FOURTH WORLD

Hacking *Dungeon World* for play in the world of *Earthdawn®*

by Lester Ward

version 1.5

This product is a
DivNull Seed

FOR USE WITH
DW
DUNGEON WORLD

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The idea of flags came from a blog post by Rob Donoghue.

The mechanics for Passions heavily inspired by *13th Age*, from Pelgrane Press.

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Introduction

Since its creation in 1993, the fantasy world of Earthdawn® pushed my buttons: rich history that matters to the game, magic items that become more powerful the more you learn about them, a consistent metaphysics of magic that make sense, a world requiring exploration, everyone harnessing magic in their own way, non-trivial politics with no obvious choices, orks and trolls as people, more interesting location detail than you could ever possibly use, dangerous spellcasting, and on and on. Yet, for all the greatness of its world, the game never really took off the way, say, its contemporary Shadowrun did, either in the broader market or at my gaming table. Now, though, the recent kickstarter to fund the game's fourth edition has rekindled my enthusiasm for Earthdawn®. Yet, as eagerly as I backed the kickstarter and long to play in that world again, my interest in going back to those mechanics, even in updated form, approaches zero. Therefore, this seed, suggesting ways to alter Dungeon World to fit into this rich high-fantasy setting. Like all DivNull Seeds, this one isn't fully grown. It's never been really tested and barely been proof-read. It's possible I will develop its ideas further (a lot more could be written), but more likely I will not. If it plants a fire in your belly to do something with the idea, go for it. But, please, share what you make of it with the rest of us. I hope it bears sweet fruit.

— Lester Ward (Wordman), September 8, 2014

Goals

- Add tools to embrace the world of *Earthdawn®*.
- Make spell casting slower and more dangerous.
- Connect the playbooks to steadings, at least a little.
- Integrate rules variations from some other sources, particularly *The Perilous Wilds*, directly into the playbooks.
- Retain compatibility with other *Dungeon World* material, allowing it to be used without much tinkering.

Provenance

Nearly everything in this document comes from somewhere else. Obviously, it wouldn't exist without the games *Dungeon World* and the various editions of *Earthdawn®*. Both of these games should be considered required for using this document.

While some of the text of *Dungeon World* is used directly in this document (thank you Creative Commons!), almost nothing is written about *Earthdawn®* or its world. It is assumed you will consult books from that product line for details about it.

As of version 1.5, these rules assume the use of *The Perilous Wilds*, Jason Lutes' supplement providing "overland adventure for *Dungeon World*". Variant rules from this supplement supplant certain *Dungeon World* rules, and the text of this document also makes use of its terminology.

This document also requires the use of *Mounted Combat*, Andri Erlingsson's *Dungeon World* supplement providing rules for mounts and vehicles.

The playbooks pull moves from various places. Most start with some large chunks of *Dungeon World* playbooks, then add in moves inspired by the *Earthdawn®* disciplines. All of them incorporate things like the karma rituals and favored craft skills. Species moves use the *Dungeon World* racial moves as a guide, but informed by the sensibilities of the species from *Earthdawn®*.

- The air sailor includes the moves from *Mounted Combat*'s adventuring crewman compendium class, plus original moves focusing on regimen and assisting.
- The archer includes parts of *Dungeon World*'s ranger and fighter.
- The beastmaster mashes select parts of the *Dungeon World* ranger and druid playbooks together.
- The cavalryman usurps the moves from *Mounted Combat*'s beast rider compendium class, John Ryan's warrior, plus original moves.
- The elementalist contains remnants of the *Dungeon World* wizard and cleric playbooks and spell lists.
- The illusionist contains remnants of the *Dungeon World* wizard and cleric playbooks and spell lists.
- The nethermancer contains remnants of the *Dungeon World* wizard and cleric playbooks and spell lists, inspiration from Alex Norris' shaman playbook and the Wraithlander specialty.
- The scout pulls parts of the *Dungeon World* ranger playbook, combined with moves cherry picked from others, and moves related to mounts.

- The sky raider is mostly original moves, based on typical talents for the discipline.
- The swordmaster contains remnants of the fighter and paladin playbooks, combined with the acrobat specialty. It also pulls in some moves from Timothy Schroeder's arcane duelist playbook and *Class Warfare*.
- The thief is largely the *Dungeon World* playbook, minus stuff about poison and more trickery/perception, as well as some inspiration from Alex Norris' initiate playbook.
- The troubadour contains some of the *Dungeon World* bard playbook, but mostly draws from the version by David Guyll and Melissa Fisher.
- The warrior is largely the *Dungeon World* fighter playbook and parts of John Ryan's warrior, with some moves shuttled into other playbooks and some added magical tricks and leadership.
- The weaponsmith is largely new material.
- The wizard is about two thirds of the *Dungeon World* wizard playbook and maybe one third of its spell list.
- The spell lists started by sprinkling the wizard and cleric spell lists around the four spellcasting disciplines, then filling in holes with inspiration from equal parts *Earthdawn®* spells and those from the Holmes and Mentzer editions.
- The captain obsession uses moves from *Inverse World*.

The following *Earthdawn®* sources heavily informed this work:

- *Earthdawn Player's Companion*, third edition
- *Earthdawn Player's Guide*, third edition
- *Earthdawn* first edition main rulebook
- *Denizens of Earthdawn Volumes 1 & 2*
- *Creatures of Barsaive*

What is the Same?

Though the implementation of many of its moves have changed, much of the basic mechanics of *Dungeon World* has been left as intact as possible, under the assumption that this will make it easier people to pull other supplemental material made for *Dungeon World* into the *Fourth World* without needing to modify it as heavily. One example of this type of thinking is sticking with the stats used in *Dungeon World*. This allows large numbers of the existing basic moves to be used directly from the main *Dungeon World* rules without modifications (even cosmetic ones like replacing references to "Constitution" to "Toughness").

What is Different?

Some fundamental things from *Dungeon World* are removed or altered, and some new material has been added. These include:

- Alignment and alignment moves have been replaced by mechanics that make use of the Passions.
- Bonds replaced with flags.
- Assumes the use of *The Perilous Wilds* and *Mounted Combat* as default.
- The Vancian magic system, and spellcasting in general, is replaced by a slower, less certain, casting system.
- Species match those in *Earthdawn®*, with appropriate changes to species moves.
- Playbooks replaced entirely, though with a lot of borrowing, to be built around the disciplines from the main *Earthdawn®* rules.
- The elimination of the cleric playbook without the addition of an obvious "healer class" necessitates the need to change the approach to healing a bit.
- The notion of weaving magical threads is lifted from *Earthdawn®*, bludgeoned lightly, and used to tie a number of things together. This creates new moves that allow the game to pull in some fun stuff (such as group patterns). Along the way, it changes how level advancement works a bit, with the discipline moves tuned with this in mind.
- Addition of relics, a type of magic item that grows in power as its wielder discovers more about the item and completes deeds it respects.
- Some basic moves reworded or altered.
- Addition of special moves appropriate to the setting.
- Multiclass "dabbling" is mostly eliminated. Compendium classes and relics are used for branching out instead, though some (costly) special moves may also be used.
- Unlike *Earthdawn®* and other FASA-created games of the early 1990's, this document will take pains to avoid capitalizing Everything In Sight, because that is Distractingly Annoying.
- All disciplines (playbooks) focus on two stats. Six stats combine into pairs in fifteen unique ways (i.e. C(6,2)=15), so there are fifteen disciplines. This was initially done because I mistakenly thought *Earthdawn®* did the same thing.
- Debilities inflict -2 instead of -1.
- Most changes are intended to specifically support long term campaign play. If you are after one-shots, you can ignore whole sections of this book (e.g. chapters on blood magic, relics, obessions, etc.), or just stick with *Dungeon World* as written.

On Rules

This book does not present a complete game, but rather details changes and departures made from vanilla *Dungeon World*. You can assume that any information or rules stand unless explicitly contradicted in these pages.

This chapter discusses some of the building-block alterations made to play in the world of *Earthdawn®*.

On Flags

All characters demonstrate foibles and eccentricities which serve to complicate their lives. In *Fourth World*, these are represented by **flags**.

Flags replace *Dungeon World*'s use of bonds, inverting their pattern. Instead of bonds connecting your character to other characters, your flags define behaviors that other players enable. By selecting a flag, you signal what sorts of interactions and complications you are looking to explore, giving other players permission and encouragement to complicate your life by incorporating your flag into play.

Flags are phrased as instructions, requests to the other players to treat your character a certain way. As such, the best flags...

- ...suggest an action specific enough that it is obvious when another character hits it.
- ...create some sort of conflict or tension, usually by giving your character a choice to make.
- ...give you an opportunity to demonstrate something about your character that might not otherwise be showcased.
- ...enable taking action in a way meaningful to your character.
- ...bring enough consequence to the story to develop a relationship between your character and another.

When another player follows the instruction indicated by your flag, (called "hitting" your flag), the End of Session move (below) will reward them for doing so. This means that players should be aware of the flags of the characters at the table, and think about how they might hit them in play. Note that hitting another player's flag usually means confronting them with a tough choice that pits their personality against a situation. They may choose to embrace their

personality or compromise it for the situation. Either way, just setting up the choice means you hit their flag.

Each character should choose two flags (though some disciplines choose three). As flags are intended to represent deep-seated personality traits, they tend to resist change; however, if it makes sense to drop a flag and/or gain a new one, go for it.

Some example flags:

- *Accommodating*: counter my proposal with a less attractive one I must either accept or disrupt the harmony of the group.
- *Androgynous*: put me into a situation that might get me to inadvertently reveal my gender.
- *Ardent*: convince me to do something I shouldn't in order to please a Passion.
- *Aspiring*: make me an offer that threatens my social standing.
- *Audacious*: overcome my reluctance by offering opportunities for danger.
- *Bumptious*: challenge my knowledge and prove that I have more to learn.
- *Compassionate*: offer me an easier solution that requires I exploit those weaker than me.
- *Curious*: convince me to try something I probably shouldn't.
- *Deceitful*: believe and act on a lie I've told you.
- *Delinquent*: call attention to something valuable or useful that would cause problems for both of us if stolen.
- *Delusional*: offer me a more effective solution that requires I abandon my mis-perception or erroneous belief.
- *Devoted*: offer me an easier solution that requires I compromise my relation with _____. (Choices include: family or a family member, a particular organization, another party member, a lover, a friend, someone to whom you have sworn allegiance, etc.)
- *Eccentric*: include me in a social interaction where my personality imperfections will be viewed as charm.
- *Exploitable*: offer me a flimsy reason to voluntarily put myself in danger for your gain.
- *Graceless*: include me in a beneficial social interaction I must spoil with blunt observation or crass behavior.
- *Greedy*: offer me financial reward to undermine a friend.
- *Gullible*: tell me a lie I believe.
- *Heroic*: let me keep you from going first into danger so I can go myself
- *Honest*: involve me in a deception I must ruin.

- *Irresponsible*: convince me to shirk my duty.
- *Jealous*: offer me an opportunity to praise a rival.
- *Peculiar*: refuse my aid because I'm different.
- *Pious*: give me a reason to explain or demonstrate the folly of one of your sins.
- *Portentous*: seek my divinations in a moment of uncertainty and trust them implicitly.
- *Preoccupied*: entrust me with something important that I will likely lose or mess up.
- *Pugnacious*: offer me a peaceful solution that I must derail with violence.
- *Righteous*: offer me an easier solution that requires I violate my principle of _____. (Choices include: 'non-violence', various religious beliefs, moral code, sworn vows, 'chastity', 'might makes right', entitlement, institutional prejudice, etc.)
- *Scandalous*: defer to me when a social convention needs violated.
- *Selfish*: suggest I sacrifice something (tangible or intangible) to improve the lot of others.
- *Skilled*: seek my help in learning how to _____.
- *Sycophantic*: insist I publicly compare the greatness of two people from whom I seek favor.
- *Trustworthy*: confide in me a secret that would damage you if revealed.
- *Unsophisticated*: exemplify a social convention or intricate concept I must misunderstand.
- *Vengeful*: offer me a reasonable path that I must reject to gain my revenge.
- *Visionary*: offer me an easier solution that interferes with my dream of _____.
- *Wise*: ask for and take my advice on a difficult matter.

On Steps

Some moves may refer to improving or reducing a result by **one step**. This means that, after a roll is made, it's outcome is changed up or down to the next relevant result.

Improving a roll that generated a miss by one step changes the outcome to the 7–9 result. Likewise, 7–9 becomes 10+. If the move in question specifies a 12+ result, then improving a 10+ roll by one step would become a 12+ result, and so on.

Likewise, reducing a result by a step, 7–9 becomes a miss, 10+ becomes 7–9, 12+ becomes 10+, and so on.

On Debilities

Debilities function as specified (*Dungeon World*, pg. 26) except that they inflict a -2 penalty instead of -1, making them harder to gloss over in play.

On Basic Moves

Use the basic moves from *Dungeon World* as is, unless noted below.

Aid or Interfere

This move replaces the Dungeon World *move of the same name.* When **you help or hinder someone**, say how, before they make their roll. If you do it...

- ...using brute force, roll+STR
- ...with speed, agility, or physical finesse, roll+DEX
- ...with vitality, toughness, or vigor, roll+CON
- ...through emotional manipulation, roll+CHA
- ...through analysis, logic, or book-learning, roll+INT
- ...some other way, roll+WIS

On a 7–9, they take +1 or -2 to their roll, your choice. **On a 10+**, improve or reduce their result by one step, your choice, and choose one:

- you do not expose yourself to danger, retribution, or cost
- you help someone else: they take +1 forward
- you help yourself: you take +1 forward
- you gain a karma point

Defend

This move replaces the Dungeon World *move of the same name.* When **you take up a defensive stance** or **jump in to protect others**, roll +CON. **On a 10+**, hold 3 readiness. **On a 7–9**, hold 1 readiness. You can spend readiness one-for-one to:

- Suffer an attack's damage/effects instead of your ward
- Halve an attack's damage/effects
- Draw all attention from your ward to yourself
- Strike back at an attacker (roll your damage twice and take the lower result)

When you go on the offense, cease to focus on defense, or the danger passes, lose any readiness that you hold.

Hack and Slash

This move replaces the Dungeon World *move of the same name, phrasing the 10+ result differently.* When **you attack an enemy in mêlée**, roll+STR. **On a hit**, you deal your damage to the enemy and the enemy makes an attack against you. **On a 10+** you also select one of the following choices:

- avoid their attack
- deal +1d6 damage
- a starting move of your discipline adds one or more choices
- other moves may offer you additional choices

Spout Lore

This move works as specified in *Dungeon World*; however, special care is needed when spouting lore about powerful magical items in the *Fourth World* setting. This is described in more detail in the chapter on Relics.

Parley

This move replaces the Dungeon World *move of the same name.* When **you press or entice an NPC**, say what you want them to do (or not do). If they have reason to resist, roll +CHA. **On a 10+**, they either do as you want or reveal the easiest way to convince them. **On a 7–9**, they reveal something you can do to convince them, though it'll likely be costly, tricky, or distasteful.

The GM should consider what might convince them, using this list for inspiration:

- a promise/an oath/a vow
- a chance to do it safely/freely/discretely
- appeasing or appealing to their ego/honor/conscience/fears
- a convincing deception
- a better/fair/excessive offer
- helping them/doing it with them
- violence (or a credible threat thereof)
- something they want or need (coin/food/booze/art/etc.)
- concrete assurance/proof/collaboration
- pressure from _____
- permission from _____
- assistance from _____

On Special Moves

Many of the remaining special moves (*Dungeon World*, pg. 72) remain intact, but some have been changed or replaced in *Fourth World* games.

Perform Karma Ritual

This move replaces Bolster. When **you perform a focusing ritual particular to your discipline**, say what the half-hour ritual involves, then gain 3 karma. If you begin this ritual with unspent karma, lose it. Spend karma, 1 for 1, to choose an option:

- After you make a roll for a move, roll an additional die and, if desired, replace one of the original dice with the result of the extra die.
- Immediately heal yourself 1d4 damage.
- Freeze a horror *construct* in its tracks, briefly.
- Some moves, talents, or spells may let you spend karma.

End of Session

This move replaces the Dungeon World *move of the same name.* When you reach the end of a session, if you hit a flag of any other character during the session at least once, mark XP.

Next, answer these three questions as a group. For each "yes" answer everyone marks XP:

- Did we learn something new and important about the world?
- Did we overcome a notable monster or enemy?
- Did we loot a memorable treasure?

Next, compare your conduct during the session to the example set by Passions important to you (as explained in the following chapter). You may give an example of one of the following to the other players. If you do, mark XP. Explain something you did that...

- ...lived up to the example of a Passion
- ...failed a Passion
- ...resisted or thwarted a Passion
- ...demonstrated how a Passion thwarted or resisted you
- ...changed your view of a Passion

If you wish, you may add a mark for the Passion you mention and remove a mark from another.

Complete a Ritual of Advancement

This move replaces Level Up. When **you complete a ritual of advancement** specific to your discipline:

- Subtract your current circle+7 from your XP.
- Increase your circle by one.
- Add two to the maximum number of threads you may weave.
- Choose one of your stats and increase it by one (this may change your modifier). Changing your Constitution increases your maximum and current HP. Ability scores cannot exceed 18.

Rituals of advancement are explained in more detail in the "On Circles and Advancement" section (page 22).

Recruit

This move replaces the Dungeon World *move of the same name. Further rules for followers are spelled out in their own chapter (page 61).* When **you go looking to hire help**, tell the GM what you're offering and for whom you're looking, phrased in one of the following ways:

- A group of _____ (porters, guards, minstrels, angry farmers, etc.)
- A skilled _____ (guide, sage, burglar, bodyguard, etc.)

A group is a follower like any other, but with the *group* tag. If the GM says you can't find that kind of help in a place like this, start over or move on. Otherwise, roll +nothing and take +1 if you have a good reputation in these parts. **On a 10+** they're yours for the hiring. **On a 7–9**, the GM chooses one from the list below:

- They demand greater compensation, in coin or otherwise.
- No one here fits the bill, but you hear of someone elsewhere who does.
- They have a need that must be met first (permission from someone else, a favor, etc.).
- You can tell at a glance they are less than ideal (ask the GM how).

The GM will choose or roll their specifics (quality, loyalty, instinct, cost, tags, etc.) as needed, to be discovered through play. Which might involve you grilling them, right now.

Setting Moves

To support the setting, the following special moves are added:

Astral Sight

If you have the ability to view the astral plane. **When you spend a moment to activate it**, take +1 ongoing on any roll using INT, WIS, or CHA. Take −2 ongoing on any roll using STR, DEX, or CON. Take an additional +1 ongoing to discern realities. These bonuses and penalties last until you spend a moment to deactivate astral sight. While astral sight is active, you may interact with (and injure) astral creatures, and they you.

Not all characters may use astral sight. Something in their playbook must grant them the ability to use this move, such as being a windling, being a magician, or having a talent that grants it. Some magic items may also allow its use.

Create Art

When **you create a work of art** and are not tainted by horrors, say what you are creating. If you do it...

- ...using brute force, roll+STR
- ...with precise detail work, roll+DEX
- ...through performance, roll+CHA
- ...featuring particularly deep insight, roll+WIS
- ...some other way, roll+INT

On a 10+, choose three. **On a 7–9**, choose one. You may spend one karma to make an additional choice, even on a miss:

- When exchanged as part of a ritual of greeting, the art convincingly conveys the degree to which your are or are not *tainted* by the horrors.
- The art will fetch a good price.
- The act of creating the art functions as a karma ritual.
- The art inspires the reaction you desire in most who see it.
- The art requires less effort (time, cost, exertion) than usual.

Art in the Fourth World

The creative impulse is one of the first things to fade when someone is corrupted by horrors, so suspicion greets anyone who does not demonstrate some artistic outlet regularly. Consequently, almost everyone has been apprentice to an artist as part of growing up.

On Passions

The Passions embody the ideals of the namegivers of the Fourth World and, as such, character choices about the Passions **replace the notion of alignment** from *Dungeon World*, albeit using a more free-form approach. The specific triggers of alignment are replaced by a more abstract census of how well a character's actions in a session reflected the ideals of the Passion(s) he or she holds dear.

Further, the system outlined below provides tools for players to indicate the type of ideals they want to see in a session, and for GMs to inject the Passions into the narrative.

Idealism

Namegivers venerate all of the Passions, but most hear the call of some Passions more than others. Every *Fourth World* player indicates the ideals their character currently embraces by making **marks** on their playbook next to the Passion that embodies those ideals. Three marks are distributed as the player likes among one or more Passions. A Passion may be assigned more than one mark, indicating an increased level of devotion. Each mark may take either of two forms:

- ☑ a checkmark indicates that the character strives to follow the ideals of the Passion.
- ☒ an x indicates that the character actively opposes the ideals of the Passion.

Typically, a given Passion will be assigned only marks of a single form, but it is possible to give both ☑ and ☒ to the same Passion, indicating complicated love/hate feelings about those ideals.

As mentioned in the prior chapter, the End of Session move allows players to gain XP for their character based on how they showcased the ideals of the Passion(s) they marked during play.

Marks can also be slowly changed by the End of Session move (page 10), if the player wishes to do so.

Marks are signals to the GM about what the player is interested in seeing their character do and the types of challenges they hope to overcome.

Influence

Passion marks also come into play at the start of each session, to take a measure of which Passions will show interest in the events to come.

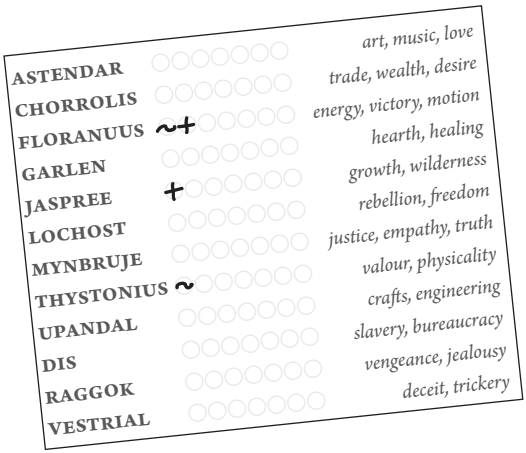
At the very start of the session, regardless of what is happening in the fiction, the GM will call for Passion influence rolls. Each player rolls a d6 for each of their character's marks. The player informs the GM of each 1 or 6 rolled, and for which Passion, and the GM will make a list of the Passions (or use a sheet built for the purpose) to track the results.

Each six rolled for a Passion indicates that, sometime during the session, the Passion will show interest and grant some kind of **benison**, a blessing or other indication of support or approval. The GM will track this by writing a plus or similar positive symbol next to the corresponding Passion (this document will use ⊕).

Each one rolled for a Passion indicates that, sometime during the session, some sort of **opportunity** will arise to follow the ideals of that Passion, and the Passion takes an interest in who might seize it and how. The GM will track this by writing a tilde, squiggle, minus sign or similar ambiguous symbol next to the corresponding Passion (this document will use ⊖).

The results are combined for the entire party; there is no need to track who generated what result. You might end up with something like the example sheet below.

For the rest of the session, the GM will use these results as a type of hold, spending it when the time is right, and crossing it off. The goal should be to spend it all by the end of the session. If some is left over, don't worry about it, but carry it over to the next session.



ASTENDAR		*art, music, love*
CHORROLIS		*trade, wealth, desire*
FLORANUUS	~+	*energy, victory, motion*
GARLEN		*hearth, healing*
JASPREE	+	*growth, wilderness*
LOCHOST		*rebellion, freedom*
MYNBRUJE		*justice, empathy, truth*
THYSTONIUS	~	*valour, physicality*
UPANDAL		*crafts, engineering*
DIS		*slavery, bureaucracy*
RAGGOK		*vengeance, jealousy*
VESTRIAL		*deceit, trickery*

Spending benisons

The approval of a Passion gets expressed most often in only subtle ways. Was it just coincidence we found the cave right before the blizzard hit, or was Garlen looking out for us? Did the guy that hinted where we could get a good price for that object just happen by, or did Chorrolis nudge him our way? If Astendar hadn't sent that light rain, I never would have met my true love.

A GM should always be on the lookout for choice opportunities to spend ⊕, particularly when:

- the players seem stuck
- the characters are doing something particularly related to the Passion's ideals or purview
- a player makes a really great roll
- character interaction suggests that some occurrence was the influence of a Passion at work
- players suggest an appropriate use

Keeping in mind the ideals, purview, symbols and powers attributed to the Passion in question, some ways the GM might spend ⊕ include:

- provide an unexpected source of something the characters are lacking or soon to deplete
- drop a clue about something
- go easy on a failed result
- introduce knowledge the characters would otherwise have no way of knowing
- change the environment in a way that helps the characters
- narrate an event outside the character's actions that improves the characters' situation
- introduce an NPC in a position to help the characters
- find a reason for the attitude of an NPC to shift toward the characters
- describe some sort of omen or vision

Spending opportunities

Characters don't need to wait for a Passion to present opportunities in order to live up to their ideals, but when the GM spends an opportunity, the Passion is definitely paying attention. By marking Passions, a player has signaled the ideals they are interested in exploring, and spending an opportunity gives them a concrete test of those ideals. Will they measure up?

The GM will typically spend ♊ as part of a move they make, either on a failed roll or when the players look to them for something to happen. If the move would have happened anyway, even without the influence of the Passion, that's fine, but spending the opportunity means that the Passion is invested in the outcome.

Opportunities work best when they offer a choice, either to a specific character or the party as a whole, and following the ideals of the Passion represents the more difficult path. (In this way, they are somewhat like hitting some types of flags.)

As an example, suppose that, while a party is hunting a globberog in some catacombs, a character fails a Spout Lore roll about a bottle of blue ichor they find. The GM decides to both *put someone in a spot* and spend a ♊ connected to Garlen. She tells the character that the ichor is a potent weapon against globberogs, but also may cure the character's sick sister. There is only one dose.

Sometimes, a Passion may have a goal not specifically related to the characters, but wants to use the characters as a tool to achieve that goal (e.g. justice for someone the party runs across, an inspirational example for citizens of the steading the party just entered, etc.). Opportunities can be used to represent this as well.

Passions, not Fate

Though it is not part of the *Dungeon World* rules, many gamemasters make use of a "die of fate" or "luck roll" or similar mechanism, rolling a single die when confronted with an ambiguous situation to see if the fates favor the PCs (the higher the roll, the more advantageous for the players). In *Fourth World* games, view situations where you might normally consult the die of fate as an chance to spend ⊕ or ♊ instead.

If you are out of ⊕ or ♊ when an ambiguous situation arises, think about the Passions that have been involved in the story so far in the session and how their influence might manifest in the situation, for better or worse.

Mad Passions

While some namegivers are long-lived enough to remember the Mad Passions before they changed, most have never known a life where some Passions, already somewhat inscrutable, weren't a bit unhinged. So, while Raggok has pretty clearly gone crazy, Dis and Vestral still receive occasional worship from otherwise upstanding citizens. All three, of course, more readily count on worship from people pursuing nefarious agendas and those willing to trade morality for power.

Questors

Even with nearly every namegiver following the ideals of one or more Passions or, at least whatever Passion might meet their current need, no organized religious institutions exist to promote them. Instead, Passions spread their ideals through **questors**, dedicated namegivers who devote themselves to fostering the ideals of a particular Passion in the lives of all people.

For their part, the people generally respect and trust questors, some going so far as to take care of a questor's day-to-day needs.

Questors receive power from the Passion they follow. See the questor obsession (see page 133) for more information about how this works.

Passion Rolls

Since a character will have between zero and three marks on every Passion, the number of marks can occasionally be used like a stat measuring devotion for rolls or other comparisons. Such rolls are more likely to be found on moves supplied by magical items, or in custom moves associated with particular places (such as shrines) or events. As a shorthand, for example, consider "roll+Upandal", to mean "roll, adding the number of ☑ you have for Upandal".

Marks might also be used as a measure of moral character, similar to broad uses of alignment. For example, perhaps a magic portal "allows anyone with a ☑ on Jaspree to pass" or "prevents the passage of anyone with a ☒ on one of the Mad Passions". Since characters can change their marks, of course, such measures are never an absolute limit.

Calling on Passions

Most namegivers ask the Passions for guidance and other help from time to time. Passions are thought to favor actions over words or material sacrifice, and some make a point of dedicating activity to a Passion. Others show devotion by following the Passion's example.

It is also common for namegivers to cry out for a Passion's aid in a moment of need.

Devotion

When **you perform an act of true devotion to a Passion**, gain 1 hold. If the other players generally agree that a typical follower of the Passion would, had they seen the act, mention the act to friends, gain +1 hold. If you oppose that Passion (i.e. one or more ☒), gain one fewer hold. You may spend one karma to gain +1 hold. Spend that hold as follows:

- Take +hold spent forward to immediately make an entreaty to that Passion (see below).
- When you or an ally takes damage, spend 1 hold to call on the Passion, who intervenes with an appropriate manifestation (a sudden gust of wind, a lucky slip, a burst of light) and negates the damage.
- When you perform an action under the purview of the Passion, spend 1 hold to take +2.
- Offer one or more hold and suggest something the Passion might do. If the GM agrees, spend the hold and your suggestion happens.

Entreaty

When **you call on a Passion for help**, roll+nothing. If you follow that Passion (i.e. have one or more ☑), take +1. Others may hinder this roll, but not aid it.

- **On a 15+**, an avatar of the Passion (something like a large angel) will soon manifest and do what the Passion thinks needs doing.
- **On a 10–14**, the situation immediately changes in a way that could be seen as the Passion lending a hand.
- **On a 7–9**, nothing happens immediately, but the GM will look for an opportunity to show the Passion's favor during the session, marking a ⊕ for that Passion.
- **On a 3–6**, in addition to whatever else happens, your entreaty falls on deaf ears.
- **On a 2-**, in addition to whatever else happens, the Passion feels you need tested, and the GM marks a ⓫ for that Passion.

On Adepts & Threads

Everyone in the *Fourth World* uses magic in their daily lives. Some focus their magic in a particular way and choose to dedicate themselves to a specific way of living. Such **adepts**, including all player characters, walk the path of a **discipline** which dictates how they channel their magic. As adepts advance in their discipline, they talk of reaching the next **circle** (functionally equivalent to "level" in *Dungeon World*, with "initiate" meaning "level zero").

On Patterns and Names

All magic revolves around **patterns**, metaphysical representations of people, places, and things. The various editions of *Earthdawn®* describe patterns and the metaphysics built on them in great detail, but the text that follows may be easier to follow by quickly hitting the highlights:

- Everything has a pattern.
- Patterns define the use of magic in all its forms.
- Patterns are not static, but can change spontaneously and through manipulation.
- Not all patterns are equal. The more complex, the more it influences magic.
- A pattern that uniquely identifies a person, place or thing is called a **true pattern**.
- Everything with a true pattern has a **name** (what we would call a proper noun).
- Everything with a name has a true pattern.
- Bestowing an initial name to a person, place, or thing (and, thus, defining its true pattern) is a magical act which sets a benchmark for sentience in the fourth world. Species able to do so (humans, elves, orks, etc.) are called **namegivers**.
- Gaining certain types of knowledge about a pattern gives you power over that pattern. Each such item of knowledge in a pattern is called a **key** to that pattern.
- Patterns can be connected to each other with **threads**.

d%	Dwarf	Elf	Human	Obsidimen	Ork	Troll	T'Skrang	Windling
01	Agmir	Adtal	Aeray	Achtherad	Achath	Azan	Ayaundeves	Addare
02	Akban	Alegi	Aithello	Aellynu	Agmor	Banyth	Ayburban	Amkral
03	Amlan	Anfath	Anastin	Ainnver	Akeng	Bemark	Ayelmor	Anaki
04	Andar	Aranwe	Ardmol	Ardan	Aldtia	Beshun	Ayenthgar	Arkect
05	Anlan	Ardaydel	Atia	Arersam	Andnal	Bithan	Ayia'che	Ashaja
06	Annan	Ardith	Ayas	Asisver	Annys	Breoric	Ayohonskel	Ashaki
07	Ardis	Athloedia	Beiban	Asundhat	Apwar	Bunnuk	Ayormosu	Athaki
08	Atfen	Atsis	Breing	Augrund	Arok	Bytem	Ayuskshy	Athict
09	Avnar	Atyi	Ceichaver	Aukhonri	Ashen	Clegaross	Cha'vor	Athral
10	Birbir	Bancya	Chedra	Ausmos	Astai	Creser	Cheengad	Bejel
11	Cenli	Banfeth	Crayelm	Ayusk	At	Crezar	Choutan	Bejict
12	Cezlar	Belsath	Creonallo	Bazrakel	Atord	Croghen	Ch'ar	Bejiru
13	Cotdan	Belthil	Deosran	Dayliet	Av	Cruphith	Ch'eldkel	Benaja
14	Dinnar	Burtalas	Dukimer	Diesdrader	Avris	Dakik	Ch'polhin	Benal
15	Dojar	Cadeus	Ealwen	Dokler	Badryn	Diyad	Ch'say	Benash
16	Eldar	Celion	Eine	Eharden	Borche	Dolid	Daenir	Benect
17	Emsov	Cerrdias	Eivor	Eilsul	Bord	Dordyn	Danina	Berresh
18	Enun	Certadel	Elana	Elser	Boshia	Dotor	D'erther	Bethiru
19	Epsar	Chalikia	Eris	Embur	Buron	Ehik	D'kel	Beyarja
20	Erlor	Chayias	Erod	Eninatia	Cafina	Elyrk	D'quaia	Beyect
21	Esma	Chennal	Etia	Ennyon	Cant	Esik	D'skelvor	Chadduz
22	Ezro	Daelwyn	Eudai	Eril	Corler	Eston	Ge'at	Chajaki
23	Fenvas	Dagoliir	Eyrian	Ethrin	Cul	Fesith	Giormorm	Chajus
24	Fucsen	Damarra	Eyser	Eufother	Dald	Fossim	Gi'mor	Chajuz
25	Greta	Dambrath	Farmol	Eyangkal	Dalpol	Gadal	Gu'lerem	Chanaja
26	Hotnen	Danseeldi	Filon	Heanum	Duch	Gavoth	Gy'onmor	Charkaja
27	Hubnev	Darlel	Filrian	Hertonbur	Dudina	Gemok	G'awack	Charkare
28	Huvla	Densial	Firiel	Idangdra	Dukran	Gesun	G'belend	Charkarja
29	Ibken	Drantil	Herran	Ifold	Dultur	Gethur	G'im	Charrare
30	Icfer	Draseth	Iali	Ildan	Dund	Gunuth	G'rayum	Charrect
31	Icror	Dynla	Ilasil	Ilsay	Duntar	Gutam	G'risban	Chayesh
32	Idsen	Eldar	Ina	Indrion	Farald	Hafoth	Kra'nys	Chiddarja
33	Igfar	Elmsi	Inaru	Ingan	Fardas	Hasil	Krey'asver	Chiddus
34	Ikhen	Elmtial	Indrion	Ingasrian	Gunbur	Higol	Krey'rilang	Chinare
35	Ildas	Elohiir	Ion	Ingrian	Hoklye	Hophul	Kroe'ath	Chishiru
36	Inlis	Elrosine	Iralria	Inthongha	Hotskel	Hostir	Kr'draine	Chiyakra
37	Innon	Emgath	Itas	Jadun	Hur	Innok	Kr'sam	Choject
38	Isla	Emreldes	Iturit	Janmar	Jas	Iyd	Kr'seren	Chorkiru
39	Isnev	Engsil	Joosk	Janunvar	Kalbat	Jisad	Kui'ver	Chorreni
40	Kefkur	Enkirash	Keuntai	Jazkin	Kokom	Jovod	K'achit	Dinaja
41	Kulzer	Erthil	Laman	Jisseran	Kop	Juruk	K'ghaust	Jachen
42	Laryar	Esthasar	Lamarn	Jooben	Kosser	Kenyd	K'ia	Jithra
43	Lidtus	Etrosal	Leaust	Kagarn	Loldech	Kerdod	K'nys	Jusiru
44	Lijhun	Feliana	Luitonad	Kagros	Lom	Kerok	K'ranskel	Ksaddus
45	Liksur	Fenfaril	Malanon	Kagun	Lus	Kezad	Rau'dar	Ksajel
46	Lilva	Garleal	Malatrian	Kajoch	Lushold	Kided	Relyekim	Ksajichi
47	Lofher	Ghatea	Malurmol	Kanarnkarr	Lutton	Kochal	Rhathrak	Ksanus
48	Lovtir	Halwyr	Natusk	Kayching	Nart	Ladum	Rhdelervor	Ksarrel
49	Mazav	Hasrith	Nekal	Krolarn	Nofshy	Laldek	Rhoi'lerat	Ksathel
50	Mekkar	Hatdoisa	Netia	Lamatrian	Ockath	Lindak	Rhui'hang	Ksathural

d%	**Dwarf**	**Elf**	**Human**	**Obsidimen**	**Ork**	**Troll**	**T'Skrang**	**Windling**
51	Midgor	Hatki	Niage	Lamrion	Ockhin	Lossod	Rh'ang	Najare
52	Molra	Hatlith	Nils	Lamusan	Odlor	Lykad	Rie'sam	Namkel
53	Munlur	Hinntial	Niunt	Laselmat	Ogris	Malik	R'acheld	Namkeni
54	Nerkun	Inaldil	Nuitai	Lauven	Oldoll	Mamor	R'garnys	Nanaki
55	Nethin	Inataildi	Obelis	Leatleold	Ollest	Mended	R'kel	Nanare
56	Nisgu	Inetorial	Oecha	Liltkimash	Ollskel	Michirk	R'pertas	Nanash
57	Nojser	Irndoistia	Oilor	Lofinem	Onkel	Minuk	Sai'enage	Nashakra
58	Nulsor	Issdil	Oudar	Luitan	Onoq	Mykon	Shauradan	Nashiru
59	Nultan	Kelrral	Palcil	Malarn	Ontold	Naripos	Sh'enggar	Nathari
60	Oblin	Kimval	Paluard	Malaswen	Oras	Nelurk	Soe'ad	Nathichi
61	Odla	Lanethe	Pamar	Malwen	Orrough	Niltad	Ssi'ir	Nathict
62	Odtun	Lernouvith	Pelin	Mieqpolche	Orsay	Nonim	Ss'est	Nayesh
63	Oktas	Lilliastre	Petan	Molen	Ortkin	Nutim	Ss'pertan	Nayural
64	Oljis	Lornel	Phaeda	Nezdra	Orunt	Nymed	Ss'torak	Rashdan
65	Ollo	Lyedaega	Phallyria	Nipvor	Oson	Ontod	T'bur	Rijina
66	Oltun	Melliandre	Philae	Nizmos	Osust	Pesan	Su'war	Rucha
67	Onnir	Mornoume	Qarasan	Noutves	Othull	Poshul	S'erissom	Runith
68	Oplan	Nalceal	Quarusie	Nushen	Otum	Raltok	S'raytur	Shuddal
69	Orler	Nysbi	Quelon	Oenhon	Owet	Ranin	S'toraw	Shujeni
70	Otdor	Nyshia	Railillo	Oerdeltin	Pamver	Rayth	Tai'im	Shujiru
71	Ottas	Nyssear	Relath	Oltaldran	Pantech	Rebanell	Talordra	Shujnai
72	Ovlor	Onreal	Resertur	Onves	Ractia	Rihik	Ta'undeng	Shujuz
73	Ozruk	Onsis	Rhaild	Oraress	Rasves	Rivel	Tengraying	Shumkiru
74	Rahtin	Orsis	Riral	Ortnys	Ratiss	Rodan	Testtai	Shurkash
75	Revnar	Oshar	Riray	Oryer	Rok	Silom	Tuild	Shurkeni
76	Rogha	Pendrell	Rokin	Ossiteng	Rollsul	Siltod	Tuitorroth	Shurrict
77	Rotsin	Pernnes	Rotas	Otistia	Romtia	Sithek	Tustayer	Shusheni
78	Runar	Perpeas	Ruine	Oustos	Sapat	Soshon	T'ingath	Shushichi
79	Runlis	Phirosalle	Ryvor	Ramarkos	Sul	Sykek	Vae'ough	Shuthict
80	Shalkev	Quaciareas	Sachrad	Reyrser	Tar	Tesyrk	Vawrak	Shuthus
81	Sibbin	Radnavea	Semos	Rialest	Tarr	Tidith	Vhatran	Shuyel
82	Stuglar	Ranelennea	Seorithcal	Rokqua	Tath	Todarub	Vo'is	Shuyeni
83	Talfan	Raniar	Sibel	Teannal	Tokale	Tokod	Vroth	Yijarja
84	Tantos	Ranllean	Siobhan	Telodad	Toph	Tomim	Vyildtai	Yijel
85	Tewmir	Rynldi	Sios	Ticranlor	Ul	Tulum	V'en	Yijichi
86	Thekon	Sayghia	Suis	Tordunt	Uldel	Ulluth	V'is	Yimkal
87	Thilgan	Serreata	Syla	Tuloch	Ulttas	Vadam	V'kaleld	Yimkral
88	Tucles	Sharaseth	Taudar	Uickack	Unn	Veltim	V'nalkal	Yinel
89	Uctor	Shevaral	Teanbur	Uimqua	Unnper	Visid	V'rodwor	Yirkiru
90	Uklan	Tasstedi	Teomeld	Umaton	Urd	Vivuk	V'rynis	Yirraja
91	Uldir	Thelian	Teoret	Umiel	Usstas	Vobor	V'tasach	Yirrichi
92	Umrer	Throndir	Tiardtia	Umista	Uyest	Vonnar	V'ther	Yishash
93	Unnan	Untlial	Tinadil	Umrion	Vand	Voshurk	V'vor	Yishiru
94	Urler	Verkas	Ubel	Umsaykri	Voyton	Wadym	Yai'ia	Yishnai
95	Uskir	Verndoone	Uetray	Urad	Xussul	Yovoraph	Yi'is	Yithel
96	Uslur	Vesleas	Umwen	Urough	Yaldver	Zarrod	Y'ondra	Yithnai
97	Yldev	Vorssias	Vadend	Wailtpers	Yanurn	Zatek	Y'usken	Yithnai
98	Yottin	Warceth	Veyan	Yaril	Yumath	Zesod	Za'essray	Yithuz
99	Yrgir	Warsebeal	Wei	Yeshon	Yurt	Zikith	Z'ald	Zisha
00	Ysg	Worcozal	Wialasti	Zaveshon	Zarr	Zosith	Z'er	Zukrash

Names

Predating civilizations known the to 21st century, societies in the fourth world share no linguistic traditions recognizable as modern naming patterns. Consequently, names in Barsaive tend to appear just as collections of syllables to modern-day eyes.

Names on the preceding pages attempt to give each of the species a phonetic distinctiveness, without basing them on modern language.

On Circles and Advancement

Instead of "levels", characters in *Fourth World* advance through "circles" of their discipline. Circles differ from levels in more than just name, considered an in-world concept which characters and NPCs speak about openly, and sages write about in philosophical tomes. Reaching a new circle provides obvious and knowable benefits (increasing the number of threads the character can weave, for example), and often serves as a social event.

To reach a new circle, a character must undergo a **ritual of advancement**. Each discipline approaches these rituals in their own way, and the ritual becomes more challenging as an adept progresses, often customized for the specific adept. But all require...

- ...that the adept have earned enough XP: their current circle+7.
- ...that the adept has achieved goals set out during a prior ritual of advancement, if any.
- ...some sort of interaction with people and/or places in the setting.
- ...some sort of demonstration of the adept's discipline.

The GM and players should decide how much importance to place on advancement rituals in their game, from fully playing out each one, to just narrating how they went, to glossing over them entirely. The rituals for the second, sixth, and tenth circles should involve more complexity (and ceremony) than those preceding each.

When the player is ready, they describe what their ritual is likely to be like, based on their discipline, personality, and any previously established history. The GM can adjust this description as they see fit, including additions like:

- The ritual must include specific NPCs, often instructors.
- The ritual must be conducted in a specific place.
- The ritual must include a specific action.
- The adept will be obligated to spend coin on something.
- A demand must be fulfilled by the next ritual of advancement.

Adepts that know how can bypass the ritual of advancement by consulting ghosts of masters of their discipline (see the Ghost Pupil obsession, page 138).

The point of a ritual of advancement should always be the interaction with people and places in the broader world. While many rituals are seeped in competitions, tasks or trials, the character succeeding or failing isn't really the point. Instead, the idea is a social interaction that requires the character to change in at least some small way. That is, to advance as a character, they need to advance in the world, too.

Completing the ritual triggers the Complete a Ritual of Advancement move (page 11), spending XP and bringing the adept to the next circle.

On experience points

The rules presented in *Fourth World* retain the notion of earning and spending XP from *Dungeon World*, though replacing bonds with flags slightly changes how it is earned. In a game that heavily invests in rituals of advancement to drive play, you might find that XP becomes superfluous. If so, eliminate it like this:

- Use some other gauge to determine when rituals of advancement are appropriate, such as every *x* sessions, or whenever the pacing of the story naturally creates a space of down time.
- Change the end a session move, replacing each "mark XP" with "gain a karma point".
- Use the perform karma ritual move for how to spend karma, but ignore the ritual part. Instead, karma refreshes using the end of session move, as mentioned above.
- Characters do not gain XP on 6- results. Instead, take +1 forward.

Speaking of 6– results...

Regardless of if you keep XP or not, the addition of karma into *Fourth World* suggests an obvious rules variation regarding 6- results: instead of gaining XP on a miss, gain a karma point instead. This optional rule is totally viable, but has side effects:

- It slows down character advancement, as missing rolls tends to provide a good percentage of XP in play. (Obviously, if you are follow the idea above, and get rid of XP entirely, this is less of an issue.)
- It makes karma more prevalent, which can make the game feel a bit more superhero-like.

Threads

In the *Fourth World*, the most common expression of magic involves the **weaving** of **threads** between the pattern of the adept and the pattern of something else, allowing the adept to access it.

Using threads departs from standard *Dungeon World* practice, and will appear often in *Fourth World* mechanics. While threads are inspired by the concept in *Earthdawn®*, they do not necessarily operate the same way, or mean the same thing in the *Fourth World*, so take care to avoid making assumptions based on how *Earthdawn®* does things with threads and stick to what the text here actually says.

The number of threads an adept can weave at once is limited. **All adepts can weave no more than two threads per circle.** An **available thread** is one that has not been woven into anything, and is available for the character to use for something. A **woven thread** is one that is in use and cannot be used for anything else.

Using Threads

A quick tour of how threads will be used in this document, with more details in the chapters which follow...

Activate talents

A **playbook** details each discipline; however, the "advanced moves" of the playbook are selected differently than in standard *Dungeon World*. Called **talents**, adepts gain a talent by weaving a thread into it, if they meet its requirement. Activating talents triggers moves, as detailed in "Thread moves" section below.

Cast spells

Most spells require one or more threads be woven into them to be cast, unraveling once the spell is cast and sustaining itself. As a result, spellcasters generally hold some threads in reserve for use in casting spells (see the "On Spellcasting" chapter).

Bond to magic items

Magic items in *Earthdawn®*, like those in *Dungeon World*, go beyond the +1 flaming sword, and the *Fourth World* follows suit. As the "On Relics" chapter will detail more fully, certain magic items contain stages of untapped potential (measured in **ranks**) that can be unlocked by finding out specific information about the item, performing deeds the item requires, and connecting the item to the wielder using one or more threads.

Each rank of the item mastered by the wielder provides a move, usually on par with a talent. Powerful relics have multiple ranks (usually four), while less potent items will have only one, possibly even none.

As a practical matter, requiring that threads be woven into some utility items serves to limit "magic item bloat", where one character uses huge numbers of magic items.

Other bonds

A number of special moves require weaving threads to bond the character's pattern to something else. For example, it is possible to create and reinforce the pattern of a group of adventurers by having each adept in the group weave a thread into the group's pattern, and then have everyone in the group benefit from this pattern.

Catch-all magic

There may be occasional situations that require some kind of magical expenditure or power, where temporarily weaving a thread into something works well enough as a proxy for "perform some random mojo". For example, maybe some magical door in a dungeon will only open if a nethermancer temporarily weaves a thread into it.

Advancement Strategies

With two threads gained each circle, you may expect that *Fourth World* characters will be a bit more potent than characters of the same level in *Dungeon World*. To the extent that this is true, it's probably OK; the magic backing *Earthdawn®* characters should make them more potent. A lot depends, however, on how threads are actually used as the character advances. Typical approaches include:

- *The standard approach*: one thread each circle is woven to a discipline talent. The other is woven to a magic item, maybe a group pattern.
- *The relic hunter*: most threads are woven to magic items. Maybe a quarter go toward talents.
- *The path walker*: one thread each circle is woven to a discipline talent. The other is woven to an obsession (compendium class).
- *The spellcaster*: most casters will keep roughly a quarter of their threads free for casting (more at low circles).
- *The completist*: most threads are woven into the discipline.

Thread Moves

Weaving a thread into something, being an intentional magical act, often triggers a move.

Embrace a Talent

When **you perform a short ritual to make a talent from your discipline part of yourself**, weave an available thread into your own pattern, activating the talent.

- Mark the talent with a check in your discipline playbook. You gain the use of this talent immediately.
- The thread is now woven into that talent and may not be used for other purposes.

Cross Train

When **you receive sufficient training in a talent from another discipline to make it part of yourself**, perform a short ritual with your instructor, then weave two available threads into your own pattern, activating the talent. You may not weave more threads to other disciplines than you have woven to your own. A discipline's starting moves are not talents, so cannot be selected in this way.

- Note this talent on your playbook. You may use it immediately.
- Mark the threads as being in use.

Release a Talent

When **you no longer wish to have a talent as part of yourself**, you may perform a short ritual to unweave a thread(s) from your own pattern, deactivating the talent. If the talent is required by another talent to which you have woven a thread, this ritual fails. Otherwise:

- Uncheck the talent in your playbook, losing use of it immediately.
- The thread is now available for other purposes.
- Gain a random debility.
- You may not mark XP from following your Passion this session.

Branch Out

When **you receive the proper initiation**, you may weave one of your available threads into the first move of an obsession (page 133). This works as Embrace a Talent but, once done, it can never be undone. The *additional* moves in the obsession may be embraced/released as

normal. You can never have more threads woven into obsessions than you have woven into your discipline.

Integrate a Rank

When **you spend a day meditating on a magic item you possess with an unlocked and unused rank**, you may weave an available thread into the magic item, gaining the benefit of the unlocked rank. You may not make this move if someone else has woven threads into ranks of the same item. (Item ranks are explained in more detail in the "On Relics" chapter, page 87.)

Renounce an Item

When **you die or renounce possession of a magic item**, any threads you have woven into ranks of that item immediately become available. Just as immediately, you lose the benefit of the item and all its ranks. Some items may take renunciation personally, demanding different keys or deeds should you try to weave a thread into them again.

Pattern Bond

When **you link your true pattern to the true pattern of a person, creature, or place**, perform a ritual during which you weave a thread into the target pattern. If desired, the target may weave their own thread into your pattern during the same ritual. This is always possible, but varies in difficulty based on the circumstances. Before the ritual may be conducted, the GM will give you some requirements, including tasks like:

- You must know the name associated with the target pattern.
- You need the target's permission.
- You must discover and possess one or more items which influenced the formation of the target pattern.
- You must spend hours/days/weeks studying an item which influenced the formation of the target pattern.
- You must discover particular information about how the target interacts with magic.
- You must discover particular information about influential events in the target's history.
- You must convince someone else to relinquish their link to the target.
- You must conduct the ritual at a particular time or place.

So long as the link between patterns remains, you are aware of how many others have linked to the target, and immediately know

if someone creates a new link. You may unravel the linking thread with a few minutes concentration, severing your link to the target.

Threads linking patterns together are difficult to detect but, once found, can sometimes be tracked through astral space.

Some places with true patterns may be mobile, such as airships.

Bond to a Place

When **you link your true pattern to the true pattern of a place**, so long as the thread remains woven, you may:

- Know the tags of the place, and instantly know if they change, no matter where you are.
- Know vaguely in what direction the place is, if it is within a day's walk.
- With a minute's meditation, you can discern realities about the place as if you were there, no matter how far away you are.

Bond to Another

When **you link your true pattern to a person or creature**, so long as the thread remains woven, you may:

- Spend few minutes in physical contact to take any amount of damage in order to heal them by that amount.
- Meditate with closed eyes to discern realities using their senses, no matter the distance between you.
- Meditate to whisper a short message, which they will hear no matter the distance between you.

On Disciplines

Every PC in *Fourth World* wields magic in some way, walking the path of a **discipline** to express it (*Dungeon World* would call this a "class"). Some disciplines focus magic internally, improving the adept and adding to what they can do. Some express it in how they are able to connect to other creatures. Some harness magic to cast spells. Within the game world, people recognize these different approaches to magic (using words like "discipline" and "circle" out loud) and various philosophies have sprung up within and between disciplines.

At the game table, each discipline has its own **playbook**, collecting the starting moves, talents, and other features of the discipline. These playbooks are available as a separate document, and their text is not reproduced here. Rather, this chapter contains advice, mostly for the GM, for including the particular disciplines in your game.

Each discipline emphasizes two stats, with no two disciplines concentrating on the same pair. The combinations work out like so:

	CHA	WIS	INT	CON	DEX
STR	cavalryman	scout	weaponsmith	warrior	sky raider
DEX	swordmaster	archer	illusionist	thief	
CON	elementalist	nethermancer	air sailor		
INT	troubadour	wizard			
WIS	beastmaster				

You can expect, therefore, certain disciplines to be the go-to characters not only for their own talents, but also for the basic moves tied to the stats they favor. A GM can use this both to give characters a chance to shine and as a way to put them on the spot.

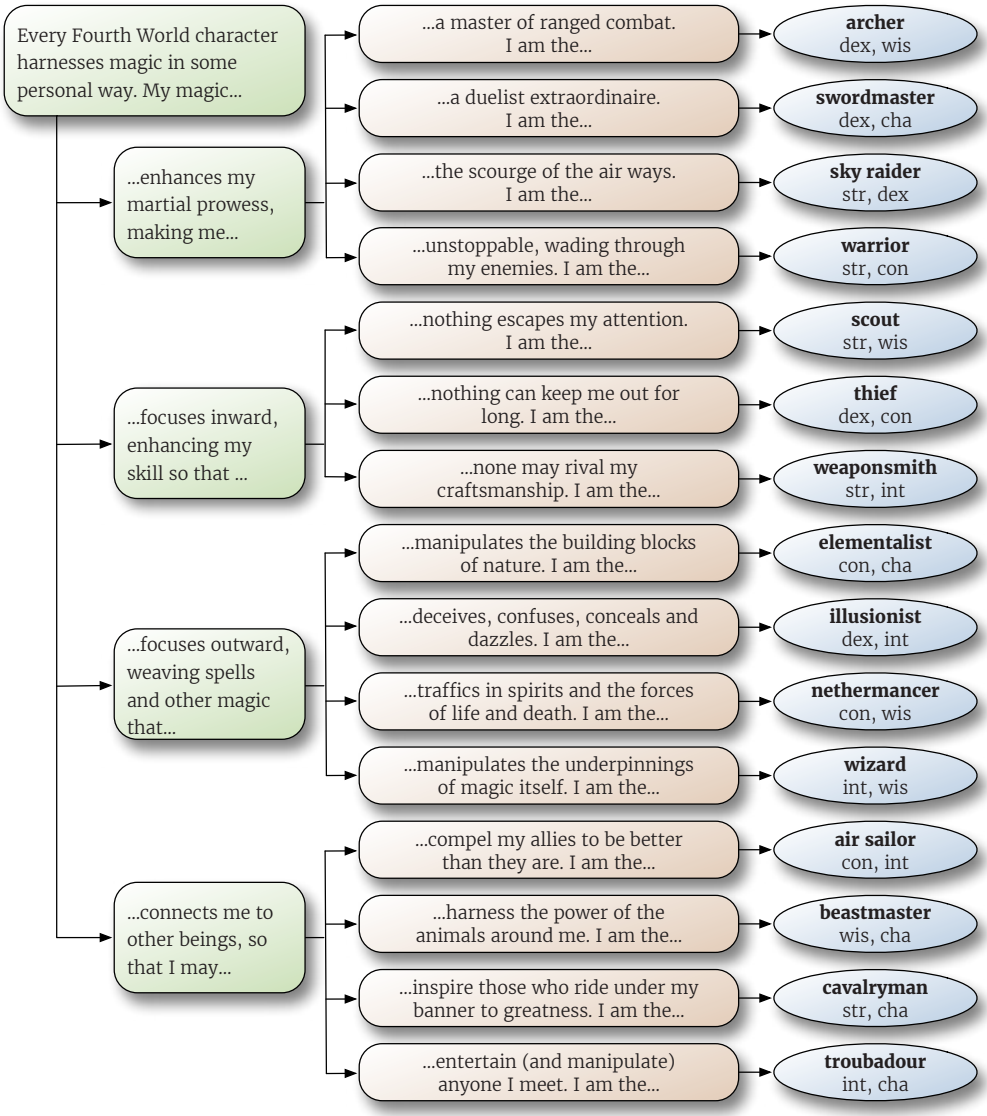
Easy mode

If you are just starting out with games like *Fourth World*, or aren't that familiar with *Earthdawn*'s setting, you might cut down the number of disciplines available to players, eliminating those that access more elaborate rules. A simple start might retain: archer, elementalist, swordmaster, thief, troubadour, warrior, wizard.

Selecting a Discipline

With fifteen disciplines, getting new players to choose a discipline can be a bit challenging, particularly if they know nothing about *Earthdawn*®. One option is to limit the number of disciplines when introducing people to the game and/or setting. This can also have the advantage of leaving more complicated disciplines out of player's hands until they get used to the game.

Another option is to present the following interview/flowchart to help them decide:



Circle Limits

While *Dungeon World* has a level limit (see "Beyond 10th Level", *Dungeon World*, pg. 31), the flexibility of threads means that you can ignore that, if you like. Just as *Earthdawn®* characters can reach the 15th circle, *Fourth World* characters probably can as well, if that sounds fun for your group.

Similarly, if you use a supplement like *Funnel World*, you might be interested in playing a number of "zero level" characters, and seeing who rises to the top. In the *Fourth World*, such characters would be called "initiates" and would not select a discipline until they proved themselves.

Leading Questions

Fourth World games only get better when the GM asks a lot of questions, particularly right at the beginning. As important as listening to the answers is knowing why you are asking. **Session zero**, when the group creates their character's together, should feature a lot of questions. This section suggests some basic techniques for asking questions, while remaining sections of this chapter, and the entirety of the following chapter, offer some specific considerations based on the players' choices of discipline and species.

In standard *Dungeon World*, defining bonds aided the character creation process, making the party more cohesive. Even though bonds have been replaced in *Fourth World* with flags, keep the ideas mentioned in the bond statements in mind if you find yourself at a lack for questions.

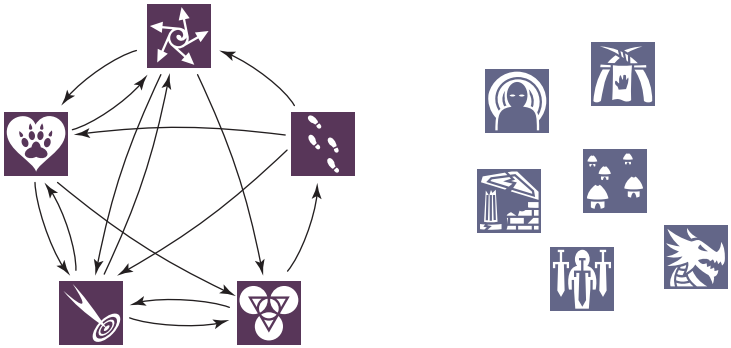
The road behind

The simplest type of question are **background questions**, which give the character some depth, provide hooks for later, and let the player telegraph the type of game they are after. Things like:

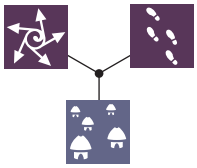
- Who do you know that practices blood magic?
- What philosophy and approach guide the art you create?
- What does your karma ritual look like?
- When you reached the first circle in your discipline, did anyone give you a goal to achieve for the second?
- How does your personal vision of your discipline differ from others who follow it? What do you hold in common?
- Who taught you the most useful lessons in creating art? Do you ever see them now?

Useful trigonometry

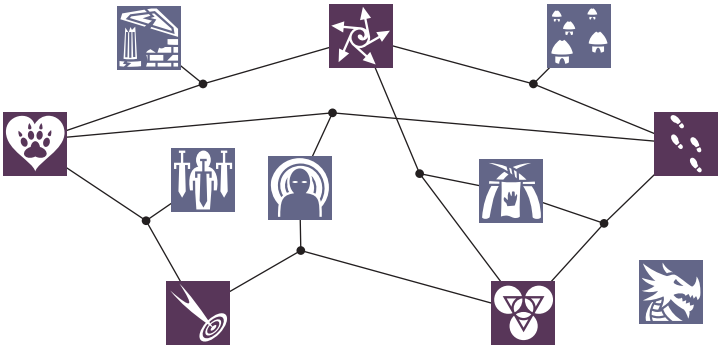
Standard *Dungeon World* bonds connected characters together well, but they had a weakness: all of a character's bonds were directed solely at the other characters. When completed, while you had a nicely tangled web of character connections on one hand, you also had a bunch of setting just sitting off by itself, like this:



Instead, create **triangles**, where two characters share a relationship with a person, place or thing in your setting. For example, suppose the elementalist and the scout got banished from the same village:



You can do this by asking **bonding questions**, which establish connections between PCs, but then digging in a bit more to try to tie their answer to the setting in some way. Try to give different pairings different parts of the setting to chew on. In the end, you'll have a web of interactions that will often suggest play:



Plurium interrogationum

A powerful technique for using questions to define character background, connect the party members, and, especially, create triangles with the setting, is *plurium interrogationum*: a type of question containing a supposition that must be assumed to be true to even answer the question. When creating characters or starting an adventure, the supposition is often something that has never been mentioned before, but is considered true thereafter.

For example, consider a question like: "when your brother went off to fight in the war, how did it affect your family?" There are several suppositions here, none of which might have ever been established before:

- A war is either in progress or happened recently.
- The character being asked the question has a brother.
- Something about the brother leaving to fight traumatized those left behind.

The player's answer will likely tell everyone something interesting about the character's relation to her family, but just asking the question has illuminated the setting, and connected at least one character to it.

In a blog post, Jason Cordova calls these **establishing questions**, and suggests two different ways of using them. The first is more general, targeted at characters with particular disciplines or species. These tend to work best when creating characters right before play. The second are tailored to individual characters, and usually require a bit of thought or knowledge about the particular character.

Establishing questions excel at building triangles between characters and setting, or just connections of a single character to something setting specific. Even after character creation, they can be a useful way to jump start some new element of a the game, such as when starting a new adventure or entering a new steading.

Questions like this can also foreshadow events, or give the players hints and nudges about what they may soon face. They are also a great way to give a character knowledge that the other characters may not know, but all their players do.

While most useful at the table, examples of this style of question are difficult to provide in this book, as they work best when supposing specific elements of whatever setting/adventure the characters will next encounter.

On Air Sailors

Key stats & moves

Favors: constitution, intelligence
Key moves: aid, defend, spout lore, jury rig, pattern bond
Max HP: 10+constitution
Base damage: d6
Likely thread use: talents, bonds, relics
Typical Passions: Floranuus, Chorrolis
Advancement rituals: assault/repel, crew organization, ship-to-ship

On creation

Not everyone who crews a ship is an air sailor, and not every air sailor always crews a ship. Starting air sailors need to make a choice about if they are an active member of a crew and, if so, how does the ship they are on fit into the campaign? Either way, an air sailor may want to use a thread to have already bonded to an airship before the game has started. Have such a character describe what the ritual that did so looked like.

During play

- Air sailors will aid others a lot; ensure they don't upstage everyone.
- Creating a pattern bond to a new ship should be fairly easy
- Because they can treat bonded groups as "crew", air sailors may be more interested in pursuing blood magic.

Questions to ask

- What higher purpose do you serve that makes you better than those barbaric sky raiders?
- What former crewmate do you miss the most?
- What's the best/worst thing about your captain?
- What's the best/worst thing about your ship?
- What does one of your crewmates do that really irritates you?
- What's the most important rule of your personal code?
- What offer would get you to join the crew of a different ship?
- To what grand goal is crewing this ship merely a stepping stone?
- What do you always carry hidden and secure in your clothes?
- Why did you leave your last ship?
- Why are you so far from home?
- Why is one of your family members right to hate airships?

On Archers

Key stats & moves

Favors: dexterity, wisdom
Key moves: volley, discern realities
Max HP: 10+constitution.
Base damage: d10
Likely thread use: talents, relics, obsessions
Typical Passions: Floranuus, Jaspree
Advancement rituals: archery contests, trick-shot demonstrations

On creation

The choice of bows/crossbows/thrown will have lasting stylistic consequences. Once made, the archer should consider how her favorite weapon came to be in her possession.

During play

- The archer's signature style gives bonuses to their favorite weapon, so abandoning one favorite for another should be a dramatic event, like saying goodbye to a dying friend.
- Most archer talents don't require use of their favorite weapon, so messing with their current favorite will not be as debilitating as you might think.
- Nurture the idea that the missiles and targets talent makes archers surprisingly good at navigating social institutions and situations, at least as long as they are pursuing a goal.

Questions to ask

- Describe an event where avoiding the direct approach caused you personal loss.
- What life did you give up to dedicate yourself to your style?
- Have you ever given into the siren call of your blood-hungry arrows?
- What coping mechanism do you fall back on when separated from your favorite weapon?
- Why is your current favorite ranged weapon superior to your prior favorite?
- When was the last time you allowed yourself to be the target of someone else's missile, metaphorically speaking?
- When you were an initiate, what about you made your teacher uncomfortable?

On Beastmasters

Key stats & moves

Favors: charisma, wisdom
Key moves: discern realities, pattern bond, naming
Max HP: 8+constitution.
Base damage: d8
Likely thread use: talents, bonds, relics
Typical Passions: Jaspree
Advancement rituals: informal, communication/control of beasts

On creation

Most beastmasters will want to start play using at least one of their threads to bond to a beast. Such a bond can reasonably be said to have been made before play starts, as well as the beastmaster likely naming the beast, but some discussion about how the beast was discovered and what was involved in binding to it are probably in order. Exactly what kind of beasts are appropriate for starting characters are up to the GM.

During play

- Creating a pattern bond to a new beast should be very simple for typical small animals. Beasts with better abilities should require commensurately more difficult bonding rituals.
- Beastmasters will be a lot more likely to trigger the Naming move, and having its ramifications come up at the table.
- The *beast* tag exists almost solely to allow the GM to control which creatures are susceptible to a beastmaster's control, so GMs should feel free to add or remove it to fit their game.

Questions to ask

- Why do you like animals more than people?
- When did you first see through the veil separating namegivers from beasts and truly connect?
- What kind of beasts don't you like?
- Describe a time when you lost patience with a beast, and someone suffered for it.
- Do you eat animals?
- Which animal is your favorite? Why?
- When you were an initiate, how did your teacher feel about animals?

On Cavalrymen

Key stats & moves

Favors: strength, charisma
Key moves: hack and slash, order follower, parley, recruit
Max HP: 10+constitution
Base damage: d8
Likely thread use: talents, bonds, relics
Typical Passions: Thystonius, Floranuus
Advancement rituals: trick riding, blind navigation

On creation

Cavalrymen are forced to use one of their starting threads to bind to their mount, which is assumed to have happened before play starts. While cavalrymen will be anxious to define the details of their mount, the symbology of their banner also merits detailed consideration.

During play

- The mount's moves and particular instinct are fair game for the GM to invoke During play; use them.
- Play up the connection between the mount and its cavalryman's charisma.
- Killing a cavalryman's mount is serious business and can change the tenor and direction of a campaign; don't do this lightly.

Questions to ask

- Your banner displays your personal colors. What are they?
- How does the symbol on your banner represent the bond between you and your favored mount?
- You once put the needs of your mount before the needs of an intimate relation. Who was it? What price did you pay?
- How did you handle the aftermath of a battle in which a fellow cavalryman died, but their mount did not?
- How many people have been killed or injured under your banner?
- Why do those who stray from your banner most often leave you?
- Why does the wealthiest merchant around here welcome you with open arms, every time you show up?
- When you were an initiate, in what way was your teacher jealous of you?

On Elementalists

Key stats & moves

Favors: constitution, charisma
Key moves: spellcasting, order followers, defend, parley, discern realities
Max HP: 6+constitution
Base damage: d4
Likely thread use: talents, spells, relics
Typical Passions: Mynbruje, Upandal
Advancement rituals: secretive, spellcasting challenges

On creation

As spellcasters, elementalists will likely keep one or both of their initial threads unwoven, reserved for casting.

During play

- Elementalists likely will be summoning spirits often, so try to create a consistent feel for how elementals interact with people, working with the player to make something believable.
- When a PC group contains both an elementalist and a weaponsmith, it should be easier for weaponsmiths to complete a ritual that enchants weapons or armor than it would be for the elemenalist to complete that same task.
- The Item Disposition talent can easily open a campaign into new directions based on the answers. Also, an elementalist known to have this talent will attract the interest of strangers.
- True elements are likely to be more important to a campaign with an elementalist in a group than without.

Questions to ask

- Did the first elemental spirit you ever talked to respect you?
- Do you favor a particular element? Why or why not?
- What element is most at odds with your personality?
- What happened the first time you reduced something to its components without permission?
- When you were an initiate, for what superstition (which you still believe) did your teacher mock you?
- What do you wish more people comprehended about the way the world is put together?

On Illusionists

Key stats & moves

Favors: dexterity, intelligence
Key moves: spellcasting, volley, spout lore, order follower
Max HP: 4+constitution.
Base damage: d4
Likely thread use: talents, spells, relics
Typical Passions: Aastendar, Mynbruje, (Vestrial)
Advancement rituals: deceiving instructors, piercing illusions

On creation

As spellcasters, illusionists will likely keep one or both of their initial threads unwoven, reserved for casting. Illusionists should care a bit more than other disciplines about how their the clothes and appearance affect how others interact with them, and what image they want to cultivate.

During play

- Many illusionist abilities require the belief of the target. Be careful with how GM moves alter such beliefs. More so than with other disciplines, illusionists can be accidentally deprotagonized.
- A good illusionist can get a lot of mileage out of the Prestidigitation cantrip. Try to encourage this.
- High circle illusionists can greatly increase the range and mobility of their party (particularly via the spells Phantom Apparatus and Countless Doorways). Try to encourage this, as well.

Questions to ask

- Are you on speaking terms with the target of your first con?
- When did you last use lies to tell a truth?
- What recent acquaintance needed to look a little harder at the world around them?
- What is the worst part about performing for a crowd?
- What is the farthest you've gone to experience a sensation in order to better replicate it with an illusion?
- When you were an initiate, how long did it take you to realize that your teacher was actually your teacher?

On Nethermancers

Key stats & moves

Favors: constitution, wisdom
Key moves: spellcasting, order follower, discern realities, defend
Max HP: 8+constitution.
Base damage: d6
Likely thread use: talents, spells, relics
Typical Passions: Garlen, Lochost
Advancement rituals: contacting spirits, spellcasting challenges

On creation

As spellcasters, nethermancers will likely keep one or both of their initial threads unwoven, reserved for casting.

During play

- Most namegivers consider nethermancers eerie or "off". Strangers may greet them with distaste, unease, or even violent prejudice.
- Nethermancers will be communicating with summoning spirits often, so try to create a consistent feel for how dead souls interact with people, working with the player to make something believable.
- Keep track of the location and state of any of the bone circles a nethermancer creates.
- Being able to choose any tags makes spells like Zealot and Summon Ally extremely flexible, capable of summoning spirit assistants, flying mounts, bodyguards, and so on. Try to encourage this.
- Horrors feature more in the talents and spells of the nethermancer than other disciplines, suggesting that campaigns with nethermancers should focus more on horrors than those without.

Questions to ask

- What was your first experience of death?
- What calls you to a discipline viewed with so much suspicion and fear?
- What steading drove you out, and why?
- What makes you laugh?
- In what way are people worse than the Horrors?
- How do you keep from becoming the monster many think you are?
- When you were an initiate, what did your teacher think happened to a soul after death?

On Scouts

Key stats & moves

Favors: strength, wisdom
Key moves: discern realities, hack & slash
Max HP: 8+constitution.
Base damage: d8
Likely thread use: talents, obsessions, relics
Typical Passions: Lochost, Mynbruje, Jaspree
Advancement rituals: discovery challenges, hunting

On creation

Scouts lack the complexity of some other disciplines and tend to be defined quickly, though choices about style and overall concept tend to demand more thought than most other disciplines.

During play

- As scouts are all about perception, don't expect any secret to last very long with a scout in the group.
- Be prepared for scouts to use Zone In to "notice something important about the opposition".
- Scouts are intended to blend into communities as if they belong there. Try to encourage this.

Questions to ask

- How far from home are you? Why?
- Who do you most wish would open their eyes to the world around them?
- When you were an initiate, how did your teacher prevent you from becoming too reliant on a single sense?
- What did you lose that now you seek to regain, out here in the wilderness? Who or what took it from you (if anyone)?
- What monster lives around here and why do you try to avoid it?
- What location you have opened your senses to has left the deepest impression?
- Who have you met out in the wilderness that you'd like to run into again?

On Sky Raiders

Key stats & moves

Favors: strength, dexterity
Key moves: hack and slash, volley, defy danger, blood promise
Max HP: 8+constitution.
Base damage: d10
Likely thread use: talents, relics, bonds
Typical Passions: Thystonius, Lochost
Advancement rituals: raids, trophy hunting, physical conflict

On creation

More sky raiders exist than there are births on raiding ships to hold them. Starting sky raiders need to make a choice about if they are an active member of a crew and, if so, how does the ship they are on fit into the campaign? A sky raider with a birth on a ship may want to use a thread to have already bonded to it before the game has started. Have such a character describe what the ritual that did so looked like.

During play

- Honor, freedom and personal responsibility color everything that most sky raiders do. Hold them to account.
- Airships and combat thereon will be more prevalent in campaigns with a sky raider than without.
- Campaigns with sky raiders will be more likely to feature working against authority than on its behalf.

Questions to ask

- Who do you consider your "family", as far as "family honor" is concerned?
- The ethos of the sky raider is strongly linked to troll culture. What aspect of troll culture do you find most difficult?
- When you were an initiate, how long did it take for you to rebel against your teacher?
- Describe your relationship with someone heavily dishonored.
- What happened to your last captain?
- What was the most difficult challenge in becoming part of your crew or "family"?
- Who in your "family" do you secretly not respect? Why?
- To where are you most interested in sailing?

On Swordmasters

Key stats & moves

Favors: dexterity, charisma
Key moves: hack and slash, defy danger, parley
Max HP: 10+constitution.
Base damage: d10
Likely thread use: talents, obsessions, relics
Typical Passions: Floranuus, Lochost, Aastendar
Advancement rituals: flashy fighting displays, tournements

On creation

As many swordmaster talents rely on dexterity instead of strength, many will choose to use either *precise* weapons or to make their weapon *precise* with one of their idiom choices. Personal style also matters more to swordmasters than other disciplines, and should be given some thought.

During play

- More than other disciplines, which Passions a swordmaster chooses to follow, and why, will signal the type of play they are after.
- During combat, the surroundings will matter more to swordmasters.
- Pay attention to which opponents have the *solitary* tag.

Questions to ask

- When you were an initiate, were you taught by imitating your teacher's style, by acting as a partner to your teacher, or by constant ridicule and challenge from your teacher?
- If the tales are true and, for every swordmaster, there exists a specific weapon somewhere out there meant solely for them, where will you look for yours?
- Recall a situation when you could not help but intercede in something that was none of your business.
- Is there something particular in your past that drives you to fight the good fight? What are you looking to atone for, personally?
- Why did your family send you away?
- Are you dedicated to a particular lord, deity, or social institution? Are you on a personal quest, for yourself? Why or why not?
- Who has been your most worthy rival?
- Who have you angered by exercising bragging rights won at a tournament? Who have you impressed?

On Thieves

Key stats & moves

Favors: dexterity, constitution
Key moves: defy danger, volley, defend
Max HP: 6+constitution.
Base damage: d8
Likely thread use: talents, obsessions, relics
Typical Passions: Chorrolis, Lochost
Advancement rituals: informal, stealing challenges

On creation

Thieves stand among the least complicated of disciplines to set up, making them a good choice for novice players. Thief talents use a wider range of stats than most other disciplines, so need to think carefully about how to allocate their stats.

During play

- The thief's goals may diverge somewhat from the rest of the party, which should be encouraged.
- A campaign with a thief will more often contain characters who keep secrets from each other. Collaborative games typically work better if character secrets do *not* equal player secrets, allowing players to drive play towards complications that they know, but the characters don't.

Questions to ask

- Did you first steal out of necessity or for fun?
- When you were an initiate, what did you steal from your teacher?
- Is there any truth to the abundance of rumors about the existence of thief guilds? Would you join such a thing?
- What possession is a burden to one of your companions, and how do you intend to relieve them of it?
- What's the biggest score you've ever taken down?
- Who's your competition?
- Which of your companions knows something incriminating about you, and why have they remained silent?
- Why did you return the last thing you stole?
- The last time one of your friends aided you in a con or heist, did they know they were doing so?
- What did you take from your family, and why do you have no regrets about taking it?

On Troubadours

Key stats & moves

Favors: intelligence, charisma
Key moves: create art, spout lore, parley
Max HP: 6+constitution.
Base damage: d6
Likely thread use: talents, bonds, relics
Typical Passions: Astendar, Mynbruje
Advancement rituals: performance, performance, performance

On creation

Spend some time thinking about the troubadour's instrument and give it some history. Likewise, linger on the "look" section of the character sheet and get some hints at the what makes the visual style of this troubadour distinct.

During play

- Troubadours can shine in steadings. Let them.
- Point NPCs at troubadours, to be manipulated.
- Troubadours can demand specific information when spouting lore. When they do, play up the notion of the knowledge residing in song and story rather than dusty tomes.
- If it is at all reasonable that a troubadour has visited a steading before, embrace the idea that they probably have, and use that connection to bring the steading to life.

Questions to ask

- How did you discover who made your instrument? Was it made specifically for you, or has it been handed down?
- When you were an initiate, and had a chance to publicly upstage your teacher, did you take it? Either way, what happened after?
- Which one of your fans fills you with dread, and why?
- What are you running from?
- What formidable obstacle keeps you apart from your true love?
- What steading banned you from returning and why? Why do you need to get back there?
- What's the best thing about performing for others?
- What about a past performance enraged a noteworthy person? Are they still angry?
- In what venue would you perform for free?

On Warriors

Key stats & moves

Favors: strength, constitution
Key moves: hack and slash, defend
Max HP: 10+constitution.
Base damage: d10
Likely thread use: talents, relics, obsessions
Typical Passions: Floranuus, Thystonius
Advancement rituals: battle contests

On creation

Spend some time figuring out what type of life the warrior has embraced up to now. Were they mercenary? Law enforcement? Solider? Gladiator? Guard? Something else? Why did they fight, and for whom? Also, more than many disciplines, a warrior's "look" section can imply much about that warrior's past.

During play

- Pay attention to which opponents have the *group* and *horde* tags.
- Don't be afraid to make a warrior with the fireblood talent a pincushion.
- Warriors can defend a position much longer than others. Encourage this.

Questions to ask

- Why are you so loyal to one of your companions?
- When you were an initiate, how were you taught to kill without hatred? Did the lesson work?
- What weakling bears a grudge against you?
- Have you ever belonged to a warrior order? What did they ask of you? Are you part of them still?
- To whom did you mistakenly give your loyalty? What became of them?
- Do people ever ask to become your apprentice or squire? What do you say to them?
- What promise have you made to someone dying in your arms that you have not yet fulfilled?
- What happened to all those coins you used to have?
- Which enemy (or enemies) do you spend the most time fighting against? What do they threaten that you want to preserve?

On Weaponsmiths

Key stats & moves

Favors: strength, intelligence
Key moves: create art, hack and slash, spout lore
Max HP: 8+constitution.
Base damage: d8
Likely thread use: talents, relics, obsessions
Typical Passions: Upandal, Chorrolis, Garlen
Advancement rituals: crafting items, identifying items

On creation

The type of forge a weaponsmith selects implies a history that should be explored little bit, including any remaining ties or relationships. As both it and the specialty of the Forge cannot be changed, both should be considered carefully.

During play

- The ongoing forge specialty bonus will be pervasive, so consider it when arming opponents, deciding on loot, and so on.
- While forges are distinct, they are not typically competitive with each other, making the hospitality between them quite strong. Among other things, this allows a weaponsmith to get out into the world and avoid turtling in their own forge.
- Campaigns with weaponsmiths will likely engage much more with relics than those without.

Questions to ask

- What is the farthest place to which you have traveled?
- When you were an initiate, what was your biggest mistake, and how did your teacher react to it?
- How did your forge benefit the last time you extended hospitality to a weaponsmith from another forge?
- What customer of your forge doesn't respect your work?
- Which other weaponsmith's work do you most admire?
- What mundane item can you envision, but have not yet been able to produce to your own satisfaction? What makes it so difficult?
- Now that you are out in the world, how strong are your ties to the forge that trained you? What item do you carry that reminds you of your forge?
- Why will your heartblade surpass any other?

On Wizards

Key stats & moves

Favors: intelligence, wisdom
Key moves: spellcasting, spout lore, discern realities, ritual
Max HP: 4+constitution.
Base damage: d4
Likely thread use: talents, spells, obsessions, relics
Typical Passions: Mynbruje, Upandal, Chorrolis
Advancement rituals: spellcasting challenges, arcane analysis

On creation

As spellcasters, wizards will likely keep one or both of their initial threads unwoven, reserved for casting. It may also be useful to dive, at least a little, into how the wizard was trained and what contacts were developed doing so.

During play

- The ritual move acts as catch-all for any sort of magical shenanigans that aren't covered by existing moves or spells. Use the requirements as a pacing mechanism.
- Wizards care more about damaged spell matrices than other disciplines. Make sure they run into things that might damage them from time to time, particularly at higher circles.

Questions to ask

- When you were an initiate, how did your mentor treat you? What kind of terms are you on these days?
- A wealthy stranger offered you a fat purse of coins to perform some kind of ritual. Who do you think they were and why did you refuse?
- How do people treat you usually, when they know you are a wizard?
- What did you miss out on by studying magic?
- What wizard keeps your research honest through regular correspondence?
- With what wizard do you stridently disagree about an obscure academic topic few others know about?
- What magical mystery have you been yearning to solve for years now?
- What strange vision haunts your dreams, night after night?
- Who wants you to collect parts of rare monsters, and why?
- Who do you want to impress, but find it difficult to talk to?

On Species

While *Earthdawn®* makes use of some standard fantasy "races", and it does lean into some of their tropes, other aspects drift a bit from the standard. And, of course, the game adds some traditionally "monster" species for use by PCs, as well as adding some others. This chapter suggests to the GM ways to make the players' choice of species for their characters matter, and discusses how that choice might send signals for the type of game players want.

Following the lead of *Dungeon World*, all moves for "race" are specific to the disciplines, though the temptation to do otherwise is high. As a result, the various flavors of namegiver might feel a bit different. For example, for the most part windlings have no particular advantages or disadvantages for their small size, other than what might be leveraged in the fiction.

It is assumed that players who really want "species playbooks" can build species-based obsessions (page 133), where the only requirement is being of that species.

Generally speaking, the moves for obsidimen and (sometimes) windlings are less impressive than the moves for the other races. For the former, this is because all windlings have access to the Astral Sight move. For the latter, this is because obsidimen skin provides armor.

Unlike *Dungeon World*, most playbooks/disciplines can be followed by most species. The only exceptions are similar to the exceptions traditionally recommended in *Earthdawn®*.

Using the species from *Earthdawn®* creates one odd problem: the standard look section in the *Dungeon World* playbooks relies on assumptions that are not true in the fourth world. For example, looks traditionally focus half of their attention on hair and clothing, when a quarter of the *Fourth World* species don't even have hair and one of them almost never wears clothes. This necessitates a slightly more abstract look section in the playbooks.

On Dwarves

Those playing dwarves may be attracted to constructing things, be it items, buildings, or societies. They may also seek stubbornness, seriousness, lack of social graces, and loyalty to friends and family.

During play

- Dwarven culture is synonymous with "civilization" in much of Barsaive. Make this matter.
- Dwarven politics provides counterpoint to the more imperialist impulses of Thera. Gauge how much (or little) the players care.
- Dwarves are short. Make this both a help and a hindrance.

Questions to ask

- Beyond family and tribe, to what to you feel loyal?
- Why do you tolerate or make excuses for an extended family member that creates grief and trouble for you and your branch of the family?
- For what, that you took part in creating, do you feel the most pride?
- What makes the beards of your tribe superior to all others?
- Who from another clan can drink you under the table?

On Elves

Elves in the fourth world tend towards graceful, melancholic brooding, and can attract players of a similar nature. They also appeal to those looking for a deep connection to nature, beauty and/or magic.

During play

- Elf PCs may be significantly older than other PCs. Encourage this, and use their memories to feed information and hooks into the story.
- The corruption of the Blood Wood hollowed out the elvish heart and creates strife among elves. Gauge to what extent the players care.
- Any time you provide information about anything related to elves, try to frame everything in terms of art.

Questions to ask

- Have you ever shared your true feelings about the Blood Wood with another elf? Who? How did they react?
- What memento do you carry from the first namegiver of a different species who you grew up with, but have since outlived?
- You made an item based on the dreams you had during your coming-of-age Ritual of Passage. What was it? Do you still have it?

On Humans

Players who choose human characters may be looking to keep things familiar. They may also be interested in versatility and adaptability.

During play

- Play up the notion that humans can be found almost everywhere, but always as a minority, often living in the cracks of other societies.
- Any time you provide information about anything related to humans, try to frame everything in terms of practicality.

Questions to ask

- Growing up, what did you do without that others had?
- Do you believe the tales that, in the distant past, only humans existed and all other namegiver species sprang from them? How has your opinion on the matter gotten you into trouble?
- Do you feel any loyalty to your birthplace? Your bloodline?
- When others mocked you for being human, who showed you kindness?

On Obsidimen

Those who play obsidimen favor the strong, silent, patient type. Some may be interested in their lack of gender or their connection to the earth.

During play

- Obsidimen PCs will be older than other PCs, and have the benefit the Dreaming to share experiences. Use their memories to feed information and hooks into the story, albeit from their unique perspective.
- Obsidimen are big and bulky. Make this both a help and a hindrance.
- When you reference obsidimen culture, try to frame everything in terms of nature, harmony, and language.

Questions to ask

- During your first century of life, attached to your Liferock, in the Dreaming, one obsidiman spirit influenced you more than the others. Who was it? What did they teach you?
- Have you ever joined the Dreaming of a different Brotherhood's Liferock? If so, what surprised you? If not, why not?
- Why do other species consider the deepest art you make "primitive" or not art at all?
- What happened to the last person who insulted your Liferock?
- How do you decorate your skin?

On Orks

Orks attract players looking for high-energy, impulsive characters, with strong emotions and physical power.

During play

- Look for opportunities to trigger an ork's *gahad*, particularly on misses.
- When you reference ork society, try to focus on its immediacy, lack of interest in history, and, most of all, its sense of urgency.
- Will other species stereotyping orks be a thing in your game?

Questions to ask

- What sort of impulses trigger your *gahad*? If you need to "swallow" it, what is your technique for doing so?
- While in the womb, what dream did you send your mother, telling her how she should name you?
- In what way do you *feel* the Passions, while other merely *follow* them?
- What did you believe a year ago that you do not believe now? Who changed your mind?

On Trolls

A delicate balance of serenity and prideful violence inherent in most trolls attracts players interested in duality and contradiction. Troll culture's overwhelming focus on honor requires players willing to make that a focus of play.

During play

- Look for opportunities to involve a troll's sense of honor, without allowing it to sidetrack everything.
- When you reference troll society, try to frame everything in terms of honor and pride, at three "levels": self, clan, and species.
- Trolls are big. Make this both a help and a hindrance.

Questions to ask

- What do your horns look like? What makes them unique?
- What is the name of your clan? What makes it stand out from the other clans? In what way do other clans surpass it?
- Which of your clansmen are you the most sure would give their life to protect you? Which clansman do you most wish to be rid of?
- Who has not yet paid the price for insulting your clan?
- What do you carry that was bequeathed to you by a family member who died?

On T'Skrang

Players drawn to t'skrang are usually after adventure, drama, and a zest for life. They may also seek a strong connection to water, or a large communal family.

During play

- Seek to make t'skrang characters choose between domestic duties and chasing the horizon.
- Any references to t'skrang society you make should always come back to the river in some way.
- T'Skrang have tails. Make this both a help and a hindrance.

Questions to ask

- Does your communal family share your coloring and crest?
- Which hatchling in your communal family looks up to you the most?
- On what riverboat did you serve as deck-scrubber? Do you remember the time fondly? Are you still in contact with any shipmates?
- What is your relationship to the Serpent River?
- What is the most foolish thing you have done to acquire a piece of art? Do you still have it?

On Windlings

Free spirits and pranksters are drawn to windlings, as well as those wanting to play with curiosity, intense emotions, rapid mood swings, and a strong connection to nature.

During play

- Windling PCs tend to be older and more well traveled than other PCs. Use their history to inject information, hooks and complications.
- Expect windlings to be able to get where other characters can't.
- Windlings are tiny. Make this occasionally helpful, but mostly a hindrance (they have astral sight and can fly, after all).

Questions to ask

- What token did you retrieve to prove yourself in your coming-of-age ceremony, and what tattoo were you given as a result?
- Who bears you ill will because of your teasing or pranks?
- Against who do you hold a grudge? What did they do to earn it?
- In which of your four parents are you most likely to confide?
- When flying tires you, on whose shoulder are you most likely to land?

Other Namegiver Species

The label "namegiver" is not merely an honorific, nor some sort of gauge of intelligence. As mentioned elsewhere, giving something a name can alter its pattern, making naming a magical act. Not all species can work this magic, however, not even many *sentient* species.

While the species listed above comprise the vast majority of namegivers, other namegiver species exist, though in minuscule numbers and very limited geography. Playing as one of these species falls beyond the scope of this book, but only requires making up a species move for the appropriate disciplines if doing so seems interesting to you. *Earthdawn*® canon contains mentions of a handful (mostly in the first edition *Theran Empire* sourcebook).

Dragons are considered namegivers, though they have transcended the idea somewhat. As the only species with the ability to give themselves their own names, they use the term "nametakers".

In Creana, locals fear **jackalmen**, known for being fierce combatants and honoring worthy opponents they defeat, by eating them.

Offspring of namegivers of differing species, though rare, will always express as the species of one of the parents. The **jubruq** of Marac, however, are an exception, mixing features of their ork or human mother and elemental spirit father.

As humanoid, ambulatory plants, **leafers** possess a radically different mindset than other namegivers. They are little known outside of Vasgotha.

The flat-headed **gruthump** live in limestone caves in Vasgotha, following their own Passions. Their weaponry lacks sophistication, but they have mastered making poison from a local fungus.

The simian **po na** occupy one of the jungles in Cathay, known for prehensile tails, peaceful nature, and quick wit.

No **horror** has been seen that is a namegiver, no matter how capable, intelligent, or powerful. They are sometimes called "name eaters".

On Exploration

Given the sprawling setting and wealth of material of *Earthdawn®*, it should come as no surprise that different campaigns could be run with a wide variety of flavors and focus. Unlike the more generic approach taken by the original mechanics, *Fourth World* intentionally supports some of these flavors better than others:

- *high fantasy*: built as a fantasy adventure game, *Dungeon World* skews a bit more toward low fantasy than high. Changes added for *Fourth World* skew the game the other way, firmly capable of high fantasy adventuring.
- *politics*: games involving machinations among and between power centers, particularly the Theran Empire and Throal, became more common in later editions. *Fourth World* provides few tools for political games (though, perhaps, more than *Earthdawn®* did). If you want huge amounts of political intrigue, a different rule set may serve you better (maybe look to adapting *Urban Shadows*).
- *military*: open warfare became more prevalent as the editions progressed, making military-focused campaigns a natural outgrowth. *Dungeon World* offers very little for mass combat, so far. *Fourth World* offers even less, so isn't the best choice for military play.
- *horror*: even with strong horror elements, *Earthdawn®* remains primarily an adventure game. *Dungeon World* has managed horror at least as well as *Earthdawn®* ever did, so *Fourth World* should suffice. None of these games, however, really offer tools specifically to enhance horror.
- *exploration*: discovery and exploration of mysterious places get a lot of lip-service in *Earthdawn®* sources. While *Dungeon World* dedicates some tools for exploration, its is *The Perilous Wilds* supplement which allows them to become a real focus of play. For this reason, *Fourth World* embraces *The Perilous Wilds*. The rest of this chapter discusses changes integrated from this supplement to make exploration and discovery a major part of *Fourth World* play.

On Geography

Fourth World games benefit from the more complex rules for overland adventure found in *The Perilous Wilds*. Both this document and the discipline playbooks make use of the ideas and terminology from the "Learn the Language", "Draw the Map", "Lead the Way", "See the World", and "Weather the Storm" chapters.

Terminology

While *Dungeon World* defines steadings, *The Perilous Wilds* expands that idea to both larger and smaller locations, with specific terms for each. *Fourth World* makes use of this broader lexicon, particularly:

- a **place** is any distinct locality cohesive enough to warrant one or more tags, custom moves, and so on. Places come in distinct flavors:
  - a **region** covers a broad area with a set boundary, like the Kingdom of Throal, the Barsaive lowlands, or the Aras Sea.
  - an **area** stands out from the region containing it in some notable way, such as the Serpent River or the Blood Wood.
  - a **steading** defines a village or town.
  - a **site** is some point of interest within another place.
- a party may make a **discovery**, anything which interests them but is not an immediate threat.
- a party may encounter a **danger**, which, if left unchecked, may be harmful, such as a trap, natural hazard or hostile creatures.

Tags

All places have tags offering shorthand representation of the place's, climate, situation, resources and so on. Use the tags for steadings and those in *The Perilous Wilds* as a guide. In *Fourth World*, places do not have alignment tags, and would likely use *sacred* or *corrupt* instead of *holy/unholy*.

Some places may be dominated by a particular species or aspects of that species' culture, so may have tags to indicate this.

True elements occur naturally only in certain sites. Tags (e.g. *true fire*) are a good way to indicate that a given true element may be found there.

Finding Blanks

One of the principles of running *Dungeon World* is to "draw maps, leave blanks". In a world as detailed as Barsaive, blanks can be harder to come by than in the types of truly collaborative worlds usually fostered by play.

One approach, of course, is just to ignore canon. Start with a very narrow area at the start of play, and move outward only when necessary. Maybe the larger world is as detailed in published books, maybe it isn't. This works better with players that aren't familiar with the setting anyway.

Another approach is to keep the broad strokes, but wave the details. Following the "if your map is pre-existing" in the "Draw the Map" chapter of *The Perilous Wilds* can prove helpful here. Create almanacs for areas you are likely to encounter. Leave spots empty.

Convert locations you really care about to places, with tags, custom moves and such. When doing this, keep your player's desires and interests in mind, and let them do some of this conversion for you. In theory, you could convert everything, but this would leave few blanks to fill out as you go.

On Travel & Exploration

In keeping with the use of *The Perilous Wilds*, some special moves (*Dungeon World*, pp. 72) are replaced as follows:

Journey

When **you travel by a safe route**, through safe or dangerous lands, indicate your destination on the map. The GM will tell you how long the trip takes, and what—if anything—happens along the way. When you reach your destination, choose someone to manage provisions (page 59) to determine how many rations were consumed over the course of the trip.

Undertake a Perilous Journey

This move replaces the Dungeon World *move of the same name.* When **you travel through dangerous lands**, and not on a safe route, indicate the course you want to take on the map and ask the GM how far you should be able to get before needing to make camp. If you're exploring with no set destination, indicate which way you go. Then, choose one party member to scout ahead, and one to navigate, resolving those moves in that order.

Forage

When **you spend a day seeking food in the wild**, and your surroundings are not *barren*, roll+WIS. **On a hit** you gain 1d4 rations, +1d4 rations if you have the knowledge and gear needed to trap or hunt. **On a 7–9**, you first face a *discovery* or *danger* of the GM's choice.

Make Camp

This move replaces the Dungeon World *move of the same name.* When **you settle in to rest**, choose one member of the party to manage provisions.

If you're bedding down in dangerous lands, decide on a watch order. Then, the GM chooses one person on watch during the night to roll+nothing. **On a 10+** the night passes without incident. **On a 7–9**, the GM chooses one from the list below.

- The person on watch notices a nearby *discovery.*
- One party member of the GM's choice suffers a restless night.
- One or more followers causes trouble.
- A *danger* approaches—it's not immediately hostile, but whoever's on watch had better stay sharp anyway.

When you wake from at least a few hours of uninterrupted sleep, and you ate and drank the night before, heal damage equal to half of your max HP.

Stay Sharp

This move replaces Take Watch. When **you are on watch and something approaches**, roll+WIS. **On a 10+**, you notice in time to alert everyone and prepare a response; all party members take +1 forward. **On a 7–9**, you manage to sound the alarm, but no one has time to prepare.

Scout Ahead

When **you take point and look for anything out of the ordinary**, roll+WIS. **On a 10+**, choose two from the list below. **On a 7–9**, choose one:

- You get the drop on whatever lies ahead.
- You discern a beneficial aspect of the terrain—shortcut, shelter, or tactical advantage (describe it).
- You make a *discovery* (ask the GM).
- You notice sign of a nearby *danger* —ask the GM what it is, and what it might signify.

Navigate

When you plot the best course through dangerous or unfamiliar lands, roll+INT. **On a 10+**, you avoid dangers and distractions and make good time, reaching a point of the GM choosing before you need to make camp. **On a 7–9**, the GM chooses one from the list below:

- You happen upon a *discovery* missed by the scout.
- The going is slow, or you wander off course. The GM says which, and where you end up on the map.
- You encounter a *danger*; whether or not you're surprised depends on whether the scout has the drop on it.

Manage Provisions

When **you prepare and distribute food for the party**, roll+WIS. **On a 7–9**, the party consumes the expected amount of rations (one per person if making camp, one per person per day if making a journey). **On a 10+**, choose one from the list below:

- Careful management reduces the amount of rations consumed (ask the GM by how much).
- The party consumes the expected amount and the food you prepare is excellent—describe it, and everyone who licks their lips gains a karma point.

Denominate

When **you give a general name to a type of thing that has never been named by any other namegiver before**, take +2 ongoing when interacting with that thing.

Making this move is a potent and rare event, for example, when someone is the very first to ever encounter a new species of creature or plant, or witness (or invent) a novel magical phenomenon.

Often, if something new is encountered by a group, a negotiation (or protocol, or fight) determines who will have the right to name it.

While this move is not likely to be invoked often in play, its implications may still have an impact on the game. The dragon who first named kobolds is probably still kicking around somewhere. Likewise, many of the namegivers who first named what they discovered on emerging from their kaers are alive and well.

Naming

When **you give a proper name to something worthy that does not yet have a name**, you help define its true pattern and, thus, gain full knowledge of it. You may exploit this knowledge by ritually connecting to it (see the bonding moves on page 28) or tracking it through astral space (page 143).

Finding unnamed objects, creatures or places is rare, but can happen, for example, when someone names a pet or crafts a new weapon and gives it a name (or reserves that honor for someone else). It might also happen when someone discovers a new island (or cave system, or river) that has never seen a namegiver before. And, yes, it means that whoever named you has this power over you as well.

Not everything is worthy of a name. A tree in the middle of a forest may be no different than any other, but the big oak at the bend in the river where they sometimes hang criminals may be worthy. Sometimes unworthy places or objects may become worthy by the events that surround them, such as an anonymous hill becoming the site of a heroic last stand, or a pen used to sign a historic document. Often, however, such places or objects gain names spontaneously.

On Followers

Followers are supporting characters who help the PCs achieve their goals. Followers in *Fourth World* use the rules from *The Perilous Wilds* (pp. 18–23) to replace the *Dungeon World* rules for hirelings (pp. 34–37) and a number of similar subsystems. Many different types of supporting characters can be defined as followers, including:

- hirelings: namegivers who agree to help you for pay or other rewards
- mounts: beasts you ride
- companion animals: beasts you keep as pets, for labor, or to which you have some special connection
- spirits: conjured or summoned spirits, elementals, phantasms, etc.

Sizes

Followers (particularly mounts and other animals) can have size tags like monsters. When discussing mounts, size tends to dictate which species of namegivers can ride them.

- *tiny*: about two apples tall.
- *small*: anywhere from the size of a small dog to the size of a human child. Windings favor mounts of this size. Max Load of 4.
- no size tag: the creature is about the size of most namegivers. Some animals of this size of may be appropriate mounts for dwarves (though most cannot bear their weight). Max Load of 7.
- *large*: something about the size of a horse. Such animals do not easily fit into most dungeons or houses, but are the smallest type of mounts human-size folk can normally tame and ride. Orks and trolls may be able to ride very strong mounts of this size and a few can be controlled by dwarves. With saddlebags, they have a Load of 10.
- *huge*: about as big as you can reasonably expect a single namegiver to be able to control. Orks and trolls more commonly use mounts of this size, and only mounts at least this big can hold obsidimen. Once you have a mount this massive, you probably don't need to be worrying about Load anymore.
- *gigantic*: impossibly huge, like a whale, castle, or island.

Tags

In addition to the standard tags defined in *Perilous Wilds*, some additional tags are used for followers in *Fourth World*:

- *apprentice*: they can assist artistic endeavors, reducing the time they take, and bearing the brunt of complications.
- *aquatic*: they can breathe underwater and move well in water, but will typically face difficulty (even death) on land.
- *beast*: they cannot use language beyond, at best, following simple commands. Beasts cannot have *-wise* tags.
- *companion*: special, assigned only by beastmasters and cavalrymen.
- *burrowing*: they can quickly burrow through the earth.
- *cover*: when ridden, the defenses of this mount also provide some protection to the rider and passengers, providing them +1 armor.
- *fearless*: they will bravely face anything you are willing to face yourself. When you order them, if they are uninjured, improve your result by one step.
- *flying*: the follower can fly in some manner
- *mount*: the follower allows others to ride and control it (and are almost always *beasts*).
- *pilot*: the follower can pilot airships.
- *spirit*: the follower is some form of spirit, implying astral qualities.
- *terrifying*: they inspire fear in those who see them
- *willful*: they resist taking action. Take -1 ongoing to order them.
- *+x passenger*: they can carry up to x additional human-sized passengers, in addition to a rider. Naturally, they could instead carry more smaller passengers or fewer larger.

Moves

Followers adhere to the moves defined in *Perilous Wilds*, restated here. They can make the Encumbrance, Make Camp, and Recover moves, and can make the Last Breath move at the GM's discretion. Unless otherwise noted, they don't make any of the basic moves. Instead, use the following:

Pay Up

When **you pay a follower's cost**, increase their Loyalty by 1 (to a maximum of +3). You can't trigger this move again until both you and your follower have made camp.

Order Follower

When **you order or expect a follower to do something dangerous, degrading, or contrary to their instinct**, roll+Loyalty. **On a 10+** they do it, now. **On a 7–9**, the GM chooses one from the list below:

- Decrease the follower's Loyalty by 1.
- They complain loudly, now or later, and demand something in return.
- Caution, laziness, or fear makes them take a long time to get it done.

Do Their Thing

When **a follower does something chancy within the scope of their tags or moves**, roll+Quality. **On a 10+** they do it, as well as one could reasonably hope. **On a 7–9**, they do it, but there's an unforeseen cost, consequence, or limitation (ask the GM what). You cannot usually spend karma on this roll.

When **a follower does something chancy that falls beyond the scope of their tags or moves**, or does anything on their own, the GM will tell you what happens.

Call for Assistance

When a follower **helps you make a move that calls for a roll**, take +1 to that roll but know that they will be exposed to any potential consequences.

When a follower **helps you hack and slash or volley**, roll their damage die alongside your own, use the highest one, and add any damage bonuses you get on top of that.

When a follower **helps you defend**, you can spend 1 readiness to redirect an attack to them instead of yourself.

Watch Them Go

Once a follower **has -3 Loyalty**, they betray or abandon you at the next opportunity.

Animal Stats

Like all followers, mounts and companion animals have variable Loyalty, typically starting at +1 when first acquired. Quality also varies by the animal, where it represents factors such as the health of the animal, how much training it has, how it compares to others of its species, and so on.

Animals will have the *beast* tag, and no *-wise* tag. Most animals can be considered to have the *self-sufficient* tag, but only in suitable terrain. This tag will not usually be listed for most animals.

Sample Companion Animals

Companion animals typically are not ridden as mounts, so lack the *mount* tag in the descriptions that follow; however, companion animals may not be typical of their species. Just because you can't usually ride a bear hasn't stopped bear mounts from showing up in works of fantasy, and shouldn't stop you either. Just in case, appropriate *passenger* tags are added.

Costs for companion animals tend to be food, attention and affection. Some may also require something more exotic.

Animals listed below are typical animal companions, following the guidelines for creating followers (*Perilous Wilds*, pp 21–23). More formidable animal companions are possible, but are generally created as monsters and made followers using the "Monsters & Followers" advice from *Perilous Wilds*. Some of the creatures from the "On Monsters" chapter (page 117) have *beast* tags, and might be claimed as animal companions, with a bit of effort.

Ape

beast

Fists: d6, *close, forceful* 9 HP 1 armor

These sizable jungle primates combine a compassionate gentleness with fierce, territorial, aggression. *Instinct*: to goof off

- Intimidate them
- Climb very high
- Quickly move through the trees

Bee

beast, tiny, flying, stealthy

Sting: d4, *hand* 3 HP 0 armor

Though more gentle than their larger blood bee relatives, bees quickly anger when provoked. *Instinct*: investigate the pretty flowers

- Notice something in a spectrum beyond namegiver vision
- Inject them with venom

Bear

beast, large, +1 passenger

Claws: d8, *close* 9 HP 1 armor

Large, cuddly and occasionally ferocious. *Instinct*: to sleep

- Smell something delicious
- Dig or rip into something

Bird of prey

beast, small, flying, willful

Talons: d6, *hand* 3 HP 0 armor

Domesticated eagles and other birds of prey can be found throughout Barsaive. *Instinct*: to hunt

- Discern details from far away
- Dive from the sky

Blood raven

beast, tiny, flying, magical

Claws: d4, *hand* 3 HP 0 armor

Reddish legs distinguish these ravens from their more mundane counterparts. *Instinct*: to find shiny objects

- See into astral space
- Peck their eyes

Boar

beast, fearless

Tusks: d6, *close, messy* 6 HP 1 armor

Wild boar meat provides a common meal in many woodland settlements, but hunting boar is no easy task. *Instinct*: to wallow in mud

- Charge and knock them over
- Eat almost anything

Cat

beast, small, stealthy

Claws: d4, *hand* 3 HP 0 armor

Though house cats deign to live with namegivers, they cannot truly be considered domesticated. *Instinct*: to pursue an inscrutable agenda

- Suddenly change mood
- Cling to and harass them

Cheetah

beast, small, beautiful

Claws: d6, *close* 6 HP 0 armor

Cheetahs run faster than any other land animal, but wear out quickly at full speed. *Instinct*: to find their own space

- Rapidly close the distance
- Clamp down on their windpipe

Constrictor

beast, cautious

Constrict: d6, *hand, entangling* 3 HP 1 armor

Thick bodied constricting snakes make for quiet companions. *Instinct*: to hide

- Squeeze the breath out of them
- Taste the air

Dog

beast, small

Bite: d6, *hand* 3 HP 0 armor

Dogs vary greatly in their appearance, training, and temperament. *Instinct*: to rip things up

- Sniff something out
- Retrieve something
- Watch for danger

Frog

beast, tiny, aquatic

Tongue: d4, *close, entangling* 3 HP 0 armor

Frogs need to stay damp, making traveling with them tricky. *Instinct*: to croak loudly

- Drug them
- Live through being frozen

Leopard

beast, large, stealthy

Claws/Bite : d8, *close* 6 HP 1 armor

When leopards or other solitary big cats interact with civilization, livestock tends to go missing. *Instinct*: to eat convenient prey

- Stalk them
- Pounce from concealment

Lion

beast, large, warrior

Claws/Bite : d8, *close*, *messy* 6 HP 1 armor

As the only truly social cats, lions don't fare well when separated from their pack. *Instinct*: to establish domain

- Hunt in darkness
- Intimidate them with a roar

Lizard

beast, small

Bite: d4, *hand* 3 HP 1 armor

Lizards come in all sizes and colors, all of them cold-blooded. *Instinct*: to control their temperature

- Climb walls
- Infect them

Messenger bat

beast, tiny, flying, stealthy

Bite: d4, *hand* 3 HP 0 armor

With magical direction sensing organs and eerily accurate memory for locations it has been, messenger bats are often used to deliver small, not particularly critical, items. *Instinct*: to become distracted

- Unerringly locate anywhere previously visited
- Navigate in complete darkness

Monkey

beast, small, devious

Bite: d4, *hand* 3 HP 0 armor

Monkeys and other small primates are generally peaceful, but not often calm. *Instinct*: to steal

- Climb and leap where others cannot go
- Hurl objects

Sand lobster

beast, burrowing

Claws: d6, *hand* 6 HP 2 armor

While small sand lobsters make a popular delicacy, some varieties never stop growing. Mature adults (listed here) make formidable ambush predators. Some can grow to *large* size. *Instinct*: to hide in the sand

- Pull them under the sand
- Crack hard objects

Troajin

beast, stealthy

Claws/bite: d8, *hand* 6 HP 0 armor

These fairly large felines rarely tolerate riders, but dwarves who can manage taming them can use them as mounts. *Instinct*: to defend territory

- Disappear into the jungle
- Pounce from a distance

Wolf

beast, small, warrior

Bite: d6, *close* 3 HP 1 armor

Companion wolves tend to have opinions about the namegiver "pack" they find themselves living with. *Instinct*: to howl

- Track something or someone
- Mark territory

Sample Mounts

Mounts are treated as followers (and can also be companion animals). In addition to food, attention and affection, mounts also need rest and possibly specific types of shelter.

More formidable mounts should probably be created as monsters and made followers using the "Monsters & Followers" advice from *Perilous Wilds*.

Behemoth

beast, gigantic, mount, willful, cover, +4 passengers

Horns: d10, *reach, messy* 20 HP 2 armor

Though shy and generally docile, behemoths are slow and only barely manageable as mounts. *Instinct*: to seek out water

- Trample them underfoot
- Hurl them far away

Dyre

beast, mount, huge, fearless, +2 passengers

Horns: d6+3, *close, forceful* 11 HP 1 armor

These huge, herding herbivores anger easily, and many ork cavalrymen enjoy riding its ferocious wave of destruction. *Instinct*: to be provoked

- Upend and throw them with horns
- Launch into a killing frenzy

Elephant

beast, mount, hardy, huge, fearless, cover

Tusks: d8, *close* 11 HP 1 armor

Elephants manipulate objects quite well with their trunks. *Instinct*: to move in straight lines

- Move a great weight
- Charge

Goat

beast, mount, small, self-sufficient, willful

Head Butt: d4, *near, stun* 3 HP 1 armor

Windlings sometimes use these ill tempered herd animals as inexpensive mounts. *Instinct*: to eat almost anything

- Smash through something weak
- Traverse rocky ground at speed

Granlain
beast, mount, large, hardy, fearless, willful, +2 passengers

Hoof: d6, *close* 6 HP 1 armor

Trolls are typically the only namegivers strong enough to control this rare, stubborn, oversized horse breed. *Instinct*: to graze

- Run them over

Horse
beast, mount, large, +1 passenger

Hoof: d6, *close* 6 HP 1 armor

Horses have only recently regained importance after the Scourge, mostly sourced from ork nomad tribes. *Instinct*: to run free

- Steadily sprint to nearby goal
- Buck them off

Huttawa
beast, mount, large

Beak: d6, *close* 6 HP 1 armor

Dwarves favor these dim, feline, eagle-headed beasts as both mounts and draft animals. *Instinct*: to climb rocks

- Leap a great distance
- Move at speed through caverns

Kue
beast, mount, stealthy, small

Claws: d4, *close* 3 HP 1 armor

Kue often serve windling communities as watch animals and mounts, having reptilian bodies, but feline mannerisms. *Instinct*: to get into the rations

- Notice intruders in the dark
- Move at speed through the treetops

Mule
beast, mount, large, hardy, self-sufficient, +1 passenger

Hoof: d6, *close* 6 HP 1 armor

Crossbreeds of horses and donkeys, mules are often used more for work than riding. *Instinct*: to hold grudges

- Move with confidence on uneven ground

Rhinoceros
beast, mount, huge, warrior

Horn: d8, *close* 9 HP 2 armor

Known for their bad tempers, rhinos don't like intruders into their space. *Instinct*: to charge

- Trample them
- Impale them

Stajian

beast, mount, large, +1 passenger

Horn: d6, *close* 6 HP 2 armor

Ork cavalry often ride these bison-like mounts, whose broad hooves allow easy travel through both swamp and mountains. *Instinct*: to assert dominance

- Trample them
- Cripple a smaller mount

Thundra beast

beast, mount, huge, +3 passengers, cover

Horn: d8, *close, messy* 9 HP 2 armor

Favored as mounts by ork scorcher groups, this rhinoceros-like dinosaur gores opponents with a large, central horn. *Instinct*: to charge

- Impale and carry them
- Bellow

Unicorn

beast, mount, large, beautiful, magical

Horn: d6, *close* 6 HP 1 armor

Inexplicably, the Scourge changed the unicorn from vicious creatures with a taste for namegiver flesh to gentle beasts of great beauty. *Instinct*: to attack Horrors

- Neutralize poison
- Calm them down

Zoak

beast, mount, small, willful, flying

Bite: d4, *hand* 3 HP 2 armor

Something like a cross between a large bird and a bat, these willful animals provide favorite mounts to many windling cavalrymen and companions to beastmasters. *Instinct*: to consume pigeons

- Race through tight, cluttered environments

Sample Summoned Spirits

Some spells summon spirits, which become followers of the caster. As summoned spirits tend not to stick around for long, their Quality tends to be set by the spell, with higher circle spells creating higher Quality spirits. Loyalty tends to start high, but summoned spirits usually have no cost to trigger the Pay Up move, so their loyalty cannot be increased.

Most summoning spells give the caster choices which alter the spirit's stats, tags, or moves. The examples below are some possible outcomes of those choices.

Ally spirit

spiritwise, spirit, magical, beautiful, cunning, flying

Claws: d6, *close* 3 HP 3 armor
Quality +2, Loyalty +3, astral native, materialization
The Summon Ally spell brings forth an ally spirit to aid the nethermancer. This particular one is a brightly feathered guardian spirit, looking like a cross between jaguar and a parrot. *Instinct*: to doubt its summoner

- Conceal them

Fire goblin

spiritwise, spirit, magical, archer

Fire: d8, *close, near* 1 HP 1 armor
Quality +1, Loyalty +2
The Summon Elemental spell brings forth an elemental spirit. This particular one looks like a mischievous humanoid with flaming eyebrows. *Instinct*: to spread fire

- Incinerate something

Garnet rats

spiritwise, spirit, magical, group, devious, organized

Bum rush: d8, *close* 5 HP 3 armor
Quality +3, Loyalty +2
The Elemental Hounds spell brings forth an number of elemental spirits which act as a single follower. This particular group looks like a swarm of giant rodents made from reddish-brown crystals. *Instinct*: to choke water sources

- Smother in dust
- Locate gems

Phantom medusa

magical

Claws: d4, *close* 4 HP 1 armor
Quality +1, Loyalty +2
The Phantasm spell allows an illusionist to give substance to an illusion, which acts as a follower. Those who believe this illusionary medusa to be real may have their flesh turned to stone. *Instinct*: to reveal itself as a fake

- Turn a body part to stone with a look
- Make them run away in terror

Seed of destruction

magical, spirit, stealthy, amorphous

Thorns: d10, +1 piercing, *close, reach messy* 15 HP 1 armor
Quality +1, Loyalty +1, plant
The archer's Seed of Destruction talent summons this type of homicidal wood elemental, though likely not for very long. The details of the follower use the "Monsters & Followers" advice from *Perilous Wilds* to convert an assassin vine. *Instinct*: To kill

- Shoot forth new growth
- Attack the unwary

On Spellcasting

Spellcasting in the *Fourth World* is both slower and more dangerous than the Vancian spell system used in *Dungeon World*. All disciplines able to cast spells (collectively called **magicians**) cast spells in the same way, though each discipline uses different stats to do so. Spells do not need to be memorized and are not forgotten when cast.

To learn a spell, the magician must copy it into a **grimoire**, a system of recording spells (usually a book). Knowledge of spells may arrive spontaneously (all magicians gain a spell when they advance to a new circle), but can also be tracked down from written sources, learned from other magicians, etc.

To cast a spell, a magician must first spend time weaving one or more threads into the spell's pattern. To mitigate unwanted attention in astral space, magicians usually use a **spell matrix**, an astral construct making casting (relatively) safe, but which must be prepared with a specific spell before that spell may be cast through it.

Weaving the threads through a grimoire attracts more attention, and can have more nasty side effects, but is sometimes done when a magician needs a spell not attuned into a matrix.

Most reckless of all is weaving spell threads into **raw spell energy**. This is most often done in desperation, but can be used to improvise a spell the magician doesn't know, or wouldn't normally be able to cast (a spell from another discipline, for example).

When possible, the GM should shift the action to another PC while a PC is weaving a spell, then shift the action back to the weaver right after. This helps convey the feeling of spellcasting as a slow build up to release, and other things happening as the magician gathers magic. Narration of what the weaving looks like can also be useful, and gives the players a way to recognize spellcasting from monsters when the GM uses similar description to show signs of an approaching threat.

When the magician manages to fully weave the required threads into the spell, they can cast it. A caster may maneuver, perform other moves, even take damage, between weaving threads or casting. Some talents or monster moves specifically interrupt weaving spells, as will unconsciousness, death or simply taking to long.

Matrix Tags

Though not a physical object, a spell matrix can still have tags, usually applied as the result of particular moves. These include:

- *armored*: threads woven into this matrix may not be unwoven or altered by others.
- *attuned*: the matrix contains a spell pattern.
- *damaged*: casting the spell attuned to the matrix requires an additional thread to be woven into it until the matrix can be repaired
- *efficient*: an attuned spell counts as one circle lower for the purposes of computing the total spells you may attune into matrices.
- *enhanced*: when you attune the matrix, you may "pre-weave" a thread into it. This thread remains woven until the matrix is attuned to a different spell. You may reclaim this thread any other time, but doing so also empties the matrix (removing the *attuned* tag).

Spellcasting Moves

All magicians trigger the same moves to cast spells (though will use differing stats to do so):

Add a Spell to Your Grimoire

When **you add a spell to your own grimoire**, you truly learn the spell. The spell remains in your memory, so may be rewritten if a grimoire gets stolen or destroyed. You may add spells of any circle into your grimoire. You may add spells from other disciplines into your grimoire, if the fiction supports it.

Attune a Spell Matrix

When you spend uninterrupted time (a half hour or so) **in quiet contemplation of a spell matrix**, you:

- Remove any spell pattern in the matrix (also removing *attuned*).
- Repair any damage done to the matrix, removing the *damaged* tag.
- Place into the matrix the pattern of any spell in your grimoire of your own discipline and with a circle equal to or less than your own. The matrix gains the *attuned* tag.

You may fashion as many spell matrices as you like; however, the combined circles of all spells attuned into your spell matrices may not exceed twice your own circle (e.g. a third circle wizard can only attune up to six circles worth of spells into her matrices). Spells from other disciplines may not be attuned to matrices.

Caster, interrupted?

You know those fantasy games where the mage's spell fizzles if they take damage, or have to move, or get distracted, or someone looks at them funny? *Fourth World* isn't one of those fantasy games.

Characters weaving spells can move, dodge, talk, run, take damage, even attack. As the Abort a Spell move (below) indicates, casters have about a minute from when they start weaving a spell to when they cast it. While some monsters and disciplines have abilities which specifically can disrupt spellcasting, mere damage and other actions can't.

Weave Through a Matrix

When **you weave a thread into a spell matrix**, the thread always becomes woven into the matrix. If weaving while under time pressure (e.g. combat, urgent necessity, etc.), also roll+the ability indicated by your discipline. **On a 7–9**, hold 1 focus. **On a 10+**, hold 3 focus. **On a 12+**, you may choose to weave an additional thread into the spell. If you do, you gain no focus and lose any you are holding. Focus may be spent, one-for-one as often as desired, to:

- Add +1 to your own weaving roll after it is made.
- Take +1 to casting a spell.
- Take +1 to defy danger.

The GM move made if weaving misses need not have anything to do with the caster (as always) but, if it does, the move should usually be soft. Casting through a matrix is meant to be the safest method of casting, after all. Also note that, even on a miss, the thread still becomes woven into the spell. Some possibilities on missed weaving include:

- An opponent notices what the PC is up to and moves to stop them.
- Local spirits become interested in what is happening.
- A monster uses moves that can disrupt spellcasting.
- Create a situation which requires the weaver choose between, say, moving to a less advantageous position or losing some held focus
- Change the situation such that the spell being cast might not be as appropriate as was first thought.
- Burden the weaver with a vision.
- Reveal something in astral space.

Focus

Fourth World version 1.5 adds the notion of focus to the spellcasting system, added mainly to counter the mathematical brutality of needing to make multiple rolls for a single spell. The intent of spellcasting in *Fourth World* has always been that it should take longer than vanilla *Dungeon World*, not (necessarily) that it should be more difficult.

Each casting discipline can use focus in some small way that the others can't. Look for other uses for it in your games (when you need to "use of their resources", for example).

Weave Through a Grimoire

When **you weave a thread into a spell in a grimoire**, the weaving attracts attention in astral space, and you roll+the ability indicated by your discipline. Take –1 for each of the following:

- The spell is of a higher circle than you have in your discipline.
- The grimoire is not yours.
- The spell is from a discipline you do not follow.

On a hit, the thread is woven into the spell. **On a 10+**, hold 2 focus, spent just as in weaving through a matrix. **On a 12+**, you may choose to weave an additional thread into the spell. If you do, you gain no focus and lose any you are holding.

On a miss, the GM move should be a little more harsh than a miss weaving through a matrix. Choices include those above, but might also include:

- Offer to allow the thread to be woven if the PC pays a physical, emotional or social cost.
- Offer to allow the thread to be woven if the player agrees that the grimoire will become damaged once the spell is cast.
- Unleash a previous threatened event on the weaver.
- A local spirit becomes fixated on the weaver.
- A horror becomes aware of the character.
- A horror marks the grimoire.

Scrolls are not as common in the *Fourth World* as they are in many fantasy settings; however, weaving through them functions as weaving through a grimoire, with the exception that on a 7–9 result, the scroll is consumed when the spell is cast.

Weave Raw Magic

When **you weave a thread into raw spell energy**, the flare in astral space attracts attention, and you roll+the ability indicated by your discipline. Take -1 for each of the following:

- The spell is of a higher circle than you have in your discipline.
- The spell is from a discipline you do not follow.

On a hit, the thread is woven into the spell. **On a 10+**, hold 1 focus, spent just as in weaving through a matrix. **On a 12+**, hold 3 focus.

On a miss, the GM move should almost always be hard; weaving raw magic is extremely dangerous. Choices include those above, but might also include:

- Take the spell's circle in damage.
- Once the spell is cast (successful or not), the thread becomes "tangled" in astral space, making it unavailable until you can spend a few minutes to untangle it.
- Astral space around the casting becomes damaged
- A horror marks the weaver

Cast a Spell

When **you unleash a spell you've fully woven**, roll+the ability indicated by your discipline. **On a hit**, the spell is successfully cast. **On a 7–9**, also choose one:

- You draw unwelcome attention or put yourself in a spot. The GM will tell you how.
- The spell also creates an unintended side effect. The GM will tell what.
- The spell disturbs the fabric of reality as it is cast—take -1 ongoing to cast spells until the next time you make camp.
- You take 1d3 damage.
- The spell matrix used to cast the spell (if one was used) becomes *damaged*.

Regardless of the result of the spell, any threads woven to cast it become available immediately, no longer woven into the casting. You also lose all held focus.

Miscasting

Having gone through all the trouble of weaving multiple threads into a spell, watching it just fizzle can be dull and unsatisfying. On a casting miss, the GM might try letting the spell go off, but:

- Pick something from the 7–9 list
- It effects one of the caster's allies instead (they choose which)
- The effects of the spell differ notably from the intent.
- The caster must pay some sort of physical, emotional or social cost to get the spell off, or the spell fizzles (their choice)
- The spell works only partially
- The spell works, some or all of the result (such as a summoned spirit or spending hold) is directed by the GM instead of the caster
- Individual spell descriptions may suggest mischief on a miss

Higher circle spells tend to fail more spectacularly than lower.

Abort a Spell

When **you abandon an attempt to cast a spell**, or more than a minute passes between weaving a thread into a spell and the spell being cast, the energy stored in the spell dissipates, dealing 1 damage for each thread already woven into the casting to you and everyone nearby, friend and foe alike. Any threads woven to cast it become available immediately.

Spellcasting Monsters

Some monsters, usually those with the *magical* tag, may be described as casting spells when they make moves. Spellcasting in the *Fourth World*, however, is slower than in *Dungeon World*, and this can be exploited. Fictionally, casters will be weaving threads into a spell matrix much like the player characters do, with a slow build up to release. Mechanically, a monster weaving a spell is just a GM move (show signs of an approaching threat), though one whose fiction can trigger certain talents (e.g. the warrior's disruption talent). This is always a soft move.

If the weaving is not hindered, the spell actually going off is usually a hard move (usually a monster move or deal damage move), though some spellcasting might be a soft move (filling a room with fog, for example, would be a soft change the environment move).

How long it takes a monster to weave spells should be considered largely a narrative concern, guided by the notion that more powerful spells take longer to cast. The GM need not track exactly how many threads are needed and tick them off one by one.

Naturally, just as the weaving efforts of PCs are not disrupted by damage or taking other actions, nor are the efforts of spellcasting monsters.

Counterspelling Monsters

Some monsters may have moves which allow them to specifically interfere with spellcasting. These moves are best used in response to failed weaving or casting rolls, or other failed rolls made in proximity to the caster.

Some monsters may have moves that target spell matrices rather than the act of spellcasting itself. Such moves might make the matrix *damaged*, remove threads woven into them, or even empty one out entirely. An *armored* matrix would be immune to such things.

Spellcasting Examples

So how does all this shake out in play? The following sections offer some examples of a fifth circle troll elementalist named Adath, played by Alex. In each example, narration is shown on the left, triggered mechanics on the right. Elementalists weave with CON and cast with CHA. Adath has a +3 and +2 in these stats, respectively.

Low stakes casting

After a long day of travel, Adath's group decides to make camp. As the scout prepares watch, Adath casts Sanctuary through a prepared matrix.

Not much can go wrong here, and failure doesn't lead to anything all that interesting. Technically, the activity triggers weaving and casting moves, but the GM waves rolling and just narrates what happens.

Cantrips

Startled awake by something violating the sanctuary, Adath sees that their fire has gone out. She calls out a warning to her friends and tries to get the fire going quickly by using the ignite cantrip.

The flames reveal a swarm of krilworms, angry at the light.

Cantrips don't require weaving, but trigger Cast a Spell. Alex rolls+CHA, poorly, getting a 7. Alex chooses to "draw unwelcome attention".

Single thread

After getting stung, then rescued by the group's warrior, and the rest of the group entering the fray, Adath spies a large group of krilworms hovering above the camp, a good target for a fireball, which she starts weaving through a prepared matrix.

This triggers Weave Through a Matrix, so Alex rolls+CON, getting an 8. One thread is woven into the spell and Adath holds 1 focus.

While Adath weaves, the warrior pries a krilworm off of the scout, and crushes it.

The warrior does well on a Hack and Slash roll, leaving no opportunity for a GM move.

Adath decides one thread is enough, and casts the spell straight up into the swarm.

Triggers Cast a Spell; Alex rolls+CHA, getting another 8. Alex could spend the focus to add one to the roll, but instead uses Lethal Focus to add one to the spell's damage, dealing 9 damage to the worms above. Alex chooses "an unintended side effect". Threads used to cast the spell become freed.

The huge fireball lights the night sky, engulfing dozens of the pests. Flaming krilworm's rain down from the sky into the camp, setting trees and various elements of the camp alight, including Adath's tent.

Botched summoning

The next day, the group finds themselves in trouble, and Adath starts to call up an earth elemental.

Triggers Weave Through a Matrix; Alex rolls+CON, getting an 9. One thread is woven into the spell and Adath holds 1 focus.

[Action cuts to others then back.]

Adath weaves again, moving to a slightly safer spot as she does so.

Triggers Weave Through a Matrix; Alex rolls+CON, but gets a 6, so spends one focus to improve the result to 7. Another thread is woven into the spell and Adath holds 1 focus.

[Action cuts to others then back.]

Adath casts the spell she has been weaving, calling forth a spirit from the living rock.

Triggers Cast a Spell; Alex rolls+CHA, but gets a 5. With only 1 focus, Alex can't make the roll a success. Since failing spell casting isn't interesting, the GM decides that the spirit arrives, but with a Loyalty of -1 and a cost of "demands a favor".

Casting in combat

Days later, Adath finds herself on her own, chased by an angry molgrim. Running along a forested ridgeline, she can see another forest on the other side of the valley, and decides to cast Tree Walk.

This triggers Weave Through a Matrix, so Alex rolls+CON, but only getting a 6. One thread is still woven into the spell, but the roll fails. The GM invokes the molgrim's "chase them down" move.

Distracted by weaving, Adath stumbles and the molgrim catches up, pushing Adath down, then rearing up to strike.

GM: "the molgrim rears up to leap on top of you. What do you do?"

Adath scrambles to her feet, then runs right at the molgrim as it leaps for her, sliding down at the last second to pass underneath it.

Triggers Defy Danger; Alex rolls+DEX, getting a 9. The GM offers a hard bargain: Adeth either has to leave behind her pack containing an important item, or take a swipe from the molgrim's claws. Alex chooses the latter.

As the bulk of the beast sails over her head, a massive clawed paw rakes down. Adath could get her pack in the way, but she's carrying precious cargo, so instead protects the pack with her body.

Molgrim deals damage as established: the GM asks Alex to roll d10+3. Alex gets a 7 and reduces that by Adeth's 3 armor, marking 4 points of damage.

As the frustrated molgrim lands, Adath takes off in the other direction, weaving a second thread into the spell.

Triggers Weave Through a Matrix; Alex rolls+CON, getting an 11. The second thread is woven and Adeth gets 3 focus.

[Action cuts to other members of the party, also doing cool stuff. The spotlight swings back to Adath when appropriate.]

The molgrim gathers itself and resumes pursuit. Tiring, Adath has enough mojo gathered to cast the spell.

Triggers Cast a Spell; Alex rolls+CHA, electing to spend the 3 focus to add another +3 to the roll. The roll is poor, but the focus bonus pushes the result to an 8. Alex decides to mark the spell's matrix as damaged.

Looking across the valley, Adath runs straight into the nearest oak, immediately exiting from a pine on the far side of the valley. She can hear the bellow of the molgrim all the way from here.

The spell takes effect. Threads used to cast it become freed.

Occult tome, desperate hour

When the group finally locate the vault they have been seeking, all hell breaks loose. Surrounded by cadaver men, Adath finds herself needing to cast a powerful nethermancy spell from a book found in the vault. Encouraged and assisted by Biatta, another caster, she begins.

Assistance triggers Aid (+CHA), getting an 11, so will improve the weaving roll by one step (and the assistant elects to take a karma point). Weave Through a Grimoire, with every listed penalty; Alex rolls+CON−3, getting a 5. The aid improves the result one step, so one thread is woven into the spell.

[Spotlight shifts to others.]

Biatta, watching from astral space, suggests some tweaks to Adath's technique, as Adath weaves another thread. In astral space, Biatta sees some sort of spectral revenants forming, attracted by the weaving.

Assistance triggers Aid (+INT), getting a 9, giving +1 to the weaving.
Weave Through a Grimoire, with every listed penalty; Alex rolls+CON−3+1, getting a 10. Second thread woven into the spell and Adath holds 2 focus.

[Spotlight shifts to Biatta. Dealing with the spirits leaves her unable to offer more aid.]

Adath, determined, weaves the final thread into the spell, trying to ignore the struggles of her friends.

Weave Through a Grimoire, with every listed penalty; Alex rolls+CON−3, getting a 6, but spends 1 focus to improve to 7. Third thread woven into the spell. Remaining: 1 focus.

[Spotlight shifts to the surrounding struggle. One of the group falls. At the most desperate point, Adath's friend call on her to hurry.]

Adath casts the spell, still not entirely certain what will happen.

Cast a Spell; Alex rolls+CHA, electing to spend remaining focus for +1, getting an 11. The spell is cast and Adath's threads are freed.

White light explodes from the book. In the wake of the shockwave, the cadaver men crumble to dust, and the ancient curse on the vault is lifted, bathing the heroes in a warm afterglow.

The spell is a custom effect tied to this particular location. In addition to lifting the curse and destroying the undead, the group each heal 1d6 as well.

As the triumphant display fades, a low rumble fills the vault, and the ground begins to shake. Deep below, something stirs.

Each of these weavings called out in astral space, and now the bill comes due, rousing a spirit trapped below for centuries…

On Blood Magic

Blood magic draws its power from sacrifice, usually a small amount of blood. At best, blood magic is a moral grey area, at one time providing the only defense against the horrors, but also a tool for corruption. Even so, its practice is common enough that most know what it is and probably know someone who uses it.

Practicing blood magic is a one way street: once you start down the path, you can *never* go back. It makes use of the following moves:

First Blood

When **you first practice blood magic**, you perform a short ritual to prepare your blood. Once this ritual completes, you...

- ...reduce your maximum HP by one. You may never get this HP back. Not by magic, not after a year and a day, never.
- ...take 5 blood. Blood may be **committed** to power blood magic, as indicated by other moves. While blood remains committed to one thing, it may not be committed to anything else. Blood may be uncommitted with a few minutes concentration, ending whatever it was powering, and making the blood available for use. Blood may also be **spent**. Spent blood is consumed and lost forever.
- ...must conceal your use of blood magic or face social consequences. While using blood magic may improve your standing with some people, most frown on the practice and some actively shun or persecute those who use it.

You may repeat this ritual to gain more blood, reducing your hit points further.

Self-Mutilation

When **a blood charm is implanted into your flesh with your consent**, you must pay the cost in blood (usually a commitment of a few blood). If you lack the available blood to pay the cost, you may uncommit blood powering other effects immediately, if you choose. If you still lack enough, you immediately make the first blood move until you have enough blood to pay. The blood charm provides its benefit so long as the blood it needs remains committed.

When **you uncommit blood to an active blood charm**, the charm immediately goes dead. If not removed from your body, it will begin to rot. Once removed, it may leave a void. For example, if the charm was installed in an eye socket, the socket remains empty when the charm is removed.

Push Talents

When **you sacrifice part of yourself to succeed at a move**, describe how you do so, then spend 1 blood. You succeed as if you rolled a 12+.

Blood Peace

When **you swear to a truce with another namegiver**, you both cut the wrist of your dominant weapon arm and commit 1 blood. The cut forms a crescent-shaped scar, easily seen and deciphered by those who know to look. For the next year and a day, so long as you maintain the truce, you take +1 ongoing to taking your last breath (not cumulative). If a truce is violated, the blood the culprit committed to the truce becomes spent, and the other party's is uncommitted. Truces may be extended.

Blood Promise

When **you swear to perform a task for another namegiver**, you cut your forehead, name a talent you intend to use to fulfill this task, and commit 2 blood. Often, the other namegiver will make a blood promise of their own to you at the same time. You may only make one blood promise at a time. For the next year and a day, or until the task is completed (whichever comes first), you gain +1 ongoing to using the talent you named. If you fail to complete the task in time, the blood is spent.

Blood Sworn

When **you and another namegiver swear loyalty to each other for the rest of your lives**, you place a cut over your hearts and commit 3 blood. So long as you remain loyal to the other, you gain +2 to one ability score and +1 to another (18 max, as always). You may also, any time you like, take 1d6 damage and heal the other of the same amount, no matter where they are. Should the loyalty of either of you fail, for the next three years and three days, you lose your ability bonuses, but the blood remains committed. After this period, if you renew your vows of loyalty, you gain benefits as before. If one of you dies, the other uncommits their blood. You may only swear this oath once in your life.

On Bonded Groups

Forge a Group Pattern

When **a group bonds together magically**, the members of the group perform a long ritual to create the group's pattern, during which:

- The group's name is decided and declared.
- A symbol is created representing the group and its history.
- Each member commits 1 blood.
- Each member of the group weaves a thread into the group's pattern, making those threads unavailable for other purposes as long as the group pattern exists.

Once completed, the group is magically linked together. All members of the group gain access to the **bonded group** moves.

Broadcast Thoughts

When **you can see or be seen by your fellow bonded group members**, you may "speak" to them without uttering a sound.

Discern Condition

When **you concentrate on a bonded group member regardless of how far away he or she may be**, roll+WIS. Any effect that would benefit or hinder the discern realities move may benefit or will hinder this move. **On a 10+**, ask the GM three questions from the list. **On a 7–9**, ask one:

- Where is the group member in relation to me? (Answer will include distance and direction, but not how to get there.)
- What are the group member's surroundings like?
- What is the group member's physical condition?
- What is the group member's emotional state?

Move as One

When **you defend one or more of your fellow bonded group members**, gain +1 readiness.

Share Bounty

When **you briefly touch a willing bonded group member**, you may transfer one ongoing bonus to them. You cannot regain the same kind of bonus while it remains on them. The bonus returns to you at the next sunrise, unless it expires prior to that.

Eject a Member

When **one member of a bonded group is singled out by all other members for expulsion**, all members of the group (other than the one to be expelled) gather and perform a short ritual, during which:

- The exile's thread is unwoven from the group's pattern.
- The exile's committed blood is spent.
- The exile may not use or be targeted by the group's moves.

Expand the Group

When **a majority of the bonded group gathers and agree to add a willing recruit to the group**, they conduct a short ritual, during which the recruit weaves a thread into the group's pattern and commits 1 blood, making the recruit a full member. Members not present for the ritual immediately become aware of the new member.

Leave the Group

When **you die or quit a bonded group**, your thread is unwoven from the group's pattern and your blood is uncommitted, freeing both for other use. You no longer may make (or be the target of) group moves for that group. Other members of the group immediately become aware you have left.

Oath scars

When namegivers swear to oaths bound in blood (see "Blood Peace", "Blood Promise" and "Blood Sworn" on page 84), part of the magic that enforces the oath manifests by tinting the scar created by the oath in particular ways. Those who know what to look for can use the coloring of oath scars to see how well someone keeps their oaths:

- Red scars mean your oath is active and being maintained.
- Gold scars are like red, but indicate a more serious oath, such as a renewed truce, or life oath.
- Black scars mean you broke your oath.
- White scars mean you kept your oath, but the other party did not.
- Silver scars mean the oath was kept, but no longer binds you. That is, the oath completed successfully.

On Relics

The *Fourth World* expands upon the equipment chapter of *Dungeon World*, bringing the notion of weaving threads to bear here as well. This chapter divides magical items into categories, based on how they use threads.

Ranks

A magic item may contain a number of **ranks**. Each rank represents the capacity of the item to have a thread woven into it. When a character weaves a thread into a rank, they gain access to the move provided by that rank, so long as the thread remains woven. Threads must be woven into ranks in order, slowly unleashing the potential of the item. Weak magic items hold no ranks, so do not and cannot have threads woven into them.

All items fit into a particular category or type, based on how many ranks it has and how they work:

- **mundane** items contain no ranks and are in no way magical
- **trifles** contain a bit of magic, but not enough to warrant a rank
- **trinkets** contain one rank, but only require a thread when being used. You can weave a thread into a trinket much more quickly.
- **wonders** contain one rank, but require a thread full time.
- **relics** contain more than one rank. Full time threads activate the ranks in order.

Keys, Deeds and Demands

The more potent magical items in the *Fourth World* carry a unique pattern and a name, and must be uniquely understood to be used. When a wonder or relic is first discovered, all of its ranks are locked. To weave a thread into an item, its next rank must be unlocked. Unlocking a rank requires a **key**: the answer to a specific question about the item. For every magic item with ranks, the first question that must be answered is almost always "what is the item's name?".

Studying the item's pattern (several disciplines have talents to do this) can lead to discovery of its name. Research and legwork can provide another avenue to learning a name. Some items may even

inscribe the name on the item itself, making discovery of the first key trivial.

Many magic items contain only one rank, so the first key unlocks the item's entire potential. More powerful items, however, contain additional ranks, each with their own key. Though magic can discover what question must be answered to reveal the key, few shortcuts are available to find the answer. Research and adventuring are typically a character's only option. Discovering keys, therefore, often drives the story in *Fourth World* games.

While powerful items are not (necessarily) intelligent, many of them want things. In particular, they may require **deeds** from a wielder. When a rank requires a deed to be unlocked, the deed acts as the key, unlocking the rank when the wielder (and only the wielder) completes the task. One difficulty surrounds deeds: no magic can reveal what deed must be performed, only that one must be performed. Figuring out what is required often takes even more research and adventuring than discovering a key.

Lastly, some ranks may **demand** certain qualities from their wielder, in addition to a key or deed. Demands might include being a particular discipline, having an ability score at a certain value, being a certain species or having reached a certain circle. Fortunately, a wielder who has woven threads into all the prior ranks immediately understands what the demands of the next rank are.

Spouting Lore About Relics

Some disciplines have talents which grant magical insight into an item's ranks (e.g. Bow History, Psychometry, Item Disposition, Item History, Martial Insight). Such talents magically expose a character to information they might have no other way of discovering. So what happens when a character Spouts Lore about a relic?

Like much else in *Dungeon World*, it depends on the needs of the story. Often, discovering keys drives longer term story arcs in play, but sometimes keys may be more of a hindrance on the narrative the table finds interesting. Fun things can be discovered when a group has to track down and negotiate with the right kind of adept. On the other hand, sometimes that is just an unwelcome digression.

So, when spouting lore about a relic comes up, the GM can easily use the outcome to pace revelations about the item. It's certainly possible that Spout Lore could reveal something about the item's ranks, should that be more interesting to the story. Perhaps the

character spouting lore happens to remember the name of the item from a story or song.

In cases where the preference may be to drive more investigation before ranks can be unlocked, spouting lore might be used to provide hints where to look.

The GM might consider the following when revealing "something interesting and useful" related to an item with ranks:

- If the use of the item is not obvious, describe the item's general purpose.
- Provide one of the items from the Item History talent (if revealing such information makes the story better), perhaps slightly concealed. ("Items from that period were known to reveal their names in glowing writing when rubbed with grapeseed oil." "You realize that the markings on the pommel are much like a type of coded writing you learned as a child. How did you learn it?")
- Provide a concrete lead about where more information could be discovered. ("The library in the city down the road is known to have a copy of *On Instruments*, which would almost certainly mention a magical trumpet like this. What is your connection to this library?" "The alloy used in the handle could have only come from one place....")
- Open a door to a specific, fruitful line of investigation on a related topic. ("From the style, you are certain that this is the work of master artificer Malgrave the Younger, who did most of his work for the *aropagoi* of the Serpent River. How do you know of him?")

When revealing something merely "interesting" instead, the GM might consider more oblique or less specific hints:

- Provide a tour-guide-like comment about the history of the item ("Items of this kind were often used by [particular disciplines, species, peoples in a geographic region, followers of a particular Passion, etc.]...". "This style was common prior to the completion of the Eternal Library...")
- Provide a hint about the item's purpose. ("The symbol on the hilt was often used to mark the property of those who had been claimed by the *invae*.")
- Provide a rumor. ("You've heard that the crew of the *Yrnilus* has been destroying items like that.")

Additional Tags

In addition to the tags in *Dungeon World* and *Mounted Combat*, this document adds a few of its own:

- *astride*: The item is meant for use while mounted or for the mount itself. Considered *awkward* when used independent of a mount, if it can be used that way at all. Because mounts come in a variety of sizes and shapes, some *astride* gear may not be practical for some mounts, and costs will vary greatly (listed costs assume use by common mounts, such as horses).
- *living*: Though of a type normally inanimate, this item is alive. If properly tended, the item can repair itself if damaged. Obsidimen may only wear living armor.
- *entangling*: The weapon is meant to immobilize or hinder its target rather than do damage. When such a weapon would do damage, you may choose to forgo the damage and instead entangle the target in a way fictionally appropriate to the weapon.
- *implant*: The item (usually a blood charm) must be implanted into the body to function.
- *vehicle-mounted*: The item is meant to be mounted on a vehicle or other large structure. It cannot typically be carried around or used hand-held.
- n *blood*: The item works through blood magic, only usable by committing *n* blood to it.
- n *sacrifice*: The item works through blood magic, only usable by spending *n* blood as it is implanted.

Mundane Items

An item with no magic at all is a mundane item and never contains ranks. These can be bought and sold in most places. Mundane gear dominates the first few pages of *Dungeon World*'s gear section. The *Fourth World* differs from a number of settings in that literally everyone able to perform some kind of craft does so. As a result, quality and availability of items can be unpredictable. The smallest village, for example, might include someone who weaves the best blankets.

When converting mundane items, favor *Dungeon World* costs when you can, but otherwise just guess. Some additions to the gear list:

Barding, Light	*astride, +1 armor, ~40 coins, 2 weight*
Barding, Heavy	*astride, +2 armor, clumsy, ~200 coins, 6 weight*
Bola	*thrown, near, entangling, 1 coin, 1 weight*
Blowgun	*near, -2 damage, 2 coins, 0 weight*
Blowgun needles	*5 ammo, 1 coin, 0 weight*
Espagra-scale cloak	*1 armor, worn, 100 coins, 1 weight*
Lance	*reach, astride, forceful, 15 coins, 2 weight*
Mareka	*close, 9 coins, 1 weight*
Net	*thrown, near, entangling, awkward, 1 coin, 1 weight*
Raid Spear	*reach, 6 coins, 1 weight*
Maul, Greataxe	*close, two-handed, messy, 20 coins, 3 weight*
Stiletto	*hand, precise, 1 piercing, 3 coin, 1 weight*
Stone Maul	*close, two-handed, forceful, messy, awkward, 350 coins, 4 weight*
Throwing knives	*thrown, near, hand, 3 ammo, 3 coins, 1 weight*
Trispear	*reach, two-handed, 10 coins, 1 weight*
Whip	*reach, dangerous, entangling, 4 coins, 1 weight*
Wyvern-skin armor	*2 armor, worn, 300 coins, 1 weight*
Farrier	*2 coins*
Messenger, local	*1 coin*
Messenger, steading-to-steading	*25 coins*
Library access, town	*5 coins*
Library access, city	*10 coins*
Library access, Thoral	*8 coins*
Goat	*beast, mount, small, self-sufficient, willful, 10 coins*
Granlain	*beast, mount, large, hardy, fearless, willful, +2 pass. 00 coins*
Huttawa	*beast, mount, large, 80 coins*
Kue	*beast, mount, stealthy, small, 60 coins*
Troajin	*beast, stealthy, 60 coins*
Zoak	*beast, mount, small, willful, flying, 70 coins*

Trifles

A **trifle** possesses some magical power, but requires no threads to use (and so, have no ranks). All of the following from *Dungeon World* are probably trifles:

- healing potion
- arrows of acheron
- barb of the black gate
- coin of remembering
- devilsbane oil
- the echo
- lamented memento
- sacred herbs

When converting, "common magic items" and "blood charms" are typically trifles. In the *Fourth World*, such items are commodities, available in many markets.

Implanting blood charms

In standard *Earthdawn*, blood charms are self-implanting; however, this misses an opportunity to force PCs to interact with unsavory characters. So, blood charms in *Fourth World* require ritual magic and a skilled hand (see the chirurgeon, page 135) to install.

Amber eyes *living, implant, 1 sacrifice, 350 coins, 0 weight*

This pair of amber spheres replace a character's own eyes. While they are implanted, the character may use the astral sight move.

Blood pebbles *+1 armor, living, implant, 3 blood, 500 coins, 0 weight*

Hundreds of small of small elemental stones implanted into the skin deflect harm, drawing power from the host's blood.

Echo stone *300 coins, 0 weight*

These baubles capture sounds within their crystalline structure. If you tap the stone on the earth five times, then speak a password, the stone will remember everything you say next, until you say the password again or about a minute passes. From then on anyone who speaks the password to the stone will hear the captured message in your voice. The stone may hold different messages under different passwords. Someone who knows a password can clear the message remembered under that password.

Fernweave *1 armor, living, worn, 125 coins, 1 weight*

Armor made from living plant fibers and herbs, woven densely. It must be watered once every three days, or loses its armor tag until it is watered.

Firefly chalk *12 coins, 10 uses, 0 weight*

The enchantment within a stick of this chalk causes its writing to glow in the dark. It can also be used to decorate skin. Like all chalk, it washes off most surfaces if rubbed or doused with water.

Fire cannon *messy, forceful, reload, vehicle-mounted, 900 coin*

As the standard armament for larger airships, fire cannon are not particularly sophisticated. Their potency stems from their ammunition, which is consumed with each shot. The device itself is merely a holding chamber for kernels of true fire and true air. When the trigger is pulled, one kernel of each mix together and the result directed down the metal tube toward the enemy. Fire cannon deal 2d6 damage, or one point of stress if fired at a vehicle. When **you volley with a fire cannon** on a 7–9, choose from the following list instead of the normal volley list:

- Feedback: the cannon upsets its mounting and must be reset and reloaded, taking twice as long before the next shot.
- Uneven mixture: the elements don't combine well, dealing only 2d4 damage.
- Blowback: elements mixed too early, and the operator is briefly stunned.

Horn needle *implant, 1 blood, 200 coins, 0 weight*

These thin ivory needles are implanted under the skin. Should you be poisoned while using one, roll+CON. On a hit, the needle absorbs the poison, delaying the poison's effects by several days. If you remove the used needle before that, you remove the poison from your body entirely. On a 10+, when you remove the needle, you may extract one dose of the poison from it. On a miss, the needle is overwhelmed and ruined, and the poison effects you normally.

Horror fend *implant, 2 blood, 500 coins, 0 weight*

When implanted, this charm of gold and silver around a kernel of true earth provides +1 armor against monsters with the *horror* tag, or *contructs* created by horrors.

Life extender *living, implant, 1 blood, 150 coins, 0 weight*

These crystal blood charms absorb damage inflicted on the host once they are implanted, if the host chooses. Once the charm has absorbed seven points of damage, it becomes inert. The charm must be removed to uncommit the blood.

Luxury bedroll *300 coins, 0 weight*

This elaborately embroidered bedroll keeps anyone sleeping on it at a comfortable temperature and deters insects. If you use it while making camp, you heal +1 HP. When not in use, the bedroll folds up to a ludicrously small size.

Stat boost *living, implant, 2 blood, 400 coins, 0 weight*

When implanted, this blood charm increases one of the hosts stats (determined when the charm is made) by +1. If implanted into someone whose score in that stat naturally is or becomes 18, the charm shatters and the blood committed to it is spent. This type of trifle takes on a variety of forms, usually related to which stat is being boosted.

True element *0 weight*

A kernel of a true element can be infused into an item to give it magical properties, or enhance those it already has. True elements must be harvested, making them rare (some are much harder to locate and harvest than others). They also react easily with other materials, so must be contained magically until used. Some kernels are more pure and/or stronger than others, which affects their price:

True air, kernel	*50–100 coins*
True earth, kernel	*5–10 coins*
True fire, kernel	*50–100 coins*
True water, kernel	*5–10 coins*
True wood, kernel	*25–50 coins*
Orichalcum, kernel	*500–1,000 coins*

Trinkets

A **trinket** requires a thread only while it is actively being operated (though there is no harm in connecting for longer). Technically, trinkets have one rank, but this rank is almost always unlocked, so requires no key. Additionally, weaving a thread into a trinket (see the Integrate a Rank move, page 27) takes only a minute or so. The following from *Dungeon World* are probably trinkets:

- Captain Bligh's cornucopia
- earworm wax
- the epoch lens
- farsight stone
- fiasco codex
- folly held aloft
- immovable rod
- infinite book
- inspectacles
- the ku'meh maneuver
- Titu's truthful tallow
- tricksy rope

When converting, any item that gets activated to do one basic thing for a while is a good candidate for a trinket. It also turns out that some *Earthdawn®* spells fit into *Fourth World* better when re-imagined as trinkets (or wonders). Note that, from a game perspective, the particulars of weaving a thread into a trinket usually don't matter much, because trinkets tend to be the kind of items characters use to solve problems, not when they are under threat. The real cost of a trinket versus a trifle is that the character needs to have thread available in the first place. On the other hand, a character that holds a thread in reserve in order to use a trinket can reuse that thread for other trinkets, though they could only use one at a time.

Ball of string

1 rank, 250 coins, 0 weight

Weaving a thread into this ball of silvery thread causes a strand curl out of the ball and tie itself to a nearby landmark, marking a point of origin. As you walk, thread unwinds effortlessly. Played out string cannot easily be spotted and resists cutting. You may wind the string back onto the ball in order to find your way back. When you do, the string glows with a white light. When the thread is released, any played out string vanishes in a puff of light.

Dead letter drop

1 rank, 0 weight

The sigil carved onto one of these small, innocuous objects (an earring, small stone, coin, etc.) remains undetectable until activated. Theran spymasters often issue them to agents, but they are otherwise hard to come by.

When **you place the activated sigil onto a message** or small object resting on the of a recently deceased being, then press the lot into the chest cavity while concentrating on the glory and achievements of the Theran Empire, roll+nothing. For each full minute you spend concentrating, add +1 (up to three). **On a 10+**, choose three. **On a 7–9**, choose two. **On a miss**, whatever else happens, you still choose one.

- The message or object is transported into a bowl marked with the same sigil, possessed by one of your handlers.
- You, and you alone, hear the last thing whispered into the bowl by your handlers.
- The body disintegrates, as if it were never there.
- The sigil may be used again.

Delving quartz

1 rank, 300 coins, 1 weight

These fist-sized, irregular quartz crystals are a common sight in kaers, steadings, caravans, and exploratory ventures. By weaving a thread into the crystal, you may command it to glow any color and brightness you like. This light may be generated without heat, if desired, but you may also make the crystal radiate warmth as it glows. One crystal cannot get much brighter or warmer than a typical hearth fire. Delving quartz is often mounted in lanterns or other fixtures.

Espagra saddle

1 rank, astride, 5,000 coins, 2 weight

The shimmering blue espagra scales provide an immediately recognizable look to these coveted riding saddles. When a rider outfits her mount with this saddle and weaves a thread into it, she chooses one benefit the saddle will provide until the thread is freed:

- The rider may not be forced from the saddle.
- The mount's control stat increases by one.
- The mount's armor stat increases by one.

Inventory scroll

1 rank, 160 coins, 0 weight

When you weave a thread into this roll of parchment within a room, glowing yellow or orange writing appears on the scroll as if written by an invisible pen, listing each item within the room in general terms (no names given). The scroll is thorough, but cannot detect concealed items. When the thread is released from the scroll, the writing disappears.

Kaer chisel

1 rank, 1,200 coins, 1 weight

When you weave a thread into this stone chisel and strike the door leading into a kaer, the sound attracts the attention of any inside the kaer close to the door. As long as the thread remains woven, you can trace on the outside of the door with the chisel, and the pattern is replicated on the inside of the door.

Masquerade plumage

1 rank, 160 coins, 0 weight

When you don one of these elaborate, feathered half-masks and weave a thread into it, only you may remove it. While it remains in place, you will not be recognized by anyone around you. People will remember your actions, but nothing about you (not even your voice or scent) will trigger recollection.

Night chain

1 rank, 2,000 coins, 1 weight

This fine golden chain splits at one end, suspending two coin-like slugs of metal. The other end forms a loop, which you put around your head. Holding the coins just over the eyes of someone asleep and weaving a thread into the chain connects you to the sleeper. Any dream they experience while the thread remains woven, you see. Should the target wake while the chain is in use, you gain the Stunned or Confused debility and the thread unravels.

Obstructing whip

1 rank, reach, entangling, 1 weight

While a thread is woven into this otherwise typical leather whip, several cords of vibrant magical energy writhe from the handle, interfering with incoming attacks. When you defend while wielding these cords, gain +1 readiness, even on a failure, and add the following choices:

- when the attack is completed, entangle the attacker
- provide +1d8 armor against an incoming attack

Orichalcum container *1 rank, 5,000 coins, 1 weight*

When a thread is woven into this ornate orichalcum box, it will store twenty kernels of any true elements without allowing them to interact.

Pocket guardian *1 rank, 100 coins, 1 weight*

When this statue of a large stinging insect or arachnid is placed in your pocket or pouch and you weave a thread into it, the statue animates. The statue will allow you to add or remove items from its home, but will bite and poison anyone else that tries.

Preserving pot *1 rank, 200 coins, 2 weight*

When a thread is woven into this large iron pot and its lid is closed, anything inside does not rot, dry out, cool down, heat up or otherwise change.

Season lamp *1 rank, awkward, 250 coins, 4 weight*

Weaving a thread into one of these elaborate brass or iron chandeliers activates elements which either warm or cool the room in which it hangs, keeping it at a constant temperature regardless of the weather.

True skin *1 rank, 1 armor, 1 weight*

Though this armor was obviously fashioned from some kind of animal hide, the type of animal cannot be identified. Upon coming into possession of this armor, decide what type of animal most closely resembles your personality and temperament, and tell the GM. In return, the GM will tell you one or more moves associated with that animal. When you want to unleash your inner beast, weave a thread into the armor and gain hold equal to your CON. You and your possessions meld into a perfect copy of the animal you selected. You have any innate abilities and weaknesses of that form, retaining your stats. Spend 1 hold to make one of the animal moves. Once out of hold, you return to normal form and can't change back for an hour or so.

Upandal's blessings *1 rank, 275 coins, 1 weight*

These artisan's tools come in as many forms as there are ways to make art, and allow the artist to correct any errors for a short time after making them, no matter how irreversible they might seem. When you weave a thread into them and use them to create tangible art, you may roll twice and keep the better result.

Wandering poppet

1 rank, 1,500 coins, 0 weight

This nondescript, vaguely humanoid, terracotta sculpture measures no taller than a man's hand. While a thread is woven into it, the statue animates and can understand simple commands (it is smarter than a very bright dog, but only barely). While the poppet is animated, you may discern realities about the area around it as if you were in its place. If the poppet is completely out of your sight when you do this, take -1. If the poppet takes any damage, the thread unravels.

Wonders

A **wonder** must be tamed by weaving a single thread into it before it will allow itself to be used (i.e. they have one rank). While it may be possible to find the occasional wonder for sale, most must be found (or, perhaps, crafted). All of the following from *Dungeon World* are probably wonders:

- axe of the conqueror king
- bag of holding
- the carcosan spire
- cloak of the silent stars
- flask of breath
- loadstone shield
- map of the last patrol
- ned's head
- nightsider's key
- the sartar duck
- the sterling hand
- tears of annalise
- teleportation room
- Timunn's armor
- Vellius's gauntlets

When converting, items that supply a continuous benefit or are not obviously turned on or off, but have a single purpose, are good candidates for wonders. This might include "common magic items", or even thread items that don't seem complex enough to translate into relics.

Affirmation cup

1 rank, 1 weight

Orichalcum lines the rim of this large drinking vessel, fashioned from the horn of some long extinct animal. Intricate carvings depict scenes of revelry and joy.

☐ ***First rank*** (key question: what is the cup's name?): when conversation during a full meal embraces life and accents the positive over the negative, the horn fills with a clear fluid. If imbibed immediately after the meal, this liquid acts as a healing potion. When in the presence of overwhelming life energy, the horn may fill as well.

Bracers of firewind

1 rank, worn, 1 weight

Ornate engravings decorate these two golden arm bracers. One, studded with rubies, features images of flames. Images of clouds and storms grace the other, sapphire-studded bracer.

☐ ***First rank*** (key question: what are the bracers named?): you may volley with a bolt of fire (*near*, *+2 damage*, can start fires) or a bolt of wind (*near*, *far*, *forceful*, *stun*). If you would spend ammo, instead that type of bolt may not be used until you next make camp.

Cloaksense brooch

1 rank, worn, 1 weight

These metal cloak fasteners can be found in a variety of styles and materials. Often some sort of eye or other reference to senses dominates its decoration.

☐ ***First rank*** (key question: what is the brooch's name?): when used to fasten any cloak, the brooch provides a tingling sensation any time you are in imminent danger of being attacked, making you very difficult to surprise or ambush.

Crystal plate

1 rank, 1 armor, clumsy, living, worn, 5 weight

The crystals forming this suit of plate mail slowly grow, repairing any damage done to the armor.

☐ ***First rank*** (key question: what is the armor's name?): The armor resizes itself to perfectly fit. The tags for this armor become "*1 rank, 3 armor, living, worn, 2 weight*", replacing the tags listed above. In addition, the armor becomes largely buoyant and easy to swim in. Over time, the design engraved on the suit will change to reflect the personality of the wearer. What does that look like?

Elemental spear *1 rank, reach, thrown, near, 1 weight*

These exceptionally well-made spears are fashioned using each of the five elements.

☐ ***First rank*** (key question: what is the spear's name?): The spear's tags become "*1 rank, reach, thrown, far, forceful, 3 piercing, 0 weight*", replacing the tags listed above, and it becomes nearly impervious to harm. When scoring a 12+ with volley or hack and slash with the spear, the tip becomes searing hot, dealing +1d6 damage.

Frost pouch *1 rank, thrown, reach, +1 damage, 0 weight*

The cloth of these small white or blue pouches always feels cool to the touch, seemingly always full of a fine white sand-like frost.

☐ ***First rank*** (key question: what is name of the air elemental who gave its power to the pouch?): Scattering a handful of frost over a natural fire no larger than a bonfire will instantly extinguish it. In addition, you may volley with a handful of frost, dealing your damage with its icy sting. If you volley on a 10+, you may forgo damage and instead freeze the target in place; they cannot move for a minute or so, unless something deals damage to them. The pouch always remains full; however, if a volley would expend ammo, instead pouch becomes unusable for an hour or so.

Lightning bolt earrings *1 rank, worn, 0 weight*

These intricate pieces of silver jewelry, shaped like forked lightning, attach to the owner's ear by a short chain of delicate links.

☐ ***First rank*** (key question: what are the earrings named?): When you are the sole target of a harmful spell, you may attempt to fork the spell into two copies. If you do, roll+CON. On a 10+, the spell forks and you choose the target of each copy. On 7–9, the spell forks, one copy affects you, and you choose the target of the other. On a miss, in addition to whatever else happens, the spell effects you normally.

Naga-scale brooch *1 rank, worn, 0 weight*

The naga scale set into the silver or gold backing of this jewelry changes color to match the wearer's clothing.

☐ ***First rank*** (key question: what was the name of the naga who willingly donated the scale?): When you order a hireling on a 7–9, they will never come back with serious demands while a thread remains woven into the brooch and the brooch remains in your possession. Afterwards, they will realize they have been enchanted.

Oratory necklace

1 rank, worn, 1 weight

The large, semi-precious stones of this necklace sparkle subtly when their user speaks.

☐ ***First rank*** (key question: what is the necklace's name?): While you wear the necklace, you cannot be enchanted by song or speech. Further, when you give a public oration within a steading on a relevant topic, all who can see you will hear you clearly and will not interrupt. When the speech is finished, roll+CHA. On a 10+, choose three. On a 7–9, choose one:

- Your speech gathers more than just a smattering of people.
- People in the audience who agree with you far outnumber those who do not.
- Your speech reaches the ears of the steading's influential residents. At least one will seek an audience with you.
- Some who hear your speech are moved to act on what you say before the next sunrise.
- By the following day, most in the steading will recognize you, for better or worse.

Spell sword

1 rank, close, +1 damage, 2 weight

Weapons of this type can be found in many varieties (not just swords), but always are of exceptional quality, often with a swirled appearance to the grain of the metal.

☐ ***First rank*** (key question: what is the weapon named?): Any magician can place a spell requiring no more than one thread to weave into the weapon, which functions as a spell matrix would. When you hack and slash with this weapon, add the following choice:

- cast the spell within the weapon on the target (as if scoring a 10+ on the casting roll).

Relics

A **relic** contains multiple ranks, usually four. Likely, the following *Dungeon World* items should be retooled as relics (left as an exercise to the reader):

- Argo-than
- the Burning Wheel
- violation glave
- vorpal sword

When converting relics, a good rule of thumb is to cut the number of ranks in an *Earthdawn®* item in half. Care should also be taken to focus on the narrative power granted by each rank, rather than the merely mechanical progression used in most of the source material (though the first rank may be more mechanical).

Bloodwall

4 ranks, +1 armor, clumsy, living, 2 weight

Bloodwall is a large oval shield made from translucent red crystal, enabling the wielder to see through the shield as through red glass.

☐ ***First rank*** (key question: what is the shield's name?): You are kept comfortable in heat and the shield provides a degree of defense against fire. The shield also loses the *clumsy* tag.

☐ ***Second rank*** (key question: what is the story of the shield's creation?): When you view an opponent through the shield, you are protected from effects directed at your eyes or relying on the gaze of, or eye contact with, that opponent.

☐ ***Third rank*** (deed: use Bloodwall to protect or inspire a trollmoot; demand: circle 4): When you look through the shield, you can see astral plane. You gain the astral sight move, but only for what you see through the shield. If you already have the ability to use astral sight, you gain +1 ongoing to discerning realities through the shield while using it.

☐ ***Fourth rank*** (deed: praise the talent of Bloodwall's creator to Upandal while walking across an active lava field): When you hold Bloodwall, you are completely impervious to fire and heat.

Crystal Spell Box

4 ranks, 1 weight

This box, forged from flat sheets of deep amber crystal with seams of metal, is not designed to be opened.

☐ ***First rank*** (key question: what is the box's name?): When you are targeted by a monster's spell or magical effect, and there is space remaining in the box, you may roll 1d6. On a three or higher, the incoming spell has no effect and is, instead, captured in the box, from which you can later cast it. On a 1, a spell already in the box is lost. Casting the stored spell is done as if fully woven and cast through a spell matrix, requiring only the casting move, made using roll+nothing. If you are somehow familiar with the spell or its nature, take +2 on this roll. Initially, the box may only hold one spell at a time.

☐ ***Second rank*** (key question: what is the name of one of the apprentices which helped make the box? deed: travel with the box to the apprentices last resting place and leave an offering of thanks): The box can now hold up to two spells at a time.

☐ ***Third rank*** (key question: what is the name of the mountain from which the crystal was extracted?): The box can now hold up to three spells at a time.

☐ ***Fourth rank*** (key question: what is the name of the person who commissioned the box?): The box can now hold up to four spells.

Fool's Coin

4 ranks, 0 weight

This large brass coin contains the same symbol on both sides: a jester's hat.

☐ ***First rank*** (key question: what is the coin's name?): When you make camp, hold three luck. When you roll and miss, you may spend 1 luck to re-roll and take the second result. If it is a hit, explain how you succeeded only through sheer luck. When you are out of luck, you take -1 ongoing until you gain more.

☐ ***Second rank*** (key question: whose hat is shown on the coin?): When someone nearby would take damage, you may describe bumbling into the attack. If you do, you take the damage instead and hold one additional luck. You may not spend luck to negate this damage.

☐ ***Third rank*** (demand: wear no armor): When you take damage, you may spend 1 luck to ignore it. Describe the comedic, contrived, or outright miraculous circumstances that saved you from harm.

☐ ***Fourth rank*** (deed: use the coin to fool someone): Spend 1 luck to deal 1d10 damage to an enemy. Describe how you embarrass, humiliate, or accidentally clobber them.

Limbrath

3 ranks, hand, 1 weight

Blackened runes stand out against the shining steel of this dagger's blade. A blue gem rests at the end of the ebony handle.

☐ ***First rank*** (key question: what is the dagger's name?): So long as you are not *tainted* by a horror, the dagger gains the *+1 damage* and *2 piercing* tags.

☐ ***Second rank*** (key question: what is the name of the horror first wounded by the dagger?): When you come face to face with any horror, Limbrath may be used to hack and slash, regardless of the horror's form. If the horror cannot normally be hurt by weapons, hits deal no damage, but inflict some type of existential or physical injury on the horror.

☐ ***Third rank*** (deed: at the tomb of Lambrath's first owner, pledge to spread the legend of the dagger): When a horror approaches within *far* range of you (even in astral space), the gem in Limbrath's pommel glows a faint blue. Take +1 ongoing to hack and slash horrors or discern realities about horrors, until horrors are no longer nearby.

Rainfall

4 ranks, near, far, 2 weight

Small grooves lined with fine red crystal line the sides of this longbow.

☐ ***First rank*** (key question: what is the bow's name?): The bow gains *2 piercing*, and its weight becomes 1. When you spend 1 ammo and fire an arrow into the air, you may conjure a flash deluge that drenches any area you specify within range.

☐ ***Second rank*** (key question: who first named the bow?): After you conjure a deluge, the water coalesces into an elemental. Treat it as your character, but with access to only the basic moves. It has +2 to one stat, +1 to other stats, 2 HP for each circle you have, and uses your damage dice. It remains on this plane until it dies or you dismiss it.

☐ ***Third rank*** (deed: carve a dozen arrowheads from the bones of enemies killed by the bow): When you volley, after you roll, you may spend 1 ammo to spawn many copies of your arrow in flight. Choose up to as many targets as your circle within range and apply the result of the volley to all of them.

☐ ***Fourth rank*** (key question: what is the name of the first person killed by the bow?): When you volley on a 12+, in addition to your damage you may spend 1 ammo to call a bolt of lightning down onto the target, dealing +2d8 damage.

Mynbruje's Razor

5 ranks, 1 Stress, close, vehicle-mounted, +2 vehicle armor, 3 weight

Ships bearing this large living crystal ramming shield (*Mounted Combat*, pg. 49) permeate nautical legend, said to be the manifestation of Mynbruje's will. Crews dedicated to the Passion covet this relic above all others.

About halfway down the blade is carved a figure of Mynbruje as a human woman, with a crown of stars. Her right arm cradles an hourglass with the sand almost run out, while her left arm trails a set of scales behind her.

☐ ***First rank*** (key question: what is the ramming shield's name?; deed: mount the blade into a sailing vessel or airship): When you Jury Rig the ship to repair a loss caused by gaining Stress, the relic removes that mark of Stress from the ship as well.

☐ ***Second rank*** (key question: who created the Razor? deed: form a group pattern, including the ship and its captain; once the group is formed, any of its members may weave threads into the Razor's ranks; only those within that group may use this move): When you host a negotiation or arbitration on the ship, any fair agreements signed are blessed by Mynbruje. Any breaking such agreements pay a heavy, supernatural price. Any who know of Mynbruje will recognize the ship as favored, and those with disputes to settle will seek out the crew.

☐ ***Third rank*** (deed: the group must complete a quest for Mynbruje): When the group performs an act of devotion to Mynbruje (see special moves) on board the ship, they share access to the hold created by the act and gain +3 hold (even if they fail). They may treat the ship as an ally when using hold, and may also use hold for the following:

- Reduce the ship's Stress by hold spent.
- Succeed on any roll+Control on the ship as if rolling at 10+.
- Give the ship +1 Armor for the next hour or so.

☐ ***Fourth rank*** (deed: the captain must become a questor of Mynbruje; only the captain may make this move): When you reaffirm your ship's mission as devoted to Mynbruje's cause, you may shift the ship, its crew and all it contains into astral space. While there, a sphere of energy provides an additional +2 vehicle armor against attacks originating from outside it. You may return the ship to the real world whenever you like.

☐ ***Fifth rank*** (deed: all in the group must become questors of Mynbruje): When the ship rams a horror in astral space, no form of special defense or armor provides the target with protection. In addition, the horror remains pierced by the Razor, unable to escape. All members of the group take +2 ongoing to actions against the horror.

Poison Ivy

3 ranks, 0 weight

When found, this armor has been reduced to a single (but very large) seed of indeterminable species.

☐ ***First rank*** (key question: what is the armor's name?): Vines burst from the seed to entangle the owner in a suit of fernweave armor (*1 armor, living, worn, 1 weight*) which never needs watering and repairs itself rapidly. If you would take damage from fire, you may elect to sacrifice the armor's protection briefly to avoid it. If you do, you take none of the fire damage, but the armor reverts to a seed. You may also instruct the armor to revert to a seed at any time. Transformation to or from a seed takes a few minutes. Any time the seed regrows, the vines change to match the local flora.

☐ ***Second rank*** (key question: from where the materials used to create the armor gathered?): When you stay still, the armor adjusts to match the appearance of your surroundings (even if you don't want it to). This blends flawlessly into natural settings (even cave walls), less so in more manufactured places. You become very difficult to spot unless you are moving and take +2 forward to act against a target unaware of your presence.

☐ ***Third rank*** (deed: visit the sources of the armor's materials, performing a karma ritual in each): The armor takes on an oily sheen. If you rub a metal weapon on the armor for a few moments, it becomes covered in a poison much like serpent's tears (*Dungeon World*, pg. 327), but which only affects the next target damaged by the weapon.

Second Shadow

4 ranks, worn, 0 weight

No sound ever emanates from the diaphanous black cloth of this waist sash. Anyone who dons this sash gains a second shadow, though they may not notice.

☐ ***First rank*** (key question: what is the sash's name?): You can control your second shadow, stretching and shaping it to fall as you like, so long as it remains attached to you. It will dim light sources it passes over, even extinguishing small flames. You may condense it into any solid object you can hold in one hand, which has no magical properties but behaves just like the object it mimics.

☐ ***Second rank*** (key question: for whom was the sash originally made?; demand: circle 3): With a few minutes work, you may form your second shadow into an *imaginary mount* appropriate to your size. If you dismount, the mount reverts back to shadow.

☐ ***Third rank*** (key question: in what cave was the sash first created?; demand: circle 6): With concentration, one of your second shadow's arms can be made solid enough move objects, use weapons and tools, etc. Actions taken depending on this arm use +INT instead of the actions usual stat. While you keep the limb solid, take -2 ongoing to anything else. You can reach any part of your second shadow (including the solid limb) into a nearby patch of shadow, and have it reach out of any other patch of shadow you can see. The solid limb can carry objects from one end of this connection to the other, in both directions.

☐ ***Fourth rank*** (deed: find out what the descendants of the cave spiders who provided the silk for the sash *want* and what they *need*, then see at least the need fulfilled): With great effort, you may sprout hook-tipped tendrils from your second shadow. When you send these hooks into the shadow of another, roll+CON. On a hit, you steal their shadow and gain 1 hold. On a 10+, also gain an additional 1 hold. While you retain hold, you cannot steal another shadow and they cast no shadow at all. Spend hold to:

- Until the next sunrise, command their shadow as a hireling with no cost and 1d4+2 skills (distributed as you like) that never needs to make checks for loyalty.
- Don the shadow as a mask to disguise yourself as its original owner.
- Whisper up to fifty words to the shadow. All within near range of the owner's current location hear the whisper, but the owner does not.
- Alter the shadow in some way that will remain for a year and a day once its owner gets it back.

Surlycane

4 ranks, close, -1 damage, 1 weight

An orichalcum core provides this elegant white waxwood walking stick a good amount of heft, but it is not particularly suited to physical combat. Intricate patterns carved into the orichalcum knob confound the eye if gazed upon for long.

- ☐ ***First rank*** (key question: what is the cane's name?): When you weave an *enchantment* spell with Surlycane in your hand, improve the result by one step. When you first weave a thread into this rank, the cane resizes itself to match your exact height and size.
- ☐ ***Second rank*** (key question: what is the name of the cane's maker?; demand: circle 3): When you tilt Surlycane towards someone, you sense the nature and purpose of any enchantments that may be affecting them. (This ability cannot detect the influence of horrors).
- ☐ ***Third rank*** (deed: insult the tomb of the cane maker's chief rival; demand: circle 6): You may use Surlycane as a spell matrix for any *enchantment* spell of a circle lower than your circle in the discipline that casts it. This matrix must be prepared as any other spell matrix. The spell in this matrix is not counted against the maximum total circles of spells you may hold in your matrices, but neither does it gain the benefit of any of your talents.
- ☐ ***Fourth rank*** (deed: convince an ancestor of the maker's rival to renounce all family ties): While you hold Surlycane, your mind cannot be clouded, bewitched or enchanted.

Syzygy Orb

3 ranks, 1 weight

The metal surface of this grapefruit-sized perfect sphere reflects strangely moving features that you cannot quite keep in focus.

☐ ***First rank*** (key question: what is the orb's name?): The orb floats over your shoulder at all times. When you call upon the orb while touching two objects no heavier than yourself, roll+CON. On a hit, the objects are attracted to each other like an apple to the ground. On a 10+, choose three options from the list. On a 7–9, choose one:

- There are no adverse side effects.
- This bond lasts until you choose to break it.
- You are able to weaken the bond without breaking it.

☐ ***Second rank*** (key question: in what kaer was the orb first found?; demand: circle 3): You can volley with any object up to 2 weight by repelling it from yourself. Objects launched this way count as weapons (*near*, *far*). When volleying this way use CON instead of DEX.

☐ ***Third rank*** (deed: sever all ties with someone important to you; demand: circle 6): When you bind two items, you may choose one of the following variations:

- Bind any two objects you can see, not just those you touch.
- The objects repel each other instead of attracting.
- The attractive force is twice as strong.
- The attractive force is half as strong.

On Airships

Vehicles large and small, including airships, follow the rules from Andri Erlingsson's *Mounted Combat*, restated here with some slight customizations. (For land vehicles, use or adapt the entries in *Mounted Combat*.)

Vehicle Rules

Pilots and passengers

While piloting a vehicle, you are its **pilot** and have access to all of its moves as if they were your own. You perform tasks as if you were your vehicle's size instead of your own size, but can perform your own moves normally, if you can trigger them.

If a roll is called for, use your own stats, unless the vehicle has a move that specifies otherwise.

Anyone in a vehicle who isn't the pilot is a **passenger**. A vehicle may provide one or more moves to its passengers. Passengers can use *vehicle-mounted* weapons. The pilot usually cannot, nor can she use passenger moves unless otherwise indicated.

Vehicle stats

Vehicles possess a small number of special stats, some of which they share with followers:

- **Control** is the quality or effectiveness of your vehicle, its ease of control and design inherent in it. A vehicle with a high control is intuitive and handles smoothly, while one with a low control is complicated or handles poorly.
- The **passenger** stat is the maximum number of people that can safely ride this mount or vehicle, not including the pilot. Small people might not count towards the limit, and large people might take extra space.
- Defenses of the vehicle may provide **cover** for its occupants, granting them additional armor against attacks. Cover does not reduce the damage a vehicle takes.
- Vehicles do not have HP, but measure damage in points of **stress**.

Vehicle tags

Like followers, weapons, and monsters, vehicles may be assigned particular tags to distinguish them from other vehicles. These include:

- Vehicles use the same size tags as followers.
- *aquatic*: the vehicle travels under water, but usually not on land.
- *burrowing*: the vehicle can quickly burrow through the earth.
- *flying*: the vehicle can fly in some manner
- *imaginary*: the vehicle is not, strictly speaking, real, though it is fully functional. Others may or may not be able to see it.
- *living*: the vehicle heals naturally by one stress when you make camp. It does not need repairs, but it may require feeding.
- *nautical*: the vehicle floats on water
- *sentient*: the vehicle has a mind, and can think for itself. It may be able to be its own pilot.

Stress

Vehicles don't have HP. Instead, they track damage with **stress**. A vehicle has 3 marks of stress, unless otherwise noted. When a vehicle takes 10 or more points of damage from a single attack, mark off one point of stress damage. Each time a vehicle takes stress damage, it triggers the Damage Report move (see below).

The *piercing* tag reduces the amount of damage needed to cause stress by an equal amount to the *piercing* value. For example, a weapon with *piercing 2* only needs to deal eight or more damage in a single blow to cause a point of stress.

When your vehicle removes a point of stress, choose one option from the Jury Rig list.

Basic Vehicle Moves

The following moves may come into play when using vehicles:

Control Vehicle

When **your vehicle skids and shakes under difficult conditions or a powerful attack**, roll+Control. **On a 10+**, you maintain control of the vehicle. **On a 7–9**, the GM chooses one:

- A passenger or crewmember is briefly stunned as they slam into something.
- A sudden mechanical fault makes the situation more precarious.
- The vehicle briefly spins out of control and doesn't quite go where the pilot intended.

Damage Report

When **a vehicle marks a point of stress**, the GM chooses one of the following:

- Choose a move the vehicle has. It loses that move.
- −1 ongoing to control.
- −1 ongoing to cover.
- −1 or −2 ongoing to Passengers. If this brings the Passenger stat below the number of people on board, someone just lost their seat.
- There's a problem – a fuel leak, a broken rudder, or something else you'll need to deal with to keep the vehicle working properly.

Jury Rig

When **you have to repair damage to a vehicle on the fly**, roll+INT. **On a 10+**, choose two. **On a 7–9**, choose one. You may spend a point of karma to make an additional choice, even on a miss.

- The vehicle regains the use of one move.
- The vehicle suffers one less ongoing penalty.
- You repair any damaged onboard equipment.
- You give the vehicle a temporary boost, granting the pilot +1 forward on the next roll involving Control.

Note: This move does not remove a mark of stress from the vehicle, even if you used the move to repair something that was caused by gaining stress.

Custom Vehicle Moves

Important ships in a campaign should be given one or more custom moves, in addition to the pilot and passenger moves for that type of vehicle, based on their history, reputation, special magic and so on. Some examples:

Storied History

When this ship docks in a friendly steading defended by at least a *garrison*, a handful of people with fond memories of the ship will make a point of hob-nobbing with the crew. Crew interacting with these people gain all of the benefits listed in the air sailor's loyalty move when they do so.

Universally Loved

Once you have been a passenger on this ship, any time you first discover someone else who also has been a passenger aboard, take +1 forward to interact with them.

Batten Down the Hatches

When this ship docks in a steading, merchants close their shops or raise prices, the guard is doubled, fathers hide their daughters, etc.

Oath Ship

The ship has a reputation for legitimizing oaths, particularly truces. An important truce signed on the deck of this ship gains the benefit of blood peace (page 84) without requiring blood magic or scarring.

Drakkar *huge, control +2, flying, nautical, 15 passengers*

A fast, small, single-masted airship, commonly used by merchants, pirates and some civil militias.

Streamlined Wooden Airship

Your airship flies by creating a magical sympathy with nautical vessels, but is far more maneuverable in air than it would be in water. As such, it has sails and oars, comes with plenty of nautical-related equipment and rope. It also will "sink" if its hull is breached.

Seat of my Pants *pilot move*

When you **defy danger at high speed while piloting at drakkar**, add the ship's control stat to your roll.

Bird's Eye Scout *passenger move*

When you **discern realities about other airships** or anything you can see on the ground, improve the result by one step.

Get 'em, Lads! *pilot and passenger move*

When you **swing on the ship's rigging to attack an opponent**, add the ship's control rating to your damage roll. If you roll a miss during the attack, you might fall out of the ship.

Airboat *large, control +1, flying, nautical, 5 passengers*

The smallest type of airship, airboats typically see service only as lifeboats and launches for larger airships.

Rowed Wooden Airship

Your airship flies by creating a magical sympathy with nautical vessels. As such, it has oars, and a nautical design, and will "sink" if its hull is breached.

All Hands *passenger move*

When **more than two people man the oars** of an airboat, add +1 to its control.

Galley *huge, control +1, flying, nautical, 20+ passengers*

Larger cities maintain a fleet of galleys for shipping goods. Capable of carrying large quantities of cargo, galleys are not particularly well-suited for combat, but often mount fire cannon (page 93).

Wooden Airship

Your airship flies by creating a magical sympathy with nautical vessels. As such, it has sails and oars, comes with plenty of nautical-related equipment and rope, and can carry far more cargo than a beast of its size could. It also will "sink" if its hull is breached.

One With The Ship *pilot move*

While at the helm, you can observe everything around the vessel as if any part of the hull were your own eyes, and may converse freely with anyone aboard the vessel wherever they are.

Repel Boarders *pilot and passenger move*

When you **defend against a boarder from another ship**, you may spend two hold to knock them from the deck.

Behemoth *gigantic, control −1, +5 cover, flying, 20+ passengers*

Only the Theran Empire possesses the wealth and audacity to field these fortified floating cities. As a weapon of war second to none, behemoths exist to project Theran power abroad. As such, in addition to a formidable arsenal, they also house an array of administrative and other staff to manage the affairs of the Empire at their destination.

A behemoth mounts a wide array of fire cannon, ballistæ and other weapons, mostly operated by crews from behind protected battlements. In addition to engaging external threats, weapons in one part of the ship can typically target some other external areas of the ship, creating an interwoven field of fire to repel boarders.

Stone Airship

Powered by complex sorceries, vast quantities of true air, and the life force of some of its crew (often criminals or slaves), a stone ship can take any rock form. If the hull is enclosed, it also wards against astral activity.

Rock Without Stats

As a veritable floating city, a behemoth resists most traditional forms of damage. Treat it as you would a monster without stats (*Dungeon World*, pg. 223), invulnerable without clever thinking and karma. Use its cover rating only for people in exposed positions outside the main hull (manning weapons behind battlements and so on).

Death From Above *pilot move*

When the **behemoth hovers and you order its arsenal unleashed** on upon specific targets within a steading below, choose three (you may make the same choice more than once):

- Reduce the steading's prosperity
- Reduce the steading's population
- Reduce the steading's defenses
- Remove one of the steading's other tags

Intelligence Analysis *passenger move*

When you spout lore related to your mission while consulting the on-board library, take +2.

Opal Network *pilot and passenger move*

When you **touch any of the opals mounted into the walls** of the ship and state the name of someone on board, they hear a chime. If they also touch an opal, you can communicate with each other as if standing right next to each other.

On Monsters

Monster Tags

Monster tags remain largely as they are (*Dungeon World*, pg. 224), with the following adjustments:

- *beast*: while most monsters are "beasts", creatures with this tag are a type of beast that can be tamed by the powers of a beastmaster.
- *divine*: the fourth world doesn't share the same divide between arcane and religious magic that many fantasy games do, and this tag is most often used to indicate some type of religious spell casting ability. It is eliminated, replaced with *magical* or, rarely, *passionate*.
- *magical*: this remains as is, typically meaning that the monster can weave threads into spells. See "Spellcasting Monsters" (page 78). A *magical* creature, therefore, likely has some form of grimoire.
- *passionate*: the creature is of, or associated with, one or more of the Passions. It could be that some uses of the *divine* tag would be more appropriately represented by this one.
- *planar*: this tag is eliminated, replaced with *spirit* or *horror*, depending on the creature.
- *spirit*: the creature comes from the netherworlds. Such creatures may be purely astral beings, spirits of the dead, elementals, and so on. This tag replaces the *planar* tag in most cases.
- *horror*: while also native to netherworlds, creatures with this tag are distinct from spirits, forces of malevolent consumption of life and emotion.
- *construct*: mechanical automata are more rare in the fourth world than in most types of fantasy; however, horrors often assemble monsters from their fallen victims or other material. Such creatures—including some forms of reanimated corpses like zombies, skeletons and ghouls (*Dungeon World*, pp. 260–265)—are marked with the *construct* tag.

Dungeon World Beasts

You might consider some monsters from the *Dungeon World* book to be susceptible to the charms of a beastmaster, should they be able to establish a rapport with one. Candidates for the *beast* tag include:

- blink dog
- cave rat
- cockatrice
- crocodilian
- fire beetle
- fire eel
- griffin
- grey render
- hell hound
- pegasus
- razor boar
- sauropod
- worg

Astral Qualities

A monster with the **astral native** special quality exists solely in astral space, a realm which overlays the *Fourth World*. Within this realm, they perceive living creatures in the mundane world and can read their emotional state, but have a hard time sensing things that are not alive or magical. Purely astral beings may travel very rapidly through astral space and may pass through (but not sense through) any mundane barrier that is not alive (or specifically enchanted to be an astral barrier). They cannot interact with anything in the mundane world and nothing in the mundane world can react with them. When someone uses the astral sight move, they coexist in mundane and astral space. They may interact with creatures in both realms and vice versa.

A monster with the **astral sight** special quality may view astral space much like those who can make the move of the same name. They may interact with creatures in both mundane and astral space while using the sight, but cannot affect astral space when the sight is not being used. Creatures using astral sight cannot move through a space containing an astral barrier while their sight is active, even if no such hindrance exists in mundane space.

A **dual natured** monster also has astral sight, but cannot turn it off.

A monster with the **materialization** special quality is an astral native (usually a spirit) who can "project" into mundane space. Player actions may, in fact, force them to do so. While manifested in the mundane world, such creatures behave as if they are dual natured.

Note that astral space is still highly polluted by the reign of the horrors and whole regions of it may be tainted or corrupt. This can interfere with astral sight or travel, and can make corruption by the horrors more likely.

On Horrors

Common horrors are treated as any other monster, albeit with the *horror* tag. Most will have one of the astral qualities (see above). Named horrors constitute a greater threat. As major adversaries, advice from *Dungeon World* about fighting dragons, for example, likely applies to named horrors as well.

Named horrors may be "monsters without stats" (see *Dungeon World*, pg. 221). As significant narrative forces, named horrors will usually be instrumental in a front, with appropriate dangers.

Some horrors can taint and corrupt namegivers. The mechanisms and meanings of this are mostly kept vague and narrative, but a rough progression corruption can be represented as a sequence of tags, on which moves can be hung, triggered or resolved.

When a character is *marked* by a horror, they are not yet corrupted, but the horror has taken an interest in them personally. Marks are difficult to detect, even in astral space. The GM should be thinking about how to involve this horror in the campaign.

When a character is *tainted* by a horror, the horror is starting to sink its teeth into the character. The character, at the very least, struggles with creative acts and cannot make art. The character may hear voices or have brief hallucinations. The character gains a greater understanding of that horror. If detected, tainted characters are shunned, isolated, or even actively persecuted.

When a character is *corrupted* by a horror, they can no longer perform their karma ritual and may start migrating their Passion marks to the mad Passions (Dis, Raggock, Vestrial). They may have trouble bonding with others and should be played as sympathetic towards the instinct of the horror.

When a player character is *dominated* by a horror, they cease to be player characters and become monsters run by the GM.

Each of these tags should be considered to include those that come before it. So, if a move is triggered by someone *tainted*, it is also triggered by those who are *corrupted* or *dominated*.

Horrors can also corrupt locations. This would typically be represented by the *blight* tag.

Sample Conversions

Ant spirit hybrid

group, spirit, stealthy, organized, intelligent

Claws, weapons: d8, *close* 6 HP 0 armor

Special Qualities: dual natured

While the *invae* do not feed on emotion and suffering as horrors do, they are just as inimical to namegivers. Like all insect spirits, ant spirits require hosts to cross into the fourth world, most of whom retain their appearance, with varying degrees of insect-like alterations (mandibles, coarse hair in odd places, chitinous skin, compound eyes, etc.). *Instinct*: to grow the hive

- Coerce with pheromones
- Paralyze with poison
- Pass as a namegiver

Ant spirit queen

solitary, spirit, magical, organized, intelligent

Claws: d10+2, *reach, forceful* 16 HP 4 armor

Special Qualities: dual natured

Summoning a queen requires coordination of many lesser *invae* and a specially selected and prepared host, as well as a defensible location to start a hive. *Instinct*: to make the hive superior

- Dominate a weak mind
- Paralyze with poison
- Summon more ant spirits

Baggi

group, horror, stealthy, amorphous

Claws: d8, *close, reach* 9 HP 2 armor

Though they closely resemble obese gorillas with no fur and oily black skin, baggi do not have a skeleton. These excellent climbers can stiffen parts of their bodies to move and attack, but are otherwise a mostly amorphous blob of flesh. *Instinct*: to carry off engulfed victims

- Swing or leap in ambush
- Engulf and digest
- Consume karma point

Black mantis

solitary, large, construct, stealthy

Claws: d10+2, *close*, *reach*, *messy*, *2 piercing* 13 HP 3 armor

Spikes, claws and mandibles retrieved from these nine-foot tall, eight-legged horror constructs have been known to be used as personal weapons. *Instinct*: to stalk and kill

- Stay still for hours
- Rip off chunks of flesh and eat them
- Hook and squeeze victim

Bloatform

solitary, horror, magical, devious, intelligent, terrifying

Tentacles: d8, *close* 12 HP 0 armor

Special Qualities: astral sight

Manifesting in a litany of different physical forms (often tentacled, such as floating slugs, jellyfish, or bloated and deformed corpses), these chatty horrors display an equally wide variety of powers and personality. They take great pleasure in extended torment, and often insinuate themselves into a community, manipulating people into turning on each other. *Instinct*: to drive victims to madness

- Mark a victim
- Whisper suggestions to those it has marked
- Cast a spell

Blood bee

horde, tiny

Stinger: d6-2, *hand*, *1 piercing* 3 HP 0 armor

Special Qualities: vulnerable to salt

The accordion-like sacs flapping from the thoraxes of these two-foot-long wasps adhere to a victim to more easily drain it. *Instinct*: to consume blood

- Latch on to victim and suck its blood
- Swarm noisily

Crojen

group, tiny, stealthy, beast

Claw, bite: d8, *hand* 6 HP 0 armor

Special Qualities: astral sight

Few are fooled twice by the panther-cub appearance of these full grown pack hunters, fierce and tenacious predators, despite their small size. *Instinct*: to hunt to eat

- Stalk prey for days
- Pounce from concealment
- Frenzy at the taste of blood

Deceiver

group, small, horror, devious, intelligent, magical

Weapon: d6, *close* 6 HP 0 armor

The illusions crafted by these horrors appeal to their victims' most noble instincts, leading them into traps. They often appear as loved ones or trusted comrades. Even in death, their true forms remain shrouded in illusion. *Instinct*: to betray

- Scan memories from all nearby
- Mimic anything it sees or scans
- Cast illusions and other deceptive spells

Demiwraith

solitary, spirit, intelligent, hoarder

Claws: d10, *close* 12 HP 1 armor

Special Qualities: dual natured

Malevolent spirits who possess the living sometimes grow attached to a body, getting trapped within it when the body dies. While not exactly undead, the spirit animates its flesh prison, which is surrounded by a black, foggy, astral substance. *Instinct*: to destroy the living

- Freeze someone momentarily with a touch
- Possess a new body when its flesh prison is destroyed

Drake

solitary, intelligent, magical

Claws: d10, *close* 16 HP 2 armor

Special Qualities: astral sight, wings

Made by costly ancient magic, a drake acts as a great dragon's envoy to other (and, hence, lesser) races. *Instinct*: to serve its master.

- Change form (seven foot dragon, most namegiver races)
- Call on draconic power
- Cast a spell

Earth q'wril

horde, beast, tiny, burrowing

Beak: d4, *near, +2 piercing* 3 HP 0 armor

Able to move through soil like swimming in water, this innocuous-looking mole-lizard can be a plague on village food supplies. *Instinct*: to eat crops

- Burst out of the ground to grab something
- Damage their armor
- Escape into the ground

Espagra

solitary, beast

Bite, claws: d10, *close* 12 HP 1 armor
Special Qualities: wings
Master tailors prize the brilliant blue scales of these aerial predators.
Instinct: to knock down and eat prey.

- Swoop down and knock somebody over
- Dazzle with lustrous, brilliant scales

Firebird

solitary, beast

Radiant heat: d8, *near* 10 HP 1 armor
Special Qualities: wings, resistant to fire
Feathers and eggs of these large birds of prey fetch good prices. More so for living hatchlings, from which elemental fire can be extracted.
Instinct: to cook and eat prey.

- Change colors
- Reflect heat
- Ignite their weapons and armor

Falseman

solitary, construct, intelligent

Fists: d10+2, *close, forceful* 16 HP 3 armor
Special Qualities: stone
Originally created as servants by the Therans, most of these humanoid beings have been corrupted by the horrors, their minds both uplifted and twisted. Most of those that remain were built from stone.
Instinct: to guard

- Demonstrate an alien mindset and agenda
- Cause head trauma

Feathered dragon

solitary, huge, magical, intelligent, devious, hoarder

Bite, claws: b[2d12]+4, *3 piercing, reach, messy* 16 HP 4 armor
Special Qualities: astral sight, wings, telepathy
For something so large and colorful, feathered dragons manage to hide and work behind the scenes even better than other dragons.
Instinct: to trick

- Envelop in coils and poison
- Mislead and distract with magic
- Control animals
- Breathe fire

Felux

solitary, stealthy, beast

Bite, claws: d10+2, *close* 12 HP 1 armor

The brilliant light these nocturnal, lion-like predators emit from their large eyes blinds their prey. *Instinct*: to stalk and kill

- Approach unheard in the darkness
- Blind with eye beams
- Induce seizures with strobing light

Gate hound

group, large, beast

Bite, claws: d8+3, *close, forceful* 10 HP 1 armor

The dull red fur of these stocky, giant dogs seems to soak up the light. *Instinct*: to find magic-rich places

- Clamp down with jaws and throttle
- Track something magical
- Temporarily drain magic

Globberog

solitary, large, amorphous, hoarder

Spit: d8, *near* 15 HP 4 armor

Special Qualities: nearly unbreakable shell

A lifetime of attaching gathered stone, metal, victims and other detritus to itself creates a formidable shell, in which this large ooze-like mass resides. *Instinct*: to add to shell

- Immobilize with sticky spit
- Attach them to its shell
- Slowly engulf and digest

Gnasher

horde, horror

Bite: d6+2, *close* 7 HP 0 armor

They may come in all shapes and sizes, but all of these rudimentary horrors share large jaws filled with hundreds of teeth. Driven only by their insatiable hunger, gnashers never flee or retreat, even in the face of overwhelming odds. *Instinct*: to eat

- Pounce from all directions
- Pollute astral space
- Tear and eat flesh from the living

Hasapiks

solitary, small, spirit, intelligent, magical, terrifying

Bite: b[2d10], *close, reach, 1 piercing, messy* 12 HP 3 armor

Special Qualities: astral native, materialization, vulnerable to wood

Once these earth spirits set themselves to a task, they are nearly impossible to stop. Long, spindly limbs extend from a floating sphere of shifting blades and saws, tipped with extremities promising gruesome injury. Most collect some particular type of small item. *Instinct*: to finish a task utterly

- Surgically maim
- Instill fear with their voice
- Cast a spell

Ice flyer

horde, organized, beast

Claws: d6+2, *close, forceful* 5 HP 1 armor

Special Qualities: wings

One member leads a horde of these white, winged baboons, usually using its powers at a distance while the others swoop down to rake their prey with their claws. Some of their wing feathers gleam as if made of crystal, and stay cool, even in the hottest climates. *Instinct*: to protect the horde

- Rend while flying by
- Shackle with ice, from a distance
- Embolden the horde with howling challenges

Jehuthra

solitary, large, construct, stealthy, terrifying, intelligent

Bite: d10+1, *close, reach* 16 HP 1 armor

Scholars debate whether the "iron maze" for which this horror construct is infamous consists of actual summoned metal or exists only in the minds of its victims. Either way, eight independent twisting paths meet in the center, with victims finding themselves separated among them. The huge spider body and deformed namegiver head of the jehuthra moves as if the maze was not even there, avoiding the center and ambushing each victim one at a time. *Instinct*: to confuse

- Isolate them in a conjured iron maze
- Retreat to a prepared trap
- Bind in freezing webs

Jub jub

group, small, beast

Bite: d8, *close* 6 HP 0 armor

Special Qualities: amphibious

These giant river frogs aren't that particular what they hunt, but prefer lone targets. *Instinct*: to hunt and eat

- Leap a great distance
- Paralyze with venom
- Astonish with loud croak

Kreescra

solitary, small, horror, intelligent, stealthy, devious

Unarmed: w[2d6], *close* 12 HP 0 armor

Twisted parodies of humanoid form, with faces that look like they are about to slide off their lumpy head, these horrors inspire terrifying nightmares in their victims. *Instinct*: to feed on fear

- Implant nightmares
- Camouflage its astral form
- Sneak about undetected

Krilworm

horde, tiny, beast

Bite: d6, *1 piercing*, *hand* 3 HP 1 armor

Special Qualities: wings

Outside of breeding season, namegivers have little to fear from these nocturnal flyers, who feed mostly on large insects and small mammals. Gathering in large numbers triggers a breeding cycle, during which they become aggressive and travel in large swarms seeking large, warm bodies (they are particularly fond of nethermancers, for some reason) in which to incubate their young. Bat-like wings carry an eighteen inch segmented body, ending in needle-like teeth which drip a foul-smelling toxin. *Instinct*: to breed

- Attack from the night sky
- Occlude vision
- Embed eggs

Leech rat

solitary, tiny, devious

Bite: d6, *hand* 9 HP 0 armor

Scent glands in the tail of these six-legged rats allow them to control much larger creatures. To feed, they climb on the back of a host, drive it into a rampage, then calm it, dismount and eat what the host killed. *Instinct*: to dominate larger animals

- Mount and control a larger host
- Drive the host into a furious rampage
- Pacify threats with a soporific scent

Lightning lizard

horde, beast

Bite, claws: d6, *close* 3 HP 2 armor

Special Qualities: immune to lightning, shocking skin

Only hunger or provocation drive lightning lizards to violence. When roused, members of a pride shroud their green and yellow skin in crackling electricity and hunt in tandem. Deceptively lazy when satiated, their seven-foot long bodies leave trails of sparks in the wake of a hunting rush. Attacking lightning lizards with metal weapons is a particularly bad idea. *Instinct*: to digest in peace

- Shoot lightning from their eyes
- Tazing bum rush
- Move faster than the eye can track

The Mist

solitary, large, devious, hoarder, intelligent, magical, horror, stealthy, terrifying

Claws: d8+1, *close*, *reach* 20 HP 3 armor

Special Qualities: materialization, gaseous form

Only airtight doors and magical wards can keep the Mist at bay, and even they can't muffle the echoes of its cold, whistling voice. The beautiful motes of light twinkling within its cloud fool the unwary, but the horror cannot resist tormenting them for long. It may solidify into a large human-shaped form with a ghostly skull to inflict pain, but is ultimately a coward. Should it flee to astral space, it leaves behind a lump of cold, glittering crystal. *Instinct*: to toy with captives

- Control someone's mind
- Torment the living with spells of the dead
- Retreat into astral space
- Mark a target

Molgrim

solitary, large, beast

Bite, claws: d10+3, *close*, *reach*, *forceful* 16 HP 2 armor

Except for their large hooked beaks, molgrim seem to mix features of a bear and a giant frog together in the most unpleasant way possible. Fiercely territorial and always hungry. *Instinct*: to eat

- Leap on them to snap their bones
- Chase them down

Prisma larva

group, large

Bite, Claws: d8+1, *close*, *reach* 10 HP 1 armor

Few have seen an adult prisma, though the iridescence of their fifty foot wing span lacks rivals for beauty and grace. Adults approach the ground only to deposit their offspring: grotesque, slimy quadrupeds with voracious mandibles. The larvae devote all their energy to eating and will consume anything in their path. *Instinct*: to eat and grow

- Sense hiding food
- Challenge each other over food

Qural tentacle

horde, stealthy, devious, amorphous, construct

Stinger: d4, *1 piercing*, *reach* 1 HP 1 armor

Special Qualities: vulnerable to fire

All the tentacles of a particular horde of these horror constructs connect to a central, bulbous mass. In some ways, this makes the whole horde a single creature, but each tentacle acts completely independently from the others. The mass will eventually regrow severed tentacles, but is mindless and defenseless without them. *Instinct*: to ambush

- Paralyze them with toxin
- Suck their blood
- Blend into the terrain

Relan

solitary, tiny, horror, intelligent

Claws: d6-2, *hand* 10 HP 0 armor

Once inhabiting the fresh corpse of a namegiver, only slight difficulty in making their host speak exposes the presence of these worm-like parasites. *Instinct*: to make its host eat

- Inhabit and animate a recently dead corpse
- Blend in with society
- Supercharge the host

Saural

group, small, beast

Bite: d8, *close* 6 HP 3 armor

Special Qualities: amphibious

Only a thin barrier of protective liquid and armored scales protects these four-foot long frog/lizards from the powerful acid in their own secreted slime. *Instinct*: to blind and run

- Blind them with acid spit
- Compromise their armor

Scurrier

group, small, horror, intelligent, devious

Spear: d6, *close, near* 6 HP 0 armor

The glowing eyes and bits of protruding brain unnerve most who see these cowardly squat humanoids with spindly limbs. Found mostly in ruins, they favor building painful traps to ensnare the unwary, feeding on their suffering. *Instinct*: to inflict pain

- Build traps
- Feed on pain

Shadowmant

solitary, large

Bite, Stinger: d10+1, *close*, *reach* 12 HP 1 armor

Special Qualities: wings

Alchemists prize the crystal stingers of these nocturnal flying sting-ray-like creatures, using them to brew magical potions. While living, however, the stingers deliver extremely lethal venom. *Instinct*: to mate

- Envelop from above
- Kill with venom
- Disappear into the night

Shard

group, spirit

Limbs: d8, *close, +1 piercing* 6 HP 3 armor

Special Qualities: dual natured

The spindly, crystaline, spidery humanoid bodies of these earth spirits have a tendency to shatter when hit particularly hard. *Instinct*: to protect crystal

- Conjure a whirlwind of jagged crystal
- Alter stone
- Impale on spears of stone, called from the ground

Skeorx

solitary, large, stealthy

Bite, Claws: b[2d10+3], *close*, *reach*, *messy* 16 HP 1 armor

A tiger-like head, massive claws and a long, snake-like tail sprouting razor-sharp bones make these large predators some of the most brutal and dangerous beats in Barsaive. Despite their size, they move almost silently and prefer to attack from ambush. *Instinct*: to hunt

- Strangle with razor sharp tail
- Pounce from ambush
- Terrify with loud roar

Snow badger

group, small, beast

Bite: d6, *hand* 6 HP 0 armor

The pelts of these creatures, white criss-crossed with darker stripes, fetch high prices, but fakes are common. *Instinct*: to protect its mate and offspring

Special Qualities: immunity to cold

- Drastically reduce the ambient temperature
- Find something by smell alone.

Stinger

horde, small, beast

Spear: d6, *close* 3 HP 0 armor

Special Qualities: burrowing

Fast and vicious, these rodent-like creatures swarm in caves or abandoned kaers. Potent venom allows a swarm to kill and eat nearly anything. *Instinct*: to protect the swarm

- Dash in from all directions
- Inject flesh-eating poison
- Dig intricate tunnels

Thorn man

horde, spirit, organized

Spear: d6, *close* 5 HP 2 armor

Special Qualities: materialization, vulnerable to fire

Being able to move in astral space greatly increases the efficacy of these vaguely human bundles of thorns, who act as one of the first lines of defense for the Blood Wood. *Instinct*: to eject or detain intruders

- Reinforce from out of nowhere
- Entangle with thorns
- Combine into obstructions

Thunderbird

solitary, huge, beast

Bite, Claws: d10+3, *reach, +2 piercing* 18 HP 1 armor
Special Qualities: wings, immune to electricity
Static electricity crackles along the gray and blue feathers of these massive birds of prey. *Instinct*: to gather near true air

- Electrocute them
- Carry someone off

Torrent

solitary, large, amorphous, intelligent, spirit, magical

Tendril: d10, *close*, *reach*, *forceful* 14 HP 1 armor
Special Qualities: materialization
Accompanied by a deafening sound of rushing water, these spirits appear as a turbulent force of water rushing in upon itself. Full of bluster and swagger, a torrent will calm only when confronted with fine art, particularly musical compositions they have never before heard. *Instinct*: to wash away obstacles

- Engulf in water
- Reshape itself to gain advantage
- Enchant and beguile with spells

Velos

group, large, intelligent, organized, cautious

Weapons: d8+1, *close, reach* 10 HP 3 armor
Special Qualities: prehensile tail
These large reptilians may share common ancestry with the t'skrang, but tend to hunt and eat anyone who gets to far into their lands. *Instinct*: to defend their territory

- Drive them into hidden reinforcements

Volus

solitary, huge, beast, magical, burrowing

Bite/claws: d10+3, *reach* 16 HP 3 armor
Special Qualities: prehensile tail
Magicians and alchemists prize the magic-sensing organ of these beasts, which look like a cross between a lizard and a badger. *Instinct*: to feed on magic

- Track down a source of magic
- Collapse the earth beneath them

Wingflayer

solitary, intelligent, amorphous, horror

Engulf: d10, *reach, messy, ignores armor* 15 HP 3 armor
Special Qualities: dual natured
These strange horrors resemble a cloud of hundreds of airborne slivers. *Instinct*: to remove a victim's skin

- Shred their armor or flesh
- Swarm past or through obstacles
- Crudely mimic the shape of another creature

Witherfang

group, small, stealthy, beast

Bite, Tail: d8+2, *close, +1 piercing* 6 HP 1 armor
While the drab coloring of these thick snakes allows them to blend into nature when they need to, flaring their cobra-like hoods presents a vibrant threat display. Though their mouths are filled with vicious looking teeth, it is the stinger on their tails which is poisonous. *Instinct*: to eat other snakes

- Hold them immobile with teeth
- Wither their limbs with poison
- Intimidate with hooded threat display

Wormskull

solitary, horror, intelligent, amorphous, magical

Unarmed: d10, *close* 15 HP 4 armor
Special Qualities: materialization, immune to fear
Wormskulls vary in size and shape, but all have skulls composed of writhing worms. These horrors feed on disgust, pain and fear, often enlisting lesser horrors to help them. *Instinct*: to dessicate its surroundings

- Cover them in maggots
- Manipulate shadow, flesh and the dead with spells
- Mark a target

Wyvern

group, large, magical

Claw, tail: d8+3, *reach, forceful* 12 HP 3 armor
Special Qualities: wings
Wyvern are certainly not the hormonal, brain-addled, adolescent stage of western dragon life. No sir. *Instinct*: to defend territory

- Kill them with fast-acting poison
- Grapple them and plummet

On Obsessions

While other *Dungeon World* games call them compendium classes, the *Fourth World* calls them obsessions, paths a character walks because they almost have no choice. Like disciplines, obsessions are followed by weaving threads into them (see "Branch Out" in the moves chapter).

Unless a compendium class has been usurped into the main discipline books (such as those in *Mounted Combat*), it should be fairly easy to turn into a *Fourth World* obsession. Conversion should be largely a matter of adjusting the flavor to fit the setting. Some class playbooks or ancillary *Earthdawn®* disciplines might also work well distilled down one or more obsessions. Obsessions can also be a good way to cover species-specific moves (e.g. "Taildancer", "Windmaster", etc.).

As mentioned in the Branch Out move, following an obsession starts by weaving a thread to the first move. The remaining moves require the first move before they can be selected.

Questor

When **you dedicate yourself to following the ideals and example of your Passion**, you may branch out into living as that Passion dictates.

□ Questor of [Passion]

When you perform an act of devotion for your Passion (see special moves), you may spend 1 hold to ask for guidance and your Passion tells you what it would have you do. If you do it, mark experience.

□□□ Passion Quest Boon

When your Passion wants something of you, it will in some way communicate to you a deed it needs to have completed. Should you successfully complete this task, your Passion will grant you a boon: a custom move appropriate to the Passion's ideals and power, as well as the nature of the deed. If you accept this boon (by weaving a thread into it), mark one of the boxes above. As these boxes suggest, the Passion will only ever offer you three boons in this way, each harder to achieve than the last.

Captain

When **you become captain of an airship**, you may branch out to become worthy of your ship and crew...

☐ Take Charge

When you rein in a group of miscreants, roll+CHA. **On a 10+**, they calm down and do what you tell them to. **On a 7–9**, they'll either calm down but don't do what you say, or do what you say while remaining agitated, GM's choice. **On a miss**, you may have a mutiny on your hands.

☐ The Master of the Ship

When you are at the helm of your own ship, it has +1 Control and both you and your ship take 2 less damage from all attacks. The *piercing* and *ignores armor* tags do not get around this damage reduction.

☐ Chart the Course

When you plan a route, roll+WIS. **On a 10+**, hold 3. **On a 7–9**, hold 2. **On a miss**, hold 1 but when you spend it the GM will add a complication. Lose unused hold when you arrive at your destination. Spend one hold at any time to choose one:

- Reveal a shortcut or detour.
- Point out a safe spot, either to rest at, hide in, or travel through.
- Spout Lore about an expected hazard as if you rolled a 10+.

☐ Klabautermann

Your ship has gained a guardian spirit. This spirit is a follower with Quality +2, Loyalty +2, 3HP, 0 armor, 1d4 damage, *shipwise*, *cunning*, *spirit*, *pilot*, an instinct of "protect the ship" and a cost of "honor and respect the ship". The spirit will never leave the ship, and it can pilot the entire ship by itself if need be. If it is killed while the ship is still intact, it comes back to life at dawn. If the ship is destroyed, you lose the benefits of this move unless and until the ship is rebuilt or repaired (but not replaced).

Chirurgeon

Once **you have spent a point of blood**, you may branch out to master the intricacies (and peril) of blood charms. Services of a chirurgeon are required to install most *implant* items.

☐ Implant Ritual

When **you implant an item** (with the *implant* tag) into a willing subject during a ritual you conduct for the purpose, roll+INT. **On a hit** the subject may use the implant as normal. **On a 7–9**, the subject also takes 2d8 damage. **On a miss**, whatever else happens, either the implant can be used by committing +1 blood or the implant is destroyed (subject's choice). The ritual may be subject to requirements, similar to a wizard's ritual.

☐ Remove Implant

When **you remove an implanted item** from a willing or unconscious subject, roll+DEX. **On a hit**, the implant is removed. **On a 7–9**, the subject also takes 2d8 damage. **On a miss**, the subject takes 2d8 damage and the implant remains.

☐☐ Create Blood Charm *requires circle 4*

When **you create a common type of blood charm**, the GM will give you one or more (possibly all) of these conditions to fulfill:

- It will require one or more rare ingredients.
- You must sacrifice _____.
- First you must _____.
- You'll need help from _____.
- It will require a lot of money.
- The best you can do is a lesser version, unreliable and limited.
- You must perform the work in a certain place.
- You must perform the work with specific tools.

Second thread (requires circle 6): You may work with the GM to invent blood charms of your own design.

☐ Siphon *requires horror taint or devotion to mad passion*

When **you, or a subject on which you are operating, would commit blood**, you may instead pay the cost by extracting it from an unwilling creature. The GM will tell you what kind of creature is needed and what happens to it afterward, if it lives.

Familiar Keeper

When you bind your pattern with the pattern of *small* or *tiny beast* follower, and claim the animal as your familiar, you may branch out to enhance the familiar to aid you in magical endeavors.

☐ Familiar

requires being a magician

Your familiar gains the *apprentice* and *cunning* tags and a *-wise* tag appropriate to its type. It becomes much smarter, capable of understanding complex language, and loses the *beast* tag. If its Quality is less than +2, it becomes +2. With its newfound sentience, its cost and instinct may change.

☐ Awakened

You may call on your familiar for assistance when weaving and casting spells. In addition, it gains the *magical* tag, and a move representing a magical power they now possess (see the Summon Ally spell for some examples).

☐ Conduit

If you concentrate on your familiar, it becomes a conduit for your voice, no matter how far from you it is. You can speak through it, and your voice is heard as if you were standing there. You can hear replies, allowing you to conduct a normal conversation. While this lasts, your familiar gains +2 armor, and you cannot weave spells.

☐ Death Ward

When **your familiar would take damage sufficient to kill it**, you may spend a point of karma to negate that damage.

Fervor

When you decide to dedicate yourself completely to a particular goal, you may branch out to gain power from your compulsion.

☐ Fixation

requires spending 1 blood

When **you become fixated on a personal mission**, state your intent:

- ☐ Slay _____, a great blight on the land.
- ☐ Defend _____ from the iniquities that beset them.
- ☐ Discover the truth of _____.
- ☐ Avenge _____.
- ☐ Deliver _____ safely and secretly to _____.
- ☐ _____

Then choose up to two boons:

- ☐ An unwavering sense of direction to _____.
- ☐ A visage that none will recognize as your own.
- ☐ Premonitions of immanent danger.
- ☐ A mark of a Passion's favor.
- ☐ Senses that pierce lies.
- ☐ A voice that transcends language.
- ☐ A freedom from hunger, thirst, and sleep.

The GM will then tell you what vow or vows are required of you to maintain your boons. You should choose at least one flag at odds with this vow:

- ☐ Honor (forbidden: cowardly tactics and tricks)
- ☐ Temperance (forbidden: gluttony in food, drink, and carnality)
- ☐ Piety (required: daily devotion to a Passion)
- ☐ Valor (forbidden: ignoring pleas for help)
- ☐ Truth (forbidden: lies)
- ☐ Hospitality (required: comfort to those in need)

☐ It Takes a Village

When **you publicly use a boon or honor a vow** in a steading with the *growing*, *booming* or *market* tags, within a day, someone or something in the steading will provide a lead that will further your mission.

☐ Righteousness

While fixated, you deal +1d4 damage.

☐ Fanatic

requires circle 6

When **you become fixated** you choose three boons instead of two.

Ghost Pupil

When **you have learned the true name of a ghost of someone who followed your discipline** in life, you may branch out to seek advice and training from ghost masters.

☐ Ghost Master Ritual

When **you call for training** from the ghost of a follower of your discipline, the resulting ritual replaces the need for a ritual of advancement (see page 22). The specifics of the ritual differ for each discipline, and may change based on the individual adept or ghost. To perform the ritual, you must...

- ...have sufficient XP to advance to the next circle.
- ...know the true name of the ghost who will train you.
- ...perform the ritual at night.

The GM may name additional requirements or costs, particularly the first time you contact this particular ghost master.

☐ Unbidden Whispers *requires circle 6*

Shortly after **you arrive at a new settlement**, the spirits of the dead will tell you a fact from the history of that location, a bit of recent activity largely unknown among the living, or something that has changed since you were there last.

☐ Spirit of Warning *requires circle 6*

When you **consult the spirits of those who died at your location**, roll+CHA. **On a 10+**, a spirit will guide you past danger, keep you from becoming lost, or show you something hidden. **On a 7–9**, a spirit will show you a danger, but no more than that. **On a miss**, perhaps the spirits lie.

☐ Council of Elders *requires circle 8*

When **you spend a full night consulting the spirits of masters** about a crafting, forging, enchanting, or ritual project you are about to undertake, roll+CHA. **On a 7–9**, hold 2. **On a 10+**, hold 4. **On a 12+**, the spirits also give you information about an unrelated matter. After making any roll related to the project, you may spend 1 hold to change one of the dice to read five. You may spend more than one hold on a single roll.

Horror Stalker

When **you have stood face to face with a horror and prevailed**, you may branch out to track down and eliminate such menaces once and for all.

☐ Follow Puppet Strings

When **you exchange a greeting ritual with a person**, make an additional choice and add the following choices to the list:

- Their ritual subtly reveals if they have been *marked* by a horror. If so, you can now perceive the mark, clear as day.

Furthermore, when **you discern realities on a horror mark**, you may add the following to list of questions you may ask:

- How did the person leave themselves open to being marked?
- What is the general name of the horror who left the mark?

☐ Incorruptible

You may never be raised as an undead or be turned into a horror construct, neither while alive nor dead. When you would fall under a horror's control, instead you may perform one last heroic act of defiance against the horror and die (without a last breath roll).

☐ Half the Battle

When you spout lore about a horror, on a hit, in addition to whatever else happens, the GM will also tell you about the horror's vulnerabilities.

☐ Horror Trap *requires circle 6*

When **you deal damage to a horror** or creature corrupted by a horror, you may choose to trap the target on your plane and in its current form. It may not, for example, escape to the astral plane, turn into mist, become intangible and so on. You take –1 ongoing while this trap remains active.

Liberator

When **you, an ork, have freed someone from slavery for no personal gain**, you may branch out into a life resisting the scourge of slavery.

☐ Slough Bonds

requires circle 6, being an ork

When **you spend a few minutes concentrating on a device made to confine** (shackles, a locked cage door, chains, etc.), the device opens or breaks, and can confine no longer. Damage to the device may not be readily apparent to a casual glance.

☐ Shield the Weak

When **you subtly manipulate an oppressor to leave one of his victims alone**, roll+CHA. **On a 10+**, you choose one from the list below. **On a 7–9**, the GM chooses one.

- The oppressor spares the victim, but directs brutality towards you instead, now or in the future.
- The oppressor persists, but something in your intervention permanently undermines his authority in the eyes of those loyal to him.

☐ Hoard Blows

When **you are injured by an oppressor** (a slaver, prison guard, etc.), hold 1 for each point of damage inflicted on you. At a later time, if you see that oppressor within *near* range, you may spend any amount of hold to inflict that much damage back on the oppressor with merely a glance. Wounds on the oppressor will manifest similarly to how the oppressor wounded you.

☐ Say You Want a Revolution

requires circle 6

When **you lead slaves in violent revolt against their oppressors**, roll+CHA. **On a 10+** hold 3. **On a 7–9** hold 1. You may spend 1 karma to gain 1 additional hold, even on a miss. During the revolt, spend hold to:

- Your rebels avoid a hazard or trap.
- Your rebels suffer almost no causalities when taking an objective.
- Your unit wins a skirmish over a better armed and trained force.
- You rally your rebels back from being shaken or routed.
- Your rebels disengage from a hopeless battle to a safer position.
- Key locals offer unexpected aid.
- Someone important to the oppressors betrays them.

Matrix Artist

When **one of your spell matrices has been damaged**, and you study the intricacies of forming a spell matrix, you may branch out into the life of a matrix artist. You may choose either of the first moves as the first move in this obsession.

☐☐ Enhanced Matrix *requires circle 4*

When **you prepare spell matrices** to hold spells, one spell matrix of your choice becomes *enhanced*. This talent may only supply this tag to one matrix at a time.
Second thread (requires circle 6): You may enhance a second spell matrix.

☐☐ Matrix Armor *requires circle 4*

One of your spell matrices becomes *armored*. Threads woven into that spell matrix may not be unwoven by others.
Second thread (requires circle 6): A second spell matrix becomes *armored*.

☐ Consume the Truth *requires circle 8*

When **you attune an un-*enhanced* spell matrix and weave a kernel of a true element into it**, the kernel is consumed. If the kernel was true earth or true water, choose one. If the kernel was true wood, choose two. If the kernel was true fire, true water or orichalcum, choose three. While that matrix remains *attuned*, choose:

- When you begin to weave the first thread into that matrix, immediately gain 3 focus.
- When you cast the spell in that matrix, you may spend 2 focus to retain one of the threads woven into it and that matrix becomes *enhanced* until you next cast a spell through it.
- The matrix becomes *efficient*.

If the kernel was orichalcum, it also gains the following:

- Reduce the number of threads needed to cast the spell in that matrix by one.

Messenger

When **you have made contact with the loose association of independent couriers** who serve Barsaive and beyond, and impressed them enough to make a vow joining them, you may branch out into the life of a messenger.

☐ One With the Message

When **you are agree to deliver a written message or package** no larger than your fist, the parcel merges into your body. Only the touch of the sender or true recipient will release it. If you die before delivery, the parcel is lost. You can carry only one parcel at a time. While the parcel remains inside you:

- Nothing can view, discover or perceive the parcel, not even astrally.
- You lose all memory of the appearance and contents of the parcel.
- You gain an unwavering sense of direction to the recipient, which becomes more accurate the closer you get.
- Hold 1d3+CON fortitude, which you may spend to ignore the need to consume a ration or to forgo a night's sleep with no ill effects.
- You gain +2 ongoing to any attempt to find, or verify the identity of, the recipient.

☐ Chain Letter

Add +CON to the number of parcels you may carry at once. You use One With the Message to merge with additional parcels, but if you are already carrying one, only add 2 to your fortitude instead of rolling.

☐ Freight With Peril

You may carry parcels up to the size of a large barrel. When you are required to consume a ration, you must also consume an additional ration for each parcel you carry that is larger than your fist.

☐ Neither Snow Nor Rain... *requires circle 6*

When you make camp while a parcel remains inside you, gain 1 fortitude. In addition, you may also spend fortitude any time to:

- Remove a debility.
- Cause someone or something pursuing you to lose your trail.
- See in the dark until the next sunrise.
- Withstand a day's exposure to the elements without proper gear, suffering no ill effects.

Netherwalker

When **you have been in a fight in astral space**, you may branch out into an exceedingly dangerous obsession with traveling through astral space.

☐ Netherwalk

When **you enter a meditative state and leave your mundane body behind**, your body falls unconscious and you may wander astral space as a purely astral being. While doing so, you may not interact in any way with the mundane world or those within it. You may move tirelessly in any direction, up to a speed about as fast as you could run. You may move through most physical barriers, but not living material. Likewise, magic or spaces ritually prepared to bar spirits will keep you out. While projecting, rolls you would normally make using STR you make with WIS instead. DEX rolls are made with INT. CON rolls are made with CHA.

☐ Apparition

With a little concentration, you may "broadcast" an image of yourself into the mundane world while astral projecting. Though translucent, this projection may be seen and heard by those nearby in the mundane world.

☐ Astral Tracker

When **you track a thread** connecting one pattern to another though astral space, roll+INT. **On a hit**, you follow the thread until you locate the other end or are blocked. **On a 10+**, you also gain a useful bit of information about connected patterns, the GM will tell you what.

☐ Ethereal Panoply

When **you enter astral space**, roll+WIS. **On a 10+** you form two items from pure thought to carry with you in the astral. **On a 7–9** you form one item. **On a miss**, you may not use this talent until tomorrow.

- a weapon described as you like (*close*, +2 damage)
- a weapon described as you like (*reach*, +1 damage)
- a weapon described as you like (*precise*, +1 damage)
- armor described as you like (2 armor, *worn*)

Poisoner

When **you have killed someone with poison**, you may branch out into a life of poisoning.

☐ Poisoner

You've mastered the care and use of a poison. Choose a poison from the list below; that poison is no longer dangerous for you to use. Whenever you have time to gather materials and a safe place to brew you can make three uses of the poison you choose for free.

- ☐ Oil of Tagit (*applied*): The target falls into a light sleep.
- ☐ Black Mercy (*applied*): The target becomes euphoric, lost in vivid hallucinations of their fondest wishes granted.
- ☐ Bloodweed (*touch*): The target deals –1d4 damage ongoing until cured.
- ☐ Goldenroot (*applied*): The target treats the next creature they see as a trusted ally, until proved otherwise.
- ☐ Serpent's Tears (*touch*): Anyone dealing damage to the target rolls twice and takes the better result.
- ☐ Eyebite (*applied*): The target's pupils temporarily contract to pin-points, rendering them blind in all but the brightest light.
- ☐ Laésal (*applied*): The target slowly drifts into a brief unconsciousness. When they wake, they cannot remember the prior few hours.
- ☐ Whadrah Venom (*touch*): Once inside the bloodstream, the venom temporarily paralyzes the target within a minute.

☐ Poison Master

After you've used a poison once, it is no longer dangerous for you to use.

☐ Envenom

You can apply even complex poisons with a pinprick. When you apply a poison that's not dangerous for you to use to your weapon, it's *touch* instead of *applied*.

☐ Brewer *requires circle 6*

You can describe the effects of a poison you'd like to create. The GM will tell you that you can create it, but with one or more caveats:

- It will only work under specific circumstances.
- The best you can manage is a weaker version.
- It'll take a while to take effect.
- It'll have obvious side effects.

Purifier

When **you, an obsidiman, join the Brotherhood of Purifiers**, an order which seeks to restore earth and astral space from the corruption of the Scourge, you may branch out to focus on the task.

☐ Ritual of Cleansing

requires being an obsidiman

When **you seek to cleanse a location corrupted by Horrors or namegivers**, tell the GM what you're trying to achieve. Cleansing is always possible, but the GM will give you one to four of the following conditions:

- It's going to take hours/days/weeks.
- First you must _____.
- You'll need help from _____.
- It will require a lot of money or resources (such as true elements).
- You and your allies will risk danger from _____.

☐ Earth's Avenger

When **you hack and slash**, add the following to the list of choices:

- If the target has harmed nature or clearly intends to do so, deal +1d10 damage.
- If the target is a *construct*, you drive its animating force from its body and it collapses in a heap.
- If the target is a *horror*, it becomes surrounded in a glowing red circle of energy. It may not leave this circle or escape into astral space while it remains. While you concentrate on sustaining the circle, take -2 ongoing.

☐ Earth's Embrace

So long as **one of your feet touches the natural ground**, your tough skin becomes even tougher (3 armor, 0 weight, obsidimen only).

☐ Sanctify

requires circle 6

When **you stand in defense of an area untainted by Horrors or namegivers**, so long as you remain in the area, no creature with the *horror* or *construct* tag, may enter, nor direct magic into, the area. You take -1 ongoing while sustaining this defense. If you maintain this protection for a few hours, it will last without you until the next sunset. If you also spend 1 blood the protection will sustain itself for a year and a day.

Silver Tongue

When **you have gained substantially from telling a lie** that was accepted as the truth, you may branch out into a life of better living through subterfuge.

☐ Silver Tongue *requires circle 4*

When **you tell a convincing lie**, roll+CHA. **On a 10+** choose three. **On a 7–9** choose one. You may spend one karma to make an additional choice, even on a miss.

- The intended targets believe the story.
- Bystanders believe the story.
- Those who believe the story do so for more than a few minutes.
- Those who hear the story are amused.

☐ Iron Will *requires circle 4*

When **you are subject to mind control**, or magic that influences your feelings, you may choose to suffer a debility of your choice and ignore the influence.

☐ Slough Blame *requires circle 4*

When **you set up a scapegoat to take the fall** for you and events come to a head, roll+INT. **On a 10+** choose three. **On a 7–9** choose one. On a miss, whatever else happens, the truth is exposed.

- The scapegoat has no alibi.
- At least one credible witness testifies against the scapegoat, based on what they think they saw or heard.
- The ruse holds up for much longer than just a few minute after you have gone.
- You appear completely uninvolved.
- You appear to be the victim.

Theran Spy

When **you have supplied the Theran Empire with sensitive information**, either by choice or through coercion, you may branch out to better serve them.

☐ One Eye Open

Any time **you find yourself alone**, the GM may interrupt what you are doing with some form of contact with your Theran handlers (a note left where only you would find it, a manifesting spirit delivering a message, a face to face visit, etc.). You have some way of requesting such contact as well; what is it? Further, when **you discern realities**, whatever else happens, the GM will also answer the following question:

- What here is useful or valuable to the Theran Empire?

☐ Deep Pockets

When you **buy something special** (within reason) in furtherance of a mission assigned to you by the Theran Empire, on a hit you happen to have the exact amount of coins on hand to buy it. Explain how the Empire secretly shuttled funds to you. The Empire is not in the habit of wasting money.

☐ Birds of a Feather

When you enter a steading, roll+nothing. Take +1 for each of these tags the steading has: *wealthy*, *booming*, *battalion*, *lawless*, *power*. Take +2 for each of: *rich*, *legion*. Take −1 if you have never been in this steading before, and for each of: *dirt*, *exodus*. **On a hit**, you know of or notice Theran assets (sympathizers, agents, etc.) who might help you. **On a 10+**, choose two. **On a 7–9**, choose one. **On a miss**, whatever else happens, you are on your own here.

- Theran assets are particularly well placed to help you.
- Theran assets can be contacted without much risk.
- Theran assets will help you without much cost.

Trollmoot Outcast

When **you, a troll, are outcast by your trollmoot**, horns ritually severed, you may branch out to embrace your fate. Those who remain within the moot are honor bound to attack and kill you on sight. Though disgraced in their eyes, you gain power from your own brand of honor.

☐ Question of Honor

requires being an troll

When your personal honor is questioned, roll+WIS. **On a 10+**, choose three. **On a 7–9**, choose two. **On a miss**, choose one.

- Maintain your composure.
- Take +2 ongoing to any efforts which serve to redress the insult, until the slight is rectified.
- Gain +1 armor ongoing against whoever doubted you until the question is settled.
- Avoid taking –1 ongoing to any efforts which do not serve to redress the insult.

☐ Righteous Strength

When you defy danger in order to keep a promise, or by powering through, take +2. **On a 12+**, witnesses will tell tales of your prowess for weeks.

☐ Demand Truce

When **you demand a truce from a weaker opponent**, roll+CHA. **On a hit**, your opponent may not refuse. For the next day, if one of you inflicts damage on the other, the damage is dealt to the attacker instead. **On a 10+**, you may extend this effect for three days, if you choose.

☐ Redemption

When **you die performing an honorable deed**, you will be remembered for the deed, not the incident that made you an outcast. In addition, the deed will be seen as atonement for the original infringement, and you will be rehabilitated in the eyes of your clan.

Front: Emergence

For players unfamiliar with the setting of *Earthdawn®*, starting out with characters who grew up in a sealed kaer and have been selected to perform reconnaissance to see if the outside world is now safe can be a good introduction. It's main strength is that the characters are then nearly as ignorant of the setting as the players, and everyone can discover what lies outside the kaer together.

For this kind of play, you might want to omit some disciplines from the choices available to the players. In particular, it can be difficult to integrate the air sailor, the sky raider, and the weaponsmith. To a lesser extent, the cavalryman and the beastmaster can also create dissonance, depending on how people visualize life in a sealed kaer.

The following not-quite-a-front should not be used verbatim. Instead, let it provide an example of the type of thing you might do once you know all the PCs and the interests of the players. Make some different dangers and see where the story goes. Try to involve the characters in the stakes.

The GM should also avoid pre-deciding much of anything. Where exactly is the kaer? Is the kaer one of the first to open or one of the last? Who remembers the kaer exists? These kinds of questions should be left unanswered for a while. Play will likely suggest a perfect spot where, for example, of course the kaer turns out to have been located this whole time.

Description and Cast

After centuries of hiding within the kaer, the elders have finally decided to, briefly, crack the seal and send a group of adepts (the PCs) out to see if the world is safe.

Before creating their characters, the players and the GM should collectively decide how the elders selected this particular group. Choose one of the following, or make up something better:

- The adepts are considered the best and brightest the kaer can offer, destined for greatness.
- The adepts are prisoners, political enemies, the least social class or otherwise considered disposable.
- The adepts were the only ones dumb enough to volunteer, each for their own, possibly questionable, reasons.
- A series of contests were held and the adepts emerged victorious.
- The adepts were chosen by a (possibly rigged) lottery.
- Due to some calamity, the adepts are the only ones left alive.

Depending how they were selected, it wouldn't necessarily be out of line for each character to begin play with magic items, perhaps even a relic, gifts from the kaer to maximize their chances.

The culture of this kaer reveres a prophesy claiming a group of scouts would return with a live specimen of a particular type of bird, signaling a world safe enough to open the kaer permanently. The elders, naturally, have tasked the party with finding this bird.

Several decades prior to the opening of the group's kaer, a brave group of colonists from a different kaer founded the village Dromis, a village to extract mineral wealth from the area.

Unfortunately for the village, a long buried artifact has awoken: the Jewelled Well. Though weak at the moment, this well contains a hive mind which grows by cursing namegivers into joining it. Already, several villagers have joined it, and actively further its cause.

The kaer's opening has also attracted the attention of Kimber, a spirit with knowledge of artifacts and lore, intent on getting inside the kaer to claim a dangerous relic sealed inside all these years. Unlike the other dangers, Kimber is aimed directly at the PCs and their kaer, and depends highly on their presence and actions.

- Denibet, villager who first finds the Jewelled Well.
- Abathys, leader of the village council.
- Kimber, obsessed spirit.

Danger: The Jewelled Well *shadowland*

Impulse: to corrupt the living

Grim portents

☐ Denibet shows off gem pulled out of the well he discovered.
☐ Increasing numbers of villages tempted to the well.
☐ Corrupted villagers slaughter all who refuse the well.

Impending Doom: Usurpation

Danger: The Village Council *misguided good*

Impulse: to do what is "right" no matter the cost

Grim portents

- ☐ Council forces Denibet (and, later, others) to donate his gem to a community fund.
- ☐ As the influx of gems upsets the status quo, elders declare well off limits.
- ☐ Increasingly draconian measures (curfew, extreme punishments, banishment, etc.) to curb "anti-social influence".

Impending Doom: Rampant Chaos

Danger: Kimber *named spirit*

Impulse: to seek magical power

Grim portents

- ☐ Materializes any time the group's kaer is discussed.
- ☐ Increasingly direct demands to be brought into the kaer.
- ☐ Use of allies to enslave group to force them to return to kaer.

Impending Doom: Impoverishment

Location: Dromis

poor, steady, militia, resource (minerals), oath (Thoral?), blight (krilworm), need (adventurers)

If not for its exploitation of local minerals, the village of Dromis would have easily folded. As it is, little shows for its ten years of existence but a paranoid and greedy population dominated by a parochial village council. Harmony, conformity and cooperation are prized, while anything less is dangerous (likely to attract horrors, don't you know) and punished with exile.

While distrustful of outsiders, the villagers are largely hard-working and dedicated to the village and each other. The village acts as a collective, with all minerals harvested and sold benefiting all in the village equally. Though overbearing, the village council is scrupulously transparent with finances and demands the same transparency from the villagers.

Unfortunately for the village, krilworms have been flocking to the place lately, in numbers large enough to trigger breeding. Swarms of them descend on the town at night, laying eggs in livestock and citizens. This will continue unless someone tracks down where they are nesting.

The founders and citizens of Dromis remain ignorant of the group's nearby (and hidden) kaer. Nor do they realize that the people of the kaer used to extract minerals from this region themselves. The village will not be anxious to share their new wealth with outsiders, nor will those in the kaer be pleased to find others are squatting on "their" land.

Custom Moves

When **you first reach into the Jewelled Well**, you pull out a gem worth 50 coins, and become part of the connected hive mind of the well and all who have drawn from it. Roll+CHA. **On a 10+**, gain three hold. **On a 7–9**, gain one hold. Spend one hold to resist the lure of the hive mind for a day. During this time, you receive what all members of the hive mind perceive and think, but do not have to share your own perceptions and thoughts. If you return the gem to the well, your link to the mind is severed. If you lose possession of the gem in some other way (trading it, giving it away, someone stealing it, etc.), lose all hold. When you have no hold, you are not only fully integrated into the mind, you are also enchanted to carry out the will of the collective and never willingly throw your gem back into the well.

Stakes

- Is the world safe enough for the kaer to be opened?
- What will the party do to help or hinder Kimber?
- Will any characters join the hive mind?

Front: Mists

Inspiration for this front comes from *Mists of Betrayal*, the first adventure FASA ever published for *Earthdawn*® (also notable as having the first, and one of the only, RPG covers painted by Luis Royo). While this published adventure is widely regarded by fans as providing a decent introduction to the fourth world itself, it is marred by a linear structure and some railroading. Its use here is intended to serve as an example of how to distill a plotted adventure like this into a front that allows you to play to find out what happens.

Hooks

The published adventure pushes the PCs into the fray by manufacturing a reason for them to see the wizard Hiermon; however, take a look at the relationship map (below) and realize that all you need to involve the characters in the front is some tenuous connection to *any* of the nodes in the graph.

Description and Cast

A full description of this front is best left to the text of the *Mists of Betrayal*. If you are playing this hack, you likely already have, or can easily get, a copy of this. If not, the relationship map at the right provides a fair overview of the main movers and shakers and the situation in which they find themselves (all starting with the discovery of an ancient elven relic called the Everliving Flower by a wizard's expedition.)

Danger: Blood Wood

corrupt government

Impulse: to maintain the status quo

Grim portents

- ☐ Takaris makes a deal with Hiermon to exchange blood ivy for the Everliving Flower.
- ☐ Kalourin dominates Hiermon and destroys Takaris.
- ☐ Kalourin humiliates and unseats Alachia.

Impending Doom: Usurpation

Danger: Theran Empire *cabal*

Impulse: to absorb those in power, to grow

Grim portents

- ☐ Dispatch operatives to assist Agraman in recovering the Everliving Flower.
- ☐ Operatives kill Hiernmon and take the Everliving Flower.
- ☐ Operatives return the Everliving Flower to the Empire, angering the Blood Wood.

Impending Doom: Rampant chaos

Danger: The Mist *named horror*

Impulse: to feed on suffering

Grim portents

- ☐ The Mist provides Kalourin with power in exchange for slaves (who are delivered to the village of Akarem).
- ☐ Kalourin's forces augment slaving operations, growing the horror's power.
- ☐ Through the traitorous Kalourin, the Mist enslaves the Blood Wood.

Impending Doom: Impoverishment

Danger: Akarem *haunted village*

Impulse: to deliver outsiders to the kaer containing the Mist

Grim portents

- ☐ The village has no inn, no shops, no farms or village green and exudes an air of desolation. Villagers in some kind of shock.
- ☐ Slaves delivered to the kaer are never seen again.
- ☐ Attempts to leave the village fail, always ending with the kaer looming before the traveler.
- ☐ Villagers attempt to kidnap travelers while they sleep and deliver them to the kaer.

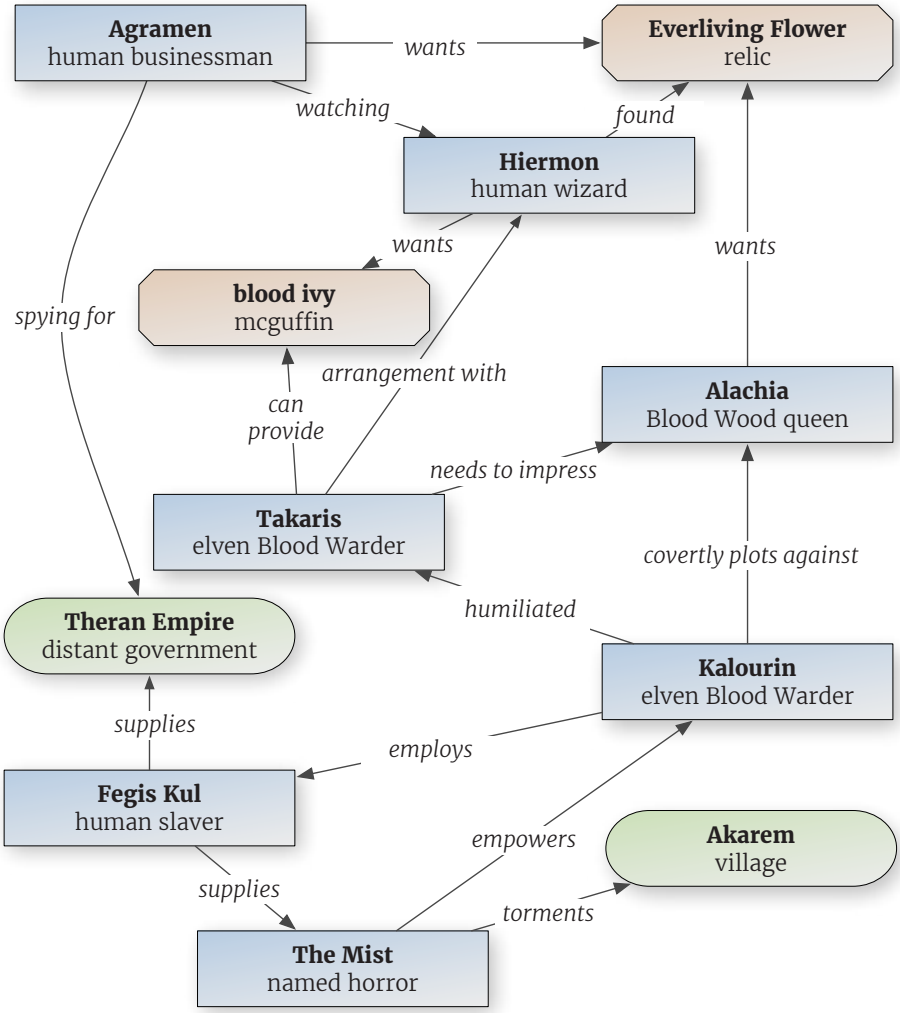
Impending Doom: Impoverishment

Custom Moves

When **you enter the Blood Wood**, the combination of strange beauty and corruption confounds the senses. Roll+WIS. **On a 10+**, make two choices from the list below, but you need not ever again make this move if you return to the Blood Wood. Assume that natives of the Blood Wood have already achieved this result in the past. **On a 7–9**,

choose three from the list, and you take +2 forward to this move if you return to the Blood Wood. **On a miss**, choose four from the list. While in the confines of the Blood Wood:

- Take -2 ongoing to spout lore.
- Take -3 ongoing to discern realities.
- Take -2 ongoing to parley.
- Take -2 ongoing to defy danger.

Stakes

- Who will control the Everliving Flower?
- Will the Blood Wood fall?
- Will anyone escape Akarem?