

THE WATCH

A Military Drama Tabletop Game

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BEFORE THE SHADOW

...your people were semi-nomadic, living in clans with an ever-shifting network of alliances and enmities. Although one people, the clans were diverse in tradition, outlook, and custom. Those along the old border were traders, prosperous and widely traveled. Those living in the central plains were gatherers and trappers. And those living furthest from the outside world were mountain herders, solitary and secretive.

AND THEN THE SHADOW CAME.

Four months ago, it attacked without warning, overwhelming the border clans with superior numbers and the unnatural strength of the Shadow-held. Accustomed to dealing with raiders, the border clans initially attempted to fight back, but the men of the clans were too susceptible to the call of the Shadow; during those early desperate battles, most men turned against the clans, swelling the ranks of the Shadow's army. Weakened, wounded, and heart sore, the survivors fled to take refuge with neighbouring clans and to raise the alarm.

The chaos that resulted almost shattered the clans. News of the Shadow created new feuds and fanned the flame of old hatreds. But ultimately, as the Shadow's army pushed further and further into clan lands, clan divisions were set aside in the name of survival. It was clear that if the clans were to remain free of the Shadow's taint, they would have to stand together.

SO IT WAS THAT THE CLANS WERE DISSOLVED.

The people fell back, establishing a new border and a combined army known simply as the Watch, which is based out of the newly fortified encampments along the border. Not wanting a repeat of past tragedies, the Watch does not allow men to join its ranks, and keeps those men who remain untouched by the Shadow off the front lines and out of the Shadow's direct reach.

You are a soldier of the Watch, tasked with defending the new border and reclaiming the land taken by the Shadow. You have lost so much in a short time—clan, custom, land, and loved ones—that it sometimes leaves you breathless. You stand together with your comrades-in-arms in defence of the people, but though the clans were dissolved the old fault lines are always there, just below the surface. The Shadow seeps into those fault lines, hoping to shatter the strength of the people once more.

ACTIVE MOVES

BLOW OFF STEAM

When you find a way to **Blow Off Steam**, roll with **Luck**. On a hit, you find some measure of peace; lower your **Weary** by 1. On a 10+, choose 2. On a 7-9, choose 1:

- ▶ You bond with someone and gain **Camaraderie** with them
- ▶ You make a discovery or realize something that's eluded you
- ▶ You find moment of true peace; lower your **Weary** by 1 more
- ▶ You gain a sense of purpose; take +1 forward

LET THE SHADOW IN

When you **Let The Shadow In** to gain hidden knowledge or insights, roll with the number of **Jaded Moves** you've earned. On a hit, the MC will tell you something new about the current situation through dark visions and portents. On a 10+, the details are clear and distinct. On a 7-9, they're strange and alarming; mark **Jaded** or **Weary**.

LOOK BEYOND

When you **Look Beyond** the surface to discover the truth—either of the situation at hand or of someone's words—roll with **Cunning**. On hit, choose 1:

- ▶ Ask the MC or another player a question about someone in the scene; they must answer honestly
- ▶ Ask the MC a question about your situation; she must answer honestly

On a 10+, you may ask a follow-up question. When you act on the answers, take +1 forward to your roll.

OPEN UP TO SOMEONE

When you **Open Up To Someone**, roll with **Valour**. On a hit, your words and actions touch their heart. On a 10+, choose 2. On a 7-9, choose 1. If they responded to your vulnerability with compassion or respect, they can choose 1 for themselves as well.

- ▶ Gain **Camaraderie** with them
- ▶ They must promise you something
- ▶ You lower your **Weary** by 1
- ▶ Ask them "what is your character thinking right now?"
- ▶ You take +1 forward

PROVOKE SOMEONE

When you **Provoke Someone** to act, roll with **Luck**.

- ▶ For **NPCs**: On a 10+, they give you the reaction you were hoping for. On a 7-9, they act, but the MC decides how.
- ▶ For **PCs**: On a 10+, they mark **Experience** if they give you the reaction you want, otherwise they mark **Weary** if they don't. On a 7-9, they mark **Experience** if they give you the reaction you want.

REACTIVE MOVES

NEED A HAND

When you **Need a Hand** with a roll you've just made, ask someone you have **Camaraderie** with to lend you aid or cut you some slack. If they agree, you spend **Camaraderie** you have with them to increase your roll by +1 for each **Camaraderie** spent. The MC may ask them how they plan to help; that's on them.

PREVENT BLOODSHED

When you put yourself in harm's way to **Prevent Bloodshed**, roll with **Training**. On a hit, you disarm the situation but at a cost to yourself. On a 10+, choose 1. On a 7-9, choose 2:

- ▶ You are the only one to bleed; suffer harm
- ▶ You insult or offend someone
- ▶ You're seen as taking sides or playing favourites
- ▶ The instigator escapes any consequences or responsibility

RELY ON YOUR TRAINING

When you **Rely On Your Training** to overcome an obstacle, seize an opportunity, or create an opening, roll with **Training**. On a hit, you do it. On a 7-9, the MC will tell you what it's going to cost you or how it's imperfect or compromised.

HARM MOVES

LICK YOUR WOUNDS

When you have the time and necessary supplies to **Lick Your Wounds**, roll with **Luck**. On a hit, you remove one level of harm. On a 7-9, you also mark **Jaded** or **Weary**, your choice. On a miss, you still heal the level of harm, but there are complications or something else goes wrong, MC's choice.

SUFFER GREAT HARM

When you **Suffer Great Harm** either by taking a hit that should kill you or by reaching **Critical harm**, roll the dice. On a hit, suffer harm as the MC feels is appropriate. On a 7-9, choose 1:

- ▶ Strike out an advance from your character sheet (if already taken, lose its benefit)
- ▶ Lower one of your **Stats** by 1 permanently
- ▶ The injury leaves you maimed

On a miss, choose all three of the above or have your character go out in a blaze of glory, your call.

MISSION MOVES

WATCH THEIR BACKS

When you **Watch Their Backs** on a mission, roll with Training. On a hit, hold 1. On a 7-9, you also mark Weary. Spend your hold to increase a comrade's mission roll by 1; if you don't spend this hold during the mission, you may take +1 forward instead. On a miss, choose 1 more Complication.

NAVIGATE AND STRATEGIZE

When you **Navigate** a route or **Strategize** during a mission, roll with Cunning. On a hit, you're not significantly delayed or you execute your stratagem correctly. On a 7-9, choose 1 Complication. On a miss, you still get there or your plan is executed but not without cost: choose 1 Complication and you all mark Weary.

RECON AND LOOKOUT

When you **Recon** or keep **Lookout** on a mission, roll with Luck. On a hit, your scouting doesn't attract unwanted attention and provides valuable intel. On a 7-9, choose 1 Complication or you mark Weary. On a miss, something goes wrong: choose 1 Complication and the MC will choose a second one.

TAKE POINT

When you **Take Point** on a mission, roll with Valour. On a hit, your group achieves your primary objective, if only barely. On a 10+, choose 1 Complication. On a 7-9, choose 1 Complication *and* you mark Weary or an additional point of Jaded. On a miss, you still complete your mission but with significant costs and setbacks: choose 1 more Complication, you all mark Weary, and the MC will choose 1 more Complication.

COMPLICATIONS

After all the moves have been made, anyone instructed to **Choose a Complication** picks from below:

- ▶ _____ *didn't make it back alive (NPCs only, unless choosing this for yourself)*
- ▶ _____ *and I were both Hurt during the mission (each of you mark 1 harm)*
- ▶ _____ *got separated from us and is now lost*
- ▶ _____ *was captured by the enemy*
- ▶ _____ *was wounded during the fighting (mark 2 harm)*
- ▶ *Something followed us home*
- ▶ *We lost a pivotal asset or territory (We all mark an additional Jaded)*
- ▶ *We screwed up big time (We all mark Weary)*
- ▶ *I panicked at a crucial moment and everyone saw it (I mark Weary twice)*
- ▶ *This mission was particularly hard on me (I mark Weary and Jaded)*
- ▶ *The Shadow took hold of me for a time (I mark Jaded and the MC will say what I did)*
- ▶ *I betrayed or abandoned someone to accomplish a goal (I mark Jaded and everyone else marks Weary)*
- ▶ *I suffered a deeply personal loss (I must **Surrender to Weariness** after the mission)*

HARDSHIP MOVES

RESIST THE SHADOW

When you give The Shadow an opening into your heart by engaging in toxic behaviour, roll with Valour to Resist the Shadow's Influence. On a 10+, you resist its influence and clearly know what it wanted from you. On a 7-9, you do or say something you regret; mark Jaded, Weary, or Harm from the struggle. On a miss, the Shadow takes hold of you for a short time.

SURRENDER TO WEARINESS

When you **Surrender to Weariness**—by marking four Weary or when a move tells you to—erase all your Weary and roll with the number erased. On a hit, you do something to emotionally distance yourself from those you hold most dear. On a 10+, erase all your Camaraderie for the two people with whom you have the highest Camaraderie. On a 7-9, erase all your Camaraderie for the one person with whom you have the highest Camaraderie. On a miss, you're able to keep it together. This time.

DELIVER A EULOGY

When you **Deliver a Eulogy** for those you've lost, roll with Training. On a hit, you honour their memory and word spreads; the MC will ask you how. You and anyone present convert what Camaraderie you had with those lost into Experience or Jaded. On a 10+, everyone lowers their Weary by 1. On a 7-9, only you do. On a miss, the MC will say what happens.

SESSION MOVES

START OF SESSION

At the start of the session, or during a lull in play, the MC (or the highest ranked character past Sergeant) will choose a new mission for the group. Whoever is in charge of the mission will tell everyone involved to mark Jaded, and assigns one person to each the three primary mission roles: '**Navigate and Strategize**', '**Recon and Lookout**', and '**Take Point**'. Anyone left over will **Watch Their Backs**. (All of the PCs *must* be assigned a mission role.) If the person in charge doesn't have Camaraderie with each PC involved, they must choose 1 Complication.

If the group wants to achieve any secondary objectives while on this mission, the group chooses an additional Complication for each objective selected.

If things were left in the air at the end of last session, you may decide to hold off on the mission until later in the session.

Once the mission is complete, you will choose another character and describe a meaningful moment you two shared during the mission. Their player will highlight an **Active Move** for you, the MC will highlight another. Whenever you roll a highlighted move, you mark Experience.

END OF SESSION

At the End of Session, choose one or two people, if there were any, who earned your trust, respect, or love and tell them to take a point of Camaraderie with your character; you can choose PCs and NPCs. The MC will decide if anyone earned Camaraderie with her NPCs and give it out accordingly.

Names

Trull, Otac, Locha, Mehic, Radec, Dralla, Erdo, Prithe, Troshic, Athoc, Lyshe, Proeshe, Rezi, Rethé, Leyma

Gender, Presentation, and Demeanour

- ▶ Fluid, Non-binary, Cis Woman, Trans Woman, Genderqueer
- ▶ Strong Face, Weathered Face, Pinched Face, Scarred Face
- ▶ Common Clothing, Well-Worn Clothing, Patched Clothing, Dull Clothing
- ▶ Arrogant, Quiet, Gentle, Lively

Gear

- ▶ A symbol of your clan (detail it)
- ▶ Spear, Sword, Bow, Shield, and Armour. What makes your gear unique? Choose 2:
 - ▶ Your spear's head was forged by a legendary smith
 - ▶ Your bow was made with wood from the Blessed Grove
 - ▶ Your shield is blazoned with your clan's crest
 - ▶ Your armour is finely crafted mail

Rank

Choose your rank from Recruit, Initiate, Warden or Corporal (one of you, but only one, must be the Corporal):

- | | |
|-----------------------------------|---|
| <input type="checkbox"/> Recruit | <input type="checkbox"/> Sergeant |
| <input type="checkbox"/> Initiate | <input type="checkbox"/> Lt. Commander |
| <input type="checkbox"/> Warden | <input type="checkbox"/> Commander |
| <input type="checkbox"/> Corporal | <input type="checkbox"/> Watch Captain |
| | <input type="checkbox"/> Field Marshall |

The Ties That Bind

Fill in the following with any of the other PCs in play. Each time you enter someone's name, gain a point of **Camaraderie** with them:

- ▶ _____ and I are from the same clan.
- ▶ I've defended _____ from insult.
- ▶ _____ did me a big favour recently.
- ▶ I've been impressed with _____'s abilities.
- ▶ I've opened up to _____ about my clan's traditions.



BEAR

GET BEHIND ME! AND WATCH
OUR FLANKS, DAMMIT,
THEY COULD BE TRYING TO
SURROUND US!

Notes

Other Moves & Notes

Name:

Clan:

Thason (Herders/Equestrians), Morsh (Trades People), Sharn (Hunter/Gatherers), Charsha (Miners), Toltho (Crafts Folk/Farmers), Royshan (Warriors), Dothas (Mystics), Richti (Nomads), Thedon (Builders/Masons), Molthas (Mountain Folk)

Starting Stats

Add 1 to one of these: Cunning 0, Luck -1, Training 1, Valour 1

CUNNING	LUCK	TRAINING	VALOUR
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

Standard Advances

- Get +1 to Cunning
- Get +1 to Luck
- Get +1 to Training
- Get +1 to Training
- Get +1 to Valour
- Get a new move
- Get a new move
- Get a move from another playbook
- Get a move from another playbook
- Gain a promotion and +1 to a stat
- Gain a promotion and +1 to a stat
- Gain a promotion and +1 to a stat
- Erase a Jaded Move to take again later
- Retire your character from play
- Switch to a new playbook

Weary	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Jaded	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Experience	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Your Principles

- ▶ Make the other characters look awesome and share screen time with them
- ▶ Keep an eye out for each other's emotional safety and be kind to one another

Your Agenda

- ▶ Be overprotective and bold

Harm Levels

Hurting	<input type="checkbox"/>
Wounded	<input type="checkbox"/>
Critical	<input type="checkbox"/>

Camaraderie

Maximum 3 per person. If you get a 4th, mark xp instead.

Bear Moves: Choose 2

- Contained Wrath:** When you **Surrender to Weariness**, do not add your Weary to the roll. When you **Blow Off Steam** by physically exerting yourself, roll with Training instead of Luck.
- Tough Ol' Bear:** When you **Suffer Great Harm** or **Lick Your Wounds**, you may roll with Training instead.
- Sensible Leadership:** When you give someone a direct order and they follow it, they mark Experience. When someone gives you good advice and you take it, you mark Experience.
- Mama Bear:** When someone important to you feels threatened or is in danger, roll with Valour. On a hit, you show up right there and then with or without explanation. On a 10+, you take +1 ongoing for the scene. On a miss, the MC will tell you when you show up, and you're not going to like it.
- Cooler Heads Prevail:** When you advise caution to someone you fear is about to act foolishly, roll with Training. On a hit, they choose 1. On a 10+, take +1 forward with them.
 - ▶ They listen to you and stand down
 - ▶ They attack you
 - ▶ They ignore you and take -2 forward (or get themselves hurt if an NPC)
 On a miss, they do as they will. Lose 1 Camaraderie with them, and mark Jaded.

The Bear's Jaded Moves

(you don't start with these, you earn them through the Jaded track)

- Elite Veteran:** When you **Rely On Your Training**, mark Jaded to treat your roll as a 10+, even after rolling.
- Intimidating:** Mark Jaded to force an NPC to do what you want through use of threats and bullying.
- Painful Truths:** Mark Jaded to chew someone out publicly and clear their Weary track.
- Discerning Eye:** Mark Jaded to ask someone if their character is lying to you; they must answer you honestly and directly.
- The Tipping Point:** The weight of this war has finally caught up with you, your character leaves play. Choose one: your character deserts the Watch, transfers in search of more danger, falls to the Shadow, or finds peace at the end of a spear.

Names

Measho, Dobuc, Piene, Rirte, Presti, Maetu, Troefi, Traega, Povi, Leile, Pyldu, Lemni, Treela, Tovy, Ralda

Gender, Presentation, and Demeanour

- ▶ Non-binary, Genderqueer, Cis Woman, Fluid, Trans Woman
- ▶ Scarred Face, Young Face, Tough Face, Caring Face
- ▶ Distinctive Clothing, Uniform Clothing, Perfect Clothing, Loud Clothing
- ▶ Cheerful, Aggressive, Vain, Intense

Gear

- ▶ A symbol of your clan (detail it)
- ▶ Spear, Sword, Bow, Shield, and Armour. What makes your gear unique? Choose 2:
 - Your sword is one of a matched pair; who if not you carries its twin?
 - Your spear is short and razor sharp, designed for close-quarters
 - Your bow is made of unbreakable wood
 - Your shield buckles into place, allowing you to wield two weapons
 - Your armour is glorious and bulky

Rank

Choose your rank from Recruit, Initiate, Warden or Corporal (one of you, but only one, must be the Corporal):

- | | |
|-----------------------------------|---|
| <input type="checkbox"/> Recruit | <input type="checkbox"/> Sergeant |
| <input type="checkbox"/> Initiate | <input type="checkbox"/> Lt. Commander |
| <input type="checkbox"/> Warden | <input type="checkbox"/> Commander |
| <input type="checkbox"/> Corporal | <input type="checkbox"/> Watch Captain |
| | <input type="checkbox"/> Field Marshall |

The Ties That Bind

Fill in the following with any of the other PCs in play. Each time you enter someone's name, gain a point of **Camaraderie** with them:

- ▶ _____ has saved my life more than once.
- ▶ I've seen _____ at their worst and kept it to myself.
- ▶ _____'s clan and my own were once the same clan but split generations ago.
- ▶ I see a rival in _____; I must keep my skills sharp to compete.
- ▶ _____ is destined for greatness, as long as they follow my lead.



EAGLE

TO ARMS, MY FRIENDS! TODAY
MAY BE OUR LAST, BUT WE
WILL GIVE OURSELVES AN END
TO BE REMEMBERED BY!

Notes

Other Moves & Notes

Name:

Clan:

Thason (Herders/Equestrians), Morsh (Trades People), Sharn (Hunter/Gatherers), Charsha (Miners), Toltho (Crafts Folk/Farmers), Royshan (Warriors), Dothas (Mystics), Richti (Nomads), Thedon (Builders/Masons), Molthas (Mountain Folk)

Starting Stats

Add 1 to one of these: Cunning 0, Luck -1, Training 0, Valour 2

CUNNING	LUCK	TRAINING	VALOUR

Standard Advances

- Get +1 to Cunning
- Get +1 to Luck
- Get +1 to Training
- Get +1 to Training
- Get +1 to Valour
- Get a new move
- Get a new move
- Get a move from another playbook
- Get a move from another playbook
- Gain a promotion and +1 to a stat
- Gain a promotion and +1 to a stat
- Gain a promotion and +1 to a stat
- Erase a Jaded Move to take again later
- Retire your character from play
- Switch to a new playbook

Weary

Jaded

Experience

Your Principles

- ▶ Make the other characters look awesome and share screen time with them
- ▶ Keep an eye out for each other's emotional safety and be kind to one another

Your Agenda

- ▶ Be dramatic and glorious

Harm Levels

Hurting

Wounded

Critical

Camaraderie

Maximum 3 per person. If you get a 4th, mark xp instead.

Eagle Moves: Choose 2

- One on One:** When you Blow Off Steam by facing off against someone in front of an audience, add these options to the list.
 - ▶ You embarrass them; lower your Weary by an additional 1
 - ▶ You let them win; remove a point of Jaded
- Rebel Rebel:** When you Provoke Someone by challenging a person's actions or words, roll with Valour instead of Luck.
- Battlecry:** When you are assigned to Take Point on a mission, everyone else gains +1 to their mission rolls.
- Your Own Woman:** During the Start of Session, you choose the two moves you will be highlighting. At the End of Session, you also choose someone you think benefited from your skills and gain Camaraderie with them.
- Build Up To It:** When you brag about your accomplishments or skill just before Opening Up to Someone, treat a miss as a 7-9 and a 7-9 as a 10+.

Eagle Jaded Moves

(you don't start with these, you earn them through the Jaded track)

- Wrapped Around My Finger:** Mark Jaded to Provoke a Reaction from someone as if you rolled a 10+. You can choose to do so after rolling.
- To Die For:** Mark Jaded to have someone in the scene suffer harm in your place. If it's another PC, they mark Experience.
- Exemplar:** Mark Jaded when another PC is making a roll using Valour to add your own Valour score in addition.
- Meant To Do That:** When you miss a roll, you can mark Jaded to treat the next roll you make in the scene as a 10+.
- The Tipping Point:** The weight of this war has finally caught up with you; your character leaves play. Choose one: your character deserts the Watch, transfers in search of more danger, falls to the Shadow, or finds peace at the end of a spear.

Names

Doena, Treni, Maeno, Raish, Rende, Teka, Rilo, Lyda, Dorte, Reatha, Tobac, Rysac, Raynti

Gender, Presentation, and Demeanour

- ▶ Genderqueer, Non-binary, Cis Woman, Trans Woman, Fluid
- ▶ Strained Face, Lined Face, Arresting Face, Unsettling Face
- ▶ Natural Clothing, Strange Clothing, Ragged Clothing, Flowing Clothing
- ▶ Distracted, Smug, Mysterious, Ominous

Gear

- ▶ A symbol of your clan (detail it)
- ▶ A token, mark, or scar that shows the price you paid to speak with the spirits (detail it)
- ▶ Spear, Sword, Bow, Shield, and Armour. What makes your gear unique? Choose 2:
 - Your sword hums when in the presence of the Shadow
 - Your spear is adorned with many trinkets and oddments
 - Your bow is famous for slaying the Three Kings
 - Your shield is covered in spikes
 - Your armour is enamelled with sigils and runes

Rank

Choose your rank from Recruit, Initiate, Warden or Corporal (one of you, but only one, must be the Corporal):

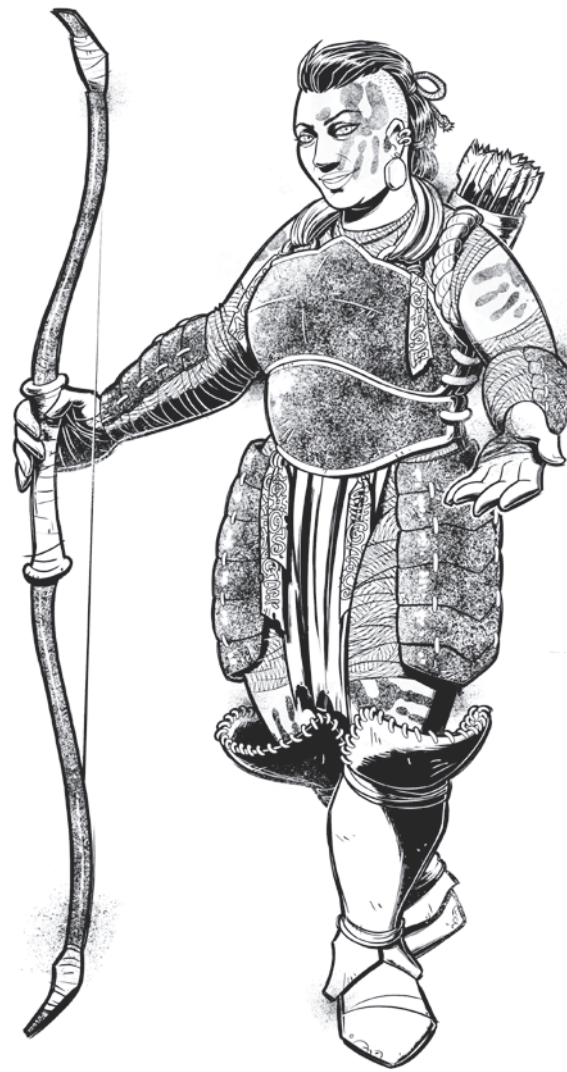
- | | |
|-----------------------------------|---|
| <input type="checkbox"/> Recruit | <input type="checkbox"/> Sergeant |
| <input type="checkbox"/> Initiate | <input type="checkbox"/> Lt. Commander |
| <input type="checkbox"/> Warden | <input type="checkbox"/> Commander |
| <input type="checkbox"/> Corporal | <input type="checkbox"/> Watch Captain |
| | <input type="checkbox"/> Field Marshall |

The Ties That Bind

Fill in the following with any of the other PCs. Each time you enter someone's name, gain a point of **Camaraderie** with them:

- ▶ I have communed with _____'s long dead ancestors.
- ▶ _____ seems frightened of me, and with good cause.
- ▶ I nearly died and _____ sat by my side until I recovered.
- ▶ _____'s clan and mine have never seen eye-to-eye.
- ▶ I've shared my bed with _____ in the past.

Notes



FOX

THE VEIL THAT SEPARATES US FROM THE DEAD IS THINNER THAN YOU KNOW. TAKE MY HAND; I WILL SHOW YOU.

Other Moves & Notes

Name:

Clan:

Thason (Herders/Equestrians), Morsh (Trades People), Sharn (Hunter/Gatherers), Charsha (Miners), Toltho (Crafts Folk/Farmers), Royshan (Warriors), Dothas (Mystics), Richti (Nomads), Thedon (Builders/Masons), Molthas (Mountain Folk)

Starting Stats

Add 1 to one of these: Cunning 0, Luck 2, Training -1, Valour 0

CUNNING	LUCK	TRAINING	VALOUR
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

Standard Advances

- Get +1 to Cunning
- Get +1 to Cunning
- Get +1 to Luck
- Get +1 to Training
- Get +1 to Valour
- Get a new move
- Get a new move
- Get a move from another playbook
- Get a move from another playbook
- Gain a promotion and +1 to a stat
- Gain a promotion and +1 to a stat
- Gain a promotion and +1 to a stat
- Erase a Jaded Move to take again later
- Retire your character from play
- Switch to a new playbook

Weary
 Jaded
 Experience

Your Principles

- ▶ Make the other characters look awesome and share screen time with them
- ▶ Keep an eye out for each other's emotional safety and be kind to one another

Your Agenda

- ▶ Be enigmatic and mystical

Harm Levels

Hurting
 Wounded
 Critical

Camaraderie

Maximum 3 per person. If you get a 4th, mark xp instead.

Fox Moves: Choose 2

- Spirit Walk:** When you have time, safety, and the chance to retreat into nature, you may slip free of this world to walk with the spirits. Choose 2:
 - ▶ You temporarily sever the Shadow's control over a person or place
 - ▶ You reappear in a different place than where you started
 - ▶ You can take a few willing souls with you
 - ▶ You can ask the spirits a question, and they will answer it honestly
 - ▶ You leave something behind for safekeeping

You can choose additional options by marking Weary, Jaded, or Harm, 1 per option. If you do, when you return from the spirit world it will be obvious to everyone who sees you.

- Eyes in the Sky:** You may mark an animal's forehead (with dirt, mud, or blood) to see through their eyes no matter the distance between you. When you **Look Beyond** this way, roll with Luck instead of Cunning, and treat a miss as a 7-9 instead.
- Read the Bones:** When you divine someone's fortune for them, roll with Luck. On a hit, the MC will tell you something that character should know that they don't already. On a 10+, if you're honest with them about your divination, take 1 Camaraderie with them; if you lie about it, take +1 forward against them. On a 7-9, the spirit's force your hand: you must speak truthfully. On a miss, you speak truthfully, but they don't believe you: lose 1 Camaraderie with that character or mark Jaded.
- Ward Against Evil:** When you use protective charms to **Watch Their Backs** on a mission, roll with Luck instead of Training.
- Spirit Bond:** When you teach someone about the spirits, you may **Open Up to Them** by rolling with Camaraderie with that person instead of Valour.

The Fox's Jaded Moves

(you don't start with these, you earn them through the Jaded track)

- Evil Eye:** When you have access to a piece of someone's personal belongings, mark Jaded to ask the MC their location, their mood, and their health; she will answer you honestly.
- Supernatural Alertness:** When you are caught off-guard, mark Jaded to act before anyone else does and take +1 ongoing for the scene.
- Protecting Spirits:** When you suffer harm, you may mark Jaded instead.
- Dark Mark:** Mark Jaded to place a hex on someone in your presence and choose 2. If you mark 2 Jaded, instead hex them from a distance or choose all 4:
 - ▶ It lasts for a long time
 - ▶ It's especially potent
 - ▶ It's apparent to all who look upon them
 - ▶ Only you know how to break the hex.
- The Tipping Point:** The weight of this war has finally caught up with you; your character leaves play. Choose one: your character deserts the Watch, transfers in search of more danger, falls to the Shadow, or finds peace at the end of a spear.

Names

Papho, Mossuc, Milla, Lautu, Ruumo, Tyla, Deshi, Dalu, Pilte, Loete, Daruc, Liasa, Pasac, Lanec, Ega, Pilta

Gender, Presentation, and Demeanour

- ▶ Genderqueer, Fluid, Trans Woman, Non-binary, Cis Woman
- ▶ Perfect Face, Gorgeous Face, Striking Face
- ▶ Colorful Clothing, Tailored Clothing, Elegant Clothing, Pristine Clothing
- ▶ Arrogant, Volatile, Charming, Jovial

Gear

- ▶ A symbol of your clan (detail it)
- ▶ Spear, Sword, Bow, Shield, and Armour. What makes your gear unique? Choose 2:
 - Your sword is a piece of art, magnificent and beautiful
 - Your spear is of unique make and famed among your clan
 - Your bow was blessed by the Four
 - Your shield is thick and crafted of wood and iron
 - Your armour is gleaming and gorgeous

Rank

Choose your rank from Recruit, Initiate, Warden or Corporal (one of you, but only one, must be the Corporal):

- | | |
|-----------------------------------|---|
| <input type="checkbox"/> Recruit | <input type="checkbox"/> Sergeant |
| <input type="checkbox"/> Initiate | <input type="checkbox"/> Lt. Commander |
| <input type="checkbox"/> Warden | <input type="checkbox"/> Commander |
| <input type="checkbox"/> Corporal | <input type="checkbox"/> Watch Captain |
| | <input type="checkbox"/> Field Marshall |

The Ties That Bind

Fill in the following with any of the other PCs. Each time you enter someone's name, gain a point of **Camaraderie** with them:

- ▶ My clan and _____'s clan were sworn enemies.
- ▶ _____ and I are related by marriage.
- ▶ My clan and _____'s clan have fought side-by-side against the Shadow.
- ▶ I know that _____ will fall to the Shadow; it is only a matter of time.
- ▶ _____ once saved my life, a debt that I am eager to repay.

Notes



LIONESS

LET ME HANDLE THIS.
I HAVE A WAY WITH PEOPLE.

Other Moves & Notes

Name:

Clan:

Thason (Herders/Equestrians), Morsh (Trades People), Sharn (Hunter/Gatherers), Charsha (Miners), Toltho (Crafts Folk/Farmers), Royshan (Warriors), Dothas (Mystics), Richti (Nomads), Thedon (Builders/Masons), Molthas (Mountain Folk)

Starting Stats

Add 1 to one of these: Cunning 0, Luck 1, Training -1, Valour 1

CUNNING	LUCK	TRAINING	VALOUR
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

Standard Advances

- Get +1 to Cunning
- Get +1 to Luck
- Get +1 to Training
- Get +1 to Training
- Get +1 to Valour
- Get a new move
- Get a new move
- Get a move from another playbook
- Get a move from another playbook
- Gain a promotion and +1 to a stat
- Gain a promotion and +1 to a stat
- Gain a promotion and +1 to a stat
- Erase a Jaded Move to take again later
- Retire your character from play
- Switch to a new playbook

Weary
 Jaded
 Experience

Your Principles

- ▶ Make the other characters look awesome and share screen time with them
- ▶ Keep an eye out for each other's emotional safety and be kind to one another

Your Agenda

- ▶ Be charming and daring

Harm Levels

Hurting
 Wounded
 Critical

Camaraderie

Maximum 3 per person. If you get a 4th, mark xp instead.

Lioness Moves: Choose 2

- Animal Magnetism:** When you pour on the charm and **Provoke Someone**, treat a miss as a 7-9. When doing so with a PC and they give you the reaction you want, they choose 2 instead: gain Camaraderie with you, mark Experience, and remove a point of Weary.
- Show Off:** When you **Blow Off Steam** by trying to impress or entertain others, choose an extra option, even on a miss.
- On The Prowl:** When you have a moment of physical intimacy with someone new, gain Camaraderie with them and you both mark Experience.
- Passionate Orator:** When you speak boldly before a crowd of people, roll with Luck. On a hit, they listen to you without interrupting and consider your words carefully. On a 10+, you convince them to believe a truth you put forward. On a miss, the crowd turns ugly before you can finish.
- Inspirational:** When you **Need a Hand** from someone and they agree to lend it, they mark Experience.
- Charmed:** Once per session you may ignore marking harm or take a 10+ when you Suffer **Great Harm**.

The Lioness' Jaded Moves

(you don't start with these, you earn them through the Jaded track)

- Those Eyes:** When you're alone with someone, mark Jaded to **Look Beyond** with them as if you rolled a 10+.
- Keep Your Friends Close:** Mark Jaded to keep a Camaraderie you just spent.
- Style Is Everything:** When you **Need a Hand** and get it, mark Jaded to add +2 to your roll for each Camaraderie spent instead of 1, but only if you describe yourself or them looking amazing or epic while doing it.
- Lucky Charm:** Once per mission, mark Jaded to ignore 1 Complication that arises.
- The Tipping Point:** The weight of this war has finally caught up with you; your character leaves play. Choose one: your character deserts the Watch, transfers in search of more danger, falls to the Shadow, or finds peace at the end of a spear.

Names

Lovac, Loeri, Taima, Reme, Lassec, Yeli, Russic, Milluc, Auky, Lephoc, Lati, Launo, Teaso, Raylic, Lovo

Gender, Presentation, and Demeanour

- ▶ Trans Woman, Genderqueer, Fluid, Cis Woman, Non-binary
- ▶ Pinched Face, Serene Face, Stern Face, Sly Face
- ▶ Dark Clothing, Foreign Clothing, Striking Clothing, Embroidered Clothing
- ▶ Quiet, Charming, Arrogant, Feisty

Gear

- ▶ A symbol of your clan (detail it)
- ▶ Spear, Sword, Bow, Shield, and Armour. What makes your gear unique? Choose 2:
 - Your sword is foreign and strange in these lands
 - Your spear was a gift from your clan and is marked in some way
 - Your bow was created by a friend that you lost before the war
 - Your shield is simple and reliable; circular, wooden, and scored
 - Your armour is light and lets you move about quietly

Rank

Choose your rank from Recruit, Initiate, Warden or Corporal (one of you, but only one, must be the Corporal):

- | | |
|-----------------------------------|---|
| <input type="checkbox"/> Recruit | <input type="checkbox"/> Sergeant |
| <input type="checkbox"/> Initiate | <input type="checkbox"/> Lt. Commander |
| <input type="checkbox"/> Warden | <input type="checkbox"/> Commander |
| <input type="checkbox"/> Corporal | <input type="checkbox"/> Watch Captain |
| | <input type="checkbox"/> Field Marshall |

The Ties That Bind

Fill in the following with any of the other PCs. Each time you enter someone's name, gain a point of **Camaraderie** with them:

- ▶ My clan elder has forbidden me from getting close to _____.
- ▶ I keep a careful eye on _____ because I do not trust them.
- ▶ _____ understands me as few others do.
- ▶ _____ lives by a different code than I do; I hope we will not come to blows.
- ▶ The time has come for my clan to put aside our feud with _____'s clan.



OWL

I TOLD YOU THIS WOULD
HAPPEN IF YOU DIDN'T
LISTEN TO ME. ...OW! WHAT
WAS THAT FOR?!

Notes

Other Moves & Notes

Name:

Clan:

Thason (Herders/Equestrians), Morsh (Trades People), Sharn (Hunter/Gatherers), Charsha (Miners), Toltho (Crafts Folk/Farmers), Royshan (Warriors), Dothas (Mystics), Richti (Nomads), Thedon (Builders/Masons), Molthas (Mountain Folk)

Starting Stats

Add 1 to one of these: Cunning 1, Luck 0, Training 1, Valour -1

CUNNING	LUCK	TRAINING	VALOUR
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

Standard Advances

- Get +1 to Cunning
- Get +1 to Luck
- Get +1 to Luck
- Get +1 to Training
- Get +1 to Valour
- Get a new move
- Get a new move
- Get a move from another playbook
- Get a move from another playbook
- Gain a promotion and +1 to a stat
- Gain a promotion and +1 to a stat
- Gain a promotion and +1 to a stat
- Erase a Jaded Move to take again later
- Retire your character from play
- Switch to a new playbook

Weary

Jaded

Experience

Your Principles

- ▶ Make the other characters look awesome and share screen time with them
- ▶ Keep an eye out for each other's emotional safety and be kind to one another

Your Agenda

- ▶ Be clever and give advice; solicited or not

Harm Levels

Hurting

Wounded

Critical

Comaraderie

Maximum 3 per person. If you get a 4th, mark xp instead.

Owl Moves: Choose 2

- Quick and Quiet:** When on **Recon and Lookout**, treat a miss as a 7-9 and a 7-9 as a 10+.
- Method to My Madness:** When you share a plan you've laid out for an upcoming mission, roll with Cunning. On a 10+, hold 2. On a 7-9, hold 1. During the mission, spend your hold(s) to do one of the following:
 - ▶ Change someone's miss into a 7-9
 - ▶ Choose who is to be affected by a Complication that was selected
 On a miss, your plan backfires in some way; the MC will choose 1 new Complication for the mission.
- Told Ya So:** When you give someone advice and they ignore you, they take -2 forward. Later, when you remind someone of past advice you gave them that they ignored, choose one:
 - ▶ Gain Camaraderie with them
 - ▶ Lower your Weary by 1
- Sharp-Eyed:** When you **Look Beyond**, take +2 instead of +1 to rolls when acting on the answers; on a hit, ask an additional question.
- Playing the Long Game:** When you **Open Up to Someone** with ulterior motives in mind, roll with Cunning instead of Valour.

The Owl's Jaded Moves

(you don't start with these, you earn them through the Jaded track)

- Snoop:** Mark Jaded to appear in a scene. You were actually hidden there all along and heard everything that was said.
- Between the Cracks:** Mark Jaded to gain entry someplace you have no business being. Mark a second Jaded to bring others with you.
- This Can't End Well:** Mark Jaded to ask the MC if a current course of action is wise or foolish. If it's wise and you continue, mark Experience; if it's foolish and you continue, mark Jaded.
- That Looks Fun:** Mark Jaded to use a move from another playbook, excluding Jaded moves.
- The Tipping Point:** The weight of this war has finally caught up with you; your character leaves play. Choose one: your character deserts the Watch, transfers in search of more danger, falls to the Shadow, or finds peace at the end of a spear.

Names

Troecke, Maega, Lollec, Taerde, Teasa, Laema, Lito, Peyma, Deyne, Laynda, Risoc, Prea, Teema, Raefa, Mease, Teldy

Gender, Presentation, and Demeanour

- ▶ Trans Woman, Cis Woman, Genderqueer, Fluid, Non-binary
- ▶ Angular Face, Weary Face, Sharp Face, Gentle Face
- ▶ Priestly Clothing, Black Clothing, Ritual Clothing, Drab Clothing
- ▶ Pious, Deliberate, Thoughtful, Charismatic

Gear

- ▶ A symbol of your clan (detail it)
- ▶ Spear, Sword, Bow, Shield, and Armour. What makes your gear unique? Choose 2:
 - Your sword is made of rock-hard bone
 - Your spear is a well-known relic of the clans
 - Your bow is of foreign make
 - Your shield belonged to an ancient tyrant
 - Your armour is ceremonial and masterfully crafted

Rank

Choose your rank from Recruit, Initiate, Warden or Corporal (one of you, but only one, must be the Corporal):

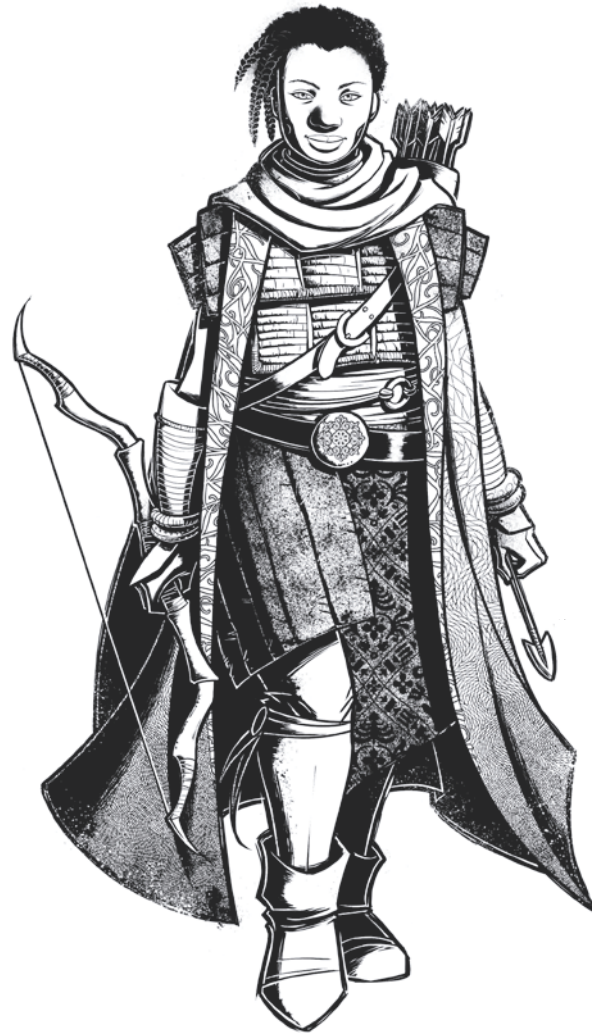
- | | |
|-----------------------------------|---|
| <input type="checkbox"/> Recruit | <input type="checkbox"/> Sergeant |
| <input type="checkbox"/> Initiate | <input type="checkbox"/> Lt. Commander |
| <input type="checkbox"/> Warden | <input type="checkbox"/> Commander |
| <input type="checkbox"/> Corporal | <input type="checkbox"/> Watch Captain |
| | <input type="checkbox"/> Field Marshall |

The Ties That Bind

Fill in the following with any of the other PCs. Each time you enter someone's name, gain a point of **Camaraderie** with them:

- ▶ _____ serves the gods faithfully. I trust them implicitly.
- ▶ The alliance between my clan and _____'s clan was destroyed by the Shadow.
- ▶ _____ has lost their way; only I can guide them back to the true path.
- ▶ I saw _____ in my dreams before I ever met them and am afraid to tell them.
- ▶ I have fond memories of the time spent with _____'s clan.

Notes



RAVEN

TO FEAR IS TO PROVE WE ARE
HUMAN. TO OVERCOME THAT
FEAR IS TO KNOW THE MINDS
OF THE GODS.

Other Moves & Notes

Name:

Clan:

Thason (Herders/Equestrians), Morsh (Trades People), Sharn (Hunter/Gatherers), Charsa (Miners), Toltho (Crafts Folk/Farmers), Royshan (Warriors), Dothas (Mystics), Richti (Nomads), Thedon (Builders/Masons), Molthas (Mountain Folk)

Starting Stats

Add 1 to one of these: Cunning 0, Luck 1, Training -1, Valour 1

CUNNING	LUCK	TRAINING	VALOUR

Standard Advances

- Get +1 to Cunning
- Get +1 to Cunning
- Get +1 to Luck
- Get +1 to Training
- Get +1 to Valour
- Get a new move
- Get a new move
- Get a move from another playbook
- Get a move from another playbook
- Gain a promotion and +1 to a stat
- Gain a promotion and +1 to a stat
- Gain a promotion and +1 to a stat
- Erase a Jaded Move to take again later
- Retire your character from play
- Switch to a new playbook

Weary	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Jaded	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Experience	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Your Principles

- ▶ Make the other characters look awesome and share screen time with them
- ▶ Keep an eye out for each other's emotional safety and be kind to one another

Your Agenda

- ▶ Be poetic and wise

Harm Levels

Hurting	<input type="checkbox"/>
Wounded	<input type="checkbox"/>
Critical	<input type="checkbox"/>

Camaraderie

Maximum 3 per person. If you get a 4th, mark xp instead.

Raven Moves: Choose 2

- Divine Agent:** You worship a deity that embodies one of the following: war, hunting, law, hearth and home, commerce, travel, secrets, seas and rivers, art, building, love and sex, celebration, death and dreams. When you encounter something related to your deity's focus, ask the MC a question about it, and they will answer you honestly: take +1 forward when acting on the answer.
- Shepherd To All:** When you **Watch Their Backs**, roll with Luck instead of Training.
- Healthy Discourse:** When you engage someone in philosophical, moral, or ethical debate, roll with Valour. On a 10+, choose 2. On a 7-9, choose 1:
 - ▶ They must mark Weary or Jaded, their choice
 - ▶ You gain Camaraderie with them
 - ▶ You remove a point of Weary
 - ▶ If they concede the point to you, they mark Experience
 On a miss, you lose esteem with those around you; mark Weary or Jaded.
- We Too Few:** When you **Deliver a Eulogy**, treat a miss as a 7-9 and a 7-9 as a 10+. Anyone converting Camaraderie into Experience or Jaded gains 2 per Camaraderie instead of 1 for each.
- Holy Officiant:** When you perform a religious or spiritual rite (marriage, naming, coronation, etc.), mark Experience and either remove a point of Weary or gain Camaraderie with someone involved.

The Raven's Jaded Moves

(you don't start with these, you earn them through the Jaded track)

- Confessor:** Mark Jaded when someone confides in you to either lower your Weary or their Weary by 2. (Not both)
- Beyond the Veil:** When you look into the eyes of someone recently deceased, mark Jaded to ask 2:
 - ▶ What were they doing before they died?
 - ▶ Who and/or what killed them?
 - ▶ What was the last thing they saw?
 - ▶ What were their final thoughts?
 - ▶ What secret did they take to their grave?
- Final Blessing:** Mark Jaded when a comrade dies in your presence to heal 1 harm, take +1 forward, and mark Experience. If you had a hand in their death (MC's call), mark Jaded again.
- Miracle:** When a comrade rolls **Suffer Great Harm** or **Lick Your Wounds**, mark Jaded to change a miss to a 7-9.
- The Tipping Point:** The weight of this war has finally caught up with you; your character leaves play. Choose one: your character deserts the Watch, transfers in search of more danger, falls to The Shadow, or finds peace at the end of a spear.

Names

Reule, Roenti, Rystoc, Draile, Parda, Tordec, Lerti, Laluc, Reynda, Duba, Lufu, Paeka, Laustec, Dyfic, Tethi

Gender, Presentation, and Demeanour

- ▶ Non-binary, Cis Woman, Fluid, Trans Woman, Genderqueer
- ▶ Expressive face, Burned face, Grim face, Long face
- ▶ Dirty Clothing, Concealing Clothing, Tattered Clothing, Fine Clothing
- ▶ Cryptic, Professional, Defensive, Smarmy

Gear

- ▶ A symbol of your clan (detail it)
- ▶ Spear, Sword, Bow, Shield, and Armour. What makes your gear unique? Choose 2:
 - Your sword is light and easily concealed
 - Your spear's head is forged of star metal
 - Your bow is a relic of your people
 - Your shield is legendary among the clans
 - Your armour is simple but surprisingly durable

Rank

Choose your rank from Recruit, Initiate, Warden or Corporal (one of you, but only one, must be the Corporal):

- | | |
|-----------------------------------|---|
| <input type="checkbox"/> Recruit | <input type="checkbox"/> Sergeant |
| <input type="checkbox"/> Initiate | <input type="checkbox"/> Lt. Commander |
| <input type="checkbox"/> Warden | <input type="checkbox"/> Commander |
| <input type="checkbox"/> Corporal | <input type="checkbox"/> Watch Captain |
| | <input type="checkbox"/> Field Marshall |

The Ties That Bind

Fill in the following with any of the other PCs. Each time you enter someone's name, gain a point of **Camaraderie** with them:

- ▶ _____ would never approve of my clan's secret rites.
- ▶ _____ will never understand what our clan has suffered.
- ▶ _____ has a secret only I know about.
- ▶ I can always count on _____ to keep their head when there is trouble.
- ▶ _____ owes me a debt they have yet to repay.

Notes



SPIDER

HOLD STILL, WILL YA? WE'RE NOT ALONE HERE, AND IF I DON'T GET YOU STITCHED UP, YOU'RE NOT GONNA MAKE IT HOME.

...DID YOU HEAR THAT?

Other Moves & Notes

Name:

Clan:

Thason (Herders/Equestrians), Morsh (Trades People), Sharn (Hunter/Gatherers), Charsha (Miners), Toltho (Crafts Folk/Farmers), Royshan (Warriors), Dothas (Mystics), Richti (Nomads), Thedon (Builders/Masons), Molthas (Mountain Folk)

Starting Stats

Add 1 to one of these: Cunning 1, Luck 1, Training 0, Valour -1

CUNNING	LUCK	TRAINING	VALOUR
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

Standard Advances

- Get +1 to Cunning
- Get +1 to Luck
- Get +1 to Training
- Get +1 to Training
- Get +1 to Valour
- Get a new move
- Get a new move
- Get a move from another playbook
- Get a move from another playbook
- Gain a promotion and +1 to a stat
- Gain a promotion and +1 to a stat
- Gain a promotion and +1 to a stat
- Erase a Jaded Move to take again later
- Retire your character from play
- Switch to a new playbook

Weary
 Jaded
 Experience

Your Principles

- ▶ Make the other characters look awesome and share screen time with them
- ▶ Keep an eye out for each other's emotional safety and be kind to one another

Your Agenda

- ▶ Be enigmatic and fearless

Harm Levels

Hurting
 Wounded
 Critical

Camaraderie

Maximum 3 per person. If you get a 4th, mark xp instead.

Spider Moves

You get Mender and choose one more move

- Mender:** When you heal another character's wounds, roll with Cunning. (If they are a PC, they don't roll to **Lick Their Wounds**.) On a hit, they recover harm. On a 10+, choose 2. On a 7-9 choose 1:
 - ▶ You do it quickly and cleanly
 - ▶ They don't need significant bedrest to recover
 - ▶ You gain Camaraderie with them
 - ▶ One of you lowers their Weary by 1 (your choice)

If you spend 1 Camaraderie with them, add +2 to your roll (choose after rolling). On a miss, they still recover harm, but something unrelated goes wrong.

- Step Into My Parlour:** When someone comes to you with threats, demands, or to ask a favour, choose one:
 - ▶ They lose 1 Camaraderie with you and you gain 1 Camaraderie with them
 - ▶ Take +1 ongoing against them for the scene
 - ▶ Look Beyond them as if you rolled a 10+
- Dark Reflections:** When you **Let the Shadow In** or **Resist the Shadow**, treat a miss as a 7-9 and a 7-9 as a 10+.
- Hidden Motives:** When you interfere with someone's actions after they've rolled, roll with Cunning. On a hit, they take -2 to their roll. On a 7-9, you expose yourself to fire, danger, or retribution. If you spend Camaraderie with them, add +2 to your roll.
- Best of Intentions:** When you **Open Up To Someone** by being really weird and cryptic, roll with Luck instead of Valour.

The Spider's Jaded Moves

(you don't start with these, you earn them through the Jaded track)

- Shadow-Touched:** Mark Jaded to lay hands on someone and have them recover harm. If they receive this healing willingly, they mark Jaded. If it's unwilling, they mark Weary instead (if they're an NPC, the MC will make a move instead).
- Dark Whispers:** When you **Look Beyond** someone, even on a miss, mark Jaded to ask their player what their greatest fear and deepest shames are.
- Can Stop Anytime:** Mark Jaded to **Let the Shadow In** or **Resist the Shadow** as if you rolled a 10+.
- All Tangled Up:** When someone **Opens Up to You**, mark Jaded to choose 2 from the same list.
- The Tipping Point:** The weight of this war has finally caught up with you; your character leaves play. Choose one: your character deserts the Watch, transfers in search of more danger, falls to the Shadow, or finds peace at the end of a spear.

Names

Lindi, Prunti, Reano, Lomo, Reudic, Rinic, Loisa, Eari, Teyka, Laya, Lophuc, Ruvac, Roivi, Paele, Marro

Gender, Presentation, and Demeanour

- ▶ Cis Woman, Non-binary, Genderqueer, Fluid, Trans Woman
- ▶ Sharp Face, Round Face, Open Face, Hungry Face
- ▶ Loose Clothing, Common Clothing, Practical Clothing, Rough Clothing
- ▶ Arrogant, Volatile, Friendly, Angry

Gear

- ▶ A symbol of your clan (detail it)
- ▶ Spear, Sword, Bow, Shield, and Armour. What makes your gear unique? Choose 2:
 - Your sword is magical, but legend says it's cursed
 - Your spear is crafted from the Tree of Life
 - Your bow is famous, with a name and reputation
 - Your shield is large and made of hard steel
 - Your armour is light and menacing

Rank

Choose your rank from Recruit, Initiate, Warden or Corporal (one of you, but only one, must be the Corporal):

- | | |
|-----------------------------------|---|
| <input type="checkbox"/> Recruit | <input type="checkbox"/> Sergeant |
| <input type="checkbox"/> Initiate | <input type="checkbox"/> Lt. Commander |
| <input type="checkbox"/> Warden | <input type="checkbox"/> Commander |
| <input type="checkbox"/> Corporal | <input type="checkbox"/> Watch Captain |
| | <input type="checkbox"/> Field Marshall |

The Ties That Bind

Fill in the following with any of the other PCs. Each time you enter someone's name, gain a point of **Camaraderie** with them:

- ▶ _____ and I have sworn an oath of blood sisterhood.
- ▶ My clan and _____'s clan were sworn allies.
- ▶ I want to know _____ better, but they make me nervous.
- ▶ I respect _____ as a true warrior.
- ▶ The ways of _____'s clan are strange to me.



WOLF

I KNOW THINGS ARE GETTING HARDER, BUT TRUST ME, WE ONLY GET THROUGH THIS ONE WAY, AND THAT'S TOGETHER!

Notes

Other Moves & Notes

Name:

Clan:

Thason (Herders/Equestrians), Morsh (Trades People), Sharn (Hunter/Gatherers), Charsa (Miners), Toltho (Crafts Folk/Farmers), Royshan (Warriors), Dothas (Mystics), Richti (Nomads), Thedon (Builders/Masons), Molthas (Mountain Folk)

Starting Stats

Add 1 to one of these: Cunning 1, Luck 0, Training -1, Valour 1

CUNNING	LUCK	TRAINING	VALOUR

Standard Advances

- Get +1 to Cunning
- Get +1 to Luck
- Get +1 to Training
- Get +1 to Valour
- Get +1 to Valour
- Get a new move
- Get a new move
- Get a move from another playbook
- Get a move from another playbook
- Gain a promotion and +1 to a stat
- Gain a promotion and +1 to a stat
- Gain a promotion and +1 to a stat
- Erase a Jaded Move to take again later
- Retire your character from play
- Switch to a new playbook

Harm Levels

- Hurting
- Wounded
- Critical

Camaraderie

Maximum 3 per person. If you get a 4th, mark xp instead.

Weary

Jaded

Experience

Your Principles

- ▶ Make the other characters look awesome and share screen time with them
- ▶ Keep an eye out for each other's emotional safety and be kind to one another

Your Agenda

- ▶ Be aggressive and fiercely loyal

Wolf Moves: Choose 2

- Alpha Dog:** When you stare someone down, roll with Valour. On a hit, they choose one: throw the first punch and mark Experience *or* stand down and mark Weary. On a 10+, you choose 2. On a 7-9, you choose 1:
 - ▶ Mark Experience
 - ▶ Gain Camaraderie with that person
 - ▶ Lower your Weary by 1
 - ▶ Someone arrives to help you
 On a miss, they do whatever they want and everyone sees you for the animal that you are.
- Strength in Numbers:** When you **Need a Hand** and get it, you can spend a Camaraderie to increase a miss to a 7-9 instead of the usual +1.
- No Bridges Burnt:** When you apologize to someone, roll with Cunning. On a hit, they're receptive to your apology. On a 10+, choose both. On a 7-9, choose one:
 - ▶ You gain Camaraderie with each other
 - ▶ You both lower your Weary by 1
 On a miss, you come across all wrong; erase a Camaraderie with them or mark Weary if you don't have any.
- Unleash The Wolf:** When you attack someone, roll with Valour. On a hit, you harm them and choose 1:
 - ▶ Inflict terrible harm upon them
 - ▶ Take something away from them
 On a 7-9, you either find yourself in a tight spot or suffer harm. On a miss, both. If you spend Camaraderie with them, add +2 to your roll (choose before rolling).
- The Good of the Pack:** When on a mission, you can shift any harm another character suffers onto you instead. When you do, gain Camaraderie with whomever you spared, and you both mark Experience.

The Wolf's Jaded Moves

(you don't start with these, you earn them through the Jaded track)

- Reckless Abandon:** When in a dangerous situation, mark Jaded and suffer harm to turn any roll into a 10+.
- Learned From the Best:** When you gain this move, take a Jaded move from another playbook.
- Sniff 'Em Out:** Mark Jaded to ask someone what emotions their character is currently feeling: they must answer you honestly.
- Go For Their Flanks:** Mark Jaded to show up in a scene in a superior position, with or without explanation.
- The Tipping Point:** The weight of this war has finally caught up with you; your character leaves play. Choose one: your character deserts the Watch, transfers in search of more danger, falls to the Shadow, or finds peace at the end of a spear.

Your Agenda

- ▶ Direct the game into a dramatic tale of love and sacrifice
- ▶ Fill the PCs' lives with action, loss, and occasional moments of grace
- ▶ Play to find out what they do next

Your Principles

- ▶ Remind the PCs what they fight for
- ▶ Address yourself to the characters, not the players
- ▶ Make your move, but misdirect and don't speak its name
- ▶ Make the Shadow relentless
- ▶ Name everyone, make them feel real, and illustrate their clan's culture
- ▶ Never showcase sexual violence!
- ▶ Respect people's gender identities
- ▶ Keep clan politics an ongoing problem
- ▶ Ask questions that generate new ideas and build on them
- ▶ Mirror patriarchy and toxic masculinity in the Shadow
- ▶ Respond with adversity and infrequent rewards
- ▶ Be a fan of the characters
- ▶ Think about what's going on all over the nation
- ▶ Sometimes, let someone else decide

Your Standard Moves

- ▶ Put someone on the spot
- ▶ Take something away from them
- ▶ Bring clan politics into it
- ▶ Harm one or many
- ▶ Show the Shadow's reach
- ▶ Tempt someone with power
- ▶ Use words instead of spears
- ▶ Reveal a new piece to the puzzle
- ▶ Give them an opportunity with or without a cost
- ▶ Reveal a secret to the wrong people
- ▶ Make them mark Weary or **Surrender to Weariness**
- ▶ After every move: "what do you do?"

NPC Names

Papho, Mosuc, Milla, Lauta, Tyla, Deshi, Dalu, Pilte, Loete, Daruc, Liasa, Pasac, Lanec, Ega, Trull, Otac, Locha, Mehic, Radec, Dralla, Erdo, Prithe, Troshic, Athoc, Lyshe, Proeshe, Rezi, Reth, Lovac, Loeri, Taima, Reme, Lassec, Yeli, Russic, Milluc, Auky, Lephoc, Lati, Launo, Teaso, Raylic, Reule, Roenti, Rystoc, Draile, Parda, Tordec, Lerti, Laluc, Reynda, Duba, Lufu, Paeka, Laustec, Dyfic, Lindi, Prunti, Reano, Lomo, Reudic, Rinic, Loisa, Eari, Teyka, Laya, Lophuc, Ruvac, Roivi, Paele, Marro, Tethi, Lovo, Pilta, Leyma, Droono, Prelic, Roeba, Locki, Tlicy, Issec, Reiku, Paemo, Loga, Tiva, Olu, Luse, Toirec, Troko, Dili, Eso, Pezic, Dlyka, Eshe, Eipe, Euci.

THE MISTRESS OF CEREMONIES

THEY'LL NEVER SEE ME COMING!

YOUR THREATS AND THEIR MOVES

TRADITIONALISTS

Impulses

- ▶ To bring back the old ways
- ▶ To remind you of your place
- ▶ To rigorously enforce tradition

Moves

- ▶ Undermine through ancient authority
- ▶ Seek allies from the shadows
- ▶ Bring their clan's ways into it
- ▶ Shut you down or drown you out

MEMBERS

RADICALS

Impulses

- ▶ To challenge the status quo at every turn
- ▶ To show everyone their ways
- ▶ To reach out to all who will listen

Moves

- ▶ Challenge a prevailing rule or custom
- ▶ Sacrifice something important to prove a point
- ▶ Ignore an obvious threat in order to help someone
- ▶ Punish the old-fashioned publicly

MEMBERS

AGENTS OF THE SHADOW

Impulses

- ▶ To placate the powerful
- ▶ To submit their will to a higher power
- ▶ To undermine from the shadows

Moves

- ▶ Strike hard and without warning
- ▶ Slip away in the night
- ▶ Channel the Shadow outward
- ▶ Convince you they're your friend

MEMBERS

THE PEOPLE

Impulses

- ▶ To complain about their worries
- ▶ To thank those who help them
- ▶ To keep to their own clan

Moves

- ▶ Ask the impossible of you
- ▶ Display their raw pain and sorrow
- ▶ Conspire against the Watch
- ▶ Erupt into clan-on-clan violence

MEMBERS

MISSIONS

As MC, you'll decide the order that missions are undertaken until someone is promoted to Lieutenant Commander: then they get to choose. The final mission listed in each stage cannot be attempted until all but one of the other missions above it are completed. After the final mission, you move to the next theatre of war. As a mission is completed, check it off. All of the PCs gains the benefits listed in brackets.

Defend the Remaining Clan Lands

- Defend a fort (mark Experience)
- Protect a supply caravan (no mission reward)
- Rescue a clan leader and/or prisoners or war (mark Experience)
- Save a village under attack (mark Jaded)
- Break the siege of a Clan Stronghold** (mark two Experience and gain new camp responsibilities)

Take Back Lost Territory

- Recover a captured fort from the enemy (mark Experience)
- Collect conscripts from the clans (mark Jaded)
- Retake an ancient cultural site from the Shadow (mark Experience)
- Secure and hold a location until reinforcements arrive (no mission reward)
- Attack a Shadow-held strategic point (mark Experience)
- Drive the Shadow's main force from the Clan Lands** (mark two Experience and gain new camp responsibilities)

Assail the Shadow's Lands

During this phase, the MC chooses one Devastating Complication per mission.

- Scout the Shadow's forces (mark Experience)
- Head an attack against the Shadow's main force (mark Jaded)
- Lead a dangerous feint against the Shadow (mark Experience)
- Sever the Shadow's supply lines (mark Experience)
- Secure the lands surrounding the Shadow's stronghold (no mission reward)
- Invade the Shadow's Stronghold** (begin The Final Confrontation)

HOW TO RUN MISSIONS

When a mission begins, the highest ranking character needs to choose who in the group will be Navigating/Strategizing, who will be on Recon/Lookout duty, and who will Take Point; the others will Watch Their Backs. If there are multiple characters who share the highest rank, or when otherwise appropriate, the group can select who will lead the mission. Every character participating in the Mission marks Jaded.

The players make their rolls in the following order; Watch Their Back, Navigate/Strategize, Recon/Lookout, and Take Point. These moves will likely result in players marking Weary, additional Jaded, and having to select one or more Complications from the available list.

Now you begin crafting the story of how the mission went based on the Complications selected. Start with the obvious points: how did those Complications arise, and if someone was personally involved in one of them, what actions did they take that led to it. Then move onto the smaller beats: how did they feel before things went haywire, what were they doing during the fighting, what weapon did they use against their foe, and so on. Keep asking questions until a clear picture of how events transpired. Your job as MC is to hand them the paint and the brush; it's up to them to actually paint it.

THE PLAYBOOKS

- ▶ **Bear:** Fierce, maternal, and overprotective. Good for players who like the role of nurturer, den mother, and protector.
- ▶ **Eagle:** Egotistical, vain, and glory-seeking. Good for players who like creating tension, leaping head first into danger, and being self-centered.
- ▶ **Fox:** Strange, mystical, and sometimes alarming. Good for players who like the supernatural, creating setting, and alternately aiding fellow PCs and putting them in harm's way.
- ▶ **Lioness:** Charismatic, gorgeous, and inspiring. Good for players who like romance, leadership, and influencing others through words.
- ▶ **Owl:** Sly, opinionated, and sneaky. Good for players who like being a troublemaker, learning secrets, and provoking those around them.
- ▶ **Raven:** Priestly, philosophical, and distant. Good for players who like playing with religion, ethical questions, and acting as a moral compass.
- ▶ **Spider:** Creepy, dark, and mysterious. Good for players who like being a healer, being seen with suspicion, and tampering with dark powers best left alone.
- ▶ **Wolf:** Aggressive, loyal, and pack-oriented. Good for players who like taking charge, challenging for dominance, and making sacrifices for the good of the group.

ADDITIONAL RULES

THE OPENING DAYS...

NPCs & Camaraderie

Your NPCs gain Camaraderie with the characters too, but it works a little differently for them. They can spend Camaraderie, one for one, to increase a character's roll by 1 or decrease that roll by 2, so long as they're in a position to do so.

Harm and Healing

When someone suffers harm, they mark the first available harm box on their sheet (Hurting, Wounded, and Critical). If they suffer harm again, they mark the next one down. When they reach Critical harm, they Suffer Great Harm and need to roll. As MC, you can inflict any amount of harm as seems appropriate to the move you're making. Inflicting terrible harm means they mark harm twice; so someone who was Hurting would now be Critical.

Jaded Track & Jaded Moves

The stressors of war take their toll on everyone: long nights awake, constant violence, loss of comrades; it adds up. To represent this, characters gain Jaded. When a player has to mark Jaded - at the start of each mission, for example - they check off one of the boxes in their Jaded track. When all five boxes are marked, they clear the track and select a new Jaded move. These moves are especially potent, but come at the cost of marking more Jaded when used. The moves showcase a character becoming a more experienced and effective soldier but at a the cost of their soul. Each character has one common Jaded move, The Tipping Point, which can be chosen as any other Jaded move and must be chosen if no other moves remain. Characters race against Jaded to remain central protagonists in the story before time runs out.

Ask each player at least one of the following:

- ▶ Your clan is the one that first encountered the shadow. How did you find out about it, and what happened? Why is it that that encounter has left a wound your clan can never recover from? And which clan blames your clan for everything that happened after?
- ▶ After the first attack by the Shadow, your clan was to play a vital role in the early response. What was your clan supposed to do, and why were you not able to do that? What do you wish you could have done differently?
- ▶ Your clan was the only one that voted against dissolving the clans. Why did the rest of the clans vote against you, and why did you go along with them anyway?
- ▶ Your clan suffered the deepest losses, with only a few dozen survivors of the initial disaster. Which clan do you blame for your losses? Whose absence gnaws at you like a festering wound, and where did you bury them?
- ▶ Your clan had an opportunity to prevent the violence and chaos of the shadow's first invasion. Why didn't you act, and when did you realize you'd made a terrible mistake?
- ▶ Most of the women in your clan revelled in the violence that occurred during the shadow's earliest incursions. What did they do that crossed the line, and who outside the clan knows about it? Were you one of them?
- ▶ Your clan was the most isolated and your secret lore tells of a haven, safe from the outside world, high in the mountains where your clan has retreated in times of great danger. Why hasn't your clan retreated there? Which characters would you take with you if you went?

FIRST SESSION CHECKLIST

1. Everyone should introduce themselves by name and preferred pronoun(s) [he/she/they/___]
2. Read the **introductory text**
3. Read the playbooks descriptions on the MC sheet and let players choose theirs. They should fill out the following in this order:
 - i. **Name**; they can choose from the list or make up their own
 - ii. **Gender, Presentation and Demeanor**; choosing from the list is highly encouraged but not necessary
 - iii. **Gear**; make sure they select their options and detail the symbol of their clan
 - iv. **Rank**; they can choose from any of the first four ranks but only one of them can be Corporal
 - v. **Clan and Stats**; these can be found on the back of their sheets
 - vi. **Moves**; they each get to choose moves based on their playbook
4. Ask everyone to introduce their characters, including look and personality; everyone should write down the other characters' names in their **Camaraderie** box during this step.
5. One at a time, ask each player to choose options from **'The Ties That Bind'** on their playbook. They can fill in as little or as many as they choose, but each time they do they gain one **Camaraderie** with the person they chose.
6. Go through and choose the Shadow options in the **Threats and Shadow Worksheet** together (or the MC can do some or all of this on their own).
7. Consult the **Clans Worksheet**. For the clans represented by characters, ask their player the first question and then ask the character they have the least Camaraderie with to answer the second. You can answer questions about the remaining clans if you like.
8. Together, answer **The Opening Days** questions (skip these or only ask a few if you're running a one-shot).
9. Read off the names of the moves on the move sheets; go into more detail if you want.
10. Have everyone work through the **Start of Session** move, this will launch you into a mission so everyone gets directly into the action and deals with its fallout.

THE CLANS WORKSHEET

Clan Thason

Known for their many herds and equestrian skill

- ▶ What ancient transgression do people say this clan committed?
- ▶ What does this clan offer that none other can?

Clan Morsh

Known for their shrewd trades people

- ▶ What hero came from this clan and what were they famous for?
- ▶ Why is this clan's political position unassailable?

Clan Sharn

Known for their skilled hunters and gatherers

- ▶ What tyrant came from this clan and what small good came from their reign?
- ▶ What key area do they still control?

Clan Charsa

Known for their skilled miners and mineral riches

- ▶ What ancient prophecy of this clan do they claim is linked to the Shadow?
- ▶ Why do all the other clans respect this one?

Clan Toltho

Known for their crafts folk and expansive farming

- ▶ What relic did this clan create and which clan currently holds it?
- ▶ What is unusual about the eyes of those from this clan?

Clan Roysan

Known for their talented warriors

- ▶ Why do all of the other clans fear their warriors?
- ▶ What secret knowledge does this clan possess that they have sworn never to use against the clans?

Clan Dothas

Known for their mystics and seers

- ▶ What makes this clan indispensable to the others?
- ▶ What tragedy was this clan at the forefront of?

Clan Richti

Known for their nomadic lifestyle

- ▶ What sacred object is this Clan reputed to possess?
- ▶ What clan did this one split off from?

Clan Thedon

Known for their talented builders and masons

- ▶ What important site did this clan build and still hold to this day?
- ▶ What unique physical trait do the members of this clan share?

Clan Molthas

Known for their isolated mountain communities

- ▶ Why is this clan so reclusive and how is this different from how they once were?
- ▶ What ancient mountain fortress do they hold?

DEFINE THE SHADOW

What the Shadow Wants

Choose 2:

- For women to serve with gladness and delight
- For men to serve without emotion
- To pervert the land and all its creatures
- Submission without resistance
- Perfect order and hierarchy
- Dissension and disunity among its enemies

What the Shadow Is

Choose 2:

- Darkly sorcerous
- Subtle and hard to discern
- Reality warping
- Terror-inducing
- Technological

The Shadow's Servants

Choose 2:

- Men hollowed out into automatons who never eat or sleep
- Men twisted into unnatural creatures of war
- Women turned to exemplars of sublime and unsettling beauty
- Women corrupted into idols and objects of veneration
- Cogs in a devastating machine of war
- Berserkers who fight to the bitter end

What the Shadow Does

Choose 2:

- Turns men into weapons
- Turns women into objects
- Amplify the voices of the shadow-held
- Silence all opposition
- Crush autonomy and grind down the willful

THE LAST CHAPTER

Change the World

When you Assail the Shadow's Lands and again when you defeat the Shadow, your efforts have the chance to Change the World. Roll with the number of Jaded moves you've taken. On a 10+, tell the MC something positive that has changed within society through the efforts of the Watch. On a 7-9, the change only occurs within your own clan.

On a miss while Assailing the Shadow's Lands, the change only occurs within your own clan, but it enrages the Shadow and it does everything it can to strike back at your people.

Devastating Complications

During the third and final phase, the MC may always choose one of the following Devastating Complications on missions for free:

- ▶ Half of the PCs (round up) endure terrible injuries and must Suffer Great Harm
- ▶ Your squad suffers devastating losses during the mission
- ▶ The Shadow takes control of women in clan lands, causing mass chaos and violence
- ▶ The Shadow sneaks past the border and destroys an important site/building/relic
- ▶ Assassins breach the front line and kill many of the Watch's leadership
- ▶ *The Watch* has to split its forces to put down a rebellion back home
- ▶ A faction of the Watch leads a violent mutiny against its leaders

Final Mission Complication List

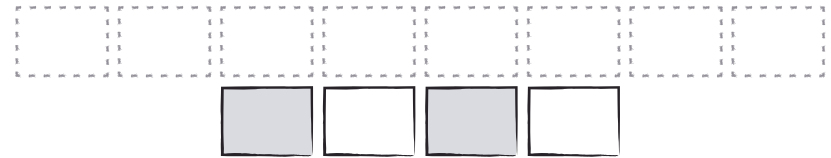
For the final mission of Invading the Shadow's Stronghold, use this list of Complications:

- ▶ _____ didn't make it back alive (NPC's only)
- ▶ We were all Hurt during the mission
- ▶ I was Wounded during the fighting
- ▶ We made terrible choices and it cost us (We all mark Weary)
- ▶ I panicked at a crucial moment and everyone saw it (I mark Weary twice)
- ▶ This mission was particularly hard on me (I mark Weary and Jaded)
- ▶ The Shadow took hold on me for a time (I mark Jaded and the MC will say what I did)
- ▶ I betrayed or abandoned someone to accomplish a goal (I mark Jaded and everyone else marks Weary)

THE FINAL CONFRONTATION

When you successfully Invade the Shadow's Stronghold, you and the other characters will come face-to-face with The Shadow. The MC will start a countdown track with 2 segments per player, and you now use the following **battle moves** to resolve the confrontation.

For each successful action taken against Shadow, the MC will mark a segment in the track. When 4 segments remain, the scenery gives way or changes to a new venue, MC's choice. When 2 segments remain, the Shadow will make as hard as a move as it is capable of. When the final segment is reached, the Shadow is defeated; the MC will decide what that looks like.



Perform a Manoeuvre

When you **Perform a Manoeuvre** to outsmart the Shadow, roll with Luck. On a hit, you open up an opportunity for your allies; mark a segment. On a 7-9, you find yourself alone and in a tight spot.

Cover Someone

When you **Cover Someone** as they fight, roll with Training. On a hit, you free them up to make their move; mark a segment. On a 7-9, you suffer harm according to the MC.

Call Out a Strategy

When you **Call Out a Strategy** for your team to execute, roll with Cunning. On a hit, they listen and form up, executing your plan; mark a segment. On a 7-9, The Shadow targets you with its power.

Directly Engage

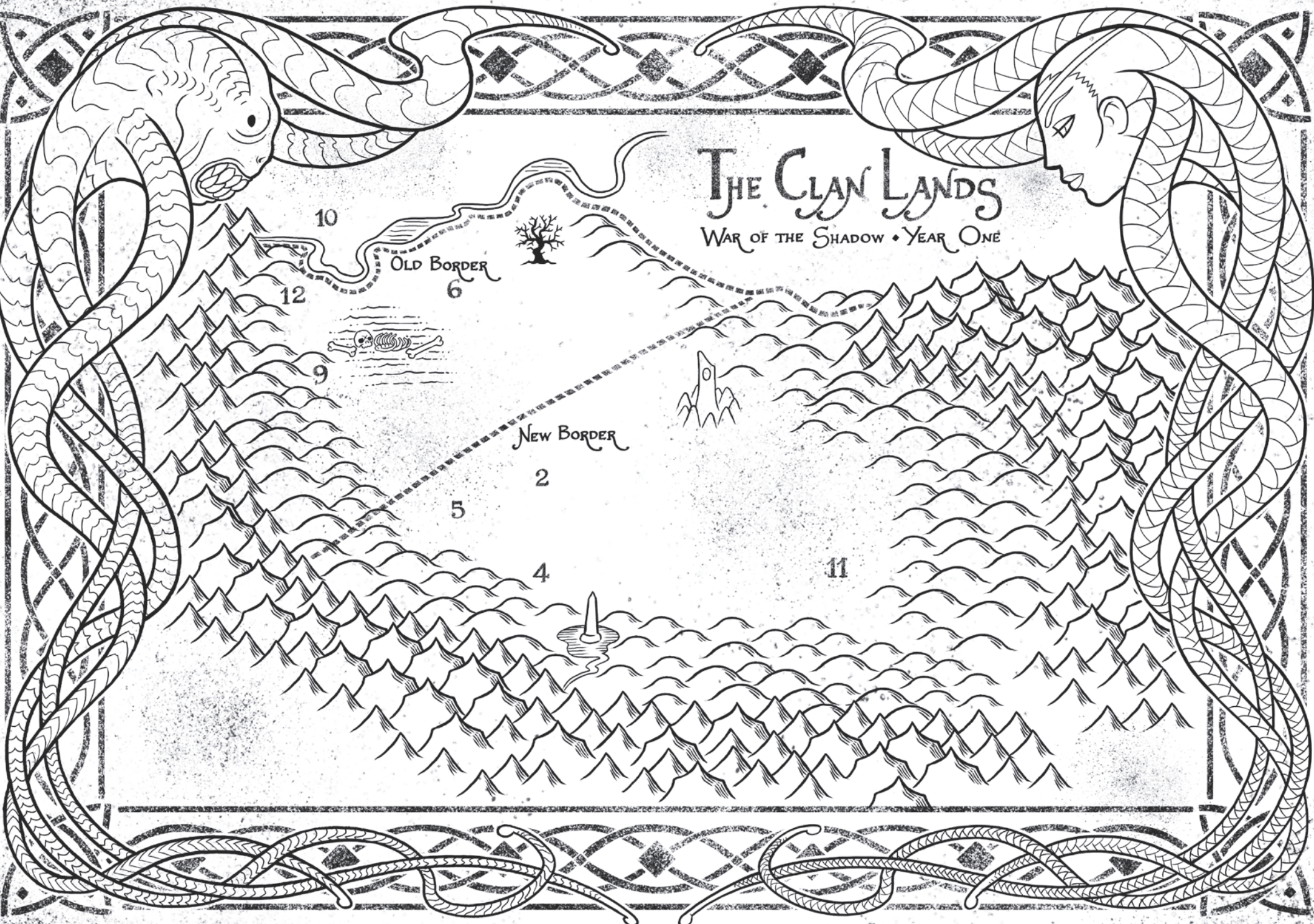
When you push through to **Directly Engage The Shadow**, roll with Valour. On a hit, you wound it with your attack; mark a segment. On a 7-9, it strikes back with all its strength, you suffer harm according to the MC.

Follow Through

When you **Follow Through** on someone else's action, roll with Training. On a hit, you ride their wave and exploit the opening they created; mark a segment. On a 7-9, you find yourself facing the consequences they avoided.

THE CLAN LANDS

WAR OF THE SHADOW • YEAR ONE



10

OLD BORDER

6

12

9

NEW BORDER

2

5

4

11