

# Combat Moves

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## *BATTLE*

When you get into combat with another creature, either seeking to do harm or prevent harm done to yourself or another, roll Battle. On a 6 or below, you're easily fought off. On a 7-9, choose 1. On a 10-12, choose 2. On a 13+, choose 3.

- Deal Harm to your opponent as appropriate to your weapon. (spend an additional choice for +1 Harm)
- You throw your opponent off balance, giving your allies each +1 Forward against it.
- You take or keep an item or position from your opponent.
- You draw your opponent's attention onto you (and away from others).
- You break free from your opponent's grasp, or break someone else free of their grasp.
- You force an opponent into a position you want, or keep them from getting away.
- You attack multiple foes at once, adding the (group) tag to this action.
- Reduce harm dealt to you by your opponent by 1 until your next turn.

## *KNOWLEDGE*

When you want to aid your allies in combat with helpful advice, roll Knowledge. On a 6 or below, you fail to come up with anything useful. On a 7-9, hold 2. On a 10-12, hold 4. On a 13+, hold 6. You may spend a hold at any time to

- Know about all of a creature's unusual attack methods and weaknesses.
- Help your allies find an opening against a creature, giving them each +1 Forward against it
- Find a flaw in a creature's defense, causing your next ally to damage it to deal +1 Harm
- Help keep an ally from harm, causing them to take -1 Harm from an attack.
- Give your allies spiritual strength or guidance, giving them each +1 Forward to Resist Dark Magic.

## *RESIST DARK MAGIC*

When you want to resist dark influences or ward away evil creatures, roll Resist Dark Magic. On a 6 or below your warding has no effect. On a 7-9, you can ward away minor minions, like skeletons or imps. On a 10-12, you can ward away monstrous warriors, like vampires or succubi. On a 13+, you can ward away powerful creatures, like fey or vampire lords.

To ward away a creature, you require the appropriate object (iron for fey, a holy symbol for undead, etc), and it prevents the creature from attacking you, or anyone else you're shielding for a moment. In addition, any PC can roll to Resist Dark Magic when an effect is trying to influence them – the better they roll, the stronger they resist the monster's effect, as listed per monster. Bystanders always fail to resist dark magic, unless there are special circumstances.

# *Investigation Moves*

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When you investigate an area, either looking for clues, drawing upon your knowledge, or talking to witnesses, roll the appropriate Investigation Move roll if there's a time pressure. If there's no time pressure, your investigation automatically succeeds and you can just keep asking questions as appropriate, although some amount of in-game time will pass.

When you roll, on a 6 or below, you fail to get any useful information, and may even disturb the clues or worry people enough to cause future problems. When you roll a 7-9, you get to ask one question of the MC. On a 10-12, you get to ask two questions. On a 13+, you get to ask three questions.

The MC should answer the questions fairly and honestly – it's then up to you to describe how you're going about finding the answer to that question, with the MC providing input to help. You might figure out that the monster is a werewolf from bites or fur or a claw mark, or that a monster must have been let into someone's house because the door was smashed through on the inside, or the like.

## *INTERVIEW*

This covers talking to people, asking around, and sizing up a social situation. It's not just getting people to talk to you, but also finding the truth or misconceptions in what the

witnesses you're already talking to are saying, and getting them to focus on details they may not know are important.

On a 6 or below, you fail to get any useful information. When you roll a 7-9, you get to ask one question. On a 10-12, you get to ask two questions. On a 13+, you get to ask three questions.

- Are there any witness accounts I can get that I didn't know about?
- Exactly what type of creature was it, using witness accounts?
- What are the people I'm talking to hiding from me?
- What do the people I'm talking to actually think of me?
- Are there any inconsistencies in the witness accounts, either with themselves, each other, or what I know?

## *LORE*

This covers knowing stuff about monsters, history, magic, and the like, or knowing where to find it when you look things up in books, as well as making the necessary deductions to put it all together.

On a 6 or below, you fail to get any useful information. When you roll a 7-9, you get to ask one question. On a 10-12, you get to ask two questions. On a 13+, you get to ask three questions.

- Exactly what type of creature was it?
- What is a creature capable of and weak to?

- What kind of magic was used here?
- What is the history of this person, place, or creature?
- Is anything out of place with my understanding of how things should be?
- What ties these things together?

## *POKE AROUND*

This covers looking for clues, searching the area, and general nose-to-the-floor detective work. It's not just finding clues, but realizing what is a clue, and what those clues mean.

On a 6 or below, you fail to get any useful information. When you roll a 7-9, you get to ask one question. On a 10-12, you get to ask two questions. On a 13+, you get to ask three questions.

- How did a person or creature enter this location?
- Where did a person or creature go?
- How did a person or creature make their attack?
- How many people or creatures were here?
- What types of people or creatures were here?
- What was a person or creature after?
- Is there anything missing from this location?
- Has anything been added to this location?

# Other Moves

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The moves listed under Other Moves are ones that generally aren't restricted to combat or investigate.

## CONVINCE

When you talk to bystanders to try to get them to do stuff for you roll Convince. On a 6 or below, they refuse. On a 7-9, you'll have to give them something to do it, they might talk around about you in an inconvenient way, or offer to help but run as soon as things get dangerous. On a 10-12, you get them to do what you want to do. On a 13+, they'll believe in the cause, and might even try to get others involved, too. Bystanders can generally only have the convince move made against them by PCs once per circumstance.

If you're going around town trying to find things that are rare, expensive, or just a whole lot of something, roll Convince. On a 6 or below, you don't find what you're looking for. On a 7-9, you find what you need, but it's not quite what you had wanted, or will take some time until it's ready. On a 10-12, you get what you need. On a 13+, you get it easily, and it's better than you could have hoped for.

## DARING ACTION

You roll this when you do something dangerous and physically active, like try to safely jump across rooftops, run away from a creature in the woods, save someone from a burning building, or the like. On a 6 or below, you fail to accomplish your goal, and something bad takes place. On 7-9 you accomplish your task, but something bad happens as well. On a 10-12, you accomplish this without any problems.

When a downside happens, it's the MC's call as to what happens, but the PC should help suggest things, and work it into the fiction. Below are some example downsides, but remember that they should be appropriate to what's going on – a more dangerous act should have a worse downside, and a downside shouldn't directly contradict what the player is trying to do if they roll 7+ (so "draw attention" isn't appropriate when you're trying to sneak past someone) - that's what a failure means:

- Take one or two harm (ignoring armor)
- Drop, lose, or destroy or use up an important item
- End up in a bad position, taking -1 forward until you recover
- Draw attention to yourself that you didn't want
- Take more time than you expected

On a 13+, you also gain one of the following benefits, in addition to whatever you were trying to accomplish:

- Put yourself into a good position, getting +1 Forward to your next roll.
- Get yourself out of harm's way.
- Do what you were planning faster than expected, and get to do something else.

## HUNT

Whenever you try to track down a monster or person, think you're walking into an ambush, or want to set up an ambush, roll Hunt. On a 6 or below, whatever you're hunting gets the jump on you or you fail to find it at all. On a 7-9, you both spot each other, or you find who or what you were looking for too late. On a 10-12, you get the jump on or ahead of your target. On a 13+, you ambush the target and get +1 Forward to your first roll against it. A group of characters all using Hunt in the same situation roll separately – some of you might get spotted, while others ambush, or some might lag behind when you dash into danger.

## PATCH UP

After a fight, characters can take a moment to Patch Up, reducing their total taken harm by 1, and keeping people from bleeding out. Characters can choose to patch up again, reducing harm again, but that takes time. In investigation phases, anyone can choose to patch themselves up instead of spending a turn investigating.

# Combat Sorcery

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When you use Combat sorcery, roll the appropriate sorcery type. On a 6-, your spell fails, and no drawback is suffered. On a 7-9, your spell works, but you suffer a drawback. On a 10-12, your spell goes off no problem. On a 13+, your spell goes off without a drawback and you can choose an additional benefit from Combat Spell Benefits.

## *SAMPLE ASTRAL COMBAT SPELLS:*

- Wrap a target in spectral tendrils, keeping them from moving for a turn.
- Put to sleep any number of people who would be defeated by 5 harm total
- Choke a target with acidic mist (3 harm, ignores armor, ranged)
- Shroud yourself in a dreamlike haze, making creatures prefer attacking your allies, and reduce the next harm you take by one.

## *SAMPLE INFERNAL COMBAT SPELLS:*

- Throw icy shards at a foe (5 harm, ranged).
- Wrack a creature with agonizing lightning (4 harm, fire, ranged) and reduce any harm they deal by 1 until your next turn.
- Surround yourself in hellfire, burning those around you (4 harm, fire, close, group).
- Throw an explosive blast (3 harm, fire, ranged, group)

## *SAMPLE NECROMANCY COMBAT SPELLS:*

- Drain a creature's soul (2 harm, ignores armor, ranged) and heal 1 Harm of your own.
- Kill a helpless creature by hand, causing you to heal 2 Harm.
- Weaken a creature, causing all harm they deal to be reduced by 2 for a turn.
- Take any number of Harm, and heal an equal amount from another you touch

## *COMBAT SPELL DRAWBACKS:*

- Suffer 1 harm (ignores armor)
- Use too much dark magic, taking -1 to all Resist Dark Magic until the fight ends.
- Also target a creature you didn't want to.
- Put yourself in a bad position, or take too much time to cast, exposing you to danger.

## *COMBAT SPELL BENEFITS*

- You throw your opponent off balance, giving your allies +1 Forward against it.
- You take or keep an item or position from your opponent.
- You draw your opponent's attention onto you (and away from others).
- You force an opponent into a position you want, or keep them from getting away.
- Deal +1 Harm
- Reduce harm dealt to you by your opponent by 1

The spells above should be taken as examples if you want to write up more combat spells. Combat spells are roughly as good as the effect you'd get from rolling 10+ on a Battle move. They're more reliable, but have a chance of going wrong. If you have at least one combat sorcery spell already, you can learn more through training from another PC, or finding it in a book and studying for a few adventures.

# *Ritual Sorcery*

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When you use Ritual sorcery, you must first have the appropriate scroll: these can be acquired as any other gear, or through your playbook. Each scroll describes one spell – work with your MC to choose a benefit of the spell, as well as at least two requirements from the list below (or similar ones), and roll the appropriate sorcery type.

On a 6-, your spell fails – if it's a relatively minor ritual, you're unharmed, but for a bigger ritual you suffer a ritual drawback. On a 7-9, your spell works, but you suffer a drawback of the MC's choice. On a 10-12, your spell goes off with no problems. On a 13+ your spell works better than you expected it to.

## *RITUAL REQUIREMENTS:*

- You require expensive or rare components, which you will have to find, and are destroyed by the ritual
- You require help – at least 2 others need to participate in the ritual, and you all suffer the drawbacks.
- The ritual requires your blood: suffer 1 or 2 Harm that cannot be healed until the adventure is over.
- You need to cast the spell at a particular time or place (full moon, midnight, dawn, an unholy site, a place free from civilization, etc)
- The spell is especially complicated, and you take –1 Forward to casting it.

- The spell requires handing off of an item, token, or talisman to the intended (unwilling) target.
- The spell is fragile – the effect it creates can be easily disrupted by moving stones, erasing lines, etc.

## *SAMPLE ASTRAL RITUALS:*

- Meditate, and have a symbolism-filled vision of a previous event at your location.
- Gaze into a reflective surface (such as a mirror or still water), and see the view of another reflective surface you know.
- Cause plants in an area to grow wildly, or be blighted.
- Change the weather, to within its natural limits.
- Mutate a creature into an abomination.

## *SAMPLE INFERNAL RITUALS:*

- Keep demons from entering an area until the next sunrise.
- Banish a bound demon.
- Call a demon of a type you choose. Powerful demons can give you penalty to your Sorcery roll.
- Create an area of binding to any demons who enter.
- Create a domain of magical fire or ice that does not dissipate.

## *SAMPLE NECROMANCY RITUALS:*

- Keep undead from entering an area until the next sunrise.
- Put a wayward spirit to rest.
- Summon a spirit from a skull to interview.
- Raise an undead skeletal servant.
- Curse someone to suffer some mishap, or grow weak or sick.

## *RITUAL SORCERY DRAWBACKS*

- The ritual has whatever effect you desired, but you have no control over it.
- The ritual takes longer than expected, and requires more time.
- The ritual has destructive and unpredictable side-effects.
- The effect will happen, but not in the way you expected, or the place you had wanted.
- Become cursed, suffering –3 to Resist Dark Magic until you have a full day to cleanse yourself.
- The ritual drains your magical energy, causing you to suffer –1 Ongoing to Sorcery rolls until you have time to rest.
- The ritual drains you physically, causing you to suffer –2 Ongoing to Battle and Daring Action rolls until you have time to rest.
- The ritual leaves you mentally dazed, causing you to suffer –2 Ongoing to Knowledge, Lore, Poke Around, and Hunt until you have time to rest.