buyers, but many parties are interested in obtaining the item through other means disadvantageous to yourself.

Like Riding a Bicycle

When committing a crime, take +1 forward. When dealing with law enforcement, take -1 forward.

All the World a Cage

You have knowledge of the worst prisons, jails, gulags, and prison holds in the world. The first time a place of incarceration is mentioned in your presence, you may state one fact about it.

The World is Just Passing Me By

You keep working on relearning your old skills. Get one move from another class. Treat your level as one lower for choosing the move.

What Have We Here ...

When **convincing ex-cons or prisoners to fight against authority**, roll+CHA. On a 10+, they will follow you and assist you in overthrowing the authority. On a 7–9, they will ask for a promise of immediate wealth and/or future power before they offer assistance. On a miss, some of the prisoners will oppose you in some way; the GM will tell you how.

THE CHAMPION

GIOVANNI LANZA

Edited by Chris Bennett

Illustration by Giovanni Lanza

The gods are fickle creatures by nature, always fighting and feuding with one another. Sometimes mortals get caught up in these conflicts; clerics and priests heal the sick, while paladins and the like smite the wicked and uphold law and good. You however, were chosen.

The gods chose you, whether you wanted to be chosen or not, to be their voice in the mortal realm. Nevermind that you were on your way to becoming something else. They have bestowed upon you powers beyond imagining. With a single word, you can transform into an avatar of your god's will. You can soar through the sky, shrug off blows that would kill a mortal man, and more. You are more than just a hero. No, that word no longer describes you.

You are a superhero.

NAMES

Favored Soul

Choose a name from the class that you take a move from.

LOOK

Choose one for each:

- Bright Eyes, Dark Eyes, or Eager Eyes
- Styled Hair, Shaved Head, or Shaggy Hair
- Fancy Clothes, Peasant Garb, or Ornate Robes
- Fit Body, Thin Body, or Bulky Body

STATS

Your maximum HP is 8+Constitution.

Your base damage is d6.

STARTING MOVES

Choose a race and gain the corresponding move:

Favored Soul

You may be a dwarf, elf, human, or something else, but you have been touched by your deity. You maintain one of your avatar powers even in champion form, but you have a tell while using it.

You start with these moves:

Avatar Form

When you take on the form granted to you by your god, roll+CHA. On a 10+, you transform into your avatar form. On a 7-9, you transform, but you must choose one of the following complications:

- Your connection to your deity is weak, take -1 ongoing in avatar form until you make camp.
- The transformation is unstable, you'll have to change back to normal soon.
- The transformation puts stress on your mortal form, take a debility of the GM's choice when you change back.

In either case, once the task you called upon your deity for is completed, you change back to normal. When in avatar form, you gain hit points equal to your level, and you have a rearranged set of stats. In addition, you have 3 power points to be divided amongst the following powers, chosen at character creation (if you put 2 power points into a power, you gain the power in parentheses):

- Divine Might: When using hack and slash, roll one die step higher on damage. (When using hack and slash, roll two steps higher on damage.)
- Supernatural Resilience: You gain 2 armor. (You gain 3 armor.)
- Deific Influence: You gain influence of something related to your god's domain. (You are immune to something related to your god's domain.)
- Up, Up, and Away: You can leap, hover, and glide. (You can fly, whether it be with or without wings.)
- Weapon of God: You gain a weapon that has two of the following tags: forceful, ignores armor, messy, or precise. (Your weapon has three of the tags.)

Apprentice Champion

Choose one class that is not being played. Gain one starting move from that class.

Nemesis

Your faith as enemies and you are sworn to fight them. Define a major threat to your faith. When you oppose this threat, its machinations, or its minions, reroll any 1s. You must keep the second roll. You also cannot hide from your enemies in your avatar form.

ALIGNMENT

Choose an alignment:

- **Good:** Protect an innocent in the name of your deity.
- **Evil:** Kill an innocent in the name of your deity.

GEAR

Your Load is 8+STR. You have dungeon rations (5 uses, 1 weight).

Choose one:

- Chainmail (1 armor, 1 weight)
- Adventuring gear (5 uses, 1 weight)

Choose your armament:

- Blessed blade (close, +1 damage, 2 weight)
- Traveler's staff (close, two-handed, 1 weight)
- Sacrificial dagger (hand, 1 weight)

Choose one:

- Adventuring gear (5 uses, 1 weight)
- Shield (+1 armor, 2 weight)
- 2 healing potions (0 weight)

BONDS

Fill in the name of one of your companions in at least one:

- _____ is a devout servant of the gods; I trust them completely.
- _____ works with dangerous forces, I must try to protect them from themselves.
- I will convert _____ over to my faith.
- _____ has proved their loyalty to me.

ADVANCED MOVES

When you gain a level from 2–5, choose from these moves.

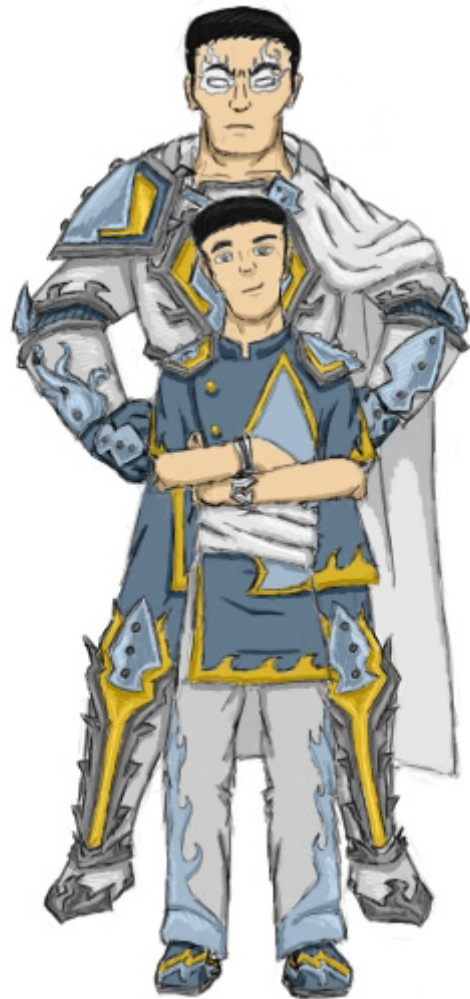
Heroic Avatar

You gain another power point to spend on a power you already have. In addition, you can choose from these powers if you put a third point in a power:

- **Divine Might:** You gain the bend bars, lift gates move from the fighter.
- **Supernatural Resilience:** You take +1 to defy danger.
- **Deific Influence:** You can grant blessings in accordance to your deity's domain.
- **Up, Up, and Away:** You can speed through the air, carrying a great weight behind you.
- **Weapon of God:** Your weapon has one of the following tags: empowered with good or evil, surrounded by holy/unholy fire, or bane to your arch nemesis.

Arch Nemesis

When you roll a 1 when opposing your nemesis, you can reroll that die twice, even if the second roll wasn't a 1.



Journeyman Champion

You gain another move from the class that you chose at first level.

Inspirational Speech

When you give an inspirational speech to your allies, roll+CHA. On a hit, your allies gain a temporary bond with you until the end of the battle. On a 10+, they also gain +1 Forward.

Luck of the Gods

Dedicate yourself to a deity (name a new one or choose one that's already been established). When you trigger Nemesis, call a number from 1 to 6. If that number appears, you may use divine guidance.

By the Power of Greyskull!

When you transform into your avatar form, it's a spectacular affair, with energy flying out. Enemies within near range take your normal form's class damage. In addition, on a 7–9, you can choose the following complication:

- Your allies are struck with divine energy and also take your class damage.

Save the Day

When you rush forward to save someone or something, roll+DEX. On a 10+, you get there just in time, no matter how improbable. On a 7–9, you get there, but not before the danger surrounding the victim escalates.

When you gain a level from 6–10, choose from these moves or the level 2–5 moves.

Superheroic Avatar

Requires: Heroic Avatar

You gain another power point.

Ack! Kryptonite!

Name something you are immune to. Then name your weakness, and explain why it inhibits your connection to your deity. When you come into contact with your weakness, roll+CON. On a 10+, you resist the effects of your weakness. On a 7–9, choose one:

- Its touch burns you, take 1d6 damage.
- You feel your power slipping away, choose one power. You no longer can use this power as long as your weakness is near.
- You feel your connection to your deity weakening, you'll change back into your champion form soon.

Shazam!

Replaces: By the Power of Greyskull!

When you transform into your avatar form, it's a spectacular affair, with energy flying out. Enemies within far range take your avatar form's class damage. In addition, on a 7–9, you can choose the following complication:

- Your allies are struck with divine energy and also take your normal form's class damage.

Divine Expertise

Requires: Luck of the Gods

You gain the commune and cast a spell cleric moves. When you select this move, treat yourself as a cleric of level 1 for using spells. Every time you gain a level thereafter, increase your effective cleric level by 1.

Master Champion

Requires: Journeyman Champion

You gain another move from the class that you chose at first level.

Pep Talk

Replaces: Inspirational Speech

When you give an inspirational speech to your allies, roll+CHA. On a hit, your allies gain a temporary bond with you, and you with them, until the end of the battle. On a 10+, they also gain +1 forward.

Fight My Battle

Requires: Inspirational Speech

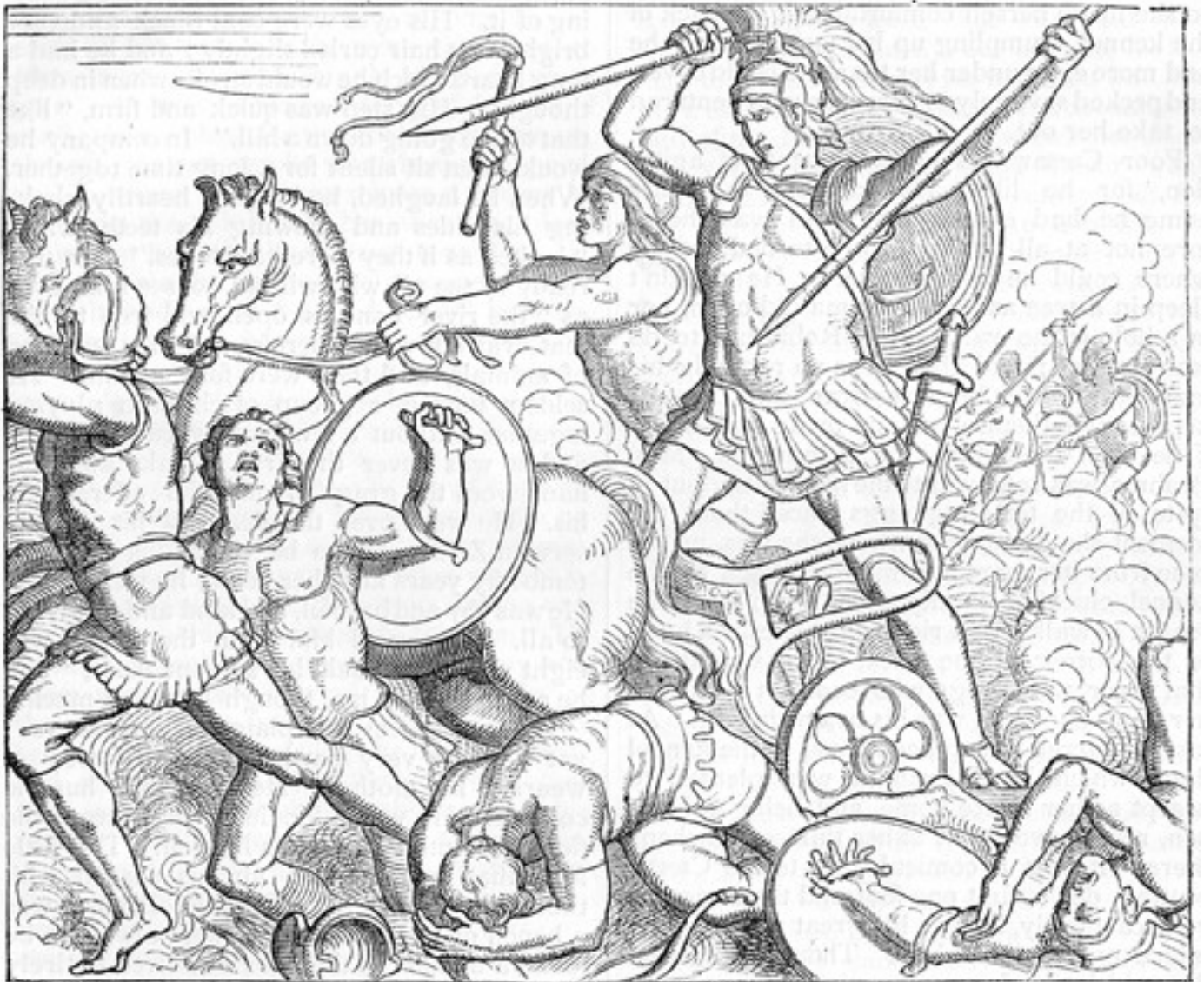
When you give your allies an inspirational speech before fighting a battle in line with your cause, they can resolve their bond with you to roll 3d6 and take the better two on a single move.

GIFTS OF THE GODS

DAVID GUYLL

Edited by Jeremy Friesen

Illustrations by Walter Crane



In Greek mythology it was common for people to pray to various gods as the need or desire arose, such as to Athena for insight, Ares for victory in combat, or to Aphrodite to have your love reciprocated. Depending on your prayer, what you offer (if anything), and the god's attitude at the time they might respond favorably (which could be obvious or indirect), simply ignore you, or punish you.

When you beseech the gods for assistance, roll+CHA. On a 10+, the god provides you with assistance in some way, but might demand something in return. On a 7–9, they might grant you a minor, fleeting boon, but will most certainly want something

in exchange. On a miss the god either ignores your request, or is insulted: it might seek to punish you, or demand some service as atonement.

The character's request and attitude towards the god can affect this roll, as can any sacrifices, promises, and deeds performed in the god's name. A devoted follower of a god may receive +1 or +2 forward to this roll, especially if they frequently spread the god's name, perform ceremonies, offer sacrifices, etc. A particularly noteworthy sacrifice or deed might even grant the character an automatic success, especially if the aid coincides with the god's own goals or desires.

On the other hand if the character has recently beseeched the god for aid, made too many requests, or the request lies outside the god's portfolio, they could take -1 or -2 forward, or simply be outright denied. Characters that constantly try to pester the gods for free stuff will at best find their prayers being ignored, and at worst forced to perform arduous, possibly impossible tasks for the god's amusement.

What assistance a god offers varies greatly depending on who and what you are asking for. For example if you pray to Ares for victory, he might grant you a magical sword, make you better in combat (+1 or +2 ongoing for the duration of a battle), send another army to help, damage the morale of the enemy, and so on.

In return he might demand that you sacrifice any prisoners captured, build a fortress in his honor, or send you off to conquer another nation. Fail to do so and he could send an army to conquer you, have your strength falter (debility) or your weapon shatter (loss of an item) in the midst of combat, or have your troops betray you or flee the battle. It just depends on his mood.

Sometimes the gods will grant noteworthy heroes access to powers or magic items if their goals coincide with their own, such as when Zeus, Hermes, and Athena each provided Perseus with a magical item during his quest to defeat the Gorgon. Not every recipient needs to be a hero, mind you: they might just do it to meddle in the affairs of mortals, or even another god.

All of the above should serve as a guideline. Remember that even if a god does bless or punish a character, it is up to you to not only decide what the result is, but also whether the god revokes it.

ADVANCED MOVES

The following advanced moves are available to any particularly devout hero. A god might also temporarily grant a character access to one as part of a boon.

Athena's Insight

When you spout lore you can roll+WIS instead of INT. In addition on a miss you know from where or whom you can discover the information you seek.

Athena's Wisdom

When you discern realities, on a 10+ you can ask any one question you like, even one that is not on the list. As long as information regarding the answer is recorded in one of Athena's temples, the GM will tell you what you want to know. You can also see in the dark.

Halo of Helios

You can generate an aura of light. It can be as dim as a candle or bright as a lantern. Vampires and other creatures vulnerable to sunlight are noticeably uncomfortable within the light's radius.

Blinding Light

Requires: Halo of Helios

When you unleash the power of the sun, roll+CHA. On a 10+, nearby enemies are temporarily blinded. On a 7-9, the GM

determines who is blinded (which can include other characters). On a miss no one is affected, and you cannot use either this move or halo of Helios until the next sunrise.

Zeus's Lightning

When you channel a powerful bolt of lightning, roll+DEX, WIS, or CHA. On a 10+, you strike your target and deal damage. On a 7-9, you hit your target, but you also damage yourself or a nearby ally. On a miss you momentarily stun yourself.

Rolling Thunder

Requires: Zeus's Lightning

Damage dealt by Zeus's lightning gains the ignore armor and forceful tags.

Forked Lightning

Requires: Zeus's Lightning

When you use Zeus's lightning, you can target two creatures instead of one.

Earth-Shaking Stomp

When you invoke the power of Poseidon and stomp on the ground, roll+STR. On a 10+, all nearby enemies topple to the ground, and some structures might be the worse for wear. On a 7-9, people and buildings still fall, but the GM decides who and what. On a miss the quake is uncontrolled; the GM still gets to determine who and what is affected, but you can expect to find yourself among the collateral damage,

Hermes's Speed

You can run as fast as a horse. When you use your speed to defy danger, take +1 forward.

Fury of Ares

When you call upon the fury of Ares to strike a devastating blow, roll+STR. On a 10+, roll damage twice and take the best result. On a 7-9, you still roll twice and take the best result, but you leave yourself open; your enemy rolls damage against you and takes the best result (or rolls an additional die if they already roll multiple dice). On a miss your mind is clouded with rage, or your weapon breaks or gets stuck in something, and the enemy makes an attack against you.

Terrifying Triumph

Requires: Fury of Ares

When you defeat an enemy, roll+CHA. On a 10+ your enemies hesitate, shaken by your brutal display. On a 7-9, both friend and foe alike quiver in fear; you are just that scary. On a miss your enemies try to overwhelm you, because safety in numbers.

Aphrodite's Grace

When you parley with someone, on a hit you distract them

during the course of your negotiations. When you defy danger using charm and social grace, take +1 forward.

TREASURE

Helm of Darkness

Donning this helmet renders you completely invisible. It lasts until you remove the helmet or you attack another creature. Once it has been worn, it must be removed overnight for it to recharge.

Poseidon's Trident

While bearing Poseidon's trident you have power over the seas. You can calm them, stir them into a tumultuous rage, swim effortlessly, and breathe underwater.

Winged Sandals

These magical sandals grant the wearer swift flight. Occasionally the gods loan them to a mortal in order to help them complete a task, though sometimes they leave them lying around just to see what happens. Have fun with them while you can, because at some point they always reclaim them ... whether or not you are done.



The page features several large, irregular grey ink splatters of varying sizes and shapes, scattered across the white background. The largest splatters are on the left and bottom right, while smaller ones are interspersed around the text.

HERETOFORE UNIMAGINED CATASTROPHES

(all manner of hackery)

MORGAN CITY, LOUISIANA

DANIELE DI RUBBO

*Edited by Michael Sands
and Nikitas Thlimmenos*

*Maps by Daniele Di Rubbo
and Chris Sakkas*

A MONSTER OF THE WEEK MYSTERY

Monster of the Week was created by Michael Sands.

CONCEPT

In Morgan City, Louisiana, the discovery of Devonian Period (416–359 million years ago) fossils and Native American finds has just drawn the attention of a terrible Deep One, a humanoid fish-frog-like killing creature. Moreover, a cult dedicated to the Deep One's master still exists from those ancient days.

HOOK

Prof. Julius Robinson, anthropologist of the Nicholls State University (Thibodaux, Louisiana), is found brutally killed in his office at the Historical Society and Public Library. A glass display case was broken: surely something was stolen from there.

COUNTDOWN

- **Day:** A clay tablet representing Cthulhu is stolen from Dr. Bessie J. Higgins' office.
- **Shadows:** Old Pat is found horribly sacrificed at the cemetery.
- **Dusk:** Bessie is killed. Archeological finds are stolen from her home.
- **Sunset:** The Deep One kills Sheriff Starnes. Someone breaks into the safe, stealing something.
- **Nightfall:** The Great Cthulhu cult organizes a sabbath, summoning the Deep One in order to give it all the unholy finds.
- **Midnight:** The Deep One flees to the sea to prepare the way for Cthulhu's awakening.

MONSTER

The Deep One

A fearful humanoid and huge fish-frog-like creature.

Type: Collector

Motivation: *To steal specific sorts of things*

Prof. Julius Robinson and his students found and "stole" the sacred artefacts of the Great Cthulhu cult. The Deep One wants to retrieve all of those unholy objects, no matter the cost, to summon other unearthly entities in the world.

Powers: Unnatural strength and stamina; swims, resists and heals extraordinarily when in the water.

Weaknesses: It can be killed only by an unholy knife of bone and stone, sacred to the Great Cthulhu (ignore armour).

Attacks: Bite (4-harm intimate), Claws (3-harm hand)

Armour: 2 (scales and hard skin)

Harm Capacity: □□□□□□□□□□ (10)

Custom Move: When the Deep One *dives in the water*, it immediately heals 2 harm (only the first time in a given situation).

NOTES

Unholy knife (2-harm hand unholy): gains *ignore armour* if used against the Deep One. Buried in the John B. Spring (a 19th century Catholic priest) tomb, at the cemetery. Old Pat knows about this story and evidence can also be found at the Historical Society.

Random Names (use them for new bystanders): Theodore T. Flowers, Terrence S. Roy, William C. Moore, Belle D. Walton, Tiffany F. Casillas, Donna J. Franks

MINIONS

Great Cthulhu cultists

Since ancient times people living here have been in contact with a nearby community of Deep Ones. Certain people have made pacts with the Deep Ones, and their descendants survive as a secret cult in the Morgan City community.

Type: Thief

Motivation: *To steal and deliver to the monster*

The cultists want to retrieve the lost finds and give them to the Deep One, so that he can return to its home and perform its eldritch rituals. They'll frustrate however they can whoever acts against the Deep One.

Attacks: Ritual knife (1-harm hand), 9mm (2-harm close loud), hunting rifle (2-harm far loud)

Armour: 0

Harm Capacity: □□□□□ (5) | □□□□□ (5) | □□□□□ (5) | □□□□□ (5) □□□□□ (5) | □□□□□ (5) | □□□□□ (5) | □□□□□□□□□□ (10)

Custom Move: *When a hunter asks locals about something weird, roll+Sharp. On a 10+, the hunter works out:*

- if they are talking to a member of the cult, that this person is concealing something important.
- if they are talking to a normal person, that this person is too scared to reveal anything.

On a 7–9, the hunter knows something isn't right, but not exactly what.

On a miss, the cult gets told that this hunter is asking questions about them (regardless of whether that was the subject or not).

Cast Names: Walter C. Tanner, Roger V. Saldana, Michael A. Hernandez, Katie R. Ceaser, Veronica B. O'Neill, Magdalene M. Warren

Notes: Cultists can work at the diner, at the library, be part of the sheriff's office or of the mayor's staff (or be the mayor himself), etc.

BYSTANDERS

Dr. Bessie J. Higgins (28)

Student of Prof. Robinson; she's 28, strikingly gorgeous, with long blond and curly hair, blue eyes and casual wear.

Type: Skeptic

Motivation: *To deny supernatural explanations*

Bessie is from Baton Rouge and now in Morgan City only for academic reasons. She disregards the local rumours as superstitions.

Information: Bessie was alarmed by the insane obsession some people in Morgan City showed for her and Prof. Robinson's researches.

Patrick R. Milliken ("Old Pat") (78)

Old Pat is an old, partially bald drunk with grey hair and long unkempt beard. He wears old-fashioned clothes and a flat cap.

Type: Witness

Motivation: *To reveal information*

Old Pat knows many things about Morgan City and will be glad to pass them on, if you give him reason or intimacy (or a snifter).

Information: Old Pat is scared by the presence of the cult. He's not part of it but knows of its existence (and maybe even about some members), because he always lived in Morgan City and he's a kind of historic memory. He also knows stories about Reverend Spring and the unholy knife.

Sheriff Aline J. Starnes (34)

Morgan City Sheriff. She's 34, has short brown hair and a khaki uniform with a Canadian-type hat. She's quite tall.

Type: Helper

Motivation: *To join the hunt*

Aline suspects from months something is wrong in Morgan City and will gladly help the hunt, should the hunters explain the situation with evidence and involve her.

Attacks: .38 revolver (2-harm close reload loud)

Harm Capacity: □□□□□□□□ (8)

Information: Aline has suspicions about some inhabitants' twisted religious beliefs, but she has no evidence about them being criminals.

LOCATIONS

Historical Society and Public Library

An old building made of red bricks and huge windows.

Type: Hub

Motivation: *To reveal information*

Here there are Prof. Robinson's and Dr. Higgins' offices and the public library and archive, full of useful information.

Notes: Here one can find information about Reverend Spring and the unholy knife.

Cemetery

A neo-gothic graveyard with new and old tombs.

Type: Lab

Motivation: *To create weirdness*

Strange things and encounters happen here. The unholy knife is buried here, in John B. Spring's (a 19th century Catholic priest) tomb.

Sheriff Office

Modern building with parking area nearby.

Type: Crossroads

Motivation: *To bring people, and things, together*

Sheriff Starne's workplace.

Deputies Names: William D. Combs, Shannon R. Doyon

Old unholy shrine

An isolated and scary glade in the woods with a stone idols of the Great Cthulhu, Dagon and Hydra in the middle.

Type: Hellgate

Motivation: *To create evil*

Here the Great Cthulhu cultists gather for their unspeakable rituals.



MORGAN CITY, LOUISIANA

EXCERPTS FROM TRAVELLER WORLD

CHRIS BENNETT

Excerpts from *Traveller World, a storygame of the Far Future*, which is based on John Harper's *World of Dungeons* and other games. "Patrons" in particular are inspired by Jonathan Walton's *Planarch Codex*.

You play veterans from one of the interstellar services, who have mustered out to become adventurers and seek your fortune in the stars. Or maybe just a rogue who is looking for the next play.

MAP THE SHIP

The Ref will take some paper and sketch out the general dimensions of the ship's hull, with the players' help.

Each player in turn should add a different main portion of the ship. Some good ideas might be cargo, engines, staterooms, bridge. Make sure to leave some white space on the map. Then each player in turn should mark where in the ship they find sanctuary.

Refer to the map during play. When you need a sickbay, have someone add it to the ship. Someone needs a workspace for building things out of found tech? Add it in.

Eventually during play you will start to run out of space on the ship and be forced to reuse or double-up areas for different things. That's the point. It's a cramped ship, but it's fun to see how it actually gets used.

Each character picks a ShipBond:

I'm on this ship because...

- *I can't go home*
- *I'm trying to find something I lost*
- *This is my only family*
- *I can't stop running*
- *I'm still trying to prove something to _____*

Whoever has been on the ship longest takes a ShipBond+1 with the ship. Everyone else takes a ShipBond+0.

When you take some time to perform some unnecessary repairs or maintenance on the ship (this often happens in Jumpspace), increase your ShipBond by +1. Detail what you did to the ship and how it changes. If this raises the bond to +4, reset to +1 and mark XP.

When trying to get something extra out of the ship ("more power!" "just one last Jump!" "don't break up when we land!"), roll +ShipBond. On a hit, you get +1Forward. On a 10+, also add ShipBond+1; if this raises the bond to +4, reset to +1 and

mark XP. On a 7-9, you can take the +1Forward, but the ship also takes 1-Harm.

When you resolve a ShipBond, choose a new one. Or, this may be a good opportunity to leave the ship for good and plot a new course in life. Make a new character.

WORLD GENERATION

Every parsec or so is a star system with one or more planets orbiting it. Usually one planet in each system is habitable. Grab a piece of paper and draw a few dime-sized systems with an inch or three between them. Space them out a bit. Add more systems as needed. An inch equals a parsec when travelling, more or less. As you play, you'll start to see where the trade routes and borders are. Write any interesting notes directly on the map to refer to later. Nature abhors a vacuum.

Pick one or two system tags to help define the world.

If it's an important enough system, it may be a sub sector capital or even a sector capital. If it's in a strategic location, there may be an Imperial Naval Base. If it's remote enough, there could be an Imperial Scout Base. If there's trouble in the system, the Imperials may have marked it as an Amber Zone. If it's no-go, they probably marked it as a Red Zone. But you can't make a Credit without breaking a few rules.

If there are several systems clustered together, they may be allies for protection or trade, or in competition with each other. Go with the obvious choice.

Most systems have a starport of some kind, either on the surface of a planet or occasionally in orbit. It might be huge and high-tech, with starship-building capability. It might be an overworked port with cramped bays and leaky fuel storage. It may be a relatively flat piece of ground and a flag. A good pilot doesn't need much.

Ask the characters questions when exiting Jumpspace into a new system. Some ideas:

- What is unusual or exotic about this system?
- What does this system have in surplus? What is it desperately short of?
- What do people say under their breath about this system?

And ask one of these to each of the characters:

- Who has been here last? How did that go?
- Who knows someone here?
- What just happened in this system?

- What worries you about this system?
- How is your past catching up to you here?

Even better is to ask questions based on their career or their abilities. A Scout would probably know the survey particulars of a system, while a Merchant might recognize the name of a passing tramp trader ship.

While generating Patron Jobs, note any potential NPCs or factions that could come into conflict with each other or with the characters.

While in Jumpspace on the way to the next system, do the following along with the characters:

- Give each character a chance for connection scenes with each other, a passenger or with the ship.
- Follow each character into their sanctuary. What are they doing and what are they thinking about?
- What on the ship needs doing/mending/fixing/improving? How are they doing it? Make changes on the ship map if needed.

PATRONS

Roll up 2–4 jobs on the tables for the players to choose from. The Ref can interpret the rolls on their own, or discuss with the players. “What does it mean to escort a place?”

When starting a new game, also have the players pick the job they just finished, and discuss how that went. This will add some background for the crew.

Roll up new jobs as needed when entering a new system.

Patron Table

	1	2	3	4	5	6
1	Tycoon	Speculator	Emigre	Tourist	Playboy	Noble
2	Scientist	Army Officer	Scout	Marine Officer	Navy Officer	Mercenary
3	Administrator	Governor	Scholar	Spy	Courier	Diplomat
4	Embezzler	Diplomat	Police	Merchant	Tourist	Shipowner
5	Shopkeeper	Soldier	Clerk	Rumor	Journalist	Crewman
6	Revolutionary	Smuggler	Hijacker	Assassin	Cutthroat	Arsonist

Job Table

1. Acquire
2. Deliver
3. Destroy
4. Escort
5. Explore
6. Find

Target Table

1. Alien (of some sort)
2. Cargo
3. Citizen
4. Place/Building
5. Vehicle/Starship
6. Technology

Location Table

1. Nearby
2. Distant
3. Remote
4. Another system
5. Unknown
6. Secret

Some jobs have a reward. Some are no more than “what you can carry out”. All have the potential to make a friend...or an enemy.

OPPOSITION GENERATOR

FOR SPY GAMES

CHRIS BENNETT

Edited by Giovanni Lanza

Designed as a supplement for Nick Wedig's gritty spy hack of *World of Dungeons*. It can be downloaded from <http://nickwedig.libraryofhighmoon.com/2013/03/world-of-secrets/>

When the GM needs opposition for the agents, they may access the **■■■■■** file, or use this generator.

ASSET CRYPTONYM

Roll d6 to generate the prefix and then choose a suffix. Combine to create a cryptonym.

Prefix:

1. AM
2. HT
3. KU
4. ZR
5. HT
6. choose any two letter combo

Suffix List: Clatter, Success, Trunk, World, Focus, Erode, Lyric, Tempo, Bias, Alert, Rifle, Club, Palm, Rod, Denim, Cobra

Example: HT/Alert

REAL NAME

Choose from this list: Arnetta, Fritz, Samara, Rico, Corinne, Max, Pok, Murray, Stasia, Ahmed, Maxie, Efrain, Alexandra, Milton, Eleanor, Thom, Jayme, Lorenzo, Elva, Michal, Naida

LAST LOCATION

	1	2	3	4	5	6
1	Cairo	London	Paris	Hong Kong	Venice	Seoul
2	Berlin	Jerusalem	Madrid	Mexico City	San Francisco	Stockholm
3	Kuala Lumpur	Peshawar	Moscow	Zürich	Macau	Marrakesh
4	Guangzhou	New York	Sydney	Kiev	Dubai	Washington D.C.
5	Prague	Athens	Tokyo	Riyadh	Mumbai	Pyongyang
6	Buenos Aires	Mecca	Delhi	Amsterdam	Vancouver	Unknown

TYPE

Choose one or two: itinerant, corrupt, lunatic, famous, green, manipulative, uncooperative, competitive, scheming, daring, ambitious, persona non grata, retired, aspiring, shady, detached-service, ersatz, ambitious, cashiered, lovestruck, unemployed, rebellious, immoral, drug-addicted, unbelieving, hardened, wily

SPECIALTY

1. Action
2. Analysis
3. Craft
4. Influence
5. Technical
6. choose any two specialties

ROLE

Choose one of the Archetypes based on Specialty, or create your own. You know what spies do.

ASSOCIATED WITH

1. The Opposition
2. The Agency
3. Both sides
4. Someone's Significant Other
5. Whoever is paying most
6. Unknown

STATUS

1. Active OP
2. Sleeper
3. Captured
4. Burned
5. Presumed dead
6. Unknown

TOP SECRET!

FRONT COMPANY NAMES

Roll 3d6 and pick one from each list. Add any extra words necessary to make sense of the name. You'll be surprised how well this works.

- | | | |
|------------------|---------------|----------------|
| 1. National | 1. Radio | 1. Trust |
| 2. Free | 2. Friends | 2. Affairs |
| 3. Committee | 3. Foundation | 3. Company |
| 4. Government | 4. Banking | 4. Corporation |
| 5. Alliance | 5. Southern | 5. Institute |
| 6. International | 6. Council | 6. Studies |

Examples: Government Foundation Studies, Free Southern Company, National Council Trust, Radio International Company

TARGET HARDNESS

- 1-2. Soft
- 3-4. Hard
5. Hardened
6. Reactive

OPERATIONS

Choose one or more based on the target and situation: Assassination, Burglary, Kidnapping, Surveillance, Blackmail, Decryption, Infiltration, Shadowing, Breaking & Entering, Disinformation, Counter Surveillance, Decryption, Deception, Reconnaissance, Technical

TARGET LOCATIONS

	1	2	3	4	5	6
1	Transit station	Apartment	Port	Estate	Pub	University
2	Embassy	Black Site	Zoo	Office Building	Car Park	Bridge
3	Warehouse	Nightclub	Hotel	Cafe	Oil Rig	Clinic
4	Safehouse	Bank Vault	Factory	Military Base	Spa	Gov. Building
5	Marketplace	Farmhouse	Yacht	Checkpoint	Gambling	Race Course
6	Airport	Resort	Park	Construction Site	Museum	Submarine

TARGETS (generate additional NPCs as needed)

	1	2	3	4	5	6
1	Briefcase	Terrorist	Drugs	Informer	Toxins	Executive
2	Files	Bomb	Key	Audio Tape	Safe	Weapons
3	Body Bag	Gold Bars	Bug	Double Agent	Evidence	Diplomat
4	Code Book	Mail Bag	Scientist	Phone	Computer	Plans
5	Financier	The Goods	Camera	Combination	Painting	Officer
6	Cash	Manuscript	Refugee	Bearer Bonds	Smuggler	Artifact

HELPING OUT

People often ask how they contribute to the zine and what sorts of submissions I am looking for. There are four main contributions people make:

- Articles
- Giving feedback
- Illustrations
- Layout

Rejection: No contribution has been rejected yet, and I don't imagine a good faith effort would be. Some submissions may be held back for later issues, however.

Contact: Please email me at sanglorian@gmail.com if you have any questions or comments, or to make a submission.

ARTICLES

Articles are written submissions.

Length: There is no minimum length: a single monster, move or item is enough. There is no set maximum length, but I recommend asking me before writing anything longer than 5,000 words or so.

Games: While Grim Portents is focused on Dungeon World content, submissions for any Powered by the Apocalypse games (* World or World of *) will be accepted. That means Monster of the Week, World of Dungeons, Monsterhearts and Apocalypse World are all fair game.

Controversial content: Graphic violence, horror or sexual themes will probably be rejected. Something like the Apocalypse World or Monsterhearts sex moves would be fine, as would depictions of violence that might appear in an M rated film.

Theme: Each issue has a theme, but you are not required to write to it.

Topic: As a basic threshold, if an article would fit in Dragon Magazine or Dungeon Magazine, it has a place in Grim Portents. New game material, gaming advice, mini-games, actual plays, reviews and opinion are all appropriate.

Previously published: I actually started Grim Portents because I saw a lot of good content posted online and then forgotten about. Material that has already been published elsewhere is not only tolerated, it is celebrated.

SPECIFICATIONS

File format: DOC, DOCX, ODT or TXT. Please keep your formatting as simple and close to Microsoft Word or LibreOffice defaults as possible. There is no need for you to choose fonts or layout the document, as we do this ourselves anyway.

Style: We accept submissions in any style, but the closer a submission is to the default style used in the Dungeon World rulebook the easier our job is. That means that move names are not capitalised, tags are not capitalised except when in monster stat blocks, and so on. There are two exceptions: we do not emphasise move conditions ("When you submit to Grim Portents, mark XP" not "When you submit to Grim Portents, mark XP") and we do not place a star next to the miss, 7-9 and 10+ results. This follows the style used in the two backer scout books (Player Compendium and Denizens).

Grim Portents doesn't change the spelling of submissions from one form of English to another (we are yet to receive a submission in another language).

Licence: All submissions must be under one of the three free, libre and open Creative Commons licences: CC0 (which releases a work into the public domain), CC Attribution and CC Attribution-ShareAlike. The default is CC Attribution 3.0 Unported (<<http://creativecommons.org/licenses/by/3.0/>>).

GIVING FEEDBACK

Ideally, each written submission is read over by one person who gives feedback on it. This feedback can be stylistic or substantive, or both. For example, both how to word a move and whether the move should be redesigned are valuable pieces of feedback. Other feedback has included the suggestion not to cast a particular social group as the villains of an adventure, and additional moves that could be added to a class.

The person who agrees to give feedback is expected to return it within a week. The author can take on all, some or none of their feedback. They can also ask for clarification or send a re-draft back to the feedback provider to be read over another time.

However, the feedback provider has fulfilled their commitment by giving one batch of feedback on the article. They're under no obligation to clarify, explain, expand upon or justify their feedback, or to give feedback a second or third time. If they do that, they are going above and beyond.

Writers: Everyone who submits a written article is also asked but not required to give feedback on someone else's article. In practice, this is where we get most of our feedback providers.

ILLUSTRATIONS

There are two ways that illustrators can contribute to Grim Portents:

- They can offer up an illustration and ask someone to write an article about it, or
- They can ask which articles need illustrating, and provide illustrations based on them.

In either case, the illustrator can use an existing artwork or create one especially for Grim Portents.

Grim Portents also sources free, libre and open illustrations from other places, primarily Open Game Art and the Prismatic Art Collection.

File format: JPG (lossy), TIFF (lossy or lossless depending on how it is saved) or PNG or SVG (lossless).

LAYOUT

Jonathan Walton has kindly designed an InDesign template that we have used for this issue and will use for future issues. A few people have volunteered to help with layout, but feel free to put your name forward too.

DONATIONS

No one has yet donated, but if you would like to I would publicly thank you in the next issue and use the contribution to commission some free culture art.

POTENTIAL ARTICLES

- Reviews of Dungeon World products
- 'How to Design X' (monsters, moves, compendium classes)
- AncientBeast: Choose an illustration you like from AncientBeast's art collection and make a monster for it (<http://www.wuala.com/AncientBeast>), under the 'bestiary' folder).
- Ecology: Ratkin. Provide more options for ratkin characters (filthy vermin are probably only good for thieving and fighting, am I right?) as well as monster entries: for the ratkin and the things that hunt them in the sewers and alleyways. (There's already a Ratkin Ranger racial move in Number Appearing, <http://fossilbank.wikidot.com/work:number-appearing>). <http://opengameart.org/content/rat-people> has illustrations.
- Map: Find two friends and together populate these three islands with fronts, monsters and races. Why are the edges of the first and third islands blurred? Mist ... or something else? <http://opengameart.org/content/old-time-3-islands-map>
- Traps: Traps, such a big part of D&D, have received little attention in DW. Tell me how you'd tackle them in your games.
- Different Damage System: D&D has seen dozens of alternatives or additions to HP proposed over the years. Do the same for DW.
- Ecology: Tell me about Bakunawa and Dragon-Turtle (Swamp Denizens in the DW book).
- Beyond the Black Gates: Just what are these metaphysical portals about, huh? What do different mythologies say about them, how do philosophers explain them, does anything creep out from beyond them, does anyone worship Death itself, etc.
- Truenameing: The Namer is cool and all, but there's so much more to truenames. Tell me about the Atavist, who breaks down his own truename, and the Auto-Didact, who restructures her truename to become more perfect, and the Demonologist who knows the truenames of fiends, and tell me also of the monsters who use truenames for their own purposes. <http://www.rpgnow.com/product/108906/The-Namer---a-Dungeon-World-compatible-class>
- Establishments: Pick a place from Take on Establishments and expand it. Who else is there? What plot hooks await? Describe a front that wants the place protected, or changed, or burned to the ground. <http://takeonrules.com/take-on-establishments/>
- Monstrous PCs: Give me a dozen more race moves for the Lycanthrope racial playbook in Number Appearing <http://fossilbank.wikidot.com/work:number-appearing>.
- It Came from the Public Domain: Convert the people, places and monsters of the works of Lord Dunsany or Edgar Rice Burroughs to DW.
- WoD Errata: Quite a few World of Dungeons rules were

clarified or explained in the Story-Games thread. An article collecting them and written in the author's own words could be useful <http://www.story-games.com/forums/discussion/16688/world-of-dungeons-anyone-playing/p1>.

- Anything You Can Do I Can Do Better: Find something that never worked well in D&D (grappling, large scale battles, social combat, etc.) and try to make it work in DW.

INSPIRATION FOR THE THEME FOR ISSUE 3, THE THAW

- The Khrushchev Thaw: fronts from an evil empire experiencing a cultural transformation
- The art of Alphonse Mucha, now public domain http://commons.wikimedia.org/wiki/Category:Alfons_Mucha
- The myth of Persephone, who emerged from the underworld as spring's harbinger
- Groundhog Day
- T-Rex's "Beltane Walk": a man with a starhide, a girl who says she's God's tool, walking by the westwind (an expansion for Inverse World's The Walker?)
- May poles, leaping over bonfires, cattle rituals, holy wells, decorated thorn bushes, appeasing the fairies, fairy forts, caudle
- Take inspiration from a painting of spring http://commons.wikimedia.org/wiki/Category:Paintings_of_spring

HENRY DAVID THOREAU

Thaw with her gentle persuasion is more powerful than Thor with his hammer. The one melts, the other breaks into pieces.

EDWARD THOMAS

OVER the land freckled with snow half-thawed

The speculating rooks at their nests cawed

And saw from elm-tops, delicate as flower of grass,

What we below could not see, Winter pass.