

# MUNDANE MOVES

## MAKE A STAND

When you place yourself in the way of someone more powerful, check against Infamy. On a weak hit choose 1, on a strong hit choose two:

- They don't cause you problems.
- They can't dismiss what you say.
- They focus only on you.

## REBEL EYES

When you size up a person or situation, check against Heat. On a weak hit hold 1, on a strong hit hold 2. As you interact with the person or situation, spend your hold to ask one of the following:

- Who's in charge here?
- Who/what can I make use of here?
- How can I get out of this?
- What am I overlooking?

Get fleeting Advantage when acting on the answer, or pass it to another.

If you are watching the vassal themselves, you can spend one hold to turn an attuned token retrieved from their castle-shard into a key to their heart. The Architect will describe what the token reveals about the vassal.

If you run out of hold, you can tick a stress gauge to get 1 more; the Architect will say how things get worse for you.

## LET YOUR HAIR DOWN

When you **Let Your Hair Down**, check against Contamination. On a weak hit, pick one from the list below; on a strong hit pick two.

- You realise a truth about yourself; lose 1-Shadow and say how your self-perception has changed.
- You meet someone new. Decide their appearance and role, or their arcana; the Architect picks the other. If the interaction goes well, form a Covenant with them.
- You hear a rumour of corruption and darkness; gain fleeting advantage when you follow it for your investigation.

On a weak hit or a miss, the GM picks one:

- Society disapproves; tick your Heat gauge.
- The castle hurts or taints someone you care for.
- You overindulge; take ongoing disadvantage on your rolls tomorrow.

## PUT THE CLUES TOGETHER

When you need information, say who you're going to and check against Infamy. On a hit they'll be free and willing to talk to you; on a weak hit pick one:

- They're dealing with their own problems.
- They'll need something from you first.
- Their information is incomplete.

## DUCK OUT

When you fail an obligation, check against Lack. On a strong hit nobody notices, or they cut you slack. On a weak hit, tick your Lack or Infamy gauge, and the Architect chooses one:

- Someone important is disappointed in you.
- One of your dreams or hopes is threatened.
- Someone covers for you, but makes clear what they feel you owe them.

On a miss, you've really messed up. Tick your Lack or Infamy gauge, and lose a Rank on a Covenant of the Architect's choice.

## VENT

When you call on the void's power in the mundane world, choose options up to your points in Shadow:

- Those present are terrified of you.
- Your identity is concealed from all onlookers.
- You can evoke a power of your shadow form.
- You can perceive something you could not otherwise sense.
- You may resist harm that would otherwise wound you.

Check against Contamination; on a hit, lose a point of Shadow, and on a weak hit choose one:

- The darkness changes some part of your form as it leaves you.
- A strange quirk of fate inflicts suffering on one of your Confidants.
- A part of the departing shadow will appear the next time you're in **the castle**.
- A part of the departing shadow flees into an animal, granting it smarts and malice.
- Some of the shadow lingers; tick your Contamination gauge.

## CHECK IN

When you hang out with one of your Covenants, trigger their Hangout move and check against Contamination. On a strong hit you set the covenant Rank to 2, on a weak hit set it to 1. On a miss, set the Rank to 1 but the covenant will ask you for help. If you fail it, **Risk the Covenant**.

## GEARING UP

When you try to obtain new gear by...

- *Dipping into your reserves*, check against Lack.
- *Working extra hours*, check against Blood.
- *Stealing it from others*, check against Contamination.

On a strong hit, you get it. On a weak hit, the Architect picks one:

- You'll need to tick a gauge to get it.
- It's not openly for sale, but you find someone who can lead you to someone selling it.
- It's not openly for sale, but you find someone who recently sold it and may be willing to introduce you to their previous buyer.
- It's not available for sale, but you find something similar. Will it do?

On a miss, the Architect picks one and ticks your Infamy or Heat as your desperation is noticed.

Gear bought in the mundane world is unlikely to be an effective weapon in the castle, but utility items (a motorbike, rope, flashlights, etc) can still be really useful.

## DIVE INTO DARKNESS

When you travel across the border between reality and **the castle**, check against Blood. On a weak hit, pick two; on a strong hit pick three.

- You appear in the same place as another rebel.
- You don't draw castle denizens to your location.
- You don't mark static.
- You reinforce a piece of mundane gear.

When you reinforce a piece of mundane gear, you can do one of:

- Make mundane clothing grant 1 armour.
- Give a mundane object a weapon perk and flaw.
- Give a tool particular potency and 2 charges; spend a charge to do something useful with it that makes sense for the tool in question.

The boost only lasts for the length of this delve.

# CASTLE MOVES

## FACE THE HORDE

When you attack a group of castle denizens, roll +Swords. On a hit, you tear through them - say how. On a 7-9 pick 2, on a 10+ pick 1:

- They hit back - suffer harm.
- You get some on you - **mark static**.
- You're separated, trapped or imperilled.
- Your weapons are insufficient to finish the job.

## SEE CLEAR

When you try to read a dangerous situation, roll +Coins. On a hit, you can ask the Architect questions. On a 7-9 ask 1, on a 10+ ask 3, on a miss, ask 1 but prepare for the worst:

- Which exit takes me to my goal?
- What here is valuable?
- What can the enemies here do?
- What should I be on the lookout for?

Get fleeting advantage when you act on each answer.

## FLOW LIKE WATER

When you risk danger to change your envSwordsmen or your position in it, roll +Wands. On a hit, pick one:

- You're where you need to be.
- Another rebel has a clear path to you.
- A particular threat isn't a problem any longer.

On a 7-9 the Architect will give your action a cost: harm, static or lost gear.

## DRINK DEEP

When you attune yourself to a token of the mundane world, roll +Cups.

On a hit, attune to the token and ask a question:

- What did the Castle promise the Vassal?
- What is the Vassal doing right now?
- What does this item mean to the Vassal?

The Architect will answer; when you use this knowledge to warp this castle shard, mark void and describe what you want to happen.

## TRAVEL THE LABYRINTH

When you navigate the labyrinthine corridors of the castle, roll +static marked (max 3). On a hit, say what you understand better about this ward and gain 1 Trace. On a 7-9 pick 1, on a 10+ pick 2:

- There's something valuable in the next area.
- You'll see what's in the area before entering it.
- You'll be able to easily leave the area once you enter.
- There's a potential ally in the next area.

## FIND SHELTER

When you search for a safe space to recover, roll +Wands. On a hit, each rebel picks 1:

- Treat another rebel: they heal 2 Harm, or their lightest Wound.
- Encourage another rebel - they get fleeting advantage.
- Use your playbook's Shelter move.

On a 7-9, your foes take advantage of your distraction to work on their own plans. Tick the Vassal's clock.

Each rebel checks over their covenant nurture/betrayal triggers, and see if any have been hit since they last rested.

When you leave the shelter, pick one:

- **Return to Reality**.
- **Travel the Labyrinth**.
- Spend 1 Trace to return somewhere you've been before.
- Spend 2 Traces to arrive at something precious to the Vassal.
- Spend 3 Traces to arrive at the heart of this shard.

Once in the heart of the shard, use a key to the Vassal's heart to summon them for a final battle for ownership.

## RETURN TO REALITY

When you leave the castle, remove all Harm and Void. If your most severe wound is...

- ...minor: you feel worn out, grouchy or headachey, like you've pulled a late night.
- ...major: you find it hard to focus, and keep seeing flashes of **the castle** in the corners of your eyes. Pick a clock; you check against it with Disadvantage until you've had a night's sleep.
- ...deadly: you're woozy, or numb, or heartbroken. You have disadvantage on all checks until you've been treated by your doctor, therapist, or cleric.

## HELP OR HINDER

When you help or hinder another rebel, give them a dice to roll as per dis/advantage. If the dice you gave comes up highest, say how you helped and your covenant goes up a rank (max +3); if it's the lowest, the acting player says how you messed things up for them and you **Risk the Covenant**.

## RISK THE COVENANT

When your relationship is strained, roll +Rank. On a hit, you both remember some moment in your past that puts your current actions in perspective; on a 10+, raise the Rank (max +3). On a miss, lower the Rank by 1.

## EVOKE THE COVENANT

Once per Delve, you may draw on a covenant for strength in the castle. Roll +Rank instead of another stat. If the roll still fails, lose a Rank in that covenant - your bond's strength wasn't enough.

## SUMMON AID

When you call on your covenants for help, distant (or dead) rebels can answer. If they do, an avatar of that covenant steps from the shadows near you as a wraith, controlled by that rebel's player. They take action as normal, but can't take wounds. The first harm they take weakens them; the second harm banishes them, weakening the covenant by a rank.

# CONFRONTATION MOVES

## STRIKE

When you take advantage of an Opening with...

- *Stealth and guile*, roll +Wands.
- *Physical force*, roll +Swords.
- *Precise insight*, roll +Coins.
- *Sorcery or sacrifice*, roll +Cups.

On a hit, you damage one of the foe's qualities - if you destroy its final quality, it's dead. The Opening's now gone. On a 7-9, the Architect picks 1:

- The foe lashes out at you: take Harm appropriate to the enemy.
- The foe separates you from the others or puts you in a spot.
- The foe frenzies, dealing +1 Harm for the rest of the fight.

## LINE IT UP

When you size up the enemy to locate a weak spot, roll +Coins. On a hit you find an Opening. Say where it's coming from - the envSwords-ment, a chink in their armour, a flaw in their fighting style. On a 7-9, pick 2, on a 10+ pick 1:

- The foe makes you its highest priority.
- The Opening only lasts a few moments.
- Attempts to use the Opening without one weapon perk have Disadvantage.

## CONFRONT

When you confront danger head-on, roll +Swords. On a hit, you throw the foe off-balance and create an Opening, but take the brunt of their attack. On a 7-9 pick 1, on a 10+ pick 2:

- You roll with the blow: take 1 less harm.
- You are fearsome and commanding: the foe will focus only on you.
- Your mind is steel: you don't mark static.

## DODGE

When you try to avoid incoming danger, roll +Wands. On a hit pick 1, on a 10+ pick 2:

- You avoid taking harm.
- You avoid getting separated from the others or losing something valuable.
- The foe's heedless in pursuit of you: create an Opening.

## STAND WITH ME

When you heal, encourage or aid an ally, roll +Cups. On a hit, pick 1:

- They're rescued from danger: a precipice, poison, a curse, etc.
- They heal their lightest wound.
- They heal 2 harm.

On a 10+ the camaraderie shown gives your ally fleeting Advantage.

## FLEE

When you use an Opening to retreat, any and all characters can flee the battle. Advance the Vassal's clock by one.

## VICTORY

When the foe is defeated, everyone still living may raise Shadow by 1 and rank up their Covenant with each other.

## WOUNDS

When you take harm, you can reduce it by suffering an unmarked wound.

### MINOR WOUNDS: -1 HARM

When you take a minor wound, choose one:

- Get infected and **mark void**.
- Fall back and recuperate, healing 1 Harm.

### MAJOR WOUNDS: -3 HARM

When you take a major wound, choose one:

- Frenzy and get fleeting advantage on your next attack.
- Play possum, making foes focus on someone else.

## THE EDGE OF LIFE

When you mark your fifth harm box, you're on the verge of death. Choose one:

- **Accept the void into your heart.** Mark your Contamination clock, but heal all harm. The Architect will tell you one covenant that means less to you now; degrade it by a rank.
- **Collapse unconscious until the current danger has passed.** Heal all harm but mark your **Deadly Wound** box: so long as it's marked, you can't take action unless another explorer is assisting you.

## RIVERS IN THE DESERT

When you defeat a Vassal's avatar, the power they've gathered is yours to control - to bring new life to this city. A number of rebels up to the Vassal's rank can pick one of these, starting with the rebel with the highest Shadow and working down:

- **Reformation:** The Vassal grows a newfound conscience. They'll publicly confess to their crimes, and likely will make reparations for injuries they inflicted on you during the investigation. Roll the Retaliation check with Disadvantage as **the castle**'s forces focus on the turncoat in their ranks.
- **Urban renewal:** pick a neighbourhood of the city and describe how you push **the castle** out of it - bringing new opportunities, equality, health, wealth or happiness to its residents. Place or change a landmark on the map to record this. Gain a covenant with the World, or raise its rank if you already have one.
- **Healing:** The power removes a long-term affliction (crushing debt, chronic illness, criminal record, etc) from you or one of your covenants. Erase a black mark, if appropriate.
- **Expropriation:** You rise in station; work out with the Architect what your new Role is, and gain Resistance in an appropriate trouble gauge.

Anyone who chooses to use the power also gains a Covenant with the Void, or raises its rank if they already have it. As for the Vassal, they're stripped of their castle-given power, and cannot gain its power ever again.

## DARKNESS FALLS

If the Vassal's clock fills, their plan comes to pass in the city. Pick one:

- They lash out at the rebels and cost them status and opportunities. Each rebel changes Role to something less prestigious, and gains a black mark in Lack, Infamy or Health.
- They make a neighbourhood more in tune with the Castle. Say how it changes to be less friendly, vibrant, diverse or communal, and pick a location to mark down as ruined, abandoned, or annexed.
- They cover up all evidence of past misdeeds, and ensure they'll move into a new position easily able to commit further crimes.

The Vassal is promoted to a higher level in the Castle's hierarchy, and brings in new blood to replace them in the tier they just vacated.