

You brought this band of rag-tag adventurers together, taught them all they know, and now look. They've got in over their heads and have no idea how to fix things.

It's clear that you're the only one here who knows what they're doing.

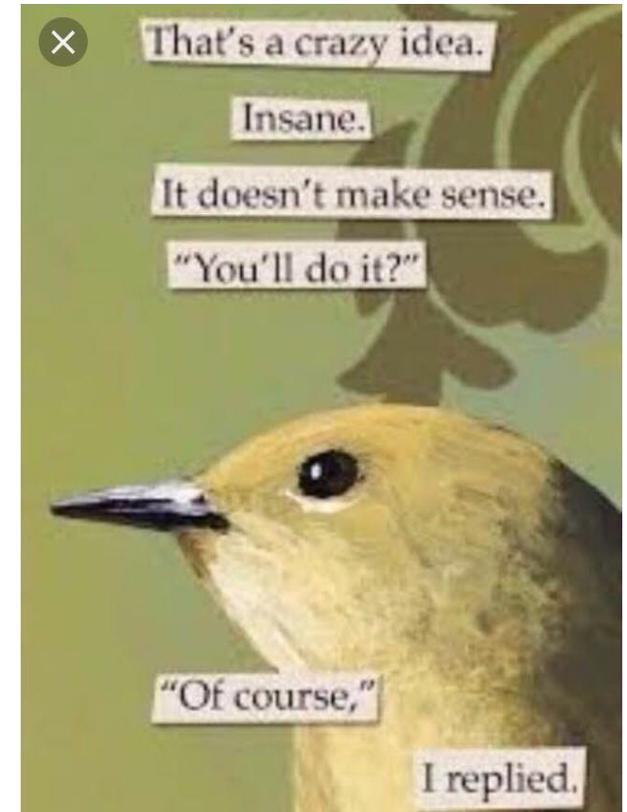
The rules

Read through your character sheet. If there are any sections marked with an obelus (†), fill them out now.

To do something, *do it*. The GM will tell you whether you succeed or fail, or any complications that occur from your actions.

At any point, you may use one of your moves if it's fictionally appropriate. Strong moves require you to spend a token. Weak moves provide you with a token. You start play with one token, and may gain or lose them throughout the session.

Your **lure** gives you an opportunity to help your friends. Let them know what your lure is, and let them know when they trigger it. They can gain tokens this way!



You are

WREN

the Magician

You are

WREN

the Magician



Choose 2 wardrobe styles †

formal wear, drag wear, anachronistic wear, utility wear, striking colours, drawn sigils, witch chic, jewellery and amulets, hood and robes

Various equipment



You start with 2-equipment. Spend 1-equipment to produce one of the below:

ritual knife, magical unguent, pocket guidebook, chalk and paraphernalia, shielding amulet, hip flask of alcohol, shard of mirror

What do you fear in the land of the dead? †

Pick one:

- Failing my friends
- Encountering my father
- or decide one yourself

Play to find out

- ❖ How do you cope with being out of control?
- ❖ What does real magic look like? What does it cost?

Lure

Whenever someone asks you for advice, and immediately acts upon it, they gain a token.



Strong moves

spend a token

- ❖ Get out of harm's way
- ❖ Use magic with great precision
- ❖ Abruptly call forth magical power
- ❖ Recall ancient lore
- ❖ Ask "*What here is hidden?*"



Regular moves

- ❖ Take action, leaving yourself vulnerable
- ❖ Call forth magic with unexpected side effects
- ❖ Open your mind to the magical realm
- ❖ Lie fairly convincingly
- ❖ Ask "*What stories have I heard of this?*"



Weak moves

gain a token

- ❖ Draw unwanted attention
- ❖ Endanger the party with magic
- ❖ Give away your true name
- ❖ Defend a friend, and take harm as established
- ❖ Threaten someone or something far too powerful

You also play

THE LOST FOLK



The people who walk this land are a confused bunch, here for their own reasons. Some stay to wait for another (a lover, a rival); some believe they must wait here for a time before moving on; some are bound here by another (often a Ghost, Mnemosite, or Demon).

Whenever appropriate, you're empowered to shine the spotlight on the ordinary people who inhabit the world of the dead. Whenever we have a question about the lost folk, we turn to you to tell us about them.

Impulse: make them empathise with you

Moves:

- ❖ Display the nature of the world
- ❖ Tell your story
- ❖ Try to keep someone here
- ❖ Offer something for a price
- ❖ Act in your own interests

You joined because you wanted to steal silverware. You stayed because you've always been haunted by the knowledge that there's *something* out there watching you.

Now you're in over your head, and you don't know how to get home.

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You are

NADJA

the Scoundrel

You are

NADJA

the Scoundrel



Choose 2 wardrobe styles †

skirt and boots, leather and cloth, street wear, a signature colour, countless pockets, layers upon layers, shirt and breeches, hidden knives, a big coat

Various equipment



You arrive with a piece of Camille's hair tied around your wrist, a link to home.

You start with 2-equipment. Spend 1-equipment to produce one of the below:

nasty-looking knife, cigarettes and matchbook, many small knives, enchanted needle (pilfered from Wren), bag of sand, pack of cards

What do you fear in the land of the dead? †

Pick one:

- Someone I killed
- Learning too much
- or decide one yourself

Play to find out

- ❖ What motivates you, beyond gold?
- ❖ How far will you go for your friends?

Lure

Whenever someone gives you an opportunity to strike from behind, they gain a token.



Strong moves

spend a token

- ❖ Get out of harm's way
- ❖ Move unseen
- ❖ Draw a weapon before anyone can act
- ❖ Enact a cunning diversion
- ❖ Ask "*How are they vulnerable?*"

- ❖ Open a door back to the real world, big enough for your friends to pass through



Regular moves

- ❖ Take action, leaving yourself vulnerable
- ❖ Quietly gather clues or information
- ❖ Bolt for the exit
- ❖ Stall for time
- ❖ Ask "*What should I be on the lookout for?*"



Weak moves

gain a token

- ❖ Draw unwanted attention
- ❖ Deflect harm onto an ally
- ❖ Get caught lying, hiding, or stealing
- ❖ Promise something you cannot deliver
- ❖ Walk into a situation unarmed and unprepared

You also play

MAGIC



In our world, magic is forced to be subtle and staid. In the world of Thanatos, the land of the dead, it is free to show its full gothic splendour.

Whenever appropriate, you're empowered to shine the spotlight on the magic that infuses this land, and how it writhes in the grip of those that wield it. Whenever we have a question about magic and how it works here, we turn to you to tell us about it.

Impulse: inject symbolism into the world

Moves:

- ❖ Provide colour in this monochrome world
- ❖ Permeate everyday life
- ❖ Burst forth with unpredictable vigour
- ❖ Defy control and discipline
- ❖ Allow space for poetry

Your mistress is a scatter-brained witch. Your colleagues are a thief and a shut-in nurse. You're the only one with a head on their shoulders. Now Sarah's got herself lost in the realm of the dead, and Wren has charged head-first after her.

Of course you followed them. Someone needs to keep them in check.

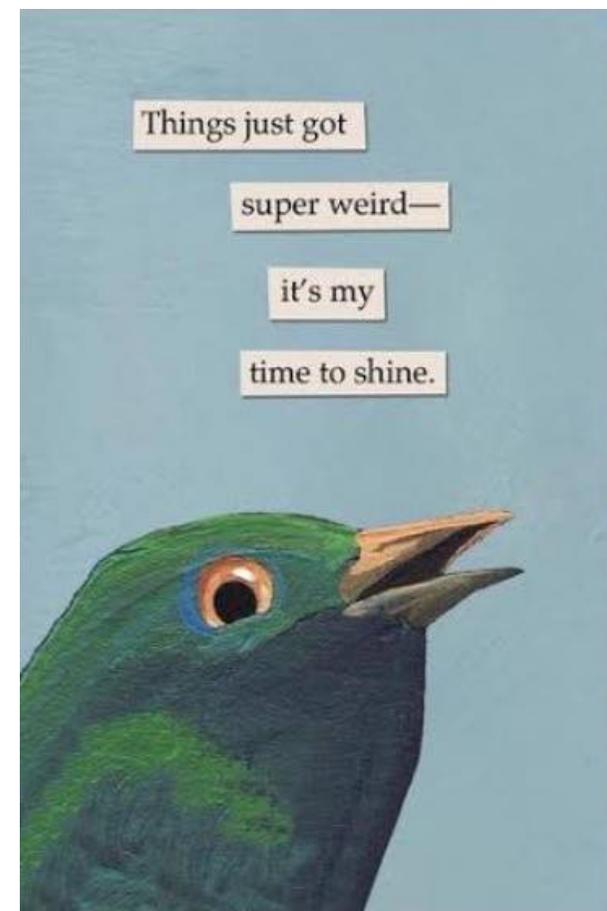
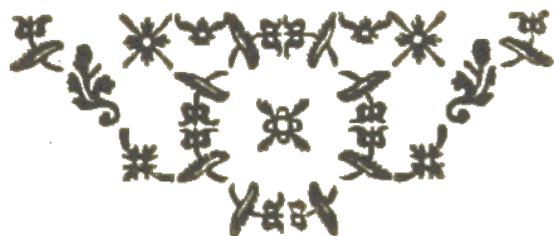
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You are

AOIFE

the Hunter

You are

AOIFE

the Hunter



Choose 2 wardrobe styles †

maid's wear, old-fashioned wear, sensible boots, a good knife, ritual paraphernalia, a well-fitting coat, rural clothes, walking gear

Various equipment



You start with 2-equipment. Spend 1-equipment to produce one of the below:

big knife, book and pencil, occult paraphernalia, vial of ectoplasm, bandages, a disguise

What do you fear in the land of the dead? †

Pick one:

- Facing old enemies
- Stories from my childhood
- or decide one yourself

Play to find out

- ❖ What do your new friends mean to you?
- ❖ What do you truly fear?

Lure

Whenever someone relies on you to solve a problem, they gain a token.



Strong moves

spend a token

- ❖ Get out of harm's way
- ❖ Perform a modest ritual to good effect
- ❖ Bring out supplies no one knew you had
- ❖ Kill someone
- ❖ Ask "*How can I get you to do what I want?*"



Regular moves

- ❖ Take action, leaving yourself vulnerable
- ❖ Stare into someone's eyes without blinking
- ❖ Care for someone
- ❖ Step in to negotiate with spirits
- ❖ Ask "*Who is the biggest threat?*"



Weak moves

gain a token

- ❖ Draw attention to yourself
- ❖ Accidentally open your soul to the land of the dead
- ❖ Isolate yourself from your allies
- ❖ Appeal to cosmic forces
- ❖ Ask "*How have I earned your ire?*"

You also play

THE LANDSCAPE



Thanatos, the Land of the Dead, is a holding place where spirits go before they move on to their final resting place. It is the thoughts, dreams, and beliefs of these spirits which colour this land and give it shape. It is a land of contrasts: monotone and grim, but ethereal and gothic.

Whenever appropriate, you're empowered to shine the spotlight on the land itself, and how it overwhelms its inhabitants with its sheer scale. Whenever we have a question about the landscape, we turn to you to tell us about it.

Instinct: make everyone feel small and insignificant

Moves:

- ❖ Provide a distorted reflection of the real world
- ❖ Confront them with magnitude of time and/or space
- ❖ Bar the way; provide another way
- ❖ Shift, move, rearrange
- ❖ Offer a guide or a guardian

SCENES AND SET PIECES

The mirage city. A shimmering image of gothic towers that sits on the horizon. A group of lost souls have made this their home. You cannot get there by walking - the mirage disappears. You must be invited there.

A village. A small village of folks waiting to pass on – waiting for a loved one, or waiting until their time is done.

A skirmish. Hungry ghosts harass a mnemosite.

A demon hunts Sarah. The demon has decided to make her his prey, and has been trying to hunt her down.

A four-eyed wolf. Sarah's mother, unable to talk, distrustful, guarding.

An island. Sarah rests with Jocelyn on an inland at the end of the world. She is guarded by her mother and by wards she remembers making as a child.

A shepherd of death. A white stag's head, with glowing blue eyes.

Cherokee lore

Blue mountain. When the world was created it was covered with water except one island, "Blue Mountain", where people lived alongside animals.

The origin of corn. Selu was the first Cherokee woman. She was killed by her two sons, and where her blood spilled, corn ("selu") grew.

Ropes. The world is floating in the sea like a big island, suspended at each cardinal point by a big rawhide rope.



THE GM

YOUR MOVES

When things go bad, or the players look to you, make a move. Pick from the general list below, or activate a move from the landscape or a faction.

- ❖ Announce future badness
- ❖ Show them the barrel of a gun
- ❖ Separate them
- ❖ Put someone in a spot
- ❖ Trade harm for harm (as est.)
- ❖ Inflict harm (as est.)
- ❖ Make them pay
- ❖ Tell them the consequences and ask
- ❖ Disclaim decision making

THE FACTIONS

The Shepherds of Death

Impulse: maintain order

Aesthetic: flowing cloaks, animal heads

The shepherds of death are devoted to maintaining order in Thanatos. There are few enough of them that they cannot stem the growing war between the Mnemosites and the Ghosts, only intercede in the worst cases.

- ❖ Heal or rend reality
- ❖ Recruit allies to their cause
- ❖ Banish interlopers

The Mnemosites

Impulse: To dissect and experiment

Aesthetic: abstract patterns, periodic functions, dendritic networks

Mnemosites are an alien intelligence from elsewhere. They fight a strange war with the Ghosts, which has drifted into the land of the dead.

- ❖ Mislead and bedazzle
- ❖ Offer visions of the past or future
- ❖ Demonstrate their alien nature
- ❖ Speak in riddles
- ❖ Metamorphose
- ❖ Dissect something

The Ghosts

Impulse: To feed

Aesthetic: geometric patterns, arrangements of eyes, wings, and mouths; withered humans with long necks and big stomachs.

Touchstones:

Ghosts are parasites of the human condition. They feed on human spirit, in various forms, and this can be a weapon when required. They war with the Mnemosites, who they see as intruders and colonists.

- ❖ Overwhelm with feelings and emotion
- ❖ Possess someone
- ❖ Offer visions of the present
- ❖ Call allies

The Demons

Impulse: To consume, plot, and feed

Aesthetic: fangs, spines, sharp edges and fractals

Touchstones:

Demons are the apex predators of this land. They must feed, but live for the hunt. They will bargain with lesser beings if it means better pickings later on.

- ❖ Devour something or someone
- ❖ Attack with ferocious power
- ❖ Make a show of force
- ❖ Demand concession or obedience
- ❖ Offer to negotiate