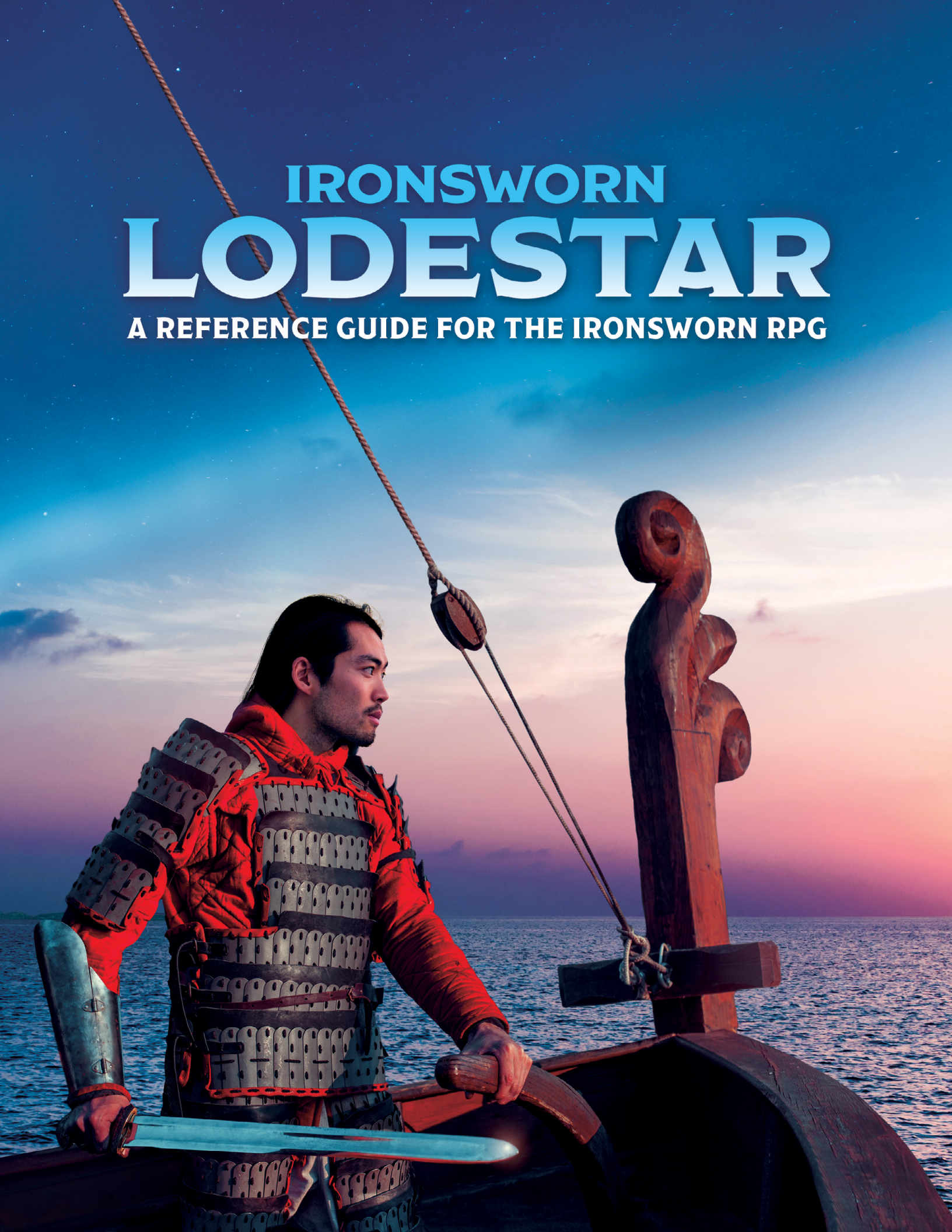


IRONSWORN LODESTAR

A REFERENCE GUIDE FOR THE IRONSWORN RPG



IRONSWORN



LODESTAR

**A REFERENCE GUIDE
FOR THE IRONSWORN RPG**

WHAT IS THIS?

Ironsworn Lodestar is a reference accessory for the *Ironsworn* tabletop roleplaying game. To learn more about *Ironsworn* and download the free rulebook, please visit ironswornrpg.com.

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CHARACTER CREATION

Choose a
name.

[illegible]

Set your **health,**
spirit, and
supply to +5.

When you create your character, all **debilities** should be unmarked.

Set your **momentum** to +2, your **max momentum** to +10, and your **momentum reset** to +2.

Assets give you additional options and bonuses when making a move, and may include their own special moves. **When you create your character, select 3 starting assets.**

COMPANION

HAWK

Name: _____

Your hawk can aid you when it is aloft.

- **Far-scent:** When you *Undertake a Journey*, or when you *Resupply* by hunting for small game, add +1.
- **Fierce:** When you *Secure an Advantage* +edge using your hawk to harass and distract your foes, add +1 and take +1 momentum on a hit.
- **Vigilant:** When you *Face Danger* +wits to detect an approaching threat, or when you *Enter the Fray* +wits against an ambush, add +2.

PATH

STORYWEAVER

- When you *Secure an Advantage*, *Compel*, or *Forge a Bond* by sharing an inspiring or enlightening song, poem, or tale, envision the story you tell. Then, add +1 and take +1 momentum on a hit.
- When you *Make Camp* and choose the option to relax, you may share a story with your allies or compose a new story if alone. If you do, envision the story you tell and take +1 spirit or +1 momentum. Any allies who choose to relax in your company may also take +1 spirit or +1 momentum.
- When you *Sojourn* within a community with which you share a bond, add +2 (instead of +1).

COMBAT TALENT

SHIELD-BEARER

If you wield a shield...

- When you *Face Danger* using your shield as cover, add +1. When you *Clash* in close quarters, take +1 momentum on a strong hit.
- When you bear a shield painted with a meaningful symbol, and you *Endure Stress* as you face off against a fearsome foe, add +1 and take +1 momentum on a hit.
- When forced to *Endure Harm* in a fight, you may instead sacrifice your shield and ignore all harm. If you do, your shield is destroyed or will require extensive repair; suffer -2 momentum.

○	+1	+2	+3	
---	----	----	----	--

All assets include three **abilities**. A filled-in dot represents an ability you can make use of. The first ability will probably be marked when you obtain the asset. If not, you can choose one.

When you *Fulfill Your Vow*, you gain **experience**. You can *Advance* and spend experience to upgrade an asset (mark another ability) or obtain a new asset.

Some assets can only be obtained after you fulfill narrative or mechanical requirements. The text of the asset will outline the requirement, typically using the phrase “Once you...”

GETTING STARTED

CAMPAIGN SETUP

- 1 Create your character.** In whatever order you prefer, envision your character, choose your name, set your stats, and select your assets.
- 2 Create your world.** Refer to chapter 4 of the *Ironsworn* rulebook and the 'Your Truths' exercise. Envision where your story will begin and mark it on your map.
- 3 Mark your background bonds.** Create up to three bonds to represent your connections to home, friends, family, or other loyalties. Make note of them, and mark one tick for each on your bonds progress track.
- 4 Write your background vow.** Create a sworn quest as backstory for your character. Write down this vow and give it a rank of extreme or epic. You don't need to make the *Swear an Iron Vow* move for this quest.
- 5 Envision your inciting incident.** Come up with the problem that drives your character into action.
- 6 Set the Scene.** Decide whether you want to start with a prologue (the normal world), or in the midst of the problem (in media res). Envision the scene and begin play.
- 7 Swear an Iron Vow.** Make the move and write down your vow. Give it a rank of troublesome, dangerous, or formidable.
- 8 Take your next steps.** Based on the outcome of your *Swear an Iron Vow* move, envision what occurs and what you do next. Then, play to see what happens.

OPTION: ALTERNATE STAT ARRAYS

To fine-tune the tone of your game, you can adjust the standard stat values either up or down. Higher stats will put your character more in control. Lower stats will create a riskier and more chaotic story.

Three suggested arrays are shown below.

CHALLENGING 4,3,3,2,2

**PERILOUS
(DEFAULT)** 3,2,2,1,1

GRIM 3,2,1,1,0



MECHANICS SUMMARY

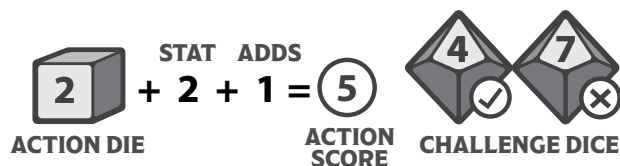
MOVES

When you do something or encounter a situation within the scope of a **move**, refer to the move and follow its instructions to see what happens.

When a move's name is referenced within the rules or by another move, you'll see it as *italicized text*.

THE ACTION ROLL

Roll your **action die** (d6) and **challenge dice** (2d10). The total of your action die, your stat, and any **adds** is your **action score**. Your action score is never greater than 10—anything over that is ignored.



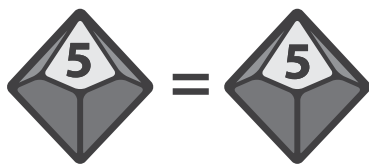
To determine the outcome of your move, compare the action score to each of the challenge dice. You want it to be greater than the individual value of those dice.

- ✓✓ **Strong hit** = Action score is greater than both of the challenge dice
- ✓✗ **Weak Hit** = Action score is greater than one of the challenge dice
- ✗✗ **Miss** = Action score is not greater than either of the challenge dice.

Ties always go to the challenge dice. Your action score needs to exceed—not equal—the challenge dice to count as a hit.

MATCHES

When you roll a **match** on your challenge dice...



- **Strong hit:** The match represents a twist in the narrative, something interesting, or a new opportunity.
- **Miss:** The match represents a heightened negative outcome, a complication, or a new danger.

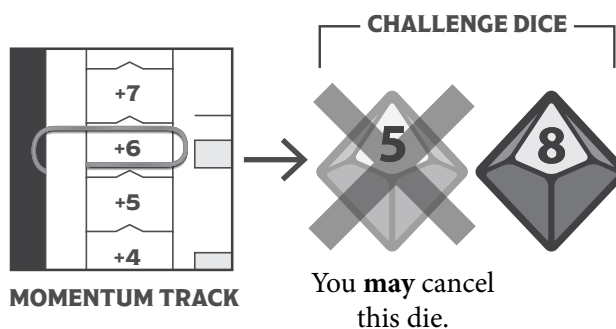
If you're unsure what happens, *Ask the Oracle*.

MOMENTUM

Your **momentum** value ranges from a -6 to +10 and represents how you are faring in your quests. Move results may tell you to increase or decrease momentum.

BURNING MOMENTUM

You may cancel any challenge dice that are less than your momentum value.



RESETTING MOMENTUM

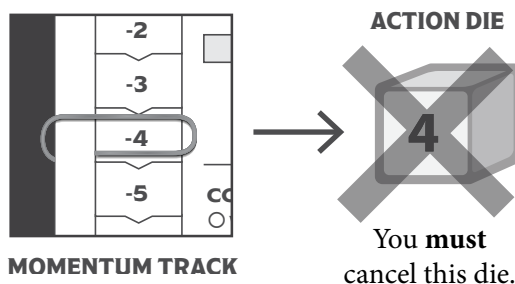
After you burn momentum, you must adjust your momentum track to your **momentum reset** value.

- The default reset is +2.
- If you have one debility marked, your momentum reset is +1.
- If you have more than one debility marked, your momentum reset is 0.

SUFFERING NEGATIVE MOMENTUM

When your momentum is less than 0, and it matches the value of your action die, you must cancel your action die.

When you suffer -momentum, and your momentum is already at -6, you will instead make the *Face a Setback* move.



MAX MOMENTUM

Your **max momentum** starts at +10, and is reduced by 1 for every marked debility.

MECHANICS SUMMARY

PROGRESS TRACKS

A **progress track** is used to measure your pace and determine the outcome of a goal or challenge. It is drawn as a row of ten boxes which you mark as you make headway toward your objective.



When you **mark progress**, fill in the appropriate number of ticks or progress boxes per the rank of your challenge.



Troublesome:
Mark 3 progress



Dangerous:
Mark 2 progress



Formidable:
Mark 1 progress



Extreme:
Mark 2 ticks



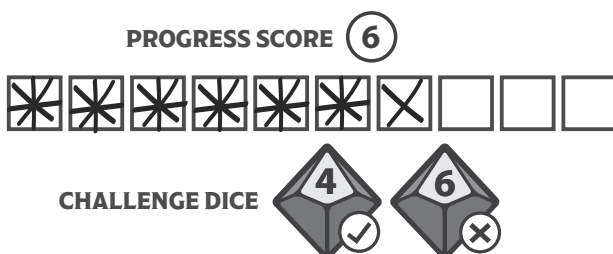
Epic:
Mark 1 tick

MARKING PROGRESS FOR BONDS

If you are marking progress on your bonds progress track, you always mark 1 tick unless a move or asset tells you otherwise.

PROGRESS MOVES

Tally the number of fully filled progress boxes (those with four ticks). This is your **progress score**. Then, roll your challenge dice (2d10), compare to your progress score, and resolve a strong hit, weak hit, or miss as normal.



You may not burn momentum when making a progress move, and you are not affected by negative momentum.

ORACLES

Ask the Oracle when you have questions in solo or co-op games, or to provide inspiration for the GM in guided play.

When you are prompted by a move or an oracle table to generate a result between 1 and 100, roll two ten-sided dice. One die represents the tens digit, and one represents the units.

SUFFERING HARM AND STRESS

When you face physical injury or hardship, make the *Endure Harm* move. When you face mental shock or despair, make the *Endure Stress* move.

Rank	Harm / Stress
Troublesome	-1
Dangerous	-2
Formidable	-3
Extreme	-4
Epic	-5

INFLECTING HARM

When you wield a deadly weapon (such as a sword, axe, spear, or bow), you inflict 2 harm. When you are unarmed, or wield an improvised or simple weapon (such as a shield, stick, club, staff, or rock), you inflict 1 harm.

When you inflict harm on your foe in combat, each point of harm is marked as progress on your foe's progress track per their rank. For example, each point of harm equals 2 full progress boxes when fighting a dangerous enemy, or 2 ticks when fighting an extreme enemy.

SUPPLY

Supply is an abstract representation of your preparedness. You and your allies share the same supply value. When your supply falls to 0, all characters make the *Out of Supply* move.

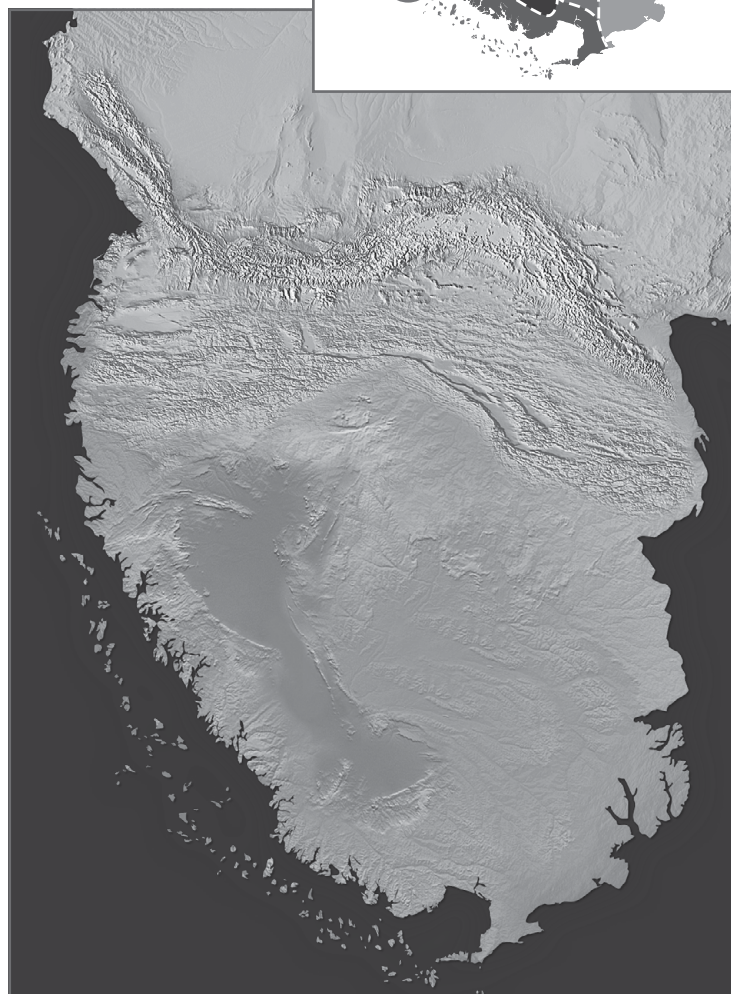
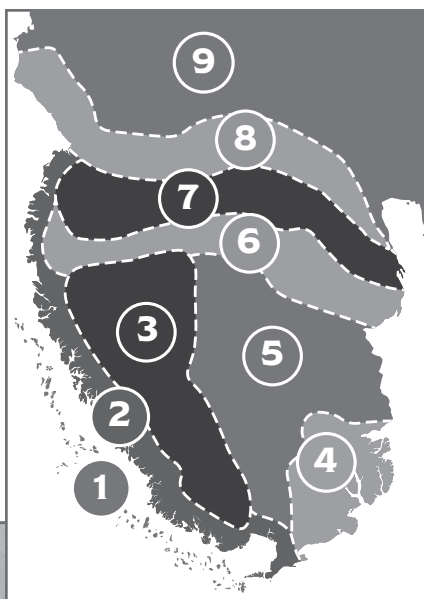
COMPANIONS

If you roll a 1 on your action die when using a companion ability, any negative outcome of the move should involve your companion.

When a companion suffers physical damage, make the *Companion Endure Harm* move.

THE IRONLANDS

The Ironlands is a rugged peninsula of isolated settlements and untracked wilds on the frontier of the known world. Two generations ago, your people settled here when a cataclysm drove them from their former homes.



REGIONS

- 1 The Barrier Islands:** This long chain of bleak islands parallels the Ragged Coast. The islands are sparsely populated by Ironlanders, mostly fisher-folk who brave the surrounding waters.
- 2 The Ragged Coast:** This is a rugged land of snow-capped cliffs overlooking blue waters. Ironlander settlements are located at the head of the fjords in the shelter of narrow valleys.
- 3 The Deep Wilds:** This vast swath of ancient forest is largely uninhabited and unexplored by Ironlanders. Most avoid this region.
- 4 The Flooded Lands:** This is a low-lying region of bogs, swamps, lakes, and slow-moving rivers. A few hardy Ironlanders live here in small settlements built atop hillocks, or in homes standing on stilts over the wetlands.
- 5 The Havens:** This is an expansive area of forests, rivers, shrubland, and low hills. It is a relative oasis in the harsh Ironlands, but even here there is little comfort or safety.
- 6 The Hinterlands:** This imposing terrain consists of dense forests nestled against rugged hills. The Ironlander settlements in this region serve primarily as bases for hunters and trappers.
- 7 The Tempest Hills:** These highlands are defined by rugged hills, low mountains, thin woods, and grassy plateaus. Ironlanders live here in nomadic camps or mining settlements.
- 8 The Veiled Mountains:** These great peaks mark the northern bounds of the settled lands. A few hardy Ironlanders dwell here in small mining communities. Most of them head south before the long, brutal winter takes hold.
- 9 The Shattered Wastes:** This plain of jagged, broken ice is uninhabited by Ironlanders. No one knows the bounds of this land or what lies beyond.

RANKS

Rank	Type	Progress	Harm
Troublesome	Common enemies	3 progress per harm	Inflicts 1 harm
Dangerous	Capable fighters and deadly creatures	2 progress per harm	Inflicts 2 harm
Formidable	Exceptional fighters and mighty creatures	1 progress per harm	Inflicts 3 harm
Extreme	Foes of overwhelming skill or power	2 ticks per harm	Inflicts 4 harm
Epic	Legendary foes of mythic power	1 tick per harm	Inflicts 5 harm

FIGHTING A FOE

When you *Enter the Fray*, give your foe a standard progress track (10 boxes). When you *Strike* or *Clash* and inflict harm, mark progress for each point of harm based on the foe's rank.

When you fail to defend against a foe's attack and face physical harm, make the *Endure Harm* move. As part of that move, you will reduce your health track by the amount of harm your foe inflicts, per their rank.

If appropriate to the NPC, they can also force you to *Endure Stress* when you fail to resist an action which frightens, demoralizes, or rattles you. Or, they may take an action which puts you at a disadvantage, reveals a complication, or creates a new danger.

When you take decisive action to resolve the combat, tally your progress against this foe and make the *End the Fight* move.

PACKS

When you fight a group of **troublesome** or **dangerous** foes, you may combine them into a single progress track. This is called a **pack**.

When you group foes into a pack, increase their rank to represent their combined ability to inflict and resist harm.

- For a **small pack** (about 3 to 5), increase the rank by one.
- For a **large pack** (about 6 to 10) increase the rank by two.



MAKING MOVES

MOVE GLOSSARY

“ADD +X”

Add this number to your action die. This is in addition to any other bonuses you otherwise receive, such as your stat. Your action die + your stat + adds is your final action score.

“ALLIES / ALLY”

An ally is a character controlled by another player.

“ASK THE ORACLE”

When you seek inspiration to decide the outcome of a move, resolve what happens next, or get details about your world, you can *Ask the Oracle*. This move lets you ask questions to get a yes/no result or use random prompts for brainstorming.

When you are playing with a GM, they are the oracle. Ask them what happens, or talk it out.

“COMPANION”

A companion is an NPC asset.

“CHOOSE”

The move will provide a list of options and the number you may select. You may not select a single option more than once.

“ENDURE HARM (X HARM)”

Make the *Endure Harm* move, reducing your health track by the indicated amount of harm.

“ENDURE STRESS (X STRESS)”

Make the *Endure Stress* move, reducing your spirit track by the indicated amount of stress.

“IN EXCHANGE FOR”

Adjust the appropriate tracks by the amount indicated in the move. Typically, you will trade +1 in one track for -1 in another.

“INFLICT YOUR HARM”

When you inflict your harm, mark progress against your foe. Each point of harm you inflict is marked as progress on your foe's progress track, as appropriate to their rank.

If you are armed with a deadly weapon (such as a sword, axe, spear, or bow), you inflict 2 harm. If you are unarmed or using an improvised or simple weapon (such as a shield, stick, club, staff, or rock), you inflict 1 harm.

“INFLICT +X HARM”

“Inflict +1 Harm” tells you to add 1 harm to your current attack. Some assets increase your harm in particular circumstances, or a move might give you an option to increase your harm. You must inflict harm as a result of your move to gain the bonus. Always add your harm and any bonus harm together, then apply it to your foe's progress track.

“ON A HIT” / “IF YOU SCORE A HIT”

Act on these instructions if you score a weak or strong hit on a move (your move score beats one or both of the challenge dice).

“ON A WEAK HIT” / “IF YOU SCORE A WEAK HIT”

Act on these instructions if your move score is greater than one challenge die, but less than or equal to the other.

“ON A STRONG HIT” / “IF YOU SCORE A STRONG HIT”

Act on these instructions if your move score is greater than both challenge dice.

“ON A MISS” / “IF YOU SCORE A MISS”

Act on these instructions if your move score does not beat either of the challenge dice.

“PAY THE PRICE”

When you roll a miss on a move, you'll usually see a prompt to *Pay the Price*. This move helps you resolve the outcome of failure. If you're playing without a GM, you make the most obvious or interesting bad outcome happen based on the current circumstances, roll on the *Pay the Price* table to see what happens, or *Ask the Oracle*.

If you're playing with a GM, they can decide what happens, ask you to roll on the table, or talk it with the group.

MAKING MOVES

“PROGRESS MOVE”

This is a special type of move to resolve the outcome of a goal or challenge. When you make a progress move, tally the number of filled boxes on your progress track as your progress score. Only add fully filled boxes (those with four ticks). Then, roll your challenge dice, compare to your progress score, and resolve a strong hit, weak hit, or miss as normal. You may not burn momentum when you make a progress move, and you are not affected by negative momentum.

“REROLL ANY DICE”

After you roll your move, you may pick up and reroll your choice of any dice, including either or both of the challenge dice and your action die. Set aside the dice you intend to keep. You may only reroll once, using a single throw for all dice you choose to reroll. Choose carefully, because the new result for all dice must stand.

“ROLL +[STAT]”

Add the value of the indicated stat to your action die. This is the basic action roll. Most moves indicate the stat you should use, such as “roll +iron”. If it doesn’t, or gives you a choice, use the most appropriate stat.

“SUFFER -X”

Subtract this number from the indicated track. For example, “Suffer -1 supply” tells you to subtract 1 from your supply track. If a specific amount is open to interpretation, reduce the track as appropriate to the challenge faced.

Rank	Amount
Troublesome	-1
Dangerous	-2
Formidable	-3
Extreme	-4
Epic	-5

“TAKE +X”

Add this number to the indicated track. For example, “Take +2 momentum” tells you to add 2 to your current momentum track.

Some assets may offer additional bonuses. Unless stated otherwise, this bonus is added to anything else you gain as a result of your move.

“WHEN YOU...”

This is the move trigger. When you do this thing, or encounter this situation, make the move.

Only you, the character, makes moves. You or the GM don’t use moves for non-player characters or creatures. If you’re just checking to see if something happens or how someone acts, you can *Ask the Oracle*.

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ADVENTURE MOVES

FACE DANGER

When you attempt something risky or react to an imminent threat, envision your action and roll. If you act...

- With speed, agility, or precision: Roll +edge.
- With charm, loyalty, or courage: Roll +heart.
- With aggressive action, forceful defense, strength, or endurance: Roll +iron.
- With deception, stealth, or trickery: Roll +shadow.
- With expertise, insight, or observation: Roll +wits.

On a **strong hit**, you are successful. Take +1 momentum.

On a **weak hit**, you succeed, but face a troublesome cost. Choose one.

- You are delayed, lose advantage, or face a new danger: Suffer -1 momentum.
- You are tired or hurt: *Endure Harm* (1 harm).
- You are dispirited or afraid: *Endure Stress* (1 stress).
- You sacrifice resources: Suffer -1 supply.

On a **miss**, you fail, or your progress is undermined by a dramatic and costly turn of events. *Pay the Price*.

SECURE AN ADVANTAGE

When you assess a situation, make preparations, or attempt to gain leverage, envision your action and roll. If you act...

- With speed, agility, or precision: Roll +edge.
- With charm, loyalty, or courage: Roll +heart.
- With aggressive action, forceful defense, strength, or endurance: Roll +iron.
- With deception, stealth, or trickery: Roll +shadow.
- With expertise, insight, or observation: Roll +wits.

On a **strong hit**, you gain advantage. Choose one.

- Take control: Make another move now (not a progress move), and add +1.
- Prepare to act: Take +2 momentum.

On a **weak hit**, your advantage is short-lived. Take +1 momentum.

On a **miss**, you fail or your assumptions betray you. *Pay the Price*.

GATHER INFORMATION

When you search an area, ask questions, conduct an investigation, or follow a track, roll +wits. If you act within a community or ask questions of a person with whom you share a bond, add +1.

On a **strong hit**, you discover something helpful and specific. The path you must follow or action you must take to make progress is made clear. Envision what you learn (*Ask the Oracle* if unsure), and take +2 momentum.

On a **weak hit**, the information complicates your quest or introduces a new danger. Envision what you discover (*Ask the Oracle* if unsure), and take +1 momentum.

On a **miss**, your investigation unearths a dire threat or reveals an unwelcome truth that undermines your quest. *Pay the Price*.

HEAL

When you treat an injury or ailment, roll +wits. If you are mending your own wounds, roll +wits or +iron, whichever is lower.

On a **strong hit**, your care is helpful. If you (or the ally under your care) have the wounded condition, you may clear it. Then, take or give up to +2 health.

On a **weak hit**, as above, but you must suffer -1 supply or -1 momentum (your choice).

On a **miss**, your aid is ineffective. *Pay the Price*.

RESUPPLY

When you hunt, forage, or scavenge, roll +wits.

On a **strong hit**, you bolster your resources. Take +2 supply.

On a **weak hit**, take up to +2 supply, but suffer -1 momentum for each.

On a **miss**, you find nothing helpful. *Pay the Price*.

ADVENTURE MOVES

MAKE CAMP

When **you rest and recover for several hours in the wild**, roll +supply.

On a **strong hit**, you and your allies may each choose two. On a **weak hit**, choose one.

- Recuperate: Take +1 health for you and any companions.
- Partake: Suffer -1 supply and take +1 health for you and any companions.
- Relax: Take +1 spirit.
- Focus: Take +1 momentum.
- Prepare: When you break camp, add +1 if you *Undertake a Journey*.

On a **miss**, you take no comfort. *Pay the Price*.

UNDERTAKE A JOURNEY

When **you travel across hazardous or unfamiliar lands**, set the rank of your journey.

- Troublesome journey: 3 progress per waypoint.
- Dangerous journey: 2 progress per waypoint.
- Formidable journey: 1 progress per waypoint.
- Extreme journey: 2 ticks per waypoint.
- Epic journey: 1 tick per waypoint.

Then, for each segment of your journey, roll +wits. If you are setting off from a community with which you share a bond, add +1 to your initial roll.

On a **strong hit**, you reach a waypoint. If the waypoint is unknown to you, envision it (*Ask the Oracle* if unsure). Then, choose one.

- You make good use of your resources: Mark progress.
- You move at speed: Mark progress and take +1 momentum, but suffer -1 supply.

On a **weak hit**, you reach a waypoint and mark progress, but suffer -1 supply.

On a **miss**, you are waylaid by a perilous event. *Pay the Price*.

REACH YOUR DESTINATION

Progress Move

When **your journey comes to an end**, roll the challenge dice and compare to your progress. Momentum is ignored on this roll.

On a **strong hit**, the situation at your destination favors you. Choose one.

- Make another move now (not a progress move), and add +1.
- Take +1 momentum.

On a **weak hit**, you arrive but face an unforeseen hazard or complication. Envision what you find (*Ask the Oracle* if unsure).

On a **miss**, you have gone hopelessly astray, your objective is lost to you, or you were misled about your destination. If your journey continues, clear all but one filled progress, and raise the journey's rank by one (if not already epic).



RELATIONSHIP MOVES

COMPEL

When you attempt to persuade someone to do something, envision your approach and roll. If you...

- Charm, pacify, barter, or convince: Roll +heart (add +1 if you share a bond).
- Threaten or incite: Roll +iron.
- Lie or swindle: Roll +shadow.

On a **strong hit**, they'll do what you want or share what they know. Take +1 momentum. If you use this exchange to *Gather Information*, make that move now and add +1.

On a **weak hit**, as above, but they ask something of you in return. Envision what they want (*Ask the Oracle* if unsure).

On a **miss**, they refuse or make a demand which costs you greatly. *Pay the Price*.

SOJOURN

When you spend time in a community seeking assistance, roll +heart. If you share a bond, add +1.

On **strong hit**, you and your allies may each choose two from within the categories below. On a **weak hit**, choose one. If you share a bond, choose one more.

On a hit, you and your allies may each focus on one of your chosen recover actions and roll +heart again. If you share a bond, add +1. On a strong hit, take +2 more for that action. On a weak hit, take +1 more. On a miss, it goes badly and you lose all benefits for that action.

Clear a Condition

- Mend: Clear a wounded debility and take +1 health.
- Hearten: Clear a shaken debility and take +1 spirit.
- Equip: Clear an unprepared debility and take +1 supply.

Recover

- Recuperate: Take +2 health for yourself and any companions.
- Consort: Take +2 spirit.
- Provision: Take +2 supply.
- Plan: Take +2 momentum.

Provide Aid

- Take a quest: Envision what this community needs, or what trouble it is facing (*Ask the Oracle* if unsure). If you chose to help, *Swear an Iron Vow* and add +1.

On a **miss**, you find no help here. *Pay the Price*.



RELATIONSHIP MOVES

DRAW THE CIRCLE

When you challenge someone to a formal duel, or accept a challenge, roll +heart. If you share a bond with this community, add +1.

On a **strong hit**, take +1 momentum. You may also choose up to two boasts and take +1 momentum for each.

On a **weak hit**, you may choose one boast in exchange for +1 momentum.

- Grant first strike: Your foe has initiative.
- Bare yourself: Take no benefit of armor or shield; your foe's harm is +1.
- Hold no iron: Take no benefit of weapons; your harm is 1.
- Bloody yourself: *Endure Harm* (1 harm).
- To the death: One way or another, this fight must end with death.

On a **miss**, you begin the duel at a disadvantage. Your foe has initiative. *Pay the Price*.

Then, make moves to resolve the fight. If you are the victor, you may make a lawful demand, and your opponent must comply or forfeit their honor and standing. If you refuse the challenge, surrender, or are defeated, they make a demand of you.

FORGE A BOND

When you spend significant time with a person or community, stand together to face hardships, or make sacrifices for their cause, you can attempt to create a bond. When you do, roll +heart. If you make this move after you successfully *Fulfill Your Vow* to their benefit, you may reroll any dice.

On a **strong hit**, make note of the bond, mark a tick on your bond progress track, and choose one.

- Take +1 spirit.
- Take +2 momentum.

On a **weak hit**, they ask something more of you first. Envision what it is (*Ask the Oracle* if unsure), do it (or *Swear an Iron Vow*), and mark the bond. If you refuse or fail, *Pay the Price*.

On a **miss**, they reject you. *Pay the Price*.

TEST YOUR BOND

When your bond is tested through conflict, betrayal, or circumstance, roll +heart.

On a **strong hit**, this test has strengthened your bond. Choose one.

- Take +1 spirit.
- Take +2 momentum.

On a **weak hit**, your bond is fragile and you must prove your loyalty. Envision what they ask of you (*Ask the Oracle* if unsure), and do it (or *Swear an Iron Vow*). If you refuse or fail, clear the bond and *Pay the Price*.

On a **miss**, or if you have no interest in maintaining this relationship, clear the bond and *Pay the Price*.

AID YOUR ALLY

When you *Secure an Advantage* in direct support of an ally, and score a hit, they (instead of you) can take the benefits of the move. If you are in combat and score a strong hit, you and your ally have initiative.

WRITE YOUR EPILOGUE

Progress Move

When you retire from your life as Ironsworn, envision two things: What you hope for, and what you fear. Then, roll the challenge dice and compare to your bonds. Momentum is ignored on this roll.

On a **strong hit**, things come to pass as you hoped.

On a **weak hit**, your life takes an unexpected turn, but not necessarily for the worse. You find yourself spending your days with someone or in a place you did not foresee. Envision it (*Ask the Oracle* if unsure).

On a **miss**, your fears are realized.

COMBAT MOVES

ENTER THE FRAY

When **you enter into combat**, set the rank of each of your foes.

- Troublesome foe: 3 progress per harm; inflicts 1 harm.
- Dangerous foe: 2 progress per harm; inflicts 2 harm.
- Formidable foe: 1 progress per harm; inflicts 3 harm.
- Extreme foe: 2 ticks per harm; inflicts 4 harm.
- Epic foe: 1 tick per harm; inflicts 5 harm.

Then, roll to determine who is in control. If you are...

- Facing off against your foe: Roll +heart.
- Moving into position against an unaware foe, or striking without warning: Roll +shadow.
- Ambushed: Roll +wits.

On a **strong hit**, take +2 momentum. You have initiative.

On a **weak hit**, choose one.

- Bolster your position: Take +2 momentum.
- Prepare to act: Take initiative.

On a **miss**, combat begins with you at a disadvantage. *Pay the Price*. Your foe has initiative.

STRIKE

When **you have initiative and attack in close quarters**, roll +iron. When **you have initiative and attack at range**, roll +edge.

On a **strong hit**, inflict +1 harm. You retain initiative.

On a **weak hit**, inflict your harm and lose initiative.

On a **miss**, your attack fails and you must *Pay the Price*. Your foe has initiative.

CLASH

When **your foe has initiative and you fight with them in close quarters**, roll +iron. When **you exchange a volley at range, or shoot at an advancing foe**, roll +edge.

On a **strong hit**, inflict your harm and choose one. You have the initiative.

- You bolster your position: Take +1 momentum.
- You find an opening: Inflict +1 harm.

On a **weak hit**, inflict your harm, but then *Pay the Price*. Your foe has initiative.

On a **miss**, you are outmatched and must *Pay the Price*. Your foe has initiative.

TURN THE TIDE

Once per fight, when **you risk it all**, you may steal initiative from your foe to make a move (not a progress move). When you do, add +1 and take +1 momentum on a hit.

If you fail to score a hit on that move, you must suffer a dire outcome. *Pay the Price*.

END THE FIGHT

Progress Move

When **you make a move to take decisive action**, and score a strong hit, you may resolve the outcome of this fight. If you do, roll the challenge dice and compare to your progress. Momentum is ignored on this roll.

On a **strong hit**, this foe is no longer in the fight. They are killed, out of action, flee, or surrender as appropriate to the situation and your intent (*Ask the Oracle* if unsure).

On a **weak hit**, as above, but you must also choose one.

- It's worse than you thought: *Endure Harm*.
- You are overcome: *Endure Stress*.
- Your victory is short-lived: A new danger or foe appears, or an existing danger worsens.
- You suffer collateral damage: Something of value is lost or broken, or someone important must pay the cost.
- You'll pay for it: An objective falls out of reach.
- Others won't forget: You are marked for vengeance.

On a **miss**, you have lost this fight. *Pay the Price*.

COMBAT MOVES

BATTLE

When **you fight a battle**, and it happens in a blur, envision your objective and roll. If you primarily...

- Fight at range, or using your speed and the terrain to your advantage: Roll +edge.
- Fight depending on your courage, allies, or companions: Roll +heart.
- Fight in close to overpower your opponents: Roll +iron.
- Fight using trickery to befuddle your opponents: Roll +shadow.
- Fight using careful tactics to outsmart your opponents: Roll +wits.

On a **strong hit**, you achieve your objective unconditionally. Take +2 momentum.

On a **weak hit**, you achieve your objective, but not without cost. *Pay the Price.*

On a **miss**, you are defeated and the objective is lost to you. *Pay the Price.*

MANAGING INITIATIVE

Follow these guidelines to track your initiative:

- **When you score a strong hit**, you take or retain initiative.
- **When you score a weak hit or miss**, you lose initiative to your foe.

When you have initiative, you are in control and taking proactive actions to achieve your objectives. You may make moves such as:

- *Strike* to attack.
- *Secure an Advantage* to outwit or outmaneuver your foe, or to setup another move.
- *Face Danger* to overcome an obstacle or escape.
- *Aid Your Ally* to give your ally an advantage.
- *Compel* to force your foe to give up the fight.
- *End the Fight* to finish the fight against this foe.

When your foe has initiative, they are in control and taking actions which force you to react. You may make moves such as:

- *Clash* to fight back.
- *Face Danger* to focus on defense, get into position, resist your foe's maneuver, or flee.
- *Compel* to convince your foe to accept your surrender.
- *Turn the Tide* (once per fight) to steal initiative.



SUFFER MOVES

ENDURE HARM

When you face physical damage, suffer -health equal to your foe's rank or as appropriate to the situation. If your health is 0, suffer -momentum equal to any remaining -health.

Then, roll +health or +iron, whichever is higher.

On a **strong hit**, choose one.

- Shake it off: If your health is greater than 0, suffer -1 momentum in exchange for +1 health.
- Embrace the pain: Take +1 momentum.

On a **weak hit**, you press on.

On a **miss**, also suffer -1 momentum. If you are at 0 health, you must mark wounded or maimed (if currently unmarked) or roll on the following table.

Roll	Result
1-10	The harm is mortal. <i>Face Death</i> .
11-20	You are dying. You need to <i>Heal</i> within an hour or two, or <i>Face Death</i> .
21-35	You are unconscious and out of action. If left alone, you come back to your senses in an hour or two. If you are vulnerable to a foe not inclined to show mercy, <i>Face Death</i> .
36-50	You are reeling and fighting to stay conscious. If you engage in any vigorous activity (such as running or fighting) before taking a breather for a few minutes, roll on this table again (before resolving the other move).
51-00	You are battered but still standing.

FACE DEATH

When you are brought to the brink of death, and glimpse the world beyond, roll +heart.

On a **strong hit**, death rejects you. You are cast back into the mortal world.

On a **weak hit**, choose one.

- You die, but not before making a noble sacrifice. Envision your final moments.
- Death desires something of you in exchange for your life. Envision what it wants (*Ask the Oracle* if unsure), and *Swear an Iron Vow* (formidable or extreme) to complete that quest. If you fail to score a hit when you *Swear an Iron Vow*, or refuse the quest, you are dead. Otherwise, you return to the mortal world and are now cursed. You may only clear the cursed debility by completing the quest.

On a **miss**, you are dead.

COMPANION ENDURE HARM

When your companion faces physical damage, they suffer -health equal to the amount of harm inflicted. If your companion's health is 0, exchange any leftover -health for -momentum.

Then, roll +heart or +your companion's health, whichever is higher.

On a **strong hit**, your companion rallies. Give them +1 health.

On a **weak hit**, your companion is battered. If their health is 0, they cannot assist you until they gain at least +1 health.

On a **miss**, also suffer -1 momentum. If your companion's health is 0, they are gravely wounded and out of action. Without aid, they die in an hour or two.

If you roll a miss with a 1 on your action die, and your companion's health is 0, they are now dead. Take 1 experience for each marked ability on your companion asset, and remove it.

SUFFER MOVES

ENDURE STRESS

When you face **mental shock** or **despair**, suffer -spirit equal to your foe's rank or as appropriate to the situation. If your spirit is 0, suffer -momentum equal to any remaining -spirit.

Then, roll +spirit or +heart, whichever is higher.

On a **strong hit**, choose one.

- Shake it off: If your spirit is greater than 0, suffer -1 momentum in exchange for +1 spirit
- Embrace the darkness: Take +1 momentum

On a **weak hit**, you press on.

On a **miss**, also suffer -1 momentum. If you are at 0 spirit, you must mark shaken or corrupted (if currently unmarked) or roll on the following table.

Roll	Result
1-10	You are overwhelmed. <i>Face Desolation.</i>
11-25	You give up. <i>Forsake Your Vow</i> (if possible, one relevant to your current crisis).
26-50	You give in to a fear or compulsion, and act against your better instincts.
51-00	You persevere.

FACE DESOLATION

When you are brought to the brink of desolation, roll +heart.

On a **strong hit**, you resist and press on.

On a **weak hit**, choose one.

- Your spirit or sanity breaks, but not before you make a noble sacrifice. Envision your final moments.
- You see a vision of a dreaded event coming to pass. Envision that dark future (*Ask the Oracle* if unsure), and *Swear an Iron Vow* (formidable or extreme) to prevent it. If you fail to score a hit when you *Swear an Iron Vow*, or refuse the quest, you are lost. Otherwise, you return to your senses and are now tormented. You may only clear the tormented debility by completing the quest.

On a **miss**, you succumb to despair or horror and are lost.

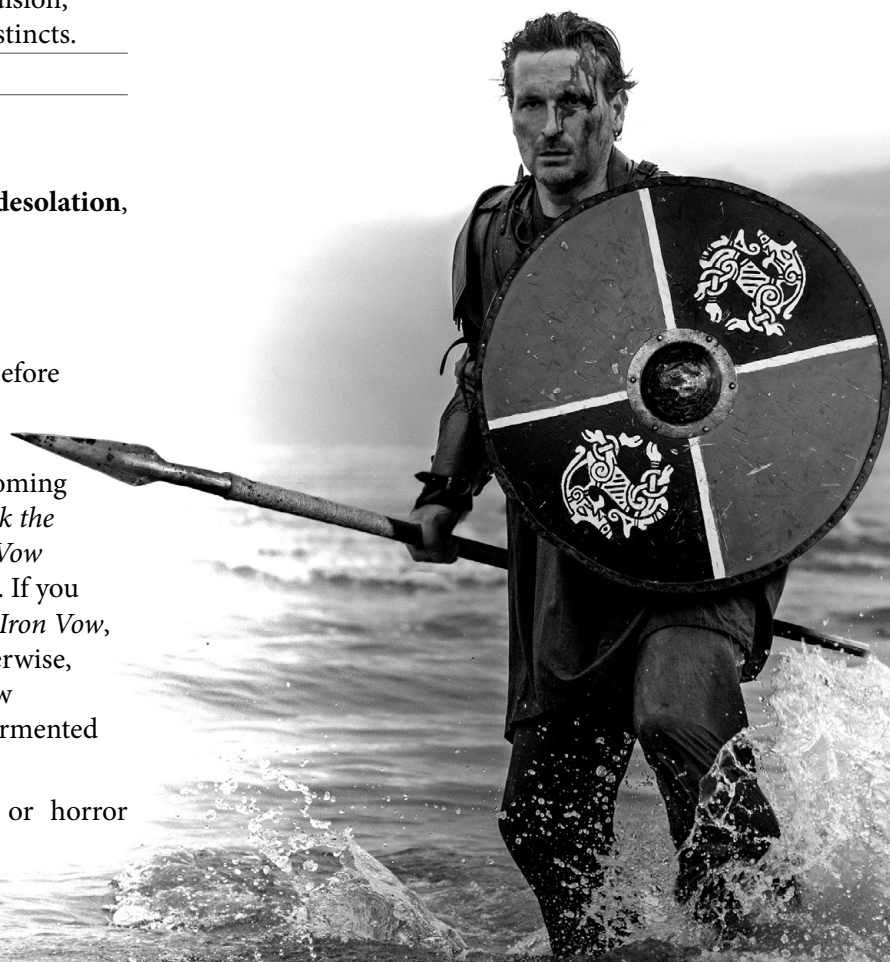
OUT OF SUPPLY

When your **supply** is **exhausted** (reduced to 0), mark unprepared. If you suffer additional -supply while unprepared, you must exchange each additional -supply for any combination of -health, -spirit or -momentum as appropriate to the circumstances.

FACE A SETBACK

When your **momentum** is at its **minimum** (-6), and you suffer additional -momentum, choose one.

- Exchange each additional -momentum for any combination of -health, -spirit, or -supply as appropriate to the circumstances.
- Envision an event or discovery (*Ask the Oracle* if unsure) which undermines your progress in a current quest, journey or fight. Then, for each additional -momentum, clear 1 unit of progress on that track per its rank (troublesome=clear 3 progress; dangerous=clear 2 progress; formidable=clear 1 progress; extreme=clear 2 ticks; epic=clear 1 tick).



QUEST MOVES

SWEAR AN IRON VOW

When you swear upon iron to complete a quest, write your vow and give the quest a rank. Then, roll +heart. If you make this vow to a person or community with whom you share a bond, add +1.

On a **strong hit**, you are emboldened and it is clear what you must do next (*Ask the Oracle* if unsure). Take +2 momentum.

On a **weak hit**, you are determined but begin your quest with more questions than answers. Take +1 momentum, and envision what you do to find a path forward.

On a **miss**, you face a significant obstacle before you can begin your quest. Envision what stands in your way (*Ask the Oracle* if unsure), and choose one.

- You press on: Suffer -2 momentum, and do what you must to overcome this obstacle.
- You give up: *Forsake Your Vow*.

REACH A MILESTONE

When you make significant progress in your quest by overcoming a critical obstacle, completing a perilous journey, solving a complex mystery, defeating a powerful threat, gaining vital support, or acquiring a crucial item, you may mark progress.

- Troublesome quest: Mark 3 progress.
- Dangerous quest: Mark 2 progress.
- Formidable quest: Mark 1 progress.
- Extreme quest: Mark 2 ticks.
- Epic quest: Mark 1 tick.

FULFILL YOUR VOW

Progress Move

When you achieve what you believe to be the fulfillment of your vow, roll the challenge dice and compare to your progress. Momentum is ignored on this roll.

On a **strong hit**, your quest is complete. Mark experience (troublesome=1; dangerous=2; formidable=3; extreme=4; epic=5).

On a **weak hit**, there is more to be done or you realize the truth of your quest. Envision what you discover (*Ask the Oracle* if unsure). Then, mark experience (troublesome=0; dangerous=1; formidable=2; extreme=3; epic=4). You may *Swear an Iron Vow* to set things right. If you do, add +1.

On a **miss**, your quest is undone. Envision what happens (*Ask the Oracle* if unsure), and choose one.

- You recommit: Clear all but one filled progress, and raise the quest's rank by one (if not already epic).
- You give up: *Forsake Your Vow*.

FORSAKE YOUR VOW

When you renounce your quest, betray your promise, or the goal is lost to you, clear the vow and *Endure Stress*. You suffer -spirit equal to the rank of your quest (troublesome=1; dangerous=2; formidable=3; extreme=4; epic=5).

If the vow was made to a person or community with whom you share a bond, *Test Your Bond* when you next meet.

ADVANCE

When you focus on your skills, receive training, find inspiration, earn a reward, or gain a companion, you may spend 3 experience to add a new asset, or 2 experience to upgrade an asset.

FATE MOVES

PAY THE PRICE

When you suffer the outcome of a move, choose one.

- Make the most obvious negative outcome happen.
- Envision two negative outcomes. Rate one as 'likely', and *Ask the Oracle* using the yes/no table. On a 'yes', make that outcome happen. Otherwise, make it the other.
- Roll on the following table. If you have difficulty interpreting the result to fit the current situation, roll again.

Roll	Result
1-2	Roll again and apply that result but make it worse. If you roll this result yet again, think of something dreadful that changes the course of your quest (<i>Ask the Oracle</i> if unsure) and make it happen.
3-5	A person or community you trusted loses faith in you, or acts against you.
6-9	A person or community you care about is exposed to danger.
10-16	You are separated from something or someone.
17-23	Your action has an unintended effect.
24-32	Something of value is lost or destroyed.
33-41	The current situation worsens.
42-50	A new danger or foe is revealed.
51-59	It causes a delay or puts you at a disadvantage.
60-68	It is harmful.
69-76	It is stressful.
77-85	A surprising development complicates your quest.
86-90	It wastes resources.
91-94	It forces you to act against your best intentions.
95-98	A friend, companion, or ally is put in harm's way (or you are, if alone).
99-00	Roll twice more on this table. Both results occur. If they are the same result, make it worse.

ASK THE ORACLE

When you seek to resolve questions, discover details in the world, determine how other characters respond, or trigger encounters or events, you may...

- Draw a conclusion: Decide the answer based on the most interesting and obvious result.
- Ask a yes/no question: Decide the odds of a 'yes', and roll on the table below to check the answer.
- Pick two: Envision two options. Rate one as 'likely', and roll on the table below to see if it is true. If not, it is the other.
- Spark an idea: Brainstorm or use a random prompt.

Odds	The answer is 'yes' if you roll...
Almost Certain	11 or greater
Likely	26 or greater
50/50	51 or greater
Unlikely	76 or greater
Small Chance	91 or greater

On a match, an extreme result or twist has occurred.



ACTION AND THEME ORACLES

ACTION

Use this table to inspire a discovery, event, character goal, or situation. A roll on this table can be combined with a Theme (next page) to provide an action and a subject. Then, interpret the result based on the context of the question and your current situation.

1	Scheme	26	Withdraw	51	Persevere	76	Betray
2	Clash	27	Abandon	52	Serve	77	Secure
3	Weaken	28	Investigate	53	Begin	78	Arrive
4	Initiate	29	Hold	54	Move	79	Affect
5	Create	30	Focus	55	Coordinate	80	Change
6	Swear	31	Uncover	56	Resist	81	Defend
7	Avenge	32	Breach	57	Await	82	Debate
8	Guard	33	Aid	58	Impress	83	Support
9	Defeat	34	Uphold	59	Take	84	Follow
10	Control	35	Falter	60	Oppose	85	Construct
11	Break	36	Suppress	61	Capture	86	Locate
12	Risk	37	Hunt	62	Overwhelm	87	Endure
13	Surrender	38	Share	63	Challenge	88	Release
14	Inspect	39	Destroy	64	Acquire	89	Lose
15	Raid	40	Avoid	65	Protect	90	Reduce
16	Evade	41	Reject	66	Finish	91	Escalate
17	Assault	42	Demand	67	Strengthen	92	Distract
18	Deflect	43	Explore	68	Restore	93	Journey
19	Threaten	44	Bolster	69	Advance	94	Escort
20	Attack	45	Seize	70	Command	95	Learn
21	Leave	46	Mourn	71	Refuse	96	Communicate
22	Preserve	47	Reveal	72	Find	97	Depart
23	Manipulate	48	Gather	73	Deliver	98	Search
24	Remove	49	Defy	74	Hide	99	Charge
25	Eliminate	50	Transform	75	Fortify	00	Summon

When you roll on an oracle table, consider the answer in the context of your question and the current situation. If the result is a bad fit or difficult to interpret, you can check up or down one row from your original answer, or reverse the digits (37=73).

Once you have your answer, you're all set! Play to see what happens. If you want further detail or clarifications, you can talk it out with other players or roll on another oracle table.

ACTION AND THEME ORACLES

THEME

As with the Action oracle, this is an interpretative table which you can use to answer questions or generate new situations. Combined, the Action and Theme tables provide creative prompts suitable for most situations and questions. In fact, with some creative interpretations, it's entirely possible to play with only these two tables.

1	Risk	26	Barrier	51	Stranger	76	Rival
2	Ability	27	Creation	52	Passage	77	Problem
3	Price	28	Decay	53	Land	78	Idea
4	Ally	29	Trade	54	Creature	79	Revenge
5	Battle	30	Bond	55	Disease	80	Health
6	Safety	31	Hope	56	Advantage	81	Fellowship
7	Survival	32	Superstition	57	Blood	82	Enemy
8	Weapon	33	Peace	58	Language	83	Religion
9	Wound	34	Deception	59	Rumor	84	Spirit
10	Shelter	35	History	60	Weakness	85	Fame
11	Leader	36	World	61	Greed	86	Desolation
12	Fear	37	Vow	62	Family	87	Strength
13	Time	38	Protection	63	Resource	88	Knowledge
14	Duty	39	Nature	64	Structure	89	Truth
15	Secret	40	Opinion	65	Dream	90	Quest
16	Innocence	41	Burden	66	Community	91	Pride
17	Renown	42	Vengeance	67	War	92	Loss
18	Direction	43	Opportunity	68	Portent	93	Law
19	Death	44	Faction	69	Prize	94	Path
20	Honor	45	Danger	70	Destiny	95	Warning
21	Labor	46	Corruption	71	Momentum	96	Relationship
22	Solution	47	Freedom	72	Power	97	Wealth
23	Tool	48	Debt	73	Memory	98	Home
24	Balance	49	Hate	74	Ruin	99	Strategy
25	Love	50	Possession	75	Mysticism	00	Supply

PLACE ORACLES

REGION

Use this oracle when you want to randomly select a region with the Ironlands.

1-12	Barrier Islands	47-60	Havens	85-94	Veiled Mountains
13-24	Ragged Coast	61-72	Hinterlands	95-99	Shattered Wastes
25-34	Deep Wilds	73-84	Tempest Hills	00	Elsewhere
35-46	Flooded Lands				

LOCATION

Use this oracle when traveling to generate a point-of-interest or to answer a question about a place where someone or something can be found.

1	Hideout	14	Bridge	37-38	Marsh	63-64	River Ford
2	Ruin	15	Camp	39-40	Steading	65-66	Valley
3	Mine	16	Cairn/Grave	41-42	Rapids	67-68	Bay/Fjord
4	Waste	17-18	Caravan	43-44	Pass	69-70	Foothills
5	Mystical Site	19-20	Waterfall	45-46	Trail	71-72	Lake
6	Path	21-22	Cave	47-48	Glade	73-75	River
7	Outpost	23-24	Swamp	49-50	Plain	76-79	Forest
8	Wall	25-26	Fen	51-52	Ridge	80-83	Coast
9	Battlefield	27-28	Ravine	53-54	Cliff	84-88	Hill
10	Hovel	29-30	Road	55-56	Grove	89-93	Mountain
11	Spring	31-32	Tree	57-58	Village	94-99	Woods
12	Lair	33-34	Pond	59-60	Moor	00	Anomaly
13	Fort	35-36	Fields	61-62	Thicket		



PLACE ORACLES

COASTAL WATERS LOCATION

Use this oracle to identify a point-of-interest or destination when you are traveling by ship or boat.

1	Fleet	6-10	Wreck	31-38	Fjord	63-70	Ice
2	Sargassum	11-15	Harbor	39-46	Estuary	71-85	Island
3	Flotsam	16-23	Ship/Boat	47-54	Cove	86-99	Open Water
4	Mystical Site	24-30	Rocks	55-62	Bay	00	Anomaly
5	Lair						

LOCATION DESCRIPTOR

Use this oracle to add detail to the Location or Coastal Waters Location oracles, or by itself to generate a description of a location. Roll more than once for extra detail.

1-2	High	27-28	Blocked	53-54	Abandoned	77-78	Flooded
3-4	Remote	29-30	Ancient	55-56	Wide	79-80	Empty
5-6	Exposed	31-32	Perilous	57-58	Foul	81-82	Strange
7-8	Small	33-34	Hidden	59-60	Dead	83-84	Corrupted
9-10	Broken	35-36	Occupied	61-62	Ruined	85-86	Peaceful
11-12	Diverse	37-38	Rich	63-64	Barren	87-88	Forgotten
13-14	Rough	39-40	Big	65-66	Cold	89-90	Expansive
15-16	Dark	41-42	Savage	67-68	Blighted	91-92	Settled
17-18	Shadowy	43-44	Defended	69-70	Low	93-94	Dense
19-20	Contested	45-46	Withered	71-72	Beautiful	95-96	Civilized
21-22	Grim	47-48	Mystical	73-74	Abundant	97-98	Desolate
23-24	Wild	49-50	Inaccessible	75-76	Lush	99-00	Isolated
25-26	Fertile	51-52	Protected				

SETTLEMENT ORACLES

SETTLEMENT NAME

Ask this oracle for a thematic name for an Ironlander settlement. Roll once for the category, and again to pick from the examples. Alternatively, just roll for the category and come up with a name that fits the theme

01-15

A feature of the landscape. Envision what it is. What makes it unusual or distinctive?

1-10	Highmount	51-60	Stoneford
11-20	Brackwater	61-70	Deepwater
21-30	Frostwood	71-80	Whitefall
31-40	Redcrest	81-90	Graycliff
41-50	Grimtree	91-00	Three Rivers

16-30

A manmade edifice. What is it? Why is it important to this settlement's history?

1-10	Whitebridge	51-60	Timberwall
11-20	Lonefort	61-70	Stonetower
21-30	Highcairn	71-80	Thornhall
31-40	Redhall	81-90	Cinderhome
41-50	Darkwell	91-00	Fallowfield

31-45

A creature. Why have the people of this settlement chosen this creature as their totem? How is it represented in art or rituals?

1-10	Ravencliff	51-60	Boarwood
11-20	Bearmark	61-70	Foxhollow
21-30	Wolfcrag	71-80	Elderwatch
31-40	Eaglespire	81-90	Elkfield
41-50	Wyvern's Rest	91-00	Dragonshadow

46-60

A historical event. What happened here? What place or practice commemorates this event?

1-10	Swordbreak	51-60	Olgar's Stand
11-20	Fool's Fall	61-70	Lostwater
21-30	Firstmeet	71-80	Rojirra's Lament
31-40	Brokenhelm	81-90	Lastmarch
41-50	Mournhaunt	91-00	Rockfall

61-75

A word in an Old World language. What culture is represented by this word? What does it translate to?

1-10	Abon	51-60	Kazeera
11-20	Daveza	61-70	Khazu
21-30	Damula	71-80	Sova
31-40	Essus	81-90	Nabuma
41-50	Sina	91-00	Tiza

76-90

A season or environmental aspect. What influence does the weather have on this settlement?

1-10	Winterhome	51-60	Duskmoor
11-20	Windhaven	61-70	Frostcrag
21-30	Stormrest	71-80	Springbrook
31-40	Bleakfrost	81-90	Icebreak
41-50	Springtide	91-00	Summersong

91-100

Something Else...

1-10	A trade good (Ironhome)
11-20	An Old World city (New Arkesh)
21-30	A founder or famous settler (Kei's Hall)
31-40	A god (Elisora)
41-50	A historical item (Blackhelm)
51-60	A firstborn race (Elfbrook)
61-70	An elvish word or name (Nessana)
71-80	A mythic belief or event (Ghostwalk)
81-90	A positive term (Hope)
91-00	A negative term (Forsaken)

To give the settlement additional detail, roll on the Location Descriptor oracle. To spark an idea for an event or feature related to the settlement, roll on the Action and Theme oracles.

SETTLEMENT ORACLES

QUICK SETTLEMENT NAME GENERATOR

Use this oracle as a simpler alternative for settlement names. Roll once for the prefix, and once for the suffix. If the combination doesn't quite work, look at adjacent rows or reverse the digits.

	Prefix	Suffix		Prefix	Suffix
1-4	Bleak-	-moor	53-56	Mourn-	-bridge
5-8	Green-	-ford	57-60	New-	-mark
9-12	Wolf-	-crag	61-64	Stone-	-cairn
13-16	Raven-	-watch	65-68	Grim-	-land
17-20	Gray-	-hope	69-72	Lost-	-hall
21-24	Red-	-wood	73-76	High-	-mount
25-28	Axe-	-ridge	77-80	Rock-	-rock
29-32	Great-	-stone	81-84	Shield-	-brook
33-36	Wood-	-haven	85-88	Sword-	-barrow
37-40	Low-	-fall(s)	89-92	Frost-	-stead
41-44	White-	-river	93-96	Thorn-	-home
45-48	Storm-	-field	97-00	Long-	-wick
49-52	Black-	-hill			

SETTLEMENT TROUBLE

Use this table to generate a narrative hook for a problem faced by a community. This oracle can help inspire a vow for your character or serve as a prompt for a trouble you encounter when you interact with a settlement.

1-2	Outsiders rejected	33-34	Unjust leadership	65-66	Families in conflict
3-4	Dangerous discovery	35-36	Disastrous accident	67-68	Incompetent leadership
5-6	Dreadful omens	37-38	In league with the enemy	69-70	Reckless warmongering
7-8	Natural disaster	39-40	Raiders prey on the weak	71-72	Beast on the hunt
9-10	Old wounds reopened	41-42	Cursed past	73-74	Betrayed from within
11-12	Important object is lost	43-44	An innocent is accused	75-76	Broken truce
13-14	Someone is captured	45-46	Corrupted by dark magic	77-78	Wrathful haunt
15-16	Mysterious phenomenon	47-48	Isolated by brutal weather	79-80	Conflict with firstborn
17-18	Revolt against a leader	49-50	Provisions are scarce	81-82	Trade route blocked
19-20	Vengeful outcast	51-52	Sickness run amok	83-84	In the crossfire
21-22	Rival settlement	53-54	Allies become enemies	85-86	Stranger causes discord
23-24	Nature strikes back	55-56	Attack is imminent	87-88	Important event threatened
25-26	Someone is missing	57-58	Lost caravan	89-90	Dangerous tradition
27-28	Production halts	59-60	Dark secret revealed	91-00	Roll twice
29-30	Mysterious murders	61-62	Urgent expedition		
31-32	Debt comes due	63-64	A leader falls		

CHARACTER ORACLES

CHARACTER ROLE

Use this oracle to define the background for a character, or to generate a random encounter.

1-2	Criminal	28-30	Traveler	59-62	Artisan
3-4	Healer	31-33	Mystic	63-66	Scout
5-6	Bandit	34-36	Priest	67-70	Herder
7-9	Guide	37-39	Sailor	71-74	Fisher
10-12	Performer	40-42	Pilgrim	75-79	Warrior
13-15	Miner	43-45	Thief	80-84	Hunter
16-18	Mercenary	46-48	Adventurer	85-89	Raider
19-21	Outcast	49-51	Forager	90-94	Trader
22-24	Vagrant	52-54	Leader	95-99	Farmer
25-27	Forester	55-58	Guard	00	Unusual role

CHARACTER GOAL

Use this oracle to define the primary motivation of an NPC or a faction. It can also be used to kick-off a personal quest for your own character.

1-3	Obtain an object	52-54	Collect a debt
4-6	Make an agreement	55-57	Protect a secret
7-9	Build a relationship	58-60	Spread faith
10-12	Undermine a relationship	61-63	Enrich themselves
13-15	Seek a truth	64-66	Protect a person
16-18	Pay a debt	67-69	Protect the status quo
19-21	Refute a falsehood	70-72	Advance status
22-24	Harm a rival	73-75	Defend a place
25-27	Cure an ill	76-78	Avenge a wrong
28-30	Find a person	79-81	Fulfill a duty
31-33	Find a home	82-84	Gain knowledge
34-36	Seize power	85-87	Prove worthiness
37-39	Restore a relationship	88-90	Find redemption
40-42	Create an item	91-92	Escape from something
43-45	Travel to a place	93-95	Resolve a dispute
46-48	Secure provisions	96-00	Roll twice
49-51	Rebel against power		

CHARACTER ORACLES

CHARACTER DESCRIPTOR

Use this oracle to help flesh out a character's personality or physical characteristics. Roll more than once to add additional detail.

1	Stoic	26	Ambitious	51	Critical	76	Influential
2	Attractive	27	Aggressive	52	Cautious	77	Young
3	Passive	28	Conceited	53	Resourceful	78	Adventurous
4	Aloof	29	Proud	54	Weary	79	Oppressed
5	Affectionate	30	Stern	55	Wounded	80	Vengeful
6	Generous	31	Dependent	56	Anxious	81	Cooperative
7	Smug	32	Wary	57	Powerful	82	Armored
8	Armed	33	Strong	58	Athletic	83	Apathetic
9	Clever	34	Insightful	59	Driven	84	Determined
10	Brave	35	Dangerous	60	Cruel	85	Loyal
11	Ugly	36	Quirky	61	Quiet	86	Sick
12	Sociable	37	Cheery	62	Honest	87	Religious
13	Doomed	38	Disfigured	63	Infamous	88	Selfish
14	Connected	39	Intolerant	64	Dying	89	Old
15	Bold	40	Skilled	65	Reclusive	90	Fervent
16	Jealous	41	Stingy	66	Artistic	91	Violent
17	Angry	42	Timid	67	Disabled	92	Agreeable
18	Active	43	Insensitive	68	Confused	93	Hot-tempered
19	Suspicious	44	Wild	69	Manipulative	94	Stubborn
20	Hostile	45	Bitter	70	Relaxed	95	Incompetent
21	Hardhearted	46	Cunning	71	Stealthy	96	Greedy
22	Successful	47	Remorseful	72	Confident	97	Cowardly
23	Talented	48	Kind	73	Weak	98	Obsessed
24	Experienced	49	Charming	74	Friendly	99	Careless
25	Deceitful	50	Oblivious	75	Wise	00	Ironsworn

CHARACTER DISPOSITION

Use this oracle when you want to define the initial tone of an encounter with an NPC or faction.

1-6	Helpful	29-36	Indifferent	68-76	Demanding
7-13	Friendly	37-47	Suspicious	77-85	Unfriendly
14-20	Cooperative	48-57	Wanting	86-93	Threatening
21-28	Curious	58-67	Desperate	94-00	Hostile

NAME ORACLES

IRONLANDER NAMES

Use this oracle to quickly generate a name for an Ironlander character. Roll on either table. Surnames are not used in the Ironlands, and names are often gender-neutral.

1	Solana	26	Nakata	51	Lestara	76	Kormak
2	Keelan	27	Kynan	52	Lago	77	Zura
3	Cadigan	28	Kiah	53	Elstan	78	Zanita
4	Sola	29	Jaggar	54	Saskia	79	Brynn
5	Kodroth	30	Beca	55	Kabeera	80	Tegan
6	Kione	31	Ikram	56	Caldas	81	Pendry
7	Katja	32	Melia	57	Nisus	82	Quinn
8	Tio	33	Sidan	58	Serene	83	Fanir
9	Artiga	34	Deshi	59	Chenda	84	Glain
10	Eos	35	Tessa	60	Themon	85	Emelyn
11	Bastien	36	Sibila	61	Erin	86	Kendi
12	Elli	37	Morien	62	Alban	87	Althus
13	Maura	38	Mona	63	Parcell	88	Leela
14	Haleema	39	Padma	64	Jelma	89	Ishana
15	Abella	40	Avella	65	Willa	90	Flint
16	Morter	41	Naila	66	Nadira	91	Delkash
17	Wulan	42	Lio	67	Gwen	92	Nia
18	Mai	43	Cera	68	Amara	93	Nan
19	Farina	44	Ithela	69	Masias	94	Keeara
20	Pearce	45	Zhan	70	Kanno	95	Katania
21	Wynne	46	Kaivan	71	Razeena	96	Morell
22	Haf	47	Valeri	72	Mira	97	Temir
23	Aeddon	48	Hirsham	73	Perella	98	Bas
24	Khinara	49	Pemba	74	Myrick	99	Sabine
25	Milla	50	Edda	75	Qamar	00	Tallus

NAME ORACLES

1	Segura	26	Tristan	51	Sarria	76	Lucia
2	Gethin	27	Siorra	52	Nakura	77	Maya
3	Bataar	28	Sayer	53	Akiya	78	Reema
4	Basira	29	Cortina	54	Talan	79	Yorath
5	Joa	30	Vesna	55	Mattick	80	Rhoddri
6	Glynn	31	Kataka	56	Okoth	81	Shekhar
7	Toran	32	Keyshia	57	Khulan	82	Servan
8	Arasen	33	Mila	58	Verena	83	Reese
9	Kuron	34	Lili	59	Beltran	84	Kenrick
10	Griff	35	Vigo	60	Del	85	Indirra
11	Owena	36	Sadia	61	Ranna	86	Giliana
12	Adda	37	Malik	62	Alina	87	Jebran
13	Euros	38	Dag	63	Muna	88	Kotama
14	Kova	39	Kuno	64	Mura	89	Fara
15	Kara	40	Reva	65	Torrens	90	Katrin
16	Morgan	41	Kai	66	Yuda	91	Namba
17	Nanda	42	Kalina	67	Nazmi	92	Lona
18	Tamara	43	Jihan	68	Ghalen	93	Taylah
19	Asha	44	Hennion	69	Sarda	94	Kato
20	Delos	45	Abram	70	Shona	95	Esra
21	Torgan	46	Aida	71	Kalidas	96	Eleri
22	Makari	47	Myrtle	72	Wena	97	Irsia
23	Selva	48	Nekun	73	Sendra	98	Kayu
24	Kimura	49	Menna	74	Kori	99	Bevan
25	Rhian	50	Tahir	75	Setara	00	Chandra

NAME ORACLES

ELF NAMES

Use this oracle to generate a name for an elf character.

1-2	Arsula	35-36	Ukames	69-70	Anatu
3-4	Naidita	37-38	Ahmeshki	71-72	Aralu
5-6	Belesunna	39-40	Ilsit	73-74	Arakhi
7-8	Vidarna	41-42	Mayatanay	75-76	Ibrahem
9-10	Ninsunu	43-44	Etana	77-78	Sinosu
11-12	Balathu	45-46	Gamanna	79-80	Jemshida
13-14	Dorosi	47-48	Nessana	81-82	Visapni
15-16	Gezera	49-50	Uralar	83-84	Hullata
17-18	Zursan	51-52	Tishetu	85-86	Sidura
19-20	Seleeku	53-54	Leucia	87-88	Kerihu
21-22	Utamara	55-56	Sutahe	89-90	Ereshki
23-24	Nebakay	57-58	Dotani	91-92	Cybela
25-26	Dismashk	59-60	Uktannu	93-94	Anunna
27-28	Mitunu	61-62	Retenay	95-96	Otani
29-30	Atani	63-64	Kendalanu	97-98	Ditani
31-32	Kinzura	65-66	Tahuta	99-00	Faraza
33-34	Sumula	67-68	Mattissa		



NAME ORACLES

OTHER NAMES

Use this oracle to generate names for other firstborn characters.

	Giants	Varou	Trolls
1-4	Chony	Vata	Rattle
5-8	Banda	Zora	Scratch
9-12	Jochu	Jasna	Wallow
13-16	Kira	Charna	Groak
17-20	Khatir	Tana	Gimble
21-24	Chaidu	Soveen	Scar
25-28	Atan	Radka	Cratch
29-32	Buandu	Zlata	Creech
33-36	Javyn	Leesla	Shush
37-40	Khashin	Byna	Glush
41-44	Bayara	Meeka	Slar
45-48	Temura	Iskra	Gnash
49-52	Kidha	Jarek	Stoad
53-56	Kathos	Darva	Grig
57-60	Tanua	Neda	Bleat
61-64	Bashtu	Keha	Chortle
65-68	Jaran	Zhivka	Cluck
69-72	Othos	Kvata	Slith
73-76	Khutan	Staysa	Mongo
77-80	Otaan	Evka	Creak
81-84	Martu	Vuksha	Burbble
85-88	Baku	Muko	Vrusk
89-92	Tuban	Dreko	Snuffle
93-96	Qudan	Aleko	Leech
97-00	Denua	Vojan	Herk

TURNING POINT ORACLES

COMBAT ACTION

Use this oracle to help inspire an action for an NPC in combat. When you're not sure what your foe does next, particularly when they have initiative, roll on this table and interpret the result as appropriate to the situation.

1-3	Compel a surrender.	34-39	Take a decisive action.
4-6	Coordinate with allies.	40-45	Reinforce defenses.
7-9	Gather reinforcements.	46-52	Ready an action.
10-13	Seize something or someone.	53-60	Use the terrain to gain advantage.
14-17	Provoke a reckless response.	61-68	Leverage the advantage of a weapon or ability.
18-21	Intimidate or frighten.	69-78	Create an opportunity.
22-25	Reveal a surprising truth.	79-89	Attack with precision.
26-29	Shift focus to someone or something else.	90-99	Attack with power.
30-33	Destroy something, or render it useless.	00	Take a completely unexpected action.

MYSTIC BACKLASH

Those who deal in magic may find themselves at the mercy of chaos. This oracle can supplement, or replace, the *Pay the Price* table when resolving the outcome of a failed ritual or other negative interaction with mystical forces. Use this oracle in dramatic moments, or to introduce an unexpected outcome triggered by a match.

1-4	Your ritual has the opposite affect.	53-56	You suffer the loss of a sense for several hours.
5-8	You are sapped of strength.	57-60	You lose your connection to magic for a day or so, and cannot perform rituals.
9-12	Your friend, ally, or companion is adversely affected.	61-64	Your ritual affects the target in an unexpected and problematic way.
13-16	You destroy an important object.	65-68	Your ritual reveals a surprising and troubling truth.
17-20	You inadvertently summon a horror.	69-72	You are tempted by dark powers.
21-24	You collapse, and drift into a troubled sleep.	73-76	You see a troubling vision of your future.
25-28	You undergo a physical torment which leaves its mark upon you.	77-80	You can't perform this ritual again until you acquire an important component.
29-32	You hear ghostly voices whispering of dark portents.	81-84	You develop a strange fear or compulsion.
33-36	You are lost in shadow, and find yourself in another place without memory of how you got there.	85-88	Your ritual causes creatures to exhibit strange or aggressive behavior.
37-40	You alert someone or something to your presence.	89-92	You are tormented by an apparition from your past.
41-44	You are not yourself, and act against a friend, ally, or companion.	93-96	You are wracked with sudden sickness.
45-48	You affect or damage your surroundings, causing a disturbance or potential harm.	97-00	Roll twice more on this table. Both results occur. If they are the same result, make it worse.
49-52	You waste resources.		

TURNING POINT ORACLES

MAJOR PLOT TWIST

Use this oracle to introduce a narrative surprise or revelation. Most of these results have a negative implication, and can be used to resolve a match at a crucial moment in your story. In particular, this is an effective tool to leverage when you make a move with matched 10's on the challenge dice.

1-5	It was all a diversion.	56-60	You are too late.
6-10	A dark secret is revealed.	61-65	The true enemy is revealed.
11-15	A trap is sprung.	66-70	The enemy gains new allies.
16-20	An assumption is revealed to be false.	71-75	A new danger appears.
21-25	A secret alliance is revealed.	76-80	Someone or something goes missing.
26-30	Your actions benefit an enemy.	81-85	The truth of a relationship is revealed.
31-35	Someone returns unexpectedly.	86-90	Two seemingly unrelated situations are shown to be connected.
36-40	A more dangerous foe is revealed.	91-95	Unexpected powers or abilities are revealed.
41-45	You and an enemy share a common goal.	96-00	Roll twice more on this table. Both results occur. If they are the same result, make it more dramatic.
46-50	A true identity is revealed.		
51-55	You are betrayed by someone who was trusted.		

CHALLENGE RANK

Use this oracle when you want to randomly determine the challenge rank of a quest, journey, or foe.

		Quest	Journey	Foes
1-20	Troublesome	A challenging quest with a small number of obstacles	Traveling a moderate distance within a single region	Common enemies
21-55	Dangerous	An involved quest with several tough obstacles	Traveling a long distance within a single region, or across rough terrain	Capable fighters and deadly creatures
56-80	Formidable	A complex quest with many intimidating obstacles	Traveling from one region to another, or across especially challenging terrain	Exceptional fighters and mighty creatures
81-93	Extreme	An overwhelming quest of staggering proportions	Traveling through multiple regions	Foes of overwhelming skill or power
94-00	Epic	A life-defining quest of unknowable scope	Traveling from one end of the Ironlands to another, or to a separate land	Legendary foes of mythic power