

Inventory for _____

When you **Outfit**, mark a number of ◇ below, on specific items or Undefined.

- ⊙ For a **light load** (*quick & quiet*), mark up to 3 ♡
- ⊙ For a **normal load**, mark 4-6 ♡
- ⊙ For a **heavy load** (*noisy, slow, hot, quick to tire*), mark 7-9 ♡



Undefined ◇◇◇ ◇◇◇ ◇◇◇

When you **Have What You Need**, move ♡ from here to ◇ below.

- ◇ **Supplies** (4+Prosperity uses ○○○○○)
- ◇ **More supplies** (4+Prosperity uses ○○○○○)
- ◇ **Even more supplies** (4+Prosperity uses ○○○○○)
- Use supplies to Recover, Make Camp, or have extra *small* items.

- ◇ **Mess kit** (requires fire & water; makes Supplies last longer)
- ◇ **Bedroll** (recover 1d6 extra HP when you Make Camp)

- ◇ **Blanket** (*warm*)
- ◇ **Change of clothes**
- ◇ **Rope**, ~25 ft
- ◇ **Shovel**
- ◇◇ **Sledge/litter/travois**, roll-out
- ◇◇ **Snow-shoes**

- ◇ **Torch** (lasts ~1 hour; *reach, area, dangerous*)
- ◇ **Oil lamp** (○○○ hours, *close, area, crude*)
- ◇ **Extra oil** (○○○○○ hours, for lamp/lantern, useless as a weapon)
- ◇◇ **Firewood** (enough to last 1 full night, *reach, area*)

- ◇ **Hatchet**, iron (*band, thrown, x piercing*)
- ◇ **Mallet**, iron and/or wood (*band*)

- ◇ **Mattock**, iron (*close, x piercing, messy, awkward*)
- ◇◇ **Maul**, iron (*close, forceful, awkward*)
- ◇ **Staff** (*close*)

- ◇ **Spear**, iron (*close, thrown, x piercing*)
- ◇◇ **Long spear**, iron (*reach, x piercing*)

- ◇ **Bow & iron arrows** (*near, x piercing*, ○ low ammo, ○ all out)
- ◇ **Extra arrows** (*x piercing*, ○ plenty left, ○ low ammo, ○ all out)
- ◇ **Javelins**, a few, iron (*thrown, x piercing*, +1 damage, ○ all out)

- ◇◇ **Shield** (+1 armor, +1 Readiness on a 7+ to Defend)
- ◇◇ **Thick hides** (1 armor, *warm*)
- ◇ **Cloak** (*warm*)

Possessions, items, loot

- ◇ _____ ◇◇ _____
- ◇ _____ ◇◇ _____
- ◇ _____ ◇◇ _____
- ◇◇ _____
- ◇◇ _____

Other things (animals, kits, stashed items, etc.)

Small items

Fit in a pocket, pouch, or boot.

When you **Outfit**, mark □ below equal to 4+Prosperity.

Undefined □□□□□

When you **Have What You Need**, move ♡ from here to items below, or expend supplies to mark an additional □.

- **Knife** or **dagger**, iron (*band*)
- **Sling** (*near, reload, awkward*, ○ low ammo, ○ all out)
- **Rushlight** (lasts ~15-30 minutes, *band, crude*)
- **Tinderbox** (*slow*)
- **Needle & thread**
- **Handful of coppers**
- **Whisky**, skin (○○ uses)

- | | |
|----------------------|-----------------------|
| □ Awl | □ Bowstring |
| □ Chalk | □ Charcoal |
| □ Clay jar | □ Cloth/rag |
| □ Comb | □ Cup |
| □ Extra socks | □ Gloves |
| □ Little box | □ Sack (empty) |
| □ Sawdust | □ Tallow |
| □ Twine/cord | □ Waterskin |
| □ Whetstone | □ Whistle |

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Prosperity

- -1 Gear is *crude*
- +0
- +1 *x* = 1 piercing
- +2 *x* = 2 piercing

Invocations Lightbearer, you start knowing 2 Invocations.

Each time you reach an even-numbered level, learn 1 new Invocation.

While one Invocation is *ongoing*, you can't use another. You can end an Invocation whenever you wish, and it will end immediately if your holy light is extinguished. An Invocation's range is equal to that of its light source.



□ BATH OF HEALING LIGHT

Cup your hands around your light and focus it. Your patient... (pick 2):

- ⊙ Regains 5 HP (can pick this twice)
- ⊙ Clears a debility (can pick this twice)
- ⊙ Has one of their problematic wounds stabilized
- ⊙ Recovers from a minor condition (drunk, etc.)

Reduced: pick only 1 (instead of 2).

Empowered: add these to your possible choices:

- ⊙ Regains 10 HP (can pick this twice)
- ⊙ Fully recovers from a problematic wound
- ⊙ Is cured of a dire affliction, poison, or disease

□ BLINDING LIGHT (*ongoing*)

Your light blazes. Any in range who look at it are temporarily blinded. Those not looking at it directly must avert their eyes. You are unaffected.

Reduced: the light flares only for a moment.

Empowered: if you wish, your allies are unaffected.

□ CLEANSING LIGHT

Your light flares, dispelling magical effects within range. Potent, lasting magics are merely suppressed, and slowly return to power once removed from your light.

Reduced: potent, lasting magics are unaffected; other magical effects are merely suppressed.

Empowered: the invocation is *ongoing*; while it lasts, any magical effects created in or brought into range are dispelled/suppressed.

□ COLD LIGHT OF DAY (*ongoing*)

All in your light appears as it really is, without the benefit of illusion, shapeshifting, or disguise.

Reduced: it lasts only a few moments, just long enough to glimpse the truth.

Empowered: illusions in the light are dispelled and shapeshifters in the light are momentarily stunned.

□ DANCING LIGHT (*ongoing*)

Your light takes to the air, floating as you direct it, untethered from its fuel. You can move it anywhere that you can see it, and even change its shape or color.

Reduced: it dims, reducing its range by one step.

Empowered: you can use another Invocation through the Dancing Light while it is *ongoing*.

□ GO BACK TO THE SHADOW

Spirits of darkness in your light take 2d8 damage (ignores armor). Roll damage for each spirit separately. A spirit reduced to 0 HP is either banished from this world or back to whatever tethers it here.

Reduced: affected spirits take only 1d8 damage.

Empowered: a spirit reduced to 0 HP is either utterly destroyed OR it's banished from the world and anything tethering it here is destroyed (GM's choice).

□ HOLD BACK THE DARKNESS (*ongoing*)

Spirits and creatures of darkness are repelled by your light and cannot approach. The cowardly or mindless flee outright. Those forced into range of your light deal damage with disadvantage.

Reduced: you must maintain an unbroken litany of prayers in order to maintain the effect.

Empowered: affected entities that are forced into range of your light are vulnerable to mundane weapons, their supernatural defenses suppressed.

□ MOTH TO A FLAME (*ongoing*)

Name an individual or type of mortal creature. They gaze raptly at your light and will follow it, slowly. The effect ends if they take damage.

Reduced: it lasts only briefly OR only some of the named creatures are affected (GM's choice).

Empowered: the effect continues for a few moments after they first take damage. Taking damage a second time ends the effect immediately.

□ TERRIBLE AS THE DAWN (*ongoing*)

Name an individual or type of mortal creature. Your light fills them with dread, causing them to recoil and back away. The cowardly flee outright.

Reduced: all mortal creatures but you are affected, including your allies.

Empowered: even the brave must cower or flee.

□ WARMTH OF THE SUN (*ongoing*)

While in your light, you and your allies are free of fear and doubt, and unharmed by extreme cold.

Reduced: only one person in the light is protected.

Empowered: the light also protects from necromantic and life-draining effects.

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Use supplies to Recover, Make Camp, or have extra *small* items.

- ◇ **Mess kit** (requires fire & water; makes Supplies last longer)
- ◇ **Bedroll** (recover 1d6 extra HP when you Make Camp)

- ◇ **Blanket** (*warm*)
- ◇ **Change of clothes**
- ◇ **Rope**, ~25 ft
- ◇ **Shovel**
- ◇◇ **Sledge/litter/travois**, roll-out
- ◇◇ **Snow-shoes**

- ◇ **Torch** (lasts ~1 hour; *reach, area, dangerous*)
- ◇ **Oil lamp** (○○○ hours, *close, area, crude*)
- ◇ **Extra oil** (○○○○○ hours, for lamp/lantern, useless as a weapon)
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- ◇◇ **Shield** (+1 armor, +1 Readiness on a 7+ to Defend)
- ◇◇ **Thick hides** (1 armor, *warm*)
- ◇ **Cloak** (*warm*)

Possessions, items, loot

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- **Handful of coppers**
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| □ Comb | □ Cup |
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Prosperity

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Initiates of Danu Blessed, if you took the Initiate background, then you chose 2 or 3 of the following as your fellow initiates. Mark those you picked and treat them as followers. Cross off the others.



□ Enfys, the acolyte

Bird-wise, innocent, magical, well-informed

HP 6; Armor 0

Damage bronze knife d4 (*band*)

Instinct to get distracted

- Speak with birds
- Ask a difficult question
- Wander off

Cost knowledge, secret lore; **Loyalty** ○○○

Pick 1 on each line: □ he □ she □ they □ _____
□ just a child □ on the cusp □ a young adult
□ carefully chosen □ marked by Danu □ orphaned
□ carefree □ curious □ moody □ secretive



□ Afon, a fellow initiate

Fae-wise, devious, magical, self-sufficient, stealthy

HP 8; Armor 2 (0 vs. iron)

Damage bronze hatchet d6 (*band*)

Instinct to act impulsively

- Weave a minor glamor
- Appear or disappear unexpectedly
- Speak an uncomfortable truth

Cost wonder, joy; **Loyalty** ○○○

Pick 1 on each line: □ he □ she □ they □ _____
□ comes and goes □ in the Wood □ a hut near town
□ aloof □ bawdy and lewd □ unnerving
rites of... □ ecstasy □ intoxication □ moonlight



□ Gwendyl, your mentor

Herb-wise, gossipy, tireless, healer, magical

HP 6; Armor 0

Damage iron knife d6 (*band*)

Instinct to take offense

- Tend to the sick, injured, women in labor
- Weave a talisman of fertility or good luck
- Point out a flaw in a person or plan

Cost consideration, affection; **Loyalty** ○○○

Pick 1 on each line: □ he □ she □ they □ _____
□ a big family □ has taken you in □ lives alone
□ blunt □ demanding □ put upon □ suffers no fools
rites of... □ earth & soil □ mourning □ petition



□ Olwin, your anointed lover

Fates-wise, beautiful, passionate, magical

HP 6; Armor 1 (shield)

Damage iron spear d6 (*close, thrown*)

Instinct to lack discretion

- Perform a divination
- Speak a (dire) prophecy
- Make a big deal about something

Cost tenderness, respect; **Loyalty** ○○○

Pick 1 on each line: □ he □ she □ they □ _____
□ betrothed □ true love □ ceremonial □ complicated
□ contrary □ dramatic □ passionate □ tormented
rites of... □ blood □ fire □ sacred union



□ Seren the Eldest

Exceptional, story-wise, insightful, frail, magical

HP 3; Armor 0

Damage walking stick d4 (*close*)

Instinct to hew to tradition

- Consult the spirits, or abjure them
- Spin a tale to make a point
- Use shame and guilt as leverage

Cost deference, good sense shown; **Loyalty** ○○○

Pick 1 on each line: □ he □ she □ they □ _____
□ dismissed □ pitted □ feared □ venerated
□ cagey □ friendly but firm □ imperious
rites of... □ iron □ secret naming □ winter

ORDER FOLLOWERS

When you **direct them to make a move and they do so**, roll +1 instead of +STAT if any of their tags apply (or +2 if they're also *exceptional*). If no tags apply, roll +0. If any of their tags would get in the way, roll with disadvantage.

When they **are without orders** or they **act on their own initiative**, the GM says what they do and how it goes.

STRENGTHEN YOUR BOND

When you **pay their cost** and you haven't done so recently, they hold +1 Loyalty (max 3).

Spend their Loyalty 1-for-1 to have them:

- ⊙ Overcome their fear to do as you say
- ⊙ Resist acting on their instinct/tags/traits
- ⊙ Do something they don't want to do (as long as it's not abhorrent or suicidal)

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- **Rushlight** (lasts ~15-30 minutes, *band, crude*)
- **Tinderbox** (*slow*)
- **Needle & thread**
- **Handful of coppers**
- **Whisky**, skin (○○ uses)

- **Awl**
- **Chalk**
- **Clay jar**
- **Comb**
- **Extra socks**
- **Little box**
- **Sawdust**
- **Twine/cord**
- **Whetstone**
- **Bowstring**
- **Charcoal**
- **Cloth/rag**
- **Cup**
- **Gloves**
- **Sack** (empty)
- **Tallow**
- **Waterskin**
- **Whistle**

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Prosperity

- -1 Gear is *crude*
- +0
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Animal Companion

Ranger, you are accompanied by a beast, with whom you have bonded deeply and communicate without words. Treat it as a follower.



HP	Armor	Damage	Name
Max. []	See Type	See Type	_____
Damage tags _____			

Type Pick 1.

- **Bird** (falcon, eagle, owl, buzzard, magpie, _____)
HP 5; Armor 1 (size); Damage d4 (band)
Pick 4 more: □ Improved damage die (d6)
□ +4 HP □ +1 armor (agility) □ *attack-bird*
□ *cautious* □ *clever* □ *fast* □ *mimic* □ *sharp-eyed*
□ *stealthy* □ *thieving* ☑ *tiny* □ *tireless*
□ _____

- **Critter** (cat, fox, possum, raccoon, weasel, _____)
HP 5; Armor 1 (size); Damage d4 (band)
Pick 5 more: □ +4 HP □ +1 armor (agility)
□ *agile* □ *adorable* □ *annoying* □ *burrowing*
□ *cautious* □ *clever* □ *climber* □ *dextrous*
□ *keen-eared* □ *keen-eyed* □ *keen-nosed* □ *quick*
□ *stealthy* □ *stinky* ☑ *tiny* □ *thieving*
□ _____

- **Brute** (bear, boar, wolverine, aurochs, drake, _____)
HP 12; Armor 0; Damage d6 (band)
Pick 3 more: □ +1 armor (hide, scales, etc.)
□ Damage is +2 damage, *forceful*
□ Damage is *messy*, 1 piercing
□ *large* (+4 HP, +1 damage, +*close*) □ *easy-going*
□ *fearless* □ *gluttonous* □ *keen-nosed* □ *powerful*
□ *protective* □ *quick* □ *terrifying* ☑ *tough*
□ _____

- **Predator** (hound, wolf, cougar, drake, _____)
HP 8; Armor 0; Damage d8 (band, grabby)
Pick 3 more: □ +4 HP □ +1 armor (hide)
□ Damage is *messy*, 1 piercing □ *agile* □ *climber*
□ *clever* □ *enduring* □ *fast* ☑ *fierce* □ *keen-eared*
□ *keen-eyed* □ *pack-hunter* □ *keen-nosed*
□ *patient* □ *powerful* □ *stealthy* □ *terrifying*
□ _____

- **Steed** (horse, mule, _____)
HP 12; Armor 0; Damage d6+1 (band, close)
Pick 4 more: □ +4 HP □ +1 armor (hide)
□ Damage is +2 damage, *forceful* □ *aggressive*
□ *agile* □ *beautiful* □ *calm* □ *clever* □ *hardy*
□ *keen-nosed* ☑ *large* □ *powerful* □ *swift*
□ _____

Instinct Pick 1.

- To bully and threaten
- To make mischief
- To fill its belly
- To startle and panic
- To get distracted
- To run rampant
- To give chase
- _____

Cost Pick 1.

Loyalty ○○○

- Play, grooming, training, affection
- Time off on its own, free to roam
- Cozy quarters, comfort, ample food
- _____

Each time you take Beast of Legend, pick 1:

- They are *exceptional* (see Order Followers below)
- They get +4 HP and +1 armor
- They develop a unique ability or trait

ORDER FOLLOWERS

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STRENGTHEN YOUR BOND

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- ⊙ Do something they don't want to do (as long as it's not abhorrent or suicidal)

LOYAL TO THE END

When **your companion is at 0 HP**, roll +0, with advantage if it holds Loyalty: **on a 10+**, it'll be fine once it regains any HP; **on a 7-9**, it gets the *injured* tag; **on a 6-**, it's injured and will die soon unless someone saves it.

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- ◇ _____ ◇◇ _____
- ◇ _____ ◇◇ _____
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Other things (animals, kits, stashed items, etc.)

Small items

Fit in a pocket, pouch, or boot.

When you **Outfit**, mark □ below equal to 4+Prosperity.

Undefined □□□□□

When you **Have What You Need**, move ♡ from here to items below, or expend supplies to mark an additional □.

- **Knife** or **dagger**, iron (*band*)
- **Sling** (*near, reload, awkward*, ○ low ammo, ○ all out)
- **Rushlight** (lasts ~15-30 minutes, *band, crude*)
- **Tinderbox** (*slow*)
- **Needle & thread**
- **Handful of coppers**
- **Whisky**, skin (○○ uses)

- **Awl**
- **Chalk**
- **Clay jar**
- **Comb**
- **Extra socks**
- **Little box**
- **Sawdust**
- **Twine/cord**
- **Whetstone**
- **Bowstring**
- **Charcoal**
- **Cloth/rag**
- **Cup**
- **Gloves**
- **Sack** (empty)
- **Tallow**
- **Waterskin**
- **Whistle**

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Prosperity

- -1 Gear is *crude*
- +0
- +1 *x* = 1 piercing
- +2 *x* = 2 piercing

Crew Marshal, your Crew is a half-dozen strong by default. Treat them as a follower with the *group* tag. All starting values here are subject to change in play.



HP	Armor	Damage
Starts at 6 ea.	Starts at 0	Starts at d6

Tags Your crew starts with *group*, a tag granted by your background, plus 2 more of your choice.

- *archers* □ *athletic* □ *brave* □ *cunning* □ *devoted*
- ☑ *group* □ *hardy* □ *intimidating* □ *observant*
- *patient* □ *respected* □ *stealthy* □ *warriors*
- _____ □ _____ □ _____
- *exceptional* (requires Heroes to the Last)

Instinct Pick 1.

- To bicker, infight, and hold grudges
- To hew to tradition and superstition
- To indulge their baser instincts
- To lord over others
- To take needless risks
- To take things too far
- _____

Cost Pick 1.

Loyalty ○○○

- Merry-making, as a group
- Public recognition and respect, honor
- Risks taken, by you, to help them
- Victories won against worthy foes
- Wealth gained for themselves or Stonetop
- _____

Inventory 3 ♡ or fewer is a light load;
4-6 ♡ is a normal load; 7-9 ♡ is a heavy load.

- ◇ **Hatchet**, iron (*band, thrown, x piercing*)
- ◇ **Spear**, iron (*close, thrown, x piercing*)
- ◇ **Bow & iron arrows** (*near, x piercing*, ○ low ammo, ○ all out)
- ◇◇ **Shield** (+1 armor, +1 Readiness on a 7+ to Defend)
- ◇◇ **Thick hides** (1 armor, *warm*)
- ◇ **Cloak** (*warm*)
- ◇ **Supplies** (4+Prosperity uses per crew member)

- ○○○○○ ○○○○○
- ○○○○○ ○○○○○
- ◇ _____ ◇◇ _____
- ◇ _____ ◇◇ _____
- ◇ _____ ◇◇ _____
- ◇ _____ ◇◇ _____

Individuals When one stands out, give them a name, a tag, and one or more traits.

Names: Aled, Culhwich, Eira, Gerat, Glaw, Harri, Lowri, Mervyn, Nesta

Tags: *animal-lover, big, bully, cynical, drunkard, eager, gambler, greedy, grumpy, gullible, heartthrob, honest, kind, lewd, little, naive, old, popular, proud, rookie, reckless, shameless, sharp-eyed, short-tempered*

Traits: ____'s kid/sibling/parent/cousin/____, bald, crush on ___, grudge against ___, hates ___, idolizes ___, jokes, messy, missing eye/finger/hand/____, misses their kids, nightmares, recently married, religious, scars, skinny, sharp-tongued, sings, snores, tells tall tales, too serious, troubles at home, whistles, whittler

ORDER FOLLOWERS

When you **direct them to make a move and they do so**, roll +1 instead of +STAT if any of their tags apply (or +2 if they're also *exceptional*). If no tags apply, roll +0. If any of their tags would get in the way, roll with disadvantage.

When they **are without orders** or they **act on their own initiative**, the GM says what they do and how it goes.

STRENGTHEN YOUR BOND

When you **pay their cost** and you haven't done so recently, they hold +1 Loyalty (max 3).

Spend their Loyalty 1-for-1 to have them:

- ⊙ Overcome their fear to do as you say
- ⊙ Resist acting on their instinct/tags/traits
- ⊙ Do something they don't want to do (as long as it's not abhorrent or suicidal)

Revenant

When you *die but cling stubbornly to your body*, refusing to pass through the Last Door, you gain this insert, and choose 1 Consequence (see reverse).



Instinct

Lose the Instinct from your playbook, and replace it with one of these (your choice):

☐ DENIAL

To refuse to accept that you are dead.

☐ OBSESSION

To pursue your Terrible Purpose no matter what.

☐ ENNUY

To bemoan your condition, to wish for release.

Moves

You gain all of the following:

☒ UNLIVING

You do not breathe. You need not eat nor drink nor sleep. You do not heal normally. You gain no benefit from magical healing, Make Camp, Recover or Convalesce.

☒ UNDYING

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

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

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

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

☒ IMPLACABLE

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

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

Terrible Purpose

Choose 1:

☐ LONGING

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

When you *spend the night watching them*, regain all your HP or clear all your debilities.

When they *genuinely return your affections*, free of fear or horror, either regain all your HP and clear your debilities, or clear a consequence (see reverse).

When *they rebuff you or recoil from you*, mark a consequence (see reverse).

When they *die peacefully and pass through the Last Door*, so do you.

Should they be *taken from you violently*, mark the Final Consequence (see reverse).

☐ VENGEANCE

Name the person or persons who must pay.

When you *spend the night wailing, howling, and raging in a lonely place*, regain all your HP or clear all your debilities.

When you *make one of them pay and ensure that they know why*, either regain all your HP and clear your debilities, or clear a consequence (see reverse).

When they *defeat or escape you*, mark a consequence (see reverse).

When you *kill the last of them*, pass through the Last Door.

Should they *die before you're finished with them*, mark the Final Consequence (see reverse).

☐ DUTY

Name the task you refuse to leave undone.

When you *spend the night working on your task*, regain all your HP or clear all your debilities.

When you *achieve a significant milestone towards your task*, either regain all your HP and clear your debilities, or clear a consequence (see reverse).

When you *fail to perform your task or suffer a material setback*, mark a consequence (see reverse).

When the *task is finally complete*, pass through the Last Door.

Should the *task become impossible to perform*, mark the Final Consequence (see reverse).

Ghost

When you *die but your soul lingers*, refusing to pass through the Last Door, you gain this insert, and choose 1 Consequence (see reverse).



Instinct

Lose the Instinct from your playbook, and replace it with one of these (your choice):

☐ DENIAL

To refuse to accept that you are dead.

☐ OBSESSION

To pursue your Terrible Purpose no matter what.

☐ ENNUY

To bemoan your condition, to wish for release.

Moves

You gain all of the following:

☒ UNLIVING

You do not breathe. You need not eat nor drink nor sleep. You do not heal normally. You gain no benefit from magical healing, Make Camp, Recover or Convalesce.

☒ DISEMBODIED

Your body is dead and gone, but you persist as a spirit. You can be harmed only by silver, salt, or that which harms spirits or ghosts.

You normally go unseen, with the barest influence on the material world and a dim, distorted sense of reality. When you *manifest a ghostly presence in shadows or darkness*, the world becomes clear and pick 1. For each additional option you pick, lose 1d4 HP:

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

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

☒ TETHERED

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

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

Terrible Purpose

Choose 1:

☐ LONGING

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

When you *spend the night watching them*, regain all your HP or clear all your debilities.

When they *genuinely return your affections*, free of fear or horror, either regain all your HP and clear your debilities, or clear a consequence (see reverse).

When *they rebuff you or recoil from you*, mark a consequence (see reverse).

When they *die peacefully and pass through the Last Door*, so do you.

Should they be *taken from you violently*, mark the Final Consequence (see reverse).

☐ VENGEANCE

Name the person or persons who must pay.

When you *spend the night wailing, howling, and raging in a lonely place*, regain all your HP or clear all your debilities.

When you *make one of them pay and ensure that they know why*, either regain all your HP and clear your debilities, or clear a consequence (see reverse).

When they *defeat or escape you*, mark a consequence (see reverse).

When you *kill the last of them*, pass through the Last Door.

Should they *die before you're finished with them*, mark the Final Consequence (see reverse).

☐ DUTY

Name the task you refuse to leave undone.

When you *spend the night working on your task*, regain all your HP or clear all your debilities.

When you *achieve a significant milestone towards your task*, either regain all your HP and clear your debilities, or clear a consequence (see reverse).

When you *fail to perform your task or suffer a material setback*, mark a consequence (see reverse).

When the *task is finally complete*, pass through the Last Door.

Should the *task become impossible to perform*, mark the Final Consequence (see reverse).

Ghost • Consequences

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



☐ BODYSNATCHER

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

When you *force your host to do something contrary to their instinct or something that they find abhorrent*, roll +CHA: **on a 10+**, they do it anyway; **on a 7-9**, they pick 1:

- ⊙ They resist that action, and you'll never be able to force them to do it or anything similar, but you otherwise remain in control
- ⊙ They do it, but it costs you—lose 2d4 HP

On a 6-, they force you from their body and you mark a consequence. You'll never be able to possess them again.

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

☐ BREAKDOWN

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

☐ UNSTABLE

(Requires Breakdown)

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

☐ DISTURBING

Your presence (even unseen) disturbs beasts and children. The air around you is notably cooler, especially when you manifest. When you *use intimidation and your disturbing presence to Persuade*, you have advantage.

☐ OTHERWORLDLY

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

☐ POLTERGEIST

○○○○

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

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

☐ QUARRY

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

☐ SPECTER

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

☐ The Final Consequence

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

Revenant • Consequences

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



☐ BREAKDOWN

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

☐ UNSTABLE

(Requires Breakdown)

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

☐ CARRION STENCH

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

☐ DEATHLY VISAGE

It's clear to all who look upon you that you are dead. When you *use intimidation and your sinister appearance to Persuade*, you have advantage.

☐ HOME TO VERMIN

Bugs, moths, and other vermin have taken up residence in your corpse. They will do you favors if you ask. Treat them as followers: *group*, *tiny*, *gross*, *meek*, *stealthy*; HP 1 each; Instinct: to get distracted; Cost: genuine affection.

☐ NIGHTKIN

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

☐ QUARRY

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

☐ STRANGE APPETITES

Pick 1:

- ☐ still-warm blood ☐ dying breaths ☐ brains
- ☐ bone & marrow ☐ rotting meat ☐ eyes

When you *consume your special fare*, heal damage equal to half your max HP or clear a debility.

☐ INSATIABLE

(Requires Strange Appetites)

When you *have the opportunity to indulge your Strange Appetites*, gain advantage on your next roll if you choose to do so, or Defy Danger if you choose not to (the danger being your overwhelming desires).

☐ The Final Consequence

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

Inventory for _____

When you **Outfit**, mark a number of ◇ below, on specific items or Undefined.

- ⊙ For a **light load** (*quick & quiet*), mark up to 3 ♡
- ⊙ For a **normal load**, mark 4-6 ♡
- ⊙ For a **heavy load** (*noisy, slow, hot, quick to tire*), mark 7-9 ♡



Undefined ◇◇◇ ◇◇◇ ◇◇◇

When you **Have What You Need**, move ♡ from here to ◇ below.

- ◇ **Supplies** (4+Prosperity uses ○○○○○○)
- ◇ **More supplies** (4+Prosperity uses ○○○○○○)
- ◇ **Even more supplies** (4+Prosperity uses ○○○○○○)
Use supplies to Recover, Make Camp, or have extra *small* items.

- ◇ **Mess kit** (requires fire & water; makes Supplies last longer)
- ◇ **Bedroll** (recover 1d6 extra HP when you Make Camp)

- ◇ **Blanket** (*warm*)
- ◇ **Change of clothes**
- ◇ **Rope**, ~25 ft
- ◇ **Shovel**
- ◇◇ **Sledge/litter/travois**, roll-out
- ◇◇ **Snow-shoes**

- ◇ **Torch** (lasts ~1 hour; *reach, area, dangerous*)
- ◇ **Oil lamp** (○○○ hours, *close, area, crude*)
- ◇ **Extra oil** (○○○○○ hours, for lamp/lantern, useless as a weapon)
- ◇◇ **Firewood** (enough to last 1 full night, *reach, area*)

- ◇ **Hatchet**, iron (*band, thrown, x piercing*)
- ◇ **Mallet**, iron and/or wood (*band*)

- ◇ **Mattock**, iron (*close, x piercing, messy, awkward*)
- ◇◇ **Maul**, iron (*close, forceful, awkward*)
- ◇ **Staff** (*close*)

- ◇ **Spear**, iron (*close, thrown, x piercing*)
- ◇◇ **Long spear**, iron (*reach, x piercing*)

- ◇ **Bow & iron arrows** (*near, x piercing*, ○ low ammo, ○ all out)
- ◇ **Extra arrows** (*x piercing*, ○ plenty left, ○ low ammo, ○ all out)
- ◇ **Javelins**, a few, iron (*thrown, x piercing*, +1 damage, ○ all out)

- ◇◇ **Shield** (+1 armor, +1 Readiness on a 7+ to Defend)
- ◇◇ **Thick hides** (1 armor, *warm*)
- ◇ **Cloak** (*warm*)

Possessions, items, loot

- ◇ _____ ◇◇ _____
- ◇ _____ ◇◇ _____
- ◇ _____ ◇◇ _____
- ◇◇ _____
- ◇◇ _____

Other things (animals, kits, stashed items, etc.)

Small items

Fit in a pocket, pouch, or boot.

When you **Outfit**, mark □ below equal to 4+Prosperity.

Undefined □□□□□

When you **Have What You Need**, move ♡ from here to items below, or expend supplies to mark an additional □.

- **Knife** or **dagger**, iron (*band*)
- **Sling** (*near, reload, awkward*, ○ low ammo, ○ all out)
- **Rushlight** (lasts ~15-30 minutes, *band, crude*)
- **Tinderbox** (*slow*)
- **Needle & thread**
- **Handful of coppers**
- **Whisky**, skin (○○ uses)

- **Awl**
- **Bowstring**
- **Chalk**
- **Charcoal**
- **Clay jar**
- **Cloth/rag**
- **Comb**
- **Cup**
- **Extra socks**
- **Gloves**
- **Little box**
- **Sack** (empty)
- **Sawdust**
- **Tallow**
- **Twine/cord**
- **Waterskin**
- **Whetstone**
- **Whistle**

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Prosperity

- -1 Gear is *crude*
- +0
- +1 *x* = 1 piercing
- +2 *x* = 2 piercing

Thrall

When you **die but call on one of the Things Below by name and beseech them to intercede**, they do. Death is averted, but you gain this insert and 1 Mark (see reverse).



Your master

The Thing Below that you called upon? The one that plucked your soul from the Last Door and hides you from the Pale Hunter? It owns you now.

Name your master here, along with any titles that you know:

Impulse

Ask the GM to choose 1, to represent your master's nature and will:

- Stoke conflict, confusion, distrust
- Erode hope/faith/honor/self-image
- Hide/bury/smother things or ideas
- Deprive others of what they need
- Inflict harm, cruelly and unnecessarily
- Desecrate/mutilate/ruin things of value
- Shock/terrify/horrify others
- _____

Instinct

Lose the Instinct from your playbook, and replace it with one of these (your choice):

□ FASCINATION

To explore your powers, your master, your new existence.

□ RESISTANCE

To struggle against your master and cling to your humanity.

□ SHAME

To hide and deny your true nature.

Moves

You gain all of the following:

☑ FAVOR ○○○

Your Favor starts at 0 and can go no higher than 3. When you **have 3 Favor and would gain another**, reduce your Favor to 0 and choose 1:

- ⊙ Ask a question of your master and gain advantage on your next roll to act on the answer.
- ⊙ Gain a new Mark of your choice. Then ask the GM to choose a Mark that you don't have, and cross it off—you can never gain it.

☑ URGES

When **the GM compels you to act on your impulse**, gain 1 Favor if you act as bidden. If you resist, roll +WIS: **on a 10+**, your actions are your own; **on a 7-9**, choose 1:

- ⊙ Struggle for control until someone or something snaps you out of it
- ⊙ Start acting as compelled, putting yourself or an ally in a spot before you regain control
- ⊙ Harm yourself (d6 damage, ignores armor) to regain control

On a 6-, you come to your senses later, having done gods-know-what.

When you **act on your impulse without being compelled to do so**, and your actions cause you or your allies trouble, gain 1 Favor.

☑ DARK SUCCOR

When you **are dying or killed outright**, your master intercedes on your behalf. You will recover, here and now or at a time and place of the GM's choosing. Then, roll +Favor: **on a 10+**, choose 1; **on a 7-9**, choose 2; **on a 6-**, all 3 apply.

- ⊙ Gain a new Mark of the GM's choice
- ⊙ Cross off a Mark that you don't have—you can never gain it
- ⊙ Your master gives you a task; until you complete it, your Favor stays at 0.

Regardless, reset your Favor to 0.

☑ UNHOLY VESSEL

When you **would gain a Mark but there are none left to gain**, your humanity is utterly lost. You become a threat in the GM's control. Make a new character.

Thrall • Marks

When you first gain this insert, the GM will choose 1 Mark for you, based on your master's nature. Gain more when a move tells you.



☐ A FESTERING ROT

You are unharmed by poison, disease, caustic substances, and vermin bites. Things in your presence rot, crack, corrode, and spoil.

When you *roll doubles*, something on your person is ruined. The GM will tell you what, and how.

☐ CHILD OF THE DEEPS

Reduce your max HP by 2.

You can breathe water and suffer no harm from cold or pressure. Your skin becomes squamous. When you *go a day without bathing*, mark a debility.

While near a body of water, you can spend 1 Favor to call forth a slimy tentacle to do your bidding. Treat it as a follower: *stealthy, relentless*; HP 6; Damage d10 (*reach, forceful, grabby*); Instinct: to squeeze the life from things; Cost: lives drowned.

☐ DEATH MASK

You find or craft a horrid mask. When you *do not wear your mask*, you have disadvantage on all rolls.

When you *wear your mask*, undead treat as one of their own.

When you *wear your mask*, you can spend 1 Favor to fill any living thing that sees you with dread. They must choose: flee, cower, or stand fast. If they stand fast, you have advantage on your first roll against them.

☐ QUICKSILVER DREAMS

Reduce your max HP by 2.

When you *Make Camp*, everyone with you suffers nightmares and has disadvantage on their next roll.

You can spend 1 Favor to inflict false sensations upon someone, as long you can see them.

☐ RAVENOUS

You are filled with unending hunger. Gain an extra impulse: “Wantonly devour flesh.”

When you *Make Camp*, consume an extra 1d4 provisions or uses of supplies.

You can spend 1 Favor to:

- ⊙ Touch something. For as long as you hold it, everyone who sees it desires it.
- ⊙ Gain a horrid, iron-rending maw (*hand, 3 piercing, messy*) for as long as you wish, and with it the ability to eat and digest anything.

☐ RED WRATH

Reduce your max HP by 2.

When *the GM compels you to violence*, you have disadvantage to resist.

When you *let your fury fly and lash out at someone (hand, close)*, spend 1-3 Favor and roll +Favor spent: **on a 10+**, deal 2d8 damage (*messy, forceful*) and shock, terrify, or impress any onlookers; **on a 7-9**, as a 10+ but you keep attacking your victim (or their corpse) in an unthinking rage, heedless of other danger.

☐ SHADOW'S COLD EMBRACE

Reduce your max HP by 2. You cast no shadow and no reflection.

When you are *exposed to sunlight or holy light*, you cannot spend Favor (for any reason).

Otherwise you can spend 1 Favor to:

- ⊙ Remain unnoticed, even when under scrutiny or after doing something to draw attention.
- ⊙ Leave no trace of your comings or goings
- ⊙ Pass off a lie as an obvious, evident truth

☐ SPEAK TRUTH, WHISPER SECRETS

Reduce your max HP by 2. Your tongue grows unusually long and your teeth become stained and jagged.

You can spend 1 Favor to look someone in the eye and learn (pick 1):

- ⊙ What do they desire above all else?
- ⊙ What secret shame do they bear?
- ⊙ What is their greatest fear?
- ⊙ What is their worst memory?

When you *use the answer against them*, you have advantage.

☐ TORMENT'S BLESSING

Your wounds are slow to heal. When you recover HP, recover only half the amount that you should. But, you never need to Defy Danger due to pain, blood loss, and weakness due to wounds.

When you *speak a word of torment*, name someone nearby, spend 1-3 Favor, and roll +Favor spent: **on a 10+**, they take 2d4 damage and are wracked with pain—lesser victims are incapacitated, and mighty foes are momentarily stunned; **on a 7-9**, they take 1d6 damage (ignores armor) and lesser victims are momentarily stunned.

Followers



Name _____

Tags _____

HP

☐ exceptional ☐ group

Max. HP _____ Armor _____

Damage _____

Instinct _____

Moves ▶ _____

▶ _____

▶ _____

Cost _____ Loyalty ○○○

Gear

◇ _____ ◇◇ _____

◇ _____ ◇◇ _____

◇ _____ ◇◇ _____

Notes



Name _____

Tags _____

HP

☐ exceptional ☐ group

Max. HP _____ Armor _____

Damage _____

Instinct _____

Moves ▶ _____

▶ _____

▶ _____

Cost _____ Loyalty ○○○

Gear

◇ _____ ◇◇ _____

◇ _____ ◇◇ _____

◇ _____ ◇◇ _____

Notes

Player's Agenda

- ⊙ Portray a compelling character
- ⊙ Engage with the fictional world
- ⊙ Play to find out what happens

Player's Principles

- ⊙ Begin and end with the fiction
- ⊙ Connect with the other PCs
- ⊙ Show us what's important to you
- ⊙ Have goals and pursue them
- ⊙ Be bold, take risks
- ⊙ Embrace difficulty, setback, and failure
- ⊙ Participate in worldbuilding
- ⊙ Build on what others have said
- ⊙ Give others a chance to shine
- ⊙ Participate in the conversation

When in doubt...

- ⊙ Visualize the situation
- ⊙ Ask the GM for clarification
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- ⊙ For a **normal load**, mark 4-6 ♡
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Undefined ◇◇◇ ◇◇◇ ◇◇◇

When you **Have What You Need**, move ♡ from here to ◇ below.

- ◇ **Supplies** (4+Prosperity uses ○○○○○○)
- ◇ **More supplies** (4+Prosperity uses ○○○○○○)
- ◇ **Even more supplies** (4+Prosperity uses ○○○○○○)
Use supplies to Recover, Make Camp, or have extra *small* items.

- ◇ **Mess kit** (requires fire & water; makes Supplies last longer)
- ◇ **Bedroll** (recover 1d6 extra HP when you Make Camp)

- ◇ **Blanket** (*warm*)
- ◇ **Change of clothes**
- ◇ **Rope**, ~25 ft
- ◇ **Shovel**
- ◇◇ **Sledge/litter/travois**, roll-out
- ◇◇ **Snow-shoes**

- ◇ **Torch** (lasts ~1 hour; *reach, area, dangerous*)
- ◇ **Oil lamp** (○○○ hours, *close, area, crude*)
- ◇ **Extra oil** (○○○○○ hours, for lamp/lantern, useless as a weapon)
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- ◇◇ **Shield** (+1 armor, +1 Readiness on a 7+ to Defend)
- ◇◇ **Thick hides** (1 armor, *warm*)
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Possessions, items, loot

- ◇ _____ ◇◇ _____
- ◇ _____ ◇◇ _____
- ◇ _____ ◇◇ _____
- ◇◇ _____
- ◇◇ _____

Other things (animals, kits, stashed items, etc.)

Small items

Fit in a pocket, pouch, or boot.

When you **Outfit**, mark □ below equal to 4+Prosperity.

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Prosperity

- -1 Gear is *crude*
- +0
- +1 *x* = 1 piercing
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Followers

 **Name** _____ **HP**

HP

Tags _____

☐ *exceptional* ☐ *group*

Max. HP _____ **Armor** _____

Damage _____

Instinct _____

Moves ▶ _____

▶ _____

▶ _____

Cost _____ **Loyalty** ○○○

Gear

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Notes

 **Name** _____ **HP**

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☐ *exceptional* ☐ *group*

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Damage _____

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- ◇ _____ ◇◇ _____
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Moves ▶ _____

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▶ _____

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Gear

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Moves ▶ _____

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Gear

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Moves ▶ _____

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Triggering moves

If you want to do it, then do it in the fiction. Tell us how you do it, what it looks like. Be specific.

But remember: if you do it in the fiction, then you have to do it. "I rush past the hagr to grab the glowing sword" and the GM says that's Defy Danger with DEX. It's okay to say, "Oh, really? I guess I don't do that." But if you want to rush past the hagr, make with the dice.

Hold and spend

When a move says, "hold X Currency (until/ while/so long as __)," then note the Currency you hold and spend it as described by the move. Spending held Currency usually means you just do it, no roll required.

Sometimes, though, spending held Currency will allow you to trigger a move (and thus roll) when otherwise you just couldn't have done it.