

*Fellowship* is a game about the journey. Several heroes will travel the world together, seeing a variety of interesting places on their journey to stop a great evil from destroying the land. There will be many threats and trials on their path.

Each trial they face is a single **scene**, and every scene has a flow to it. *Fellowship* is all about playing out each of those little scenes, stringing them together to create your adventure.

Those scenes are strung together into **stories**, collections of scenes that share a central goal. Different kinds of stories have different means of setting scenes and progression.



This playbook contains the basic rules for playing as the fellowship. You should have one copy of this playbook on hand for every two or three people playing the game.

# FELLOWSHIP

BASIC RULES

## THE FLOW OF PLAY

The flow of play for each scene goes like this:

**1 Set the Scene, Set the Stakes:** The Overlord will set the scene, telling everyone what is here and what is going on. The heroes will decide what they want to do next. Once you know what's here and what you're doing, the scene is set, and it's time to set the stakes.

There will almost always be something in the fellowship's way, a problem they must overcome. What's on the line here? What could go wrong? You don't need to discuss this step by step, but each player should have the stakes in mind as they proceed with the scene.

**2 Swing the Spotlight:** Once the stakes are set, it is time to take action, and the Spotlight swings around the table. The Spotlight is the turn order of *Fellowship*, but this turn order is not rigid or fixed. The Spotlight is flexible, and it goes where it needs to go, as follows:

**When someone is in Danger**, they get the Spotlight to tell us how they deal with that.

**When someone hasn't done something in a while**, they get the Spotlight to tell us what they were up to.

**When someone has an idea, leaps into action, speaks for the group, or does something noteworthy**, they get the Spotlight to do their thing.

**When someone's own actions put them directly into danger**, they *lose* the Spotlight, leaving their moment on a cliffhanger.

**When a player has the Spotlight**, they will describe what they are doing, and the Overlord will describe how the world reacts to their actions, and may require them to make a Move. The Spotlight is a dialogue, going back and forth until something has happened.

**When their moment has been long enough, or when the danger shifts elsewhere, or when another player has something to do, or when it would be a good cliffhanger**, swing the Spotlight.

Don't let anyone keep the Spotlight for too long. Share the Spotlight often, and share the Spotlight with everyone. Most of the game will be played while the Spotlight is swinging, so manage the Spotlight well.

**3 Quick Recap:** Once a scene is done, tell us what happened, briefly, and check in on everyone. It can be hard to track everything while the Spotlight is swinging. Take a quick recap to catch up on what happened during the scene before moving on to the next one.

## FELLOWSHIP PRINCIPLES

Your **Principles** are the rules you must follow. **Do not break them.**

• **Be Heroic.**

You're here to save the day. You have a duty to save this world, and you cannot go back on that. Act like the heroes you are.

• **Create solutions, not problems.**

You're the good guys. There's plenty of bad going around already - do not make the world worse.

• **Address the characters, not the players.**

Don't call them "Jesse" or "Sam," call them "Aurora" and "Rumblebelly."

• **Embrace the fantastic.**

Don't let the world be boring. Do fun things, make the world weird, commit to acting and being fantastic.

• **Make a move that follows.**

You can only make a move you meet the trigger for, and the results of your move will tell us how the story plays out. You cannot make a move if you don't fulfill the trigger.

• **Remind us of your moves.**

Everyone shares the same basic moves, but everyone has their own moves to call upon when they need them. Be clear which move you are using when you trigger it, and let us know exactly what happens as a result.

• **Always ask questions. Always answer questions.**

If you don't know, ask. If someone asks you, answer.

• **Begin and end with the fiction.**

Start a move with what triggered it, end the move with what it accomplished, and then move to the next move from there.

• **Don't steal the spotlight...**

When another player is taking action, let them do so. Don't interrupt, don't take over, don't get in their way. If they don't know what to do, you can give them some suggestions, but your hero shouldn't jump in and take their moment from them. It's their turn, not yours.

• **...But shine on when you have it.**

When you have the spotlight, use it. Do something cool. Do something fun. Do something wild. It doesn't matter, so long as you *do something*.

# TELLING STORIES

Scenes are combined together to tell overarching Stories.

The 4 kinds of Stories you will tell in Fellowship are:

## A LITTLE DOWNTIME

Downtime is what it sounds like. When the fellowship spends some time in civilization (usually when they Recover), they tell everyone how they pass their time.

Each player sets a single scene describing their downtime. The Overlord will follow up with a single question about it, such as "who was there with you?" or "what made that harder than you expected?" or "someone in town didn't like that very much, who was it?" Answer it.

Once everyone in the fellowship has set one scene, the Overlord sets a scene. They may either advance their plans or threaten the players while they thought they were safe.

Then, everyone decides whether to continue their downtime and set another scene, or end it. Downtime ends when at least half the fellowship is ready to move on.

## A LONG JOURNEY

A Journey is the story of point A to point B. During a Journey, each player tells us one event that happened along the way, starting with whoever you like. The Overlord may frame the event by asking the player a question first, like "what did you find off the beaten path?" or "what was really dangerous about this leg of the journey?" or "who did you meet on the read?"

After someone describes the event, they choose another player at the table, and they tell us how they handled the event. Give each event as much or as little detail as it needs.

The Overlord also sets a scene during this journey, telling the fellowship how their minions made the journey harder.

**After every event has been resolved**, you make it to your destination.

## A PROPER CHALLENGE

Challenges are the story of earning something worthwhile. When the fellowship sets a short term goal, the story to achieve it is the Challenge. Everyone works together in every scene, and new scenes are set until the Challenge is overcome or the goal is unattainable.

A Challenge usually comes from trying to earn Fellowship. When you come to a community, they will have some trouble, usually caused by the Overlord, that they need help with, and your Challenge is resolving their troubles.

The first scene of a challenge is always spent making a plan. The fellowship decides what they need to do to get their goal, and the next scene will be either the first step of the plan in action, or gathering what you need to set the plan in motion. Each scene after that will flow from there.

## THE SHOWDOWN

It doesn't matter what you were doing: the Overlord, one of their Generals, or a Source of Power has appeared, and now you need to deal with it.

The Showdown always begins with the new threat asserting itself. They make a show of power, causing chaos or fear or fire or explosions. Whatever they do, it is dangerous.

Once the show of force is over, the fellowship is placed in danger and must take action immediately. The Showdown is less of a string of scenes, and more an extended, dangerous, high stakes scene, that will not end until either the threat or the fellowship are defeated or forced to retreat.

## QUICK START FELLOWSHIP

First time playing *Fellowship*? Follow these steps:

### 1: Pick Your Playbook

You can't pick a playbook someone else has, and one player must be the Overlord.

### 2: Choose your Name, Look, and Agenda

#### 3: Assign your Stats

#### 4: Choose your Moves

#### 5: Choose your Gear

These steps are all on your playbook. Look it over and choose from the options your playbook gives you.

### 6: Introduce your Hero

Tell us about your hero, tell us why you are your people's champion, and then tell us three facts about your people.

Each player must do this.

### 7: Group Questions

Everyone answer these together:

Whose people did the Overlord hit first and hardest?

Whose people has the Overlord mostly ignored?

What impossible thing has the Overlord already done?

### 8: Bonds

Each player writes their name in one of the Overlord's Bonds, then each player fills in however many Bonds their playbook says they start with with the names of anyone they know - each other, Companions, even the Overlord.

### 9: Rumors

Each player answers this prompt individually:

Choose another player, and tell us a rumor or superstition your people hold about their people. They cannot tell you whether or not it is true.

### 10: Start playing!

# TAGS

Tags are short-hand rules, usually on equipment.

## RANGE TAGS

Range tags tell you where you need to be to use a weapon or attack successfully.

**Melee:** You need to be up close to hit them.

**Ranged:** You can hit them if you can see them. Ranged weapons usually need Ammo or require Reloading.

**Area:** Area attacks hit everyone in a group.

**Dangerous:** Dangerous attacks are like Area attacks, but they always cause collateral damage.

## ITEM TAGS

Item tags can go on anything, and describe the properties that a thing has.

**Clumsy:** Clumsy items have -1 to be used, and Clumsy armor gives -1 to Get Away.

**Dwarf-Made:** This item is nearly indestructible.

**Elf-Made:** This item does not age, and its touch burns non-elves.

**Necrotic:** Necrotic attacks inflict wounds that do not heal naturally. Necrotic damage is marked twice, and the first mark cannot be removed by Filling Your Belly.

**Orc-Made:** Orc-Made items are Clumsy in any hands but an Orc's.

**Piercing:** The attacker always chooses which stat to damage, and the damage cannot be redirected to armor or other stats.

**Reload:** This weapon can only be used once per scene.

**Slow:** This takes time and safety to use properly.

**Thrown:** If you use this weapon as a Ranged weapon, you lose it until you can go and get it back.

## LIMITED TAGS

Some items have a set number of Uses. These tags cost a Use to gain their benefits.

**Ammo:** Spend 1 Use to make a move with this weapon. It does not cost Ammo unless the move tells you it does.

**Armor:** Spend 1 Use to prevent 1 Damage you would take.

**Drunk:** When you Use this, you are in Despair for the rest of the scene, but only in the stats listed in the tag.

**Food:** You can spend it to Fill Your Belly.

**Healing:** Spend 1 Use to heal a damaged stat.

**Precious:** Spend 1 Use to Forge a Bond with someone, or to not have to do a favor for someone.

**Useful:** Spend 1 Use to produce something helpful.

**Vigor:** When you Use this, you have Hope for the rest of the scene, but only in the stats listed in the tag.

*Fellowship* is a game about the challenge. A lot will get on your way during your journey, and you will need to stand up and face those challenges if you want to succeed. When the result of your actions is unclear, your Moves will resolve them.

Each move has a **Trigger**. If you do not meet the trigger, the move doesn't happen. The trigger is the part in bold that begins with "When you..." at the start of each move. To perform a move, you must fulfill the trigger.

Most moves have a **Check**. The Check is what you must do to perform the move, usually rolling dice and adding a number. If the check says something like "roll +Blood", then you roll two six sided dice and add your Blood stat to the roll.

Every move has a **Result**. The result is what happens if you meet both the trigger and the check. On moves with a roll, the result will change depending on the numbers you rolled, with higher numbers being better. 7+ means "7 or higher," 9- means "9 or less," and a range like "7-9" means "7, 8, or 9".

Once you have hit the trigger, paid for the check, and figured out the result, the move is over, and you figure out what your move did and what happens next from there.



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# FELLOWSHIP

BASIC MOVES

## BASIC MOVES

### FINISH THEM

ANY STAT

**When you attempt to defeat an enemy you hold an advantage over**, tell us how and roll +Any. **If you do not have an advantage over them**, you cannot attempt to *Finish Them*. An advantage is something you need to get the upper hand, such as teamwork or the element of surprise.

Which stat you use to *Finish Them* depends on how you intend to defeat them, or what your advantage is. If multiple stats are appropriate, use the one you like best.

**If you *Finish Them* by...**

...overpowering them, ambushing them, or using the innate talents of your people, **roll +Blood**.

...relying on your luck, tenacity, or virtue to outlast or impress them, **roll +Courage**.

...demonstrating superior skill, by waiting for just the right moment, or with panache and style, **roll +Grace**.

...acting on a plan, using the terrain to your advantage, puzzling it out, or relying on your senses, **roll +Sense**.

...working things out, acting calmly or reasonably, or helping them with their problems, **roll +Wisdom**.

...relying on a companion's help or skill to do the job for you, **damage one of their relevant stats and then roll +Bonds with them**.

**On a 10+**, you destroy them - tell us what that means.

**On a 7-9**, you deal damage to a stat that makes sense and lose your advantage over them. **If an ally was *Keeping Them Busy***, they aren't anymore.

**On a 6-**, you lose the advantage, and face retaliation.

**If you *Finish Them* using a weapon with Ammo**, use 1 Ammo. **If you have no Ammo**, you cannot *Finish Them* with that weapon.

### *What is an Advantage?*

An **Advantage** is any means of fictional superiority you hold over someone else. **When you do something that sounds like an advantage**, then you have an advantage. **If they are better than you**, you do not have an advantage, and you will need to turn the tables if you want to *Finish Them*.

## OVERCOME

BLOOD

**When you attempt to avoid, redirect, or prevent the harm something will cause**, roll +Blood. You can *Overcome* any obstacle, threat, Cut, or Move made against you or an ally, if you are in position to act and have the means to stop it.

**On a 10+**, you stop the obstacle, threat, Cut, or Move from causing harm. **On a 7-9**, choose one: You can pay a price to take the 10+ result, or you can create a temporary solution. A temporary solution will delay the threat, but when time is up, it'll be back in force - the Overlord will tell you when.

*Overcoming* with a weapon does not cost Ammo.

## KEEP THEM BUSY COURAGE

**When you act as a distraction or buy some time**, tell us how and roll +Courage. **On a 10+**, you buy as much time as you need, and their attention is all on you. **On a 7-9**, you can only stall them for a short time, and they will retaliate against you when time is up. **While you *Keep Them Busy***, you create an Advantage for someone else.

**If you *Keep Them Busy* using a weapon with Ammo**, use 1 Ammo. **If you have no Ammo**, you cannot *Keep Them Busy* with that weapon.

## GET AWAY

GRACE

**When you need to get somewhere out of reach or out of sight**, tell us where you're going and roll +Grace. **On a 10+**, choose two. **On a 7-9**, choose one:

- You get there quickly, avoiding any harm along the way.
- You get there quietly, drawing no attention.
- You grab someone nearby and bring them along with you.

**If you are wearing armor with the Clumsy tag**, you take -1 to *Get Away*.

## TALK SENSE GRACE / SENSE / WISDOM

**When you speak with conviction and ask someone for help**, tell us what you want from them and why they should help you. **If they're willing to listen**, roll.

**When you detail your plan and their place in it**, roll +Sense.

**When you appeal to their emotions or their desires**, roll +Wisdom.

**When you impress, dazzle, or trick them**, roll +Grace.

**On a 7+**, they do as you ask, to the best of their ability. **On a 9-**, you owe them a favor. The more you ask of them, the more they'll ask of you, and they can cash in at any time - even right now, before they do as you ask.

**On a 6-**, they choose one:

- The favor you must do is expensive, difficult, or demeaning.
- They cannot do what you ask of them, and will tell you why.

# BASIC MOVES

CONTINUED

## LOOK CLOSELY

SENSE

When you closely examine a situation or a location, roll +Sense. On a 10+, ask three questions from the list. On a 7-9, ask two. On a 6-, ask only one. Anyone can answer, but the Overlord has the final say. The answers you receive may give you an Advantage to *Finish Them* with.

- What is going on here? What do my senses tell me?
- Is something hidden or out of place? If so, what looks suspicious?
- Tell me about \_\_\_\_\_. How could it hurt me? How could it help me?
- Tell me about \_\_\_\_\_. What are they doing? What will they do next?
- What will happen if I \_\_\_\_\_?

## SPEAK SOFTLY

WISDOM

When you have a quiet chat with someone, you may roll +Wisdom. On a 10+, ask them three questions from the list. On a 7-9, ask two. On a 6-, ask only one. The answers you receive may give you an Advantage to *Finish Them* with.

- What can they tell us about \_\_\_\_\_?
- What were they doing, and what are they going to do next?
- What should I be wary of when dealing with them?
- What do they want, and how could we help them get it?
- What would they have us do next?

## PAY THE PRICE

When a move tells you to pay a price, tell us what it costs you. A price can be taking damage, losing or using equipment, suffering a setback, or losing an advantage. Whatever the cost, you must pay that price immediately before, during, or after the move you paid for.

## COMMAND LORE

When someone asks something about your character or your people, tell them. When you ask about another character or their people, they will tell you the answer. When you ask about the Overlord, they alone may choose not to answer.

## FILL YOUR BELLY

When you are between scenes, you may Use Food to heal one damage. When you share a meal with friends, one person may heal an extra point of damage.

## HOPE AND DESPAIR

When you have Hope and make a move, roll three dice and keep the best two.

When you are in Despair and make a move, roll three dice and keep the worst two.

When you have both, they cancel out.

When someone outside the fellowship is in Despair, they cannot do anything meaningful. When you use a stat that has been Damaged, you roll with Despair.

## DAMAGE

When you take damage, choose a stat and mark it. Sometimes you will not get a choice, and a stat will be damaged for you. While a stat is damaged, you are in Despair whenever you roll that stat. When an enemy's stat or a Companion's stat is damaged, they cannot use it.

You cannot mark a stat that has already been marked. When you heal, remove a mark from one of your stats. When you take damage while all of your stats are already marked, you get Taken Out.

## RECOVER

When the fellowship rests in a place of safety for over a week, heal all of your stats and restock all of your Gear. The Overlord then advances their plans and heals one damage.

## TAKEN OUT

When all of your stats are damaged and you take further damage, you are Taken Out, and no longer able to help out for the rest of the scene. Tell us how you got Taken Out. What happened to you? What is going to happen to you next? Can the fellowship save you from your fate? If so, how?

## END OF SESSION

When you reach the end of a session, the fellowship answers these three questions:

- Did we save or protect a community in need?
- Did we strike a blow against the Overlord and their minions?
- Did we learn more about the world and its peoples?

For each "yes" answer, the group chooses one. You may choose an option more than once.

- Each fellowship player refreshes one piece of their Gear to its full value.
- Each fellowship player chooses one stat to heal. It doesn't have to be theirs.
- The fellowship and the Overlord each choose one player to Level Up. You cannot be chosen to Level Up if you are the highest level player or you have already been chosen to level up this session.

# BOND MOVES

## FORGE A BOND

When you bond with someone over something you did or shared together, record a new Bond with them on your sheet, describing the connection you two now hold. A Bond is a single sentence describing how you feel about them or what you two have done together. If you already had a Bond with them, you can add another Bond, or rewrite an existing one. You can never have more than three Bonds with someone.

If you Forge a Bond with someone outside the fellowship, they will join your cause as a Companion, so long as the Bond holds.

## THE BONDS THAT BIND US

When two or more players who have Bonds with each other work together side by side, they roll with Hope. When one of them must pay a price, another may choose to pay that price instead.

## THE BONDS THAT BREAK US

When your actions harm an ally, immediately erase one of your Bonds with them. When you have no Bonds with a member of the fellowship, you cannot work alongside them without getting in each others' way, and you both roll with Despair when working together.

## BOUND IN SERVICE

When you call upon a Companion for help, you may damage one of their stats to create an advantage related to that stat. If all of a Companion's stats are damaged and they'd take further damage, lose a Bond with them.

When no one has any Bonds with a Companion, they leave the fellowship.

## HEART OF FIRE

When you hold a Bond with the Overlord, they do not become your Companion, but you still hold sway over them. You may erase that Bond with them at any time to buy yourself reprieve. Choose one: They will show you mercy, tell you something valuable, or ignore you for the time being.

## HEART OF IRON

When you would make a move against the Overlord, you may automatically fail the roll to erase one of their Bonds with you. If you do, they steal the Spotlight and *Twist the Knife* against you, but they will not be able to react to anything the rest of the fellowship does while they hurt you.

**NAME:**

**Choose one or two from each, or make up your own:**  
**Given Names:** Austri, Aurvang, Bombur, Dain, Dvalin, Elda, Hannar, Lofar, Nar, Onar, Regina, Thorer, Thror, Vestri, Vigg  
**Clan Names:** Alebringer, Blackrock, Boathater, Broadbeam, Darkminer, Drakeslayer, Firewheel, Grimtrigger, Petty-kin, Ploughswain, Skyforger, Stonefoot, Undermountain, Vulcan



**THE DWARF**  
 BASIC PLAYBOOK

**LOOK**

Circle one from each list, or make up your own:

- Weary Eyes, Hard Eyes, or Beady Eyes
- Braided Beard, Flowing Locks, or Immaculate Sideburns
- Calloused Skin, Bronzed Skin, or Stony Skin
- Laborer's Leathers, Noble's Silks, or Soldier's Armor

**AGENDA**

When you know not what to do, consult your Agendas.

You have these three Agendas:

- Be Brave, Take Risks
- Tell Us Of Your People
- Improve The World Around You

And circle a fourth Agenda that only you follow:

**Insatiable Greed**

Take for yourself that which was meant for others.

**The Dwarven Craft**

Create, restore, and protect things of lasting value.

**The Honored Word**

Keep your word in all things, and punish the liars and oath-breakers.

**STATS**

Your **Iron** stat is +2. Assign +2, +1, +1, +0, -1 to the others.



- BLOOD**
- COURAGE**
- GRACE**
- SENSE**
- WISDOM**
- IRON**

When a stat is damaged, mark the small box. You are in **Despair** when you roll a damaged stat.

**WHAT IS A DWARF?**

Choose the option that best represents your people:

**DEEPELVE**

Your people dig deeper than any others, and the secrets of the earth are yours. You can see in total darkness without a problem, and your armor is born of the secrets that can only be found deep underground. Add *The Secrets* (3 Uses) to your Gear. You can Use them at any time to immediately ask one question from the *Look Closely* or *Speak Softly* lists.

**FIREBEARD**

Your people lead a war-like life, with a long history of bloodshed and tragedy. Your armor has seen many battles, and it has seen you through all of them. **When you attempt to defeat an enemy in glorious combat**, you may damage one of your stats to try to *Finish Them* without holding an advantage.

**IRONBLAST**

Your people are madcap inventors and chemists, known throughout the world for their wondrous, and dangerous, creations. Your armor is of unusual design, with many bits and pieces that serve no obvious purpose. Add *Various Explosive Devices* (2 Uses, Dangerous) to your Gear. You can Use your explosives to create an explosion wherever you need it, as long as you could have conceivably planted them ahead of time.

**STONEBORN**

Your kin have more in common with the earth and stone than they do with flesh and blood. Your armor is your bare skin, solid as stone. **When you stand on solid ground**, you cannot be knocked off your feet or moved unless you want to be, and you can stop anything trying to get past you by *Keeping Them Busy* with +Iron.

**PLAYING AS THE DWARF**

The Dwarf is built to last. Their people are the most solidly grounded people this world has to offer. The Dwarf offers you the ability to defend your allies well, clear a path through anything in your way, and keep on chugging in spite of the dangers.

Play as The Dwarf if you want to be built to take on anything, if you want to outlast the world, if you want to be the toughest person at the table, or if your thirst for treasure outweighs your common sense.

# DWARVEN CORE

All Dwarves have these moves.

## PEOPLE OF STONE

The dwarves are built tough. You have a sixth stat, Iron, and you have an additional +1 to assign among your other stats. Iron represents your dwarven toughness - your armor, your survivability, your iron gut, and your extreme stubbornness.

When you *Finish Them* by outlasting them, outdrinking them, or by slugging it out blow by blow until one of you falls, roll +Iron.

When you share this Move with another, their Iron stat is +1.

When someone who does not have an Iron stat uses a Move that rolls +Iron, they roll at +0.

## CLEAR THE PATH (IRON)

When you charge through something standing in between you and where you're going, roll +Iron. On a 7+, you charge through and leave a path for your allies to follow. On a 7-9, your reckless charge causes problems. You have to go alone, or you leave yourself open to danger, or you damage something important, your choice.

## UNBREAKABLE

When you *Fill Your Belly*, you also heal your Iron stat.

# DWARVEN CUSTOM

Choose two of these moves to further define what it means to be a Dwarf.

## ALL THAT GLITTERS

When you have a bad feeling about this and say as much, you may ask the Overlord "Is there a trap or ambush here? If so, where would it come from?" They will answer honestly.

## DIG DEEP

Your people are famous for their ability to dig quickly and safely. You can *Clear the Path* right through earth and stone, digging out a tunnel anyone can use. It will take some time, but not as long as anyone else would expect it to.

## EARTH FRIEND

You can speak to the mountains and hear the words of the stones. When you *Speak Softly with the earth*, you may use one of your questions to ask it to move for you. For you, the earth can create pits or one-room caves, collapse or clear stone passageways, or leave behind a message that only dwarves will notice.

## GOOD FOR WHAT ALES YOU

When you use an item with the Drunk tag, act as though it had the Healing tag instead.

## GREED IS GOOD

When you desire a treasure or valuable item you have seen or heard of, you may declare it to be the object of your greed. When you act directly to secure the object of your greed for yourself, you are filled with Hope. You cannot choose a new object of your greed until you have acquired your current one, or it becomes unattainable.

## HALF-DWARF

You are not fully dwarven. Take a Core Move from any basic playbook. You may also take an Agenda from the chosen playbook. **This move cannot be shared.**

## LET ME SEE THAT

When you take a few moments to handle or examine an interesting item, vehicle, or architecture, ask the Overlord two of the following questions. They must answer truthfully.

- Who made this and why should I care about them?
- What was this made to do, and how do I use it or break it?
- What's wrong with this, and how might I fix it?

## WARRIOR'S PRIDE (BLOOD)

When you let out a roar of challenge, tell us who you are challenging and roll +Blood. On a 7+, they accept, approaching you for battle and dropping whatever they were doing. On a 10+, they don't bring any backup with them.

# DWARVEN ADVANCEMENT

When you Level Up, increase your level by 1, then choose an option from the list and mark **LEVEL**  it. You may only choose each option once. You begin the game at level 1.

- Increase your Blood or Wisdom by 1 (to a maximum of +3).
- Increase one of your stats by 1 (to a maximum of +3).
- Take another Dwarven Custom.
- Take another Dwarven Custom, or ask another player to share a Move with you.
- Take another Dwarven Custom, or two more Dwarven Gear options. You cannot choose a Gear option you already have.
- Share one of your Gear options with another player.
- You have Changed.** You must be level 5 or higher to take this Advancement. When you Change, choose a Destiny you meet the requirements for and take its first Move.

# SHARED CUSTOMS

Record the moves you've learned from your allies here:

*I have seen the bones of this world. The winds, howling against the mountains. Like the mountains, the Dwarves will never fall. We have endured. We will endure. But we know nothin' lasts forever. This threat you called us all here for, we feel it. We know it's comin'. That's why I came, why I was chosen to represent my people.*

*Like a crop farmer takes winter, like an anvil takes blows, like a mountain takes an avalanche, so too shall I take this comin' darkness. The Dwarves will never fall, never yield, and never surrender.*

*I am the Dwarf. I can take it. Just you try me.*



**THE DWARF**  
BASIC PLAYBOOK

## BONDS

You start with 4 bonds with the other members of the Fellowship. Use these, or make your own:

I owe \_\_\_\_\_ a life debt.

\_\_\_\_\_ knows of my secret shame.

I would rather die at \_\_\_\_\_'s side than anywhere else in the world.

\_\_\_\_\_ 's forefathers and mine knew one another.

\_\_\_\_\_ has been trusted with a great dwarven secret.

\_\_\_\_\_ is my drinking buddy.

\_\_\_\_\_ is a friend to all dwarves.

\_\_\_\_\_ is my rival, and I theirs.

I grudgingly respect \_\_\_\_\_'s style.

Nobody can fight by my side like \_\_\_\_\_ can!

**Record your other bonds here:**

## DWARVEN GEAR

You start with dwarven hardtack (food, 5 uses)  and a solid means of protection, describe it (1 Use, Armor).

**Choose your weapon; all are Melee and Dwarf-Made. Name it.**

- A fine axe, gilded and engraved
- A heavy warhammer, stamped with the seal of a master smith
- A simple mace, plain but functional
- Your fists, harder than any stone

**What do the dwarves have that no one else does? Choose one:**

- Gunpowder! You have a rifle (Ranged, Reload, Dwarf-Made)
- Access to a rare or strange material of your choosing. You wear heavy armor of the stuff (3 uses, Armor, Clumsy)
- Strong alcohol. You carry a small keg of dwarven stout (2 Uses, Food (*only for Dwarves*), Drunk: *Wisdom + Sense*, Vigor: *Blood + Courage*)

**The Dwarves are famous for their trade, whatever it may be.**

**Choose one:**

- Tunneler's gear (2 Uses, Useful, Dwarf-Made)
- Craftsman's tools (2 Uses, Useful, Dwarf-Made)
- A bag of gems or gold (2 Uses, Precious)

**What dwarven companions did you bring with you?**

**Choose two:**

- A dwarven defender or berserker. You have 1 Bond with them.
- A dwarven gunner or blacksmith. You have 1 Bond with them.
- A dwarven tunneler or The Guzzler. You have 1 Bond with it.
- Dwarven stout (2 Uses, Food (*only for Dwarves*), Drunk: *Wisdom + Sense*, Vigor: *Blood + Courage*)

**What is the one possession you hold most dear? Choose one:**

- The first thing you ever crafted, badly worn but still in one piece (1 Use). **When you hold it in your hands and admire it (1 Use)**, you are filled with Hope for your next roll.
- A family heirloom, none like it in the world (1 Use). **When you ask your ancestors for guidance on a topic (1 Use)**, you may Command Lore about that topic of the rest of the scene as if it were part of your culture.
- A symbol of peace, trust, or power between the dwarves and another civilization of the fellowship. Choose another player: you have an **Unbreakable Bond** with them, write it now. Nothing can undo this bond you share with them.

## DWARVEN COMPANIONS

Dwarven companions are those allies who are particularly likely to join arms with you. Many of them are available as Gear options - a Companion in your Gear will always return to you, heal, or be replaced by another when you *Recover*.

### DWARVEN DEFENDER

*Trained in the art of the tower shield, this dwarf will defend you through thick and thin.*

NAME: LOYAL  SHIELD-BEARER

NAME: LOYAL  SHIELD-BEARER

### DWARVEN GUNNER

*Dwarven riflemen are famous throughout the world for their excessive usage of black powder.*

NAME: POWDER KEG  STURDY RIFLE

NAME: POWDER KEG  STURDY RIFLE

### BLACKSMITH

*Strong in arm and strong in trade, this trained professional will keep your weaponry in fine condition.*

NAME: SPARE WEAPONS  STRONG ARM

NAME: SPARE WEAPONS  STRONG ARM

### DWARVEN BERSERKER

*The strongers and most aggressive of all dwarves.*

NAME: BLIND RAGE  RECKLESS VALOR

NAME: BLIND RAGE  RECKLESS VALOR

### DWARVEN TUNNELER

*A massive drill mounted on wheels, with a riding compartment somewhere between those two more important features.*

NAME: DRILL TANK  ARMORED COMPARTMENT

### THE GUZZLER

*A prototype automobile, there's nothing like it in all the world. It runs on alcohol, pops, and bangs.*

NAME: 20 HORSEPOWER  LOUD AND FAST

### POWERSUIT

*A mechanical suit of armor, more vehicle than suit.* HEAVY ARMOR

NAME: POWERED MOVEMENT  ROCKET FIST

## EARNED FELLOWSHIP

**When you gain Fellowship with a community,** the Overlord chooses three Fellowship moves from the book. Choose one of those moves and take it, writing it down here.

## DWARF NOTES

Use this space to take notes. Write about the Dwarves, write about the people you've met, the places you've been, and the things you've found. If you think it's important to you or to the Dwarves, write it down.



NAME:

Choose one or two from each, or make up your own:

**Given Names:** Eltharion, Fëanor, Fingolfin, Avarial, Haldir, Lórien, Noldà, Manwë, Malenti, Pirinen, Andariel, Lúthien, Eärwen, Tanis, Celebrian, Elenwë, Mithrandir, Arendhel

**Titles:** Greenleaf, Ereinion, Lady of Light, Star of Radiance, Last of the Grey Elves, Half-Elven, Orcrist, Evenstar, Battle-Friend, Strongbow, Kin-Traitor, Blightwood



**THE ELF**  
BASIC PLAYBOOK

# LOOK

Circle one from each list, or make up your own:

- Wise Eyes, Piercing Eyes, or Sad Eyes
- Braided Hair, Long Hair, or Dark Hood
- Pristine Robes, Woodsman's Garb, or Fancy Cloak
- Androgynous Body, Tiny Body, or Willowous Body

# AGENDA

When you know not what to do, consult your Agendas.

You have these three Agendas:

- Be Brave, Take Risks
- Tell Us Of Your People
- Improve The World Around You

And circle a fourth Agenda that only you follow:

## Elven Superiority

It is your duty to protect the lesser creatures.

## Eternal Patience

Play the long game.

You have all the time in the world, so act like it.

## Perfect Purity

Punish those who would defile the sanctity of elven lands and elven works.

# STATS

Your Grace stat is +2.

Assign +2, +1, +0, -1 to your other stats.



BLOOD

COURAGE

GRACE

SENSE

WISDOM

When a stat is damaged, mark the small box. You are in Despair when you roll a damaged stat.

# WHAT IS AN ELF?

Choose the option that best represents your people:

FAERIE

Your kin are faeries or nature spirits. Tiny and elusive, they have been forgotten by the other peoples of the world, remembered only as myths or legends. Your people can fly, with all the benefits that brings you, but you cannot carry anyone with you. Add this to your *Elder Arts* list:

**Pixie Dust:** You grant someone else the ability to fly for the rest of this scene.

MERFOLK

Your people are part fish, and the ocean is your homeland. You can breathe underwater, and you can grant this gift temporarily to anyone you share a kiss with. **When you use an *Elder Art* while you have access to a body of water,** do not mark it.

STAR ELF

Your people come from beyond the skies, and your technology is highly advanced. You start with High-Tech Gizmos (2 Uses, Useful, Elf-Made) in your Gear.

Instead of burning any non-elf who holds them, Elf-Made items electrocute any non-elf attempting to use them without proper training, causing them to pass out where they stand.

WOOD ELF

Your people are one with the forests and the trees, and they care for you as you care for them. **While traveling in woodlands,** you and your allies cannot be followed by your enemies. **When you use Camouflage,** you may hide any number of allies with you.

# PLAYING AS THE ELF

The Elf is graceful eternity. The elves are long-lived, unnatural, unusual, and, if you ask them, perfect. The Elf offers you the ability to dance around your enemies, show up your allies constantly, and generally be the best around at everything cool and flashy.

Play as The Elf if you want to shine like a diamond, if you like being stylish and graceful, if you want to be the coolest person at the table, or if you want to play as a mysterious magical being.

# ELVEN CORE

All Elves have these moves.

## ELDER ARTS

When you draw upon the elven power that humans sometimes call magic, choose a spell from below, then mark it. You cannot use a spell while it is marked. When you *Fill Your Belly*, remove a mark from one spell. When you *Recover*, remove all marks on your spells.

- Camouflage:** Become invisible and undetectable. This lasts until you attack or decide to make yourself known.
- Keen Senses:** Ask a single question about your surroundings, and immediately receive a truthful answer.
- Sense Magic:** Immediately know what here is magical and where it is. If there is nothing magical here, you do not mark this spell.
- Whisper on the Wind:** Send a message to someone you have a Bond with. They will hear it whispered in their ears moments after you send it, and they can send a reply of up to 5 words.

When you Share this move with another, they choose a single spell from the list. That spell is the only one they can use. You can Share this move with someone multiple times. Each time you do, they learn another of your spells.

## TOUCH THE WORLD LIGHTLY

You can safely walk on top of snow, across thin tree branches, along precarious ledges, or on top of held weaponry. You can also run along walls, up trees, or across treacherous surfaces safely, although only for short distances. You still need to roll to *Get Away* if you use this move to escape danger.

# ELVEN CUSTOM

Choose two of these moves to further define what it means to be a Elf.

## ELFSIGHT

Your eyes are unnaturally good, and you can see fine detail even through the darkest night or densest fog. When you *Look Closely*, you may study any location you can see, no matter how distant, as if you were standing right there.

## ELDER MIGHT

When you wish to use an *Elder Art* you have already marked, you may do so by marking a different *Elder Art*. This Move cannot be Shared.

## ENCHANTING PERFORMANCE (GRACE)

When you perform an Elven art for an attentive audience, roll +Grace. On a 10+, you may *Forge a Bond* with as many audience members as you'd like. The Bond should relate to how much they adore and appreciate you. On a 7-9, you may only *Forge a Bond* with a single listener. On a 6-, no one cares.

## ENEMY AT THE GATES (GRACE)

When you are hidden from your target and wield a ranged weapon, you can spend 1 Ammo to *Finish Them* with +Grace. If you *Destroy Them*, you remain hidden.

## HALF-ELF

You are not fully elven. Take a Core Move from any basic playbook. You may also take an Agenda from the chosen playbook. This Move cannot be shared.

## POETRY IN MOTION

When you *Get Away*, you may choose an extra option from the list, even on a 6-.

## SPECIAL STARDUST

Add this to your *Elder Arts* list:

- Sleep Tight:** You put someone straight to sleep. It is a normal sleep, and they are woken up by anything that would awaken a sleeping person.

When you Share this Move, the ally you share it with gains the *Elder Arts* move as well, but Sleep Tight is the only spell they know. They do not gain your other *Elder Arts*.

## WAY WITH WORDS

When you *Speak Softly* to someone who respects or fears you, you may roll at +Grace instead of +Wisdom. When you *Speak Softly*, you may also ask, "What do they desire most?" regardless of the result of your roll.

# ELVEN ADVANCEMENT

When you Level Up, increase your level by 1, then choose an option from the list and mark **LEVEL** . You may only choose each option once. You begin the game at level 1.

- Increase your Blood or Sense by 1 (to a maximum of +3).
- Increase one of your stats by 1 (to a maximum of +3).
- Take a Core or Custom move from any basic playbook. You cannot take a move someone else already knows.
- Take another Elven Custom.
- Take another Elven Custom.
- Choose a player you have 3 Bonds with. Share a Move with them.
- You have Changed.** You must be level 5 or higher to take this Advancement. When you **Change**, choose a Destiny you meet the requirements for and take its first Move.

# SHARED CUSTOMS

Record the moves you've learned from your allies here:

*I have witnessed many of this world's wonders. I have seen them come, and seen them go. My people have added to them, and taken them away. Our endless lives attain meaning in the pursuit of timeless perfection. Even among such wondrous people as these, I have earned respect, and that is why I have been chosen to defend our great works against this coming evil.*

*We elves may sometimes forget the world, lost in our dreams of beauty and perfection, but the world does not forget us, and we shall not let the world fall. Among all people, not just my Elves, can be found those of some worth. If you will have me, then my arts, my grace, and my wisdom will serve our common cause.*

*I am the Elf. We remember.*



## BONDS

You start with 4 bonds with the other members of the Fellowship. Use these, or make your own:

\_\_\_\_\_ has been named a friend to all elves.

\_\_\_\_\_ once helped me with a hunt, and I know we shall hunt again.

I have trusted \_\_\_\_\_ with the truth about me.

\_\_\_\_\_ 's entire family line is respected by the elves.

\_\_\_\_\_ is my rival, and I theirs.

\_\_\_\_\_ defeated me in a contest of skill and I still cannot believe it.

I have absolute faith in \_\_\_\_\_ 's abilities.

I once went to war alongside \_\_\_\_\_ .

Because of \_\_\_\_\_ , I have changed as a person.

I have taught \_\_\_\_\_ the ways of elven \_\_\_\_\_ .

**Record your other bonds here:**

## ELVEN GEAR

You start with elven bread (food, 4 uses)   
and a hunter's bow (Ranged, Elf-Made, 3 Ammo).

**Choose what protects you from danger:**

- A fine sword (Melee, Elf-Made)
- Light armor (1 Use, Armor, Elf-Made)
- A wolf or hunting bird, which you have 2 Bonds with.

**Choose what carries you through this journey:**

- An elven throne or a unicorn, which you have 1 Bond with.
- A friend (an archer, blade dancer, or shadow), who you have 1 Bond with.
- A bottle of elven wine (2 Uses, Healing, Drunk: *Blood + Courage*)

**You have a hunting companion. Choose one:**

- A wolf or hunting bird, which you have 2 Bonds with.
- A friend (an archer, blade dancer, or shadow), who you have 1 Bond with.
- A survival knife (Melee, Elf-Made) and an extra quiver (3 ammo)

Elves you meet will usually carry at least two of the items you chose from the above lists. However, the option below is unique to you.

**Choose a memento of your homeland, it has 1 Use:**

- An elfstone brooch, connecting you to your homeland (Elf-Made). You can Use this item to remove a mark from one of your Elder Arts.
- A ring signifying your membership in a secret organization. You can Use this item to identify another member of this organization, instantly gaining a Bond with them.
- The faces of those who have wronged you, etched into your mind. You can Use this item to declare an enemy to be your Nemesis, giving you Hope to all rolls to *Finish Them* and *Overcome* them until they are dead.

**Record your Nemesis' names here, and cross them off as they die:**

## ELVEN COMPANIONS

Elven companions are those allies who are particularly likely to join arms with you. Many of them are available as Gear options - a Companion in your Gear will always return to you, heal, or be replaced by another when you *Recover*.

### ELVEN ARCHER

*An expert with the bow. It is said that elven archers never miss.*

NAME: PERFECT SHOT  AN EVEN MORE PERFECT SHOT

NAME: PERFECT SHOT  AN EVEN MORE PERFECT SHOT

### BLADE DANCER

*These graceful warriors specialize in fighting alongside a partner, dancing around their ally as they attack.*

NAME: DANCE OF DEATH  GRACEFUL IN ALL THINGS

NAME: DANCE OF DEATH  GRACEFUL IN ALL THINGS

### ELVEN SHADOW

*If you were to see an elven shadow... Well. You won't.*

NAME: UNTRACEABLE  RIGHT WHERE YOU NEED ME

NAME: UNTRACEABLE  RIGHT WHERE YOU NEED ME

### ELVEN THRONE

*The Elven Throne is a nickname for a wide variety of devices, almost all entirely natural in origin. Enchanted wooden chairs, wheeled or hovering automatons, even living animals to carry you. They are particularly popular among merfolk who need to travel over land.*

NAME: A MIND OF ITS OWN  MOBILE COVER

### HUNTING BIRD

*Birds of a feather hunt together.*

NAME: GO FOR THE EYES  EAGLE EYE

NAME: GO FOR THE EYES  EAGLE EYE

### UNICORN

*A beautiful horned horse, famous for their benevolence.*

NAME: INFINITE COMPASSION  HOLY HORN

### WOLF

*Wolves are too wild for humans to handle, but they make fine pets for elves and orcs alike.*

NAME: PACK HUNTER  LOYAL

NAME: PACK HUNTER  LOYAL

## EARNED FELLOWSHIP

**When you gain Fellowship with a community,** the Overlord chooses three Fellowship moves from the book. Choose one of those moves and take it, writing it down here.

## ELF NOTES

Use this space to take notes. Write about the Elves, write about the people you've met, the places you've been, and the things you've found. If you think it's important to you or to the Elves, write it down.

NAME:

Choose one or two from each, or make up your own:

**Given Names:** Aldrim, Adamanta, Bungo, Deagol, Donnaimira, Drogo, Estella, Gilly, Hamfast, Lidda, Michael, Pounder, Robin, Robard, Rose, Reuel, Schuyler, Tanner

**Surnames:** Bracegirdle, Brannigan, Bullroarer, Cobbles, Goldworthy, Hornblower, Muddyfoot, Neville, Nibs, Pip, Proudneck, Roper, Shea, Sylvester, Tackleford, Trotter



# THE HALFLING

BASIC PLAYBOOK

## LOOK

Circle one from each list, or make up your own:

- Twinkling Eyes, Large Eyes, or Piercing Eyes
- Clean Cut, Luscious Curls, or Hooded Face
- Sensible Clothes, Travel Clothes, or Sunday Best
- Hairy Body, Rotund Body, or Wiry Body

## AGENDA

When you know not what to do, consult your Agendas.

You have these three Agendas:

- Be Brave, Take Risks
- Tell Us Of Your People
- Improve The World Around You

And circle a fourth Agenda that only you follow:

### Do Right

Stick by your friends and your word, and always do what's right.

### Get Some Recognition

Shake things up when people ignore or underestimate you.

### Have Fun

Everyone else is so gloomy all the time! Make sure they lighten up a bit.

## STATS

Your **Courage** stat is +2. Assign +2, +1, +0, -1 to your other stats.

	BLOOD	<input type="checkbox"/>
	COURAGE	<input type="checkbox"/>
	GRACE	<input type="checkbox"/>
	SENSE	<input type="checkbox"/>
	WISDOM	<input type="checkbox"/>

When a stat is damaged, mark the small box. You are in Despair when you roll a damaged stat.

## WHAT IS A HALFLING?

Choose the option that best represents your people:

### CLEVER STORYTELLERS

Your people love to collect stories from afar, and they love to share. You know just how to get someone to tell you what you want to hear. **When you *Speak Softly* over stories and games,** you may take the 7-9 result without rolling. **If you also used Halfling Pipeleaf,** take the 10+ result instead.

### DETERMINED SURVIVORS

Your people have suffered many setbacks and tragedies, and they have never stopped you yet. You know exactly when to stand your ground and exactly when to bail. **When you *Get Away* or *Keep Them Busy* and get a 6-,** you may instead use the other Move as if you rolled a 7-9.

### MISCHIEVOUS TRICKSTERS

Your people love surprises, and they are natural tricksters. The pranks they play are legendary. **When you *Sting Like A Bee,*** choose two options instead of one.

### TRAVELING NOMADS

Your people are travelers, never sticking in one place for long. **When picking your Gear,** choose one more option from each list - you came prepared for anything.

## PLAYING AS THE HALFLING

The Halfling is a troublemaker. You are tiny, underestimated, the underdog, and relatively unknown. The Halfling is a tricky sort. You'll pop up where they least expect you and you'll do much more than anyone else thinks you can.

Play as The Halfling if you want to sneak around, if you want to play tricks on your enemies, if you like finding alternative solutions, or if your idea of a good time is partying and food.

# HALFLING CORE

All Halflings have these moves.

## THE LITTLE FOLK (COURAGE)

When you do something clever or sneaky while no one is looking, roll +Courage. On a 7+, you do it, and no one will notice what you did until later. On a 10+, they won't even think to blame you for it unless they know you quite well, or you personally tell them you did it.

## STING LIKE A BEE

When you *Keep Them Busy* by getting in close and get a 7+, choose one. You can only *Sting Like A Bee* against those who are larger than you.

- You get them to chase you around, and you both leave the scene.
- You steal something small from them, and they don't notice until they need it or you taunt them with it.
- You get them talking - ask a question from the *Speak Softly* list.
- You think fast - ask a question from the *Look Closely* list.

# HALFLING CUSTOM

Choose two of these moves to further define what it means to be a Halfling.

## A FRIENDLY FACE

You are small and easily trusted. So long as you show a friendly face, anyone not already actively hostile towards you will treat you as a friend, until proven otherwise.

## BOTTOMLESS BELLY

Whenever you *Fill Your Belly*, you may Use as much food as you like, and you heal an equal amount of damage. Anyone trying to compete with you can also Use one extra food to heal an extra point of damage.

## HALF-A-HALFLING

You are not 100% halfling. Take a Core Move from any basic playbook. You may also take an Agenda from the chosen playbook.

This move cannot be shared.

## LIVED IN A SHOE

You can change size at will, shrinking down to the size of an apple or growing as tall as The Dwarf, but you usually stay at a happy medium you're comfortable in.

## SMALL TARGET

When you *Overcome an enemy by getting out of their way*, on a 7+, you manage to get completely out of sight - your attacker loses track of you, although you must still pay a price on a 7-9 result. On a 12+, everyone loses track of you - tell us where you went, and you're there.

## TALK NONSENSE (COURAGE)

When you *Talk Sense* by telling grandiose lies with a straight face, roll +Courage. When you *Talk Sense* and get a 10+, you may also *Sting Like A Bee*.

## THE COURAGE OF HALFLINGS

You are never in Despair when rolling Courage, even if it is damaged.

This move cannot be Shared.

## WHO'S THE TOUGH GUY NOW, TOUGH GUY?

When you *Overcome* someone with a 12+, you may *Sting Like A Bee*. When you could *Finish Them*, you may *Keep Them Busy* as if you got a 10+ instead.

# HALFLING ADVANCEMENT

When you Level Up, increase your level by 1, then choose an option from the list and mark **LEVEL**  it. You may only choose each option once. You begin the game at level 1.

- Increase your Grace or Sense by 1 (to a maximum of +3).
- Increase one of your stats by 1 (to a maximum of +3).
- Take another Halfling Custom.
- Take another Halfling Custom, or choose another Move from the list of What Is A Halfling? options.
- Share one of your Moves or Gear options with another player.
- Choose a player you have 3 Bonds with. They share one of their Moves or Gear options with you.
- You have Changed.** You must be level 5 or higher to take this Advancement. When you Change, choose a Destiny you meet the requirements for and take its first Move.

# SHARED CUSTOMS

Record the moves you've learned from your allies here:

*I have kept the good things secret and safe. We're small, often we'll go unnoticed, but any bully will pick on the weakest folks they can find. That's where I come in. I lead danger away, sling rocks at it, taunt it, trick it, you name it! If they won't pick on someone their own size, you can't expect me to play fair, can you?*

*We like to duck out heads, enjoy our pleasures, and live our lives peacefully inside of our comfortable little nooks. Comfort, safety, security - they're what's important, you know? So that's what I stand for, if you'll have me.*

*I am the Halfling, and my people are bigger than you think.*



# THE HALFLING

BASIC PLAYBOOK

## BONDS

You start with 4 bonds with the other members of the Fellowship. Use these, or make your own:

\_\_\_\_\_ really enjoys the finer things in life.

I have mesmerized \_\_\_\_\_ with my stories.

\_\_\_\_\_ respects me, and I respect them too!

\_\_\_\_\_ dragged me from my home  
and on the road to adventure!

I once told a lie so good \_\_\_\_\_ STILL thinks it's true.

One of these days, I'll  
be as good at this adventuring business as \_\_\_\_\_ is.

I don't think \_\_\_\_\_ has noticed how much I like them.

\_\_\_\_\_ has my back when things get tough out here.

I've known \_\_\_\_\_ for all my life!

I will never lie to \_\_\_\_\_.

**Record your other bonds here:**

## HALFLING GEAR

You start with a trusty handheld weapon (Melee) and a halfling packed lunch (2 Uses, Food, each Use feeds three people).

**Choose what you brought to keep your friends safe:**

- A slingshot (Ranged, 2 Ammo)
- Poultices (2 Uses, Healing, Slow)
- Burglar's Gear (2 Uses, Useful)

<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>

**Choose the companion you brought on your journey:**

- A traveler's carriage, cozy on the inside, which you have 1 Bond with. It even has a kitchen (Food, 3 Uses).
- A riding spear (Melee) and a trained mount, common among your people - a riding boar, a riding dog, or a giant spider, your choice, which you have 2 Bonds with.
- A couple friends (Choose two: Brave, Chef, or Fast-Talker), you have 1 Bond with each of them.
- Halfling pipeleaf (2 Uses, Slow, Drunk: Blood) and some snacks (2 Uses, Food)

<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>

**Choose the luxury you couldn't let go:**

- Halfling pipeleaf (2 Uses, Slow, Drunk: Blood)
- Another halfling packed lunch (2 Uses, Food, each Use feeds three people) and some snacks (2 Uses, Food)
- A bottle of elven wine (2 Uses, Healing, Drunk: Blood + Courage)

<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>

**What fell into your pocket on the way out the door?**

**Choose one:**

- A purse full of foreign coins (Precious, 2 Uses)
- An adventuring contract, with all the terms and conditions in writing (1 Use). You can Use this item to win an argument with another player.
- An Address book, filled with family friends (1 Use). You can Use this item to find a friend in any town you go to. You have a Bond with them, write it now.

## HALFLING PIPELEAF (2 Uses, Slow, Drunk: Blood)

Halfling pipeleaf is a particularly popular kind of tobacco, especially among wizards. **When you share your pipeleaf with another (1 Use),** Speak Softly with them as if you rolled a 7-9.

## HALFLING COMPANIONS

Halfling companions are those allies who are particularly likely to join arms with you. Many of them are available as Gear options - a Companion in your Gear will always return to you, heal, or be replaced by another when you *Recover*.

### HALFLING BRAVE

*A more loyal and earnest warrior you'll never find.*

NAME: GET RIGHT IN THERE  LOYAL BEYOND ALL REASON

NAME: GET RIGHT IN THERE  LOYAL BEYOND ALL REASON

### HALFLING CHEF

*If you've got the food, they'll make it tasty.*

NAME: SPECIAL INGREDIENTS  FOOD (2 USES)

NAME: SPECIAL INGREDIENTS  FOOD (2 USES)

### FAST-TALKER

*If you'll just listen, you'll understand...*

NAME: NATURAL CHARM  MIXED-METAPHOR-A-MINUTE

NAME: NATURAL CHARM  MIXED-METAPHOR-A-MINUTE

### RIDING BOAR

*These wild beasts are popular among both halfling war riders and halfling chefs.*

NAME: PIG-HEADED  WILD CHARGE

NAME: PIG-HEADED  WILD CHARGE

### RIDING DOG

*Dogs may be man's best friend, but only halflings can ride them.*

NAME: LOYAL FRIEND  GOOD NOSE

NAME: LOYAL FRIEND  GOOD NOSE

### GIANT SPIDER

*Many find these massive spiders absolutely terrifying, but halflings find their mobility to be second to none.*

NAME: WALL CRAWLER  CREEPY

NAME: WALL CRAWLER  CREEPY

### TRAVELER'S CARRIAGE

*Usually drawn by pony, these carriages are popular homes for the average nomad or merchant.*

NAME: HOME SWEET HOME  TRAVEL IN COMFORT

## EARNED FELLOWSHIP

**When you gain Fellowship with a community,** the Overlord chooses three Fellowship moves from the book. Choose one of those moves and take it, writing it down here.

## HALFLING NOTES

Use this space to take notes. Write about the Halflings, write about the people you've met, the places you've been, and the things you've found. If you think it's important to you or to the Halflings, write it down.

### HALFLING WAR WAGON

*The War Wagon is a carriage converted for war. Covered in spikes, it is mounted with a rock ballistae and a kitchen, for that extra taste of home.*

NAME: SPIKED ARMOR  ROCK BALLISTAE  BUILT FOR WAR



NAME:

Choose one or two from each, or make up your own:

**Given Names:** Gandall, Weathersky, Belgarath, Ursula, Risewind, Elric, Albus, Merlin, Mesmer, Baba Yaga, Vivi, Gwydion, Morgan, Jadis, Willow

**Titles:** Lightbearer, the Grey, Cursender, of Camelor, Windreaver, Greenhanded, of Twisting Fire, Greyblossom, Blightbringer, the Forsaken, of Red Ashes, in Exile Eternal



# THE HARBINGER

BASIC PLAYBOOK

## LOOK

Circle one from each list, or make up your own:

- Flowing Hair, Messy Hair, or Silvery Hair
- Whimsical Robes, Plain Robes, or Very Old Robes
- Cold Eyes, Kind Eyes, or Infinitely Sad Eyes
- Long Scarf, Heavy Hood, or Simple Jewelry

## AGENDA

When you know not what to do, consult your Agendas.

You have these three Agendas:

- Be Brave, Take Risks
- Tell Us Of Your People
- Improve The World Around You

And circle a fourth Agenda that only you follow:

**Fulfill The Prophecy**

Tell us about *~The Great Prophecies~* and do your best to fulfill them.

**Savior Complex**

Remove evil from this world, at all costs.

**You'll Get Through This**

Protect your allies from harm and danger, no matter what happens to you.

## STATS

Your **Doom** stat is +2.

Assign +2, +1, +0, +0, -1 to the others.



- BLOOD
- COURAGE
- GRACE
- SENSE
- WISDOM
- DOOM

When a stat is damaged, mark the small box. You are in **Despair** when you roll a damaged stat.

## WHAT IS A HARBINGER?

Choose the option that best represents your people:

### ANGELIC REMNANTS

Your people are what remains of the divine beings who created this world, and your extraordinary powers are what lingers of their gifts. Your Doom will bring salvation and wisdom. **When you read the prophecies about someone whose name you know**, you may *Speak Softly* with +Doom instead of +Wisdom, and you do not need to be speaking with them to learn their answers.

### BLIND PROPHETS

Your fellow wizards see without sight, and you are no different. Even without eyes, you can see more than anyone else.

Add the following options to the *Wizardry* move:

- Look through a wall, so long as you touch it
- Look through the eyes of another, so long as you hold something they own aloft in your hands

### PRINCIPLED ACADEMIA

Wizardry comes from a book. Anyone can become a wizard with enough education, and you are among the scholastic elite. Inside your book is limitless power, if you can read the runes right. You have a magical book (2 Uses, Slow) added to your Gear.

**When you consult your magical book on how to perform a magical ritual properly**, tell us what you want the ritual to accomplish. It takes several minutes to perform a ritual.

Once it is finished, **choose one**:

- It works how you wanted, but won't take effect for some time
- It takes effect immediately, but there is a catch or side effect

### SERVANTS OF THE DARK

The Harbingers are so-called because they herald the coming of the Overlord, and they serve the Overlord in all ways. You are a renegade to your people, outcast, but you still command the same terrifying powers they do. You do not need to pay a price to show others why they *Do Not Trifle With Wizards*.

## PLAYING AS THE HARBINGER

The Harbinger is a prophet of the end of days. They are magical beings, and they are both very rare and very powerful. A Harbinger never shows up when times are good. You will have more raw power and utility than anyone else, but you tire quickly, make friends poorly, and you cannot do this alone.

Play as The Harbinger if you want to play the mentor character, if you want to have access to powerful and deadly magic, if you want to be a bit of a loner, or if you want to play a gloomy prophet of the end times.

# HARBINGER'S CORE

All Harbingers have these moves.

## DOOMED SOUL

The Harbingers are the keepers of prophecy and magic, and their soul is unlike any other. You have a sixth stat, Doom, and an additional +0 to assign between your other stats. **When your Doom stat gets damaged**, you must immediately damage another one of your stats as well. **When you *Finish Them* by revealing their fate, by using your knowledge of folklore or the prophecies, or with Wizardry**, roll +Doom.

**When you Share this Move with another**, their Doom stat is +1.

**When someone who does not have a Doom stat uses a Move that rolls +Doom**, they roll at +0.

## DOOM AND GLOOM

Your Doom makes you hard for others to relate to. You can never have more than one Bond with someone, and others can never have more than one Bond with you.

**This Move cannot be Shared.**

## DO NOT TRIFLE WITH WIZARDS

Your magic is dangerous and powerful, for both you and your enemies. **When you conjure a powerful spell to destroy something in your way**, pay a price, then take up to three points of damage. You inflict that much damage to your target. You then become exhausted, and roll with Despair for the rest of the scene.

**Threats to the World** and **Set Pieces** take no damage from this move.

**This Move cannot be Shared.**

## WIZARDRY

**When you draw upon the magic inherent to your people**, choose one option from below. You may use these spells as often as you need to. **When you use one of these magical effects**, tell us how it manifests - what does it look like, what does it sound like? What do you need to do to make this happen?

- Conjure a soft light, which floats around you.
- Deliver a message through mysterious means.
- Speak, look, or listen as if you were somewhere else that you can see.
- Touch, push, or grab as if you were somewhere else that you can see.

**When you Share this Move with another**, they choose a single spell from the list. That spell is the only one they can use. You can Share this Move with someone multiple times. Each time you do, they learn another of your spells.

# HARBINGER'S CUSTOM

Choose one of these moves to further define what it means to be a Harbinger.

## ANGEL'S TOUCH

You can heal the wounds of an ally with a touch, although it takes a lot out of you. **When you magically heal an ally**, they heal one damaged stat of their choice. You may damage yourself to heal another point of damage. **Once you've used this move**, you cannot use it again until you *Fill Your Belly* or *Recover*.

## A WIZARD'S WORD

**When you make a promise to someone and they promise something in return**, you may leave your mark upon them. **So long as you do not break your promise**, they cannot break theirs. Write a Bond with them describing the promise you share. The mark is undone when they fulfill their end of the promise, or you break your end of it.

## CULTURAL APPRECIATION

You have spent a lot of time among one of the peoples of this world, and their culture has rubbed off on you. Take a Core Move from any basic playbook. You may take an Agenda from the chosen playbook. **This Move cannot be Shared.**

## DARK AND TERRIBLE

**When you denounce the deeds of another**, you may take one damage to leave a curse upon them. Tell us the nature of this curse, and what must be done to lift it.

## MYSTERIOUS FIRES

Add the following option to the *Wizardry* move:

- Start a fire on something flammable that you can see. The fire starts small, but it will grow rapidly if left unchecked.

## THE EVIL EYE ABOVE

Doom follows you, but you are ready for it. **When the minions of the Overlord approach**, the Overlord's player must tell you before they arrive. **When you know the Overlord's plans**, you may ask them, "What is one way I could stop this?" They must answer truthfully.

## WILDSPEAKER

You speak the language of beasts and monsters. **When you try to speak to such a creature for the first time**, they will always pause to listen and reply, and you always have a chance to *Speak Softly* or *Talk Sense* with them.

## YOU SHALL NOT PASS

**When you Keep Them Busy and get a 10+**, you may pay a price to hold them off indefinitely - it will be impossible for them to follow or approach you for the rest of the scene. Tell us how your magic or their fate has stepped in to hold them off.

# HARBINGER'S ADVANCEMENT

When you Level Up, increase your level by 1, then choose an option from the list and mark **LEVEL**  it. You may only choose each option once. You begin the game at level 1.

- Increase your Courage or Wisdom by 1 (to a maximum of +3).
- Increase one of your stats by 1 (to a maximum of +3).
- Take another Harbinger Custom.
- Take another Harbinger Custom.
- Take another Harbinger Custom, or one more Harbinger Gear option.
- Take another Harbinger Custom, or ask another player to share a Move with you.
- You have Changed.** You must be level 5 or higher to take this Advancement. **When you Change**, choose a Destiny you meet the requirements for and take its first Move.

# SHARED CUSTOMS

Record the moves you've learned from your allies here:

*I have walked this land long. I have seen many things. I have known many others. Today, I speak of a great threat to this world. It must be opposed, but we cannot do so divided. Of my kind, I alone will stand against it, but we need true and hearty champions of all the world's peoples if we are to have hope.*

*I know many of this evil's secrets. Do not ask how. Such knowledge was earned painfully. Many have chosen to ignore my warnings, but I beg that you are not among them. To those who have courage, to those who would see this world saved, to those who would be champions, I will guide you.*

*I am the Harbinger, and Doom is coming.*



# THE HARBINGER

BASIC PLAYBOOK

## BONDS

You start with 2 bonds with the other members of the Fellowship. Use these, or make your own:

I am teaching \_\_\_\_\_ the ways of the world.

\_\_\_\_\_ will be of great importance in the events to come.

I have done many a favor for \_\_\_\_\_.

I once told \_\_\_\_\_ a magnificent story, and they have never forgotten it.

I have trusted \_\_\_\_\_ with a dark secret.

\_\_\_\_\_ is the only person who has ever changed a future I foresaw.

I have never met anyone more full of life than \_\_\_\_\_.

My prophecies do not scare \_\_\_\_\_, and for that I am eternally thankful.

I know the doom that awaits \_\_\_\_\_ but I cannot bring myself to tell them.

\_\_\_\_\_ gives me hope for our future.

**Record your other bonds here:**

## HARBINGER GEAR

You start with just enough food (2 Uses, Food) and some wizardly baubles (2 Uses, Useful).



Every Harbinger's gear is unique, and no other will carry the same things you do.

**Choose the weapon you brought with you on this journey:**

- An ancient staff of old wood (Melee) with a spell of safe travels written upon it (1 Use, Armor)
- A runed sword (Melee, Necrotic) with a dark past
- The Overlord's Weakness, tucked away inside a bottle or box

**Choose your companion, you have 1 Bond with them:**

- A carriage or jacksled
- A pegasus or witch's broom
- A strange beast, describe it and give it two stats of your choosing

The Harbingers all have a source to their magical abilities, and every Harbinger draws from the same source.

**Choose your source of magic:**

- The leylines of magic that hold reality together (2 Uses). You can Use this connection to the leylines to access a sealed location, or seal off an accessible location, bending space to accommodate your need.
- Magical bloodline, from strange and powerful ancestors (2 Uses, Healing).
- Magical tattoos, etched into your skin, each with their own purpose (2 Uses, Useful).
- A magical focus, such as a staff, crown, amulet, doll, or book. Whoever holds it has your *Wizardry* move. You can always call this focus back to you at any time - it knows who its master is. **Describe or draw your focus here:**

## HARBINGER'S COMPANIONS

Harbinger companions are those allies who are particularly likely to join arms with you. Many of them are available as Gear options - a Companion in your Gear will always return to you, heal, or be replaced by another when you *Recover*.

### A STRANGE BEAST

*Tell us about it. It comes with two stats that describe its abilities, chosen by the one who formed a Bond with it.*

NAME:

NAME:

NAME:

### PEGASUS

*A winged horse. Just like a regular horse, but significantly more mobile.*

NAME: FLIGHT  MOUNTED COMBAT

NAME: FLIGHT  MOUNTED COMBAT

### WITCH'S BROOM

*A simple broomstick, complete with vintage bristles from 1287, a finely bound leather handle, and a silver inlaid inscription of its owner's name.*

NAME: FLIGHT  ZIPPY QUICK

### JACKSLED

*A sleigh, drawn by many small animals, usually rabbits or dogs. The Jacksled is the fastest vehicle in the known world, but it doesn't have much room for passengers.*

NAME: SUPPLY RUN  OUTRUN ANYTHING

### TRAVELER'S CARRIAGE

*Usually drawn by pony, these carriages are popular homes for the average nomad or merchant.*

NAME: HOME SWEET HOME  TRAVEL IN COMFORT

## EARNED FELLOWSHIP

**When you gain Fellowship with a community,** the Overlord chooses three Fellowship moves from the book. Choose one of those moves and take it, writing it down here.

## HARBINGER NOTES

Use this space to take notes. Write about the Harbingers, write about the people you've met, the places you've been, and the things you've found. If you think it's important to you or to the Harbingers, write it down.

NAME:

Choose one or two from each, or make up your own:

**Given Names:** Argorn, Marth, Durindal, Caesar, Ancilotto, Appolonius, MacBeth, Feanor, Arwen, Aurora, Calafia, Cercei, Delphyna, Marceline, Namora, Rose, Vera

**Royal Titles:** Prince/Princess, Duke/Duchess, King/Queen, of the Lost, of Felwar, the Brave, the Fourteenth, the Redeemed, of Legends, Child of \_\_\_\_\_, Blessed by \_\_\_\_\_



# THE HEIR

BASIC PLAYBOOK

## LOOK

Circle one from each list, or make up your own:

- Cropped Hair, Luscious Hair, or Scruffy Hair
- Handsome Face, Scarred Face, or Serene Face
- Weary Eyes, Hard Eyes, or Determined Eyes
- Simple Clothing, Practical Uniform, or Royal Garb

## AGENDA

When you know not what to do, consult your Agendas.

You have these three Agendas:

- Be Brave, Take Risks
- Tell Us Of Your People
- Improve The World Around You

And circle a fourth Agenda that only you follow:

### A Softer Touch

Use kindness, diplomacy, and compromise, whenever possible.

### But What Of My Kingdom?

Act on behalf of your kingdom's wealth and honor, first and foremost.

### Judge, Jury, Executioner

Make them pay for their crimes.

## STATS

Your Wisdom stat is +2. Assign +2, +1, +0, -1 to your other stats.

 BLOOD    
 COURAGE    
 GRACE    
 SENSE    
 WISDOM

When a stat is damaged, mark the small box. You are in Despair when you roll a damaged stat.

## WHAT IS THE HEIR?

Choose the option that best represents your people.

### THE GREAT BUILDERS

Your kingdom is famous for their advanced technology, and you bring that power with you. **When you analyze architecture or engineering**, you can always ask "How do I fix this?" or "How do I break this?"

You also add Engineering Tools (2 Uses, Useful) to your Gear, which can produce nearly anything you might need to fix or break something you ask about.

### THE LOST LINE OF KINGS

Your kingdom has fallen and your family and fortunes are lost, but you remain. Some say you are cursed, others say you are lucky to be alive at all. **Once per scene**, you may re-roll one die, yours or another's. Tell us how your curse changed the outcome, after seeing the new result.

### THE STALWART DEFENDERS

Your kingdom is all that has stood between the Overlord and the rest of the world for centuries, locking them away. Stopping them now falls squarely on your shoulders. **When you Overcome the attacks of a Threat to the World**, you never need to pay a price first. **When you Overcome an attack that would harm someone you have three Bonds with**, you are filled with Hope.

### THE FORGOTTEN LANDS

Your kingdom was believed to not exist, until recently. Your people are unlike any in all the world. Tell us about a useful and powerful feature that is unique to you and your people, such as a pair of angelic wings, a third eye that sees through illusions, limbs that can stretch or bend in ways they shouldn't, deadly claw hands, the ability to regenerate wounds, or something similarly useful. It can be used to do things no one else can, and as an Advantage.

## PLAYING AS THE HEIR

The Heir is the leader, the ruler, the one everyone else looks up to. Their people are versatile, wise, and strong, and your position gives you a lot of power. The Heir gives you the ability to throw your name around, guarantee good treatment for the fellowship, and strike down those who would oppose you.

Play as The Heir if you want to lead the fellowship, if you value versatility and consistency, if you want to be surrounded by powerful companions, or if you want to do your own thing with conviction.

# HEIR'S CORE

The Heir has these moves.

## ROYAL TREATMENT

When you visit the ruler of a place and introduce yourself, you and your friends are all given a room for the night and a hot meal to *Fill Your Belly*, free of charge.

## YES, MY LIEGE

When you issue a command to someone below your rank, they'll do it immediately, no questions asked. Someone is below your rank if they are of your People, if they are a Companion, or if they serve or follow someone who has shown you *Royal Treatment*. You never need to *Talk Sense* to someone who is below your rank.

When you give a command that directly harms the person you gave the command to, they become immune to this move forever.

# HEIR'S CUSTOM

CONTINUED

## STRIKE TRUE

When you could *Finish Them* in single combat, instead of rolling, you may strike a decisive blow. **Choose one, and tell us how you do it:**

- **Beaten Down:** They cannot cause further harm during this scene.
- **Pinned Down:** They cannot give chase.
- **Taken Down:** Choose one of their already damaged stats. Remove it - they no longer have that stat, nor any Threats associated with it.

# HEIR'S CUSTOM

Choose two of these moves to further define what it means to be the Heir.

## FORAGING (WISDOM)

When you forage for herbs or food, roll +Wisdom.

On a 10+, you gain some healing herbs (2 Uses, *Healing, Slow*), or some berries and meat (3 Uses, *Food*), your choice.

On a 7-9, choose one:

- Supplies are scarce - you only gain 1 Use of herbs or food.
- The supplies are a little poisonous - they gain the tag *Drunk (all stats)*.

## HOW DARE YOU

When someone insults you to your face, you may choose to lash out or remain stoic. **If you lash out**, roll to *Finish Them* with +Blood if you lash out with your weapon, or +Grace if you lash out with your tongue. **If you remain stoic**, ask two questions from the *Look Closely* list without rolling. Their outburst tells you everything you need to know.

## FOREIGN EXCHANGE

You spent a lot of time among the allies of your nation, so much so they practically raised you. Take a Core Move from any basic playbook. You may also take an Agenda from the chosen playbook.

**This Move cannot be shared.**

## LONG LIVE THE QUEEN

When someone else rolls to *Overcome* harm you would suffer, they are filled with Hope for their roll. You may always have Companions take harm for you if they are within arm's reach, even if you are not aware of the incoming harm.

## NOBLE BEARING

Your allies are always where you need them most. **When you are in dire need**, you may erase one of your Bonds to have the person listed in that bond appear at your side.

**This move cannot be shared.**

## PARRY! COUNTER! THRUST!

When you fight an enemy one on one in melee, you may *Keep Them Busy* as if you rolled a 10+.

## QUIET! DON'T MOVE...

When you duck aside and stay silent and still, enemies will never spot you unless you leave your position. You may hide your allies as well, so long as you hold up a hand, warning them to silence, and they do not speak.

# HEIR'S ADVANCEMENT

When you Level Up, increase your level by 1, then choose an option from the list and mark **LEVEL**  it. You may only choose each option once. You begin the game at level 1.

- Increase your Blood or Grace by 1 (to a maximum of +3).
- Increase one of your stats by 1 (to a maximum of +3).
- Take another Heir Custom.
- Take another Heir Custom.
- Take another Heir Custom, or have another player share a Move with you.
- Share one of your Moves with another player.
- You have Changed.** You must be level 5 or higher to take this Advancement. **When you Change**, choose a Destiny you meet the requirements for and take its first Move.

# SHARED CUSTOMS

Record the moves you've learned from your allies here:

*My kingdom has stood for centuries, and its legacy lives on in me. The weight of history rests on my shoulders, but we live in an age where that history may be coming to an end. It is for that reason that I stand here now. So that our legacy shall never be forgotten, I pledge to oppose this rising evil. It is nothing less than my duty.*

*I see the path this evil has taken. In their wake, I see want, suffering, and fear. This I cannot allow. To any who would follow me, I promise, I shall lead you to victory. We shall not be lost this age. We shall prevail. Our history will go on.*

*I am the Heir, and the burden of history is my blade.*



# THE HEIR

BASIC PLAYBOOK

## BONDS

You start with 4 bonds with the other members of the Fellowship. Use these, or make your own:

I shall take \_\_\_\_\_ under my wing, and teach them all that I know.

\_\_\_\_\_ has proven a valuable companion.

\_\_\_\_\_ is a friend of the family.

I am in love with \_\_\_\_\_.

I once betrayed \_\_\_\_\_, and I am desperate for forgiveness.

\_\_\_\_\_ 's people have aided mine throughout history.

I prefer to work with \_\_\_\_\_ when I can.

I have never had a more loyal ally than \_\_\_\_\_.

I would give my life for \_\_\_\_\_.

\_\_\_\_\_ would give their life for me.

**Record your other bonds here:**

## ROYAL GEAR

You start with some food (Food, 3 Uses),  
poultices (2 Uses, Healing, Slow),  
a warhorse you have 1 Bond with, and a beautiful blade with a long and storied past (Melee, Precious).



**Choose your protection:**

- A second sword, and Regal armor (1 Use, Armor)
- A bow, rifle, or throwing knives (Ranged, 2 Ammo)
- Choose two: An advisor, a bodyguard, a servant, or a sibling. You have 1 Bond with each of them.

**Choose the one thing you brought excessive amounts of:**

- A horse or donkey for everyone in the fellowship. No one has any Bonds with them - if they are damaged, they are lost until you Recover.
- Loads of cash (2 Uses, Precious)
- Fine food (3 Uses, Food) and drink (2 Uses, Healing, Drunk: *Grace*)



You are quite rich, **so choose one more Gear option from either list above.**

You also own a single, irreplaceable item, which is not added to your Gear. If you lose it, it is lost forever. **Choose one:**

- A symbol of royalty (Infinite Uses). You can use this item to command respect from anyone who knows your line, or to gain an audience with anyone you wish, no matter how important they are.
- A castle or keep to call your home, complete with servants. You have Fellowship with the community it is in. They can grant you any Fellowship move from the book, choose one from Chapter 4.
- A map to the location of a Source of Power the Overlord is currently looking for. The Overlord must reveal to you what that Source of Power is, and if you can get to it before they do, you can use it to permanently damage the Overlord.

## HEIR'S COMPANIONS

These companions are those allies who are particularly likely to join arms with you. Many of them are available as Gear options - a Companion in your Gear will always return to you, heal, or be replaced by another when you *Recover*.

### ADVISOR

*A loyal advisor, well informed of your kingdom's status at all times, and with plenty of opinions about it too.*

NAME: CONSULTANCY

NAME: CONSULTANCY

### BODYGUARD

*A trained bodyguard, ready to die in the way of any attack.*

NAME: WATCH OUT!!!

NAME: WATCH OUT!!!

### SERVANT

*A maid, butler, or hired hand to carry your things for you.*

NAME: I'LL GET THAT FOR YOU

NAME: I'LL GET THAT FOR YOU

### SIBLING

*Another Heir, along for the ride.*

NAME: NOBLE BEARING  JUST AS GOOD   
AS YOU ARE

### DONKEY

*Donkeys are similar to horses except a little smaller, a little tougher, and infinitely more stubborn.*

NAME: BEAST OF BURDEN

NAME: BEAST OF BURDEN

### HORSE

*A horse, of course.*

NAME: RUN LIKE THE WIND

NAME: RUN LIKE THE WIND

NAME: RUN LIKE THE WIND

### WAR HORSE

*A horse trained for war.*

NAME: MOUNTED COMBAT  RUN LIKE   
THE WIND

NAME: MOUNTED COMBAT  RUN LIKE   
THE WIND

## EARNED FELLOWSHIP

**When you gain Fellowship with a community,** the Overlord chooses three Fellowship moves from the book. Choose one of those moves and take it, writing it down here.

## HEIR'S NOTES

Use this space to take notes. Write about the Heir, write about the people you've met, the places you've been, and the things you've found. If you think it's important to you or to your kingdom, write it down.

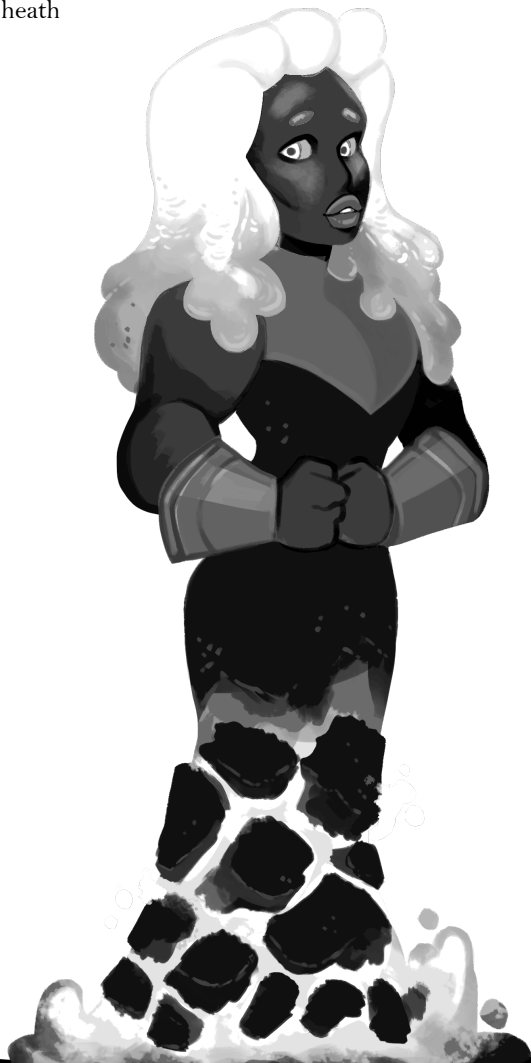


NAME:

Choose one or two from each, or make up your own:

**Given Names:** Kurd, Gorblax, Kola, Grokt, Kaj, Hrusk, Dirg, Rord, Gork, Elna, Yurk, Raliin, Ket, Zerna, Glinza, Arbla, Kro, Mork

**Surnames:** Eyegouge, Footbiter, Freeborn, Randalar, Breaktooth, Ricebelly, Drumbeater, Foescar, Wastewalker, Bloodeye, Sirorco, Thraka, Elfbane, Onehand, Bootstrap, Swordsheath



**THE ORC**  
BASIC PLAYBOOK

## LOOK

Circle one from each list, or make up your own:

- Burning Eyes, Dark Eyes, or Very Small Eyes
- Damaged Body, Hunched Body, or Muscled Body
- Patchwork Armor, Unusual Clothes, or Traditional Uniform
- Intricate Scars, Warped Skin, or Strange Physiology

## AGENDA

When you know not what to do, consult your Agendas.

You have these three Agendas:

- Be Brave, Take Risks
- Tell Us Of Your People
- Improve The World Around You

And circle a fourth Agenda that only you follow:

**Born Rebel**

Fix the system, by any means necessary.

**Capitalism Ho!**

Seek a profit, no matter the cost.

**Destroy Something Beautiful**

Bring an end to beautiful or valuable things.

## STATS

Your **Blood** stat is +2. Assign +2, +1, +0, -1 to your other stats.



BLOOD

COURAGE

GRACE

SENSE

WISDOM

When a stat is damaged, mark the small box. You are in **Despair** when you roll a damaged stat.

## WHAT IS AN ORC?

Choose the option that best represents your people:

### CHILDREN OF FIRE

Your people are forged in flame, and have more in common with coal and ash than flesh and bone. You never take damage from fire and heat, and you burn anything you touch for longer than a moment.

### DAUGHTERS OF CHAOS

Your people are born free, determined to follow their hearts and choose their own destinies. **When someone attempts to enslave, control, intimidate, terrify, or command you**, you can always act as you please. The Overlord cannot use the moves *Twist the Knife*, *Fear Me*, or *An Offer You Can't Refuse* on you, and your people are immune to the Heir's Core move *Yes, My Liege*.

### SPAWN OF DARKNESS

Your people are fungal in nature, well suited to the darkness and damp. You can see perfectly in the dark, and your body is quite unlike those of flesh and blood. The Drunk tag never applies to you, and you are immune to poisons and diseases that would harm anyone else.

### SONS OF WAR

You were born and raised for battle, and war is all your people know. Everything is a weapon, in your eyes. **As long as there is something within arm's reach that you can break**, you can use *Fires of Industry* to instantly create new weapons in the heat of battle.

## PLAYING AS THE ORC

The Orc is a fighter. Their people are never content with leaving things as they are, and progress is the most important aspect of Orc society. The Orc is all about war, and has the tools to fight, win, and thrive.

Play as The Orc if you want to be able to destroy anything you see, if you enjoy creativity and spontaneous decision making, if you want to lash out at a world that has wronged and judged you, or if you just want to be a big green murder machine.

# ORCISH CORE

All Orcs have these moves.

## THE FIRES OF INDUSTRY

As long as you have a minute's time and destroy something in the process, you can craft an Orc-Made weapon of your own design. Orc-Made weapons are Clumsy in any hands but an Orc's, and they are ugly to all but Orcs. The weapon is Melee.

Weapons you make are not added to your Gear - they are temporary and must be replaced when they are lost or damaged. You cannot carry more than 4 weapons you've made at a single time, but you can restock weaponry between scenes as you like.

When you Share this move with another, they gain an appreciation for the utility or simplicity of Orc-Made weaponry. Orc-Made weapons are not Clumsy in the hands of those with this move.

## DISHONOR BEFORE DEATH

When you need an Advantage to *Finish Them* with in glorious combat, you can always create one by breaking your weapon. When you must pay a price, you may always choose to break your weapon.

# ORC CUSTOM

CONTINUED

## SHAMAN

When you draw upon the hidden power of the orcs, choose a spell from below, then mark it. You cannot use a spell while it is marked. When you *Fill Your Belly*, you may use one extra Food to remove a mark from one spell. When you *Recover*, remove all marks on your spells.

**Séance:** Ask a single question about anything, and immediately receive two answers - one is true, one is false, and you know not which is which.

**Smell Danger:** Use this when you become ambushed or surprised to react just before that happens.

**Bound By Blood:** Leave a bloody sign upon someone's skin. You can remove that sign at any time to leap out of the bloody sign, instantly appearing at their side from anywhere you may have been.

This move cannot be Shared.

# ORC CUSTOM

Choose two of these moves to further define what it means to be the Orc.

## BLOODHOUND (BLOOD)

When you follow a trail or track someone whose trail isn't cold, roll +Blood. On a 10+, you find them quickly, and they do not know they were followed. On a 7-9, choose one: Either you find them quickly, or they do not know they were followed.

## BRUTALLY CUNNING

When you *Keep Them Busy* by lashing out with your weaponry, roll +Blood instead of +Courage. When you *Keep Them Busy* in this way, on a 12+, you deal damage to a stat that makes sense.

## HALF-ORC

You are not completely Orc. Take a Core Move from any basic playbook. You may also take an Agenda from the chosen playbook. This Move cannot be shared.

## I SMELL FEAR

When you *Look Closely* at a person, so closely it makes them upset, uncomfortable, or scared, you may ask questions from both the *Speak Softly* and the *Look Closely* lists, and you can ask one more question than your roll would normally allow.

## IRON STOMACH

You can eat things no one else would ever try to. When you *Fill Your Belly*, you may spend Uses from anything as if they had the Food tag.

## SELF-ORCTUALIZED

Choose two options from the final list of your Gear (strong as an ox, tough as nails, scary as hell, or cunning as can be). Both of those options are added to your Gear permanently. You cannot choose an option you already have.

## THE SWEAT OF YOUR BROW

When you create a weapon for yourself, you may choose an enhancement for the weapon from this list:

- **Destructive:** This weapon is Dangerous, great for causing massive and uncontrollable damage.
- **Foe-Smelling:** This weapon burns to the touch when in the presence of those who mean you harm. To you, this heat is only a warning, but it will harm others who try to touch it.
- **Spiked:** This weapon is Piercing, and Armor cannot be used against it.

# ORCISH ADVANCEMENT

When you Level Up, increase your level by 1, then choose an option from the list and mark **LEVEL**  it. You may only choose each option once. You begin the game at level 1.

- Increase your Courage or Sense by 1 (to a maximum of +3).
- Increase one of your stats by 1 (to a maximum of +3).
- Take another Orc Custom.
- Take another Orc Custom.
- Choose a single option from up to two other players' Gear lists. Your choices are added to your Gear permanently.
- Share one of your Moves with another player.
- You have Changed.** You must be level 5 or higher to take this Advancement. When you Change, choose a Destiny you meet the requirements for and take its first Move.

# SHARED CUSTOMS

Record the moves you've learned from your allies here:

*I have earned my place in this world. It was earned with sweat of the brow and cunning of the hand. Progress, industry, and toughness are what my people are known for, and they are the qualities that made me their champion. The world will change in our wake, whether poets and scholars and cowards like it or not.*

*Not for us is the shallow "beauty" of timeless stagnation. I will smash that which holds us back and destroy those who would dominate us. Nothing will stand in my way and remain unbroken. You have my word on that, if you will have my blade.*

*For I am the Orc, and my people will always move forward.*



**THE ORC**  
BASIC PLAYBOOK

## BONDS

You start with 4 bonds with the other members of the Fellowship. Use these, or make your own:

\_\_\_\_\_ seeks power like mine, but is not yet ready.

\_\_\_\_\_ and I are bound by blood, shared or otherwise.

I have destroyed something that \_\_\_\_\_ loved, and I seek their forgiveness.

\_\_\_\_\_ is my party buddy.

\_\_\_\_\_ and I used to fight all the time but we can't remember why.

I will use my strength to keep \_\_\_\_\_ safe.

I'd know the smell of \_\_\_\_\_ anywhere.

I cannot help but respect \_\_\_\_\_.

I would give my life for \_\_\_\_\_ without a thought.

Nobody knows the real me like \_\_\_\_\_ does.

**Record your other bonds here:**

## ORCISH GEAR

You start with some strange jerky (Food, 3 Uses)  and two Orc-Made weapons, as per the Fires of Industry move.

**Choose what you prepared just for this journey:**

Orcish moonshine (2 Uses, Food (*only for Orcs*),

Drunk: *Grace + Wisdom*, Vigor: *Blood + Sense*). If you stuff a rag in the bottle and set it on fire, replace its tags with Ranged and Dangerous.

A junk cannon (Ranged, Orc-Made, 0 Ammo). You use Orc-Made weapons as Ammo for the Junk Cannon.

Something you found over there somewhere (2 Uses, Useful)

**Choose your companion, you have 1 Bond with them:**

A Varg to ride

A Wolf to hunt with

Your best friend (big lug, brains, or little guy)

Some loot (1 Use, Precious)

**Choose your treasure:**

Some loot (1 Use, Precious)

Orcish moonshine (2 Uses, Food (*only for Orcs*),

Drunk: *Grace + Wisdom*, Vigor: *Blood + Sense*). If you stuff a rag in the bottle and set it on fire, replace its tags with Ranged and Dangerous.

Your other best friend (big lug, brains, or little guy), you have 1 Bond with them.

**Choose the reason the Orcs named you their champion:**

Strong as an ox (2 Uses). Use this to smash through a wall or door.

Tough as nails (2 Uses, Armor).

Scary as hell (2 Uses). Use this to *Talk Sense* whether they want to listen or not, and you can roll at +Blood instead of another stat

Cunning as can be (2 Uses). Use this to instantly *Look Closely* without rolling, asking one question from the list.

# ORCISH COMPANIONS

Orcish companions are those allies who are particularly likely to join arms with you. Many of them are available as Gear options - a Companion in your Gear will always return to you, heal, or be replaced by another when you *Recover*.

## BIG LUG

*Real big, real strong, real stupid.*

NAME: BIGGER'N YOU  TOUGH AS CAN BE

NAME: BIGGER'N YOU  TOUGH AS CAN BE

## BRAINS

*The smartest orc you've ever met. They know exactly how to take apart anything you might want them to.*

NAME: CLEVER PLAN  TEAR IT DOWN

NAME: CLEVER PLAN  TEAR IT DOWN

## LITTLE GUY

*Real small, real good for getting into the little places.*

NAME: SQUEEZE IN THERE  RIGHT WHERE YOU NEED ME

NAME: SQUEEZE IN THERE  RIGHT WHERE YOU NEED ME

## WOLF

*Wolves are too wild for humans to handle, but they make fine pets for elves and orcs alike.*

NAME: PACK HUNTER  LOYAL

NAME: PACK HUNTER  LOYAL

## VARG

*These massive wolves are large enough for a full grown ogre to ride, and surly enough to make an ogre think twice about doing it.*

NAME: CRUEL BEAST  GO FOR THE JUGULAR

NAME: CRUEL BEAST  GO FOR THE JUGULAR

## WAR ELEPHANT

*The largest in ground-based war animal technology, these massive creatures can support a small building on their backs. The APC of the fantasy age.*

NAME: TUSKS AND SCREAMING  ARMORED PLATFORM

## SIEGE TANK

*This deadly armored war vehicle has more weaponry than it really needs, and its loaded with several single-use secret weapons.*

SECRET WEAPON  SPIKES AND STEEL  HEAVILY ARMORED

# EARNED FELLOWSHIP

**When you gain Fellowship with a community,** the Overlord chooses three Fellowship moves from the book. Choose one of those moves and take it, writing it down here.

# ORCISH NOTES

Use this space to take notes. Write about the Orcs, write about the people you've met, the places you've been, and the things you've found. If you think it's important to you or to the Orcs, write it down.

**NAME:**

**Choose one or two from each, or make up your own:**  
**Given Names:** Mari, Koala, Pippi, Anya, Robin, Cassie, Elda, Orowin, Estav, Elysia, Rodgar, Samwise, Sancho, Baldrick, Sebastian, Mortimer, Cucumber, Nodwick, Arthur  
**Family Names:** Darkminer, Underhill, Petty-Kin, Strongbow, Greenleaf, Pip, Evenstar, Hornblower, Trotter, Gamgee, Cursender, Greenhanded, Thraka



**THE SQUIRE**  
 BASIC PLAYBOOK

**LOOK**

Circle one from each list, or make up your own:

- Short Hair, Messy Hair, or Nice Hat
- Peasant's Clothes or Apprentice's Uniform
- Determined Eyes, Jolly Eyes, or Naive Eyes
- Pudgy Body, Thin Body, or Androgynous Body

**AGENDA**

When you know not what to do, consult your Agendas.

You have these three Agendas:

- Be Brave, Take Risks
- Tell Us Of Your People
- Improve The World Around You

And circle a fourth Agenda that only you follow:

**Adventure Time**

See what there is to see and do what there is to do.

**Friendship Is Magic**

Make friends with whoever you can, whenever you can.

**They Need Me**

Don't let them go ahead with poor decisions.

**STATS**

Your **Sense** stat is +2. Assign +2, +1, +0, -1 to your other stats.

	<b>BLOOD</b>	<input type="text"/>
	<b>COURAGE</b>	<input type="text"/>
	<b>GRACE</b>	<input type="text"/>
	<b>SENSE</b>	<input type="text"/>
	<b>WISDOM</b>	<input type="text"/>

When a stat is damaged, mark the small box. You are in **Despair** when you roll a damaged stat.

**WHAT IS YOUR PURPOSE?**

You do not represent anybody. You're nobody special, you aren't some champion, but you're here for a reason.  
**Choose your purpose:**

**KEEP THEM SAFE**

You are here to make sure they come back home after this is all over, no matter what. **When you are with someone you have a Bond with and they take harm**, you may take that harm in their place.

**FOR YOUR PEOPLE**

Your people's champion is just not enough. You're here to keep them honest. Take their What Is A \_\_\_\_\_? Move, and they can Share any of their moves with you, even Moves that cannot be Shared. Their Core Moves count as Squire Custom moves for you, and you can take them whenever you could take a Squire Custom.

**SEE THE WORLD**

You're just here to go on a fun adventure. All this Overlord stuff is just an excuse to see more than your garden, and you're going to make sure you see everything there is to see! **Once per scene**, you may ask one question from the *Look Closely* list without rolling.

**REMEMBERED BY HISTORY**

You want to be a hero so bad, even if the only way to do it is to tag along with the real heroes. **Whenever anyone near you goes anywhere**, you can always choose to tag along with them, even if doing so should be impossible.

**PLAYING AS THE SQUIRE**

The Squire isn't supposed to be here. They're here with someone else, to carry the bags, to help keep track of the horses. The Squire looks out for everyone else, makes sure the trip goes smoothly, and often gets in over their head.

Play as The Squire if you want to be the unlikely hero, the underdog who was given a chance, if you like playing the support character who smoothes out problems, or if you're the quiet type who is fine hanging back and letting the real heroes do most of the work.

# SQUIRE CORE

All Squires have these moves.

## FAST FRIENDS

When you spend a scene by someone's side or *Speak Softly* with them, you may gain a Bond with them immediately.

You can have an unlimited number of Bonds with anybody. **People who you have Bonds with do not become Companions.** You do not have enough pull with the fellowship to just recruit people. Those you have Bonds with will think well of you and will not try to harm you if they can help it, regardless of their feelings for the rest of the fellowship.

You can *Command Lore* about anyone you have any Bonds with, except for your Bonds with other players. You can *Command Lore* about Companions, friends, and minions of the Overlord who you have Bonds with, but you cannot *Command Lore* about the other heroes of the fellowship or about the Overlord.

**This move cannot be Shared.**

## PLEASE, JUST LISTEN

When you *Talk Sense* to someone, you may erase a Bond with them instead of owing them a favor.

## IT'S DANGEROUS TO GO ALONE

When you watch someone's back and keep your eyes peeled, you can roll to *Overcome* any harm against them with +Sense instead of +Blood.

# YOUR PEOPLE

You... are different. You're a nobody. You're no champion, you're no hero. But somehow, you're here, and somehow, you are. You do not Command Lore like the others do. You have no people to call your own, no hold in this world.

But you can make friends. People like you. People trust you. And friendship is the strongest power of all. Your People aren't a culture or a society. Your People are the friends you make along the way.

# SQUIRE CUSTOM

Choose two of these moves to further define what it means to be the Squire.

## EAGER APPRENTICE

When someone you have a Bond with talks you through it, you can use one of their moves. **If they are another player,** you can only use a move that they could Share with you. **If they are a Companion or an enemy,** you must damage one of your stats to use one of their moves. You may only borrow one move per scene.

## I'VE GOT A BAD FEELING ABOUT THIS

When you're certain something's wrong here, you may ask the Overlord to tell you the safest way out, and also the quickest way out. They will answer truthfully.

## I WON'T LET YOU DOWN!

When you *Keep Them Busy* and get a 7-9, you may erase a Bond to take the 10+ result instead. The Bond must either be with someone you are protecting, or with someone who is helping you to Keep Them Busy.

## POWER OF FRIENDSHIP

Your Bonds have the tags Precious and Useful, and you can Use them by erasing them.

**This move cannot be Shared.**

## RUN FOR IT!

When you *Get Away* by running right past or right through the danger, roll +Courage instead of +Grace. Any allies who run after you may also roll +Courage instead of +Grace to *Get Away*.

## TEACH ME YOUR WAYS

Choose a Move another player knows. That Move must be one they can share. They share that Move with you.

**This move cannot be Shared.**

## VOICE OF REASON

You alone are the voice of reason in this insane world. **When you offer advice to another player and they ignore it,** you are filled with Hope during any attempts to bail them out of whatever mess they got themselves into. Basically, **if you could say "I told you so" after your action,** you have Hope to do it.

## WE'LL MAKE IT

Your Bonds have the Healing tag, and you can Use them by erasing them. Your Bonds can only be used to heal the person listed in them, and only while you are by their side.

**This move cannot be Shared.**

# SQUIRE'S ADVANCEMENT

When you Level Up, increase your level by 1, then choose an option from the list and mark it. You may only choose each option once.

**LEVEL**

*You begin the game at level 1.*

- Increase your Courage or Wisdom by 1 (to a maximum of +3).
- Increase one of your stats by 1 (to a maximum of +3).
- Gain another Squire Custom.
- Gain another Squire Custom, or share a Move with someone.
- Choose a player. They share a Move with you.
- Choose a different player. They share a Move with you.
- You have Changed.** You must be level 5 or higher to take this Advancement. **When you Change,** choose a Destiny you meet the requirements for and take its first Move.

# SHARED CUSTOMS

Record the moves you've learned from your allies here:

*I'm not as much concerned with all these grand sorts of things. I mean, they concern themselves with me often enough - that's what I get for stickin' my neck out - but I'm not gonna' go out of my way for any glory or fame or nothin'. I'm here because, well, it sounds like you need all the help you can get. Even if that help's just me.*

*I'm pretty handy, I suppose, and I know a lot of little tricks to make things easier. I'll keep us on track, no problem. We'll make it to the end of that road, and the return trip, to boot. I'll make sure of it, crossy my heart.*

*Oh, do you need a hand with that? I'm the Squire, let me take care of it for ya'.*



# THE SQUIRE

BASIC PLAYBOOK

## BONDS

You start with 4 bonds with the other members of the Fellowship. Use these, or make your own:

I have \_\_\_\_\_'s back, no matter what.

\_\_\_\_\_ looks out for me.

I know I can trust \_\_\_\_\_ no matter what.

I've never even seen someone like \_\_\_\_\_ before.

\_\_\_\_\_ is always willing to listen to me, even when no one else has time.

I've bailed \_\_\_\_\_ out of trouble more times than I can count.

I don't know why but \_\_\_\_\_ really trusts me.

I'd do anything for \_\_\_\_\_.

\_\_\_\_\_ and I have shared a moment of peace together.

I am afraid of losing \_\_\_\_\_.

I think \_\_\_\_\_ likes me romantically, but its hard to believe.

I try so hard to live up to \_\_\_\_\_'s expectations.

**Record your other bonds here:**

## SQUIRE'S GEAR

You start with some simple food (Food, 4 Uses), traveler's gear (2 Uses, Useful), and a simple sword (Melee).

**Choose what you brought to keep yourself safe:**

Under-armor (1 Use, Armor) and bandages (2 Uses, Healing, Slow)

A sturdy spear (Melee, Ranged, Thrown) and poultices (2 Uses, Healing, Slow)

A heavy crossbow (Ranged, Piercing, Reload)

You were more prepared than anyone else on this adventure, and you brought along some extra supplies just in case.

**Choose one:**

A horse or pony for everyone. No one has any Bonds with them - if they are damaged, they are lost until your Recover.

Some extra food (4 Uses, Food)

A spare weapon, with the same tags and features as a weapon someone else carries

A bottle of rum (2 Uses, Drunk: *Wisdom*, Vigor: *Courage*)

You weren't supposed to be here, but you are.

What extra luck did you bring with you? **Choose one:**

Luck of the devil (1 Use). Use this to completely escape harm unscathed.

A friend in need (1 Use). Use this to have someone helpful show up, right now.

The Overlord's Weakness, although you don't know you have it.

# SQUIRE'S COMPANIONS

A Squire's only Companions are the horses, but anyone can be a new friend.

## DONKEY

*Donkeys are similar to horses, but a little smaller, a little tougher, and infinitely more stubborn.*

NAME: BEAST OF BURDEN

NAME: BEAST OF BURDEN

## HORSE

*A horse, of course.*

NAME: RUN LIKE THE WIND

NAME: RUN LIKE THE WIND

NAME: RUN LIKE THE WIND

## POLITICIAN

*They have their own agenda, but it has nothing to do with you or the Overlord. Probably.*

NAME: POLITICAL POWER  SPINELESS

NAME: POLITICAL POWER  SPINELESS

## OGRE

*A simple creature, an Ogre is easily confused and easily misled. But just as easily, they will destroy your house or crush your head.*

NAME: GIANT'S STRENGTH  HUGE CLUB

TOUGH AS NAILS  A SIMPLE MIND

## MONSTER

*This massive creature is smarter than it looks and eager to prove its worth.*

NAME: BIG AND STRONG

NAME: CAUGHT ONE  EAGER TO PLEASE

## SMALL ARMY

*Untrained and poorly armored, these warriors are nevertheless dedicated to their cause.*

NAME: BODY COUNT  POKE 'EM GOOD

## ZOMBIE

*shamble. lunge. eat. braaaains. Nearly mindless, but potentially tamed if fed properly and often.*

NAME: PAINLESS  SIMPLETON HIVEMIND

NAME: PAINLESS  SIMPLETON HIVEMIND

# EARNED FELLOWSHIP

**When you gain Fellowship with a community,** the Overlord chooses three Fellowship moves from the book. Choose one of those moves and take it, writing it down here.

# SQUIRE'S NOTES

Use this space to take notes. Write about the Squire, write about the people you've met, the places you've been, and the things you've found. If you think it's important to you or the friends you've made, write it down.



The Overlord has rules, just like the fellowship does, but your rules are not the same rules they play by.

Your **Principles** are hard rules you cannot break. They help you run the game in a fair and fun way, while still playing hardball and giving the players a challenge.

Your **Cuts** are the main way you influence the game. A Cut is a story-telling weapon you wield, which you can unleash at basically any time you want. Your Cuts control the flow of the game more than anything else, so familiarize yourself with them and use them frequently.



**OVERLORD**  
BASIC RULES

## OVERLORD'S PRINCIPLES

Your **Principles** are the rules you must follow.  
**Do not break them.**

- **Create problems, not solutions.**

You're the bad guy. You make things worse. You make things harder. And then you leave them be. Don't overthink things or come up with pre-made solutions. If the fellowship has an idea, let their moves decide how it goes.

- **Address the characters, not the players.**

Don't call them "Jesse" or "Sam," call them "Aurora" and "Rumblebelly."

- **Embrace the fantastic.**

Don't let the world be boring. Make the game weird, make the world interesting, give everyone a reason to remember everything they come across.

- **Make a move that follows.**

When you use a Cut, use one that makes sense. Ask yourself: Which cut makes the most sense? Which cut would cause the most chaos? Which cut would be the most fun? Then use the one you need most - logic, chaos, or fun.

- **Never speak the name of your Cut.**

Just say what happens.

- **Ask questions, use the answers.**

Ask them questions, write down the answers, and use those answers later. Make the information they've given you matter.

- **Be a fan of their characters.**

Be cool, let them be cool, and appreciate everyone at the table.

- **Pass the Spotlight.**

You're in charge of the Spotlight, so make sure everyone gets a turn. Share the Spotlight, and share it often.

- **Think dangerous.**

Never be afraid of raising the stakes, increasing the tension, and making things more dangerous and exciting.

- **Begin and end with the fiction.**

Start a move with what triggered it, end the move with what it accomplished, and then move to the next move from there.

- **Think off-screen, too.**

Not everything needs to happen right here and right now. The Overlord is always up to something, but it might not be here.

- **Don't shut them down.**

Never say 'no.' If something is impossible, then *Tell Them The Consequences or Requirements.*

- **Be the referee.**

If someone doesn't know what move to make or how to do something within the rules, tell them. Even if you do not know either, tell them. It's better to make the call than ruin the flow by looking up an answer, so make the call, ref.

## OVERLORD'S CUTS

Your Cuts are story-telling weapons that you use to control the game.

Cuts come in two strengths: **Hard Cuts** and **Soft Cuts**.

A **Soft Cut** gives them time to respond. **When you make a Soft Cut**, before it does anything, you ask someone "So what do you do?" and give them a chance to react to it.

**When they look to you for what happens next, when a new scene starts, or when no one knows what is going on**, make a Soft Cut that makes sense.

A **Hard Cut** just happens and there is nothing they can do about it. **If you only ever make Soft Cuts**, nothing will ever happen, so bring down that hammer.

**When a player fails to stop a Soft Cut, when someone rolls a 6 or less, or when you need to scare 'em a bit**, make a Hard Cut that makes sense.

Your Cuts are:

- **Reveal an unwelcome truth.**

Tell them something they don't want to hear.

- **Show signs of an approaching threat.**

Reveal a new problem they need to deal with.

- **Deal damage.**

Hurt them. Damage them, damage their companions, damage the places and people they care about. If the pain is right, you can even damage their Bonds. Hurt them.

- **Use up or take away their resources.**

They have Gear and Companions for a reason. Make them use it, make them lose it, make them burn it up..

- **Turn their move back on them.**

When their move goes badly, turn it back against them.

- **Separate them.**

They're strongest together, so put things between them. Make them take on the world solo every now and then.

- **Put someone on the spot.**

Put someone in danger, then make someone else save them. The key phrase for this Cut is "While you're doing that..."

- **Present an opportunity.**

This Cut gives them a break. If you think of something cool they could do right now, present an opportunity to them.

- **Show a downside.**

Tell them what's wrong with their plan at the exact worst moment for them to hear about what's wrong with their plan.

- **Tell them the consequences or requirements.**

Sometimes they can't do what they want without doing or getting something else first, or without great pain or expense. If they want to do the impossible, tell them how much the impossible costs.

# THREATS

Threats are anything you put in the fellowship's way: your minions, traps, wild beasts, blocked paths, etc.

## BASIC ENEMIES

Enemies and obstacles function similarly to the fellowship's Companions. They have a few stats, usually between one and four of them. Each of those stats gives them access to a Threat. A threat is usually a move, with its own trigger and result, but sometimes they are unique rules the enemy has. Threats are like narrower, more specific Cuts that only this particular enemy can use.

**When an enemy is damaged**, they choose one of their stats and mark it. A damaged stat takes away the attached Threat, so that move or rule doesn't apply anymore. As enemies take damage, they will become less powerful.

**When they take damage and have no more stats to mark**, they are Destroyed. Some moves may say they are Destroyed, which does the same thing. **When an enemy is Destroyed**, they are no longer a threat and will never oppose the fellowship again.

## THE RULE OF THREE

The **Rule of Three** states:

*"When three or more enemies work together, they become a **Group**. When thirty or more work together, they become a **Gang**. When three hundred or more work together, they become an **Army**."*

This rule gives you the ability to quickly and easily throw large groups of enemies in the fellowship's way without making things more complicated. To create a Group, Gang, or Army, simply add the appropriate stat to the enemy's stat block:

**Group:** This enemy can make moves against two players at once. **When this enemy is destroyed, this stat is damaged, or this is their only stat left**, replace the Group with two normal enemies.

**Gang:** This enemy can make moves against everyone at once. **When this enemy is destroyed, this stat is damaged, or this is their only stat left**, replace the Gang with two Groups of this enemy. This stat can only be damaged by Dangerous or Area attacks.

**Army:** This enemy can make moves against an entire locations at once, and its attacks have the Area tag. **When this enemy is destroyed, this stat is damaged, or this is their only stat left**, replace the Army with two Gangs of this enemy. This enemy can only be damaged by Dangerous or Area attacks.

# SECRETS

Secret enemies do not reveal their stats to the fellowship. Normally, they can ask about the stats of any enemy they are facing, and the Overlord must show them all of those stats immediately. **When dealing with a Secret enemy**, their stats are not revealed until they become relevant or say they are. The fellowship may not even know the enemy is there until they strike!

## SET PIECES

Set Pieces are large, pre-made encounters found in Chapter 7. They are bigger than any single threat, and combine multiple events together to create a multi-stage boss fight, a long connected encounter, a chase scene, an obstacle course, or any other sort of thing you might need. They are designed to potentially carry an entire session by themselves.

Set Pieces are always Secret, as described above. Their stats are never revealed until they become relevant.

## A SOURCE OF POWER

A Source of Power is something that is extremely valuable, powerful, or important to this world, for any reason. There are always several of them throughout the world, and each players' people should hold at least one. For example, the Life Tree that all elves draw power from may be a Source of Power, with drastic consequences should the Overlord take it.

Sources of Power are usually either hidden away, kept safe by a protector, or are a visible and obvious pride of their kingdom. There is no such thing as a Source of Power that isn't surrounded by myths and legends stretching back for ages, and at least one player should be able to Command Lore about any given Source of Power you come across. They are not something that should ever fall out of whatever place they are kept, and the Overlord is actively seeking to take them for herself.

Some example **Sources of Power**:

- The **Colossus**, a massive stone creature whose fiery heart could power all sorts of incredible machinery or eldritch rituals.
- The **Emerald Skull**, an artifact of supreme necromantic power. No one knows exactly what it does, but none who hold it ever hold it for long.
- The **First Bird To Fly**. So Successful was this creature that it now lives among the stars, as a constellation. Any who can reach it gain unparalleled control over the skies themselves.
- The **Wishmaker**, a stone obelisk that will grant your fondest desire, but only once, and perhaps not as you'd like.
- The **Ruby Eye**, an ornate pendant that can see through time. Peering into its depths has driven many an oracle mad.
- The **Eternal Torch**, the source of all fire. Lesser fires are drawn to it, consumed by it, and its heat has no equal.

# COMMON ENEMIES

These enemies are a useful fallback for any Overlord.

## ARROW TRAP

*Thwip!* You've been shot! This trap isn't necessarily mechanical - an archer or gunner in hiding can also be an Arrow Trap. This threat is **Secret**.

○ **Hidden Trap:** When a player in range of the trap makes a move, the Overlord can reveal this trap to make them pay a price. This trap continues to threaten its area until it is damaged. The trap is no longer **Secret**.

## ELITE TROOPER

An elite soldier, who inexplicably goes down super easily and without any trouble. They are usually found in a Group or a Gang and mostly exist to be intimidating.

○ **Storm Trooper:** Elite Troopers never deal damage to the fellowship. They automatically capture anyone they can surround and separate from the group.

○ **Intimidating Armor:** No one outside the fellowship will willingly go anywhere guarded by Elite Troopers. **When you damage this stat**, you may take their armor and wear it as a disguise.

## THE CAPTAIN

The Captains leads a well-trained squad, keeping them in line and making certain they aren't led astray. A crew led by a Captain is far more clever than your typical gang of baddies.

○ **Devoted Underlings:** Anyone trying to harm or distract the Captain does that to one of the Captain's allies instead. The Captain is only vulnerable while alone.

○ **Leadership:** The Captain's allies cannot be distracted, confused, or separated while the Captain is with them. Elite Troopers under their command can deal damage to the members of the fellowship.

## THE WARMONGER

This powerful warrior wants a fight, real bad, and won't take no for an answer.

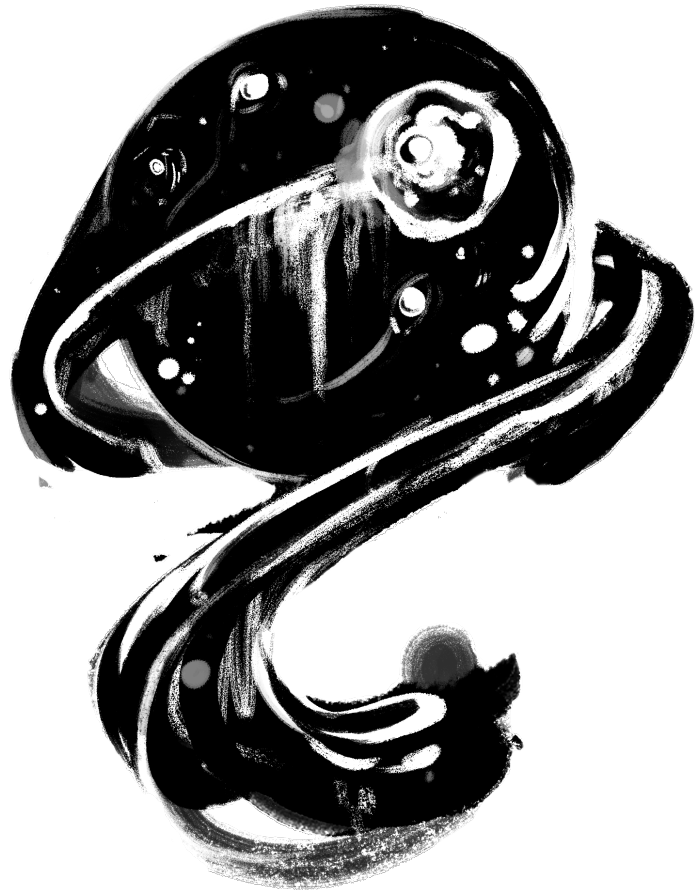
○ **Unstoppable:** The Warmonger's attacks are always Hard Cuts and cannot be Overcome.

○ **Wildly Reckless:** When the fellowship Keeps Them Busy, the person keeping the Warmonger busy decides the targets of the Warmonger's Cuts.

○ **Tough as Nails:** The first time the Warmonger would be damaged, damage this stat instead.

In *Fellowship*, the Overlord and their generals are the scariest guys around. The main thing that makes them different from ordinary enemies are your **Overlord Basic Moves**, found on this page. Both you and your Generals have access to all of your Overlord Basic Moves.

Unlike the Fellowship Basic Moves, the Overlord Basic Moves never require a roll. If you meet the Trigger, the result just happens, no questions asked.



## OVERLORD

BASIC MOVES

## BASIC MOVES

You and your Generals have all of these moves.

### AN OFFER YOU CAN'T REFUSE

When a player gets Taken Out in your presence, you may give them an offer, for their services, for something they hold, or for the end of their life. They may attempt to negotiate, but you do not need to listen. If they accept, you fulfill the deal and then leave the scene. If they refuse, they must roll +Courage.

On a 6-, you are too terrifying, and they take your offer, against their true desires. On a 7-9, they refuse, and they have one good chance to spite you. They will tell you how. Then, you will tell them what you do to them for it. You may kill them for this.

On a 10+, not only do they spite you, but they manage to escape before you can properly punish them for it, ending the scene with you standing there, alone. Tell us of your rage.

### CHEW THE SCENERY

When you are physically present, you can have the Spotlight for as long as you like, when you get it.

You and your Generals can never be in Despair.

### CUT THEM REAL BAD

When the Overlord is physically present, your Cuts can always be as hard as you like.

Your Generals do not have this move.

### THREAT TO THE WORLD

You threaten the world and all it stands for. As a Threat To The World, you have immunity to a variety of moves. When someone who is not a Threat to the World takes direct action against something that is, they must pay a price to do so.

## OVERLORD FOIBLES

There is always a catch, when it comes to having unstoppable power. You have some quirks that the fellowship can exploit. You have all of the following vulnerabilities:

- **You are arrogant:** Every setback is minor and can be dealt with. Everything is fine and you know you cannot lose.
- **You are busy:** The fellowship's destruction is not your actual goal. You have something you want, and your focus is on getting that. When you personally engage the fellowship, your goal is not to kill them all, but to get them out of your way while you do your thing.
- **You are honor bound:** When you make a promise, you will always keep it, even against your better interests. This weakness may seem silly, but it makes for a better game when you can negotiate or gamble with the heroes and they can trust you to keep your end of the deal.

## OVERLORD DAMAGE

You are difficult to harm, but it is not impossible. When you would take damage, they must first pay a price for each undamaged stat you have. If you would be destroyed, instead damage one of your stats at no cost to your attacker. If you take damage or are destroyed while none of your stats remain, you are finally defeated, once and for all. There is no coming back for you.

Your supreme power comes with some downsides. Most notably, they can harm you without ever being near you. If the fellowship seizes a Source of Power, they may use it to erase one of your stats forever. You can never get that stat back unless you can take control of that specific Source of Power.

When the fellowship Recovers, heal one of your damaged stats.

# BASIC MOVES

CONTINUED

You and your Generals have all of these moves.

## FORGE A BOND

The Overlord does not make friends. **When you cause great personal harm to someone or their people**, *Forge a Bond* with them. Your Bonds can only be erased by your own Moves, and you can hold any number of Bonds.

**When you reveal a side of yourself to someone you never intended to share it with**, they may *Forge a Bond* with you. You cannot erase the Bonds the fellowship holds with you, no matter how badly you might want to.

## HEART OF FIRE

**When a player has a Bond with your name in it**, you do not become their Companion, but it still holds sway over you. They may erase that Bond with you at any time to buy themselves reprieve. **They choose one:** You will show them mercy, tell them something valuable, or ignore them for the time being.

## HEART OF IRON

**When someone makes a move against you**, you may erase a Bond with them to have them automatically fail their roll, steal the Spotlight from them, and *Twist the Knife* against them. Your attention is entirely upon them while you use this move - the rest of the fellowship can act without drawing your attention.

A player may force you use this move before making their roll.

## TWIST THE KNIFE

**When you speak to someone you have a Bond with about your history with them**, you may force them to relive their pain. They must either pay a price, stand down and get out of your way, or attack you, right now, their choice. No matter what they choose, you make a Hard Cut against them.

## MASTER PLAN

The Overlord has a basic plan for what to do with this world, but you do not need to know all of the details. The fellowship can attempt to learn your plans, but this should require them to capture a General, undertake a sneaking mission, or earn it through great peril.

You begin the game with two New Plans: write down a source of power you wish to seize, an a community you wish to destroy. All plans start at stage 0.

**Whenever the fellowship Recovers or the Overlord Levels Up**, you advance your plans. **When the fellowship has A Little Downtime**, you may advance your plans during your turn, but the fellowship will immediately hear about it if you do. **When you could Advance Your Plans**, you may recruit a new General or heal one damaged Overlord Stat instead.

**When you Advance Your Plans**, you choose one of them and move it one step forward. You will always have two plans going at once - whenever you have only one plan left, write a second new plan immediately.

0) **Create A New Plan:** Name a Source of Power you wish to seize or a community you wish to destroy, and write it down.

1) **Begin The Plan:** Your forces move into position to act upon your plan. At this point, the fellowship hears that you are up to something, but not what you are doing or where your forces are.

2) **Execute The Plan:** Your forces take action. The fellowship hears about what you are up to, but stopping you now would be very difficult.

3) **Victory:** You seize the source of power, or destroy the name community. A destroyed community no longer grants Fellowship.

## YOUR PLANS

Record your Master Plans here.

NAME:

Choose one or two from each, or make up your own:

**Names:** Arendhel, Boros, Chryos, Drax, Evinscor, Fell One, Glory, Helmaroc, Indignate, Jrell, Karok, Limitless, Moroth, Numenta, Osiris, Palindros, Quelaaga, Rita, Sauren, Tenebrios, Ursula, Vincent, Waxwell Xavier, Zanadu

**Titles:** The Nightmare, Blightwrought, Immortan, From The Moon, The Great Corruptor, Unspeakable One, Iron General, The Fallen King, Shadow Queen, The Invader, Of Winter's End, From Beyond, The Zealot, Dire Beast, That Which Was Once Known, In Exile Eternal



## LOOK

Circle one from each list, or make up your own:

- Glowing Eyes, Cold Eyes, or Otherworldly Eyes
- Imposing Armor, Expensive Clothes, or Monstrous Body
- Impossibly Pretty, Impossibly Buff, or Unassuming Figure
- Menacing Aura, Commanding Attitude, or Insane Laughter

## AGENDA When you know not what to do, consult your Agendas.

You have these two Agendas:

### Create Opportunities To Do Good

The world is filled with people who need the help of the fellowship. Give them people to save. Give them a broken world, and see how they fix it.

### Play To Find Out What Happens

The world is constantly changing and you can never truly know what happens next. Roll with it. Let the game evolve naturally, with everyone's input. Don't plan anything outside of what the Overlord is doing.

And circle a third Agenda that only you follow. This Agenda also gives you an extra Cut you can use.

#### ----Ultimate Power----

Place wonderful things in jeopardy.

#### Extra Cut: Show signs of your increasing power

Every time they see you or where you've been, it is always worse than last time.

#### ----World Is Mine----

Portray a world on the edge of defeat.

#### Extra Cut: Expand the Overlord's Grasp

Show them just how far your power stretches. Tell them of another conquered land, another lost battalion, another defeated ally. Your reach always presses onward.

#### ----Watch The World Burn----

Fill the world with strange and painful events.

#### Extra Cut: Leave chaos in the Overlord's wake

Where the Overlord goes, pain follows. Show chaos, show collateral damage, show the effects of terrible curses.

## THE OVERLORD'S ARMIES

Choose the option that best represents your people. The option you choose gives you access to that category of enemies in the Overlord's Toolbox, to serve you and do your bidding in whatever ways you'd like. You may still use the options you do not choose to threaten the fellowship, but only sparingly, and they do not serve the Overlord.

### THE HORDE

Your armies are endless, swarming wherever you need them. This army is simply massive, as each enemy is its own swarm or group of enemies, before you get into Groups or Gangs. Nothing can escape their swarming numbers.

### THE ORGANIZATION

You have an elite group whose membership mirrors that of the fellowship, but twisted. The Organization does not form a proper army, and your forces are basically a large group of mini-bosses. They will compete with the fellowship in a rivalry fashion, racing them to Sources of Power and trying to undermine their plans.

### THE SCOURGE

You and your armies spread corruption and blight, and those tainted by it join you and your cause. Tell us how your blight spreads, and what it looks like. Your blight leaves corrupted zones, corrupted creatures, and undead warriors wherever it touches.

### THE TITANS

Your armies are small in number, but not in stature. Your forces are massive titans, nearly unbeatable without heavy firepower and teamwork. Your army is easily avoided and run away from, but only the heaviest of fortifications and the strongest of armies will slow them, and nothing can stop them.

## PLAYING AS THE OVERLORD

The Overlord is not like the other playbooks. One player will always need to play as the Overlord. You have a different role than the others - while they are heroes, on a quest to save the world, *you're the one they're saving the world from.*

Being the Overlord is not easy, and there is a lot you need to know. Read over all of your rules very carefully, because when things get weird, you're the one who decides how they play out. Play as the Overlord if you want to be the bad guy, with all the power and inevitable defeat comes with it.

# OVERLORD'S CORE

The Overlord has these moves.

## OVERLORD STATS

Your stats are not quite the same as the stats of the fellowship. Your stats are statements of truth about you, which you write in yourself. While they are undamaged, they are true - you are Invincible, or you are Made of Fire. While they are damaged, they are not true - you can be harmed, or your touch does not burn them.

You begin the game with three stats of your own choosing. An Overlord Stat is a word or short phrase naming your advantage, with a short sentence explaining it.

You can write anything you like, but here's some examples:

- **Flight:** The ground cannot hold you.
- **Invincible:** You cannot be hurt.
- **Made Of Fire:** Your touch burns and scars them.
- **Terrifying:** Where you go, no one holds Hope.
- **Untouchable:** None can touch or hold you.

The fellowship knows each of your stats, and they will need to form a counter-plan against every single one of them. Your undamaged stats are immutable truths that cannot be contradicted by any means.

**When you advance your plans**, you may heal a stat instead.

**When you seize a new Source of Power**, gain a new stat of your choice. **When you gain or lose a Source of Power**, write down which stat that Source of Power is tied to - if you lose or regain that Source of Power in the future, it takes the stat with it.

**Write your Overlord Stats here:**

## MY ONLY WEAKNESS!

**You have a Weakness.** There is a single material, item, charm, ritual, or spell that you are vulnerable to. This is your Weakness. **Write it here:**

The other players will know your Weakness, but the fellowship they are playing as does not. Unless they have something that tells them your Weakness, they will need to discover it through play.

**When you are exposed to your Weakness**, one of your stats is immediately damaged, their choice. Your stats and your moves cannot protect you from your Weakness, but it can only hurt you once per scene.

## YOUR GENERALS

You have a General at your command who follows your every whim. To create a General, take any Threat you like from Chapter 7, name it, and give it the **Threat to the World** trait. Your Generals follow you without question and can never become Companions to the fellowship. Generals have all of your Basic Moves and their own minions. You have one Bond with each of your Generals, describing why they serve you.

**If one of your Generals suffers a significant failure at the fellowship's hands**, you will either execute them, exile them, or give them one last chance. You can only give a General one last chance once.

You begin the game with a single General. **When you advance your plans**, you may recruit a new General instead.

**Record your Generals here:**

# OVERLORD NOTES

Use this space to take notes,  
or as additional room for your minions and Generals.

*They have formed a fellowship. They believe it will be enough to stop me. I cannot wait to see them try. It will be delicious, seeing the best this world has to offer fall before my feet.*

*The world is mine, to do with as I please. I am the Overlord, and all things will bow down to me.*

## OVERLORD BONDS

You start with one Bond with each member of the fellowship. Each other player writes their name into one of these Bonds:

I destroyed \_\_\_\_\_ 's hometown.

I have caused great harm to \_\_\_\_\_ 's people.

I killed someone important to \_\_\_\_\_ .

\_\_\_\_\_ killed someone important to me.

\_\_\_\_\_ knows the details of my previous defeat.

\_\_\_\_\_ 's people serve me now.

Only \_\_\_\_\_ knows my Weaknesses.

I have fought \_\_\_\_\_ before,  
and left a wound upon them. It burns in my presence.

\_\_\_\_\_ was once my friend.

\_\_\_\_\_ secretly admires me and the things I do.

**Record your other bonds here:**



**THE OVERLORD**  
VILLAIN'S PLAYBOOK

## OVERLORD'S GEAR

You do not need to eat, and you do not want for companions. **When the fellowship Recovers,** you also Recover your Gear.

**Choose your weapons, as many as you need:**

- An elegant sword, exotic in design (Melee).
- A massive weapon, larger than anyone else could wield (Melee)
- Your bare hands, able to crush stone or pierce metal (Melee)
- Magical bolts of energy, able to be reflected back at you (Ranged)
- Destructive blasts of fire or lightning (Dangerous)

**Choose two defenses:**

- A clever plan (1 Use). Use this to reveal a trap or escape route just as you make use of it.
- A powerful special attack (1 Use). Be sure to name it! You can Use this instead of erasing a Bond to trigger *Heart of Iron*.
- A trick up your sleeve (Useful, 1 Use). Use this to produce anything you could possibly need, right now.
- A traitor (1 Use). Use this to make anyone in the scene who is not a part of the fellowship reveal their allegiance to you, complete with a dramatic moment where they betray the fellowship and cause them trouble.

**Choose the secret reason you're doing all of this. You do not have to tell the fellowship your choice.**

- You have a sympathetic backstory of loss and tragedy. It does not justify your actions, except to yourself. You gain a Bond with anyone who listens to some of your backstory, but they also gain a Bond with you.
- It is not you who does all this, but something that is controlling you - a dark master in the shadows, an evil artifact corrupting whoever holds it, or an even greater threat you are trying to destroy yourself. When the fellowship defeats you, reveal this new threat. It's their problem now.
- You are a part of a recurring cycle, and you know you are destined to be defeated. If you could only convince the fellowship to listen to you, maybe you could break the cycle once and for all... But the heroes never listen to you.
- You don't have a secret. You're just an evil jerk with way too much power.

# OVERLORD'S CUSTOM

You do not start with any custom moves, and you must gain them by leveling up.

## AND IN THE DARKNESS, BIND THEM

You have crafted an item of power. Choose one of your Overlord stats, then give this item of power to one of your Generals. Whoever holds this item of power also has that Overlord stat. **If any of the fellowship gets their hands on it**, they gain all the power that it brings, but it will also fill their mind with dark thoughts. They gain the **Agenda: Spread Chaos** while they hold the item of power.

## DESTROY TRUST

When you dismiss, mock, or show how weak the Bond two people share is, erase those Bonds.

## EVIL'S TOUCH

Damage dealt by you and your Generals is Necrotic. **When you or your Generals damage a Companion**, you may destroy them instead. Tell us what this looks like and what this means.

## FEAR ME!

When you menace someone, they will always do as you say or run in terror, their choice. **When you use this Move on someone in the fellowship**, they may pay a price to prevent this Move from working on them for the rest of the scene.

## HEART OF ICE

When you deal damage to someone you have a Bond with or who has a Bond with you, make another Hard Cut against them immediately. The extra Cut cannot be deal damage.

## MASTERMIND

You now have three Master Plans at once instead of two. Write a new plan immediately, then advance all of your current plans one step.

## NO MORE GAMES

When you next face off with the fellowship, as soon as the talking is done, one of them is immediately Taken Out (ask for a volunteer). They take damage to all of their stats and they are out for the rest of the scene. The rest of the fellowship cannot oppose you this scene, and you get away with what you want before taunting them and leaving.

After you use this Move once, it is gone forever.

## NOW WHO TOLD YOU THAT?

When the players use your Weakness against you, erase that Weakness and choose a new one. The old Weakness was either lies and misinformation, or you have grown past it and it no longer harms you as it once did.

After you use this Move once, it is gone forever.

## TEAM ROCKET

Choose up to three minions from your Army and name them. **When they work together**, these minions cannot be damaged or destroyed - whenever one of them would be, they all retreat from the scene. This group will tenaciously follow the fellowship for the rest of the campaign, informing you of where they are and what they've done recently. **If the fellowship recruits them as Companions**, it is only temporary - you can erase all Bonds the fellowship holds with them at any time.

## WARMONGER

Choose another option from the Overlord's Armies list. You have acquired that army as well.

## YOU'VE MET WITH A TERRIBLE FATE, HAVEN'T YOU?

When a player gets Taken Out in your presence, you may leave a curse upon them instead of making *An Offer They Can't Refuse*. Tell us the nature of the curse, and what must be done to lift it. Whatever curse you give them, it cannot stop them from continuing to play as their character unless they want a new one.

After you use this Move once, it is gone forever.

# OVERLORD'S ADVANCEMENT

When you Level Up, increase your level by 1, then do all of the following:

**LEVEL**   
You begin the game at level 1.

- **Choose one:** Gain an Overlord Custom or recruit a General, gaining a Bond with them immediately.
- **Forge a Bond** with anyone, fellowship or otherwise. The Bond you write is an immutable truth about them, and you can *Command Lore* about anyone you have a Bond with who is not a part of the fellowship.
- **Advance your plans** (see the Overlord Basic Move *Master Plan*).

# OVERLORD NOTES

Use this space to take notes, or as additional room for your minions and Generals.