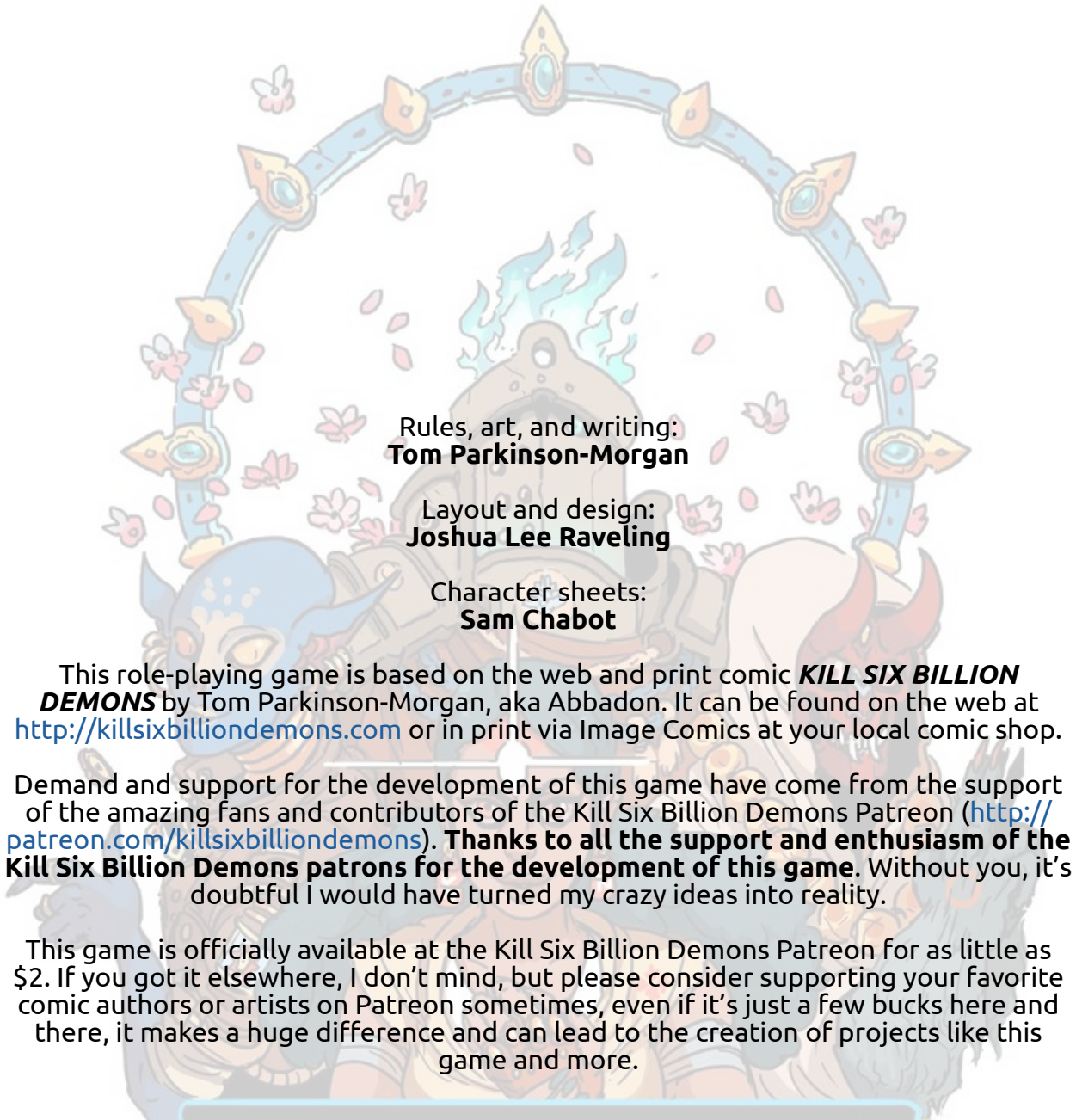


BROKEN WORLDS

THE *KILL SIX BILLION DEMONS*
ROLE-PLAYING GAME

Tom Parkinson-Morgan



Rules, art, and writing:
Tom Parkinson-Morgan

Layout and design:
Joshua Lee Raveling

Character sheets:
Sam Chabot

This role-playing game is based on the web and print comic ***KILL SIX BILLION DEMONS*** by Tom Parkinson-Morgan, aka Abbadon. It can be found on the web at http://killsixbilliondemons.com or in print via Image Comics at your local comic shop.

Demand and support for the development of this game have come from the support of the amazing fans and contributors of the Kill Six Billion Demons Patreon (http://patreon.com/killsixbilliondemons). **Thanks to all the support and enthusiasm of the Kill Six Billion Demons patrons for the development of this game**. Without you, it's doubtful I would have turned my crazy ideas into reality.

This game is officially available at the Kill Six Billion Demons Patreon for as little as $2. If you got it elsewhere, I don't mind, but please consider supporting your favorite comic authors or artists on Patreon sometimes, even if it's just a few bucks here and there, it makes a huge difference and can lead to the creation of projects like this game and more.

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ROLE-PLAYING GAME

Tom Parkinson-Morgan

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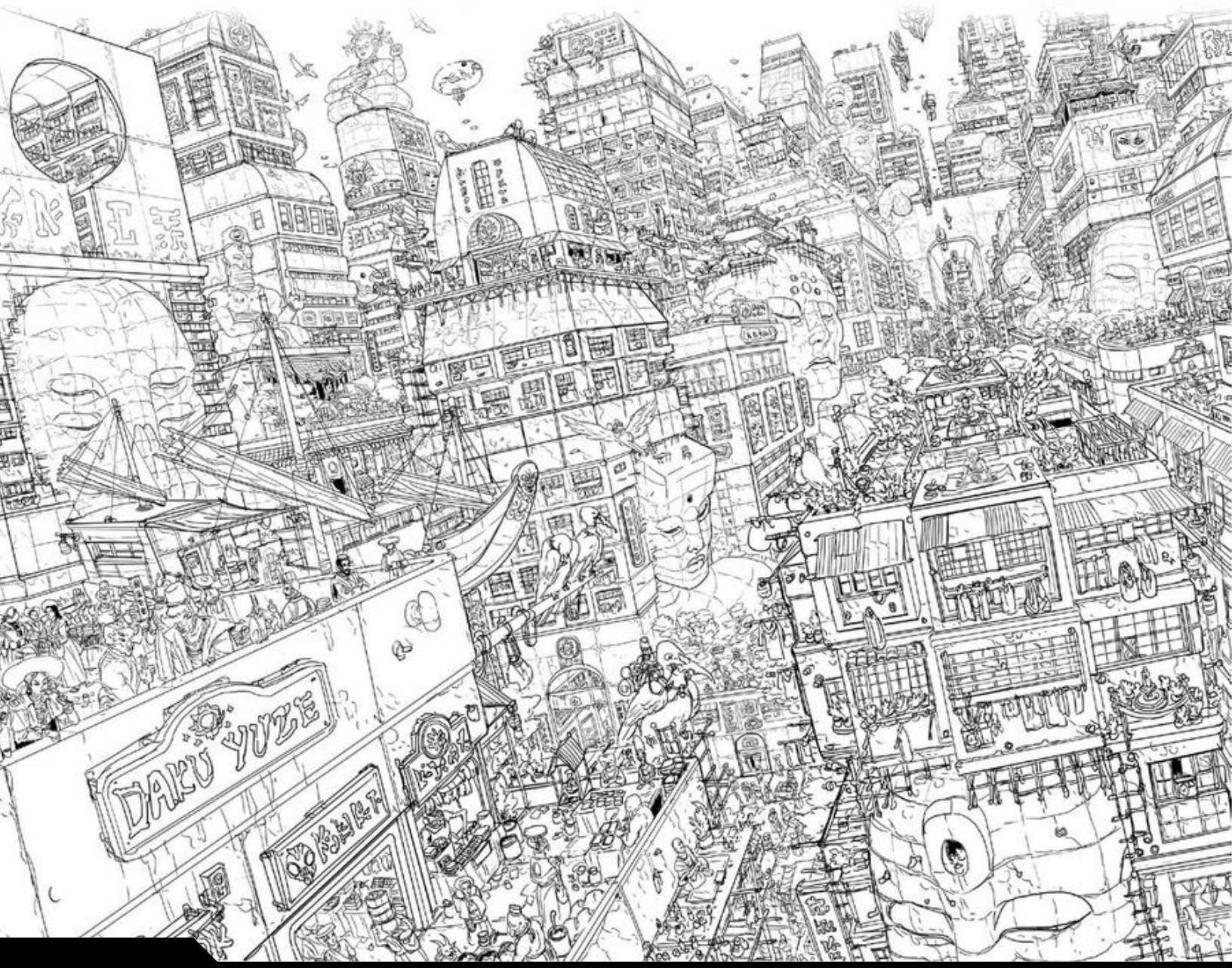
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Introduction to Broken Worlds

The Kill Six Billion Demons Roleplaying Game
(http://killsixbilliondemons.com)



A Brief History of the Wheel

Broken Worlds takes place in the multiverse of the great Wheel, the setting of the comic Kill Six Billion Demons on which this game is based. If you are the game master, you can change details of the setting as you like. This game assumes that it's taking place ina world of multiple universes, and multiple dimensions, all linked through a hub world called Throne, the corrupt and ruined heavenly realm where the gods once ruled and lived. The history of Throne and the Wheel itself is detailed more extensively in the Daemoniac section of this book.

The feats of many great and terrible men and women hammered the Wheel into the shape it is today. But it was not always so.

The King in the Tower

Once, there was YISUN, who had no rivals, no beginning, no end, no sires, and no equals. YISUN commanded all secret fires, all multidimensional songs, all the dread names of Royalty, and all sword arts. YISUN was the king in the tower, the unparalleled and infinite God.

YISUN's existence was a terrible one, lonely and devoid of meaning. Infinite, unparalleled, unchanging and unending, YISUN saw only one solution to singularity the power of self-destruction. YISUN performed the great art of Division, annihilated themselves, and split into two primal beings, YS, who was the master of all that was, the Hungry Black Flame, and UN, who was the master of all that was not, the cold and dread White Flame.

These two primal gods first warred, shocked by each other's hideousness, and then made love, destroying themselves as YISUN had, and giving rise to 777,777 gods, half from the Black Flame, and half from the White Flame.

Throne and the Rule of the Gods

These gods were much more singular beings more individualistic and driven to war, love, build, create and destroy. They raised up a mighty city in the space that was nothing, a city of red stone, and named it Throne. There, resplendent in their power, immortal, and embodying pure aspects of reality, they had many adventures, told many tales, built and created many fine things, and waged war upon each other from time to time, as was the custom.

Many ancient and well known stories exist about the more famous (and infamous) of thegods, such as UNHansa and his loyal daughter YSPrim, the peace keeper and demon slayer YSHet, the lord of swords and master of war UNIntra, and the much reviled idiot-trickster goddess YS-Aesma. These stories would be too numerous to recount here, and indeed most of them were lost to time.

The Inheritors

After countless ages, the gods grew tired of doing menial work, and they left it to the god of craftsmen and caretakers, UN-Koss. Koss quickly grew sick of fixing chariot wheels, hammering out nails, and mending broken shoes, and so he traveled to the Void and took some of the primal flames of YS and UN to make new beings to serve him, and ultimately the other gods as well.

First, Koss used the Cool White Flame of UN to make hundreds of races of Servants. These immortal races, in the shape of mythical creatures, powerful beasts, or sentient beings, were forged each for a single purpose or task, such as cleaning Throne's canals, working Throne's forges, or serving as Throne's porters. For a time, the gods were delighted and content with the Servants to do their bidding.

The servants quickly grew unruly as the gods, free of menial work, grew to be whimsicaland cruel masters. To keep them in line, Koss took the freezing Cold White Flame and hammered the Law into it, making the first Angels, immortal, flaming beings of order. The Angels were too cold to safely enter Throne, so Koss dipped them in ash, giving them stone bodies to move around in.

The idiot god Aesma, jealous of Koss' achievements, stole his chisel and snuck into his workshop, using the Warm Black Flame of YS to make her own race, the race of Humanity.

Aesma was not as skilled a craftsman as Koss, however, and she created humankind with a vital flaw the flaw of mortality. Unlike all other creatures and gods alike up to thispoint, human's soul flames would eventually sputter and fade. It was in this way that the idea of death entered the world.

The End of the Gods

The gods, tired of their circular and immortal existence, like YISUN before them, were inspired by Aesma's flawed creations. They decided once and for all to destroy themselves, and in the process forge the Multiverse. From Throne, they each faced outwards and told a beautiful story, and in their self destruction forged an entire world. Thus were 777,777 gods destroyed, and 777,777 worlds created, radiating outwards from Throne like the spokes of a great Wheel. The races of humanity and servants were banished from Throne, and went to

live in the newly created worlds, where they created new civilizations and thrived for countless millennia.

Some angels were banished to the void, to keep watch on the Hot Black Flame, the chaotic remnant of the primal goddess YS. Others were left in Throne as its final guardians, the Prime Angels. These angels grew to monstrous size over uncounted years, some ten stories tall or more, and kept watch on the decaying ruins of the city of the gods and the petrifying corpses of the Gods themselves.

The Destruction of the Heavenly Gate and the Demiurges

Thus it was for untold ages, until a single man, the Conquering King, a dark sorcerer by the name of Zoss, broke into Throne by some awesome power. He slew the Prime Angels, smote their leader, the archangel Metatron, and pulled from him all the secrets of Divinity.

Using this power, Zoss breached the veil between worlds that sequestered Throne from the rest of reality, and called upon other great and mighty heroes, human and Servant alike, from the countless worlds that comprised creation. Zoss then installed himself as the Ruling King, the master of all Universes. The saints, sorcerers, kings, and masters of reality that ruled under him created a new society. They rebuilt Throne and formed a superior society of enlightened equals, naming themselves the Demiurges.

For a while, the Demiurges ruled a just, compassionate, and highly rational society, studying the secrets of the universe, learning the ways of immortality and master over the powers of creation. During this time the Devils, a new race of Inheritors, were created, beings created by masking the chaotic Hot Black Flame of YS unto a form that could be bound with language and willpower.

The society of the Demiurges, for all its power, was an isolated society, set apart from the countless worlds that surrounded it. The opening of these worlds and their integration with Throne would ultimately be the demiurges undoing.

The Universal War

The Demiurges, in their desire to spread enlightenment, or merely through their lust for power and rulership, made the fateful decision to open Throne to common folk to conquer and rule other worlds and connect them to Throne. To facilitate this, the Ruling King Zoss hammered the divine power he had stolen from Metatron into a series of keys each with absolute power over one of these worlds. These keys could be used to opena gateway a tear in space time, so that ordinary people as well as soldiers, merchants,supplies, and other goods could be transported directly to Throne.

For a time, Throne thrived and grew as it became an interdimensional metropolis. But as the demiurges' thoughts turned to rulership instead of enlightenment, their attitudes towards each other quickly became more belligerent, until war was inevitable.The war, when it came, consumed the multiverse, burning many dimensions down to the core. The worlddestroying power wielded by the Demiurges was used to full force and with terrifying effect. When the dust settled, Zoss had disappeared, and the demiurges, who had been hundreds of thousands in number, were reduced to a mere Seven.

The Seven

These Seven, bloodthirsty, ruthless rulers, and the only remaining powers in all possibleuniverses, made a pact of neutrality. They slunk away to their lairs and tended to their enormous empires. Today, they still rule, as black emperors tyrant kings of all worlds. The only truly neutral ground is Throne itself, overpopulated, teeming with pollution and violence, and overflowing with corrupt gangsters, criminal guilds, and warlords.

Playing the Game

These are the Broken Worlds of this game, and the world that you will be playing in. A dark, decaying multiverse, in which the only true adage is to Reach Heaven Through Violence. Broken Worlds is designed to be run as a set of extraordinary and powerful characters overcoming ruination in a vast, multi-dimensional fantasy setting (by default, the setting of Kill Six Billion Demons). Each game is designed to follow the characters as they struggle with a broken worlds.

The core world of Kill Six Billion Demons is a multiverse - filled with hundreds of thousands of cultures and thousands of races, along with angels and devils. They all interact through the ruined and holy city of Throne, the hub-city at the center of all creation. Each world is a physical place that can be traveled to by means of a King's Gate, which connects to the multiverse-spanning King's Road. The road runs through each reality, and the Void Between Worlds, a great emptiness outside of creation.

This is a game more suited for a set of characters solving a specific set of problems (much like a wuxia

or kung fu movie, comic, or TV season). The specific ways in which the world is threatening to *break* will progress according to the game master.

Setup

To play this game you will need at least 2 six-sided dice (D6s) or a way to simulate them, a character play sheet (found in the end of this book), and a pencil.

Telling the Story

The core purpose of any role playing game is to tell a story, with everyone at the table participating. One player takes the role of GM, or game master - you should decide before beginning to play. That player will act as both a storyteller and a facilitator for the rules. Everyone else at the table will take the role of characters in the story or world that the GM helps create.

Usually telling the story takes place through a kind of conversation between the players and the GM. For example:

Player 1: "I open the door."
GM: "It opens slowly and easily, but as you do a guard dashes out, brandishing his spear at you. What do you do?"

However, if players could do anything they like without any failure involved, the game would become boring very quickly! All this game system does is lay constraints on player actions, or add additional consequences to that conversation, to help introduce interesting story hooks, danger, and tension to the action.

This is done through rolling dice and moves.

Rolling Dice

BrokenWorld uses 6-sided dice - the dice you can usually get your hands on with any board game or at any corner store. They're often referred to as D6, and notated as #d6 (for example, 1d6 = 1 six-sided die)

Modifiers

Some moves will give modifiers to rolls, usually +1 or -1. There are three types of modifiers, regular, *forward, and ongoing*

+1 just means add one to the roll when a certain condition is met. Written as Take +1 Easy!
+1 *forward* just means +1 to your *very next roll only* when a condition is met.
-1 ongoing means take a -1 penalty to your rolls until the status that caused it is removed.

For example, if I have a move that says, 'Whenever you knock your opponent on their back, take +1 forward', I'll get +1 to my next roll (and next roll only) when I knock someone flat. If the move instead reads 'Whenever your opponent is knocked out on the ground, get +1'. That means I can take +1 on my next roll and all the rolls after as long as my opponent is still on the ground. Simple!

Clumsy, Broken, and Empowered rolls

If a roll is Clumsy, it's made without any modifiers (just roll 2d6). Your character is either not proficient in the roll, or skill doesn't apply in this case.

If a roll is Broken, your character is disadvantaged in some way - either you're disabled, fighting for your life, or the roll is especially difficult. Roll 3d6 and pick the lowest 2 results!

If a roll is Empowered, your character has an advantage of some kind. Roll 3d6 and choose the *highest* two results. The simplest way to get an empowered roll is to spend Power, which is talked about later in this section.

A GM may make rolls clumsy, broken, or empowered, depending on circumstances. More information on this is in the GM section on pg. 91.

Hold

Some moves give you *hold*. For example, a move could read 'When you roll a **10+**, hold 3'. Think of hold like a currency. You *hold* on to it and can spend it for a number of effects that are detailed in the move. You can't spend hold from one move on another move, and you lose hold when the parameters of the move are no longer relevant, or you take a respite.

Moves

During the course of the game the players or the GM make moves. A move is usually (but not always) as simple as a roll of the dice. Moves are simple tools for creating constraints, options, and stakes based on player actions when the story requires it - for example, swinging your sword! Do you miss? Do you hit? Does your sword ricochet spectacularly and decapitate a bystander?

The moves the players and the GM have access to are very different, and have different roles in the story. The players always have the initiative (as they are, after all, the main characters), whereas the GM will often make moves that require choices from the players, raise the stakes, or set the atmosphere.

Normal roleplaying, conversation, etc does not

require a move. In fact, *most of the time, you won't be making any moves at all*. However, when the situation would *change based on the player's actions*, or the players want to *affect the outcome of events*, or the players want to *receive more information* - in other words, whenever there are *consequences*, they usually make a move. Some moves also give you additional options or ways to interact with the story that the players and the GM are telling together. The kind of move you make will depend on the wording of the move and the story itself!

When do you make a move? All moves have a '**When X happens**' trigger that gives you a good idea of when you are required to make it. Making a move usually requires a roll. When making a roll, roll 2d6, add the appropriate bonus (usually a player statistic, listed as **+statistic**, for example **+body**) and check the result.

- **10+** is a success. You have accomplished what you set out to do.
- **7-9** is a partial success, and may have some trade-offs. The GM will usually offer you a worse outcome, bargain, or some form of retribution.
- **2-6** is a miss, and probably involves a downside for your character, such as taking damage.



They look like this:

Reach Heaven Through Violence

When you attempt to strike down your foes in combat, roll **+body** (melee) or **+reflex** (ranged)

On a 10+ deal your damage to a target or targets in range, and you can additionally activate your weapon flourish.
On a 7-9, you exchange blows with your enemy. You deal damage, but also take damage as established, and you may suffer additional harm or disaster.
On a miss, your blows strike wide, and you are fully exposed to retribution, harm, or disaster.

Click for the full list of Basic Moves .

The first part of the move is the trigger, '**When X**…' which describes what has to happen for the move to take place. The next part describes the roll you need to make and the outcomes. The GM will generally decide the outcomes, which may involve them following up with a move of their own. It's as simple as that!

Keep in mind nearly all moves are triggered by **player action**. This is very important - the players should always have the initiative in a game of brokenworlds, and GM should try playing as reactively as possible.

A player can't do anything that would constitute making a move without making a move. For example, if a player wants to sneak by a sleeping guard, they will have to use an overcome move. Why? There's consequences here - the guard might wake up!

The general and most important rule is *the fiction trumps everything.* In other words, the fiction (the story) decides the moves you have to make. If it fits the fiction, make it so! In the previous example, maybe the GM decides the guard is so far asleep that no move is required - the guard is so drunk that he has no chance of waking up.

This even applies to combat. The kind of situation will determine the move you need to make, or whether you even need to make a move at all! Normally, to fight a guard would take a *Reach Heaven Through Violence* move (a fancy way of saying 'fighting'), and you'd have to roll for it. But if the guard is asleep, you might have to make an overcome roll to slit his throat without waking him up. If you succeed, he's probably dead! The GM might even decide the guard is totally passed out and there's no need for a roll at all. You don't have to make a move - he's a dead man!

The Golden Rules

If you ever have qualms about the rules - just remember two things. First, the fiction is the most important aspect when making a move. That means as long as it makes sense in the story, it's probably fine!

Second, specific examples trump general. Generally, a player always deals -1 damage to targets with the group tag. However, if that player has a way around that tag, they can ignore this limitation.

Example of Play

Lets look at a very simple example of moves in action. There are three people in this example, the GM, a player called K, who is playing a Hunter character, and a player called H, who is playing a Fated character.

GM: Alright, you're just outside the temple. The doors appear to be sealed shut, but you can faintly hear chanting from inside.

H: I try the doors.

GM: They're closed, and don't seem to budge. What do you do?

K: Get these doors open, I'll keep watch.

H: I'm going to try and force the doors.

GM: Great. Make an Overcome roll using +body to avoid attracting unwanted attention.

H: Actually wait, can I make the Pry Secrets move to try and figure out what's keeping the door locked?

GM: Sure, go ahead. Roll +mind

H: Great. I got an 8. What here could be useful to me?

GM: You spy a pretty simple lock keeping it shut. It could be picked.

K: I'm going to pick it. I have the tools for it.

GM: Sure, you do.

K: Don't I need to roll for it?

GM: It's not that hard to pick for your character in particular, and you have enough time. However, as you pick the door, it swings back on a well-oiled hinge, far too fast. Make an overcome roll using +reflex!

K: I got a 6. Great.

GM: You can't catch the door before it swings back, noisily slamming into the wall. There's a chorus of surprised voices from the dimly lit courtyard within, then the rush of feet.

H: I ready my crane stance and steel myself to meet the temple guard.

K: Is it dark? My Bat School move allows me to glide in darkness.

GM: Sure.

K: I'm going to try and glide past them. I take several steps forward and slip into the air, my dark robes spread, daggers in my hands.

GM: You fly slowly right over the head of three of the dark-robed and now astonished temple guard as they come down clattering to the temple gate. H, you see them too, and they level their spears. What do you do?

H: Alright! I'm going to attack them.

K: Same.

GM: Ok, both of you roll Reach Heaven Through Violence.

K: Are they in hand range of me?

GM: Not quite, you're way over their heads by this point, so normally you wouldn't be able to attack them, since you have a melee weapon. However, your daggers have the thrown tag so you can definitely make a ranged attack.

H: I step forward and swing with my sword. 9 … plus my +body is 11!

GM: Great, your strike hits true. How much damage do do you do and, and what is your flourish?

H: I do 2 damage, plus one because of my Fated Style, and I choose to disarm my target.

GM: That's enough to cut one of the guards down, so no need to disarm him. Tell me how it happens.

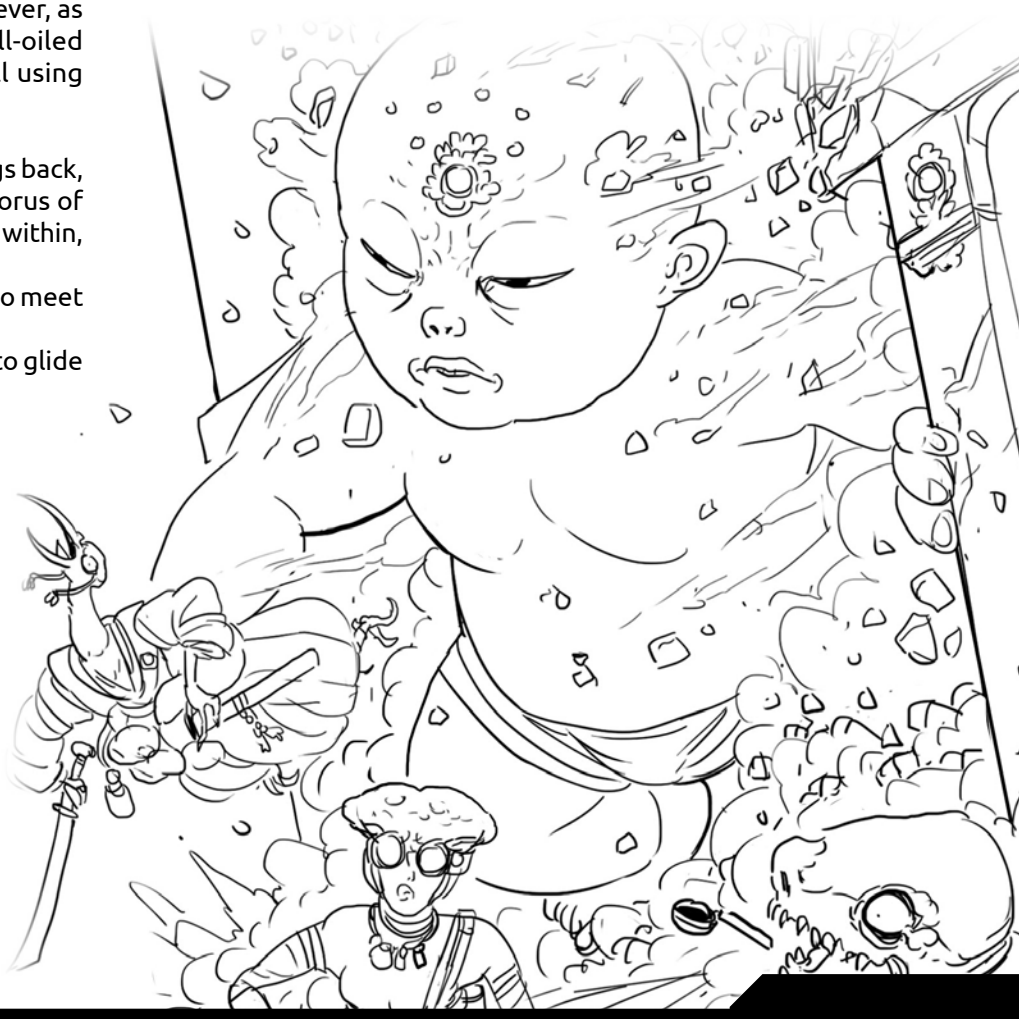
H: My father's sword goes straight into his throat.

GM: He goes down gurgling and wide eyed.

K: Here's my ranged attack with my daggers. I roll a 6, plus my +reflex… 8 total. I still deal my damage, right?

GM: Your strike hits true. I think you do do 2 damage right? So you cut down the poor sap. However, before you do, since you rolled an 8, the third guard jabs his spear at you. Minus your 1 armor… you feel a sharp pain as the sharp point deals 1 damage, slicing pass your side.

…and so on





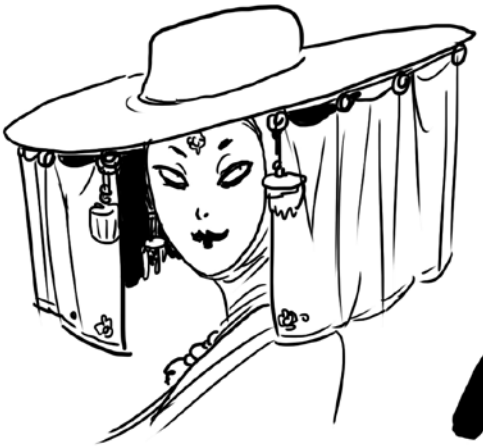
THE FATED



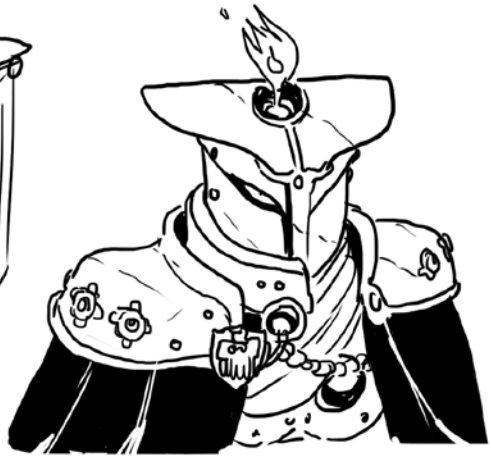
THE FURY



THE MASTER



THE REFINED



THE LAW



THE BEGGAR



THE HUNTER



THE BOSS



THE HUNGER

Character Creation

Player characters are extraordinary individuals in the multiverse, able to wield the Flame Immortal and fearsome martial arts. They can range from shadowy assassins, to guild bosses who fight as an entire gang, to table-wielding beggars.

A character's information is all written down on a Play sheet.

One of the most important things to remember is that **there's only one example of each player character in the entire story. Therefore there cannot be duplicates of any character!** There's lots of watchmen, policemen, guards, and paladins, but only one Law.

Characters level up during the course of play from level 0 to level 10. You level up by making the Train Move.

Details of the Playsheet

Your playsheet determines the race of the character you can play, your starting gear, and the moves you can make (what kind of character you are). When choosing starting gear you will often be asked to make a choice between several options, or (detail) the options you have.

It's up to you to decide the other aspects of your character, such as appearance, name, and background.

Statistics

Characters have five statistics: **Body**, **Reflex**, **Heat**, **Breath**, and **Mind**.

All characters start with the following statistics assigned as the player desires: +2, +1, +1, +0, -1. Each class description details the most important statistics, which is relevant to their moves and advanced moves list. If you plan to learn Advanced Martial Arts Moves, it's advisable to research which statists apply to those moves.

- **Body** means physical power, muscle, bulk, and strength. A character with high body is usually athletic or muscular, and can be physically large and imposing. Characters that fight with body often rely on their physical power to get them through situations.
- **Reflex** means physical speed, agility, and accuracy. A character with high reflex relies on their incredible speed, and can perform supernatural feats of skill such as plucking an arrow from midair, running up walls, flying through the air, or walking on water.
- **Heat** means bravery, courage, physical presence, heroism, and charisma. Alternately, it can mean savagery, brutality, and intimidation - whatever it is, it impresses or cows your enemies, and bolsters your allies. Think of it as the 'cool' factor. A character with high heat is masterful in social situations, has strong willpower, and can keep their cool when under stress.
- **Breath** measures how in touch with the Atum, or soul, a character is. A character with high breath not only has incredible constitution and body health, but has also aligned the energy pathways in their body to the point that they can perform unbelievable physical feats of endurance, such as turning blades away from their skin.
- **Mind** means intellect, vision, acuity, and perception. A character with high mind is not only adept at reading situations, but also people, objects, and things - and can use this knowledge to deadly advantage.

These stats go from -3 to 3, which is the number you will add to a roll. They are generated on character creation and can increase over the course of the game.

Players have damage, armor, wounds, and stamina, which are relevant for combat and other perilous situations. (Details in the Damage and Healing)

Unlike other RPGs, damage, wounds, and stamina depend on what kind of character you're playing, not what you're wielding - but your weapon will determine the fictional aspects of your attack, and sometimes gives it other qualities. Armor can change depending on what you're wearing or your class moves. Players usually all roughly act at the same time, so there's also no initiative statistic.

Character Creation

At the very first play session, each player will choose a character class (or randomly hand them out!). There can only be one of each character type - each character fills a certain niche in the story, and having two of them defeats that purpose.

The play sheet will detail how to make a character. You'll start by choosing statistics for your character, setting your character's stamina, deciding your character's appearance and starting possessions, naming them, and choosing an advanced move. Then, at the first play session, you will fill in your bonds.

Races

There are four races in the Kill Six Billion Demons Universe: Humans, servants, angels, and devils. Your race has no bearing on your statistics but affects some moves and the way you role-play.

- *Humans* are the must numerous race in creation. They are the most adaptable, the most multi-cultural, and have the most potential for power.
- *Servants* are the non-human races, native to Throne and several other worlds. They are not a singular race, but rather many species of creatures, created first by the Gods. Each race was created for a specific purpose, making Servants excellent craftsmen and workers. Each race of servants is as different as the next. If you make a servant, detail your race to the GM and what they were created for.
- *Angels* are the ancient protectors of Throne, the core world. They are spirits of eternal fire in their true forms, bound to the void, but by use of stone bodies they can interact with the mortal races in the physical world. Most angels follow the Old Law of Throne, but there are rogue angels and fanatics among their number.
- *Devils* are spirits of dark fire, pulled from the void as human creations. Each Devil has a mask and a number of names that define them. They are capricious beings that value chaos and wildness.

Bonds

Players also start with several bonds. Bonds get filled in at the first play session, and determine the role-playing aspects of your character and relationships with the other characters. You can find the spaces for bonds on your character sheet in the form of sentences that need completion.

You may add bonds as you see fit, or even skip creating bonds entirely, but it is recommended for new players, as having bonds will create a history between your characters that you can build off.

Proficiencies

Every class details the number and type of armor and weapon proficiencies the class starts with. Some classes are proficient with all of the weapons and armor on their list, others will require that you pick from a limited selection.

Gear

Every class starts with its own limited starting gear list. The play may choose any piece of gear from that list. For a description of each piece of gear, its cost, and effect see Chapter 6 Equipment and Sundries .

Moves

All characters start with the basic moves, plus the move from their play sheet, and one advanced move chosen or Advanced Martial arts if the class allows. As you level up, you can choose additional moves to customize your character further.

Burning Will

A characters' Burning Will represents their drive towards their goals. When you create your character, you can write down your character's **ultimate desire** as a single sentence in the Burning Will box. Their desire could be something as simple as 'to see my master avenged', 'to rule this land as king', or 'to finally see peace among my people'.

This component of character creation, like bonds, is completely optional, but it can be one way to think about your character's strong motivations, and provide something you can easily refer back to during a session. Your Burning Will can change as the situation demands - perhaps you accomplish your goal and can choose another.

The second, and very important component of a character's Burning Will is their Flaw. A Flaw is something intrinsic to a character's personality that drives them along, but in a negative way.

Advanced Moves and Leveling Up

Characters start with all the basic moves listed in the moves section (pg 28). They also start with a series of additional moves based on their character, and can choose 1 advanced move from their play sheet at level 1.

Each time characters gain a level, they can choose a new advanced move from their class, from the Advanced Martial Arts section on pg. 78 if the GM agrees to it, or they can advance one of their existing moves. In order to advance a move, the players must have already taken the requisite advanced move.

In addition, at level 3, 6, and level 9, players can increase a statistic of their choice by +1, to a maximum of +3, and choose a new weapon proficiency.

The maximum player level is 10.

FLAWS	
Simple	**Complex**
Anger	Pride
Self-doubt	Inflexibility
Overconfidence	Devotion or Zealotry
Impatience	Trust
Over-indulgence and Excess	Self Sacrifice
Selfishness	Optimism
Vanity	Faith
Mistrust	Ignorance
Jealousy	

Write your flaw down and decide what it means for your character. You can choose one from the list above, or write your own, but make sure it's ok with your GM first. A flaw has to be something intrinsic to your character's personality, and can't simply be a component of their past. For example, if a character has trauma that makes them mistrustful, it's their mistrust that's the flaw, not the trauma.

One more core aspect of player characters is very important for the game, so before diving into character creation, let's talk about Power dice, and their counterpart, Break Dice.

Power and Break Dice

Player characters are powerful individuals that reside in the core world of Throne, heroic figures that may channel the Flame Immortal, the essence of all existence. Each player starts with 1 Power die (after character creation), and start with 1 by default every time you start a new session. These are six sided dice (make sure they are a different color to your regular dice!)

You can keep power dice regardless of the passage of time in game, or if your party rests or takes a respite. However, you lose all power die when you make the End of Session move, so make sure to spend them before you do!

Players can gain a power die in four ways:
- Starting a new session
- Declaring that they are pushing a move
- Receiving a die from the GM
- Making the Train move.

Players can hold on to ***no more than 3 power dice at a time.***

All players start with the Channel Flame and Push moves, allowing the player to spend and acquire power die, respectively.

The Atum

Many moves talk about the Atum. This is refined soul flame or essence of each individual, as opposed to the Great Flames of the Gods and the Flame Immortal of the eternal God YISUN. Many believe that the separation between the Atum, or individual soul, and the oversoul of the Flame Immortal is fundamentally illusory - that they are one and the same!

The Atum is observed by modern medicine in Throne to flow through many channels, or meridians, within the body. Precise knowledge of how the soul flame flows through these channels, the ways in which it can become blocked, and the ways in which it can be aligned to unlock a person's hidden potential are key to various schools of martial arts throughout the multiverse.

Moving Forward

That's it! As a player your end of the game is relatively simple - the most important thing is to know what your moves are, and who your character is. Here are some simple principles to keep in mind:

1. The fiction rules everything!
2. Failure is interesting!
3. Always say, 'Yes, and…'
4. Describe everything - except when it needs to be unsaid
5. Live in a living world - name your connections, describe your culture, grow attached to your NPCs, and mourn when they die!
6. Character is best shown through action. Action = character. The way your character reacts to every situation reveals who they are.

If you're ready to make a character right away, skip to pg. 34. You might find it useful to skim or reference the terminology section that follows to understand the context of some of the moves.

Conflict and Terminology

Modifiers

Some moves will give modifiers to rolls, usually +1 or -1. There are three types of modifiers, regular, *forward, and ongoing*

+1 just means add one to the roll when a certain condition is met. Easy!
+1 *forward* just means +1 to your *very next roll only* when a condition is met.
-1 ongoing means take a -1 penalty to your rolls until the penalty condition is removed.

All types of bonuses can stack with themselves and each other.

Hold

Some moves tell you to 'hold 3' or 'hold 1'. Think of hold like a currency. When a move tells you to 'hold 3' or 'you get hold 3', you can spend that 'hold' like a currency to gain an effect specified in the move. You can't spend hold from one move on another one! You lose all hold when you take a respite.

Rest and Respite

Some moves only recharge after a rest. A rest is sufficient time (hours or days) and space (safety and quiet) for the character to recharge, recoup, and relax. When you want to rest, you make the Rest move.

Other moves recharge after a respite. A respite is sufficient time and space (as with a rest) to bind wounds, catch breath, and calm nerves (about 15-30 minutes).

If you don't have the time or the space (an unsafe or dangerous location, for example) - you can't take a rest or respite!



Combat Terminology

Armor

Armor is a representation of the actual armor a character might be wearing, and physical toughness or supernatural technique. Player characters, enemies, and NPCs can all have armor.

Think of armor like a spendable currency. When you take damage from any single source, you can spend a point of armor to reduce the damage by 3. This can reduce it to 0! You can only spend one point of armor at a time, and once you spend it, it's gone. However, you get armor from any moves or equipment that your character has back when you take a rest.

Characters (player and non-player) cannot spend armor against damage with the ap tag.

Break move

A break move is a special move made by the GM that describes special offensive or defensive actions that enemies or environmental hazards might make against the player characters. For example, a thug might have the crush break move, which means they can pick a player up and start bear hugging them. Break moves should be descriptive rather than proscriptive - another enemy may still pick up and start bear hugging a player even if they don't have the crush move, for example. Break moves gives GMs a convenient toolbox to describe such actions, however. For more details, see Chapter 8 GM Toolkit.

Broken roll

A Broken roll is a roll using 3d6 (not 2d6) and picking the two lowest results. It represents some major disadvantage or difficulty for your character.

Clumsy roll
Some moves call for a clumsy roll. This is a roll without any modifier (and no other modifiers can apply to it). A clumsy roll cannot be empowered or broken.

Dealing Damage
Damage depends on each character's play sheet, not the weapon they're holding. Weapons determine other things like range and qualities of the attack. Whenever you deal damage, tell the GM who you're aiming at. You can't split your damage - it needs to go to a single source. Some damage is listed as modifiers, such as +1 or -1. That means just +1 or -1 damage - pretty simple! Some damage is ap, meaning it ignores armor, some is vicious, meaning it does double damage to stamina, and some is brutal, meaning it always deals +1 wound in addition to any other damage (even if a target has stamina or spends armor).

Empowered
An Empowered roll is made with 3d6, choosing the highest two results. The easiest way to get an empowered roll is to use the Channel Flame move.

Flourish
All martial arts and weapon proficiencies have a *flourish* attached to them. When you roll a **10+** on a Reach Heaven Through Violence roll, you can gain an additional effect depending on what your flourish is. You always get to decide the result of this effect, unlike other moves!

Focus
If something requires focus you cannot make any other attention or time-absorbing actions while performing its effects (moving, dodging, etc). Your full attention is occupied by performing the move or using the object.

Group
Targets with the group tag fight as a mass or group. They deal 1 extra damage to targets without the group tag, and take 1 less damage from targets without the group tag.

Attacks with the area tag always deal normal damage to groups (they ignore the -1 modifier)

Proficiencies
Your character is proficient in several weapon styles. When attacking with a weapon outside your style, the best roll you can make is a clumsy roll when attacking (an unmodified roll). If a roll you would make with a weapon you are not proficient in is broken, it stays broken (it doesn't become clumsy). This includes objects or improvised weapons.

In addition, your character is proficient with light, medium, or heavy armor. You can't wear armor you're not proficient in - you simply can't put it on and act effectively! Each level of armor proficiency requires the previous one (so learning how to wear heavy armor requires medium armor proficiency, for example)

Huge
Huge targets are massive or physically imposing. They deal +1 damage to targets without the huge tag and take -1 damage from targets without the huge tag. A huge group usually represents a massive horde or mob of individuals.

Shattered
When a player reaches 0 wounds and stamina, they make the Shattered roll. Each time a character makes the Shattered roll before they take a rest, they make the next roll with a -1 modifier, stacking indefinitely (so the first roll is made as normal, the next at -1, etc).

Threat
Threat is an easy way to differentiate enemies for the GM. Threat 0 enemies are almost negligible for you to dispatch by themselves. Threat 1 enemies are slightly stronger. Threat 2 enemies are powerful enough to fight on their own and are a 1 to 1 match for a player character. Threat 3 enemies are powerful enough that they can fight the whole group comfortably. For more information on Threat, see the GM section on page 103.

Wealth
Wealth is a rough approximation of the purchasing power of your character. It can represent anything from barter materials, to borrowing power, to physical coins or currency. Coin in Throne is issued by so many banks and guilds it is often almost impossible to keep track of.

Damage, Healing, and Death
Described below are the rules on how to handle characters dealing, recieving, and recovering from damage.

Damage
Damage in Broken Worlds is dependent on player characters, not the weapons they are holding, and can be affected by moves, the environment, or other factors. Most players deal 2 damage.

For an idea of what damage looks like outside of players:

1. Incidental damage, an improvised weapon, a short fall.
2. A long fall, a sword blow, a gunshot, normal combat damage.
3. A serious gunshot, assault rifle fire, a blow from an ogre, savaged by a beast, a grenade explosion.
4. Being shot by a cannon, hit by a massive boulder, a multi-story fall, ravaged by a frenzied demon.
8. Being crushed by a colossal being, immersed in acid or lava.
12. Being crushed by a moon sized being, lacerated in the jaws of the world wolf.

Damage can be reduced by the huge tag and the group tag. Damage can ignore or take into these reductions at the GM's discretion. For example, being immersed in lava probably completely bypasses how big you are.

Certain weapons or attacks have the ap, vicious, destructive, messy, brutal or area tags, which can all affect damage. For more information on tags see pg. 23-24 . Most weapon styles have a flourish effect that takes place when you roll a **10+** on a Reach Heaven through Violence roll. See the weapon styles on pg. 71-76 for more info.

Damage from certain moves is listed as bonus damage (for example, +1 damage). This means add one damage, period. Other damage is listed as 'Deal 1 damage' - meaning deal exactly 1 damage to the target.

Health and Healing

Each target (and player character) has a certain amount of *stamina*, which is affected by their breath statistic. Stamina can represent a character's ability to keep fighting in combat, their energy and poise, and minor nicks and wounds to their person. Once stamina is depleted, any remaining damage and damage thereafter will go to *wounds*. Wounds represent direct and harmful physical damage to your person.If a player fills in their last wound (no matter how much more damage they would take) and are reduced to 0 wounds, they make the Shattered roll.

If a player fills in their last wound (no matter how much more damage they would take) and are reduced to 0 wounds, they make the Shattered roll.

Stamina will regenerate fully after a Respite (about 15-30 minutes of downtime). Wounds are not recovered after a respite and can usually only be healed by taking the Rest move. Without resting, they will not heal. The Rest move is a little special, as the consequences are mostly story-focused. Your GM will tell you the outcome of this move.

After making a rest, no matter what, all your stamina is recovered. However, the number of wounds you heal from a rest depends on how many you pick for the move.

Rest

When you have time (hours, days) and a place (relatively safe/quiet) to gather your strength and recuperate, choose a number of wounds you want everyone in your party to heal (0,1,2,3, for example), and choose a player to roll. Then they roll -wounds healed. (Subtract!)

On a 10+, you are able to grasp the time to gather your strength, for now. Regain the wounds you chose, all stamina, and all armor.
On a 7-9, choose 1 from the **on miss** options, but take out the word 'significant'. Regain the wounds you chose, all stamina, and all armor.
On a miss, choose 1:

– Your enemies gain something significant from your rest (ground, time, resources, allies, etc)
– You lose something significant from your rest (ground, time, items of power, resources, allies, etc)

For example, the party has taken some heavy damage in a scuffle with the guilds. Vengo and Parl have taken 2 wounds, whereas Meti has taken 3. The party chooses to heal 3 wounds and roll a 10, minus 3 wounds, for a total of 7. The party chooses to lose something from their rest.

The GM notes down that as they're resting, thieves dash through their camp and make off with some of their supplies - and barely manage to escape. Since the party won't lose anything 'significant', the GM should probably make the supplies fairly minor. If it was significant, it could have been weapons, armor, a keystone, an ancient text, or something similar.

Here's another example - The player characters are trying to reach a temple before their enemies. They roll a 6 on a Rest move, and choose to have their enemies gain something significant. When the player characters reach the temple, the GM tells them that their enemies are already there and set up in defense, having found a shortcut.

The GM doesn't have to tell the party what they're gaining or losing - merely note it down!

Death

Fate is fickle and combat is brutal in Throne. When the die is cast and you have lost all of your stamina and you last wound make a shattered roll. Maybe you'll be lucky, maybe you'll defy fate, or maybe the flame will claim you.



Shattered

When a player is reduced to 0 wounds, they make the Shattered roll. Each time they make this roll, they take a cumulative -1 penalty to the next shattered roll, stacking indefinitely (so the first is normal, the next -1, then -2, etc). This penalty resets upon a rest.

When you are reduced to 0 wounds, roll **+breath**.

On a 10+, heal one wound, as you recover for now
On a 7-9, heal one wound. Then, the GM chooses 1, or *you choose* 2 from the list below (can't choose the same twice)

- You take major damage, almost knocking you out of the fight entirely. All your rolls are broken until you take a rest.
- Lose a chunk of your body, such as a finger, tooth, or earlobe
- Lose a limb in part or whole
- Lose your weapon or armor - it's gone
- Gain a nasty scar

On a miss, die, or immediately make the Defy Fate move

Defy Fate

When you attempt to defy your fate and avoid death, make a clumsy roll.

On a 10+ - Heal 1 wound. You avoid your fate for now.
On a 7-9- Heal 1 wound. You survive, but choose 1:

- You are disfigured or badly injured and take a permanent -1 to a stat of your choice.
- You are forced into a hard bargain with a greater power for your petty soul.
- You permanently lose something precious (a limb, a memory, etc) .

On a miss, you are claimed by death or reincarnation

NPCs and injury

All NPCs do not have stamina, but only wounds (and sometimes armor). When their last wound is depleted, they die!

NPCs are divided into different Threat groups based on how powerful they are relative to the player characters. A typical human NPC, far weaker than the characters, is threat 0 or 1. A threat 2 NPC is an equal to a player character, and threat 3 and above are equal to a whole group!

For more information on Threat and how it works with NPCs, see pg. 103.

Tags
Sometimes attacks, weapons, or items have special tags. These tags determine the qualities (in the fiction) of the weapon, item, or attack.

Range Tags
Combat is divided into different range bands (how relatively far apart people are from each other. The ranges are Intimate (closer than hand, right up in each other's faces), Hand (hand to hand combat), Close (close enough to hear comfortably - about twenty to thirty paces), Far (clear visual range), and Extreme (out of clear visual range and further).

Range tags indicate the range at which something is usable. If a target is further away or closer than that range, then the weapon or item won't be as effective, and you must make a broken roll to use it.

For example, if wielding a gun, you can bring it to bear at about close range, but if an enemy is too far away (far) or up in your face (hand) you can't bring it to bear effectively. Some objects can be used in more than one range band. If that's the case, they will be listed with their minimum and maximum range close - far. A hand - far weapon for example, can be used at hand, close, and far ranges.

Combat Tags

Armor Piercing (ap)
Armor cannot be spent against (ap) damage

Area
Inflicts its damage over an area around its target, dealing incidental (1 damage) or full damage to everyone within, and dealing normal damage to groups. Melee attacks with area hit a roughly circular area centered on you with a radius equal to their range.

Brutal
Always deals an additional wound, in addition to any other damage it deals, even if the target has stamina remaining or spends armor against it.

Destructive
Extremely good at destroying objects, weapons, furniture, terrain, walls, vehicles, etc. If an object takes destructive damage, it is completely pulverized, mangled, or wrecked.

Focus
Requires focus to use (can't move or do anything else while wielding or using this item or ability).

Fine
Especially high quality. Any item with the fine tag is worth at least around 3x its base price.

Forceful
Damage dealt with this tag knocks targets completely off their feet or sends them flying, and staggers larger targets. It may or may not give them the reeling tag (Player rolls d6 on a 4-6 they gain reeling).

Hidden
Easy to conceal, and not immediately noticeable to casual inspection.

Infinite
As many as you need. Not actually infinite (i.e. you can't throw infinite knives at someone), and you can still lose your knives as a unit. But you won't run out of them.

Light
Easy to stow, carry, and draw, easily wielded in one hand, but shorter reach. You can use it easily while performing other activities, such as climbing or riding. You can always attack at intimate range with this weapon.

Lingering
Lingering damage cannot be healed normally during a respite or rest, and will require special conditions to heal. When you take lingering damage, establish what caused it and what will heal it.

Loading
This weapon uses ammunition. It's prone to running out of ammunition, jamming, or requiring reloading at inopportune times.

Messy
Deals incredible bodily harm or violence. Has about a 50% change to deal increased damage or incidental damage to and around its intended target (+1 damage). The GM can decide whether this happens, or make a roll for it.

Potent
Potent Moves wielding this can be made with +body in addition to other statistics.

Precise
Moves with this can always be made with **+reflex** in addition to other statistics.

Thrown
This melee weapon can be used to make a range attack at a range indicated in the tag.

Unwieldy
Difficult to stow, carry, or draw. You can't run, climb, sneak, swim, ride, or perform fine motor activities effectively while wielding this (weapon) or wearing it (armor).

Vicious
Does double damage to stamina.

Status Tags
These tags can only apply to NPCs or player characters, and are usually only temporary effects. They have different effects when applied to player or non-player characters!

Reeling
Momentarily disabled or disoriented by pain, shock, or otherwise. A reeling NPC can't deal damage and any other actions they take are far less effective. A reeling PC skips the next action they would take in order to recover. Lose this tag after a few moments have passed.

Crippled
Disabled or inhibited by some action, environment, or injury. When a PC or NPC is crippled, establish what ails them, and what sense or part of their body is effected. Until whatever crippled them is resolved, a crippled NPC or PC loses effective use of that part of their body.

Stunned
A stunned PC or NPC cannot take actions other than to weakly defend themselves and move slowly. Stunned NPCs and PCs only recover after a respite, or until someone else takes action to help them recover (as established).

Evasive
Moving fast, unable to be struck or caught easily. If you have this tag, you cannot take damage but can be subject to other effects. Lose the evasive tag when a particular condition is met, or if they are immobilized, disabled, or cannot move effectively.

Unstoppable
An unstoppable target cannot be knocked about, thrown off their feet, restrained, or halted in their movement. They cannot gain the reeling or stunned tags as long as they have this tag.

Basic Combat Rules
Broken worlds is, fundamentally a game about armed conflict, usually in the form of epic martial arts clashes and duels. Inevitably, the characters will (and probably should) get into a fight.

When that happens, there are a few ways to handle a fight. It's ultimately up to your GM how it plays out.

1. Handle the fight narratively. You'll make very few rolls, but narrate a lot of the results.
2. Play the fight out by rounds. You'll make a lot more rolls, but the fight will be more granular and the moment-to-moment action will matter more.
3. Do a mix of the first two methods.

You'll see both of the first two kinds of fights play out in movies, books, and other media all the time. The first is very useful when the moment-to-moment action is too large or small to matter (such as a big battle or a silent infiltration), and the narrative important of the fight may not matter. The second is very useful when the blow-by-blow details of a fight are important and tense, and when you want to give the fight a lot of weight and time.

It's perfectly fine (and typical) to mix and match the two - don't feel restricted by these categories, which are here for convenience.

Narrative Combat
Resolving a fight the first way (narratively) is pretty fast and loose. Players simply say what they're doing, and the GM will tell them what moves they need to make. There's no specific turn order, and events play out in the order they happen. A good rule in this case is to give all players an opportunity to act before one of them can go again - but this doesn't have to be strict. Some campaigns might do all their combat this way, and that's totally fine (and often preferable!).

A single roll can cover a lot of action in this style. Making a Reach Heaven Through Violence move might cover anything from five seconds of dueling to the outcome of a two hour street fight - it's up to you, your GM, and what feels right for the fiction.

Structured Combat
If you prefer to a fight in a more organized manner, use the following structure:

1. Divide the combat into rounds. In each round, each player gets one turn. The turn order doesn't particularly matter, but a player cannot go twice each round (so everyone gets a chance to do something before a player can act again). Players can pass on their turn if they so choose.
2. On a player's turn, they can make a single move, perform any other kind of action that doesn't constitute a move, and move one range band (from hand to close for example), unless they can move further as established (for example, they are riding a motorcycle).

Enemy moves will entirely rely on the player's rolls, so there's no 'enemy turn' in such a structure. Once every player has acted, the round is over and a new round begins.

Mixing Both

Structured or narrative combat alone can certainly be used to cover an entire campaign's combat, but it's often preferable to mix the two. Moves can be expanded or contracted narratively to fit whatever situation you need. You can take things into structured combat when you want to up the stakes of each player's action, or 'zoom out' and let things play out a little looser, which can make the narrative move much faster. I use a lot of movie language here because like in movies, I think pacing is very important to a good RPG session. You don't want to get stuck making rolls for every individual action against a gang of forty people for an hour if that's not going to suit the story, but you also don't want to totally skip over an epic duel with a powerful villain in a single roll.

Ultimately the kind of game you play and the kind of combat you want to get into depends on your fellow players and your GM - talk to them!

Player vs. Player

Though the game of Broken Worlds assumes players will be working together, they might not always agree on matters, whether it is one player preventing another from stealing from an ancient pyramid, one player trying to knock another unconscious to prevent them from doing something rash, or simply players fighting each other (to the death or not). Players might also be interested in some friendly sparring, dueling, or training.

In a case of player vs. player combat, players with the higher Reflex statistic will tend to act first. If there's a tie, then roll off with a d6.

All moves aimed directly at another player are always made broken, but they otherwise play out as normal. Damage from retaliations (for example, on a roll less than 10 on a Reach Heaven Through Violence move) depends on player damage.





Moves

Root and Branch

Some moves have a listed Root or Branch move. Branch moves are those that branch off from the current move. Root moves must be learned prior to learning the listed move.



Universal Moves

These moves are used in conjunction with other moves and can be used any time.

Channel Flame

When making a move, you can choose to spend a single power die (before you make the move!). If you do, the roll is empowered (roll 3d6 and pick the highest instead of 2d6).

When you use this move, you can perform an extraordinary heroic feat. A nimbus of power appears around your character, your eyes glow, your voice resonates, or something similar. You decide what this looks like!

Channel Flame can be used to do something that would normally be considered impossible for a player character. For example, if a character wanted to punch a mountain asunder, leap into the stratosphere, or convince an entire crowd unanimously that they are the emperor, they probably couldn't normally do it with an ordinary Reach Heaven Through Violence, Agility, or Bend Will move, but if they used Channel Flame to augment that move, they certainly could!

All player character sheets get a special move that allows them to spend power dice for effect. Additional moves may also allow you to spend power die. The move will tell you whether you need to roll the die or not. Once you spend a power die, it's gone forever! If Channel Flame is used on a Broken Roll, it simply returns that roll to a regular roll - the two effects cancel each other out.

The main way players gain power dice is by pushing a move.

Push

When you want to attempt something particularly foolhardy, heroic, impressive, or risky, make a move, but before you roll, you may declare that you are pushing a move. If you push the move, the roll becomes clumsy (no modifiers allowed), or broken, but only if it's already broken. In addition to any other effects of the move, if you roll a **7+, *you may take a power die***. However, in addition to any other consequences, if you roll a **2-6**, ***the GM may take a break die***.

Deciding to push a move is always a player choice - they can always do something foolhardy, heroic, impressive, or risky without pushing it - the GM can never ask somebody to push a move.

Break dice are the GM's equivalent to power dice. The GM can spend break dice in one way - to make any single player roll broken. This represents an extraordinary twist of fate or bad luck. The GM can declare they are making a roll broken even after the roll is made, but before the results are calculated and taken into account.

The GM can hold on to any number of break dice, but loses them during the End of Session move. The GM doesn't start with any break dice, and can only gain them through player actions.

Combat Moves

These moves can be made out of combat, but are more designed for use in combat situations..

Reach Heaven Through Violence

When you attempt to strike down your foes in combat, **roll +body for melee or +reflex for ranged.**

On a 10+, deal your damage to a target or targets in range, and you can additionally activate your weapon flourish.
On a 7-9, you exchange blows with your enemy. You deal damage, but also take damage as established,

and you may suffer additional harm or disaster.
On a miss, your blows strike wide, and you are fully exposed to retribution, harm, or disaster.

Option: *Called Shot*

At your option, before you roll, you can choose to make this roll broken if you want to perform something significantly more difficult - such as striking at a specific part of an enemy's body, hobbling an enemy, disarming an enemy, blinding them, etc. Your attempt is successful (in addition to the other effects such as taking and receiving damage) **on a 7+**. The effect of your success depends on the GM.

Acuity
When you attempt to use your mental quickness and prowess to overcome your enemies in combat, **roll +mind**.

On a 10+, gain hold 3. You find an exploitable weakness in that enemy's armor, defenses, fighting style, or the environment around you. As long as you are fighting that enemy and take action on your knowledge, you can spend your hold 1 for 1 to gain one of the following options.
On a 7-9, gain hold 2, but your target also gets to choose of the below options against you (they must choose before you).

- Reduce a single source of damage from your target by 1.
- Give a single source of damage against your target one of the following tags: ap, forceful, messy, area, or destructive.
- Increase a single source of damage against your target by 1.

Agility
When you attempt to perform impossible acrobatic feats in combat, **roll +reflex**.

On a 10+, gain hold 3.
On a 7-9, gain hold 1.
You can spend your hold at any point in this combat when you move, 1 for 1, to accomplish the following effects.

- Run, fly, or jump up or along a normally impassable surface or obstacle (a high wall, the surface of water)
- Move over and pass through enemies and hazards unhindered
- Move to any range band between intimate and far in one movement

Bolster
When you attempt to rally your allies, **roll +heat**

On a 10+, choose one.
On a 7-9, you may choose one, but then you can no longer choose that option again until you take a rest, even if you roll a **10+**. If no more options are available to you, you can no longer make this move until you take a rest.
On a miss, you lose heart, and cannot make this move again until you rest

- All allies that can hear or see you and and have no stamina remaining regain (+heat) stamina
- A single ally that can hear you regains (+heat) stamina
- One ally you can touch regains their composure. They lose the reeling or stunned tags if they have them.

Aid
When, in combat, you attempt to defend or aid a character, object, or location, **roll +breath**.

On a 10+, gain hold 3.
On a 7-9, gain hold 1.
As long as you continue to stand in aid or defense of that character, object, or location, you can spend your hold, 1 for 1, to accomplish the following effects (can choose the same effect more than once, but only one at a time):

- Give that character +1 forward.
- Take an instance of damage instead of that character, object, or location.
- Reduce the damage of an attack or effect by 1 that attempts to damage your target



If you no longer stand in defense of your target (willingly or otherwise), lose your hold.

Might
When you use your physical strength to subdue, grapple, or throw, **roll +body**. Choose a target without the group or huge tags.

On a 10+, you successfullu wrestle, throw, push, grab or halt your target, choose any or all options below.
On a 7+, choose two of the options below.
On a miss, if you targeted an enemy, that enemy may additionally choose one of the below options against you.

- Your target stops moving and cannot move until they escape your grasp
- Your target takes 1 ap damage
- Your target gains the reeling tag
- Your target gains the crippled tag

Utility Moves
These moves may be made in combat, but are more suited to out of-combat situations.

Overcome
When you tempt danger, disaster, mishap, or misfortune through your actions, **roll +body, breath, mind, heat, or reflex**. The GM will tell you which statistic you need to roll.

On a 10+, you are successful, and come away unscathed.
On a 7-9, you are successful but the GM might choose to introduce an additional complication, tradeoff, or misfortune.
On a miss, prepare for the worst.

Use **+body** when physical strength and athleticism is the deciding factor
Use **+breath** when bodily health, constitution, and healing are the deciding factor
Use **+mind** when quick thinking, mental acuity, or knowledge are the deciding factor
Use **+heat** when social graces, bravery, impressiveness, or strength of will are the deciding factor
Use **+reflex** when quickness of action, speed, reflexes, and acrobatics are the deciding factor.

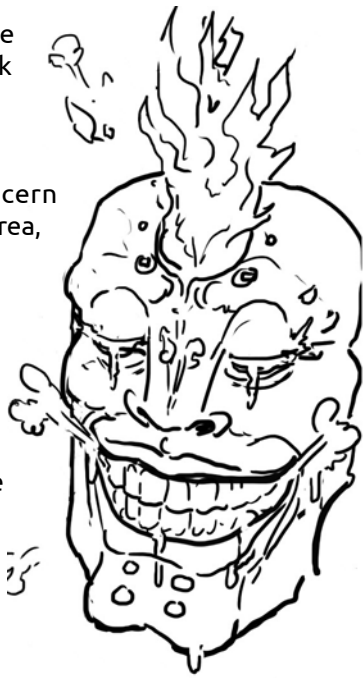
Query the Cosmos
When you attempt to pry information from the universe, **choose knowledge (+mind)**, or **meditation (+mind)**.

Knowledge
If you chose knowledge, you consult your own knowledge about something. Roll **+ mind**.

On a 10+, the GM will tell you useful, interesting, and dangerous information about it.
On a 7-9, the information will either be dangerous or interesting, but not directly useful. Tell your GM how you know this information, either way.

Meditation
If you chose meditation, you spend about an hour in communion with a greater power (tell your GM what).

On a 10+, the power (through the GM) will tell you something mysterious and important about a person, topic, or location of your choice.
On a 7-9, the answer will be cryptic, unclear, or simply an impression.
On a miss, you expose yourself to something dark or malicious.



Pry Secrets
When you attempt to discern information from a person, area, or situation, **roll +mind**.

On a 10+, ask the GM 3 questions from the list below, and the GM will answer truthfully.
On a 7-9, ask one. Take +1 forward when acting on the answers.
On a miss, you can ask a question anyway, but the answer may or may not be truthful. You have to ask questions from the list!

- Who's really in charge here?
- What's about to happen?
- What here seems false or deceitful?
- What here could be useful to me?
- What has just happened here?
- What seems to be the safest path forward?

Creation
When you attempt to create an item or object, if it's not rare or unusual, you can make it comfortably, as long as you have access to materials and tools. As long as you have time to work on your creation between rests, you can create it in 3 wealth increments per rest, based on the base market price. It will finish after your last rest, and you can sell it or use it as you see fit.

For example, a sword costs 3 wealth. To make one, you must have access to materials and have the time

to work on it. Since the sword costs 3 wealth at base market price, it will take just one rest to complete.

You can attempt, at GM discretion, to make fine objects the same way. If an object is rare or unusual, you can make it the normal way, but you must first make a Ply the Market move to secure the necessary rare components.

Bend Will

When you have ***leverage*** and seek to manipulate an audience, **roll +heat**. Manipulate meaning lie, cheat, seduce, intimidate, or perform, an audience meaning the people or person you mean to manipulate, and leverage meaning something your audience wants, whether your talent or your money.

On a 10+, your audience is impressed and will do as you want on only a promise of your leverage.
On a 7-9, they need some concrete assurance or proof of your leverage before they do anything.
On a miss, not only is your audience not convinced, but your leverage has a lessened or 0 effect on further negotiations and you will need new leverage.

Ply the Market

When you stride the inter-world marketplace looking for goods, if it's readily available, you can buy it at local prices. If you want it rarer, cheaper, more exotic, or dangerous, **roll +heat**.

On a 10+, you get it, or something like it.
On a 7-9, you get it, but it's (choose 1: way more expensive/comes with some strings attached/cheap but bought from someone very suspect).
On a miss, your asking around attracts unwanted attention from unsavory or powerful types (or both!).

Gather Power

When in a populous location and you wish to seek aid, **roll +heat**. If you have a good reputation in the area, take +1. If you spend a little wealth along the way, take an extra +1. Below is a list of the possible types of aid:

- Information
- Support
- Safety
- Supplies

On a 10+, you gain an ally, contact, or useful connection with an influential individual or power group. This group or individual can freely offer information, support, safety, and supplies, though not necessarily without a price.
On a 7-9, you gain support of an individual or power group interested in your cause. They may not be influential or powerful. They will offer you only one of the following: information, support, safety, or supplies, though not necessarily without a price.
On a miss, you get attention from an influential, mismatched, and possibly hostile local power. They will ask you for one of the following: information, support, safety or supplies. If you don't give it to them, retribution will swiftly come your way.

Train

When you have downtime to train and hone your skills (hours, days, etc), mark experience and gain a single power die. Then, if you have xp equal to your level+3 or more, reduce your xp by your level+3, increase your level by 1, and choose a new move for your character as you increase your power and training.

In addition, you may choose one or zero of the following:

- Choose another character. That character has a breakthrough in their training or understanding.
- Choose another character. That character hears an interesting rumor or piece of news.
- Choose another character. That character either learns a secret or gains a secret of their own to keep.
- Choose another character. That character learns of an opportunity for power or influence.

End of Session

When you reach the end of a session, all players discard any remaining power dice, and the GM discards any break dice. Mark experience. Then as a group, answer these questions

- Did we fail in some regard?
- Did we expose ourselves to danger, cost, or retribution through our actions?
- Did we progress our story in a meaningful way?

For every 'yes' answer, the group can mark experience.









The Fated

It doesn't matter what plunged me into this. What matters now is that the red fist of destiny reaches. Just over the horizon, I can see it, glimmering!

Proficiencies
Light and Medium Armor. Empty hand, the weapon granted by your fated style, and one extra weapon style of your choice.

Statistics
Heat, Body, and Reflex are important for you.

Damage: 2
Stamina: 3+breath
Wounds: 3

Choose a Race

Human and Servant
At the end of Session move, ask the question, "*Did we further my Destiny this session*?" If the answer is yes, everyone can mark experience.

Bonds
Complete one bond for at least one other character by using one of the following or write your own bonds:

I've known <*Insert character name*> since I was very young.
I don't know much about <*Insert character name*> and I should find out more before I trust them.
I consider <*Insert character name*> a mentor to me.

Gear (choose any)
(Choose 1: plain, fine, exotic) clothes, light armor worth 1 armor - detail. A fated or special weapon. Gear (Choose 1: Traveler's, Peasant's, or Urbanite's). An assortment of multi-world coin and barter items worth 1 wealth. A coin giving you passage through one of the seven kingdoms of your choice. A memento from your past (detail).

Fated Moves
Gain all the basic moves, these moves, and one move from the advanced moves list at first level:

Destiny
Write on your character sheet a single sentence that begins with 'My destiny is to…". You sought out your destiny, or it sought out you - whether in a slain mentor, a homeland left behind, or a quest to fulfill. Once per session, you can empower any roll as long as you think it relates to your destiny.

Fated Style
You use a special, renowned, or significant weapon, or style of martial arts that was handed down to you. Name a single weapon or martial arts style. When you roll a **10+** on Reach Heaven Through Violence, you deal +1 damage in addition to any other effects. Your weapon or style is both recognized and contested by a specific and powerful individual or group. Whether that person or group is overtly hostile or not will be up to the GM.

Inspirational
When you make the bolster move you cannot miss - treat a **2-6** result as a **7-9** instead.

Mantra of Prim, the Loyal
Your will is the fiercest there is - fierce enough to bend fate itself to your advantage. After a GM has established details about a person, place, location, or situation, you may spend a power die to add a single detail of your own in the form of a sentence that begins with the phrase "Yes, and *fortunately*…". The GM must accept this detail as established, unless they choose to spend a break die.

Advanced Moves
At first level choose one advanced move, and gain one additional per level thereafter:

Armor of Will
Increase your armor by 1. If you have less than 1 point of armor left when you take a respite, your armor becomes 1. Your body exudes a natural aura of warmth, light, and heat that you can exude or suppress at will.

Bend Fate
Branch: Brightest Star
A number of times between rests equal to your **+heat**, you can reach into your inner fire and re-roll a roll you just made OR allow an ally you can see you re-roll a roll they just made, choosing the better of the two results in either case. When you perform this action, a nimbus of flame appears around your body.

Blinding Star
When you focus your inner power into a fiery aura, roll **+body**. **On a 7+**, your body flashes with fiery radiance.

On a 10+, choose 1-3 of the following options.
On a 7-9, choose 1.
On a miss, you are reeling.

- The radiance blinds and disorients all enemies that can see you for a few moments, leaving them reeling.
- The radiance lights the area around you within hand range on fire, dealing 1 ap damage
- The radiance forces everyone, friend and foe, within close distance to avert their eyes, and persists for 1 minute.

Brightest Star
Root: Bend Fate
When you spend a power die to channel flame and empower a roll, a single ally that can see you can also empower their next roll, as long as their action follows your action or is against the same target. For example, if you spent a power die to leap across a chasm, another ally could empower their roll to leap across the same chasm.

Defiance
Take +1 when you push a move.

Heat of the Voice
When you take a few moments to plan before a fight, any allies that listen and act on your plan (no matter how well it actually goes) can ignore the first instance of damage they take completely during that fight (no matter how large or small). You yourself don't receive this benefit.

Martyr
As long as you have only 1 wound remaining, you deal +1 damage and gain the unstoppable tag.

Radiance
When you roll a **10+** on Reach Heaven Through Violence, you gain additionally gain 1 stamina on top of dealing +1 damage. This stamina cannot put you over your maximum.

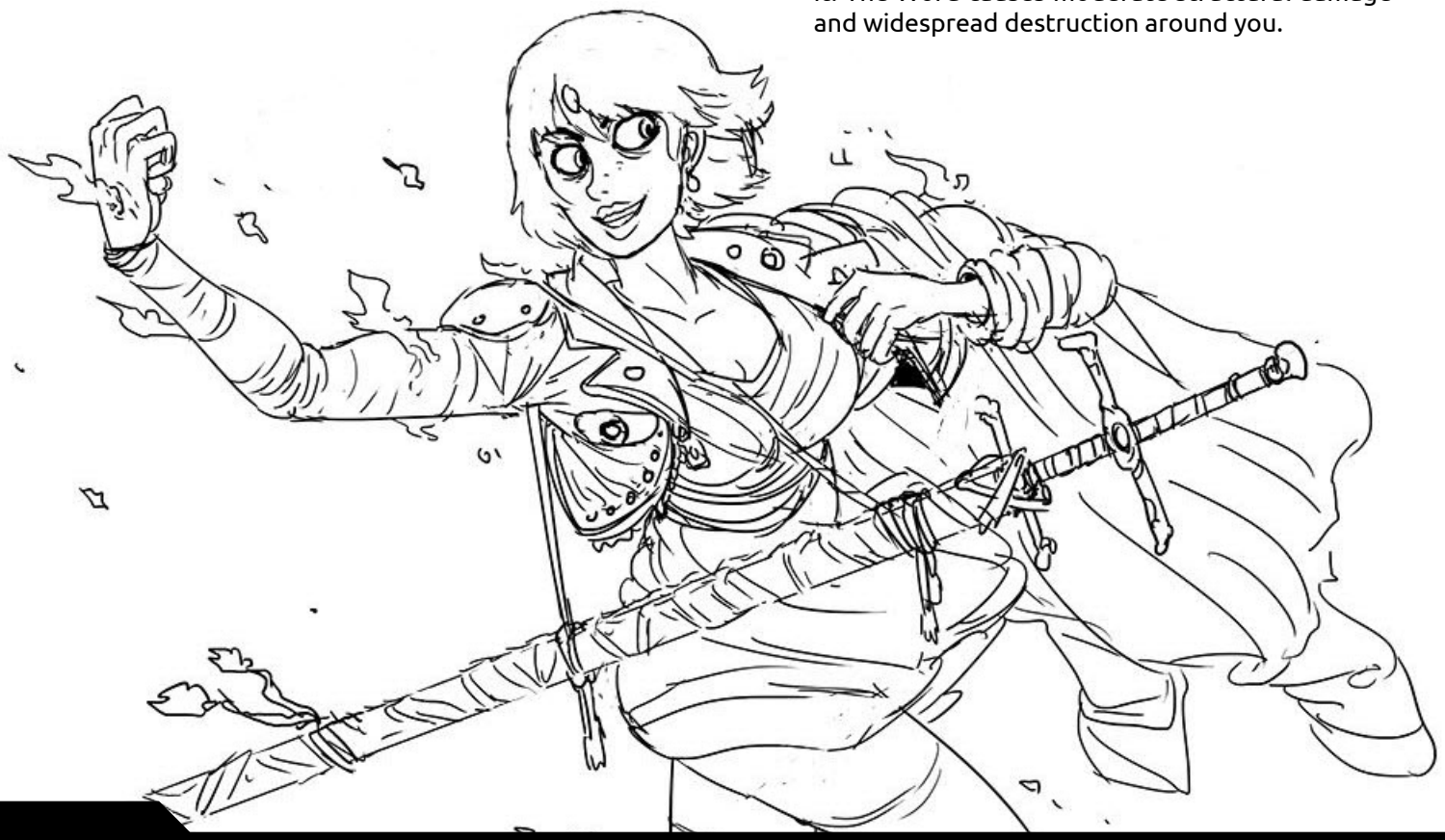
Rising Star
When you lose your first or last wound (only your first or last) you may rally your group and roll **+heat.**

On a 10+, everyone but you can recover 3 stamina, and take +1 forward.
On a 7-9, they only recover 3 stamina.
On a miss, you are disheartened and your next roll is broken.

Supernova
Root: Vengful Star
When you lose your last wound, you can automatically deal your damage to all targets of your choice within in range before you make the Shattered roll.

Vengeful Star
Branch: Supernova
When you lose your first wound in combat (just your first!) you can automatically deal your damage to a target of your choice within range without any roll required.

Word of the World-Song
Choose a single Word - (roughly translated: The Glory, The Tower, The Flame, The Diamond, The Blade, The Mind, The Beast). This is one part of the seven part name of God. You understand a little of its meaning. Once between rests, when you speak this Word, anyone who can hear you, ally or enemy, takes 1 ap damage, is knocked off their feet, reeling, and crippled by deafening for a minute after you speak it. The Word causes moderate structural damage and widespread destruction around you.





The Master

I myself was an upstart once, but it was a waste of my time. Now I find myself surrounded by idiots. The one thing I have left to achieve is to beat some sense into your thick skull!

Proficiencies
Choose 4: Empty hand, pankration, blade, implement, stave, spear, great weapon, bow, gun, great bow.

Statistics
Mind is the most important for you, followed by Breath.

Damage: 2
Stamina: 3+breath
Wounds: 2

Choose a Race

Devil
When using Dragon Gazes in Mirror (see below) you can instead commune with the Black Flame. The Flame will give you a much clearer and more concise answer, but attracts disaster to you.

Angel
When using Query the Cosmos about a historical event, if you roll a **7+**, you were there, no matter how long ago.

Human
Your reputation is such that you will never be refused lodging and assistance, though its nature is up the GM.

Servant
Your school of martial arts sends you what resources or information they can muster for your mission at the beginning of each play session, worth 1 wealth.

Bonds
Complete one bond for at least one other character by using one of the following or write your own bond:

<*Insert Character name*> has prospered under my tutelage so far
<*Insert Character name*> was my former student, but stupidly left
<*Insert Character name*> could really make something of themselves if I teach them

Gear (choose any)
A weapon which you are proficient in, accoutrements and coinage worth 2 wealth, (Choose 1: plain, fine, ascetic) clothing, tools of an art you are proficient in (detail - painting, calligraphy, etc), a game set of your choice, gear (traveling, urbanite's, peasant's, nobles).

Masters Moves
Gain all the basic moves and these **moves:**

Dragon Gazes in Mirror
When you need the answer to a question, you can spend time meditating on it. The GM will give you an honest answer without requiring you to roll, but phrase it in a way that is obscure or allegorical.

Hard Bitten
Increase your armor by 1.

Mantra of Hansa, the Wise
You are part of a well respected school of scholarly, martial, and artistic pursuits. You are highly skilled and respected for your mastery of martial arts, and also one of the following (you can make up your own but settle it with the GM first): cooking, chess, tea, painting, poetry, writing, calligraphy.

Whenever you would suffer from any action (other than your own) that would humiliate you, demean you, or impinge on your personal reputation or that of your school's, you may spend a power die to tell the GM how it goes badly for the fool that dared to cross you. The GM must accept whatever fate you establish!

Under My Tutelage
Choose another character to be your student. A number of times equal to 1 **+mind** between rests, when you give that character advice on a course of action, they can take +1 when acting on your advice.

Advanced Moves
At first level choose one advanced move, and gain one additional per level thereafter:

Deep Rooted Dragon
Root: Swat at Flies
Gain +1 use of Swat at Flies. In addition, you can ignore the size restrictions of the Swat at Flies move - you can strike aside blows from even colossal beings, or house-sized boulders if you so choose.

Dragon Scale Technique
You take -1 damage from any source long as you have a hand free and are aware of it. You don't get this damage reduction against damage from a source you can't see, are not aware of, or if you don't have a free hand.

To use this move, you must perform calisthenics when you rest to align your internal force. If you can't perform them, lose the use of this move until you can.

Dragon Stretches Tail
When you make the aid move and get a **7+**, you may choose a target in range. You mark that target for humiliation, giving them the reeling tag. The next ally who attacks that target can empower their roll.

Dragon Swallows the Mountain
When you align your internal force and put yourself in harm's way, you can completely negate any source of damage within close range. You can use this technique once again before you rest. If you attempt to use it a third time or more between rests, immediately make a defy fate roll. The damage will still be negated if you fail this roll.

Grand Master
Root: Great Master
Choose another student. You can give each of your students advice a number of times equal to your **+mind** between rests, independently.

Great Master
Branch: Grand Master
When you roll a **10+**, your student can take +1 forward to attempt the same task. When your student misses, you can take +1 forward to attempt the same task.

Long Path Up the Mountain
Choose a specific goal for your student or students in the form of a sentence that starts with "This session, I require my (insert disparaging remark) student(s) to <insert task>"

When your student or students accomplishes this goal, you and your student(s) may gain 1 power die.

Mountain Rooting Step
When you plant your feet and breathe in, you can take the Mountain Dragon stance. In this stance, you cannot move, but nor can you be moved from your spot by any force save divine intervention. While in this stance your physical force multiplies tenfold. Gain the huge, unstoppable, and focus tags, but you cannot take any action that requires you to move your feet.

You can carry many times your body weight in this stance if required, and resist forces that would crush a normal person, such as the weight of a boulder, or the foot of a giant. The stance will break if you move from your spot, but you can take it again at will.

Swat at Flies
Branch: Deep Rooted Dragon, Sublime Parry
When you would take damage from a source (an attacker, an obstacle, a weapon, a projectile) roughly the same size or smaller than yourself and you have a hand free, you can deflect it effortlessly, reducing the damage to 0.

You can use this move a number of times between rests equal to your **+ mind**, but you must choose to use it before the GM tells you the damage you take.

Sublime Parry
Root: Swat at Flies
When you Swat at Flies roll **+mind**.
On a 10+, you deal the same damage back as the attack that came at you and it gains ap - for example, if the damage was 4, you deal 4 damage back.
On a 7+, you can throw or deflect the attack back to any enemy in range, dealing 1 ap damage.

Sixth Dragon Internal Technique
As long as you have time in the morning each day to exercise, perform calisthenics, and align your internal force, gain unstoppable as long as you are conscious. You cannot be unwillingly grappled, restrained, disarmed, or touched. You can conceal this fact if you so wish (for example, pretending to be restrained).

Wide Reputation
Your mastery in your non-martial arts field (such as cooking, chess, tea, etc) demands incredible respect. You can gain a power die whenever you defeat someone in this skill. If that person was also a master, you can also mark experience.





The Beggar

The world is God's cosmic joke, so I don't see what all the fuss is about. It's a world for dogs, and sons of dogs, and I know just how to deal with dogs. Now how about that wine?

Proficiencies
Light armor, Impossible weapons (see below), and choose 2: stave, club, spear, empty hand, great weapon, and pankration.

Statistics
Body and Heat are the most useful for you.

Damage: 2
Stamina: 3+breath
Wounds: 3

Choose a Race

Devil
Gain a power die if you beat anyone in a drinking contest.

Human
You cannot fail Query the Cosmos rolls if it relates to folk legend, myth, or storytelling, and you know nearly every story there is.

Servant
When acting to enrich yourself, you can take +1 to Bend Will rolls.

Bonds
Complete one bond for at least one other character by using one of the following or write your own bond:

I've definitely shared good times recently with <*Insert Character name*>.
<*Insert Character name*> has the stink of wealth around them.
I met<*Insert Character name*> on the road once, and we barely escaped from <*Insert Character name*>.

Gear (Choose any)
Shabby clothing or rags, a hat, a walking stick, gear (well-worn traveling, peasant's), three bottles of questionable liquid (player to detail - possibly medicine), a wine or liquor jug (full or empty), a begging bowl, prayer beads, an Atru holy symbol or a religious text.

Beggar Moves
Gain all the basic moves and these **moves:**

Impossible Weapons
Anything you can use or pick up counts as a full weapon for you as long as it is not already a weapon, so you don't have to make clumsy rolls when using it. You don't have to be familiar with it, and can simply pick it up. The GM will determine its qualities.

Mantra of Pedam, the Wanderer
You can pass unnoticed as a local in most situations, even if someone is looking for you. In addition, when you're in trouble or just need some additional help, you can spend a power die and you will always get help from the local Beggar's guild. The GM will decide what form this help takes, but it will always:

- Show up (no matter how impossible the situation).
- Be genuinely helpful, no matter the situation.
- Be slightly dirty.
- Annoy someone powerful, whether right away or eventually.

Ways and Means
When you're among small people (in the country or city) and need something from the lay of the land (choose 1: word on the streets, food, booze, supplies, help) roll **+heat**.

On a 10+, it comes to you, mostly intact, and probably a little dirty.
On a 7-9, you get it, but in the process of getting it you are lead wildly astray from your original path.

Sparrow Mocks Dogs
Branch: Sublime Mockery
When you attempt to humiliate someone, in combat or otherwise, roll **+heat.**

On a 10+, choose two from the list below (can't choose the same twice).
On a 7-9, choose only one from the below list, and you expose yourself to reprisals.
On a miss, you are humiliated instead, and in addition to any other outcomes, the GM may choose one against you.

- Your target gains the reeling tag.
- Choose an ally. That ally's next roll against your target is empowered.
- Your target drops or is disarmed of something they were holding or wearing (clothing, armor, weapons, etc)

Advanced Moves
At first level choose one advanced move, and gain one additional per level thereafter:

Drunken Brawler
Branch: Raining Wine Style
When you get drunk, take -1 ongoing, but deal +1 damage and your attacks gain the messy tag. Lose this damage and tag if you sober up.

Fifty Talent Dog Destroyer
Root: Ladder Fighter
When using an improvised weapon large enough to

defend your whole body, in addition to the armor gained from Ladder Fighter, gain the forceful and messy tags. When you spend that armor, your weapon breaks and you lose the tags from this move until you find a new one.

Ghost Medicine
When you rest, if you have materials you can brew 3 doses of ghost medicine, a potent and bizarre healing salve. When you or an ally takes a swig, **roll a 1d6**.

On a 1-2, the drinker recovers all their stamina or 1 wound.
On a 3-4, the drinker's skill in a particular area increases. You choose from one or **roll a 1d6**: 1-speech, 2-alcohol tolerance, 3-cooking, 4-gambling, 5-acrobatics, and 6-seduction. They can empower rolls involved in that skill until they rest.
On a 5-6, the drinker's mannerism changes drastically until they rest in some bizarre way, Choose 1:

- They gain an irresistible attraction to the next person they see.
- They become unbelievable narcissistic.
- They become unbelievably naive.

Whatever effect takes place, it is apparent to anyone, and the drinker also appears and acts as though they are drunk. This effect lasts until the next rest. NPCs can also drink Ghost medicine with similar effects.

Gleaner
When you use Ways and Means, you can additionally look for something rare or dangerous (could be something rare or dangerous that's already on the list - word on the streets for example).

On a 7+, it'll come to you, *no matter how rare or dangerous*, but always with the additional cost that the local folks who found it for you caused a LOT of unwanted attention.

Hurl Dogs Skyward
Branch: Squash the Dog's Back
You can ignore the group and huge tag restrictions when making a Might move. Your might is such that you can wrestle colossal beings or objects, or distract and hinder entire groups.

Ladder Fighter
Branch: Fifty Talent Dog Destroyer
While using a massive improvised weapon large enough to defend your whole body, gain 1 armor. When you spend that armor, your weapon breaks and you will have to find a new one of appropriate size. If you do, gain this armor back.

Raining Wine Style
Root: Drunken Brawler
When you're very drunk, all your rolls additionally become broken. However, you gain the huge tag, and if you roll doubles on any move (hit or miss, only count the final die!), you may empower the next roll of an ally that can see you as they take advantage of your erratic actions. Lose this effect and tags if you sober up.

Red Staff Dog Boxing
Ignore the group tag when fighting (you deal and take normal damage when fighting groups), and your attacks against group targets are ap. You are especially nimble or adept when surrounded and can fight naturally when ganged up on.

Sparrow Pecks Ox
You ignore the huge tag in combat (deal and take normal damage). In addition, when you roll a **10+** against a huge target, you send your target reeling.

Sparrow Shares a Drink
When you want to get on good terms with someone indifferent or hostile, roll **+heat**.

On a 10+, you tell them a raucous joke or story that gets you in their good graces for the next few minutes. A guard might forgive your trespass, a bouncer might open a door for you, or a merchant might give you a discount.
On a 7-9, they are no longer indifferent or hostile to you, but they won't give you any special treatment.
On a miss, your attempt at humor goes badly for you.

After a few minutes, the effect of your story wears off. Don't outstay your welcome.

Squash the Dog's Back
Root: Hurl Dogs Skyward
Any damage you do to a target you are wrestling, grappling, or holding is brutal and messy.

Sublime Mockery
Root: Sparrow Mocks Dogs
Replace the list of choices on your Sparrow Mocks Dogs move with the following:

- Deal 1 ap damage and give your target the reeling tag
- Choose an ally. That ally's next roll against your target is empowered.
- You may disarm your target of anything or everything they are wearing save one item nominated by the GM.



The Fury

Feast! Maggots of the Divine Corpse!

Proficiencies
Light and Medium armor. Choose 2: Empty hand, pankration, blade, chain, spear, great weapon, stave, knife, great gun, or great bow.

Statistics
Body is the most useful for you, followed by Breath.

Damage: 2
Stamina: 2+breath
Wounds: 4

Choose a Race

Angel
Once per combat, choose someone you can see. You're now right next to them, in no time at all.

Devil
You can scent blood. You can ask your GM the approximate health (wounds/ stamina) and emotional state of your opponents once per battle. They'll tell you.

Human
When the battle starts, ask the GM the biggest threat and the weakest threat to you. They'll tell you.

Servant
When showing someone your scars would help you on a roll, take +1 on the roll.

Bonds
Complete one bond for at least one other character by using one of the following or write your own.

I'd gladly take a blade in the gut for <*Insert Character name*>.
<*Insert character name*> is weak and soft, and will die without my help.
I fought (for, alongside, or against) <*Insert Character name*> in the <Insert name> war.

Gear (Choose any)
Clothing (shabby, plain, ascetic) and Light armor (detail). Traveler's gear, and **2-6** items from the warrior's and travelers gear (your choice). A number of scars (detail). A single weapon you are proficient with, battered. Scraped and scattered coin worth 1 wealth.

Fury Moves
Gain all the basic moves and these **moves:**

Battle Trance
You have the ability to fly into a rage in an open, violent conflict (it must be open, and it must be violent!). The rage can be a frothing, bestial rage, a focus, honed fury, or a quiet, simmering rage. While raging, your base damage becomes 3 and gains the destructive tag, but you take +1 damage from any source. Your rage ends once the current conflict ends or you take a respite.

You must take a rest before you can rage again.

Mantra of Meti, the Bloody
When you roll double 6s on Reach Heaven Through Violence, you may spend a power die to brutally annihilate your foe, instantly killing them.

Scarred
You have a number of scars, whether physical or emotional. You start play with either 3 or 1d6 scars of your choice. Detail what these are to your GM. Whenever you get a new scar during the course of your story, gain a power die , and write it down.

Tiger's Blood
You are a bloody figure, made of stronger and more terrifying stuff than normal men or women. You always make the shattered roll empowered.

Advanced Moves
At first level choose one advanced move, and gain one additional per level thereafter:

Bloody Path to Heaven
Root: Coat of Scars
When you start a fight, choose a target. As long as that target is still alive, you cannot fail a shattered roll (treat a **2-6** as a **7-9** instead).

Boiling Blood
When you push a move, you can additionally declare you are being insanely reckless. If you do, get 2 power die on a success instead of 1, but also give 2 break die to the GM on a failure.

Coat of Scars
Branch: Bloody Path to Heaven
You heal 1 wound when you take a respite. In addition, choose a single area of your body (torso, arm, head, leg). You do not feel pain in this part of your body and it cannot be pierced, severed, or burnt by normal means. You cannot be crippled in that body part, though you take damage as normal there.

Ghost Making Tiger
While raging, any damage you deal to threat 0 or 1 targets is instantly fatal - you shred them to pieces or cut them down mercilessly. You can still suffer harm or retribution from them **on a 7-9** before you end them.

Impatience
You don't care for pedantry. When you make a Pry Secrets or Query the Cosmos roll, you can automatically gain the result of a **7-9**, but if you do, the GM will give you a brusque and rough answer of only a few words.

Limitless
Branch: Smash Gates
You can rage a second time before you rest.

Meti's Technique
When you attempt to focus your energy into an incredibly powerful blow, before you roll, declare that you are making a Master Strike. Your next roll is broken but gains two benefits:

- It can be made at any range as long as you can see your target. If made with a melee weapon, you instantly move adjacent to the target.
- It gains the ap, brutal, and messy tags, and gives your target the crippled tag.

Prey On Weakness
When you start a fight with multiple participants, ask your GM who a particularly weak (or the weakest) character there is. During the fight, you will inevitably cut this character down, terrify them into submission, or cause them to break and flee. You can decide when this happens, and in what manner.

Sivran's Claw
While raging, at your option, you can choose to enter a sublime rage. Your base damage becomes 4. However, this rage is exhausting, and after your rage ends, all your rolls are broken until you rest.

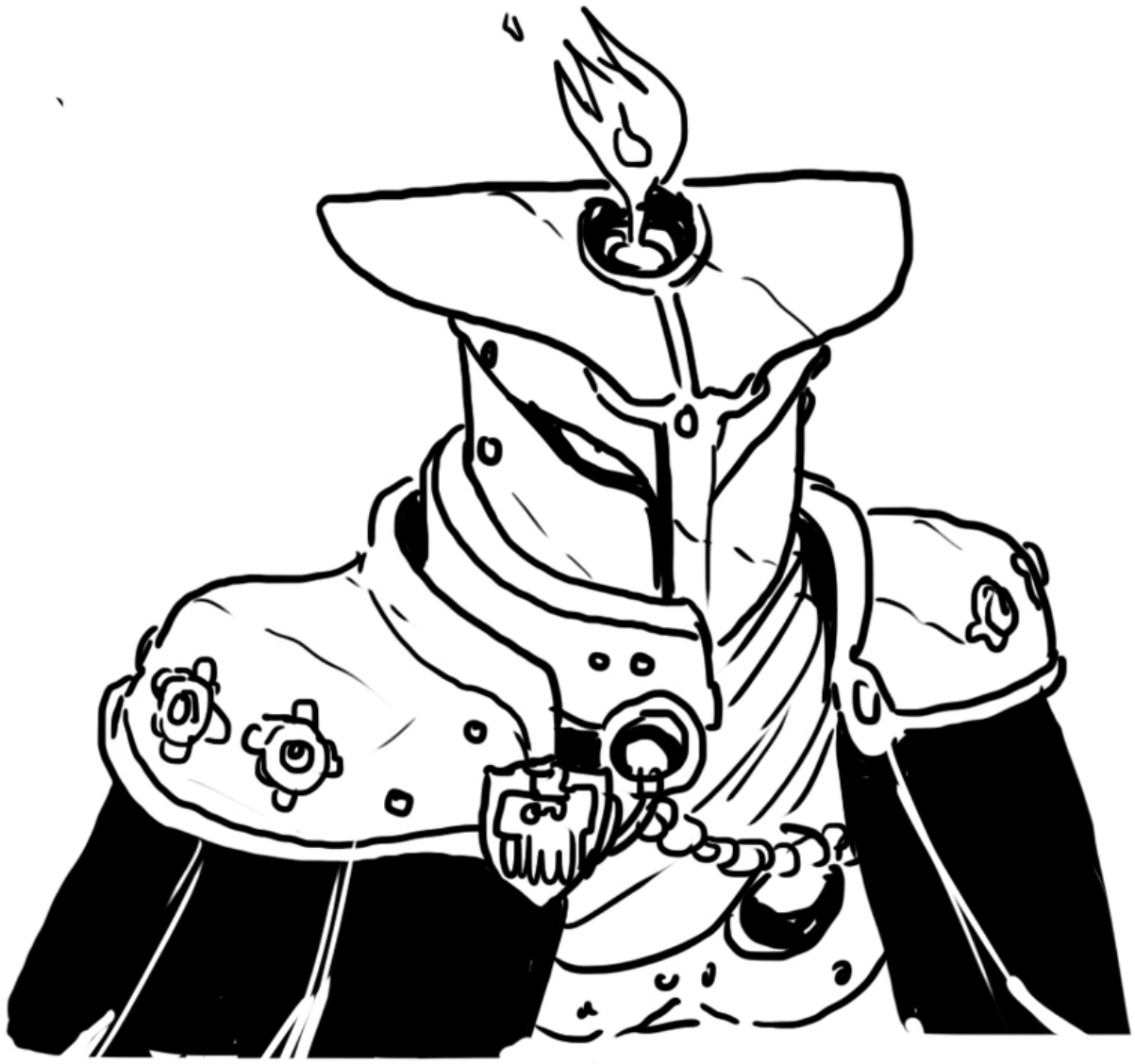
Smash Gates
Root: Limitless
You can rage a third time before you rest, but after you finish your third rage, you fall unconscious, are stunned, and cannot be roused until you complete a rest.

Tiger's Roar
When you raise your voice in protest, command, or victory, everyone will stop what they're doing to listen to you, no matter what they are doing (combat or otherwise). You can empower your next bend will roll against them. This will only work once on the same target between rests.

Tiger Eye Technique
You can see well in any conditions (darkness, blindness, and poor weather) and gain good awareness of your surroundings up to close distance (even if you can't see them, such as through a wall) through smell, gut feeling, instincts, or something similar.

At your option, gain focus, and for a few moments, you can see unimpeded up to a mile away. You can see through walls and other obstacles until you lose focus in this way, but any objects viewed through an obstacle will be hazy and indistinct. When you use this technique, your eyes take on an unearthly appearance. Detail it to the GM.





The Law

They say men can't be trusted out here, that even angels have gone crooked. That the corruption of Throne has twisted everything up, made people into animals.

If you believe in anything, believe in this: no animal in all the kingdom shall ever strike me down.

Proficiencies
Light, Medium, and Heavy Armor. You are proficient with staves, and 2 of the following: Empty hand, pankration, blade, spear, bow, gun, or great gun.

Statistics
Breath and Heat are important for you.

Damage: 2
Stamina: 3+breath
Wounds: 3

Choose a Race

Angel
If you're not wearing armor, you count as having 2 armor.

Human
At any time, you can ask the GM "Where's the center of scum and villainy here?", and the GM will tell you exactly where, no matter how hidden.

Servant
When you Ply the Market, if you requisition goods in the name of the local authority, you can spend the authority's wealth instead of your own.

Bonds
Complete one bond for at least one other character by using one of the following or write your own.

<*Insert character name*> helped me out of a tough situation before.
<*Insert character name*> seems unstable and perhaps dangerous. I'll keep my eye on them.
I have arrested <*Insert character name*> for <crime> before.

Gear (Choose any)
Medium Armor worth 2 armor (detail). (Choose: plain, fine) clothing. A uniform (detail). A writ or badge of office, and a mark of authority from Throne. Gear (Warriors or Urbanite's). A thick stave or staff for keeping the peace, and one other weapon. Coinage from local authorities and an assortment of small items (detail) worth 2 wealth.

Law Moves
Gain all the basic moves and these **moves:**

Juggernaut
Armor and weapons lose the unwieldy tag for you.

Mantra of Het, the Watchful
You follow the Old Law, a complex, quasi-religious system of iron-clad laws that governed the old world of the gods. The particulars of the Old Law are many, but generally you concern yourself with these three tenets (fill out the last two)

- Killing of innocents is forbidden.
- The act of <insert action> is punishable by <insert punishment>.
- Trespassing on <insert noun> is strictly forbidden.

When someone breaks these laws, they are ***guilty***.

When you have suspicion of a target's guilt, no matter where or who they are, as long as you spend a power die and declare the wrath of the old law upon their heads, you gain a supernatural dedication to hunting them down. At some point before your next rest, your target will always be within your grasp, willingly or not (though they don't have to be unarmed nor alone!)

Watchman's Eye
On a 7+, when making a Pry Secrets roll add the following questions to those you may ask:

- What kind of crime has been committed here?
- Is this person guilty of breaking the Old Law?

Wield the Old Law
When you give an order to an NPC, roll **+heat**.

On a 10+, you can empower your next roll against them.
On a 7+, your target has to either do what you say, flee, or attack you.
On a miss, they do what they like and your next roll against them is broken.

Advanced Moves
At first level choose one advanced move, and gain one additional per level thereafter:

Body Fortress
Increase your armor by +1.

Branding Words
Branch: Iron Words
When you roll a **7+** on a Wield the Old Law roll, you can give a simple one word command that your target must follow before deciding whether to do what you say, flee, or attack you. They carry it out to the best of their ability, and won't do anything directly self harmful.

Burning Emblem
Name an source from which you draw your authority (a king, a queen, a guild, an organization, a brotherhood or sisterhood). When you raise the

emblem of your authority high, those present will always pause and listen to you, even if they are your enemy.

If your authority holds sway over them, you can command them as if you rolled a **7+** on Wield the Old Law, with no roll required. In addition, your emblem always counts as leverage for the Bend Will move.

Burning Finger
When you strike at a guilty target's vital life force, make a **+breath** roll. You must be in hand range to use this move.

On a 10+ the target is in crippling pain and stunned. When they recover from being stunned, they are crippled in one body part of your choice until they can rest.
On a 7-9, they are crippled and reeling for a short duration, and you expose yourself to retribution before your strike hits.
On a miss, your target safely escapes your reach and leaves you reeling.

At the GM's option, if your target is a devil or angel and sufficiently weakened you can banish it to the void with this move, removing it from the physical world.

Excuse Me, Citizen
When you meet someone that falls under your jurisdiction, make a clumsy roll.

On a 10+, you can do any or all of the below.
On a 7+, they are guilty of some minor transgression, and you may use your authority to do one of the following, which they must follow to the best of their ability (though what they do afterwards is up to them):

- Requisition something they are holding, wearing, or driving.
- Get them out of the way or get them to stay with you.
- Get them to deliver a message, item, or package for you.
- Get them to take you to a specific location they know about.

On a miss, they publicly spurn your authority, and you lose the use of this move until you rest.

Famous Iron Soul
The armor value of any armor you wear becomes at least 3, and repairs cost nothing. In addition, your armor becomes such a part of you that you can rely on it for supernatural feats. Once between rests you can use your current armor as a bonus on any roll instead of the regular statistic.

Fierce Horse Soul
When you are in sight of a guilty target, you gain the unstoppable tag and all Agility moves you make are empowered.

Het Transforms into a Pillar of Basalt
When you keep keen watch on an person or object, roll **+breath**.

On a 10+, you take -1 damage from all sources as long as you remain in this stance.
On a 7+, gain focus and your attacks gain forceful as long as you remain within reach of that ally or object.

If you fail to stay close to the nominated person or object for any reason, you lose this stance, and must make the roll again to regain it.

Iron Words
Root: Branding Words
On a successful Wield the Old Law roll, the target is branded supernaturally and takes 2 ap damage the next time they approach you without your permission or try to harm you. They are aware that they will take this damage if they are sentient.

Unlimited Chariot
When a physical obstacle or obstruction bars your way, roll **+breath**.

On a 10+, you smash through it, bypass it, or gain you and your group easy passage through it.
On a 7-9, you gain passage, but take significantly more time and attract unwanted attention.
On a miss, you take more time and attract unwanted attention, but you still can't get by.

This obstruction can be any size or composition (a mountain, for example), but it may take proportionally more time to get through.

Walls Surround, Het Plants Her Staff in the Hall
You can no longer fail an Aid move, but treat the **2-6** result as a **7-9** instead. In addition, get an additional 1 hold when you make the Aid move

We Shall Make an Anvil of Their Skulls, and My Heart Shall be the Forge
When you deal damage, choose any ally. Their next attack against the same target deals +1 damage and gives the target crippled if it hits.



The Boss

Sure, you can double cross me. Backstab me even. But I've got 15 or 16 good reasons why you're going to regret it. More if they bring their cousins!

Proficiencies
Light armor. Choose 3: Empty hand, pankration, blade, claw, chain, bow, gun, club, or knife.

Statistics
Any statistic can be useful for you.

Damage: 1 group
Stamina: 3+breath group
Wounds: 3 group

Choose a Race

Devil
Once a session you can loudly and colorfully berate your gang for +1 BOSS.

Human
Your gang is tight knit. Once a session, if you tell them an old story, bad joke, or anecdote get +1 BOSS.

Servant
Once a session, once you get your hands on some seriously good food, liquor, clothing, jewelry, or other loot for your gang, you can get +1 BOSS.

Bonds
Complete one bond for at least one other character by using one of the following or write your own.

I know that <*Insert character name*> is well known in the underworld.
My gang and I have beat the crap out of <*Insert character name*> before.
<*Insert character name*> (would make a fine gang member/was formerly a member of my gang)

Gear (Choose any)
Your gang wears shabby or plain clothing. You wear either the same, or fine clothing, and you have a mark of power (choose: jewelry, accoutrements, a badge, an item of clothing, your weapon). Your gang is equipped with anything from the peasant's, warrior's, or urbanite's list (your choice). Your gang has an assortment of leverage, coin, and barter goods worth 6 wealth, though they won't cough it all up to you without a fight. You have a weapon you are proficient with, and your gang is armed with a brutal assortment of street weaponry.

Boss Moves
Gain all the basic moves and these **moves:**

You are the boss of a large gang of lackeys of questionable morality. Detail your gang and some of its members to your GM and name it.

Choose 1 main racket for your gang. This is how your gang makes its living:

- Extortion and 'Dues'
- Mercenary work and 'Protection'
- Smuggling and other 'Business'
- Thievery and 'Acquisitions'
- Trading in goods of 'Acceptable legality'

Your gang completely lacks any semblance of discipline, brains, or bravery, but they love each other very much.

At any point, you have about 10-15 of these total bastards hanging around, protecting you and doing your dirty work. You'll always have about that many no matter what or how many you lose (they'll come out of the woodwork eventually). If they all get wiped out, revolt, or if you get totally separated from them for whatever reason, you lose the group tag and the use of your gang-based moves until you rest and can get them back.

Think about your gang as an extension of yourself. Members of your gang can separate out and perform tasks for you, but when they do, they are handled much like other npcs. Similarly, you can separate from your gang, but can't command them effectively if you do. You and the gang are basically synonymous.

When you're with your gang and commanding them, you gain the group tag, so you deal +1 damage to non-group targets and take -1 damage from them. When you separate from your

gang, you lose this tag. Your gang doesn't function effectively without you commanding them (they're a bit thick), and if your gang needs to perform a task separate from you (for example, guarding an area while you split from them) a Dirty Work move will determine how well they do. Otherwise use your statistics to represent the gang.

Your gang fights with a motley assortment of weaponry and styles. They might even all fight with the same weapon (there's a reason they call them the Axe Gang). Decide what weapons they have.

It's totally possible (and likely) for members of your gang to get snuffed in combat, but don't sweat it too much. You can decide when named members of the gang bite it, but any number of faceless mooks will probably die for you.

Dirty Work
When you give your gang a difficult, demeaning, or humiliating task, or a task where they must separate from you, roll **+**BOSS to see how they do.

On a 10+, the gang performs just fine, with minimal complaints and acceptable competency.
On a 7-9, they perform their task but they complain like hell and half-ass the job or screw it up somehow (though not to the point of failure).
On a miss, it's a total screw-up, and your gang hilariously (and maybe intentionally) messes up the task you gave them. Either they get the wrong guy, defend the wrong location, break your favorite tea set, or something similarly disastrous.

After you complete this move, lower your **+**BOSS by 1 as it stretches your good will with your gang. Your gang won't do anything suicidal or insane regardless of how well you roll!

Mantra of the Beast-Headed God
Any time you'd make a roll requiring you to roll **+BOSS**, you can instead spend a power die to gain a **10+** result automatically by making an example out of one of your gang members or giving a really damn inspiring speech. After all, you're the Boss, no matter what your gang thinks of you.

THE BOSS
You have a new statistic, which is tracked as **+BOSS** (the capitals are important). Your **+BOSS** statistic represents your poise, command, and general sex appeal, and like other statistics can go from +3 to -3. It starts at 0.

Any time you make a move, you can declare you are making an example for your gang with your actions.

On a 7+, no matter the result, raise your **+BOSS** statistic by 1.
On a 2-6, lower it by 1.
On double 6s, raise it by 2.
On two ones, lower it by 2.

The Many
Your wounds, stamina, armor, statistics, and the gang's are synonymous, though any damage your gang would take 'off screen' doesn't hurt you. Any tags that apply to you or the gang functionally apply to the gang as a whole, even though in fiction you may not be personally affected, nor are all the members of a gang affected equally. You can decide whether in fiction you personally suffer or members of your gang suffer from the results of a bad roll.

Making a Shattered or Defy Fate roll represents a direct threat to you, however, not your gang. If you die, your gang disperses over a few days without further leadership or becomes hostile.

Advanced Moves
At first level choose one advanced move, and gain one additional per level thereafter:

Big Boss
If you miss a Dirty Work roll, you can treat a **2-6** result as a **7-9** instead, but lower your **+**BOSS by -3 instead of -1 after the roll.

The first time you reach maximum **+**BOSS during a session, or if you start a session with maximum **+**BOSS, gain a power die.

Diamonds of the Rough
Branch: I've got a guy..., Serious Swagger
Choose 2 - Brawny, Street-wise, Sneaky, Quick-fingered, Fast Talkers, Brainy, Well Connected. Your gang always has a couple of guys that fit this description. Take +1 on the roll when they do your Dirty Work for you when their expertise would fit the description. You can take on new guys and choose different options when you rest.

Fame and fortune
Your gang has quite a reputation. Whenever you gain or demand wealth, you can get 2 extra wealth automatically. If a target hasn't heard of your gang, you can empower the very first roll you make against them.

Fierce Loyalty
When you or your gang gain the crippled, stunned or reeling tags, the next time you deal damage it gains the brutal, ap, and destructive tags.

I've got a guy...
Root: Diamonds of the Rough
Choose two - lockpicking, forgery, swindling, smuggling, thievery, intimidation, seduction, disguise, augury, interrogation, hack-job medicine. When you need to get something shady done, you have a guy or two that do these quickly and professionally. When they do your Dirty Work, get a **10+** result automatically. You can take on new guys and choose different options when you rest.

*Nothing to f*** with*
When your target is stunned, reeling or crippled, your damage against them is brutal.

Squeeze 'em Dry
You've got some really shifty sorts in your gang, who know the right way to get what they want. When you need something dirty (wealth, information, secrets, goods, work), you can roll **+**BOSS.

On a 10+, you and your gang squeeze a good amount of it out of someone unfortunate, no trouble at all.
On a 7-9, you get a little less, and you piss someone important off in the process.
On a miss, it's way dirtier than you were prepared for, and gets you and your allies in some serious trouble.

Serious Swagger
Root: Diamonds of the Rough
When you need some serious loot, choose one - (extravagant wealth, luxury goods, mercenaries, inter-world transport, vehicles, armaments, friends, dangerous secrets, poisons, artifacts, intoxicants). You always know someone can get it to you high quality if you take care of something for them first. At your option, you can have it there for you in no time at all without doing anything for them, and with zero hassle, but it was almost certainly taken from someone important and angry.

Shining Boss
When you make a Ply the Market or Gather Power move, you can make it with **+**BOSS instead of **+heat**. You can spend **+**BOSS in any situation as if it were currency (but cannot lower it past -3). Finally, if you're in the right markets, you can purchase **+**BOSS by getting sufficiently shiny bling for your gang. It costs **2-6** wealth for 1 increase in **+**BOSS (more or less at GM discretion).

Swell Ranks
When in a populated area, you can recruit for your gang. Your personal bodyguard doubles to about 20-30 members, and your gang gets the huge tag.

While your gang is enlarged in this way, it becomes especially unruly. Your **+**BOSS is reset to 0 (whether it was positive or negative before) and all your rolls become broken. If you miss a Dirty Work roll while your gang is enlarged in this way, you'll lose any members created by this move (and the tag) until you can recruit again.

That's Our Boss!
If you declare that you are setting an example with your THE BOSS move, you can, at your option, also declare that you are very serious. If your roll was broken, it stays broken, otherwise it becomes clumsy. Instead of raising or lowering your **+**BOSS by 1 after the roll, raise or lower it by 3.

Total Nutters
Your lackeys will absolutely do something suicidal or insane. You still need to make a Dirty Work roll to see how they do. In addition, **on a 10+** Dirty Work roll, you no longer lose **+**BOSS.



The Refined

Truly, anyone can kill. I prefer not to dirty myself with such droll work. But if you really must insist, I will show you the ways in which killing can be fantastically beautiful. If, by some chance, you do manage to crawl your way to kiss my heels, your reward will be my short sword.

Proficiencies
Your own fine clothing (see below). Implements, and choose 3: empty hand, spear, blade, needle, bow, gun, flying blade, or knife.

Statistics
Heat is the most useful for you, followed by Mind.

Damage: 2
Stamina: 3+ breath
Wounds: 3

Choose a Race

Devil
When someone you meet is frightened of you, empower your next Bend Will roll against them.

Human
When someone you meet is attracted to you, empower your next Bend Will roll against them.

Servant
When someone you meet is jealous of you, empower your next Bend Will roll against them.

Bonds
Complete one bond for at least one other character by using one of the following or write your own.

<*Insert character name*> once served at my whim
<*Insert character name*> is staining me with their presence
<*Insert character name*> is a person of note, I should keep them around me and cultivate them

Gear (Choose any)
Fine clothing (detail), accessories (choose 1 or all: hairpins, jewelry, eyeglasses, a cigarette case, other luxuries), an implement for your Art (choose 1: a sword, a mirror, a ley-stone, bells, or something else), writing materials, a musical instrument, Noble's gear (detail), coinage and luxury items worth 4 wealth, the services of a manservant, handmaiden, or slave (see services) free of charge.

Refined Moves
Gain all the basic moves and these **moves:**

Court Sorcery
You can wield the Art, the ability to bend the universe with your will.

When you wield your implement, speak words of power, and lie to the universe, choose one of the following Arts and roll **+mind**.

On a 10+, the effect takes place fully and as you intend it: your will is made manifest.

- ***Cast Shadow*** - You create an illusory effect - a silent false image that can be approximately person sized or a little larger. Alternately, you can create a sound that appears to emanate from a particular location. It can't move very far (a dozen paces) from its original location and fails to stand up to close inspection. The image or sound dissipates after you rest or when you dismiss it.
- ***Slip Masks and Laugh*** - You warp your appearance to alter your own face, hair, and voice (the rest of your body is unaffected, but you can still disguise it normally). You can change the features, age, and apparent gender of your face and voice any way you choose. It remains like that until you rest, you dismiss it, or you make this move again.
- ***Warp Shadow*** - You can transform small inanimate objects into other objects or facsimiles of small animals (insects, birds, reptiles, etc). Any item or quantity of items small enough to fit in your hands can be warped this way. If the objects are dissimilar (sticks to birds), take -1 on the roll. If they are similar (sticks to snakes), take +1 on the roll. The objects warp back after you rest, or when you will it.

On a 7-9, your Art is successful, but choose 1:

- Key details are different than you intended
- You can't speak that particular Art again until you rest
- Take -1 ongoing to use your Court Sorcery until you rest

On a miss, your art fails and warps in an unintended way. Choose 1: its effects are harmful to you (your face warps unintentionally, your shadows attack you) or harmful to an ally you can see.

Mantra of Pravi, the Exquisite
You are always the best dressed, most attractive, and most well spoken in any situation, no matter what.

When you flaunt your wealth and beauty or flash your winning smile and spend a power die, nobody can say no to you. They can redirect their answer, stall for time, pass off responsibility, obfuscate, or become flustered, but they cannot directly deny you.

One Thousand Blooming Flowers
You are highly and recognizably skilled in the noble pursuits. Choose 2: singing, dancing, fencing, an instrument (detail), chess or another game (detail), painting, fashion, calligraphy, augury, archery, writing, flower arrangement, poetry. Nobody is better than you at your pursuits, no matter how much they say otherwise.

Platinum Silk
When wearing fine or luxurious clothing, you can wield it as both armor and weapon. Fine clothing or better counts as 1 armor for you, and while wearing it, you can use it as a special melee weapon with intimate-hand range. While attacking with your clothing, you can make Reach Heaven Through Violence rolls with **+heat**.

If you are not wearing fine clothing or better, you lose the benefits of this move. If you are forced to wear shabby or filthy clothing, your rolls are broken until you remedy this awful situation.

Advanced Moves
At first level choose one advanced move, and gain one additional per level thereafter:

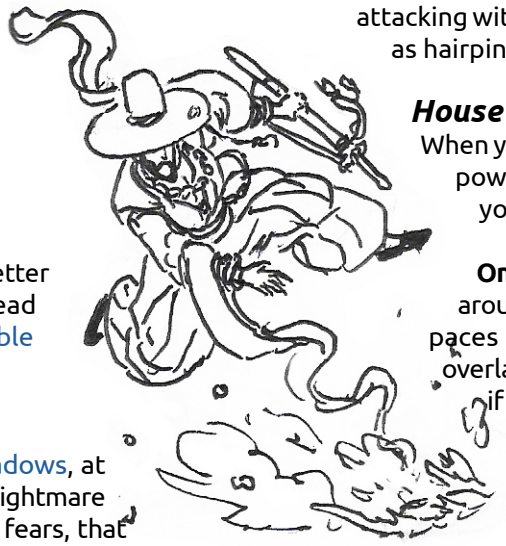
Adamant Silk
Root: Flying Sleeves
As long as it's not filthy, fine or better clothing gives you 2 armor instead of 1, and you gain the unstoppable tag while wearing it.

Devouring Shadows
When you successfully cast shadows, at your option, you can summon a nightmare instead, formed from a target's fears, that latches onto them, unable to be removed until you rest. While the nightmare is attached, you always know the target's location, the target cannot gain the evasive tag, and when that target takes damage from any source, that damage cannot be reduced in any way (such as from armor, the group or huge tags).

Enslave Flame
When you roll a **10+** on Bend Will, even against a hostile target, you can choose to ensorcel them. While charmed this way, the target treats you as though they are deeply in love with you and your group as friendly acquaintances. This effect lasts until you take a respite or rest, or they are hurt by your or your group. They remember that you ensorcelled them afterwards.

Eye Splitting Feather
When you use your Court Sorcery to Cast Shadows, you can at your option create the exact mirror image of yourself or a willing creature within sight. This image, unlike a regular shadow, can create sound and noise, and is completely convincing to all sensations except touch. It can move 100 paces in any direction before dissipating, and either mimics your movement or follows a simple 1 sentence instruction you give it (walk up the hallway and ask for entrance). If you focus, you can look through its eyes.

When you will it, you and the image both dissolve into smoke, and you appear in the location where the image was.



Flying Sleeves
Branch: Adamant Silk
Your clothing becomes a deadly weapon. When wearing fine or better clothing you can also wield it as a close, infinite, forceful ranged weapon with the following flourish: gain the ap tag. You can make this attack with your sleeves, by throwing your hat, or attacking with something more bizarre such as hairpins, your own hair, or your voice.

House of Smoke
When you speak mesmerizing words of power and weave the very air with your sorcerous might, roll **+mind**.

On a 7+, you create an illusory realm around you, filling a cube around 150 paces on each side. The realm must overlap the real world. For example, if you create your realm inside a building, it must follow the same floor plan. If you create your realm in an empty field, it must be roughly flat. However, you can add extra features that don't really exist - for example, a wall where there is none, a statue, trees, a fountain, etc. These features (and the entire realm) are make of a thin smoke, and can be safely passed through as though they are not there, though they are utterly convincing to every sense except touch.
However, on a 10+, you can choose a number of features equal to your **+mind**. These features become real. For example, you could create an illusory staircase to the second floor where there is none, or a door where there is none.
On a miss, the illusory realm is created, but spirals wildly out of your control into a bizarre nightmare, entrapping anyone within.

The realm lasts until after you rest, after which it dissipates (including any features you made real!)

Masquerade
Branch: Thousand Faces
When you choose to Slip Masks and Laugh, you can change the appearances and voices of up to 3 additional willing or unwilling targets you can see.

Sublime Performance
When you perform your noble pursuit, if you so choose, it lures those that can see or hear you into a deadly trance. Those that can see or hear you, friend or foe, are stunned and can do nothing except pay rapt attention, breaking only if they are touched by someone else or take damage. You choose whether the effect lingers, dazing and giving them the reeling tag, intensifies painfully, giving them the crippled tag, or snaps, dealing 1 ap damage to all who can hear or see you.

Sublime Warp
When you choose to Warp Shadows, you can warp something far larger (up to about the size of a large animal, or a vehicle). The same restrictions, penalties, and bonuses apply.

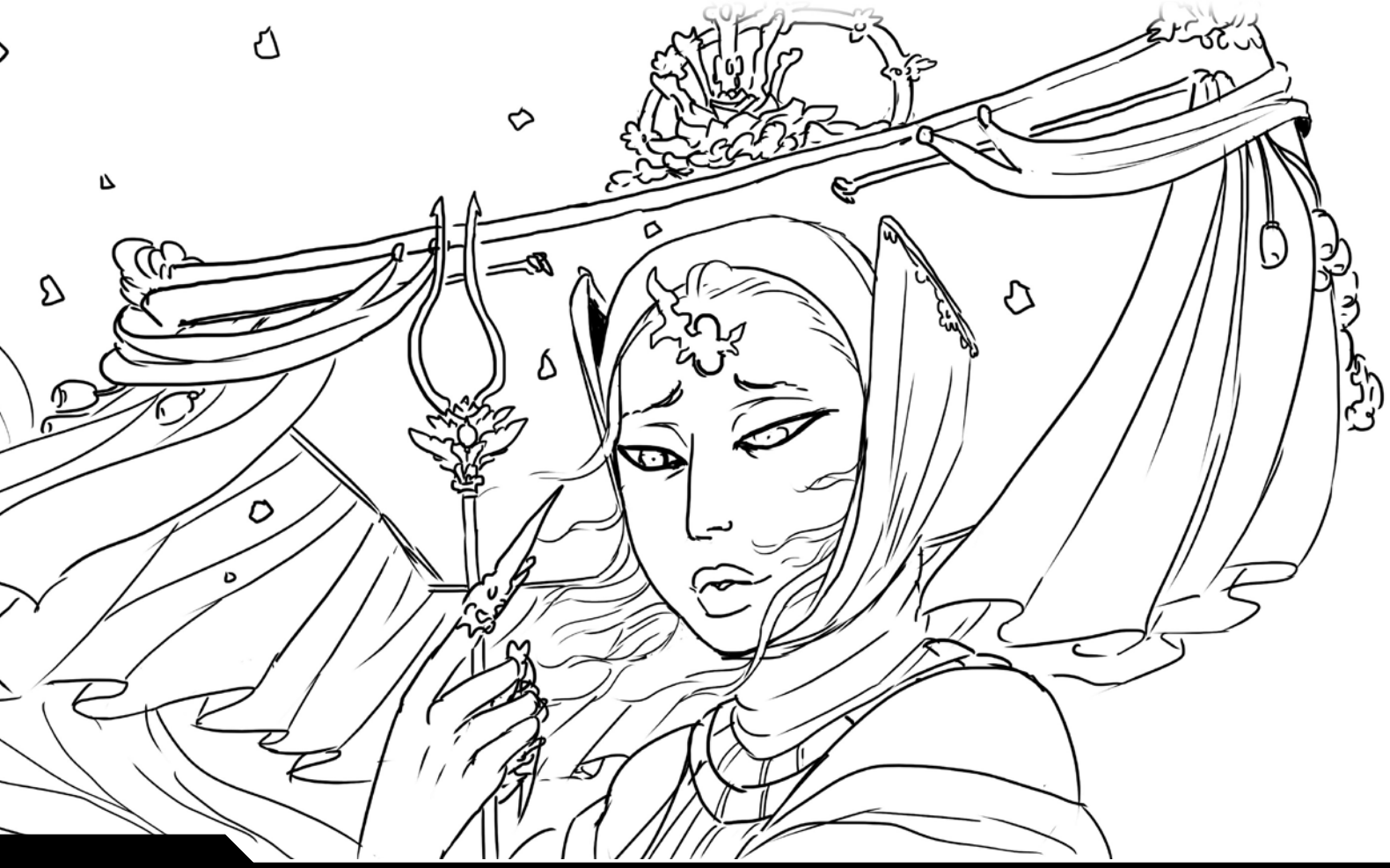
Thousand Faces
Root: Masquerade
When you choose to Slip Masks and Laugh, you can warp other aspects of your person, including your clothing, your height, your weight, and your body size, gender, and shape in addition to your face. Your statistics remain the same. You must remain the same race. If your Slip Masks and Laugh targets other people, it can alter others in the same way. If you're impersonating someone, anyone who knows them well will be suspicious of you within reason.

Weave of Power
When you pull on your various (and numerous) powerful connections, give the name of who you're calling on to the GM and roll **+heat**.

On a 10+, hold 3.
On a 7-9, hold 1.
On a miss, this move, you can still choose to get hold 1, but if you do, lose the use of that connection afterwards until you can take action to regain their favor.

You can spend your hold 1 for 1 to call in a favor from them. A favor could be goods or weapons worth 2 wealth (not the wealth itself), passage through the king's road, an escort, dirty secrets, etc.

Writhing Shadow
When you Cast Shadows, your illusion can be both an image and a sound, and is completely convincing to all sensations except touch. In addition, you can give it a simple one sentence instruction ('greet the next person to enter'), and it can move a significantly further distance from its casting location (around 100 paces).





The Hunter

Assassin. Mercenary. Murderer. This one has little need for petty names or petty obstacles. For this one is a hunter of men.

Proficiencies
Light armor. Knives and choose 4: chain, flying blade, empty hand, claw, gun, needle, or bow.

Statistics
Reflex is the most useful for you, followed by Mind.

Damage: 2
Stamina: 3+breath
Wounds: 3

Choose a Race

Devil
You are invisible in areas of deep shadow or darkness. Targets cannot see you unless you directly attack them.

Angel
You are an outcast angel, a rogue agent on the path of Petals, reviled by other angels. Your lightning speed allows you to never be caught off guard or surprised, no matter the circumstance.

Human
Gain the Great Gun proficiency and one other of your choice.

Servant
You have connections to guild contracts. Whenever you accept a contract from the criminal underworld, you can demand double the wealth.

Bonds
Complete one bond for at least one other character by using one of the following or write your own.

I met <*Insert character name*> on a contract once, though they didn't know it at the time.
<*Insert character name*> will slow me down if I need to get out quickly
<*Insert character name*> was one of my targets once, though they may not be aware of it.

Gear (Choose any)
Ascetic Clothing. Gear (warrior's or traveler's). A religious symbol. Two vials of potent poison. A writ or contract for someone's life (detail). A dark cloak. A letter from your Shadow Arts school (detail). A brace of knives, and another weapon you are proficient with.

Hunter Moves
Gain basic moves and these **moves:**

Close Eyes and Still Hearts
When you attempt to undertake a journey where you must infiltrate, deceive, or pass undetected through your enemies in order to accomplish a specific goal except killing (eavesdrop for information, scout the area, poison the water supply, pass off a secret message, reach a target to assassinate, etc), name the goal, then roll **+reflex**.

On a 10+, you pass undetected, accomplishing your goal as you choose.
On a 7-9, the GM chooses 1 from the list below. You pass undetected and accomplish your goal, BUT

- You have to dispatch someone unnecessary to stay concealed
- You take more time or effort than normal
- You leave marks of your passing
- You have to leave something behind or give something away
- You give away someone else's position

On a miss, you are detected, and choose 1 from the list above

Mantra of Ovis, the Empty One
Name a character or location. If you spend a power die, at some point before you next rest, you can tell the GM that you're there, very close to that character or location, silently observing from a hidden perch. You can't tell anyone how you got there, not even your GM - for that would be to reveal the Shadow Arts.

Practiced Killer
All your weapons gain the hidden tag (large weapons fold) after you spend a rest tinkering with them. After you tinker with them in this way, only you can wield them effectively (everyone else makes a clumsy roll and NPCs can't use them).

Shadow Arts
You are a student of one of several esoteric schools of shadow arts: deadly, hidden, and elite institutions dedicated to refining one aspect of the art of killing.

Choose one of the following:
- *Viper School*: You gain special poison you can apply to ammunition or a weapon. The first attack you make after a rest or respite gains the ap, brutal, and lingering tags.
- *Fox School*: You can perfectly impersonate any voice or sound that you have heard. You can remember three voices and any number of sounds.

- *Spider School*: When your hands and feet are bare, you can cling to and climb vertical and overhanging surfaces at full speed, even if the surface is sheer or smooth.
- *Bat School*: In dim light or darkness, you can glide through the air. You cannot gain altitude, though you lose it very slowly.
- *Lizard School*: You can hide instantaneously. As long as you remain still, you are impossible to distinguish from any background. This effect will not work if someone was already aware of or looking at you.
- *Centipede School*: You can perform feats of manual dexterity with any part of your body, not just your hands or other primary limbs. You may also wield weapons effectively in this way.

Advanced Moves

At first level, and when you gain a level thereafter, choose from these **moves:**

Intensive Study

Gain another basic School's technique. You can take this move more than once.

Moth School Technique

When you roll a **10+** on an Agility move, you can give the reeling tag to any enemies you pass through. You weigh almost nothing if you choose to, and never take damage from falling. You can walk on water and jump off impossible surfaces, such as a sword blade.

Ovis' Five-Way Sword

Root: Silver Blades of Ovis
When dealing damage to a target unaware of your presence, your attack gains brutal and gives your target the crippled and reeling tags.

Panther School Technique

Empower Close Eyes and Still Hearts when you have sufficient time to survey your target or location. Additionally, you don't make noise unless you choose to, no matter what you're doing.

Predator Wasp School Technique

When you touch a target, willing or not, you can brand them with a small mark that allows you to see through their eyes by gaining focus. They are unaware of this mark or ability. The mark fades after you rest, and you can only have one active at a time. In addition, you can consume this mark to focus and directly control your targets movements for a few short moments. Your target's movements are imprecise and jerky, and they are aware of the control.

Scorpion School technique

If you have time and materials to prepare an area, you can lay traps, tripwires, and prepare your weapons. Roll **+mind**.

On a 10+, hold 4.
On a 7-9, hold 2.

While fighting in the prepared area, you can spend your hold 1 for 1 for the following benefits (can choose the same option more than once):

- Trip or ensnare a target, giving them reeling
- Deal your damage as area, forceful, and messy
- Give a target the crippled tag
- Ignore the huge and group tags on your next source of damage

Sense Atum

You can sense the rough direction, emotional state, and physical health of living beings up to far range of your current location by taking a moment to focus and sensing their Atum. This ability extends through walls, floors, and earth, but nothing made of metal. This effect becomes clearer the closer the targets are to you - targets at close range will leave much clearer impressions than targets at far range, which will be muddled.

Silver Blades of Ovis

Branch: Ovis' Five-Way Sword
When dealing damage to a target unaware of your presence, your attacks deal +1 damage and gain the ap tag.

Synchronize Atum

When you know the face and name of a target, you can roll **+mind** to link your heartbeat with theirs.

On a 10+, you create a link, which you can use to determine the approximate location, surface thoughts, and emotional state of your target, no matter the distance.
On a 7-9, you create the same link, but your target is aware of your use of it, and can sense the same things about you (with a much weaker effect).
On a miss, you link with the target, but only they can sense information about you (and not the other way around).

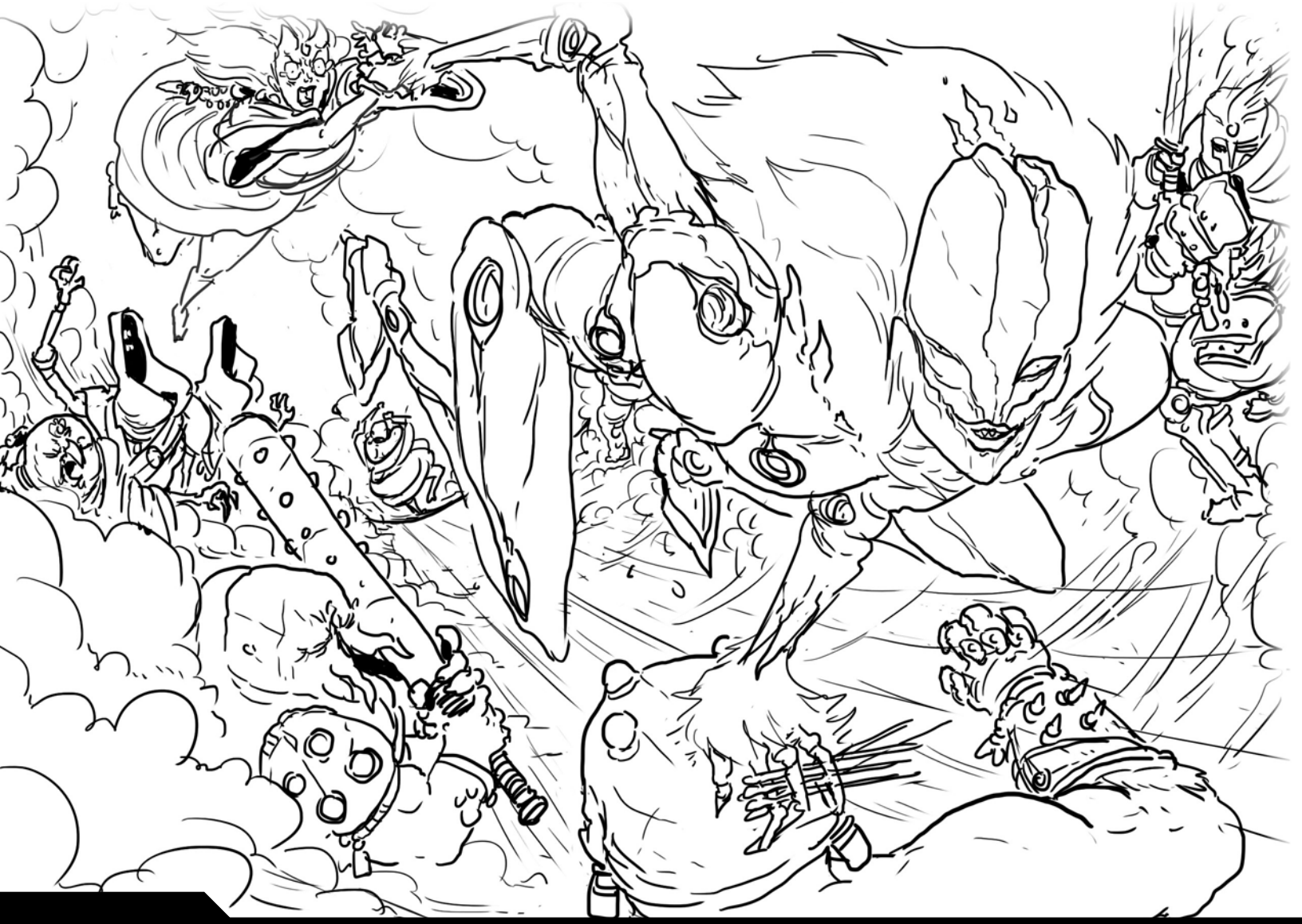
You can only synchronize Atum with one target at a time, and it fades after a rest.

Toad School Technique
You are a flesh crafter. You keep 2 extra small biological weapons hidden in your body. These could be as nefarious as poison spittle, bone spikes, or insects bred in your flesh. When you deal damage, you can expend a weapon as a one-time use to give your attack messy and deal +2 damage. They regenerate when you rest.

Vanish without Trace
When you're in too deep and need to escape, roll **+reflex**.

On a 10+, you find an escape route and get out without a trace.
On a 7-9, you get out, but take something unwanted with you (a wound, pursuers) or lose something important (your weapon, information). You can take a single person with you as you leave.

Wolf School Technique
Choose an ally to be your pack brother or sister. When you make the Aid move and target your back brother or sister, you can choose to get a **7-9** result without rolling. Additionally, when your pack brother or sister misses a roll and you're within close range, you can get +1 forward to attempt the same task.





The Hunger

Sure, I've got a few debts in me, and I've got the marks to prove it. But power's quite the mistress, fool. Tell, me have you ever seen this before?

Proficiencies
Gain all: Implements, stave, empty hand, needle, knife, and blade.

Statistics
Mind is the most useful for you, followed by Reflex.

Damage: 2
Stamina: 3 + breath
Wounds: 3

Choose a Race:

Devil
With a successful Dread Sorcery move, you may commune with the Black Flame asking it one question, answered truthfully. The Flame knows everything, but draws disaster to you.

Human
When you use Dread Sorcery successfully, you can also choose to Scry. Scrying requires a mirror and something from the target (a lock of hair, etc). When you scry you get a brief but very clear glimpse of what that person is doing and their immediate vicinity.

Servant
You are part of a society of sorcerers. When you use Dread Sorcery successfully, you can also choose to contact that society and ask up to 3 questions to them. They are friendly to you, but their knowledge is limited to their expertise.

Bonds
Complete one bond for at least one other character by using one of the following or write your own.

I've watched <*Insert character name*> secretly for some time. They may not know about it.
<*Insert character name*> tried to stop my machinations in the past.
<*Insert character name*>'s (blood, flesh, knowledge, or skill) is extremely useful to me in my rituals.

Gear (Choose any):
(Fine or Ascetic) clothing. An implement (bells, a sword or dagger, a mirror, or something else - detail). Gear (urbanites, nobles). A pack with a collection of books (detail). A pouch for casting sorcery - full of oils, fats, and other reagents. A weapon you are proficient with.

Hungers Moves
Gain all the basic moves and these **moves:**

Dread Sorcery
You can wield the Art, the ability to bend the universe with your will. When you wield your implement, speak words of power, and lie to the universe, choose one of the following effects and roll **+mind**.

On a 10+, the effect takes place fully and as you intend it, your will is made manifest.

- *Pyromancy* - Deal 3 area damage to a target within close or far range. You choose the form of your pyromancy, whether it's paper charms, writhing bolts of fire, floating blades, or lightning. It's more intense than any Art you cast with your implement and doesn't require reagents.
- *Bind Shade* - You pull a shade (a deceased soul) or creature from the void into contact with you, enough to speak with it. It could be a specific person, or generic. It is bound to answer one question truthfully, then the connection dissipates if it so wishes.
- *Red Word* - You curse a target that you can see, dooming it. At any point, by merelywilling it, you can consume this curse to deal 2 damage to this target, not preventable or reducible in any way. This curse ends only when the target dies, you rest, or you willfully remove it. You may curse a target any number of times, and they are aware of its nature.

On a 7-9, your Art is successful, but choose 1:

- You are fully exposed to harm, danger, or retribution
- You can't speak that particular Art again until you rest
- Take -1 ongoing to use your Dread Sorcery until you rest

On a miss, , your art writhes catastrophically. It fails, and in addition to other consequences, choose 1: You take 1 ap damage from the backlash, or deal 1 ap damage to an ally in range from the backlash

Geomancy
When you have time (a respite or rest) and materials (alchemical substances, tallow, animal parts, charms), you can perform a dark ritual. Describe what kind of ritual you are performing to the GM. You could do any sort of ritual within the realm of reason - from summoning a dark creature, to resurrecting the dead, to spying remotely, to changing the weather (it still has to be ritual-like in nature).

It'll always work, but the GM will tell you one to four of the following you need to do to get it accomplished.

- You and your group will risk danger from <blank>.
- It's going to take significant time (hours, days, weeks)
- It's going to cost more in materials and money than expected
- You'll need to <blank> first.
- You'll have to give up <blank> to do it.
- You need help from <blank>.
- You can't fully accomplish it - only a lesser, more unreliable version

Mantra of Kaon, the Greedy
When you spend a power die to channel flame, you can choose to roll a d6.

On a 5+, take the die as a new power die.
On a 1-4, give it to the GM as a break die.

Pact
Your power and prestige comes from a pact or agreement with a patron. Choose 1 and detail: (A devil, a master, a powerful ruler). While your patron is happy with your exploits, you can comfortably ask them for a favor at the beginning of each session, which they will always grant you. If they are unhappy or not confident in your exploits, they'll ask *you* instead. If you don't fulfill this request in due time, lose your ability to ask favors of your patron until you find a new patron, and you incur the wrath of your old one.

Advanced Moves
At first level choose one advanced move, and gain one additional per level thereafter:

A House Removed
You cut a small part of the Wheel (the universe) off for yourself. Your House is a medium sized structure floating in an empty void. Detail it to your GM. While inside you can't use your Dread Sorcery, but you can shape ambient features of the House by willing them into existence. Any modifications to your House can be made by you only and remain even if you leave it.

To open a door to your House, you need time and safety, a door, door frame, or portal-like structure (existing or self-constructed), and a key, which you forge (3 wealth, rare and dangerous materials). You can re-use the key and the door frame, and open a door to the house from any door in the universe, as long as you have the key.

Only targets that have the key or your permission can open a door to the House. Once inside, you can close and seal the door at your option. You can only leave your House from the same door you entered it through. However, you can also name a location which you have visited (for example, the glassblower's guild) and you can open a door from the House to another (real) door somewhere in the rough vicinity of that location. How precise it is and where you open that door is up to the GM.

Once you personally leave the House for a minute, the entrance disappears, trapping anyone left there within. You can only access your House twice between rests.

Bloody Word
Root: Kaon's Greedy Word
When you use your Red Word successfully on a target, you can gain the stunned tag to cripple it with fear or disorient it with pain, and cause it to also gain the stunned tag as long as you yourself have this tag. It is struck with terrifying visions of its own demise. These stunned tags end when you or your target take damage, or someone takes action to assist you or your target as normal.

Cut the Universe
When you want to cut a fiery path of nothing and transport you and your group across the universe instantly, name a location and roll **+mind**. If you haven't seen the location you wish to cut to, make a clumsy roll.

On a 10+, you come out where you intended, or somewhere close by.
On a 7-9, you come out roughly where you intended, but in somewhere very inconvenient (in the middle of enemies, far from where you need to be).
On a miss, there is a mishap - the GM decides where everyone ends up (and how unscathed they are).

This Art, often called Division, is extremely rare and coveted by the rulers of the universe. Tell your GM how you came across it.

Devouring Flame
When you fell at least one enemy with your pyromancy, you can draw on their dissipating soul flame to gain 2 stamina or heal 1 wound. This stamina cannot put you above your maximum.

Erudite
Choose two areas of study, as if they were a title of a book. (Example: Angels and the Pact, Daemonica Maleficum: The Orders and Features of Daemons). You are a master of these subjects as long as you study them, and can charge 2 wealth per rest for your services in tutoring and advice, as long as there's work in the area.

In addition, when you roll a **10+** on Query the Cosmos about these areas of study, you make a breakthrough in your field, and you can tell the GM a new piece of useful information, hitherto undiscovered, about your subject area. The GM must accept this new information as fact, but can add to it in any way they wish.

You can change subjects that you are studying when you rest, but may only have two at a time that you can devote your full attention to and gain the benefits of this move.

Kaon's Greedy Word
Branch: Bloody Word
When you speak a Red Word, you can step on the target's shadow (if they have one). If you do, they are crippled in an area of your choosing. Additionally, they can't move from their spot until your foot is moved.

Overcharge
When you roll a **10+** on your Dread Sorcery, you can take an downside from the **7-9** list. If you do, your sorcery's targets are doubled.

Phoenix Blade
If you so choose, you can choose to have your Pyromancy deal 4 instead of 3 damage. However, you now suffer (or an ally suffers) 1 ap backlash damage **on a 7-9**, and 2 ap backlash damage **On a miss**.

Smother Flame
Root: Strengthen Binding
When you or an ally slay at least one enemy with Reach Heaven Through Violence, or Dread Sorcery, you can instantly bind that enemy's soul as if you'd just successfully cast Bind Shade.

Spin Wheel and Laugh at God
When you grasp the Flame Immortal with your terrible will, roll **+mind**. You may use this move a number of times equal to your +mind between rests.

On a 10+, you can completely erase the effects of something that just happened as if you had turned back time itself a few moments - damage, someone escaping your grasp, a mistake or misstep, even death. However, there are always minor unforeseen consequences - you turn things back slightly too far, or the result is slightly warped in some way.
On a 7-9, these consequences are major instead of minor.
On a miss, these consequences are even worse.

Strengthened Binding
Branch: Smother Flame, Sublim Binder
When you bind a shade, if there are materials (ash, clay, or dead flesh) nearby, you can additionally bind it into the shape of a steed or a servant (choose) after or before you ask it your question. The servant shade is bound to follow your commands unthinkingly. It can carry items and perform simple tasks, but cannot fight. The steed will never tire and can at your option fly or swim. It collapses and is destroyed when you rest. You can have any number of shades, but while you have a bound shade, take -1 ongoing to Dread Sorcery rolls



Sublime Binder

Root: Strengthen Binding

When you bind a shade, you can bind it into a warrior form, as long as there are materials (clay, ash, dead flesh) nearby. Warrior shades are large, strong, and will perform simple, uncomplicated tasks for you on your command. As long as you have at least one warrior shade, deal +1 damage as your shades attack alongside you. However, each time you take damage while you have at least one shade, you lose one shade.

Take -1 ongoing to Dread Sorcery rolls when you have at least one bound shade. You can have any number of shades, but if you miss a Dread Sorcery roll while you have any warrior shades, they break free and turn on you, dealing 1 ap damage to you or nearby allies per shade, then dissipate. They will collapse and are destroyed when you take a rest.




CHEAP

Equipment and Sundries

These are the armaments, materials, and possessions player characters can start with and potentially gather. Each playsheet determines the starting equipment of player characters, but the rest is up to what they can acquire in the market.

Each price listed is approximate market price in the core market (Throne). It could vary depending on who you're buying from, and where you are.

Rarity

Rare

Rare items are by default hard to find in the marketplace and probably require making a successful Ply the Market move. As such, their listed price is approximate.

Fine

Items are a better or exceptional version of an item, whether armor, weapons, clothing, or food. You can make anything listed here fine by simply giving it the fine tag. Items that already have the fine tag have the tag's price increase included in their base price.

Fine items are by default, rare, and you'd have to find the proper connection, crafter, or salesperson. Prices of fine items, like any rare items, will vary, but by default cost and sell for at least 3x the wealth of the none-fine version.

Services can also be fine. The services of a fine courier, for example, would be far more professional, reliable, and effective.

If something isn't listed here, you can still buy it (if it's available). 2 wealth is approximately the price for:

A week's service from someone useful, a month's hardscrabble living or a week's comfortable living for one person, supplies for 1 person's short journey, local clothing and a good pair of boots, bribes for a guard just trying to do his duty or an enterprising courtier, information and items that are just a little off market, fuel, food, or repairs for a vehicle for one month, good smithing and tailoring work to repair the scars of battle on armor, clothing, or weapons.

Clothing and Personal Items

Shabby clothing - Ragged or dirty clothing, soiled from toil, the streets, or work
Plain clothing - such as a commoner might wear
Fine clothing - Well tailored clothing, such as a noble or master merchant might wear. Includes some accessories
Luxurious clothing- Kingly or queenly attire, precious and masterfully tailored
Exotic clothing - Clothing that doesn't fit in - from a far-off corner of the multiverse. Unique in its look.
Ascetic clothing- Stark and unadorned clothing, easy to move in. Often worn by martial artists or monks
Jewelry - Jewelry, such as a guild scion or master might adorn themselves with. Rings, chains, pocket watches, necklaces, earrings, etc.
Accoutrements - Personal items of worth, such as incense, perfume, belts, pouches, flasks, wine jugs, fans, snuff boxes, cigarette cases, signet rings, glasses, etc.
Religious items - Prayer beads, Atru holy symbols, or other esoteric items.
Game Sets - Chess, cards, dice, and other games
Writing materials - Books, paper, and ink. Ledgers and guides.

Clothing and Personal Items

Item	Wealth	Tags
Shabby Clothing	1	
Ascetic Clothing	1	
Plain Clothing	2	
Exotic Clothing	2	
Jewlary	3	Fine
Fine Clothing	3	Fine
Luxurious Clothing	6	Fine
Religious Items	1	
Writing Materials	1	
Accutrements	2	
Game Set	2	

Gear

When you pay the indicated wealth you can pick any number of items off the appropriate gear list to obtain. If your character stars with this gear, you can pick anything or everything off the indicated list to start with!

Peasant's Gear - All weather boots. Workman's tools (agricultural or urban). A shawl or short cloak. A hat. A sack with rations and to hold personal items. A dented hand-lamp. A hut or simple shelter to call home. A walking stick. Candles.
Traveler's Gear - All weather boots. A massive/tattered/ornate cloak. A well- worn hat. Traveler's pack with hardtack and other rations, a torch, an oil lamp, a compass, 50 feet of rope, pitons, a foldable shelter, and oilcloth. A memento. A battered radio.

Warrior's Gear - All weather boots or steel toed boots. Field rations. An iron bowl. Whetstone. Oilcloth. A ragged cloak. Foldable shelter. Trench shovel. A well-worn pack. A harness or belt. A helm, used or unused. Compass. Field maps.
Urbanite's Gear - City boots. A rain cloak. A worthy hat. Craftsman's tools (carpentry, smithing, etc). Map of a city of your choosing. Writ of passage for one notable guild. A room in an shabby inn for a month, rented for a favor. Books. A pack filled with personal items. Public transit pass.
Noble's Gear - City or fine boots. A fine cloak. A very fine hat. Artisan's tools (sculpting, mapmaking, etc). A musical instrument. Books, many on academic subjects. Jewelry, incense, or perfume. Writ of patronage from a notable power. Writ of passage to one notable university. Accommodations with a noble house for a month in exchange for a favor.
Additional maps and charts - Name what these are of each time you buy them.

Gear

Item	Wealth	Tags
Peasant's Gear	2	
Travlers Gear	3	
Warriors Gear	3	
Urbanites Gear	4	
Nobles Gear	7	Fine
Additional Maps and Charts	2	

Accommodations and Services

Accommodations and services are listed in price per rest. These services are for non-follower characters - in other words, characters that won't generally follow your group around or assist you in combat.

Accommodations

If you want to purchase an accommodation (for example, an inn, a shop, a castle, etc), the price is 6x the base price.

Shabby accommodations - Barely passable accommodations, maybe used by animals as well
Acceptable accommodations - A reasonable place to get rest. Probably not too secure, but not too many fleas, and not too noisy.
Fine accommodations - Pleasant and secure accommodations, enough to rest well.
Kingly accommodations - Palatial accommodations, fit for a king or queen.

Accommodations

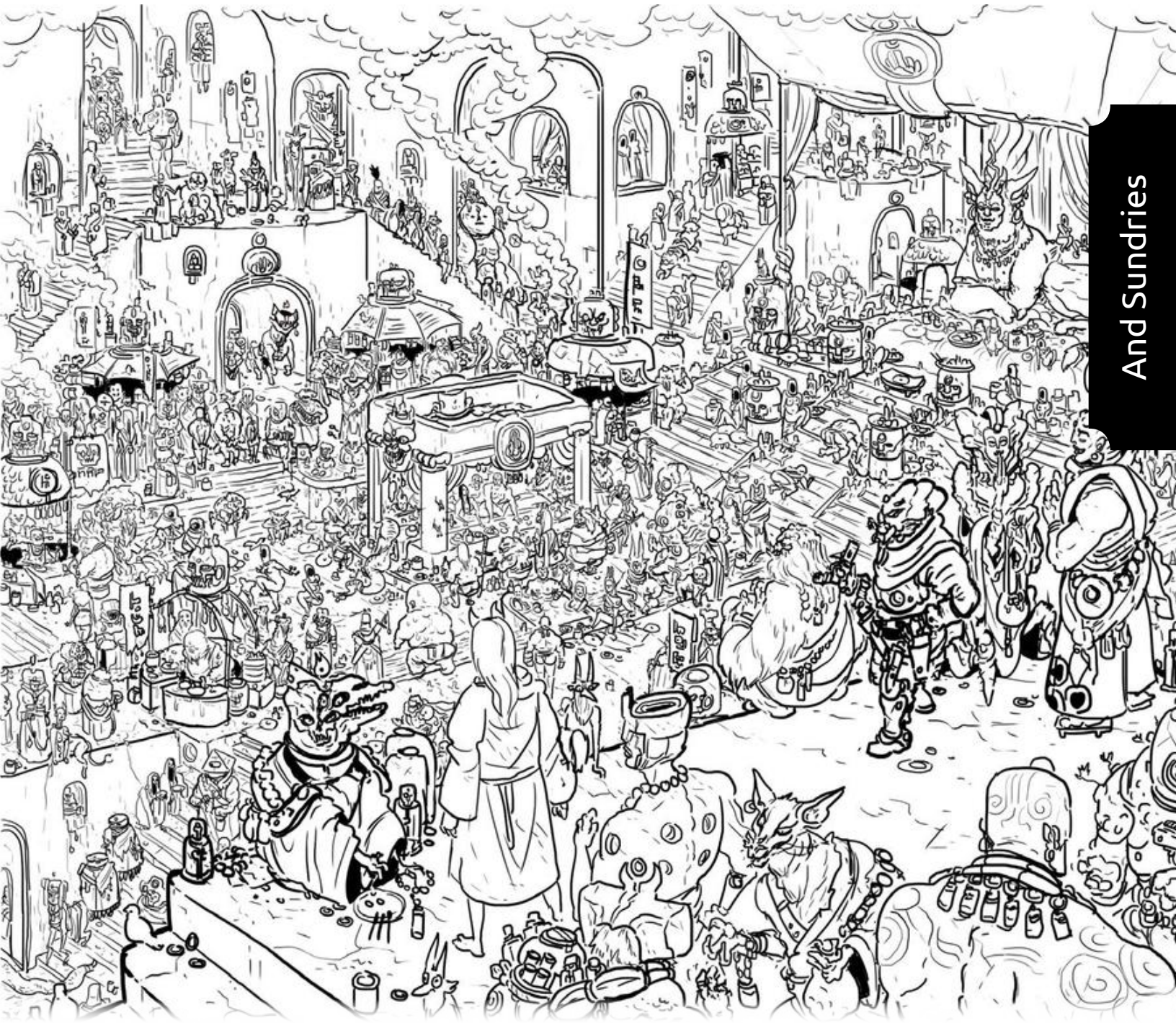
Item	Wealth	Tag
Shabby Accommodations	1	
Acceptable Accommodations	2	
Fine Accommodations	4	Fine
Kingly Accommodations	8	Fine

Services (per rest)

King's road access - Passage through the King's road that winds through the multiverse. When you buy access, you get a writ that names your embarkation point and destination. It doesn't guarantee your safety, only your passage.
Standard bribes - The price of power or access.
Assassination - The price of destroying power. Price may vary. Doesn't apply for assassination contracts made with players, but is a good estimate.
Meals - Bland to exquisite, mundane to exotic.
Baths- Access to a public bathhouse.
Social Club- Door fee for a high class salon, cafe, tea house, or other darker establishments.
Doctor, street - A sawbones or folk healer to heal severe wounds, remove parasites, cure bad fortune and other maladies. May not be the most effective, or even dangerous. *Street docs accept suspect

Services

Item	Wealth	Tags
Meals	1-5	
King's Road Access	2	
Standard Bribes	2	
Baths	2	
Intoxicants	2	
Doctor, Street	2*	
Social club	3	
Doctor, Guild	4	
Page	1	
Courier	2	
Courier	2	
Slave	2	
Courtesan	3	
Watchman	3	
Personal Servant	3	
Assassination (One time)	10	



favors in place of wealth.

Doctor, guild - A guild-certified doctor or surgeon to heal severe wounds and other maladies. Very efficient, but pricey, and liable to charge bribes for 'full' service.

Intoxicants - Liquor, wine, and other indulgences, for the time being.

Courtesan - Rest and relaxation.

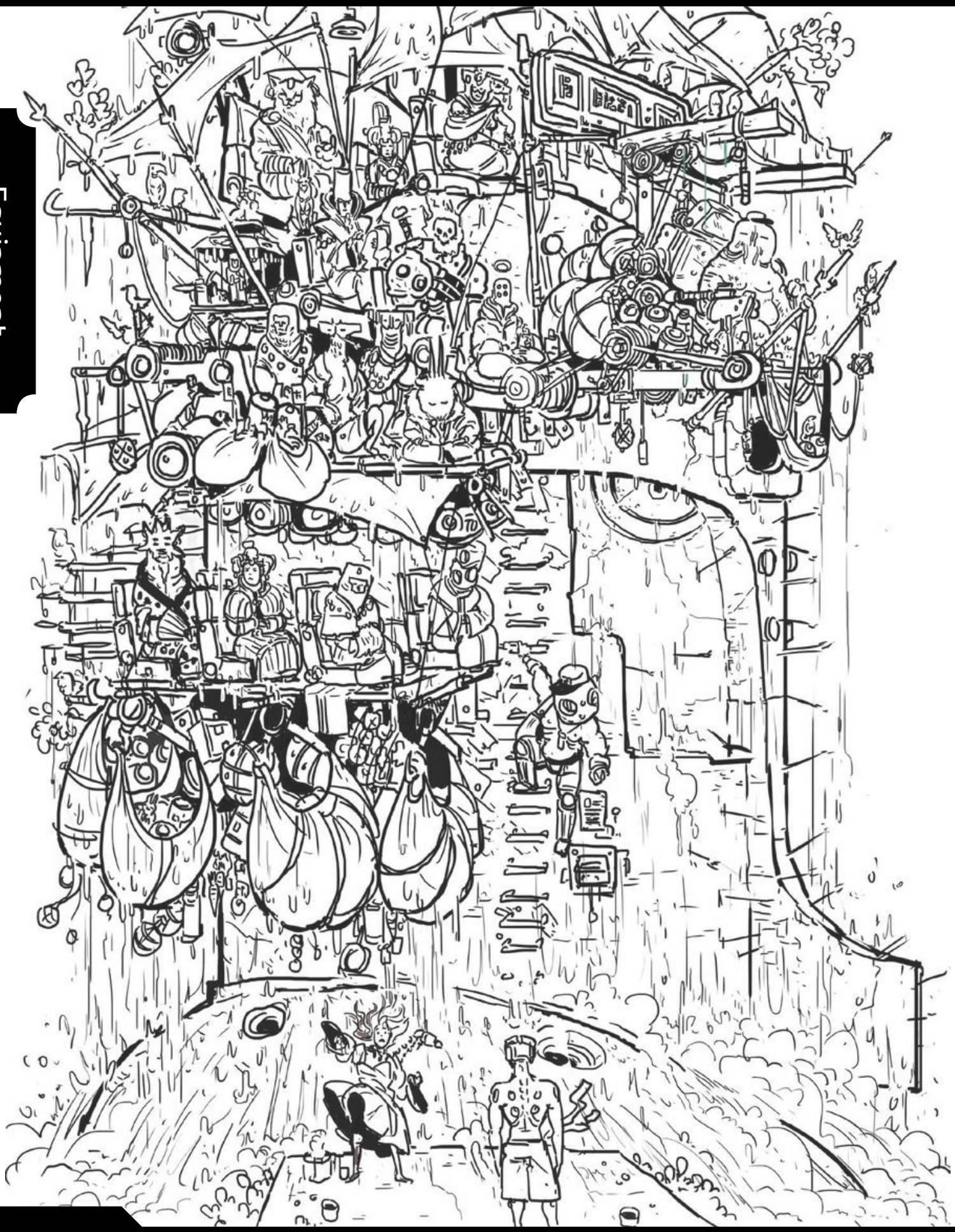
Page - A youth or someone elderly to occasionally carry messages and items a short distance. Not a servant, and probably illiterate.

Courier - A professional at delivery. Cost increases with risk and distance.

Watchman - When you need something protected. Might not be entirely trustworthy.

Personal servant - A butler, handmaiden, or other servant to handle your personal affairs. Literate.

Slave - Costs 4 wealth up front. The rest of the cost is taking care of them. If you free a slave, they become an illiterate personal servant (above). Dealing with slaves and slavers can be a morally fraught business.



Transport

The first cost is per trip. The second cost is per journey - a journey being far longer and more perilous.

If you own said mode of transport (costing about 2x the journey cost), the trip cost is free. However, the journey cost is 2 wealth (for upkeep, etc).

Rickshaw - Pulled by someone unfortunate. *It's at GM discretion if a Ricksaw can pull a character for a whole journey.
Palanquin - Preferred transport of those of noble birth.
Public Transport - A bus or train. Free if you have a transit pass. The definition of bus or train can get very broad in Throne.
Devil - Flying devils or devils that are large enough will take anyone if they're foolish enough. *Often times demons will give free transport for the promise of a good time or a deplorable favor.
Caravan - Passage on a caravan through the multiverse. Free if you pull your weight.
Beast of Burden - An ox, bound shade, or monster large enough to carry burdens. Slow but dependable.
Riding animal - Usually not a horse. Fast, and can include war animals.
Ship – Watercraft.
Sky-ship - Aircraft, ship, or dirigible. Very fast, but can be dangerous.

Transport

Item	Wealth	Tag
Rickshaw	1/*	
Public Transport	1/3	
Beast of Burden	1/4	
Ship	1/4	
Caravan	2/6	
Riding Animal	2/6	
Palanquin	3/9	
Devil	*	
Sky-Ship	4/10	

Trade Goods and Sundries

Price per container (barrel, box, pallet, etc) in the core market (Throne). Prices will be higher in the outworlds, and vary from world to world.

The price will increase x3 if the good is Fine, and decrease for poor quality goods.

Precious metals - Gold and silver, and rarer things, such as Adamantine or Orichalcum.
Alchemical materials - Materials needed by sorcerers, craftsmen, and devil binders.
Medical Supplies - Bandages, tinctures, vitriols and sometimes modern medicine, used to heal.
Oil, fat, or tallow - Used for candles, soap, and industry.
Fuel - Also includes feed for pack animals.
Water - This cost can be wildly inflated depending on need.
Food - The cost will vary depending on quality and freshness
Machinery - Used for factories, industry, and repair work.
Intoxicants - Alcohol and other nastier things, such as White Sand or Black Glass.
Bulk or raw materials - Cloth, lumber, metal, sand, clay, etc.
Slaves - Slavery is not illegal in Throne, but it is a morally fraught business which has many opponents. It may be illegal out in some outer worlds.
Arms and armor - Use this cost when sold as a unit, not individually.

Trade Goods and Sundries

Item	Wealth	Tag
Food	1-3	
Water	1	
Oil, Fat, or Tallow	2	
Medical Supplies	3	Rare
Fuel	3	
Bulk or Raw Materials	3	
Machinery	4	
Alchemical Materials	4	Rare
Intoxicants	5	Rare
Precious Metals	6	Fine
Slaves per Head	6	
Arms and Armor	6	Rare

Weapons

You must have proficiency in the appropriate weapon style in order to use any of these weapons without making a clumsy roll. The cost of each weapon is approximate market price, and could vary.

A Fine version of any weapon will cost around 3x or more the price of the base weapon and require a master craftsmen and the appropriate materials. These weapons also exist in the world as the sources of myth and legend. While wielding a Fine weapon, you deal +1 damage.

Fine martial arts styles (empty hand, pankration) are treated the same way as Fine weapons but have be taught. To learn them, you must find the appropriate master (not an easy task!) and pay the same price as a fine weapon for training.

Flourish
Each weapon style has a flourish. This is a special effect that takes place when you roll a **10+** on a Reach Heaven Through violnce move.

Melee Weapons
All melee weapons have a range of hand unless specified

Empty Hand
Fist, knee, foot, or elbow. Unarmed combat, taken to an art. You cannot be disarmed. Common martial arts styles are Pattram Sword Hand, 49 Empty Palms, and Ki Rata. The cost included is for training.

Flourish: If you already know Empty Hand, you can take it again (unlike other styles) when you reach level 3, 6, and 9. The first time you take Empty Hand, and each time after, name your new technique to the GM. Then choose one flourish for your style from below:

- Your attack gains the forceful tag.
- Your attack gains the area tag.
- You can disarm a target within range of something they are holding or wielding
- Give the reeling tag to a target

Flourishes added to Empty Hand stack!

Pankration
Wrestling. You cannot be disarmed. The cost included is for training.

Blade
Sword, axe, or other bladed weapon, one, two, or multiple. Common blades are straight swords, short swords, kukri, machetes, and sabers - more exotic ones might be disk blades, chained blades, or blade-catchers.

Flourish: If you already know a blade style, you can



take it again when you reach level 3, 6, and 9. The first time you learn a blade style, and each time after, name your technique to the GM, then choose a flourish for your style from below:

- Your attack gains the forceful tag.
- Your attack gains the area tag.
- You can disarm a target within range of something they are holding or wielding
- Give the reeling tag to a target

Flourishes added to Blade styles stack!

Great Weapon
A massive blade, club, or halberd. You need two hands to wield this weapon effectively.

Knife
Knife, dagger, or short blade.

Flying Blade
A blade or claw attached to a chain or rope, so it can be pulled back to its wielder. This could also be something like a boomerang, flying disc, or flying guillotine.

Chain/Whip
A chain, whip, rope, or other such weapon, favored by the under-gangs of Throne.

Flourish: Disarm a target or something they are holding or wielding and yank it from their grasp.

Spear
Spear, or pike, honed to a deadly point. Requires two hands to wield effectively.

Club
Iron club, a simple tree branch, short stave, or war hammer.

Stave
Stave or staff, rough or ornate.

Claw
Iron claw, hand weapon, or punching dagger, made of iron or steel.

Melee Weapons				
Weapon	**Range**	**Wealth**	**Tags**	**Flourish**
Spear	Hand, Thrown - Close	1	Unwieldy	Reeling
Knife	Hand	1	Hidden, Light, Infinite, Precise	Crippling
Chain/Whip	Hand	1	Light	*Disarm
Club	Hand	1	Forceful	AP
Empty Hand	Intimate - Hand	2	None	Special
Pankration	Intimate	2	None	Crippling
Blade	Hand	2	None	Special
Great Weapon	Hand	2	Unwieldy, Messy	Brutal
Stave	Hand	2	Unwieldy	Forceful
Flying Blade	Hand, Thrown - Far	3	Precise	Crippling
Claw	Intimate - Hand	3	Rare, Light, Hidden	Crippling

Ranged Weapons

Reloading

Some ranged weapons have the loading tag. You don't need to track ammo for these weapons, but the loading tag is a negative tag that can used by the GM. Players who fire these weapons in combat will eventually need to reload, taking time and effort.

Reloading requiresfocus. Reloading players might also drop ammo, run out of ammo, jam their weapon, etc - all additional options for the GM.

Implement

An implement is a focus for the Art, the to change reality. When making Reach Heaven Through Violence rolls with an implement, you can **roll +mind**.

Special: When you buy an implement, describe it to the GM. Common implements are mirrors, bells, and swords. If your character is able to wield implements, they are able to use the Art, or sorcery of some kind. Detail what form this sorcery takes, whether it's bolts of fire, paper charms, lightning, floating blades, or something more terrible or wondrous.

Needle

Needle, usually do their damage through a payload of poisons or paralytics.

Bows

Characters with the Bow proficiency can wield any of the below weapons

Short Bow

A smaller bow, designed for quick use in combat or when mounted. Less range but less unwieldy than a regular bow. Requires arrows.

Bow

A long or full-draw bow. Requires arrows.



Crossbow
A crossbow, machine or winch-wound.

Great Bows
Characters with the great bow proficiency can wield either of the below weapons

Cwellan
The Cwellan shoots razor sharp disks of metal, hard to find and make, but a rare and deadly weapon.

Flourish: Your attack severs a non-vital body part of the GM's choice (such as an ear, hair, or finger) from your opponent and gives them the crippled tag.

Great Bow
A massive bow, meant to be pulled or strung by one of great strength.

Guns
Characters with gun proficiencies can wield any of the below weapons

Gun
A simple gun, black-powder or breech loading, a common site in Throne.

Hand Gun
A hand-gun or revolver, can usually be fired multiple times.

Flourish: Your attack disarms your target of something they are holding or wielding.

Assault Gun
A gun modified for brutal street combat, shotgun, or other close range weapon. Can be fired at hand range as a ranged weapon.

Great Guns
Characters with gun proficiencies can wield any of the below weapons

Auto-gun
An automatic rifle. Typically loads 1 clip at a time of multiple bullets.

Rifle
A rifle, sometimes with a sight, a familiar tool of death.

Great Gun
A large gun, firing explosives, massive shells, or high caliber bullets meant to fell powerful targets. Often has a scope. Typically loads one shell at a time.

Ranged Weapons

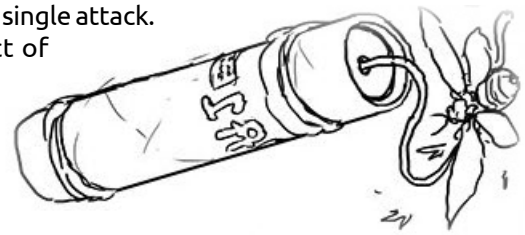
Weapon	Range	Wealth	Tags	Flourish
Implement	Close-Far	5	Rare, Focus	Destructive
Needle	Intimate-Close	1	Hidden, Light, Infinite, Precise	Reeling
Short Bow	Close	2	Light	Messy
Bow	Close-Far	2	None	Messy
Crossbow	Close-Far	3	Unwieldy, Loading, AP	Messy
Great Bow	Close-Extreme	4	Rare, Focus, Unwieldy, Forceful, Potent	Reeling
Cwellan	Close-Extreme	6	Rare, Loading, AP	Crippling
Gun	Close	3	Loading, AP	Messy
Assault Gun	Hand	3	Loading, Messy	Brutal
Rifle	Close-Extreme	4	Rare, Focus, Unwieldy, Loading, AP	Crippling
Hand Gun	Close	5	Rare, Light, Loading, AP	Disarm
Auto-Gun	Close	6	Rare, Loading, Unwieldy, AP	Area
Great Gun	Far-Extreme	7	Rare, Focus, Unwieldy, Loading, Destructive, Messy, AP	Area

Explosives and Ammo			
Stock	**Range**	**Wealth**	**Tags**
Knockout Ammo	NA	1 per round	Rare, Forceful (Non-lethal)
Explosive Ammo	NA	1 per round	Rare, Area
Anti-Material Ammo	NA	1 per round	Rare, Destructive
Flaming, Flechette, or Grapeshot Ammo	NA	1 per round	Rare, Messy
Poisoned Ammo	NA	1 per round	Rare, Brutal, Lingering
Balanced Ammo	+1	1 per round	Rare
Bomb	Close	3 for 3	Rare, Area, Destructive, Forceful
Gas Bomb	Close	3 for 3	Rare, Special*

Ammunition and Explosives

Weapons with the loading tag can use special ammunition. A single piece of special ammo costs 1 wealth, bombs come in clusters of 3 and both are rare.

Choose 1: Knockout, explosive, anti-material, flaming, flechette, grapeshot, poisoned, balanced. Special ammo takes effect for a single attack. The GM can decide the effect of the special ammo, or you can come up with your own.



Bombs

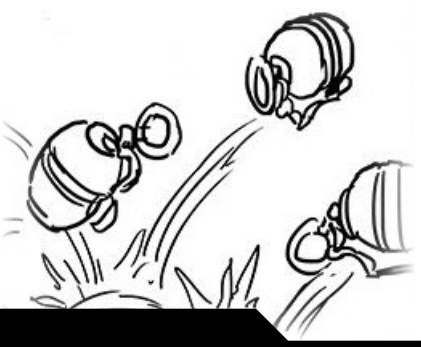
You must be proficient with Great Guns to throw a bomb without making a clumsy roll. However, if you miss, you drop it somewhere very inconvenient.

Gas Bombs

You must be proficient with Great Guns to throw a gas bomb without making a clumsy roll. You can throw a gas bomb at close distance as a ranged attack. *It does no damage, but either obscures an area or covers it in choking or caustic mist that gives any who enter it the reeling, and crippled status.

Armor

Armor is either light (1-2 armor), medium (2-3 armor), or heavy (4-5). You can't wear armor you're not proficient in. Your armor can look any way you like.



The variance in armor given is for higher quality versions of the same armor, which might cost more. If a player starts with light or medium armor, it is always 1 armor light armor or 2 armor medium armor. A Fine version of armor costs a minimum of 2x the base price, and can give you +1 armor than normally allowed.

Light Armor

Light armor is easy to move around in. It can include only a few pieces, strapped to the body, and makes very little noise. It often uses materials such as cloth or animal hide for lightness and ease of motion. It could be pieces of fashion used as armor, such as a thick coat, a leather jacket, or an armored corset.

When you get light armor, detail its look. Light armor may includes some major areas of protection (covered by plates or pads) - tell your GM where they are.

Medium Armor

Medium armor is serious armor, covering most of the body. It might range from flexible body armor to a breastplate, a cuirass, or something similar. It covers most of the body, and takes some time (but not assistance) to doff or don. It makes noise when moving around, is heavy, and hinders you from certain activities while wearing it.

When you get medium armor, detail it's look. Medium armor often includes a breastplate, a reinforced vest, shin guards, gauntlets, and bracers. It often includes a helm.

Heavy Armor

Heavy armor takes a respite (15 min) to doff or don completely, and you need the assistance of one other character, otherwise it takes twice as long.

It's heavy, noisy, hot, and often awkward to move around in, but offers unparalleled protection. A character wearing heavy armor can shrug off blades and bullets with ease.

Heavy armor is very difficult to find, and its creation or discovery is usually a laborious process.

When you get heavy armor detail its look. Heavy armor covers the whole body. It can range from enhanced plate mail, to bone-splint armor, to sorcery-forged breastplates, to machine driven armor, to powered armor. It offers full protection, often including a closed-face helm.

Armor

Type	Rating	Wealth	Tags
Light	1	3	None
Medium	2	4	Unwieldy
Medium	3	6	Unwieldy
Heavy	4	8	Rare, Unwieldy
Heavy	5	10	Rare, Unwieldy





Optional Rules

Advanced Martial Arts

These martial arts style below are optional. When they level up, any player can choose to take a martial arts move from any of the list below, indicating that they are a practitioner of that particular style of martial arts.

Flourishes from these styles stack with flourishes from their respective weapon styles.

If you want, you can name your own derivative style of martial arts that has the same mechanical effect as one of the styles below, but a different name and flavor.

Martial arts styles often are practiced by schools - if you want, when you take any one of these moves, tell your GM where you learned it from.

When you gain a level from 2-10, you can take any of these moves instead of your regular options:

49 Empty Palms

You project the power of your Atum into your strikes, displacing air with your attacks. At your choice, your Empty Hand style can be used as a ranged weapon with close-far range, with the potent, and forceful tags. You can also use this power to project force at a similar range - for example, to flip a lever, to knock open a door, or something similar (anything you could normally do in hand range).

Bearer of Legend

Your weapon, or your body itself (your hand or arm, typically) is infused with ancient and famous power. It could be sentient, glow with unearthly radiance, be infused with a terrible evil, or something similar. The power and the weapon (or limb!) itself was not originally yours - detail to your GM where it came from. Powerful groups will usually contest your ownership of this weapon.

Decide a condition on which your weapon charges. Common conditions include sunlight, the presence of certain enemies, or saying a power word. You can charge your weapon twice between rests, though it only retains one charge at a time. At any time, you can expend the charge in your weapon to unleash its power and add the destructive, forceful, and area tags to your attack. This damage cannot be reduced in any way (by armor, the group, and huge tags, etc).

Demon Flips the Cart

Your blows strike your opponent with unholy strength. To qualify for the benefits of this school of martial arts, you must consume twice as much sustenance (food, drink, energy, etc) as a normal individual of your size and race, which your power burns.

Flourish: Your melee attack hurls those struck an unbelievable distance - far enough to go out of visual range. They don't take any extra damage for being hurled this far, and they'll stop if they hit any obstacles (though they may also smash through them), but they do gain the reeling tag

Diamond Soul

To qualify for the benefits of this school of martial arts, you must find and study from a shard of the Worldstone, a gem of incredible size that was shattered 30,000 years ago. Communing with the shard each day will allow you to practice a technique that allows you to harden your body and mind. If you choose to channel this technique during a rest, until you rest again, your body and skin take on gemlike properties.

When you finish a rest, you can use the Diamond Soul technique to increase your armor by 3. However, you cannot deal higher than 1 damage with any attack or move. You can end this effect on yourself by concentrating for a moment.

Five Elements Internal Technique

Your mastery of internal forces protects you from harm. When you rest, as long as you have time to perform calisthenics to align your atum, mark the following on your playsheet: Fire, Earth, Water, Wood, Metal. The first time you would take damage from any source that is primarily composed of that element (for example, a bullet = metal, drowning = water, a boulder = earth), ignore it.

Any time after, you take damage normally from those sources, just ignore the first instance of damage. You can refresh this move each time you take a rest, but it won't 'stack', simply give you the ability to ignore damage once again. If you can't perform calisthenics, you don't gain the benefits of this move.

Flying Snow

You are supernaturally light and graceful in combat. Many learn this technique by listening to the resonance of the wind. As long as you practice this technique, you can no longer fail an Agility roll (treat a **2-6** as a **7-9** instead). In addition, you can fly whenever you would normally move, and are not inhibited by ground based obstacles. This flight is slow but graceful.

Head of John

This headbutt-focused martial arts style is infamous for its ostentatiousness. You fortify your forehead with 3 metal studs. These studs can be any metal or design you like, and often include gemstones. The process costs 4 wealth, rare ritual materials, and requires a period of healing.

* Once fortified, you gain the following benefits:

- You can never be decapitated for any reason as long as your left stud is intact. Your head becomes functionally indestructible, though the rest of your body may still be harmed. Weapons bend or turn aside when striking it. If, for whatever reason, your head is struck from your body (your left stud is broken), it can survive for a year and a day without a body as long as at least one other stud is intact. If attached to any body, living or dead, over 3 days your head will gain control of it as your new body, and revive it if it is dead.
- You can focus and read the ambient emotional state of a situation as long as your right stud is intact
- You can fire a long range beam of fire, energy, ice, or something similar from your central skull stud. When you focus and **roll +mind**:

On a 10+, deal damage with the hand-extreme range, messy, destructive tags that will pierce through all enemies in a line from you up to its maximum range. **On a 7-9,** you make the attack, but stagger yourself from shock or heat, giving yourself the reeling tag. **On a 2-6**, you gain the reeling tag but cannot make the attack.

Howl of the Cursed

You are cursed to undergo a painful and monstrous transformation when a particular trigger occurs. Tell your GM what the specific trigger is (common triggers include moonlight and certain liquids or herbs). It could be willful or otherwise. After a brief and terrible moment, you take on a bestial, warped, or monstrous form. Until you rest, you deal +1 damage. However, when you miss a roll, the GM will decide what way the curse affects your next roll.

In addition, you no longer heal wounds normally during a rest. To heal, you must consume something indicated by the nature of your curse. Common substances are rot, flesh, blood, or filth, but whatever it is, it is vile. When you consume this substance during a rest, you heal your wounds as normal.

Medicine Palm

You are part of an ancient organization of traveling doctors that go up and down the king's road. To gain the benefits of this school of Martial Arts, you must find and study a copy of the Blood Flower Manual, a medical text that teaches herbal and energy-based medicine for the various races of the multiverse.

Once you've studied this text, you can charge around 2 wealth for your services, on average, when you rest in an area with work. In addition, when you wish to heal someone by re-aligning their atum with precise presses of your fingers, **roll +mind**:

On a 7+, heal 3 stamina.
On a 10+, additionally heal 1 wound.
On a miss, your target takes -1 ongoing until they rest. You can only use this move once on any target between rests, success or failure.

Flourish: Your target gains the crippled tag

Murderous Blade
You wield a dangerous and forbidden style that drains your enemy's atum to power your own life force. Once between rests, when you slay an enemy in combat, you can draw out their fading soul flame to heal all your wounds and stamina.

However, you must feed your blade fresh blood from a sentient being other than yourself when you rest. If you fail to do this, it begins to draw from your life force, and you take -1 ongoing and cannot heal wounds until you satisfy it.

Pattram Sword Hand
Your unarmed strikes are as effective as edged weapons. You are always considered armed, and can savagely cut through living and nonliving material alike with your bare hands. Your empty hand strikes gain messy and destructive tags.

Flourish: Give the crippled tag to your target

Pilgrim Fist
You are part of a wandering martial order, a pilgrim, troubadour, or traveling merchant. Whenever you take a rest, you take +1 forward, you always heal maximum wounds no matter what your group chooses, and you heal 1 wound on a respite. In addition, your local network of road-weary connections always give you interesting and potentially useful news when you do.

Rider of the Endless Path
You have a mount - either mechanical, alchemical, or biological. It could be anything from a motorbike, to a bound shade, to a monster, to a car, to a warhorse. You don't have to pay transportation costs when you wish to go somewhere, as long as your mount can get you there easily.

Your mount has 3 wounds and 2 armor. Once it reaches 0 wounds, it is not destroyed, but rendered unusable. Paying 3 wealth in materials, feed, or services when you rest will restore your mount to full wounds, no matter how damaged. It does not heal when you rest, but regains its armor.

In combat, as long as you're on your mount and there's space for you to ride it, you can choose to have your mount be part of your attacks. If you do, deal +1 damage, but your mount also takes damage from any reprisals.

Shivering Arrow
Whenever you rest, you can ritually purify a single piece of ammunition (bolt, arrow, etc). Speak the name of a specific individual and burn ritual materials. If you use this ammunition any time before you next rest to make an attack against the named individual, the attack cannot miss (treat a **2-6** on Reach Heaven Through Violence as a **7-9** instead), and gains the forceful, ap, messy, and lingering tags. In addition, no matter the range of your bow, the arrow or bolt can be shot up to extreme range, guides itself around cover and other obstacles, and seeks its target regardless of visual status once it's shot off.

Twenty Five Purities Path
Practitioners of this technique must spend time studying from an authentic copy of the Twenty Five Purities Manual, which describes the 25 ways that the soul can be honed and perfected. The manual is rare and costs 3-5 wealth to obtain - you can most likely get it from an ascetic or monastery.

Once you complete reading and studying this manual (not an easy task!), you cannot be affected by mind or perception altering effects unless you so choose. You are permanently immune to poison, disease, the reeling tag, and can instantly clear yourself of intoxication.

In addition, when you roll a **7+** on a Bend Will or Query the Cosmos about a person that hasn't read the manual, you can ask the question: "Where is this person the most vulnerable?" and get a clear and precise answer

Vertigo Bullet
You are a master of close range gun combat. Your gun can be used at intimate-hand range as a precise melee weapon. In addition, guns lose the loading tag for you, such is your skill at reloading and maintaining them.

Advanced Martial Arts

Style	Compatibility	Flourish
49 Empty Palms	Empty Hand	
Bearer of Legend	Choose 1	
Demon Flips the Cart	Any Melee	Reeling
Diamond Soul	Any	
Five Elements Internal Technique	Any	
Flying Snow	Any	
Head of John	Any	
Howl of the Cursed	Any	
Medicine Palm	Empty Hand	Crippled
Murderous Blade	Blade, Knife, Flying Blade, Claw, Spear, Great Weapon	
Pattram Sword Hand	Empty Hand	Crippled
Pilgrim fist	Stave, Blade, Spear, Empty Hand	
Rider of the Endless Path	Any	
Shivering Arrow	Bow, Great Bow	
Twenty Five Purities Path	Any	
Vertigo Bullet	Gun, Great Gun	

Cross Class Moves

These moves are entirely optional and should be used at the GM's and players' discretion. Taking them indicates that a character has some affiliation with the kind of characters that the other playsheets depict - for example taking the Mendicant affinity option indicates that a character is somewhat of a beggar, or affiliated with beggars.

These moves are best taken when there isn't a character of their associated type within the game, but if they are, it can open up some interesting role-playing options.

Belligerent Affinity

Gain the Scarred move of the Fury playsheet. You are a born and bred warrior.

Demi-Boss

Gain 2 companions and the BOSS statistic. Your BOSS statistic doesn't raise or lower, because you are not the Boss, but remains at 0. You can order your companions around using the Dirty Work move, but you don't lose **+BOSS** when you make it.

Geas Affinity

Gain the Inspire move of the Fated playsheet. Your leadership skills allow you to drive your allies towards victory.

Mendicant Affinity

Gain the Impossible Weapons move of the Beggar playsheet. You come from the streets or the countryside, a warrior of the people.

Merciless Tutor

Gain the Under My Tutelage move of the Master playsheet. Your discipline and resolve are the envy of others, and they come to you for advice.

Peregrine Affinity

Gain the Wield the Old Law move of the Law playsheet. You are a watchmen, empowered by a local authority (detail) to enforce the law.

Fashionista

Gain proficiency (fine clothing), a set of fine clothing, and the Platinum Silk move of the Refined playsheet. You have a natural affinity for court life and the finer things in life.

Sorcerer

Gain the Geomancy move of the Hunger playsheet. You can call on sorcerous powers to complete arcane rituals.

Followers

During the course of play, players might pick up NPC allies that can help them out (perhaps as the result of a Gather Power move). These optional rules add a little more depth to allies and help flesh them out.

In combat, a follower can fight alongside you, but their damage is generally considered to be folded into your own (there are a few exceptions below). Followers that are loyal to you will generally do what you say, as long as it's not exceptionally dangerous, stupid, or degrading. However, when you want to order a follower into difficult situation, make the Command move.

Command

When you ask a follower to do something brave, foolish, degrading, or exceptionally dangerous **Roll +loyalty**:

On a 10+, they'll trust you and do what you say.
On a 7-9, they'll do it, but have serious demands later. If you don't meet them, they will leave on bad terms.
On a miss, they won't do what you ask, no matter what.

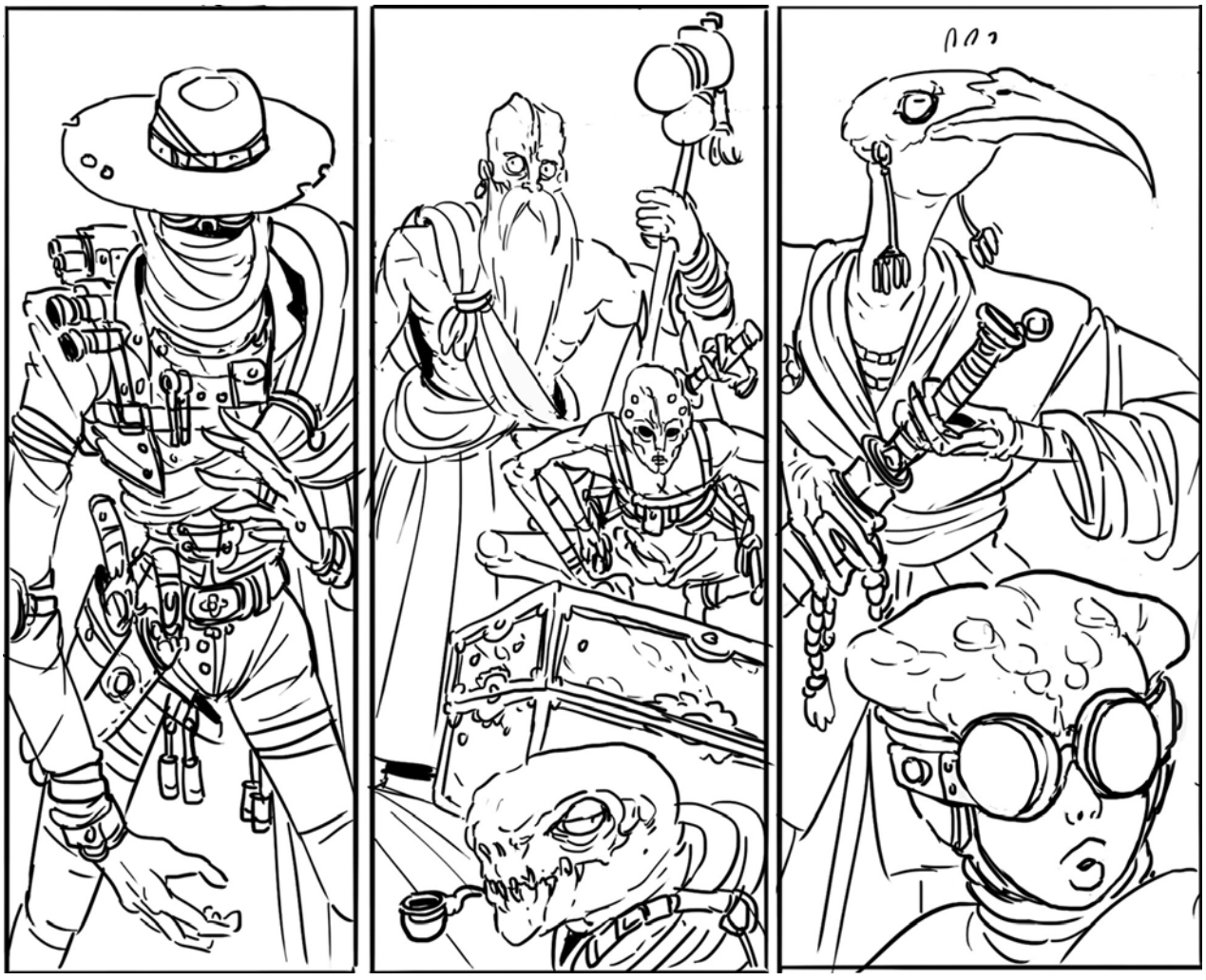
Making a follower

Followers have three statistics - loyalty, and expertise, and a cost. Write them down when you acquire a follower.

Loyalty by default starts at 0, can go as high as 3, and go as low as -3. If a follower's loyalty goes as low as -3, they quit! Loyalty will raise or lower depending on circumstances. Generally, disrespect or failure to pay the follower's cost will cause a loss of 1 loyalty, and success or fulfilling a follower's cost or needs will raise loyalty by 1.

Expertise starts at 1 and can go as high as 3. Generally, expertise 1 followers are low skill, expertise 2 medium, and expertise 3 highly skilled. Expertise 2 followers usually won't follow characters of 3rd level or lower, and expertise 3 followers usually won't follow characters of 6th level or lower.

You can dismiss followers when you like, as long as you part on good terms. If you don't part on good terms, their loss may come back to haunt you.



All followers have a cost. Failing to fulfill the follower's cost will cause them to lose loyalty as detailed above, fulfilling it will cause them to gain loyalty:

- Money
- Training
- Knowledge
- Protection (self or others)
- Fame and Glory

Choose the type of follower when you acquire them from the below list:

Angel (special)
Choose another type of follower and gain its move, (except the Thief). An angel starts at loyalty 2. However, the angel has the additional cost of Upholding the Law.

Apprentice
Also has the additional cost of Recognition. Once between rests, the character the apprentice followers can re-roll a roll they just made, but they must keep the second result. If the roll has negative consequences, on the re-roll their apprentice also suffers them.

Chronicler
Choose a number of groups equal to the chronicler's expertise - (Rural commoners, urban commoners, a notable power of Throne (detail), nobility, a powerful king or queen (detail), a guild (detail), martial artists, devils, angels, artisans, artists, a demiurge, etc). You automatically start with a good reputation with those groups as long as the chronicler accompanies you.

Courtier
Once between rests, the courtier can roll +expertise to lie to, manipulate, or seduce a target that is vulnerable to them, as per the Bend Will roll. The courtier will bear the social consequences of this roll.

Devil (special)
Choose another type of follower and gain its move. Each session, the devil will gain a single power die it will give to it's favorite character. However, the devil has the additional cost of Debauchery and Excess.

Guard
When a character would take a hit, the guard can intercede and take it instead. A guard can do this a number of times between rests equal to +expertise.

Guide
The guide is familiar with a particular area, group, or type of terrain. They know a number of secrets or not well-known features of this area, group, or terrain type equal to their expertise.

Love Interest
Also has the cost: Prospering Relationship. A number of times between rests equal to the Love Interest's expertise, if you act in their interest or favor, you can empower a roll.

Merchant
Also has the additional cost: Thriving Business. Reduce all wealth spent by the Merchant's expertise. Abusing a Merchant's purse will obviously make them unhappy and cause them to lose loyalty.

Sage
A number of times between rests equal to their expertise, you can get a 10-12 automatically on Query the Cosmos or Pry Secrets rolls if you ask the sage about something specifically.

Thief
The thief can procure for you wealth equal to their expertise or 1 fine item between rests. The consequences of their services, however, are up to the GM.

Martial Artist
When a character makes an attack, they can choose to have the martial artist strike with them and add +1 to the attack's damage a number of times between rests equal to the martial artist's expertise. However, if the character is exposed to damage, mishap, or retribution, the martial artist also suffers the consequences.

GM Toolkit

What is a GM?

The GM is the Game Master, the person who runs the game, tell the story and helps create the scenery and characters of Broken Worlds. You get to work with players to create and breathe life into the allies, enemies, and locations that the players will meet on their travels. Most importantly, you will help the players drive the story forward.

If you're playing the GM, think about yourself primarily as a person who's there to *help a good story get told*. You're not there to tell your own story alone, though you will definitely help set up a lot of it. You're there first and foremost to help *everybody* collaboratively tell an interesting story, with *stakes* and *consequences*.

Here are some principles to stick to:

1. Create a rich, living world.
2. Let your players establish or fill in the details.
3. Describe everything, except when you don't need to.
4. Create compelling stakes.
5. Speak to characters, not to players.
6. Never name your own moves.
7. Be a fan of the player's characters.
8. Name everyone.
9. Kill everyone.

Here's a simple explanation of each one (especially the last one):

1. Create a rich, living world
Describe! Think off-screen! Let players know about the culture and weirdness of all the bizarre places they visit. Throne itself is a massive place that will likely never be fully covered in the comic, not to mention the hundreds of thousands of worlds that connect through it. When players visit The Shades, what does it look like? Let players visit a location, then come back to find it has changed because of their actions.

2. Let your players fill in the details
When you need to fill in details and want to tie things in with the characters, ask your players! If you need to introduce a new merchant character, ask your players if anyone knows him. If they do how? And what's his name and quirks?

Similarly, in combat, let *your players* describe the outcome of their actions. Ask them what their successful rolls look like. Ask them what damage looks like (both giving and receiving it!). Ask them: "How do you want to do this?" when they fell a powerful foe.

3. Describe everything, except when you don't need to
Describe everything. But don't describe everything. If your players spend twenty minutes describing what their characters are eating for breakfast, make a no-breakfasts rule. It's going to happen.

4. Create compelling stakes
Make sure the stakes are *clear, simple*, and *relevant* to the player characters.

5. Speak to characters, not to players
Make the characters real. Try to have your players do this too.

6. Never name your own moves
Don't pull the curtain back unless you really need to. Never say 'I'm portending doom' or 'I'm dealing 2 damage'. Say 'The sky darkens and you hear the sound of crows circling', and 'The blade bites into your flesh deeply, take two wounds'

7. Be a fan of the player's characters
Make sure the player characters all get a good spotlight. Encourage them to shine in their own way, and always create situations you know that they can engage with. If you have a Refined character in your group, you may want to include some social element to your fronts, for example. If you have a Fury, you may want to put some fights in.

8. Name everyone
Give NPCs a name and face. Give them a quirk. Make them interesting and memorable. Let the players meet them again, and always have them react to the players' actions.

9. Kill everyone
Let everyone and everything fall under the terrible guillotine of fate. Be ready to kill everyone at a moment's notice. Yes, even if they're plot important. The plot will get far more interesting when they die. That assassin who was going to track the players and pop up again and again to harass them, until your pesky players trapped him on the first encounter? Let him die. It's going to be really interesting when his master shows up.

Obviously, player characters have a lot more agency in their own fate vis-a-vis their inevitable grisly death. But if it happens, let it happen.

GM Moves

As a GM, you play very different from a player, and you have a different set of moves. The moves you make never involve rolling (except maybe for damage), and describe the ways in which you can change things up for the characters. The players have the initiative in a game of Broken Worlds. It's up to you to react to their moves with soft or hard moves of your own, and then ask: 'What do you do next?'

Soft moves involve a high element of player agency, or don't put players down as definitive of a path. For example, your players are at a ball. A soft move might involve the Duke becoming suspicious of the players' motives and having a guard question them. It doesn't force the player's hands, but does force them to react, perhaps to make an Overcome roll.

A hard move definitely pushes players down a definite path. A very easy example of a hard move is dealing damage. In the previous ball example, a hard move would be the Duke calling the guards on the players to attack.

Usually you'll make soft moves when a player **rolls a 7-9**, and hard moves when players **miss a roll**, but there's always exceptions. The key thing to remember is that **the fiction should drive any moves you make**. Just like with the players, the fiction trumps everything!

If this seems a little opaque to you, the most important thing to remember is that the term 'moves' is mostly an abstraction. Fundamentally, **moves are simply a way to easily figure out what you, the GM, should do next when a player fails a roll, there should be consequences to an action, or the story should move forward**.

Here are the GM **moves:**

1. Make a threat or break move
2. Threaten to start a fight
3. Separate them
4. Put someone in a spot
5. Inflict or trade damage, as established
6. Portend Doom
7. Foreshadow threats
8. Expend their resources
9. Exploit their weaknesses
10. Offer power, at a cost
11. Give an opportunity for their characters (with or without a cost)
12. Turn their move back on them

And after each move, turn it back to the players and ask "What do you do?"

Here's a quick summary of the GM moves:

1. Make a threat or break move.
The GM has access to and can write a lot of moves for specific parts of the story. These are unique moves or ways to make other moves a little more flavorful. For example, during a combat encounter in a tavern, the GM could have someone smash a bottle over the player's head when they want to inflict damage. A GM can also write enemies their own moves that cue a little more specifically how they act in and out of combat, which are called break moves.

2. Threaten to start a fight.
Especially if the players don't want one, but make sure it's established first. The players argue a little too heavily with the merchant prince? He calls his guards. People are itching to get into a fight in Throne .

3. Separate them.
Get the players away from each other and into vulnerable situations. Have players captured, or have to split up in order to accomplish an objective.

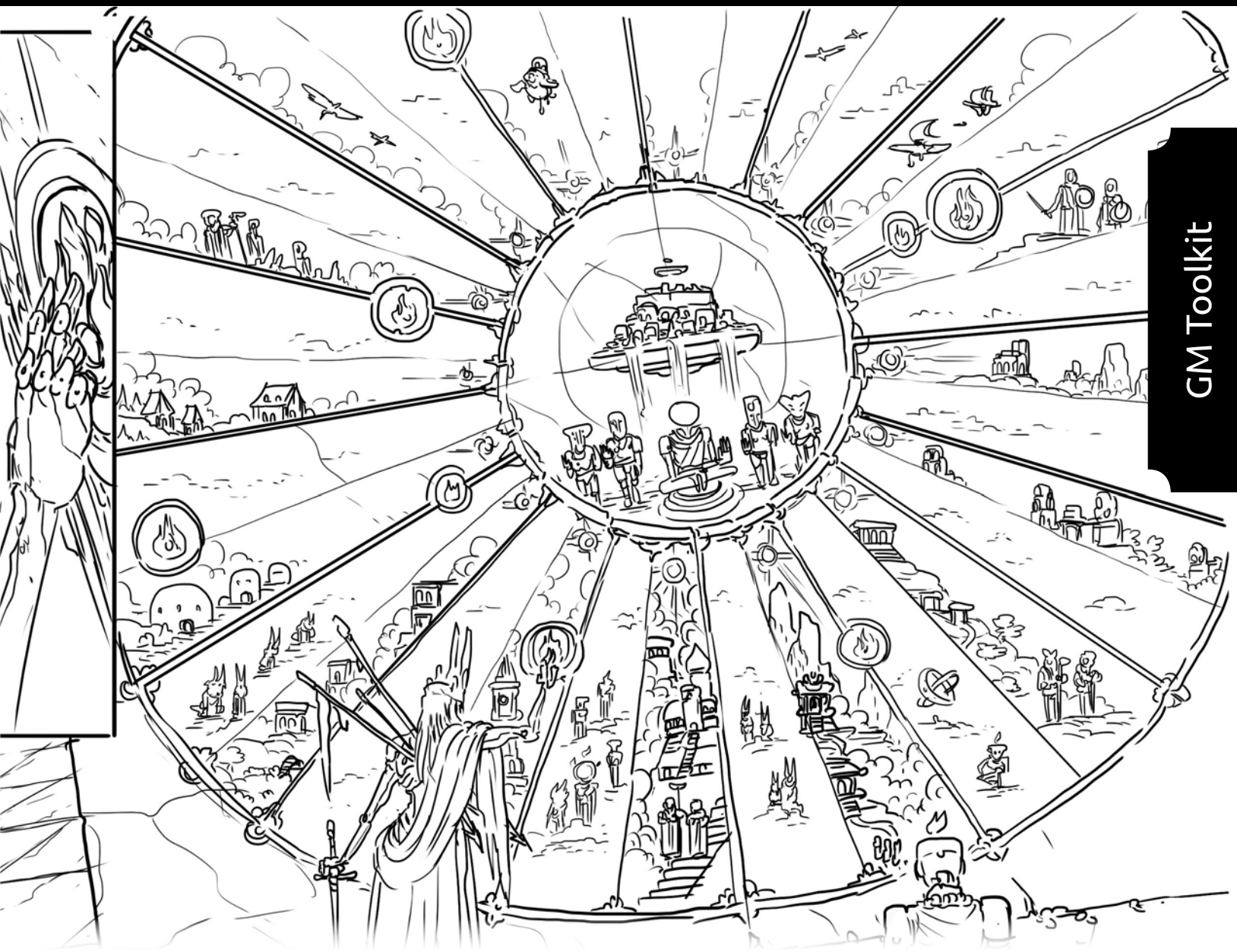
4. Put someone in a spot.
Always look to throw your players into difficult decisions. Do I go for my sword that has just been kicked away and try to cut down the devil, or do I help the man who the devil is choking to death? Do I save the merchant's daughter and get nothing, or take my money and walk away?

5. Inflict or trade damage, as established.
If it comes from an enemy, check the enemy's damage type. If there's no damage listed:

1. Incidental damage, an improvised weapon, a short fall.
2. A long fall, a sword blow, a gunshot, normal combat damage.
3. A serious gunshot, assault rifle fire, a blow from an ogre, savaged by a beast, a grenade explosion.
4. Being shot by a cannon, hit by a massive boulder, a multi-story fall, ravaged by a frenzied demon.
6. Being crushed by a colossal being, immersed in acid or lava.
12. Being crushed by a moon sized being, lacerated in the jaws of the world wolf.

If the damage is especially nasty, give it brutal, or ap. If it could disable a target, you can give the victim the reeling or crippled tag.

6. Portend Doom.
Show players the ways in which the threats to their world are slowly warping it for the worse. The next



time they visit that market, the kindly trinket seller they once knew is hanging from a gibbet - her store a burnt husk and covered in scrawled messages - addressed to the heroes.

7. Foreshadow threats.
Show your players the way in which the world around them is constantly threatening to swallow them up. Throne and the outworlds are not friendly places. These threats could be obvious (a black citadel lies up the hill, crows swarm around it), or off-screen (the people here are branded with a red sigil on their forehead. Their eyes are dull and lifeless).

8. Expend their resources.
Take their wealth, health, armaments, armor, and power away from them (as established). If they want something, make them pay for it! If they weren't expecting to pay for something - make them pay for it! If they are sitting comfortable in their power, with a web of influential connections - make those connections needy. The Ply the Market move can help with this a lot.

9. Exploit their weaknesses.
Think about the physical and emotional weakness of the player characters. If they don't have someone who's got at social skills - put them in a social situation. Think about their Flaws. If a player's flaw is that they're greedy - offer them exorbitant wealth to betray their party in a horrible way. Give players the opportunity to role-play their characters dealing with their own vulnerabilities.

10. Offer power, at a cost.
Offer players connections, magical or physical power, followers, luxury goods, business opportunities, Fine items, or a lead on their quest - but make sure there's strings attached, whether its money, a favor, or something more nefarious. Nobody trades anything for free in the Red City. Players may very often find themselves at the whim of a petty trade prince or guild scion.

11. Give an opportunity for their characters (with or without a cost).
Give your players the opportunity to shine. Think about the types of characters you have in your party, and what connections, situations, or leads will interest them the most.

Here's a list of suggestions:

The Fated: Give them opportunities to advance their Destiny, to inspire and advance their own reputation, or to show their leadership
The Master: Give them opportunities related to their fame, history, or breadth of knowledge. Let other characters recognize and respect them.
The Beggar: Give them opportunities for things to get a little wild or off the rails. Let the small folk of the world reach out to them. Let them pass into the populace and learn the ruts in the streets.
The Fury: Give them combat to demonstrate their strength and skill. Give them worthy opponents. Give them opportunities to demonstrate the depth and full extent of their scars.
The Law: Give them opportunities to do the right thing, or to stand out by doing the right thing. Give them connections or leads related to wronged or warped justice.
The Boss: Give them opportunities that the Law would hate. Give them connections and opportunities directly related to the people in their gang. Let them explore the criminal underworld of an area.
The Refined: Give them opportunities to demonstrate their wealth and brilliance. Let them know that yes, they are the best. Give them social situations to ply their social power - whether frivolous (a gala, a ball, a party) or dangerous (a court, a battlefield, a diplomatic summit)
The Hunter: Give them opportunities to move deadly and unseen. Send them contracts. Give them connections to their shadow arts schools.
The Hunger: Give them opportunities for dangerous and raw power. Give them a strong connection with their patron, whoever it might be.

12. Turn their move back on them
This is especially relevant in Throne. The players went asking around the market and bought out the local weapon smith? The local representative of the Weapon Traders Guild would like a word with them.

Break Moves

Break moves are descriptive tools for you, the GM, to give more specific reactions to player moves, and to help you run enemies in a slightly smoother manner. The key trigger to break moves is they should only be made (like other GM moves) in response to player action, in a tense situation when there is naturally an opening for you to make a move (usually when a player rolls a **2-6** or a **7-9**), and players hand the initiative back to you.

For ease of use, some simple Break moves are given here, which are used in the example enemies section of this book. When creating your own enemies and threats, feel free to use these break moves as a toolbox, or simply write your own. 'You' in this moves refers to the enemy using them. Most of the Break Moves here are for use in combat, but there are a few social moves listed at the bottom here.

Combat Break Moves

These are break moves well-suited to combat. Feel free to write your own.

Berserk

Go into a rage, a frenzy, or a hardened battle trance. Gain the unstoppable tag and deal +1 damage for the rest of combat.. You are incapable of actions that require focus.

Brawn

Abandon subtlety for brute strength. Gain the forceful and destructive tags for the rest of combat, but you are incapable of actions that require focus.

Brutality

Deal a powerful and crushing blow. Deal damage as established, but this damage gains the brutal tag.

Crush

Grab, pin down, mob, or wrestle your target within intimate range. A player targeted by a crush cannot move away from intimate range with you, and gains the crippled or reeling tag.

Deflect

Bring shield, armor, or unnatural skill to bear against incoming attacks. Reduce the damage of the next incoming attack or effect to 1 that targets you or an ally.

Devour

Rip life from your enemy with fang or claw. Deal damage as established, then heal 2-3 wounds.

Dodge
Use your natural agility or supernatural abilities to become untouchable. Gain the evasive tag until the end of combat, or until you stop moving or can no longer move effectively (you are grabbed, crippled, terrain changes, etc) as established.

Ensnare
Drag down or trap a target, in melee or at a range. Your target gains the crippled tag until they can free themselves from their ensnarement.

Envenom
Deal damage as established. Any wounds dealt by this move are lingering either bleeding heavily or suffering from poison.

Fortify
Hunker down, or bring defenses to bear. Instantly gain 1-2 armor. This armor stacks with other health and armor.

Formation
Deal +1 damage and become unstoppable for the rest of combat as long as at least one ally is standing with you.

Insanity
Infect your enemies mind with madness, whether through an alien mind or horrific appearance. The target of this move is reeling and afterwards becomes unable to distinguish friend from foe until aided by an ally.

Overwatch
Wait for an opportune time to strike. Deal damage, then mark down the target of this move. The next time they fail a move, deal damage to them as established on top of any other effects as long as they are in range.

Overkill
Throw all your force into a brutal blow. Deal damage as established, and your target is stunned until someone takes action to revive them.

Regenerate
Knit torn flesh back together, with unearthly biology or dark sorcery. Regain 2-3 wounds. This cannot put your wound total above your maximum. You can't make this move if you're dead.

If you're able to make this move, pick a weakness, or several (fire, acid, water, sunlight, etc). You can't make this move when exposed to this weakness, in any amount.

Reinforce
If reinforcements are available in the area, alert them and gain the group tag if you don't have it already. If you already have the group tag, gain the huge tag as well.

Revive
If you're dead, as long as you weren't killed by (fire-ice-acid-holy water), lurch back to life with 2-3 wounds.

Riposte
Use superior skill to disarm your opponent. A character targeted by this move is disarmed and given the reeling tag

Savage
Disregard your safety and fight like an animal. All attacks for the rest of combat gain the vicious or brutal tag, but take +1 damage when you take damage.

Seal Meridians
Drain your target of energy, whether through martial arts techniques or supernatural ability. Pick two statistics (for example **+breath** and **+mind**). Your target makes any rolls using these statistics broken until they take action to recover or rest.

Shock
Strike with incredible force. Deal damage as established. A character targeted by this move is either crippled or reeling.

Shove
Push, shove, or throw a target, possibly throwing them off or into an obstacle. If that's the case, deal damage as established.

Speed
Instantly move to a point you can see, ignoring obstacles or enemies blocking your path

Stealth
Disappear from sight and gain the evasive tag until discovered.

Supercharge
Gain the huge tag. Become giant, whether literally or in strength alone.

Terror
Assume or unveil a horrifying appearance or terrifying secret. The target of this move is crippled by fear until someone aids them and their rolls are broken as long as they can see you.

Social Break Moves
Here are moves more suited to socially charged or tense situations.

Accuse
Pick a target, and accuse them of a shocking crime or deviancy. Whether it's true or not, that target loses credibility and until they take action to clear their name, their **+heat** rolls with or against targets that believe your accusation are broken.

Buyout
Name some leverage, and an ally of your target. Through that leverage, that ally is now in your pocket. If the target can remove your leverage, that ally escapes your control.

Conceal
Ask your target something that they want or need, and name an obstacle. That want or need is now beyond their reach until they clear the obstacle.

Incite
Name or describe a crowd of people that could conceivably become a mob. They do so, and your target is now crippled until they can escape the mob's grasp. You gain the group tag if you don't have it already.

Reveal
Pick one or two targets. Reveal a shocking fact or secret about:

- Their parentage.
- The nature of their world.
- A close ally.
- Your relationship with them.

They are reeling after this information, whether it is true or not.

… And so on. Feel free to write your own, using these moves as guidelines!

Principle of Play

Break Die
During the course of play, players will want to push moves to gain power die. One result of pushing moves can be to give you break die, the counterpart to power die. When a player makes a move and you want fate to twist their way badly, you can spend a break die to make their move broken, no matter the circumstances. You can even declare this after the player has already made a roll (just roll an extra die and choose the lowest from the new result) but before the final results are calculated and taken into account.

As GM, break die are your only tool for directly interacting with the players, as Broken Worlds is a game that runs on player initiative! Since you will only be getting them when players are effectively gambling for power, their use should feel fair, but the point is not to be abusive or punishing with them.

Player Initiative
As a GM running Broken Worlds, your job is to play as reactive as possible to the players. Pay close attention to the wording of moves - all of them are initiated through player action! For example, the Overcome move reads ' When you must avoid danger, disaster, or mishap through your actions'. In other words, you will never actually be asking or 'forcing' players to make a move unless they triggered it themselves.

It's perfectly alright (and preferable) to let players know they will need to make a roll for a particular action, and to have them retract that action once they learn it will take a particular roll. "Oh, you'd like to bargain for this? That will probably take a bend will or ply the market move."

Always turn moves back on the players and hand them the initiative. This is the most important thing to remember in order to run a game that flows naturally and lets player action dictate the narrative. Players may not be used to this style of playing, and if things are a little awkward for the first session, don't worry. Make sure your players are comfortable with the system.

Rolling (or the lack thereof)
A golden rule to follow: if a move doesn't trigger, and you don't need to roll, then don't make a roll. Let actions resolve as simply as possible. Rolling should be the last resort of any player action. This may feel strange for you at first, but it will make the 'conversation' of creative roleplaying flow a lot smoother.

Combat Moves vs Out of Combat
In Broken Worlds, there is an important distinction between moves made in combat, and moves made out of combat. Generally speaking, combat can be defined for this game as when the players are in immediate contention with an antagonistic force - it could be something like a chase scene, an escape, or something similar rather than direct armed combat.

When making moves in combat, if a player action would trigger a move, then try and use the combat moves as much as possible. An action made out

of combat might require a different move than an action made in combat. When making moves out of combat, first check to see if player actions would require a move. For example, a player trying to lift a heavy boulder might not actually trigger the Overcome move unless, through that player's actions, he or she is tempting disaster, danger, or misfortune. If a move doesn't trigger, the player simply does it! To repeat the golden rule above, **in general, it is better to avoid making moves as much as possible**. To do it, just do it.

Granting Power Dice and Experience

It's possible, as part of your moves (offer power at a cost, give opportunities based on their character) to grant players Power Dice or experience for their actions. The fiction should always reinforce the gaining of power dice or experience - the character gains a moment of clarity, touches a powerful artifact, receives power from a dark entity, etc.

Players should naturally accrue power dice from pushing rolls or making the Train move, and should naturally accrue xp over time. However, if players seem like they are being starved unintentionally of power dice or xp, it can help to target them when thinking about opportunities to grant the characters.

Using the Reeling, Crippled, and Stunned Tags

The reeling tag basically just means 'skip the next thing you were going to do - you're reeling', like if you just got hit in the gut, or got sand in the eyes, or hurled bodily into a wall. This puts a player out of action, but just for a few moments. The basic metric is that if other players have all had a chance to do something, then the reeling player has definitely recovered. Reeling npcs can remain that way as long as you feel like.

The crippled tag means a specific sense or body part is out of commission, at least for the time being, until the player or NPC takes action to remedy it, as established in the fiction. If a player is crippled in their right arm because a dagger is stuck in it and wants to use a two handed weapon, you can rightly point out they probably should deal with the dagger first before they get use of that arm again. The same goes for NPCs.

The stunned tag should be used sparingly, because unlike the reeling tag, it doesn't go away unless someone takes action to help the afflicted player or NPC, which effectively puts them out of commission. It's very useful for depicting deadly or powerful hazards, such as a building collapsing on someone, an evil sorcerer hypnotizing a character, or a character getting momentarily knocked unconscious. Make sure you establish and make it clear to players that the afflicted character can be helped out of their situation.

Making Moves Broken or Clumsy

Sometimes moves are extremely difficult to pull off - the player might be asking to do something crazy or near-impossible, such as jumping off of a spear point!

If that's the case, the first thing to do check to see if their moves allow them to do what they're asking. The second is to ask them if they want to make a Channel Flame move to see if they can do it. Moves made using Channel Flame should not be restricted by the possible and are there to encourage players to take heroic action.

If the move is something that skill simply can't factor into - such as a move requiring luck or a twist of fate, or something the character isn't skilled in, such as using a table leg to fight (if they're not a beggar). In that case, have the character make a clumsy roll (a roll without any modifiers).

The last thing to do is see if the move is just plain difficult, but skill still applies. If the player doesn't want to Channel Flame, but still wants to accomplish something that seems far-fetched, have them make a broken roll.

Finally, remember you can make any roll broken regardless of circumstances if you spend a break die, even after the roll is made.

Train vs Rest

Train and Rest are different moves. Rest is specifically when you want to resupply, recharge, and re-stock your group. If you have wounds, or you need to rest to recharge moves and get supplies again, you make the Rest move.

Train is when you don't have moves to recharge, supplies to buy, or wounds to heal - all you want to do is level up, train, and increase your power. You can make a Train and a Rest move together over the same period of time if you want - they're not mutually exclusive!

Breaks and Threats

One of the most important elements of any campaign (or storytelling in general) is to set meaningful stakes and consequences for your players. The world of Kill Six Billion Demons is a violent, corrupt, and dangerous place. A really easy way to organize your story is in the form of Breaks and Threats.

This section of the rules is not strictly necessary for running the game - it is more a toolset that you can utilize to make your storytelling and options more effective, and easy to access. I highly recommend you try using this structure at first, and then adjusting with what seems necessary to you. Just don't go into a game of Broken Worlds thinking that you must absolutely organize your game this way.

The Break

In the first session or later on, you (as the GM) and the players should eventually decide what ***Break*** is threatening the world, and how it relates to the players. The Break is the ultimate threat, the way in which the world is threatening to fall apart for the players and the problem that players are ultimately working towards solving. It can hang in the background for a while, and players can certainly have adventures and exploits without it, but it will progress without the player's attention, and pull a lot of their actions towards it.

The action will always work towards a Break. A break is always threatening to the players. It's a terrible situation that's threatening to get much worse, a great situation that's threatening to fall apart or change irrevocably, a terrible situation that's threatening to become permanent, or something similar.

Here's a simple example Break: An evil warlord is invading a peaceful world.

The situation is already bad. The Break would be the warlord becoming powerful enough to dominate and rule the world uncontested. Or maybe the world hasn't even been invaded yet, and the moment of invasion is the Break.

Playing Without a Break

It's entirely possible to play without a Break and for one to naturally occur during the course of gameplay. Perhaps a villain players meet in the first session becomes compelling enough that players have to stop him or her. That villain ascending to power could become the Break, and the players are trying to prevent it.

However, you should always try to work towards incorporating a Break into your game, or the stakes won't seem very compelling!

Features of a Break

A Break should have a clock which tracks its progress, and several threats.

Threats are factions, actors, or enemies that are contributing to the Break, or impeding the players from preventing the break. The Break may come solely from one threat, or several (and a single threat in particular may be responsible for the Break) A clock is simply a way to track how the Break is progressing. Mark off a circle or line at even intervals (8-12 are usually good). The clock can start anywhere, depending on how close the situation is to the break (though I recommend starting at a number lower than 6, or even 0). When you make the clock, decide how it will advance or recede. Usually this is when the threats advance (positively or negatively) or when players are successful or fail with their actions, but it could move for other story reasons.

Write down 3-4 events or states that could contribute towards the Break. When the clock advances, these events will trigger or recede(at quarter, at half, at 3-4, or something similar). When the clock fills up, the Break happens.

For example, I'm running a campaign where my Break is an evil warlord gathering the strength to overrun a peaceful world during an invasion (such as the previous example). I'll mark off a clock. Every quarter mark, the warlord's power increases more and more and he is able to dominate more and more of this peaceful world, which will show up visibly for the players as areas become ruined or corrupted.

If the Break happens, decide what ultimately happens, and how it impacts the players. Then you can choose a new Break! No matter what happens, it can always get worse.

If players can defeat or resolve threats positively they can hold off the Break. If players resolve enough threats in a satisfying way, you may choose to ultimately confront or resolve the Break if you feel like the players have been successful enough. Resolving a Break usually ends a campaign, but if you somehow can continue, always work towards a new one!

Threats

Threats can be thought about as the primary villains of your story, or the obstacles that get directly in

the way of the heroes and their goals. They are the factions that are most contributing to the Break, and ones most likely to cause it. **The most important part about threats is that they are *threatening***. That sounds a little silly, but there should always be **stakes** and **consequences** for the player characters who fail to stop or slow down a threat. You can easily get a hold on this by asking a very simple question: what will happen if the player characters do nothing? If the answer is nothing important, then you don't have a threat. It's important that the stakes are both very real, and very clear to the player characters.

Constructing threats is a step that is not strictly necessary to run a full game of Broken Worlds! If you'd rather just wing it, you're welcome to totally ignore this section of the rules. However, I strongly advise that this kind of preparation can drastically help tell a ***far*** more compelling story, as well as being a useful guide for you when you're stuck with what to do. Fundamentally, this section of the book is more of a set of templates for you to set up and use as a tool, not a strict ruleset.

Constructing threats is a pretty simple matter. Most threats (but not all) will generally include typical enemies that the players might run across. For more information on how enemies and combat work (and how to build them), see the enemy section on pg 103.

Not all enemies need to be part of a Threat. Certainly players might run into a gang on the street that is not part of a Gang, for example (that's the capital G gang, the threat). However, a threat describes something fundamentally dangerous to the players and their way of life, and is therefore far more interesting to include in a game. If you can fit a faction, individual, group, or alliance of enemies into a Threat, you should (or just write your own Threat).

To build a threat, first pick a type. The world of Throne is a specific universe and setting based on Wuxia and ancient mythology. Accordingly, I've organized threats into different types that I think are thematically appropriate for the setting. The threats are **the Tyrant, the Broker, the Cult, the Wrecking Ball, the Monstrosity, and the Gang.**

If you have an idea for a threat that doesn't exactly fit into any of these categories, don't worry about it - use the guidelines here and write your own! After you pick a type for your threat, use the guide (and answer some questions) to help flesh it out. Then populate your threat with some key actors and enemy types that the players might run into.

The most important parts of a threat are choosing the stakes of the threat and the threat's burning will.

Here's roughly what a threat looks like:

Threat Type: A title or category for the threat

Burning Will: Threats, like players, also have a Burning Will (a motivation). Left alone, and at a basic level, what does the threat want to do? This is to help you think of basic actions that the threat can take when it needs to move forward.

Stakes: What is being threatened? It's very important that these are both clear and relevant to the players.

Moves: Typical moves or actions that the threat will take, given player inaction, or in response to player action.

Actors: Who are some key players or NPCs? For example, for the threat 'the Tyrant', who is the Tyrant in question?

Enemies: What are some typical or general enemies associated with this threat, and what is distinct about them?

Locations: Where is this threat active? What parts of the world is it active in, and who is it affecting?

Each threat includes a list of options and questions specific to each threat that can help you flesh them out in a thematic manner. Feel free to add your own or ignore them at your leisure - it's your game to run!

Each threat also has a bunch of enemies you can use in the enemies section associated with it, though you can pick and choose at will. For more information on how to build your own enemies, check out the enemies toolkit on pg. 103

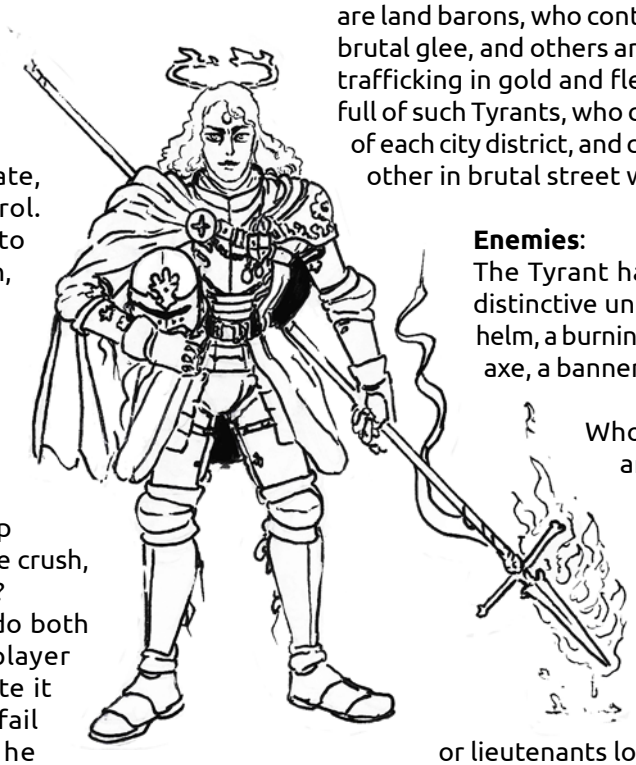
The Tyrant

The Tyrant is an inexorable force. He (or she) is power incarnate, or wants to be very badly. The Tyrant gets his power from the thunder of a thousand boots, from the smack of weapon butts against exposed flesh. His burning will is to dominate, to rule, and to control. He might be a warlord, a leader of a mighty horde. He might be a king, ruling from an opulent palace. Or he might be a mighty guild prince, a savvy businessman with a criminal empire spanning worlds and an iron heel. The most important part of the tyrant is that he is in charge, and he's got the army to prove it.

Typical tyrants are dictators, warlords, monolithic evil beings, ancient sorcerers, and dark lords.

To make a Tyrant, consider the following:
- Who is the Tyrant? Is it a single man or woman? Is it a group of people or gang, sharing power, but the same goal of domination?
- How did the Tyrant come to power? By what mechanism does the tyrant exert control? Is it political power, supernatural power, military power, or otherwise?
- What does the Tyrant control, and what does he want to control?
- Who is resisting the Tyrant? Is anyone resisting the Tyrant?
- What does the Tyrant fear most of all?

Every Tyrant needs an **army**. Check out the enemies section and flesh it out a bit.



Burning Will: To dominate, to oppress, and to control. To revel in power, and to abuse it for personal gain, or some misguided goal. To crush those who stand in opposition brutally, and without mercy.

Stakes:
- If the players do nothing or fail to stop the Tyrant, what will he crush, despoil, and dominate?
- What precious thing do both the Tyrant and the player characters crave? Write it down. If the players fail to stop the Tyrant, he will absolutely obtain and completely ruin it.

Moves:
- Make a show of force, public or otherwise
- Crush resistance, brutally, and efficiently. Show it to the players. Weed out rebels, especially ones the players know personally. Let them hang.
- Despoil something previously unspoiled or sacred. Take something previously thought safe and secure.
- Capture a player, and throw them somewhere painful, dark, and hard to escape from
- Make your goals and ideology clear to the players, in person, or through your puppets. Then act on them immediately.
- Show the players how their misguided ideology is completely and utterly hollow
- Find the weakest one in the group. Whisper to them

Actors:
Who is the tyrant? Who is his closest confidant? His greatest enemy? Who are the people who feel his boot the most, and how are they failing miserably to stop him?

Most Tyrants in Throne and outlying worlds are kings or warlords, who deck themselves in the trappings of power and rule with an iron fist. They dress opulently, whether in armor or uniform, and cultivate a kind of slavish devotion amongst their followers. Some are land barons, who control entire city blocks with brutal glee, and others are slavers or guild princes, trafficking in gold and flesh. The Red City is chock full of such Tyrants, who consider themselves lords of each city district, and constantly vie against each other in brutal street warfare.

Enemies:
The Tyrant has an army. What's their distinctive uniform or symbol? (a black helm, a burning eye, a six pointed star, an axe, a banner adorned with skulls, etc)

Who makes up the Tyrant's army? (Mercenaries, top-hatted gang members, guild lackeys, a relentless barbarian horde, a well trained military force, a powerful secret police, etc). Who's in charge? Think about what the commanders or lieutenants look like.

Locations:
- Where is the Tyrant's center of power? (A black iron fortress, a luxurious palace, a corner office, a massive tank, at the center of his horde)
- What places will never be safe from the Tyrant as long as he lives?

The Broker

The Broker is a master manipulator. To her (or him), the entire world is little more than a massive game to played one move at a time, and people's lives little more than pawns to be sacrificed when convenient. The Broker might play this game for her own enjoyment or pleasure, or perhaps she plays it

to prove a point or test a theory she has. Sometimes, she may not play it for any reason at all, other than simply to play. The only important thing for her is that she keeps on winning, and she will do anything she can to get ahead - no matter who or what she has to sacrifice, oppress, kill, or burn to get there.

Typical brokers are charismatic guild bosses or businessmen, politicians or royalty, princesses and princes, gang bosses, demagogues and priests.

To make a Broker, consider the following:

- What does the Broker ultimately want? (Become the richest merchant in the east Rim by controlling the spice trade, start a gang war in the lower Shades so I can become boss, secretly kill my political rivals so I can become king, nothing at all - I just want to see the world burn because it interests me)
- What's the Broker trying to prove? Why are they playing this game? (Power, money, revenge, pleasure)
- What is the Broker totally or willfully ignoring? What consequences of their actions do they see as totally inconsequential? (death, insanity, pollution, chaos, destruction, poverty, starvation)



Every Broker needs some **pawns**. Check out the enemies section and flesh them out a bit.

Burning Will: To act completely selfishly, no matter what I'm doing. To manipulate, to deceive, and to twist. To win the game at all costs, especially if I'm not paying them.

Stakes:
- If the players do nothing or fail to stop the Broker, what awful consequence of her actions will ultimately come to pass? (See the list above for good answers!)
- What will the Broker thoughtlessly steal from the players, or what will she carelessly and complete destroy that is precious to them?

Moves:
- Appeal the players' sympathies. Show how she is the victim. Plead to, implore, and cajole the players.
- Turn the public against the players. Show how ugly and misguided the players are
- Turn the player's allies against them, and cast doubt on the players' actions
- Show the players' own flaws to them in hideous detail
- Appeal the players' vanities. Flatter the players, even if it isn't warranted.
- Willingly indulge in the catastrophic consequences of their actions.

Actors:
Who is the Broker? How did she get into the game in the first place? Who is she pretending to be, and who is she manipulating to get there?

Is there anyone preventing the Broker from acting in the open? Who and how?

Most Brokers in Throne are courtiers, lords, sorcerers, or other manipulators, often serving one of the Seven, but perhaps in service to one of the massive trade guilds. Sometimes they are crime lords who reside in the lower Shades, seeking to stick their fingers in every pot. Other times they are smiling, pompous nobles of some ancient city house, richly dressed and powdered, seeming foppish on the surface but only revealing their true, malicious natures when provoked. Mammon's Grand Dragon bank is infamous for employing such nobles as clerks.

Enemies:
The Broker has numerous pawns.

- Name some powerful (royalty, trade bosses, the church, armed gangs) and some weak (goons, bodyguards, followers) pawns. The Broker is totally playing them all, possibly against each other, but they will turn on the players unless the players can prove this without a doubt.
- What did the Broker promise her pawns? (wealth, revenge, a greater purpose, a share of the profits). Are they actually going to get it or not?

Locations:
- The Broker has a place they call home. But they want a better place, and they'll do anything to get there. Where is it? (a palace, a floating castle, a luxurious resort, a throne)
- The Broker has a place that's extremely safe and secure - they can flee there when they feel threatened. Where is it?

The Cult

The Cult is all about power - specifically, forbidden power. It doesn't matter what that power is - whatever it is, it's buried deep, and for a good reason. There's nobody in the world except the Cult itself who wants that power to get tapped, and if it does, you can bet something awful is going to happen. The Cult doesn't care about this. In fact, they may revel in it. They're going to be there at the end of the world, dancing in its ashes.

The Cult might refer to one people, or a group of people. It doesn't necessarily have to refer to a religious cult either - it could be a society of powerful sorcerers digging out a tomb to find forbidden knowledge, a guild working on the manufacture of a super- drug that will flood the streets, or a king seeking to unseal a gate to a dead world in his misguided search for immortality. Whoever it is, the Cult is looking to uncork something terrible, and they must be stopped.

To make a Cult, consider the following:

- What awful and forbidden power is the Cult trying to uncover? (A sealed up ancient evil, a deadly virus, an addictive substance, a long buried city, an elder being from the outer void, a sorcerer's tomb, a jar full of demons).
- Who sealed this power away and why?
- What does the cult need to access this power? Give a list of a few things here. They should be specific (a key, an ancient tablet, knowledge of a certain ritual, a blood moon, a certain chemical, the location of the door)
- Why does the Cult worship this power above all else? (Immortality, wealth, power unending, it claims to be God, it promised them all of the above)
- Which influential people are secretly members of the cult?

The Cult needs some **devotees**. Check out the enemies section and flesh them out a bit.

Burning Will: To violently and relentless claw my way towards unleashing the forbidden power that I crave and deserve.

Stakes:

- If the players do nothing or fail to stop the Cult, in what way will the world be terribly, violently, and inexorably changed?
- If the players fail to stop the Cult, who among their allies, their friends, or their families will ultimately be drawn into joining the Cult?

Moves:

- Partially unseal the forbidden power - give the players just a small taste of it
- Preach the virtues of the forbidden power, loudly and publicly Recruit or kidnap the friends, allies, or family of the players (or the players themselves!)
- Show the players who is really in control (hint: it's not the local authority). Show players that someone they thought was on their side is really not.
- Show the players how they are already two steps behind
- Rough up, intimidate, or grievously injure someone close to the players
- Show the players how twisted and ugly the Cult can truly get.



Actors:

Who leads the Cult, if there is a leader? How does it recruit? How does it draw new devotees into its ever widening circle?

Cult leaders can dress plainly or elaborately, but most of them exude a kind of undeniable charisma. They are often sorcerers, master manipulators, or con-men who claim to have (or sometimes actually do have) secret and specific knowledge not shared by others. Others claim to be scientists or prophets, pursuing a higher cause. Most members of a cult believe fanatically in whatever cause this is and are more than willing to lay their life on the line for it. Cults don't necessarily have to be secretive, and can act openly, as long as they are powerful. They are especially popular in the upper city, and extremely common in the district of Sanctum.

Enemies:

The Cult is made up of devotees.

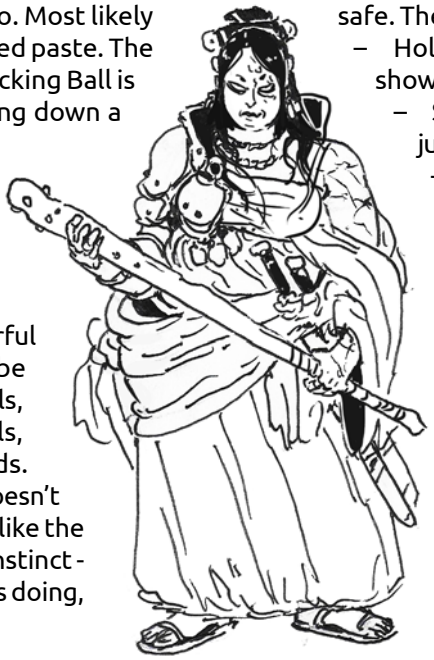
- What are the signs of the Cult? Do they have a special symbol of mode of dress?
- When the cult needs muscle, who does it call on? (Mercenaries, trained animals, devotees, dedicated soldiers, possessed members)
- Does the Forbidden Power have a shape? If the Cult calls on it, what kind of assistance will it send?

Locations:
- The Cult has a secret meeting spot that's hidden from the player characters. Where is it, and what do these meetings look like?
- The Cult has a hidden location they are seeking, or a number of locations, that are unknown to both them and the players. Where are these secret places and what is hidden there?

The Wrecking Ball

The Wrecking Ball is named that way for a reason. Whatever, or whoever it is, he (or she, or it) leaves a wake of destruction miles wide. They could be a single person, or a group of people, usually characterized by their extreme skill at turning other people into paste.

The Wrecking Ball had a leash at some point, but whoever held that is either dead, gone, no longer holding on to it, or has willingly let go. Most likely they were turned into aforementioned paste. The most important thing about the Wrecking Ball is they won't stop - like a boulder rolling down a hill, they're only going to pick up momentum. If left alone, they're going to slam right into what the players hold dear, and smash it into a million pieces.



Typical wrecking balls are ultra powerful martial artists. But they could also be armies, barbarian hordes, ancient evils, ruthless warlords, sorcerers, generals, demigods, and monsters of all kinds. Unlike the Tyrant, the Wrecking Ball doesn't want to control - just destroy. And unlike the Monstrosity, he doesn't act on base instinct - he's got some self interest in what he's doing, just enough to keep him going.

To make a Wrecking Ball, consider the following:
- What makes the Wrecking Ball so unstoppable? (Superior martial arts, an ancient weapon, invincible armor, super intelligence, freakishly strong)
- Who held the Wrecking Ball's leash, and what happened to them? (Dead, devoured, missing, quivering in fear)
- What vendetta does the Wrecking Ball have, and who is it against? (The players, his former master, the king, society in general)

The Wrecking Ball is usually his own threat. But normally the Wrecking Ball has a **wake**. Detail what his wake is in the enemies section.

Burning Will: To utterly annihilate everything the players hold dear, anyone who thinks they're really in control, and everything else that gets in my way

Stakes:
- If the players do nothing or fail to stop the Wrecking Ball, name very specifically a number of things that are going to be completely and utterly destroyed beyond repair. Annihilated. Burned to the ground.
- If the players fail to stop the Wrecking Ball, exactly how many people are going to die?

Moves:
- Demonstrate the full extent of the Wrecking Ball's power. No holding back.
- Spread the wake of destruction even wider
- Destroy something big. A city will do, but if not, maybe a building, maybe an army, maybe a king or two
- Appear somewhere everybody thought safe. Then totally, completely destroy it.
- Hold back from destruction, just to show players you can be merciful
- Send your wake against the players, just as a message
- Acquire new and more interesting sources of power, probably pulled from someone dead or on their way to being dead.

Actors:
Who is the Wrecking Ball anyway, and what is his deal? What happened to make him the way he is today? Is there a way he can actually be stopped, or is it just going to be a bloody fight no matter what?

If the Wrecking Ball is a group of people, what power or knowledge do they share that makes them uniquely dangerous, and just what hell did they crawl from?

The Wrecking Ball often describes a single, extremely powerful rogue martial artist, sorcerer, or other individual. Even if it's a group of people, you should try and make the Wrecking Ball pretty unique in appearance, mannerisms, and abilities - make it clear to the players that whoever this is, they are a major force to be reckoned with. Give them cool moves, clothing, unique or memorable weapons, or terrifying abilities.

Enemies:
The Wrecking Ball himself should be an enemy, but probably not one you're expecting the players to fight right away. Make him as powerful as you like - but

keep in mind the players will ultimately beat him, or he'll beat himself. A wrecking ball that accomplishes his goal usually loses all his drive and power.

If the players need something to fight, keep in mind the Wrecking Ball usually has a wake that follows him around. This could be followers, echoes, castings off of the Wrecking Ball himself. Maybe he has devotees, or soldiers, or gang members that follow him around. Maybe he's an ancient evil, and the world literally spews forth evil creatures everywhere he goes. Maybe it's a literal wake of destruction - obstacles that make it hard for the players to reach him, like collapsed buildings, or people and soldiers thrown into disarray or looking to profit off the destruction.

Whatever it is, write it down here and stat it if it's an enemy.

Locations:
- Where did the Wrecking Ball hang out when he wasn't on his leash? What was that place - a fighting pit, a prison, a literal pit, or something else?
- Where's the Wrecking Ball ultimately heading? What's the place he's got to blow through everything else to get to, and how bad is it going to get if he gets there?



The Monstrosity

There are many definitions of what 'human' entails in Throne and the outer worlds, and sometimes the definition can get stretched exceedingly thin. But there are absolutely things out there that one could never in a million years classify as human. Things that build lairs, or nests, and pluck travelers up there to suck on their bone marrow. Things that lurk in the darkness with reflective eyes, ready to drink blood and soar through the night.

The Monstrosity, whatever it is, might be intelligent. It might be able to converse, make conversation, chide, or even joke with its victims. Whatever it is, however, it is not in control of its own actions. It is driven by an all consuming instinct that dominates every aspect of its being at a fundamental level. This instinct causes it to commit unspeakable acts, which only drive it further from humanity - if it was ever human in the first place. It could be a tragic figure, a fallen hero for example, or simply something of animal nature that needs to feed.

Monstrosities can be singular, or multiple. They could travel in packs, or swarms, or hordes, or simple hunt alone. Monsters, rogue devils, and demons of all kinds fall in this category, as do things like cannibals, certain types of dark sorcerers, reclusive and mad kings, and the like. Unlike the Tyrant and the Wrecking Ball, the Monstrosity does not act in self interest - only to fill its instinct.

To make a Monstrosity, consider the following:
- What is the need that the Monstrosity needs to fill, and how is it getting worse? (A hunger for human flesh, expansion of its territory, to perform a certain blood ritual, to breed and reproduce, to return to its lair). Whatever it is, it is repulsive to common sensibility, and it drives the monstrosity beyond all other needs, to the point of irrationality.
  - What is the boundary keeping the Monstrosity in, and how is it going to exceed it?

    The Monstrosity needs a boundary. This may be hunting grounds, a prison of sorts, or a physical limitation (it can't walk in open sunlight). Whatever it is, the Monstrosity will gradually expand this boundary. If the players let it, it will encompass the entire world.

  - Was the Monstrosity once human? If so, how did it get like this. If not, that's just fine. Some monsters don't need explanation
  - What signs does the monstrosity leave? How do people know where it's territory is, and when it has visited them? What is the monstrosity fond of? (It kidnaps maidens, it feeds on blood, it digs holes, it flays its victims and wears their skins)
- When did the Monstrosity come into the open? Was it driven there, or has it always been there?

The Monstrosity is usually its own threat. But it also has **spawn**, which you can detail in the enemies section.

Burning Will: To satisfy my awful hunger, consume, breed, and expand my territory.

Stakes:
- If the players do nothing or fail to stop the Monstrosity, its boundaries will ultimately encompass virtually everything the players know or care about. It will then be totally free

to indulge its hunger to its fullest extent. Detail what that entails.
- Name exactly who and what will the Monstrosity will ultimately consume. If the players do nothing, everything on this list is gone - dragged away, devoured, or mutilated beyond recognition.

Moves:
- Torment the players from afar, leaving signs of its passing
- Drag away someone to its lair, and feed
- Mutilate, devour, or feast upon someone close to the players
- Attack suddenly and without warning, even in a safe place
- Reproduce and multiply, even if it would seem surprising. If there was one monstrosity, there is now two.
- Transform familiar territory into something terrifying. Reveal to players that a formerly safe place is now, without a doubt, no longer secure

Actors:
What are the features of the Monstrosity? Does it have specific weaknesses or strengths that the players can exploit? Are there any mythological records of the Monstrosity? The records of Throne are full of tales of heroes taking on horrifying demons with very little more than a walking stick and a barrel of wine.

Is anyone else doing anything about the Monstrosity? If so, write down the specific and disheartening ways in which these people are failing completely to stop it.

The Monstrosity can be used to describe any number of the ancient and horrifying creatures lurking the depths of Throne and the far reaches of the worlds. Often these monsters are defending something of particular importance, but it's important to note that if that's the case, the Monstrosity is never just sitting there - it's always on the move, looking to satisfy its hunger.

Enemies:
The Monstrosity itself, like the Wrecking Ball, should probably be an enemy that the players will want to fight at some point - and let them. But it's probably safe to not give it too much screen time to start. Let the players' imaginations construct just how awful this thing is before you fully reveal it. Tell players ancient tales of it. Let them encounter it inside of its lair.

However, the Monstrosity may have spawn of sorts. These could be offspring, or weaker copies of the Monstrosity, but they could also be victims of the Monstrosity. Perhaps the very people the Monstrosity preys upon turn upon the players. Perhaps they worship it. A Monstrosity could very easily be the forbidden power that the Cult is seeking.

If you decide to go that route, write some of these spawn down, and stat them.

Locations:
- What region is the Monstrosity preying upon? Let it get larger and larger as the threat progresses, in surprising ways.
- The monstrosity should have a lair of some kind. This could be anything from a dank and filthy cave or hole in the ground to an opulent palace where she is held prisoner, served wine, and preys upon the slaves given to her.

The Gang

Gangs are incredibly common in Throne and the outlying worlds, where money is tight, comradely is valuable, and violence is all too cheap. Not surprisingly, they also constitute one of the most common, dangerous, and all too ubiquitous threats in the Red City and elsewhere. A Gang could be something huge and organized, like a guild, sucking the life out of the world. Or it could be something as small as a dozen skilled fighters, beating the snot out of the locals and the authorities.

Whatever form it takes, the first thing the Gang wants is to extract from its territory not only material wealth, but also respect. The second thing the Gang wants to do is expand - not only in size, but also in power, territory, and influence. These two factors combined make the Gang one of the more basic but terrifying threats in Broken Worlds.

The most typical example of a Gang in Throne is a trade guild. But the template can also be used to describe other forms of organized crime, banditry, robbery, mercenaries, or even legitimate rulership.

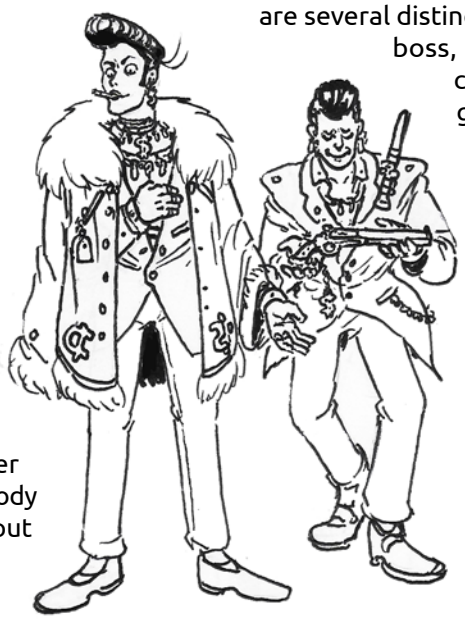
I should mention that the Tyrant template could certainly be used to describe a powerful gang boss. The Gang as it's described here is different because it does not start in a position of power and control, and it does not desire to total dominate its victims, merely extract profit and homage. The Tyrant does not crave respect - he demands it.

To make a Gang, consider the following:
- What form does the gang take? (A trade guild, a crime syndicate, a crime family, a group of bandits, a band of assassins, a massive organized network, a group of land barons)

- Is the gang high class or low class?
- What's the gang's hustle(s)? (slavery, narcotics, money laundering, natural resource extraction, manufacturing, killers for hire, smuggling, forgery, legitimate business). To some extent, all gangs do some manner of extortion or exploitation. It's just what they do.
- Who are the gang's primary victims?
- What tokens or icons does the gang have to signify their allegiance? There's a reason they call them the axe gang! (A specific weapon, a special hat, long black coats, nice shoes, a red pin, an armband, a tattoo, body scarification)

The Gang is chock full of gang members, and probably has a **boss** or two. Detail these in the enemies section.

Burning Will: To get the respect we deserve, to swell our ranks, and take what we want, without recourse



Stakes:
- If the players do nothing or fail to stop the Gang, what new, more powerful, and infinitely more terrifying form will the Gang turn into (an army, a cult, a way of life).
- If the players fail to stop the Gang, write down the Gang's hustle, whatever it may be (for example, narcotics). That hustle will become a fact of life, wherever the Gang has territory, and nobody will be able to do anything about it whatsoever, not even the players.

Moves:
- Demand respect and support from everyone - the public, the players, onlookers - everyone.
- Hold players or their allies hostage, beat them bloody, or force them to pay respect. Don't kill them, they could be useful in the future.
- Make outrageous claims of power and influence. Then make one of them come true. But leave the rest alone… for now.
- Get a local power broker under control. They're working for the Gang now, no matter who they were working for before.
- Try to coerce or entice the the players to work for the Gang
- Double in size, without warning
- Claim new territory, and carve it out wherever you like. If it happens to overlap with someone's territory the players like, or even the player's strongholds, that's just fine
- Loudly, messily, and publicly crush a rival

Actors:
Gangs are super common in Throne, so it's very important to make a note of what makes each one particular distinct, and what makes this one dangerous. Make sure the gang members wear a distinctive uniform, wield a distinctive weapon, or act in a particular way. Gang members that are clean cut, wear black clothing and a top hat, and come at their opponents with axes are very visually distinct from dirty, largely overweight gang members that wear stained butcher's aprons, thick leather coats, and gold chains across their chest!

Gang bosses tend to be better dressed and more distinct than their rank and file. Decide whether a gang is ruled by one boss or several. Maybe there are several distinct gangs under the thumb of one boss, or maybe the Gang describes a city-spanning with many different groups.

Enemies:
All Gangs have a basic mook to do their dirty work. Decide what this guy looks like. Then decide what it looks like when 30 or 40 of them come at the players, as they certainly will at some point.

If the Gang has a couple of real badasses, or maybe is solely made up of a bunch of elite members, make sure to spend more time detailing what they look like. Gangs often bring different varieties of muscle to the fight - big guys, small guys, quick guys, guys with harpoons, guys who are actually massive bloodthirsty devils, guys in vehicles - you name it.

If you think the Gang's boss will be doing a lot of fighting, detail him or her here as well. They deserve it.

Locations:
- What's the Gang's home turf? What does their headquarters look like? Are they deep in some subterranean salt mine, whipping armies of slaves while they sip tea, or are they in some creaking airship lashed to a stories-high apartment building in lower Ashton?
- What kind of fronts or businesses do the Gang have?

Enemies and Combat

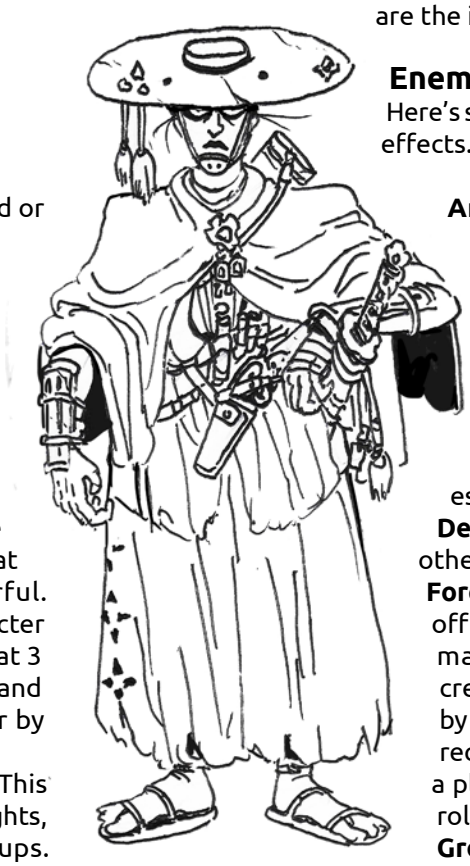
Each Threat has an option for including enemies - and should! Broken Worlds is ultimately a game in which many conflicts can (but don't have to) be resolved with violence, and you should give players every opportunity to do so. Enemies are numerous in Throne, and range from power-hungry mobs, to roving gangs of undead shades, to masked guild assassins.

When you add enemies to a threat, simply list them out when creating the threat. Making them and keeping track of them is pretty simple.

Here's what an enemy looks like:

Bandit Gang

Threat: 1 group
Damage: Clubs and knives, 2 hand or Pistol, 2 close.
Wounds: 2
Armor: 0 or 1
Moves: Crush, Ensnare
Here's what each part means:



1. **Name**
2. **Threat** is the approximate strength of the enemy. Threat 0 enemies are average strength human NPCs. Threat 1 are slightly more powerful. Threat 2 are equal to a character or slightly stronger, and threat 3 are equal to an entire party and may constitute an encounter by themselves
3. **Solo, huge, or group tags** - This determines how the target fights, whether by itself or in groups. Groups have many members and the group tag (deal +1 damage and take -1 damage to and from targets without the tag and take normal damage from area attacks). Huge enemies deal +1 damage and take -1 from non-huge enemies. The tags stack, so you can have a very scary hugegroup!
4. **Damage** is the damage dealt by the enemy and the range it can deal it in (depending on weaponry), and any additional tags it has.
5. **Armor** is the armor for each enemy. When multiple values are listed, pick one depending on whether your enemy should be armored or not.
6. **Wounds** are the amount of damage needed to defeat an enemy or group of enemies. When any enemy is reduced to 0 wounds, it is typically defeated.
7. **Break Moves** are a simple tools to help the GM think about special moves or attacks the enemy might have.

Keep in mind as the GM you are not limited by just the moves the enemies make - you can make any of your own regular moves as well, and just do what makes sense in the story. The moves should be descriptive rather than proscriptive. The enemy moves are there as useful guidelines as to their general behavior, and help make enemies more thematically distinct.

Tags are very important for enemies - here are the important ones:

Enemies and Tags

Here's some very common tags and their effects.

Area - Deals normal damage to group targets, and may hit additional targets if they're reasonably in the area.

AP - Armor cannot be spent against this damage

Brutal - Always deals +1 wound on top of damage as established.

Destructive - Smashes, mangles, or otherwise utterly destroys objects

Forceful - Knocks targets about, or off their feet. Consider this when making moves. For example, a creature that's been knocked over by a forceful attack probably has to recover instead of taking a swing at a player when that player misses a roll and you can make a move

Group - Fights as a mass or group. Deals +1 damage to targets without the tag, takes 1 less damage form those targets, and takes normal damage from area attacks.

Huge - Deal +1 damage to and take -1 damage from targets without the tag.

Messy - Deals incredibly bodily harm or violence. May deal incidental damage to a nearby target if they're reasonably close (incidental damage would be something like 1 damage or cosmetic damage).

Vicious - Deals double damage to stamina.

Note that enemies can also make use of these tags as well as players, and others!

Status Tags

These tags can only apply to NPCs or player characters, and are usually only temporary effects. They have different effects when applied to player or non player characters!

Reeling - Momentarily disabled or disoriented by pain, shock, or otherwise. A reeling NPC can take no actions other than to defend themselves, and can't deal damage. A reeling PC makes all rolls as broken until they recover. A reeling NPC-PC recovers after a few moments, but skips the next action they would take to recover.

Crippled - Disabled or inhibited by some action, environment, or injury. When a PC or NPC is crippled, establish what ails them, and what part of their body is effected. Until whatever crippled them is resolved, a crippled NPC or PC loses effective use of that part of their body and can only move slowly.

Stunned - A stunned PC or NPC cannot take actions other than to weakly defend themselves and move slowly. Stunned NPCs and PCs only recover after a respite, or until someone else takes action to help them recover (as established).

Evasive - Moving fast, unable to be struck or caught easily. An NPC with the evasive tag cannot take damage but can be subject to other effects. A PC with the evasive tag cannot take damage as part of any roll, though they may still be subject to other effects. PCs and NPCs lose the evasive tag when a particular condition is met, or if they are immobilized, disabled, or cannot move effectively.

Unstoppable - an unstoppable target cannot be knocked about, thrown off their feet, restrained, or halted in their movement by enemy action. They cannot gain the reeling or stunned tags as long as they have this tag.

Damage and Enemies

Whenever NPCs (such as groups or individuals) deal damage, they usually trade damage. This is only really relevant for cases where player intervention can matter for one side or the other - otherwise you should resolve the matter narratively! For example, a medium group of guild scions is fighting a large group of bandits. If this happens 'off-screen', you can decide which side wins. However, if the players are watching and can intervene in the fight, you can use simple this rule to resolve it.

Remember that wounds are mostly an abstraction. Enemies that take enough damage to be defeated might not be killed when you beat them (for example, group enemies), but simply submit, scatter, or break enough to be at the players' mercy. They may even flee, to be fought later. The players can run them down or cut them down offscreen, but regardless, the fight with them is over.

It may even be convenient to have NPCs or enemies try to flee upon the first sign of taking damage - they are interested in their own self-preservation after all!

Dealing Damage to players

When dealing damage from an enemy to players, consider the fiction - who is closest to the player character? What enemy is the player character exposing themselves to retribution from? It doesn't have to be a target they are attacking - just one nearby.

Players can't take damage if they're affected by friendly area attacks normally unless the attack is fire, explosives, or something equally indiscriminately destructive



Making Enemies

It's very easy to put together enemies on your own (and I encourage it for play testing purposes). The necessary parts of an enemy are its wounds, tags, armor, damage, and moves. The most distinct parts of an enemy are the moves it makes - think about the behavior and actions of a particular enemy compared to others.



The most important thing to consider when making enemies is that player characters are heroic, powerful individuals. Most normal, human level enemies are threat 0.

To make an enemy follow these steps:

Determine Threat level

Give your enemy a threat level (0 to 3). Threat 0 and 1 enemies are much weaker than a player. Threat level 2 enemies are about equivalent to a player, and threat level 3 are about equal to a group.

When determining threat level for a group, think about the threat of the group as a whole. A threat 3 group might be a worthy fight for a whole party, even if it's composed of very weak individuals. Maybe there are 25 of them! You may also want to consider that the group will do extra damage and adjust accordingly.

Determine if the Enemy is Solo or Group

Group combat is faster paced than solo combat and groups take less and deal more damage. Group enemies fight together and are usually fairly similar in their weapons and combat makeup. It's perfectly possible to do a group-style encounter with 10 individual enemies instead of just making it a group, but combat will go much slower.

Damage and Moves

Write down a range of damage for your enemy, based on level of severity. Basic enemies should do 1-3 damage, and enemies with more powerful weapons, monstrous strength, or something similar can do more. Keep in mind the modifiers from the huge and group tags, etc, and also any tags the damage might have, such as ap, which will make the effective damage much higher.

Choose Break Moves for an enemy or write your own.

Wounds and Armor

Most enemies are functionally unarmored, but those that are usually 1-2 armor. Keep in mind higher amounts of armor and the effect of the group and huge tags can give a target massive amounts of effective hp (you should mentally double it for each tag), or make a target very hard to harm.

Since player characters typically deal 2-3 damage, think about enemies in terms of number of successful 'hits' that it would take to down them. A threat 0 or 1 enemy typically has about 1-4 effective wounds (1-2 'hits). A threat 1 enemy has 3-4 wounds (2+ 'hits'), a threat 2 enemy has 4-7 (3-4 'hits'), and a threat 3 enemy has 7-8+ wounds, (4+ 'hits')

Mixing and Matching

You can definitely change the damage or wound levels (and in fact, I encourage you to) for enemies regardless of Threat. For example, you may have an enemy that does less damage but more armor. Or perhaps you need a slightly deadlier enemy, an assassin (threat 0). Give them threat 0 wounds (2), but threat 1 damage (3).

A point of armor effectively counts as 3 wounds but can be bypassed by ap or brutal damage.

The group and huge tags typically about double a target's wounds without special attacks or weapons.

It's usually (but not always) better to assign as low a wounds score as possible, and to base threat off damage rather than wounds, so combat doesn't become a slow affair.

Flavor

Finally (or before you even start), give you enemy a name and a face. Think about what it does or how it moves, fights, and lives outside combat. And there you are!

Threat Level Summary

Threat	Damage	Wounds
0	1-2	1-3
1	1-3	2-4
2	2-4	4-6
3	4+	7+
Groups	+1 to non-Groups	-1 Damage from non-group
Huge	+1 to non-Huge	-1 damage from non-Huge

Enemy Compendium

Here are some generic templates to get you started. You can make any of these templates into a group by adding the tag:

Common Enemies

These are the everyday threats living in and around throne.

Threat Level: 0

Bandit

Damage: Clubs and knives, 2 hand or Pistol, 2 close
Wounds: 2
Armor: 0 or 1
Moves:

Ensnare
Drag down or trap a target, in melee or at a range. Your target gains the crippled tag until they can free themselves from their ensnarement.

Criminals abound in Throne, though bandits are the more brazen sort, abandoning civility to prey on those that stray too far down the wrong alley.

Commoner

Damage: Fists, 1 intimate
Wounds: 1
Armor: 0
Moves: none

Common, unremarkable rabble

Threat Level: 1

Assassin

Damage: Poisoned blades, 3 hand-close, lingering
Wounds: 3
Armor: 0
Moves:

Stealth
Disappear from sight and gain the evasive tag until discovered.

Throne is full of hired killers looking for coin. Many different races are known for their skill in assassination, including the Infinite Mothers, the serpent men, and the Teeth Keepers.

Bandit Gang

Damage: Clubs and knives, 2+1 hand-close, group
Wounds: 3 group
Armor: 0 or 1
Moves:

Ensnare
Drag down or trap a target, in melee or at a range. Your target gains the crippled tag until they can free themselves from their ensnarement.

A whole gang of criminals and outlaws.

Bound Shade

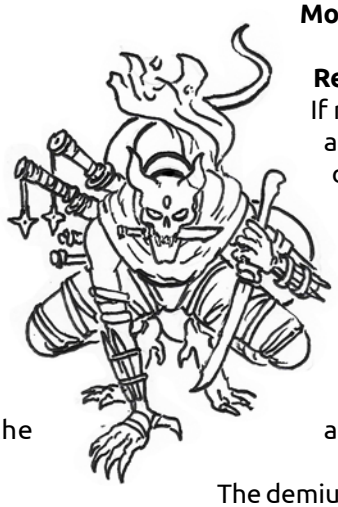
Damage: Skeletal claws, 2 hand
Wounds: 3
Armor: 1
Moves:

Crush
Grab, pin down, mob, or wrestle your target within intimate range. A player targeted by a crush cannot move away from intimate range with you, and gains the crippled or reeling tag.

Fading soul flames bound to bodies of decaying flesh, skeletal remains, or forms made of clay and ash, bound shades are a common sight in Throne, where they are used as porters, guards, and pack animals of all kinds.

Courtier

Damage: Knife in the back, 1 hand
Wounds: 4
Armor: 0
Moves:



Reinforce
If reinforcements are available in the area, alert them and gain the group tag if you don't have it already. If you already have the group tag, gain the huge tag as well.

Buyout
Name some leverage, and an ally of your target. Through that leverage, that ally is now in your pocket. If the target can remove your leverage, that ally escapes your control.

The demiurges, the noble houses of throne, and the guild princes of the Red City all have large attendant courts, where those skilled in intrigue and plot make their lairs.

Cultist

Damage: Jagged blade, 2 hand or dark sorcery 2 close-far, ap
Wounds: 2

Armor: 0
Moves:

Reveal
Pick one or two targets. Reveal a shocking fact or secret about:

- Their parentage
- The nature of their world
- A close ally
- Your relationship with them

They are reeling after this information, whether it is true or not.

Madmen of all kinds are common in the Red City. There are too many ruinous powers around to resist worshipping at least one of them.

Guild Gangster
Damage: Nasty weaponry, 2 intimate-hand
Wounds: 3
Armor: 0
Moves:

Shove
Push, shove, or throw a target, possibly throwing them off or into an obstacle. If that's the case, deal damage as established.

The common scum of the guilds, steeped in violence and looking for profit.

Guard
Damage: Spears, 2 hand, or Rifles, 2 close-far, loading
Wounds: 2
Armor: 2
Moves:

Formation
Deal +1 damage and become unstoppable for the rest of combat as long as at least one ally is standing with you.

Armed and armored, these men, women, and creatures are either personal guards or merely hired muscle.

Guard Captain
Damage: 2 hand, or 2 close-far
Wounds: 3
Armor: 2
Moves:

Deflect
Bring shield, armor, or unnatural skill to bear against incoming attacks. Reduce the damage of the next incoming attack or effect to 1 that targets you or an ally.

Heavily armored and in command, this captain is a skilled fighter and leader.

Martial Artist
Damage: Martial arts, 3 intimate
Wounds: 3
Armor: 1
Moves:

Riposte
Use superior skill to disarm your opponent. A character targeted by this move is disarmed and given the reeling tag

A student of one of the major schools of martial arts. Many styles exist on the world, using weapons or different parts of the body. Common styles are horse, mantis, phoenix, dragon, tiger, and rabbit style.

Outlander
Damage: Crude weapons, 2 hand, ap
Wounds: 3
Armor: 0
Moves:

Savage
Disregard your safety and fight like an animal. All attacks for the rest of combat gain the vicious or brutal tag, but take +1 damage when you take damage.

A survivalist or wild-lander, living on the edges of civilization and hunting or poaching to survive.

Sorcerer
Damage: Needles, 2 hand, lingering or Dark sorcery, 2 close-far, area, ap
Wounds: 3
Armor: 0
Moves:

Insanity
Infect your enemies mind with madness, whether through an alien mind or horrific appearance. The target of this move is reeling and afterwards becomes unable to distinguish friend from foe until aided by an ally.

A dark and powerful practitioner of magic, otherwise known as The Art. Not all sorcerers have evil goals, but they tend to be willful individuals with strong personalities and a disregard for the needs (and often, the lives) of mere mortals.

Soldier
Damage: Sword 2 hand-close, or Marksman rifle, 2 far, loading, ap
Wounds: 2
Armor: 1
Moves:

Brutality
Deal a powerful and crushing blow. Deal damage as established, but this damage gains the brutal tag.

The smallest part of every army, the sole of the iron boot crushing the universe.

Noble
Damage: Ceremonial weapon, 2 hand-close
Wounds: 2
Armor: 0
Moves:

Conceal
Ask your target something that they want or need, and name an obstacle. That want or need is now beyond their reach until they clear the obstacle.

Accuse
Pick a target, and accuse them of a shocking crime or deviancy. Whether it's true or not, that target loses credibility and until they take action to clear their name, their **+heat** rolls with or against targets that believe your accusation are broken.

The ancient families of the Wheel are powerful indeed, inside the Red City and out. Many of them having criminal connections or serve the demiurges directly, while others are kings and queens of entire worlds.

Threat Level: 2

Guild Boss
Damage: Custom weapon, 2 intimate-hand, area or Swanky rifle, 2 close-far, forceful
Wounds: 4
Armor: 1
Moves:

Reinforce
If reinforcements are available in the area, alert them and gain the group tag if you don't have it already. If you already have the group tag, gain the huge tag as well.

The proudest and most organized leaders of Throne's organized criminal syndicates, the guilds, go by many titles, such as Fancy Boy, Master, Queen, and Baroness. They are, almost without exception, as egomaniacal as they are ruthless.

Guild Brute
Damage: Enormous size, 2+1 intimate-hand, forceful, huge, area
Wounds: 3 huge
Armor: 1
Moves:

Berserk
Go into a rage, a frenzy, or a hardened battle trance. Gain the unstoppable tag and deal +1 damage for the rest of combat.. You are incapable of actions that require focus.

Many guilds hire ogres, unusually large goblins, troggs, or other large monstrous servant races as enforcers. There's little that can stop them once they get going.

Master Martial Artist
Damage: Martial Arts 3 intimate or Sorcery, 3 close-far, ap, destructive
Wounds: 5
Armor: 0
Moves:

Seal Meridians
Drain your target of energy, whether through martial arts techniques or supernatural ability. Pick



two statistics (for example **+breath** and **+mind**). Your target makes any rolls using these statistics broken until they take action to recover or rest.

An ancient or powerful practitioner of martial arts. Many of them seclude themselves in hermitages or on the top of mountains, where aspiring students seek their advice and aid.

Threat Level: 3

Giant
Damage: Crushing blows, 3+1 intimate-hand, vicious, huge
Wounds: 5 huge
Armor: 1
Moves:

Brawn
Abandon subtlety for brute strength. Gain the forceful and destructive tags for the rest of combat, but you are incapable of actions that require focus.

Crush
Grab, pin down, mob, or wrestle your target within intimate range. A player targeted by a crush cannot move away from intimate range with you, and gains the crippled or reeling tag.

Giants wander all over the Disc and its outlying worlds, and are commonly hired as mercenaries for obvious reasons. They tend to be dimwitted and good natured, but can be swayed into criminal activity fairly easily.

Common Enemies

Enemy	Lvl	Damage	Range	Tags	Wounds	Armor	Moves
Bandit	0	2-Clubs, Knives- Pistols	Hand-Close	None	2	0 or 1	Ensnare
Commoner	0	1-Fists	Intimate	None	1	0	None
Assassin	1	3-Poisoned blades	Hand-close	Lingering	3	0	Stealth
Bandit Gang	1	2+1-Clubs, Knives-Pistols	Hand-Close	Group	3	0 or 1	Ensnare
Bound Shade	1	2-Skeletal claws	Intimate -Hand	None	3	1	Crush
Courtier	1	1-Knife in the back	Hand	None	4	0	Reinforce, Boyout
Cultists	1	2-Jaggaged blade-Dark sorcery	Hand-Close-Far	None-AP	2	0	Reveal
Guild Gangster	1	2-Nasty weaponry	Intimate-Hand	None	3	0	Shove
Guard	1	2-Spears-Rifles	Hand-Close-Far	None-Loading	2	2	Formation
Guard Captain	1	2-Spears-Rifles	Hand-Close-Far	None-Loading	3	2	Deflect
Martial Artist	1	3-Martial arts	Intimate	None	3	1	Riposte
Outlander	1	2-Crude weapons	Hand	AP	3	0	Savage
Sorcerer	1	2- Needles-Dark sorcery	Hand-Close-Far	Lingering-Area, AP	3	0	Insanity
Soldier	1	2-Sword-Marksman rifle	Hand-Close-Far	None-Loading, AP	2	1	Brutality
Noble	1	2-Ceremonial weapon	Hand-Close	None	2	0	Conceal, Accuse
Guild Boss	2	2-Customer weapon-Swanky rifle	Intimate-Hand-Close-Far	Area-Forceful	4	1	Reinforce
Guild Brute	2	2+1-Enormous size	Intimate-Hand	Forceful, Huge, Area	3	1	Berserk
Martial Arts Master	2	3-Martial arts-Sorcery	Intimate-Close-Far	None-AP, Destructive	5	0	Seal Meridians
Giant	3	Crushing blows 3+1	Intimate-Hand	Vicious, Huge	5	1	Brawn, Crush

ANGELS

Threat Level: 2

Petal Knights
Damage: Brutal martial arts, 4 intimate-close, ap
Wounds: 4
Armor: 1
Moves:

Speed
Instantly move to a point you can see, ignoring obstacles or enemies blocking your path

Dodge
Use your natural agility or supernatural abilities to become untouchable. Gain the evasive tag until the end of combat, or until you stop moving or can no longer move effectively (you are grabbed, crippled, terrain changes, etc) as established.

Rogue angels who pursue a life as hedonistic mercenaries, petal knights are incredibly powerful and well-feared assassins.

Knight of the Holy Root
Damage: Refined martial arts, 4 intimate-close, forceful
Wounds: 4
Armor: 2
Moves:

Riposte
Use superior skill to disarm your opponent. A character targeted by this move is disarmed and given the reeling tag

Seal Meridians
Drain your target of energy, whether through martial arts techniques or supernatural ability. Pick two statistics (for example **+breath** and **+mind**). Your target makes any rolls using these statistics broken until they take action to recover or rest.

Of the remaining angels who do not await long reincarnation, only the Knights of the Holy Root have remained true to their original purpose of protecting Throne and its inhabitants. Peacekeepers and guardians, they defend the city fiercely and with incredible skill and resolve.

Threat Level: 3

Elder Angel
Damage: Ancient martial arts, 3 intimate-hand, destructive
Wounds: 5
Armor: 3
Moves:

Fortify
Hunker down, or bring defenses to bear. Instantly gain 1 armor. This armor stacks with other health and armor.

As angels age, their bodies grow from liquid and vapor forms into more solid state forms of crystal. In this state, older angels are much slower, but tremendous juggernauts of strength.

Thorn Knight
Damage: Brutal martial arts, 5 intimate-hand, destructive, brutal
Wounds: 5
Armor: 3
Moves:

Berserk
Go into a rage, a frenzy, or a hardened battle trance. Gain the unstoppable tag and deal +1 damage for the rest of combat.. You are incapable of actions that require focus.

Brawn
Abandon subtlety for brute strength. Gain the forceful and destructive tags for the rest of combat, but you are incapable of actions that require focus.

Riding the dead as steeds and clad in spined silver armor, the Thorn Knights carry their extreme interpretation of the Old Law on their crusade to rid Throne of all life.

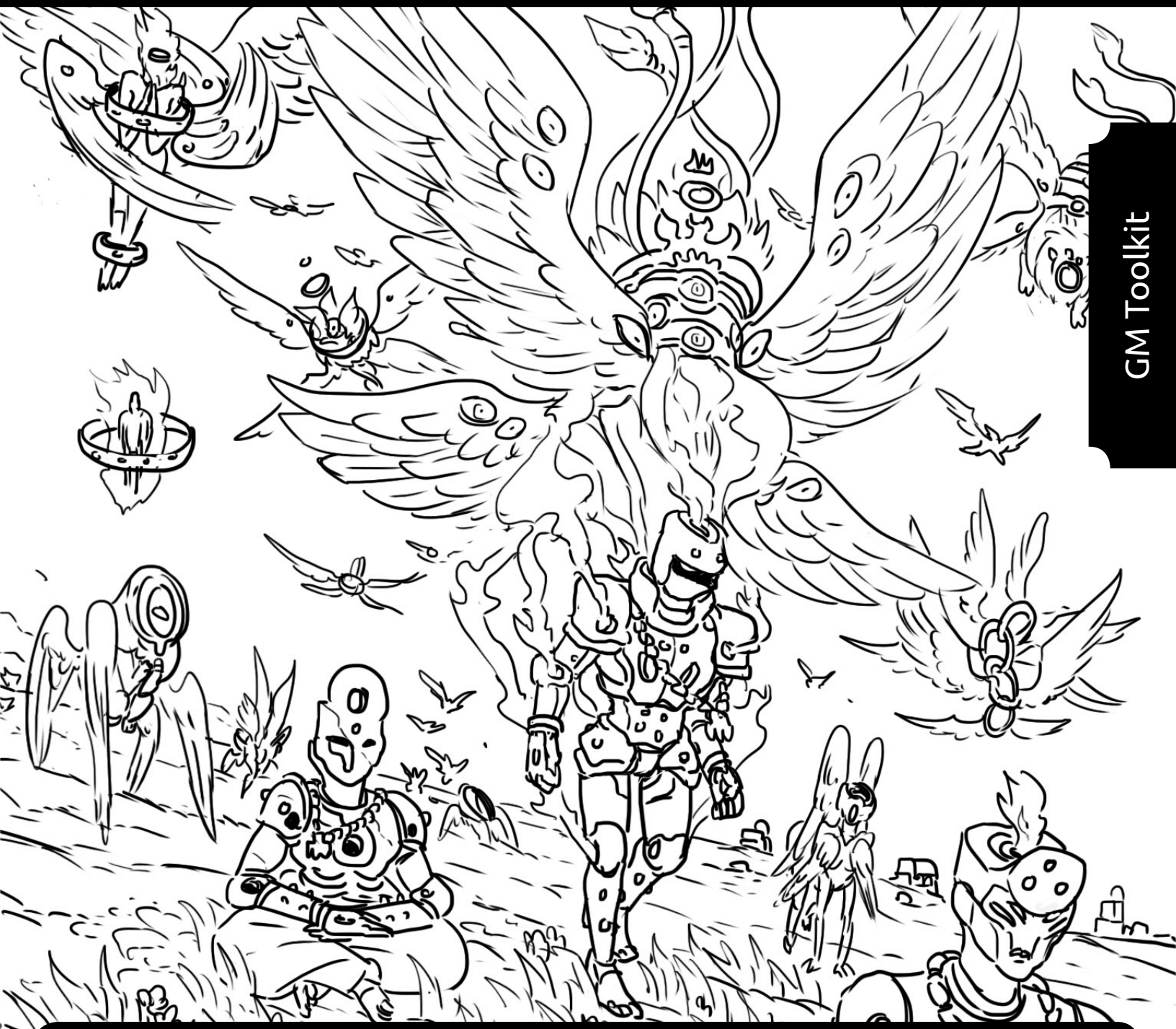
Threat Level: 3+

Prime Angel
Damage: Overwhelming strength, 7 intimate-close, brutal, forceful, huge
Wounds: 8
Armor: 5
Moves:

Overkill
Throw all your force into a brutal blow. Deal damage as established, and your target is stunned until someone takes action to revive them.

Shock
Strike with incredible force. Deal damage as established. A character targeted by this move is either crippled or reeling.

The last guardians of an empty heaven, the Prime Angels were walking mountains of fire and stone.



Angels

Enemy	Lvl	Damage	Range	Tags	Wounds	Armor	Moves
Petal Knight	2	4-Brutal Martial Arts	Intimate-Close	AP	4	1	Speed, Dodge
Root Knight	2	4-Refined Martial Arts	Intimate-close	Forceful	4	2	Riposte, Seal Meridians
Elder Angel	3	3-Ancient Martial Arts	Intimate-Hand	Destructive	5	3	Fortify
Thorn Knight	3	5-Brutal Martial Arts	Intimate-Hand	Destructive, Brutal	5	3	Berserk, Brawn
Prime Angel	3	7-Overwhelming Strength	Intimate-Close	Brutal, Forceful, Huge	8	5	Overkill, Shock

DEVILS

Devils here are listed by their classification and common name.

Threat Level: 0

Demi-imp pack

Damage: Annoying scrabbling, 1+1 hand, group
Wounds: 1 group
Armor: 1
Moves:

Crush
Grab, pin down, mob, or wrestle your target within intimate range. A player targeted by a crush cannot move away from intimate range with you, and gains the crippled or reeling tag.

Red or green devils that have gone too long without making pacts with humans often diminish into these tiny, shriveled beings, a predecessor to their demotion to a blue devil. What they lack in power, they make up for in persistence.

Threat Level: 1

Pale Devil (Cacodaemon)

Damage: Wrestling, 2 intimate-hand
Wounds: 2
Armor: 0
Moves:

Crush
Grab, pin down, mob, or wrestle your target within intimate range. A player targeted by a crush cannot move away from intimate range with you, and gains the crippled or reeling tag.

Mute and simple creatures, Pale devils are no less capable servants. They will happily do any mundane task without rest or respite, including all manner of violence.

Blue Devil (Imp)

Damage: The art, 4 close-far or Dagger, 2 hand
Wounds: 2
Armor: 0
Moves:

Incite
Name or describe a crowd of people that could conceivably become a mob. They do so, and your target is now crippled until they can escape the mob's grasp. You gain the group tag if you don't have it already.

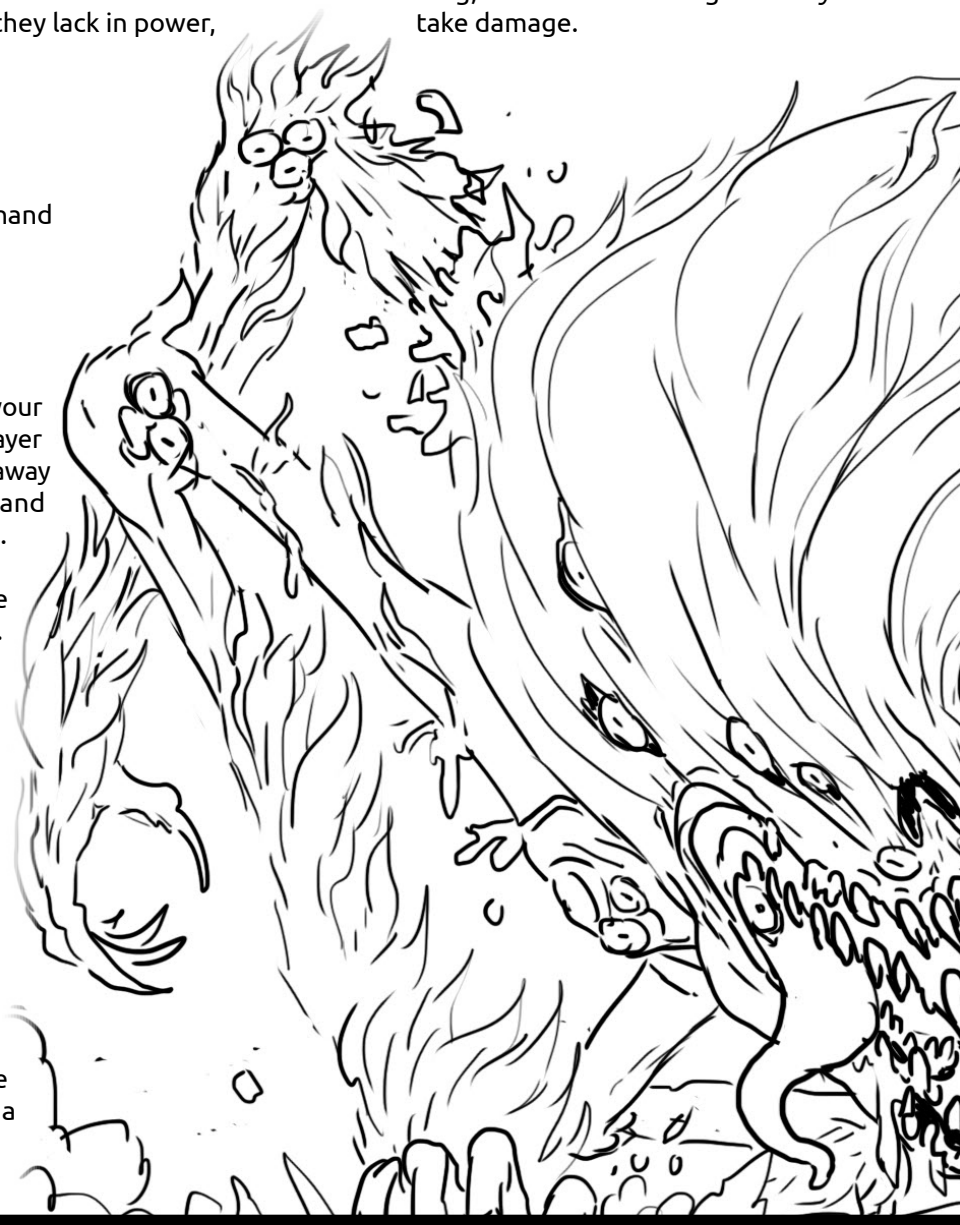
Small and cunning, blue devils are highly skilled in The Art and loquacious speech alike. What they lack in intelligence, they make up for with a keen sense of humor and mischief.

Threat Level: 2

Red Devil (Bearded Devil)

Damage: Claws or Club, 3 intimate-hand
Wounds: 4
Armor: 1
Moves:

Savage
Disregard your safety and fight like an animal. All attacks for the rest of combat gain the vicious or brutal tag, but take +1 damage when you take damage.



Devour
Rip life from your enemy with fang or claw. Deal damage as established, then heal 2-3 wounds.

Expertly skilled in violence and given to drink and song, Red Devils are highly valued as mercenaries and bodyguards.

Green Devil (Death's Head Devil)
Damage: Claws, 2 hand or Acid spittle, 1 far, ap
Wounds: 5
Armor: 2
Moves:

Envenom
Deal damage as established. Any wounds dealt by this move are lingering either bleeding heavily or suffering from poison.

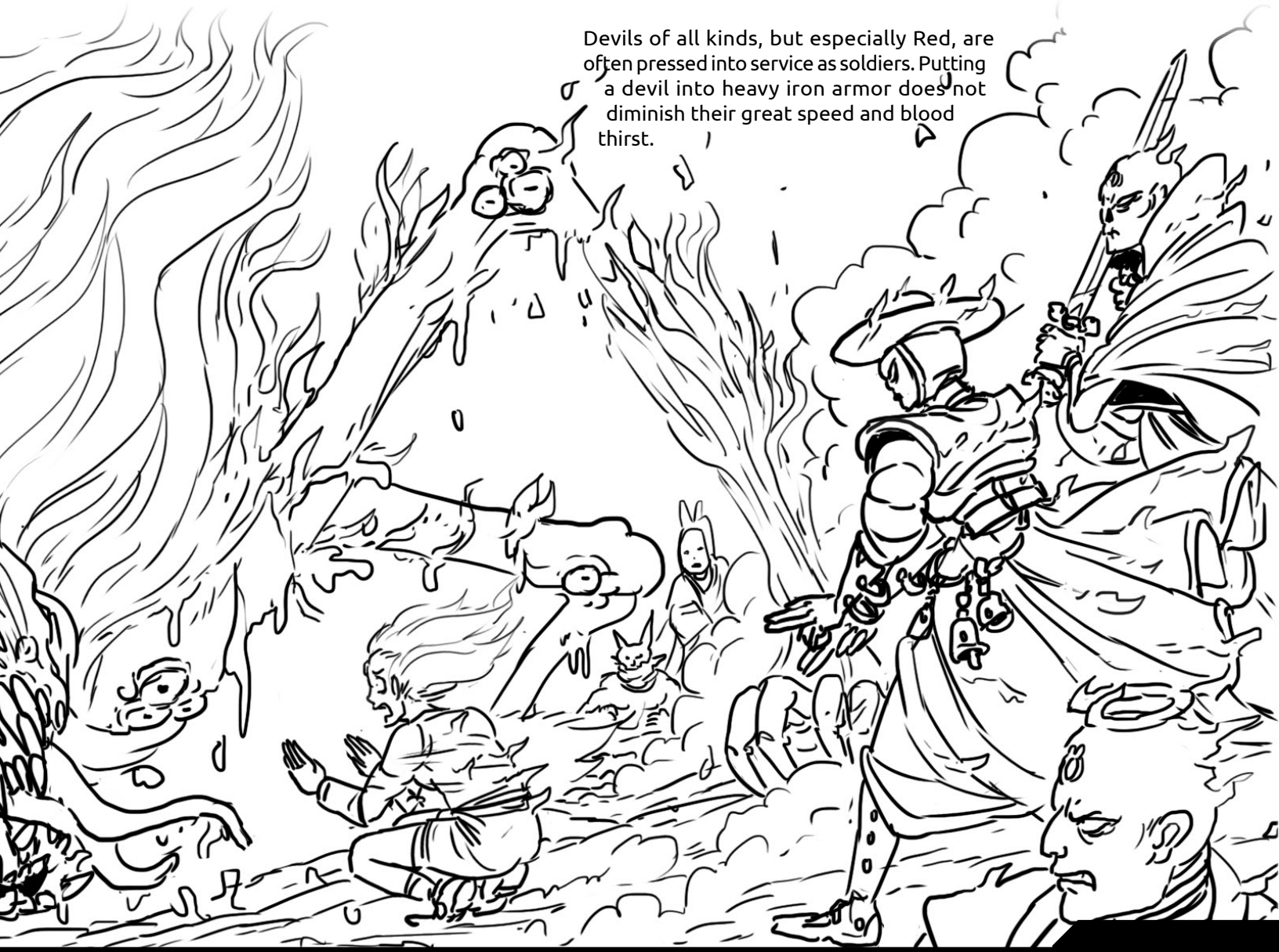
Terror
Assume or unveil a horrifying appearance or terrifying secret. The target of this move is crippled by fear until someone aids them and their rolls are broken as long as they can see you.

Slow and terrifying with their skull-like visages, green devils are extremely territorial and like to toy with their prey. Many green devils have wings, and will perch motionless and gargoyle-like for hours before swooping in to devour their prey.

War Devil
Damage: Iron club, 2 hand, messy
Wounds: 3
Armor: 3
Moves:

Formation
Deal +1 damage and become unstoppable for the rest of combat as long as at least one ally is standing with you.

Devils of all kinds, but especially Red, are often pressed into service as soldiers. Putting a devil into heavy iron armor does not diminish their great speed and blood thirst.



Gilded Devil (Smiling Devil)
Damage: Poisoned dagger, 5 hand, lingering
Wounds: 4
Armor: 0
Moves:

Ensnare
Drag down or trap a target, in melee or at a range. Your target gains the crippled tag until they can free themselves from their ensnarement.

Conceal
Ask your target something that they want or need, and name an obstacle. That want or need is now beyond their reach until they clear the obstacle.

Rotting finery conceals the rotting flesh of gilded devils, whose smiling masks hide a terrifying intellect. Not given to direct conflict, gilded devils will often wait for the opportune time to strike.

Threat Level: 3

Ebon Devil (Night Devil)
Damage: Claws or Bite, 5 intimate-hand, brutal, huge or The Art, 4 close-far, area, ap
Wounds: 7 huge
Armor: 2
Moves:

Overkill
Throw all your force into a brutal blow. Deal damage as established, and your target is stunned until someone takes action to revive them.

Revive
If you're dead, as long as your body wasn't drenched with the holy water of Throne, lurch back to life with 2-3 wounds.

Seal Meridians
Drain your target of energy, whether through martial arts techniques or supernatural ability. Pick two statistics (for example **+breath** and **+mind**). Your target makes any rolls using these statistics broken until they take action to recover or rest.

The oldest and most powerful of devilkind, Ebon Devils go by a single name. They are nightmarishly fast and far more intelligent than a human. Only a few score of their kind exist, and each of them have typically built an empire around themselves,

Devils

Enemy	Lvl	Damage	Range	Tags	Wounds	Armor	Moves
Demi-Imp Pack	0	1-Annoying Scrabbling	Hand	Group	1	1	Crush
Pale Devil	1	2-Wrestling	Intimate-Hand	None	2	0	Crush
Blue Devil	1	4-Art-2-Dagger	Close-Far-Hand	None	2	0	Incite
Red Devil	2	3-Claws or Club	Intimate-Hand	None	4	1	Savage, Devour
Green Devil	2	2-Claws-1-Acid Spittle	Hand-Far	None-AP	5	2	Envenom, Terror
War Devil	2	2-Iron Club	Hand	Messy	3	3	Formation
Gilded Devil	2	5-Poisoned Dagger	Hand	Lingering	4	0	Ensnare, Conceal
Ebon Devil	3	5-Claw or Bite-4-The Art	Intimate-Hand-Close-Far	Huge, Brutal-Area, AP	7	2	Revive, Seal Meridians
Devil Assassin	3	7-Razor Wire or Dire Knife	Intimate-Hand	AP, Vicious	4	1	Stealth, Envenom
Devil Engine	3	4-Engine Claws or Gun	Hand-Close-Far	Forceful-Area	3	4	Deflect
Heretic's Courtier	3+	8-Supreme Martial Arts-6-Supreme Art	Hand-Close-Far	AP, Forceful-Messy	8	2	Terror, Regenerate

brooding within their lairs and scheming constantly.

Devil Assassin
Damage: Razor wire or Dire knife, 7, intimate-hand, ap, vicious
Wounds: 4
Armor: 1
Moves:

Stealth
Disappear from sight and gain the evasive tag until discovered.

Envenom
Deal damage as established. Any wounds dealt by this move are lingering either bleeding heavily or suffering from poison.

Green or Gilded Devils are often hired as trained killers, clad in black and sadistic in their skill and hunger.

Devil Engine
Damage: Engine claws, 4 hand, forceful or Engine gun, 4 close-far, area
Wounds: 3
Armor: 4
Moves:

Deflect
Bring shield, armor, or unnatural skill to bear against incoming attacks. Reduce the damage of the next incoming attack or effect to 1 that targets you or an ally.

Binding a raw devil to an animate armor instead of a mask is a difficult process. The result is an unstable abomination, hard to control, but even harder to stop in combat.

Heretic's Courtier
Damage: Supreme martial arts, 8 hand, ap, forceful or Supreme art, 6 close-far, messy
Wounds: 8
Armor: 2
Moves:

Terror
Assume or unveil a horrifying appearance or terrifying secret. The target of this move is crippled by fear until someone aids them and their rolls are broken as long as they can see you.

Regenerate
Knit torn flesh back together, with unearthly biology or dark sorcery. Regain 2-3 wounds. This cannot put your wound total above your maximum. You can't make this move if you're dead.

If you're able to make this move, pick a weakness, or several (fire, acid, water, sunlight, etc). You can't make this move when exposed to this weakness, in any amount.

The thirteen devils that guard the prison-court of the devil Himself are the most powerful of their kind, each with a millennia or more of experience, and empowered by sacrifice and worship.



MONSTERS AND BEASTS OF THE MULTIVERSE

Bestiary

Here is a sampling of some of the monstrosities and creatures that populate the Wheel.

Threat Level: 0



Rog

Damage: Bite, 2 hand
Wounds: 2
Moves: None

A common sight all over Throne, the Rog is a terrifying combination of crocodile and canine. Some breeds have been domesticated and are highly valued as both guard animals and pets.

Threat Level: 1

Gutlicker

Damage: Proboscis, 2 hand
Wounds: 4
Moves:

Devour
Plunge proboscis into a target, dealing 2 damage, then healing 2-3 wounds.

Vaguely bat-like in shape, with pale, slick skin, the gutlicker typically feeds on carrion but isn't against making its own food. It feeds by inserting its long proboscis into the body cavity of its unfortunate prey and sucking it dry.

Bone Worm Brood

Damage: Bone crushing jaws, 2 intimate, lingering, ap
Wounds: 4
Armor: 1
Moves:

Ensnare
Latch on to a target. Target gains the crippled tag until they can free themselves from their ensnarement.

The corpses of the gods are not without parasites. Navigating the long petrified tissue of dead gods has given bone worms an enormously powerful set of mandibles, which they use to mangle their prey and crush them to a pulp.

Flayer

Damage: Flaying claws, 3 hand, brutal
Wounds: 4
Moves:

Terror
The target of this move is crippled by fear until someone aids them and their rolls are broken as long as they can see the flayer.

The flayer shows up in old throne myth as a profound, ancient evil. The reality is more mundane, if no less horrifying. A flayer's skin is extremely sensitive, a kind of mucous membrane it needs to regulate its incredibly high internal body temperature. To counteract this, the flayer skins its victims with it's long fore-claws and covers itself with its grisly work, which quickly bonds to its own skin. The result is a patchwork nightmare, covered in tufts of hair or swatches of skin from sometimes dozens of victims. Flayers value the condition of their skins greatly and regularly clean and replace them.

Flinderfish

Damage: Jaws, 2+1 hand, group
Wounds: 3, group

Flinderfish are an invasive species to Throne, brought in during one of the numerous gate openings. They have prospered in the broad, stinking waters of Throne. Each fish eats many times its body weight a day and is able to clean flesh from bone with startling ferocity and speed.

Flinderfish can walk on land, albeit slowly, and breathe air for an hour.

Halitoad

Damage: Explosive Gas, 1 hand-close, area, ap
Wounds: 5
Moves:

Reeking Gas
Deal 3 ap damage to a target in close range, and the target is stunned until aided by an ally.

An enormous, squat amphibian, the halitoad paralyzes and knocks out its prey with an incredibly strong and foul-smelling gas it releases from a cavity in its sinuses. It then vomits its stomach contents over its inert and unconscious victim, slowly dissolving them.

Puppet Wasp Swarm

Damage: Stings, 2+1 intimate, ap, group
Wounds: 4 group
Moves:

Attach
The target takes 1 ap damage, and immediately attacks an ally. If the target is a player, they make a roll as normal,

but it is not a broken roll (as in normal player vs. player combat). The wasp can be removed by dealing any damage to the wasp swarm or another player taking an action to remove it.

The puppet wasp attaches just below the nape of the neck on most humanoids, where it inserts a five inch spine that directly links its nervous system to its victim's, subduing it and bringing it under the wasp's control, though it remains conscious. Puppet wasp hives are highly intelligent and use their puppets for labor, infiltration, and feeding their young.

Tarry Bird

Damage: Screech 2 intimate-close, area, brutal, or beak, 2 hand
Wounds: 3
Moves:

Piercing Screech
All targets within close range of the Tarry bird are crippled by deafness for an hour.

The Tarry bird emits a screech so loud and so absolutely awful it can stun or completely incapacitate its prey from fifty paces. It then swoops in with its serrated beak and tears at their flesh before they can recover.

Threat Level: 2

Canallan

Damage: Filthy teeth and claws, 3+1 messy, huge
Wounds: 5 huge
Armor: 1
Moves:

Crush
Grab, pin down, mob, or wrestle your target within intimate range. A player targeted by a crush cannot move away from intimate range with you, and gains the crippled or reeling tag.

The Canallan is an enormous, filthy combination of reptile and swine that hunts up and down the numerous canals and waterways of Throne. Disease and parasite-ridden, the canallan will wait for days for a meal, the bulk of its body hidden below murky and filthy water while its fish-like eyes comb the shore for prey.

Gossip Dog

Damage: Teeth, 3 intimate-hand
Wounds: 4
Moves:

Insanity
Infect your enemies mind with madness. The target of this move is reeling and afterwards becomes unable to distinguish friend from foe until aided by an ally.

Many of the residents of Shades and the darker alleyways of Throne are familiar with the gossip dog, and perhaps wish they weren't. Resembling a pig with a decidedly humanlike face, the dog is able to almost perfectly mimic any voice or sound it hears, though it doesn't understand any of it. Many an unwary traveler has been lured down a dark alley by a strange man's mumbling, a child's cries, or a woman screaming for help only to be torn apart by the terrifyingly strong jaws of the gossip dog, which often imitates the dying cries of its prey.

Mind Jacker

Damage: Fists 1 hand or projectile vomit 3 close, ap
Wounds: 5
Armor: 1
Moves:

Paralytic Gas
A target of your choice in close range is stunned until a player takes action to help them.

The mind jacker does not kill its victims, though it hunts with incredible skill and stealth. Instead, it subdues them with a paralytic vomit that sends them into a hallucinogenic state. Then it immobilizes them with its fore claws and remains hunched over their inert, twitching bodies for several hours. During this period of time, the jacker will slowly absorb its victim's consciousness. Studies of this creature still haven't discovered the method by which it accomplishes this incredible feat, but those targeted are left (technically) alive, though their bodies will inevitably waste away and die over a period of about three weeks. Nobody knows or cares to speculate on what happens to the minds of those absorbed.

Mind Jacker vomit is a highly valued recreational drug.

Sackling

Damage: Biting and clawing, 2 intimate-hand, messy
Wounds: 6
Armor: 2
Moves:

Revive
If the sackling is dead, as long as it didn't have the holy water of Throne poured over it, it lurches back to life with 2-3 wounds in about 15 seconds. It can only use this move once in a combat.
The furry sackling reproduces and lives in a pod of excreted saliva and organic tissue roughly the size of a man. The sackling is highly unusual in that upon death,

its consciousness remains linked to its pod, which will slowly grow for it a new body. The new body will often adjust to the circumstances of the sackling's death - for example, if it was killed by fire, it will be born again with a thick, insulated rubbery carapace. A sackling typically has 5-6 'lives' before its pod is exhausted and collapses, though some are rumored to have up to 10-11. Old sacklings that have died many times are incredibly tenacious, ferocious creatures.

Swallower

Damage: Strangling, 3 intimate, ap
Wounds: 6
Moves:

Shock
Strangle the target, dealing 3 damage A character targeted by this move is grabbed by the swallower and reeling until the swallower is removed from them.

Swallow
The swallower targets a character with the reeling, crippled or stunned tags within intimate range. The target is stunned and inside of the swallower until the swallower is killed. The swallower gains 3 wounds, but cannot use this move again while it has a swallowed target inside of it, and will attempt to flee. The target will die in 2-3 days unless saved.

The reptilian swallower is notable for its enormous digestive pouch almost the same size as its body. Once its prey is dead or merely unmoving, the swallower will gulp it down whole, waddling away to its lair where it remains for up to a week, swollen and unmoving, digesting its prey with its corrosive saliva. Unbelievably, tales of victims being saved from a swallower's pouch give them up to two to three days to survive.

Threat Level: 3

Bone Worm Mother

Damage: Bone crushing jaws, 3+1 intimate-hand, lingering, ap, huge or Body flailing, 2+1 intimate-hand, area, huge
Wounds: 5 huge
Armor: 2
Moves:

Berserk
Go into a rage, a frenzy, or a hardened battle trance. Gain the unstoppable tag and deal +1 damage for the rest of combat.

An adult bone worm can grow to preposterous size.

Monsters and Beasts of the Multiverse

Enemy	Lvl	Damage	Range	Tags	Wounds	Armor	Moves
Rog	0	2-Bite	Hand	None	2	0	None
Gutlicker	1	2-Proboscis	Hand	None	4	0	Devour
Bone Worm Brood	1	2+1-Bone Crushing Jaws	Intimiate	Group, Lingering, AP	4	1	Ensnare
Flayer	1	3-Flaying Claws	Hand	Brutal	4	0	Terror
Flinderfish	1	2+1-Jaw	Hand	Group	3	0	None
Hailtoad	1	1-Explosive Gas	Hand-Close	Area, AP	5	0	Reeking Gas
Puppet Wasp Swarm	1	2+1-Stings	Intimate	Group, AP	4	0	Attach
Tarry Bird	1	2-Screech-Beak	Intimate-Close-Hand	Area, Brutal-None	3	0	Piercing Screech
Canallan	2	3+1-Filthy Teeth and Claws	Intimate-Hand	Huge, Messy	5	1	Crush
Gossib Dog	2	3-Teeth	Intimiate-Hand	None	4	0	Insanity
Mind Jacker	2	1-Fist-3-Projectile Vomit	Hand-Close	None-AP	5	1	Paralytic Gas
Sackling	2	2-Biting and Clawing	Intimate-Hand	Messy	6	2	Revive
Swallower	2	3-Strangling	Intimate	AP	6	0	Shock, Swallow
Bone Worm Brood	3	3+1-Bone Crushing Jaws-2+1-Body Flailing	Intimate-Hand	Huge, Lingering, AP-Huge, Area	5	2	Berserk



Daemoniac

What follows is a repository of the ancient and respected lore of Throne, the Red City.

The Art

What could be called magic in throne is known as the Art, and it is generally split into sub arts: Red, White, and Black. Using it is the 'art' of realizing that the entire universe is an illusion cast by the Flame Immortal, which permeates all things. It is often explained as the practice of lying to the universe convincingly enough that it becomes true. As such, it is explicitly vocal in nature, and heavily reliant on the practitioner's will for things to become true.

To use the Art, the practitioner simply refines their will into an cutting edge and speaks aloud, lying about the nature of the universe. "This is not an apple," they might say, "But a plum." The apple then becomes a plum, of course, if that's what they prefer. The Art is described by many sorcerers as making their own small alterations to a story as it's being told.

In theory it is very simple, but learning the ways to force your will on the universe and the right way to speak could take anywhere from a single month to a thousand years. The universe is sustained by the pure flame of the Gods themselves, and it takes a powerful and confident will to change that. This is evidenced by the fact that there are hundreds of schools of sorcery, but very few real sorcerers.

Types of Arts

The Red Art is associated with changing the existing physical universe or non-animate matter. For example, someone could use the Red Art to transfigure bare stone into gold, to warp a wall into a door, or to bend the illusion of life into inanimate objects. Equally, a practitioner could use the same principles to harm by igniting the air into bolts of fire or animating swords to fight on their own (collectively called pyromancy). Predictably, it is the most common and versatile art by far. One important aspect of the Red Art is it needs materials - it must transfigure, bend, or warp something that is already there (for example, bending the dust in the air into an illusion of life). The closer the base material to the desired result, the easier the Art is. Iron into gold is far easier than water into gold, for example.

The White Art is associated with changing the self or the self's perceptions. Common uses include dividing the universe to teleport short or long distances, divining hidden knowledge or casting your perception across dimensions, and aligning your soul flame (or atum) to physically transform your own body. Practitioners can shrug off bullets and blades like water, leap incredibly distances, or see through twenty-foot thick walls. The White Art is extremely

hard to master and rarely sees use except by grand masters and very powerful or prodigious sorcerers. It is rumored that the ultimate use of the White Art is to turn back time, but this has never been observed.

The Red-White Art is a mixed art, more common in many uses than the pure White, but extremely rare and difficult in its most powerful uses. It is utilized to use the Red Art to affect others (since their perception of self must also be altered), by changing their physical form or mental state. Common uses are in baleful transfiguration, or baleful warping (also known as cursing or red words). During the great war between demiurges it was used to turn men's skin to iron, reduce great kings to babbling idiots, or warp a warrior into a story-high monstrosity. At its peak practice, it can be used to kill with a single word. For this reason, its practice is taboo: restricted and even forbidden in many sorcerous circles and even many worlds.

The Black Art is the rarest, simplest and most awe inspiring Art. It isn't known if any practitioners still live. The Black Art has only one fundamental use, and that is to create something from nothing. It is written in the few texts that speak of its study that this ability can be used to further kindle the Flame Immortal and create life.

Intricacies of the Art

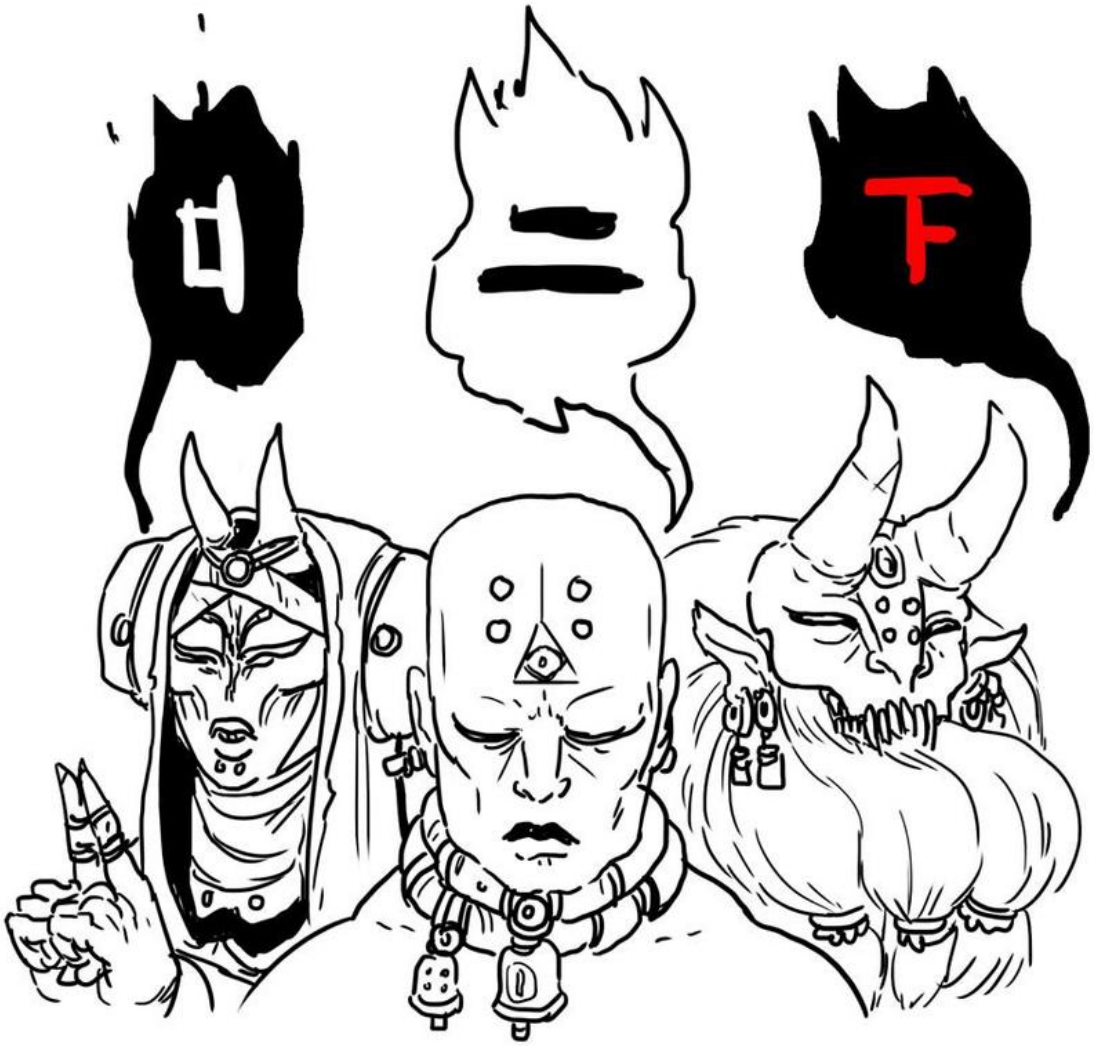
Most uses of the Art can be contested by an equally powerful will. For example, one sorcerer's will to turn bolts of air into fire can be equally contested by another's will to turn them into beautiful flowers. If a practitioner was to will another person to die, they would not only have to contest with lying to the universe, but also the other person's will not to die, which can (predictably) become immensely difficult in short order.

An example of how the art shapes combat is that bullets or projectiles of all kinds are less useful than a sword against an accomplished sorcerer. Since a sword is a physically held object being used as a tool (and thereby partially imbued with the wielder's will) it is much harder to affect. It would be easier for a sorcerer to turn bullets into butterflies than it would be for them to turn a gun someone is holding into sand, for example.

Since wielding the Art is difficult, most sorcerers find it easier to focus their will through a physical object instead of purely from their mind. This implement often takes the form of a bell, charm, mirror, sword, or something similar. Casting without implements is extremely rare.

To use the Art one must speak clearly and coherently. For that reason, sorcerers can be disabled or restrained by being gagged or held mute. They are often punished or crippled by having their tongues or other speaking organs ripped out.





An easy way to acquire ability in the art is through devils (by being given the Black Flame directly through a contract or through consumption of devil flesh), since they are natural liars and have a less tenuous hold on reality due to their chaotic nature. Doing so caused a small mark or deformity, known as a Devil's Kiss, to appear on the body, a small tumor or part of the body which has been turned Devil, and can grow to consume the user.

Users of the Art

The Art is highly coveted, and its users, while not unseen, are rare and powerful individuals. Many people make use of the art at a rudimentary level, or interact with its constructs without having much skill in it. For example, a person may learn a certain word to turn a wall into a door, or use a paper messenger, without any knowledge of how these things came to be. It's also common for people to make use of tools with magical properties (such as devil flesh or blood)

Magical constructs, and shades (or captive devils) bound into physical forms are very common in throne, and slightly more reliable than conventional technology. For example, the largest magical construct in Throne is the Glyphosphere (created by the Grand Dragon, known as the demiurge Mammon). With the right knowledge, it is possible to speak words into glowing runes while within Throne, which take physical form and can travel to their destination in the form of a bird or other animal, which will deliver the message.

Users of the art are referred to commonly as sorcerers. The most common (and poorly regarded) types are Vattra (Marked), who gain their power most often through devil power (often through devils themselves, who are more than willing to feed people the Black Flame in exchange for contracts or debts and the repair of their masks).

The three other kinds of sorcerers are Tellans, who gain their power from folk legend, storytelling hedge magic, and hearsay, Tongues, who engage in esoteric and solitary study and are usually ascetics, and Teeth, who are rigorously trained to gain their ability, often for war or administration. All three tend to look down on the Marked as weak and impulsive.

Throne

Throne is the seat of God, called YISUN. It was the space outside space that YISUN and the various gods created when forging creation. Often called the Red City, Throne is a city of eight hundred million souls, built on a disc floating in an empty void, and lit by a dead sun. It is the center of art, culture, religion, and society in the multiverse, and where the Seven demiurges that rule the multiverse have their seats of power. Reviled as a corrupted heaven by some, and valued as the ultimate cosmopolitan metropolis by others, it's influence and significant to the world of Kill Six Billion Demons is unparalleled.



I have chosen to leave the innumerable worlds outside of Throne up the GM's design. Throne itself, however, will undoubtedly be a key feature of many GM's campaigns, not to mention it a distinct and incredibly important part of the KSBD universe. For this reason, I will flesh it out in great detail here and in the following chapters.

History of Throne

The original city of Throne was built by the numerous gods created by the union of the gods YS and UN. It was inhabited for time untold by those Gods, who warred, schemed, created, and ruled, in their constructed heaven. They created humans, angels, and servants, and for a while their creations lived alongside them. The creation of humans as the first truly mortal beings, however, struck the Gods so strongly that they rejected their infinite existence and dispersed their mighty beings to create the various worlds that make up the multiverse, casting their creations out of Throne as they did.

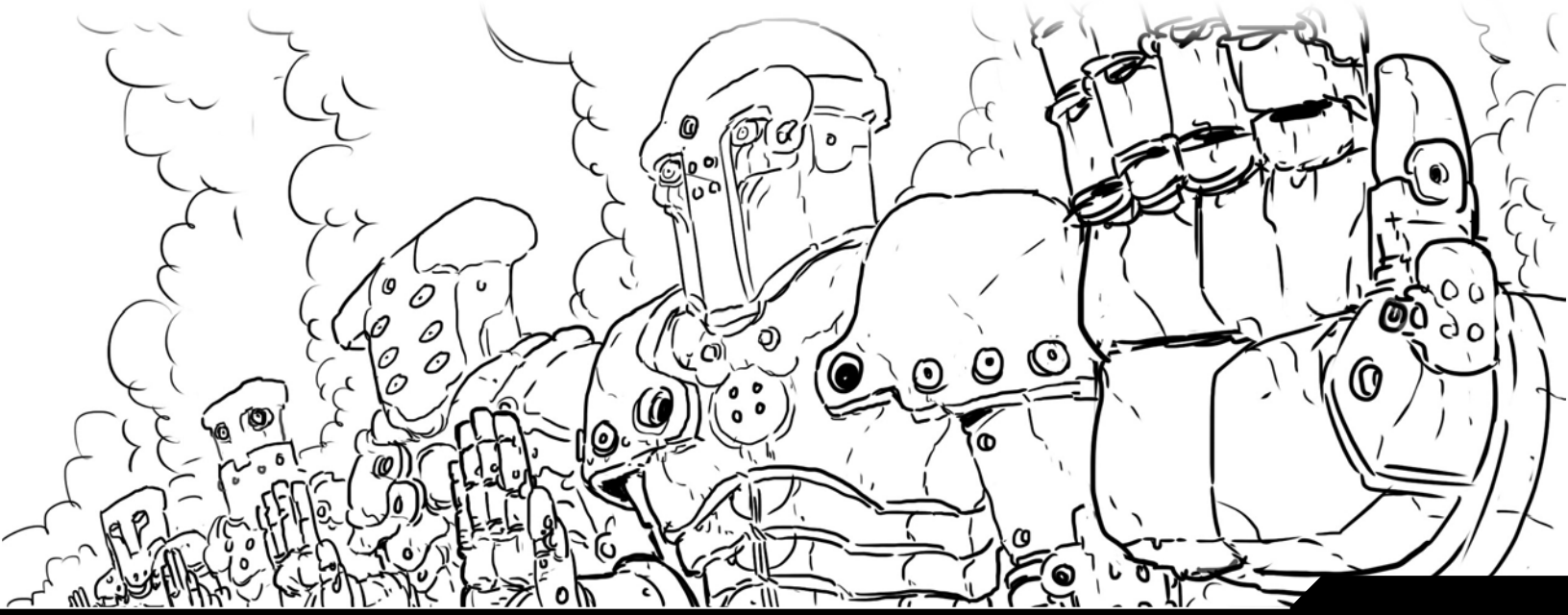
For a while, Throne was a dead, empty city of decaying ruins. The only creatures that resided there were an exceptionally powerful order of angels set to guard it, called the Primes. In their ash-bodies as large as buildings, the Primes meditated and maintained their vigil over the holy city for a near infinite amount of time - until that time was broken by a man named Zoss, known as the Conquering King.

The First Conquest

Using methods unknown, Zoss had attained almost unlimited power, and had ambition to match it. He broke into Throne hoping to meet God, but finding it empty, quickly sought to supplant Him. His very first action was to defeat and shatter the Prime Angels, then chase their true forms back into the Void, where he slew them again, leaving them to reincarnate. This was referred to as the First Conquest. For a time, the only living being in Throne was Zoss, who consolidated his mastery, learned many secrets, and wrung great power out of the only Prime Angel that he left alive, the scribe Metatron 1.

After a time, other powerful demigods and individuals broke through to Throne, following the path left by Zoss. Each of these travelers were great sages and mystics, heroes and sorcerers, philosopher-kings and martial artists. They were the most powerful, enlightened individuals in their own individual worlds - and with Zoss at their head, they formed a society called the Demiurges - those who sought to guide creation after the death of God.

For an era, the Demiurges were content to remain isolated from the rest of the worlds, and Throne





remained apart from the rest of the universe. From time to time, using the arts they had learned, the Demiurges would visit worlds and observe, or guide their development in the form of heavenly messengers, but for the most part, they took little action to interfere. This was the golden age of Throne, where the city was rebuilt into a shining metropolis of reason and science. The angels were contacted, and re-bound into new armor, to serve as Throne's peacekeepers. Demons were summoned for the very first time, to do the bidding of the Demiurges powerful enough to create them. Great philosopher societies formed, dedicated to the arts of reason and unveiling the mysteries of reality. It was a virtuous society for the most part, with little conflict, ruled democratically through a debate forum called the Concordance of Demiurges, and ruled ultimately by the almost omnipotent Zoss, now referred to as the Ruling King.

The Second Conquest

This time was not to last, however, as the demiurges soon became discontent in their isolation. After much debate, a great effort was undertaken - to physically link all the worlds in the universe to Throne by cutting through the fabric of reality, and unite the multiverse into one entity. Great stone gates were built, tuning forks that bent the voice of each god that sustained each world, and keys were forged to these gates. Collectively, the keys and gates were known as Magus Gates - as one entity, they could open a tear in space-time that would allow not only those with the knowledge of inter-world travel to come to Throne and back, but anyone - no matter their birth, intent, or privilege. This massive undertaking created huge fissures in the society of the demiurges. It was dangerous, grueling work - the gates themselves worked by routing through the Void outside creation - a shifting, tortured landscape that could literally consume the weak-willed.

The opening of the gates and the linking of all worlds to Throne was known as the Second Conquest. Many demiurges had noble intentions - some wanted to spread the knowledge they had so jealously guarded - to uplift and enlighten the societies of creation. Others wished simply to open the paradise they had created for themselves to the less fortunate. Still others, however, had darker intentions. Sick of a society of equals, they sought to rule their own world - as despots or kings.

No matter the intentions, the result was the same. War lasted centuries, and consumed entire worlds. Throne itself still bears the scars of the war - where the water

is shallow, it is said the bones of the dead are piled thick beneath its red outcroppings. The gates were finished, but many remained unopened, the worlds beyond untouched. In the end, Zoss fled, abandoning his throne, and only seven Demiurges, of a society of tens of thousands, survived the war. Each individual was immensely powerful - enough to lay waste to armies with a single word, or kill with a thought - but not powerful enough that they could overcome the other six. Thus, an uneasy treaty was reached, in which they would split the universe seven ways.

The Seven Part World

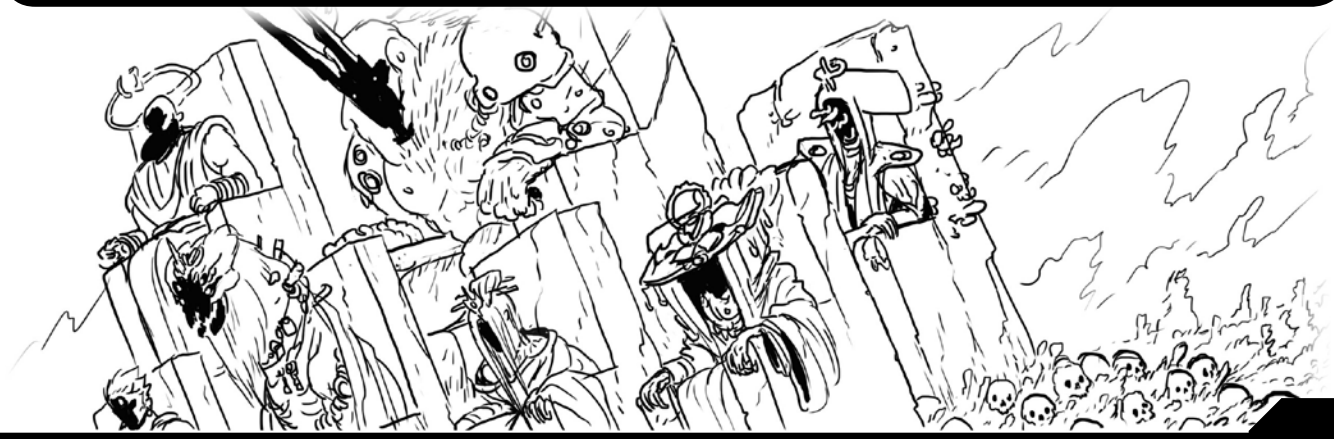
This Pact of the Seven-Part World, as it was called, persists to the present day. The seven still rule, each of them having their seat of power in Throne, and underneath them the city rots. In the power vacuum created by the aftermath of the war, and the Seven's increasing apathy for the state of their own kingdoms, commerce filled the place of governance. Great guilds, each of them spanning worlds, took advantage of the spaces so long denied to them by the civic minded former rulers of Throne. The guilds are ubiquitous across Throne, and are its de-facto rulers. Their activities are largely, if not wholly criminal, and their methods of ruling range from simple extortion to wild and rampant cruelty. Throne today is a barely held together anarchic warren of a thousand thousand cultures and languages, ridden with violence, disease, and crime. It is just livable enough compared to the ravaged and exploited outlying worlds to make people want to immigrate, and just horrible enough to make people resent most days of their existence there.

Structure of Throne

The tables here can be used as an adventure hook, or to add a point of interest - feel free to make your own!

The original city of Throne was torn down when the gods self-annihilated to create the multiverse, but numerous ruins and remnants of the legendary city remain in places - the most notable example of this being the workshop of the craft god Koss, which is the present location of the concordance of angels. Parts of the god-forged city persist in the city core of Throne, especially the area around the Concordance of Demiurges, and are treated with great reverence by even the most impious of residents. The disc on which Throne sits is made of an almost indestructible

D6	Underside of Throne
1	The corpse of a god protrudes from the underside of the disc - smashed through it in times long past. The corpse holds a mystery within it - faint light can be seen glowing from its eye sockets.
2	A hole has been punched through the disc through which the water of Throne wicks away eternally. The area around this hole is full of ridges and strange plant and animal life.
3	A colony of exiles and unsavory types has sprung up here, lashed precariously to the underside of the disc with rope and piton. Smugglers, pirates, and black marketeers make their homes here, seeking to evade the guilds.
4	A forgotten laboratory sits here, clamped to the bottom of the disc. Strange devices protrude out of it - perhaps its former occupant was studying the void below?
5	Massive crustaceans cling to the underside of the disc, each the size of a house. Feeding off the sickly plant life that grows in the permanent darkness down here, they seem docile - or are they?
6	A passage or borehole is here, spiraling up through ancient ruins into untold depths above. It hasn't seen use for some time - the architecture looks ancient, perhaps dating from the time of the gods themselves. Where it leads remains to be seen.



material akin to stone, which also dates from the God's time. Expeditions have been made to the underside of the disc and often report on strange discoveries.

The current city of Throne was carved out over time from the petrified corpses of the gods themselves. The work itself has cost mythical amounts of time, currency, materials, and lives, by untold generations of residents, workmen, and slaves. The reddish cast of the stone that the gods' bodies became gave Throne its moniker of the Red City, a name which inspires fear, awe, or longing in any tongue it is spoken. The work of carving out new residences and spaces from the remnants of the gods continues into the present day, though the amount of available space is dwindling rapidly.

The size of each god's corpse varies greatly - some are mountain like in their size, with only parts of their bodies emerging from the water, while others are almost human sized, and honored with local shrines. The bones of the gods often persist within the stone flesh of their corpses and are greatly valued as a crafting material, as relics, and as living space, as they are incredibly durable.

Water pours continually from the center of Throne, cresting the edge of the disc into great waterfalls that fall away into the void. This water, according to legend, was at one point rumored to have strong healing properties, but at the present day it is more often than not heavily polluted and foul. The water comes from the Font of Ovis at the very center, a place strongly protected by the monks of the Twenty Five Purities order that worship there. Other fonts and sources of pure water are said to exist all over the city, but are either strongly kept secrets or powerful hoaxes.

D6	Rumors of Water - Veracity Unreliable
1	A font of pure water is hidden deep in the shades and controlled by the powerful Gutternight gang. The water is said to be a powerful intoxicant -the gang is bottling it and selling it as a narcotic. The drug is certainly real, but whether it's real holy water remains to be seen.
2	A font of pure water is rumored to be buried deep in City South - far down past the worst parts of the slums, where the city descends into mud-choked ruins and few dare to tread for fear of waking the things that sleep there.
3	A rogue Twenty Five Purities monk is said to have taken seed water from the Font and tried to start his own on the sunside rim, using ritual purification. For what purpose he'd do this, and whether he was successful is unclear - but it's certainly a persistent rumor.
4	There's a street trader in City North who drags a cart around claiming to sell water from a pure font he found in his squalid low-city home. The man's obviously a little wrong in the head - but there's something about his fervor that says he could be telling the truth.
5	A temple font is said to be hidden out by Aesma's Spine. The water there is said to regenerate debilities, but even if the temple were there, it's bone picker territory, full of ravagers and raiders.
6	There's definitely a temple font in the high-city part of the Shades - kept tightly sealed by the Grand Dragon bank of Mammon. Oddly, it's rumored that nobody goes in or out of the temple - perhaps the well is dry, or perhaps something more nefarious is going on

The sun of Throne was forged by the god Koss, but was broken in some untold catastrophe of the past, and no longer moves. It is a dim sun that sits in the air remarkably close to the city proper. Historians theorize that Throne had a 28 hour day evenly split between day and night as the sun rotated over and under the disc. The disc itself does not rotate, but has a very slight oscillation over a century-long period. This means that one side of Throne is perpetually in sun, and the other is perpetually, in shadow. These sides are referred to as sunside and shadeside respectively.

The air in Throne is breathable to most races. It has a warm and humid climate year round, exacerbated heavily by pollution. There is no natural weather in Throne per say, but on certain days the mists that rise naturally from the water below will rise above their normal level. The effects and types of these mists are predicted by the Moisture Guild, as the adverse effect of pollution and other unknowable substances dumped into the holy waters of the Red City can have sometimes dangerous and frequently bizarre consequences.

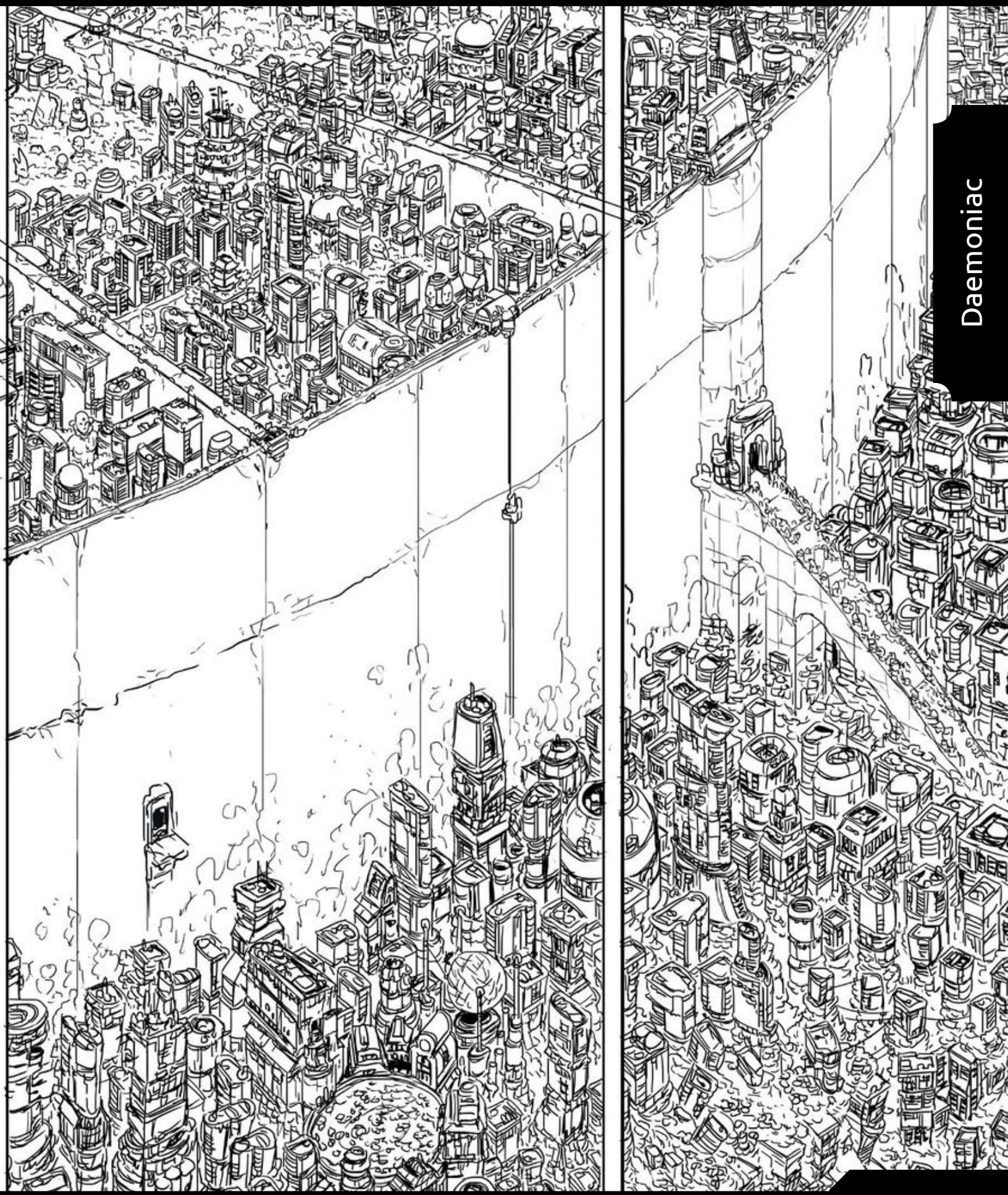
D6	The Mists
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Districts of Throne

What follows is a look at the various districts and areas within the Red City, the nexus of all worlds. Each of these sections can be expanded upon for your particular campaign.



The Shades

Located deep on the perpetually dark side of the Red City's central mound, underneath the relatively safer confines of Outer Ashton, the Shades is a notoriously dangerous area of Throne. It is a pitch black gangster-filled warren, an overgrown and poverty stricken shantytown where the rotting buildings and shacks have grown so tightly together that the streets have almost disappeared and what little light peeks weakly over its tightly packed rooftops completely disappears just a level down. The shades are home to the city's most desperate immigrants and its most notorious criminals, as well as the more degenerate and predatory portions of its populace.

The streets of the shades are reeking and deep. Each warren-like level of shacks and dens is built upon the other with no regard for rules or codes. Buildings mesh into each other, sometimes creating slot-like canyons between them, or chasms that can reach down hundreds of meters into stinking darkness. The streets themselves are messes of steaming piping, rickety paths, foot bridges, and open sewers. It's inhabitants are crammed in as tight as the buildings, with single rooms often housing several families. The only decadence found is that of the worst of the criminal and pariah guilds that set up shop in the Shades - the butchers, the Patkun gamblers, and the Organ Traders.Those accustomed to the pitch darkness that is the norm there move freely, whereas the rest rely on battered or improvised lanterns. Deep wells of oil for refilling lamps are located around the shades, maintained by the Church of YS-Yorma, the Holy Brand. The priests of Yorma, in their stained robes, are among the few individuals in the Shades given unanimous respect, and are allowed to pass unmolested.



The danger and darkness of the Shades does not mean that the streets are empty or devoid of life - though there are certainly large sections of it where one would be a total fool to even set foot upon the street. Rather, the shades is a bustling place at all hours, home to many notorious (and infamous) places of repute.

The Flesh Hook

The Flesh Hook is Throne's largest slave market - so large, in fact, that it is impossible to determine its real size. This is largely because it compromises almost all of the lower levels of the Shades in some manner, and its nature and shape are constantly changing. Its business is so high at all hours that space is commandeered largely on a per-need basis - and the market needs a lot of it. There are more static areas - filthy caverns buried deep in building basements, festooned with chains and drenched in perfume to cover up the smell. But there are also corridors where business commonly takes place, and bridges, and sections that take place under floorboards or in tiny compartments. A private apartment may be commandeered by guild thugs at a moment's notice to conduct auctions, then returned a week later. It's said it is possible to walk from one end of the Shades to the other and stay entirely in the market while at the same time patronizing or passing through no less than ten restaurants, a brewery, a pleasure club, a secret society, and five different food stalls. But of course, that all depends on the nature of the market that day.

The White Eyed Woman

The White Eyed Woman is a notorious burlesque and drinking hole in the cityside area of the shades. It is notable for being located mostly underground, and 16 or 18 stories deep - nobody is entirely sure. Almost all guild bosses who wish to do business with the King of Devils come here. Being noticed at the Woman is an important step for gangsters Throne-over to gain respect - even those that would normally never set foot there anyway. The woman is also the only establishment in Throne to serve the Lady's Twelve - a notorious list of drinks containing extremely rare (and extremely dangerous) ingredients.

The deep levels of the Woman contain the flesh pits, where devils consume mortal flesh to sustain themselves, and the lowest level contains the Final Gate, where Himself, the king of devils, is kept prisoner.

Crawl

The Crawl is the part of the Shades where even those who've lived in the Shades their whole lives would rather avoid. Here, the architecture has become so twisted that some streets are not even open enough to walk through. One must shimmy through sideways as though spelunking a cave - squeeze through holes and cracks, like a rat, and sometimes crawl on your hands and knees. The things that live and dwell and make nests here are best not given the title of people. Business is occasionally conducted in the Crawl, but only for as long as is tolerable.

Temple of YS-Myra

Saint Myra, known as the Stinking Goddess, is the

savior Goddess of the poor and dispossessed. Her main temple was erected in the Shades shortly after it's founding - nobody knows what year. With her pure, beautiful expression, and her snow white skirt stained black by the filth at her feet, Myra is said to constantly swallow and be vomiting up the pain and sorrow of the poor that she protects. Her statue is the only intact thing there, for the rest of the temple is ramshackle and in bad repair. However, it has no end of priests or acolytes, for any may serve the Saint. The improvised repairs to the temple, made by those passing on the street patching it up with anything on hand, be it cloth, mud scrap metal, or old scraps of wood, have given the temple a unique, patchwork look. Though she is disdained by many outside the shades, the holy fire in the temple burns eternally, bringing light and warmth to the enormous amount of pilgrims that huddle, shelter, and worship there. All in the shades treat the temple as sacrosanct, and even the most notorious and bloodthirsty guild bosses who reside there pay homage to the Saint.

Hunger Ledger

The Hunger Ledger is a bank of sorts - one that was pushed out of the main city of Throne in aeons past by the competition and took root in the inky soil of the Shades. The Ledger has a simple bargain - it imports food (not all of it fresh), and in return, it buys labor. It banks this labor mostly in the form of what it calls 'indentured servitude' but is, in fact, far closer to slavery. It even gives out 'loans' of food, of which it is known to charge ludicrous interest, and it never lets its debtors escape its clutch. The Shades has no end of poor and desperate souls scrabbling to escape starvation, and so the Ledger has grown fat and powerful. Its feelers even extend into the low parts of the main city, where it pipes in its miserable workers in exchange for ever increasing flows of gold and narcotics. Some of it goes back to feed its clients, but the rest go directly to the swollen purses of the Hunger Barons, whose crooked manses peek out of the packed roofs of the Shades like mushrooms.

The Hollows, the Butcher's Guild and the Undying Lords

Butchery is not a taboo in Atun, the overarching dogma for the worship of YISUN's teachings, but many or most of the disparate cultures of Throne hold a deep cultural bias against it, especially those that believe strongly that all life is infused with the Flame Immortal. Therefore, while butchery in times past has been undertaken by many classes of social outcasts, in Throne it has been taken up mostly by the dead. Most dead are Bound Shades - fading remnants of a person's soul flame that have been lashed to a dead body, or one made of clay or ash. Though they retain some appearance of intelligence, over time it quickly fades, and they are suitable only for the most menial of tasks - butchery being among them. Needing no sleep, pay, or sustenance (and having no qualms about the work) the dead are ideal workers. However, some dead are sentient - most notably the constructs called Legions. When the heat from several dying souls is merged together, a new soul flame can be kindled - a weak and strange one, half formed from those that make it up. These dead are self aware - though rare - and took it upon themselves to represent their brethren, forming the first butchers guild and the Undying Lords. The Legion Barons of the Dead shepherd them from the dark reaches of the Shades known as the Hollows, where countless thousands of dead - both mindless and otherwise - reside.

The Red City

The core district of Throne is the Red City, the fortress-like construction in the very center of the disc with walls that are many kilometers high. The original walls of the city were raised by the Gods themselves, and many structures within date from the era before man even touched heaven. The corpses of the city's original masters, the great gods of Throne, still line its walls and have generally been converted into building space, scaffolded over, buried beneath ramshackle construction, or hollowed out for use as great halls. The city is built as a series of concentric rings and walls, each set slightly higher than the other, and linked by massive gates which none could hope to close or open without the use of some immense power. The very center of the city is notable for Golden Age architecture from after the first conquest - the buildings raised by the original demiurges. Here is where the seat of great Zoss once was, and the concordance of the demiurges, the massive speaking hall from which the rulers of all worlds conducted their business. Radiating outwards, there are 7 monumental walls that divide the city into seven Grand Districts. Within these larger walls are smaller walls that divide each each ring of the city (there are 27 total). These subdistricts known for commerce, pleasure, industry, or scholarly pursuits. It would be impossible to list all of them in great detail here, but the character of each of the seven Grand Districts is much more readily explained.

Ashton

Ashton, or Ash Town is the lowest point of the city - the entryway for all immigrants, thieves, paupers, kings, beggars, knights, and priests alike. It extends

from the lowest circle of the Red City and spills out through the forty-two great bridges that radiate from the city proper into the sunken areas around the base of the city, where it slides away into the waters of Throne in a sprawling mess. Ashton is, predictably, a massive slum, but not any near as dangerous as the lower and more disreputable districts clinging to the skirts of the great city such as the Shades and Markets. It takes its name from the ash and dust tracked in on the boots, clothing, and vehicles of the millions upon millions of visitors and immigrants who track through its streets every day. The dust and dirt in Ashton coat everything in a thick layer, and on days where the mists turn wild in Throne, it can blow into huge dust clouds that can clog streets and obscure entire buildings.

The Bridges

Of the bridges that run into the city, only about fifteen are in constant use. Some are in a state of disuse or disrepair, no longer safe to travel on. Several have been colonized so thickly by those clamoring for space inside the city that they are no longer main entrance points but merely a spillover of the city's guts, a tightly packed overgrowth of buildings clinging to a relatively narrow strip of stonework. Other bridges have been closed by opportunistic guilds who lord over them and demand exorbitant fees for entrance, and one particularly large bridge has been proclaimed an independent kingdom and admits entry to very few.



Outer Ashton

Life outside of the part of Ashton outside of city walls is messy and chaotic, like living in a refugee camp of fifty million people. Most of those who migrate to Throne end up here, and those living outside see their dwelling as a mere stopover in their quest to find space inside the city walls, for the Red City has never been less than full to bursting. Temporary dwellings have coalesced into a shantytown the size of most nations. Clinging barnacle-like to the red walls of the city, outer Ashton has been built up in layers over other shantytowns up to such a terrifying height at points that it almost crests the parapets of the city wall itself. The streets here are little more than wooden planks, narrow catwalks, or rope bridges between the swaying towers build from driftwood, wagon parts, and whatever else anyone could get their hands on. The air is festooned with cooking smells, music from a thousand cultures, and the flapping banners of a hundred thousand nations, set out alongside drying laundry. Most of those living here are incredibly poor, and crime is high, but there is a distinct lack of gang warfare or the street violence that makes up a huge part of inner-city life. There simply isn't enough to fight over.

Dragonsgate and the Path of Banners

The unofficial 'main' entryway into Throne is a massive bridge almost half a kilometer wide, an ancient and monumental stone construction that has been thickly colonized by the surrounding slum - up to a point. For the bridge leads up the ancient and venerated Dragonsgate - certainly not the largest gate into the Red City, but by far the most famous. The Dragonsgate's cracked stone doors have remained open for as long as the city has existed, for they are kept that way by an order of Geas Knights known as the Guardant Dragon. Tasked by an unknown demiurge with the eternal defense of the gate, the order lives as a monk-like society of extremely skilled warriors, taking the fortress and gate house as their abbey. There they spend their time in religious contemplation, the forging and repair of their armor, and practice of severe martial doctrine. They take the openness of the gate as a matter of religion, and cut down any challengers with extreme prejudice. Indeed, there are many challengers, be it guilds, gangs, or even small armies assembled by some City Lord, but none have ever managed to take the gate from the Dragons.

The Path of Banners leads up the bridge to the gate - it is one of the only clear and wide paths in Outer Ashton, and has its source in the unsavory district of Markets. It takes its name from the uncounted banners that are hung among its path - a tradition that every group coming to Throne is bound to follow. The banners are at times so thick that they form a patchwork covering that smothers local buildings. Some of them are from great powers, some from mere families, and some from empires past that have long since been ground into dust. The care and keeping of the banners is left to the priesthood of YS-Kora, mad goddess of colors. Below them in the avenue they watch, the street is usually packed to the brim with weary pilgrims and travelers, and full of the only meager business that Outer Ashton manages to conduct.

Inner Ashton

Passing through the half-mile high and decaying gates of the Red City, the view inside is quite different. Unlike the gates, nothing is crumbling and decaying here - rather it is violent, colorful, and overburdened

with life. The roads are packed wall to wall with the teeming populace, and those walls can narrow down to a mere crack between buildings, or widen out to a cavernous hollow that serves as a public square or marketplace. Construction is a constant in Inner Ashton, and huge crowds of workmen, beasts of burden, and machinery are everywhere to be found throughout the district. The monolithic city blocks that fill the walls of this ring of the Red City look to have been assembled by a madman - as though someone had taken building styles and types from a hundred different cultures and mashed them together with very little care as to what made sense. Often, they simply merge into one another, creating bridges, caves, and canyons that the streets pour through. It is not uncommon to find a bright and colorful restaurant jutting out of the side of a golden-pillared bank, on the roof of which is built a five story apartment complex with sloping roofs, the fifty and sixth stories of which are a hotel and a nightclub with a watchtower leaning at a crazy angle out of the side.



It is possible to find food, culture, and music from anywhere in the known multiverse here if you know where to look, and even if you don't. It is constantly pressing in from all sides, in a cacophony of language, smell, and noise. There are no quiet hours in Ashton, and those who visit for the first time often find themselves unable to bear more than a few moments at a time in the open street. The streets are at all hours, a colorful mix of immigrants, emigrants, musicians, madmen, wise men, mad wise men, drunks, people on their way to be drunks, mercenaries, priests, proselytizers, preachers, paupers, saints, wealthy merchants, poor merchants, wannabe merchants, monstrous looking humans, human looking monsters, thugs, whoremongers, panhandlers, mysterious strangers, the dead, the very nearly dead, dukes, duchesses, prostitutes, the destitute, and the desperate. Or something along those lines.

The seven inner walls of Ashton are largely destroyed, a consequence of the district's massive growth, but occasionally one can find parts of them built over or making up part of some new construction. Here and there, there are also remnants of great and stately buildings left over from the Golden Age. Once the home of the craftsmen and workers of the demiurges, these massive halls and palatial buildings have been turned to a staggering variety of uses. Many of the old buildings in Ashton have been colonized and turned into living space for one group of immigrants or another. These places have become the cores of cultural enclaves, miniature sub districts that can be as small as a few buildings where the language, customs, food, and culture of the old worlds can be found in abundance. Others of these buildings have been turned into banks, restaurants, drinking halls, gambling halls, living spaces, fortresses, or even barns for livestock cultivation.

Transport

The narrow avenues of Ashton are constantly packed, and merely walking the streets there can be an uphill battle. Most travel in Ashton is done by foot, for the streets are uneven and riddled with potholes, cracks, and even small gullies and canyons that make vehicular travel nearly impossible. Despite this there are numerous palanquins and rickshaws for hire, and those that have the money often get by on a mount. Other enterprising individuals have build massive foot bridges over high-traffic areas, for which they charge a exorbitant fee, or strung gondolas on swaying wires from building to building. Some taxi guilds have press ganged giants and other creatures into their service that can climb over the crowds, or even buildings to get to their destination. Traffic is not only incredibly thick but also incredibly dangerous for this reason - a traveler always runs the risk of getting trampled by something much larger than themselves.

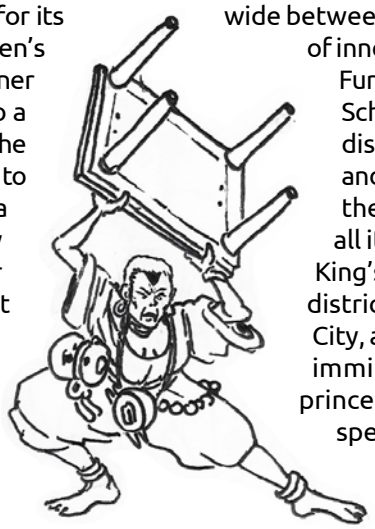
Ashton does, unbelievably, have a light rail system that runs along the outer wall of the Red City. It was constructed quite recently by the Silver Spike guild with aid and money from the bank of Mammon's Bank of the Grand Dragon and its mercenary forces. Ten decades of brutal guild war went into obtaining the necessary property control, and conflict still continues to this day. Each train is armored and ridden by a different mercenary company, who have festooned its iron sides with company banners and emblems. Occasionally, the company will stop the train and dismount to demolish a blockade or some construction, clear squatters, get into a scrap with a rival guild, loot the local district for food and money, or fight some creature that has nested on the rails. Despite all that, the rail system is considered generally faster and cheaper than its alternatives, and does thriving business despite the cost. The rail mercenaries consider their duty a privilege and take great pride in their work, and despite the occasional pillaging of local buildings and extortion of passengers, aren't really all too bad.

House of Cats

There are at least a thousand major drinking establishments in Ashton, but the House of Cats eclipses them by being roughly the size of a city block. Run by a mysterious and widely feared Madame, the House is a restaurant, sauna, bathhouse, a money lender, a supermarket, and music venue open at all times, through war, natural disaster, or even direct assault by rival guilds. It is crewed by a small army of staff, and defended by a literal army of Black Cat mercenaries who proudly call the House their home. It runs only by some sort of unspoken and mutual consensus that if it were to stop functioning, there would be a noticeable dip in the availability of easily accessible greasy food, dancing, cheap drinks, and far too loud music. Many a company of ne'er-do-wells have had their start in the House.

Ghost Market

The Ghost Market is one of the largest markets in Throne, rivaling only Old King's Street for its size. Originally built in an old craftsmen's hall that extends under the streets of Inner Ashton, it has grown and extended into a single massive tunnel that almost rings the entire district under its streets. Entrances to the Ghost Market are all over, but it has a reputation for being a refuge for unsavory types. Though not as exclusive as other black markets throughout the city, it is most notable for being the universal fence for stolen and counterfeited items. You can get absolutely anything at the Ghost market for half the price on the open market as long as you're comfortable with it being a little dented and covered in mysterious stains. There are rumors that deeper parts of the Ghost Market exist, crewed by subterranean races, and dealing in far darker fare, but such things are usually avoided by the everyday traveler.



Hall of the Mighty

The Hall of the Mighty is perhaps the largest construction in Ashton. It is, fittingly, very poorly named, for it is where the disparate populace meet in order to set agendas, settle disputes, and start endless squabbles with each other. The Hall is built inside and over the corpse of a nameless god that is slumped over the outer wall of the Red City - half inside, and half out. It has been hollowed out, and inside can be found the shrine to said God, as well as a disorganized and filthy meeting hall where the High Council of Ashton meet. The High Council is a grand experiment in democracy in a city largely ruled by despots. Since anyone can have a say, the High Council is composed of everybody who can fit into the building. This has led to the Hall becoming completely smothered in scaffolding and extensions of its interior space, so that its original construction is hardly visible. In practice, the hall accomplishes absolutely nothing of political note, but it does make for a fantastic airing of arguments, which helps relieve the tension between various groups to such a degree that it is seen as a vital part of Ashton city life. The High Council meets twenty four hours a day, and it is not uncommon for three to four out-and-out brawls to break out inside the building at a time. An entire guild has sprung up around reserving viewing space inside the hall for betting on these fights, and makes a ludicrous amount of money on it.

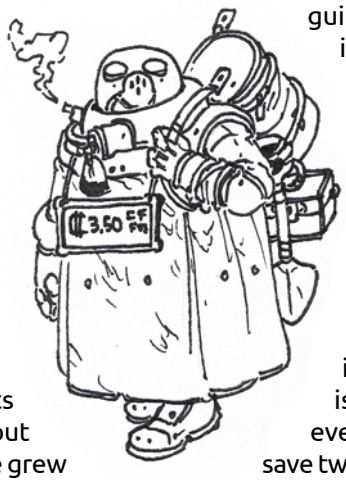
Old King's Road

The second ring of the city is the district known as Old King's Road or Old King's Street. It is a narrow ring, with no subdividing walls as are found in the other Grand Districts. Superficially, it resembles a deep canyon barely three or four hundred meters wide between the soot-smeared, crumbling walls of inner Ashton, and the blackened crags of Furnace. Historians of the city's Luminary Scholar Society have long theorized the district was not populated in past ages, and was used solely for transport around the massive outer rings of the city. For all it's humble beginnings, however, Old King's Road is perhaps the most important district in Throne. It is the lifeblood of the City, and what draws to Throne numerous immigrants, refugees, merchant-kings, princes, and all those that clamor for the spectacular wealth it represents.

The very center of the district is taken up by the eponymous road, cobbled with stones from every known world. Such is the traffic over the road that it is being destroyed at an unbelievable rate, its cobbles torn up and smashed into dust. However, it is a sacred and long standing tradition that any wishing to live or work in the City must bring with them a cobblestone from their homeland, so that the road is being rebuilt just as fast or faster than it is destroyed. The maintenance of the road is given to no one, but is held as a sacred relic of the city that is respected by even the most black hearted guild scion.

It is not the road itself that the district is known for, however. Old King's road does not lead anywhere, but it's broad width encircles the entirety of the city without interruption, and it is for that reason that it is home to the largest open marketplace in the known multiverse. In the Golden Age of Throne after

the First Conquest, Throne was closed to all other worlds. The only way to travel in and out was via the godlike power of Division, which only the demiurges possessed. Nevertheless, many of the demiurges were of noble birth or blood in their own worlds or societies. They brought with them families, servants, and retainers who were not skilled in the arts of ruling power. These common folk were known as the mechanicals, and they were held in high esteem by the demiurges for their bravery and commitment to their masters. Originally they did not outnumber the demiurges themselves, but that quickly changed with time. Since the demiurges were originally forbidden to practice trade or usury by the Old Law they held sacred, they did not have a public marketplace, and so it was given to Zoss to grant the mechanicals a place to trade and do business. This was the start of the Old King's Road market. After the Second Conquest, when Throne was opened up, the mechanical population of Throne grew to immense sizes, far outstripping its semi-divine masters by a magnitude of a thousand times over or more. The upper districts of Throne were closed to commoners, but the market remained open. It therefore grew into a center of commerce and power that grew in size to supersede any kingdom or empire of the outer worlds, and indeed, any power in Throne save the demiurges themselves.



The Multiversal Marketplace

The first law of the Old King's Road market is strict neutrality. As Throne itself is neutral ground for the demiurges, Old King's Road is neutral ground for the huge guild conglomerates that fight in bloody and grueling fashion over every inch of the city's other districts. Even the most hated rival gang bosses or guild masters will meet face to face here and not lift a finger against each other for fear of breaking the peace. For the peace is what keeps the money flowing, and the flow of money on the King's Road market is an ocean.

By the Old Law, anybody may buy or sell on Old King's Road, from commoner to king, and anybody may do business as long as they can find space. The road is therefore not only absolutely packed with stalls, stands, and vendors, but so too is every inch of available space in the surrounding buildings, bridges, and overpasses. The district's architecture is built into the walls, and has been built entirely for the business of doing business. Huge, open bazaars lead into deep, multilevel chambers where dim lanterns swing through air clogged with smoke from cooking food. Shops are piled upon shops, and narrow alleyways lead into restaurants built into the underside of expansive foot bridges lined with stalls and vendors. Every conceivable kind of product can be bought here, from every conceivable kind of seller. All major guilds do business and are headquartered here, and almost every single building is selling a product of some kind. The crowds are full of not only shoppers, but peddlers hunched over packs full to bursting, beggars, pitch-men, snake oil salesmen, fences, hawkers, swindlers, and every last kind of unabashed huckster. While guild war is unheard of here, petty crime is quite rampant. Robberies, heists, and pickpocketing are all extremely common, and a nightmare to deal with not only for the angelic peacekeepers assigned to this district, but also the private security guilds set up to deal with such problems.

Hours

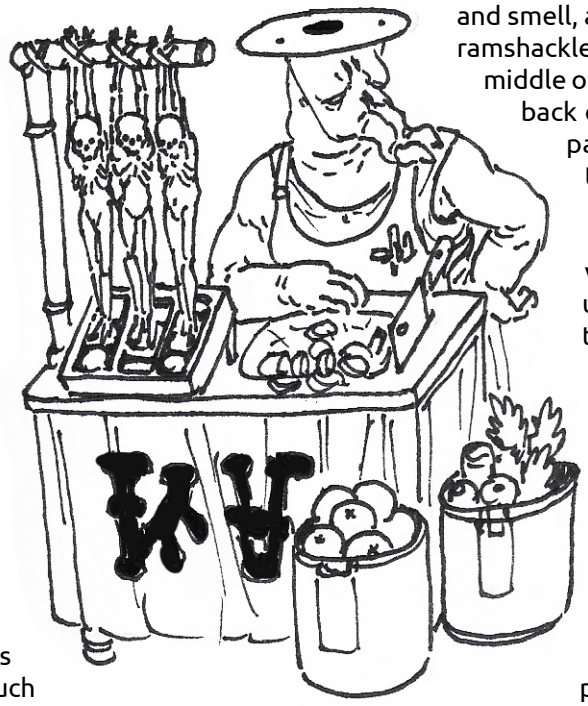
The second law of Old King's Road is its strict trading hours. The marketplace is absolutely bustling with activity at every hour of the 28 hour day in Throne - save two. During these two hours, by unspoken consensus, and in some places brutal mandate, the street must clear to make way for traffic. For the Old King's Road is still a road - the largest and most unbroken road in Throne, and many still use it for that purpose. It is almost impossible to travel with any degree of speed while the market is open, but during the two hours it is not, a frantic commotion takes place. Vendors, peddlers, and merchants scrabble and hustle to clear the streets, for one traffic begins to move on the road, it will not stop, and any who remain will certainly have their property (and perhaps their person) trampled and crushed to dust. During the Traveling Hours, as they are called, the street first clears, and then fills with an immense horde of vehicles, animals, beasts of burden, and foot traffic. By unspoken decree, it only travels one direction - clockwise. The fastest vehicles, those driven by combustion, steam, or mechanical contraptions, move in the center, while the outsides taper off from riders to slower beasts of burden to the pedestrian hordes.

The traffic is not fast, but it is an almost impossible speed by Throne standards. These days many choose to take the train lines in Ashton instead, which are slightly faster despite their greater distance traveled (though far more dangerous). When the Traveling Hours begin, great bells are rung all over the city

by the angels, louder and more resonant than the usual bells rang to mark the hour. Many use these great bells to mark the ending of a day and start of a new one.

Halls, Shops, and Stalls

The shops in Old King's Road follow a hierarchy of sorts. At the very top are the great trade palaces, usually located inside huge buildings many stories above or below the common rabble of the street. These halls are silk lined, perfumed spaces full of music, plant life, and art, not unlike the palaces of the earthly realms. They cater to kings, guild princes, and petty royalty, and trade in exotic and rare product. By the Old Law, these houses are mandated to be open to all who wish to visit them, but the uninvited may receive a frosty reception. It is at these palaces that trade and guild politics are conducted at the highest level in Throne, and the main reason why the guilds who run the City hold the peace of the district sacrosanct.



Below the palaces are the guild moots and trade halls. These cavernous spaces are usually located inside huge multi-level stone chambers. Inside are shops and vendors selling more refined goods such as clothing or jewelry, metalwork or shoes. There are tea-houses, restaurants, and bathhouses a plenty in these establishments, which can span several city blocks and sometimes constitute a small city unto themselves. Some of the guild moots are run by conglomerations of guilds sharing similar products, and specialize in one particular type of good. Most of the tooler's guilds, for example, have a great moot called Machine Town, whereas the blade-makers guilds have an infamous trading house called the City of Knives. Such moots usually engage in profit sharing and exorbitant pricing but produce such fine goods that they are popular destinations.

At the lower levels are the most common vendors - private or guild-run shops, stalls, and restaurants that open onto the street. These can be as small as a single room wedged between buildings, or as large as an entire city block. They sell absolutely anything, and usually dabble in a wide variety of goods and services all in one shop. One of the most famous shops on Old King's Road is a tea house known prominently for both it's excellent brews and snacks, and also for its gunpowder and massive variety of bullets, musket balls, shells, and other ammunition that it peddles.

The most base level of shop in Old King's Road, and by far the most common, are the hundreds of thousands of stalls that line the street itself and cling under its bridges and to its walls. These stalls, tents, and lean-tos are made from absolutely anything, sell products of dubious origin and smell, and are usually fantastically ramshackle. They can be located in the middle of the street, on the hunched back of a passing beggar, or in a particular deep pothole. As the multiverse's largest flea market, the value and price of anything purchased here can vary wildly. It is however, by universal agreement, where the undisputed best food can be found in Throne, usually sizzling in its own grease over a portable stove.

Wandering Shops

Many enterprising individuals have seen the value in diversifying their customer base in the most basic way possible, and have made their shops portable. At the basic level, this consists of a beggar, peddler, or sweating merchant panting over the weight of an overburdened pack bursting with goods, usually with its own signage. But many other shops have found other ways to move around. Some are located in massive colorfully painted wagons, which rumble down the street and employ teams of thugs to go at the crowd ahead with switch and stave and clear a wake for the wagon to follow. Others are located on huge howdahs on the backs of lumbering beasts of burden, that pick their way among the crowd as potential customers grab handholds or swing up rope ladders.

By far the most infamous wandering shop is Pick. Pick is a titanic, six-limbed giant of un-known origin that wanders up and down stretches of the road when the mists are clear and the sun rouses him from his slumber. Nobody can stop Pick from going where he wants, for

while he is generally careful not to crush anything, he is almost as tall as the upper levels of the buildings around him, with boulder-like skin thicker than than a castle wall. His wares are lashed to his back and consist of things he picked up off the street, which can be anything from wreckage, broken wagon wheels, or literal trash all the way to entire market stalls (and sometimes the merchants that run them). Having your stall lashed to Pick's back is considered a great boon and privilege, for there is absolutely nobody who would rob anything anywhere near the giant for fear of incurring his wrath. He is slow-witted and of strong morality, will conduct simple barter for things taken from his 'shop', and generally forgets that there are living people doing their own business on his back. On cold days, he sleeps in the middle of the street and traffic moves around him, making his back the only outdoor place that conducts business while the Traveling Hours are live.

Signs

The most famous sight of Old King's Road, aside from the garishly colored roofs of the stalls that line its street, is the massive profusion of signs that line its walls and corners. With a customer base from over the entire multiverse, a good sign is considered of vital importance for anyone wishing to conduct business with any degree of seriousness. At least four separate guilds specialize in sign making, all the way from custom hand-painted signs of beautiful complexity to lurid electrical nightmares. As of late it has become quite common for those with the money to summon and hire blue devils or other small creatures to not only maintain the signs but also to sit atop them and loudly berate or entice passerby into coming into the shop. There is even talk of a sign-hawker's guild forming, much to shoppers' consternation.

Currency

Throne has no universal currency since the demiurges spurned the concepts of material wealth. Raw goods such as precious metals are either too abundant or too differently valued in various worlds to have any degree of reliability - for example, gold is a soft metal with very little value in many worlds. Certain currencies are valued highly in particular districts, and most guilds issue their own coin for internal use. In some places in the city, bizarre mediums of exchange are used with some degree of commonality, such as food, gambling dice, or even hair. Other powerful institutions such as the Hunger Ledger from the Shades demand labor or servitude for their services, and the city is filled with predatory money-lenders, loan sharks, and usurers of the highest degree.



Many attempts have been made at enforcing a standard currency by very powerful trade guilds, but the competition in currency and the reliability of its backers are both too chaotic to have any kind of lasting effect. The one currency held in high regard is the Dragon Guilder of Mammon's Grand Bank, but it is not obtainable by the common folk without serious sacrifice, and therefore not in high use except in the upper echelons of guild life. Trade at the day-to-day level therefore, involves a great deal of haggling, bartering, and sometimes straight-up coercion.

The News

Old King's Road is the public square of the multiverse. Not only does money flow, but so too does information. At least a thousand news-papers are sold on the street, but word of mouth travels just as fast. It is not uncommon for even a king or emperor of an outlying world to get their news of the greater world from a dirty sheet of paper printed with the latest gossip from Throne and stamped with a guild seal from one of the numerous presses that spring in and out of business here. Perhaps the most popular publication is The Spoke (pun completely intentional), an outrageous publication that is peddled on the street for a few bent pennies. An entire guild, the Black Iron Ink guild, maintains and guards the behemoth steam-powered printing presses that print the Spoke. The guild master and editor, a gold devil named Ferlinto Queziz, is of the firm belief that information is power, and not just select information but all information. The Spoke is a complete mess that mixes celebrity gossip, hearsay, and complete fabrication with serious news and analysis. Factionalism within the guild and arguments over what to print lead to as many as twenty or thirty different versions of the paper being put out on the street, depending on what part of the City you're in. It's a matter of great argument why the Spoke is so popular - some say it's because it's so cheap and readily available. In any case, it caters to so many tastes, most of them obscene, that is is impossible not to flip through its pages and find something of interest.

There are several guilds such as the Wavering Thread that deal solely in information that make their home on Old King's Road, but their prices and methods are severe, and only the desperate or presumptive do business with them.

Furnace and Spires

The ancient district of Furnace is a broad, reeking maze of packed together industrial buildings,

workshops, forges and factories. By some ancient law or accident of fate, the entire district is quite sunken - barely rising a quarter of the way up the monolithic and soot-stained dividing walls that cut it off from the surrounding districts. In contrast, its sister district of Spires, true to it's name, soars high above it's own walls. The eponymous structures that fill the district are linked together with a dizzying, web like array of bridges, foot paths, ropeways, and overhangs. The gaps between the swaying buildings can be quite wide, and breathtakingly deep. A common saying is if you fell in Spires, you'd have enough time to catch breakfast, lunch, and a light dinner before you hit the ground.

The third and fourth ring-districts of Throne are often spoken of in the same breath - and for a good reason. Over the millennia, the two districts have merged, boring holes and cracks in their dividing wall, and growing under and over each other - Spires on top, and Furnace on the bottom. None can say where the true dividing line lays - all buildings start in Furnace and rise up precipitously until they join with Spires at the top. But the difference between the two sister districts is night and day - quite literally. The deep parts of Furnace always lay in the shadow of its diving wall, but the merging of the two districts and the overgrowth of Spires gradually covered Furnace with a perpetual shadow. The residents of Furnace don't seem to mind - they like it that way.

Furnace

Furnace is one of the oldest districts in Throne - some historians believe it to predate even the Sacred Spoke. It is the city's roaring, steaming heart - the industrial district where Throne grinds the toil and raw materials from tens of thousands of worlds into usable goods. Many of the workshops in Furnace pre-date the second conquest and were used by the original demiurges. Cavernous, primeval spaces, these workshops have been repurposed for any number of uses: from making machinery, to milling grain, to smelting steel, to smashing bone meal. It was here that the old masters of Throne hammered the city into its present shape, and here that the most ancient guilds have their roots.

Furnace is one of the most populous districts of Throne at any given time, but very few residents of the Red City live full-time there - it is a harsh place to call home. Most visitor's impression of the district resembles something a little like the Hells so luridly depicted in many outworld religions. The little sunlight that penetrates on the sunside part of the district is a mere glimmer at best. Most of the light comes from roaring ovens, forges, pit fires, and smoking oil lamps. The entire exterior of the district is humid, boiling hot, and constantly full of reeking and choking fumes from its uncountable factories, plants, and workshops, which can sometimes become so bad that the only way residents can navigate is by following the great fires and lamps that line the streets through the smog. At times the fumes can be scalding, poisonous, or mutilate the skin at a touch. For this reason, most residents wear layers of protective gear or air filters to protect themselves, giving the streets of Furnace an otherworldly feel - even more so than the Red City itself at times. Passers-by in the street must hail each other over the muffling effect of thick filter masks and breathing apparatus, and glimpse each other's faces only through the glass of gas-mask eye holes or protective helmets. Only inside buildings, most of which are tightly sealed and protected against the toxic atmosphere, can workers and residents take off layers of their protective covering and sweat in peace - possibly over a drink.

Nevertheless, there are creatures from across the multiverse that are well adapted to the conditions in Furnace, and many call it their home, grateful for the lack of overcrowding that so plagues the rest of the city, and prideful of their home district beyond compare.

Deep Lairs

Furnace is regarded as a dangerous district, but not for it's crime rate (almost negligible, for everyone is too busy working or trying to survive). Many species of beasts, or barely intelligent creatures - mostly predators, have made a fine home in the underways and deep parts of Furnace, where the harsh conditions make it difficult for city exterminators and angelic watchmen to deal with them properly. For that reason, deep parts of the district are avoided by all but the most foolhardy - where horrifying nests and lairs full of the fetid meat and bones of curiosity seekers are found lodged in between the steam pipes and vents. Tales of creatures of impossible size and monstrous appetite are not uncommon among the workforce of the district, and several, such as the Gossilob, Old Dewclaw, and The Widow are legendary even outside of the district.

Penitents

A not-insignificant part of the full-time population of Furnace, and one of the district's most famous features, is the Extreme Penitents of the Sharp and Relentless Star Society. The Penitents venerate the limbless idiot god UN-Selat, who writhes blind in his suffering. They believe very strongly that the world, being a result of God's suicide, is also a result of God's

pain, which must be venerated through suffering. Their dogma teaches the ultimate worthlessness of all matter and that suicide would probably by the best option but for the very act of existence being suffering. By existing, and making that existence as uncomfortable as possible for themselves, the Penitents believe they are paying homage directly to God. Nearly all penitents mutilate themselves over time - removing fingers, toes, limbs, and even eyes, ears, noses, and tongues, and replacing them with uncomfortable and ill-fitting prosthetics. They wear the environmental suits typical of the district at almost all times - even when sleeping.

Penitents will work irrational and ludicrous hours that leave them very little time for anything else, will eat almost anything given to them, and will work entirely for free. This makes them choice members of the workforce for the guild bosses and undergangs of Furnace, despite the fact that they are often poor and inefficient workers. They are a common sight inside the district and will willingly and eagerly submit themselves to any form of degradation, humiliation, or menial labor - making them very popular slaves.

More recently, there has been a rise in large reform factions within the Penitents, especially those living outside of Furnace. The adherents of reform commit to core tenets of the religion - such as wearing the environmental suits and rejection of comfort and wealth. However, they have largely (but not completely) done away with extreme self mutilation, and bent much of the other doctrines of submission and degradation into something more resembling monastic life - a strict but not absolute austerity. Even the reform Penitents do not see many new converts to the religion, but it has risen in esteem and visibility somewhat, with several members even rising to rank in certain guilds and district government.

Work

The labor force of Furnace is enormous, for despite the harsh conditions, exhausting hours, and grueling work, the pay is the closest thing to a living wage that can be found in the entire city. The scale of the work being completed in the district is so ludicrous (and the injury and fatality rate so high) that there are almost always jobs for those who are willing to suit up and 'go under' as it is put so delicately. Since commuting in daily from Ashton, where most workers live, is a near impossibility, workers usually come in on weekly shifts, staying in guild barracks or bunkhouses - tightly packed, hot, and sealed as a submarine. These barracks are usually located in the mid-level of the colossal building stacks that make up the district, with their bases in Furnace and their tops in Spires. Mashed together in extremely tight configurations, these barracks and their workers are often divided among ethnic and lingual lines, if not divided completely by species. They often function like miniature cities, much like the blocks of the outer city, with their own commissaries, mess halls, taverns, shops, and entertainment halls. The drinking scene in Furnace is a strong (and necessary, some would argue) part of life, and the district imports the most alcohol in the entire city.

Strikes are rare in the district, as any overseer can quickly find a replacement labor force with very little trouble. However, it is not uncommon for labor brigades to form, sometimes spontaneously. These marches start when disaffected, underpaid, or recently unemployed workers gather in the smog-filled streets and start a (rather loud) procession, in no particular direction, advertising their capabilities and price on a flag lashed to a long pole. Work bosses will often post lookouts on the street to watch for brigades, and will hire on the spot by picking the workers that they need. Certain brigades have been going for decades (some with a few of the original marchers, who have found a certain kind of canny employment in getting new marchers to pay them a small fee), carry their own regiment banners, sing their own regiment songs (which are all very easy to sing through a gas mask). These old brigades have a certain degree of prestige and factories and workshops will often give them preferential treatment or attention.

A notable quirk of the working population of Furnace is not only it's extremely cosmopolitan character (common in every part of the Red City), but its relative level of equity. Almost everyone living there, even the guild bosses and overseers, regard themselves as brothers (or sisters) in arms - equals in the almost impossible everyday struggle to not only make a living, but also live. Furnace residents have a certain level of pride regarding their working status, and look down upon the rest of the city, which largely gets by on graft, swindling, hustling, and the black market economy. Furnace guilds tend to be old, pedigreed, and disdainful of lesser guilds. They hold a great deal of clout in their dealings in the Red City, but tend to be more restrained in their ambition and slower to react to the sway of the criminal underworld, which they remain an intimate part of.

Spires

Rising rapidly out of the steaming, hunched confines of Furnace is the aerial district of Spires. Where Furnace is a maze of stone, metal, and steam, Spires is a maze of swaying walkways, rope bridges, and buildings lashed to each other with little more than a few planks of wood and a whole lot of empty space. The fumes and smoke of Furnace rise up between these walkways - though they are so diluted that they are of little danger to its residents. The overall effect is of a city perched in a strange and sulfurous cloud. On good days it is possible to look down from the walkways of Spires into the hellish inferno of Furnace below, but very few wish to do so, for the distance is discomforting.

Spires is best known for being the largest port for airships, aircraft, and winged beasts of burden in the City. Since transporting goods through the outer parts of the City by ground can take days at a time (even with good traffic), it is by far the destination of choice for nearly all raw and manufactured goods, products, animals, travelers, slaves, or nearly anything else being moved into or out of the City. This makes Spires one of the first sights many visitors have of the city, for good or for ill. The docks are always full, and the warehouses filled to bursting. Many fine and high class restaurants and establishments are found in Spires, able to take advantage of the absolute freshest produce the City has to offer.



Rival Guilds

Spires is choice territory for the guilds - not only due to it's status as the main docks of the city, but also due to its proximity to Furnace, where the industrial lifeblood of the city pours endlessly. The guilds and gangs that are in control of the buildings, docks, and sub-districts of Spires hang on to them very tightly - even if all they hold is a single building. For this reason, the top level of the district is a riotous display of guild banners, propaganda, and slogans (many of them offensive to other guilds). Spire guilds and gangs are very tight fraternities that take their allegiance seriously. An elaborate, almost feudal system of fealty controls which guilds are allies, which gangs are pledged to which guilds, and which guilds hold dominion over which parts of which building. The whole mess can get very confusing - to the point that guild heraldry has become very elaborate and symbolic in this district and is almost incomprehensible to outsider guilds. Guild bosses in Spires are often referred to as Spire Lords, and for a good reason.

Despite the level of tension in the district the very architecture prevents any major destructive violence from breaking out. The towers and spires of the district are at times so dependent on each other for structural support that outright guild war in the district would cause too much collateral damage to be acceptable. Small clashes and raids are quite common and kinetic endeavors, however, which participants making ample use of grappling hooks, ziplines, and climbing gear.

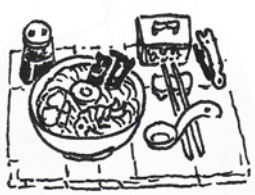
City of Spies

Espionage is, inevitably, what most guilds turn to in order to make headway against their rivals - making the Spire spy networks among the oldest and most connected in the city. The shadow war in the Spires is so virulent that residents of Furnace have at times complained of the number of bodies being dumped directly on top of them due to assassinations. Spire-trained assassins are widely feared across the city, and indeed, many of the outlying worlds. Cold-blooded and relentless, the most feared assassins and spies are drawn not only from human stock, but also from the polymorphic Kiine, the boneless Ssyleth, and the insectile Infinite Mothers. Spire assassin societies are elite and hew strictly to very complicated codes regarding payment and completion of contracts. Many of them draw on esoteric or mystical rituals, giving them a (sometimes well deserved) reputation for supernatural ability, even by the very high standards of the rest of the Red City.

It is well known that most of the well known Hunter Schools are located in the Spires, including the Cat School, the Scorpion School, and the Panther school. The precise locations of these schools are known only to the extraordinarily talented or to dead men.

The Giving Forest

The bizarre 'Giving Forest' is an institution of Spires almost as old as the district itself. It is a product of the sheer scale of trade being conducted in the district - goods are often misplaced, overstocked, spoiled, mis-ordered, or simply outright stolen. This flotsam ends up at the Forest, which is a black market of sorts taking place at the dividing wall between Furnace/Spires and Old King's Road. Makeshift platforms are lashed to the wall there on the inside rim, and netting, rigging, and all manner of crates, barrels, shipments, and



packages have been strung between them. Goods are moved extremely fast and for extremely low prices there - mostly to avoid prosecution - and there are no permanent shops. The supports and structures of the Forest are very unsteady, and the billowing fumes coming from Furnace below are quite strong there, so it is an unusually dangerous place to conduct business. Nevertheless, the Forest is a popular destination for somewhat adventurous, shrewd, or frugal shoppers who hire a lift to take them over the top of the wall from Old King's Road.

City of Flowers

The Spires is also known by another euphemism - 'The City of Flowers of Any Shape and Size'. Being the point of entry for many wealthy visitors to the city, as well as an overwhelmingly large number of dimensional sailors, Spires is home to the largest and most lucrative red light district in Throne. The 'flowers' of Spires are indeed, any shape and size (even beyond conventional imagination), and despite their status, enjoy a degree of prosperity, safety, and prestige unknown in the other more lurid parts of the city. The seven Fragrant Flower Guilds of Spires are powerful, old, and very well respected guilds. Any fool stupid enough to mistreat or push their misguided will upon a 'flower' under the guild's protection will find themselves very quickly in the large and extremely strong hands of the guilds' master obstacle eliminators.

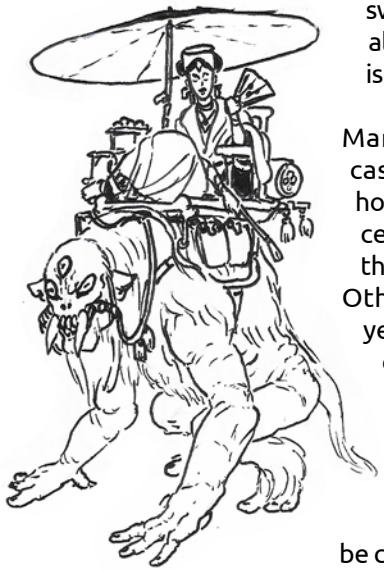
Palaces

The first of the inner three rings of Throne, the ring of Palaces is the beginning of the so-called 'high' districts of Throne. The distinction between the upper city (the three districts of Palaces, Sanctum, and Sacred Spoke) and the lower city (Ashton, Old King's Road, Furnace, and Spires) is largely an invented one - both bleed over into each other and are equally as chaotic and messy. However, it does have some basis in history. In the era before the Second Conquest, and well into the Conquest itself, the district of Sanctum was strictly off-limits to mechanicals (non-demiurges), with Sacred Spoke being even more restricted. This meant that Palaces was the closest that those that considered themselves mundane royalty could get to the true, multiversal royalty of the masters of creation.

The remnants of that era persist even to the present day, and Palaces is renowned as Throne's glittering and most wealthy district. Mundane and off-world royalty continues to reside here, but over the eras, they have been joined by incredibly wealthy slave kings, trade princes, crime bosses, and warlords. It is a darkly attractive district, famous for it's patronage for the arts as much as it is infamous for its indulgences and depravities.

Glorious Remnants

Palaces is named for it's architecture - and for a good reason. No expense was spared in the construction of this district, which over time has only grown more ludicrously ostentatious. The lofty and baroque structures here are encrusted with sparkling ornamentation, idols of a hundred thousand kings, jewels, soaring verandas of marble columns with intricately carved bas reliefs, gilded domes, and latticed windows etched in liquid silver. Most of the district resembles nothing less than a glowing temple to wealth and prestige. At places, the streets here are paved in pale stone mined from a dying world - a single chip could buy a lifetime of security in an off world market. That isn't to say that Palaces isn't as dirty, cramped, and light-starved as other parts of the city. Its darker corners, especially on the shade side, are infamous around the city for swallowing unwary travelers whole. But all in all, the district exudes, and indeed, is seeped in, an undeniable aura of class.



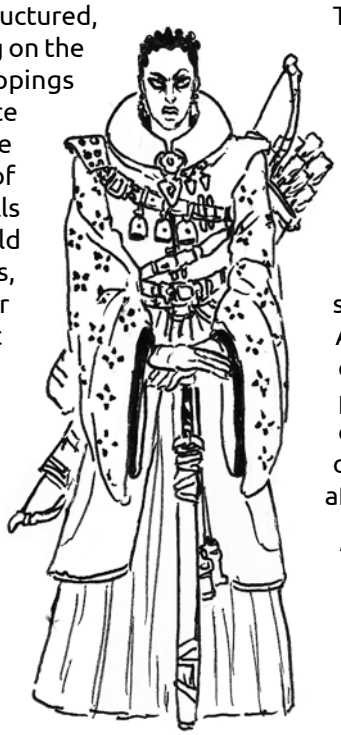
Many of the palaces, chateaus, and castles constructed here have been home to the same family for uncounted centuries - some since the time when the demiurges ruled Throne undivided. Others have changed hands over the years, and each successive generation of occupants have added different architectural styles and their own marks of royalty to their new dwellings. Such is the glut of royal residences in Palaces that virtually no part of the district would not be considered a kingly place to live. Even low-end shops and restaurants often operate out of these wealthy facades, often several in the same building, giving rise to such strange sights as a cheap noodle shop in the foyer of a palatial ballroom.

Old Blood

Palaces is home to some of the oldest and wealthiest families in Throne, those that would be considered kings and queens in their own right were they not superseded by the demiurges. Many old royal families relocated here after their worlds were invaded and subjugated during the Second Conquest. Others

were forced to move by their new lords, so that they could be watched closely for signs of rebellion. Still others came willingly, abandoning their notions of traditional rulership to flee to the heavenly realm, or simply to be closer to the center of true power. These noble and royal families often brought their whole lineage into Throne, along with their retainers, soldiers, and armies of servants. Each royal palace became somewhat of a self-operating realm within the district itself - cut off, secluded and separate from the rest of Throne. In many cases, this returned to the rulers of these tiny kingdoms some sense of power and kingliness.

To this day most of the royal palaces in the district are secluded, walled-off affairs. The centuries have degraded life within to a highly structured, ritualistic, and dogmatic affair - relying on the marks, dress, symbols, and other trappings of old royalty to retain some semblance of connection to the old life. Entire hierarchies, priesthoods, and chains of command exist inside these palace walls that fall apart the moment the threshold is crossed to the outside. In some cases, many royal families and many of their servants do not leave their residences at all and have no idea that they are even in Throne. They spend their entire lives ruling and scheming within their own sprawling palaces, oblivious to the reality outside the walls that dwarfs their minuscule kingdoms. Some royal families have even degraded into reclusive, cult-like affairs, that violently attack or kidnap outsiders. Some rule as pitiful, idiotic puppets, their servants setting up a fantasy of kingship for them to enact, while in fact conducting true business with the outside world of Throne.



Despite this, many royal families remain active and open. Some retain their connections to the worlds they once ruled - often through their fealty to one of the Seven. Other more crafty rulers have forsaken any involvement with their former kingdoms and have been content to leverage their initial power, prestige, and enormous wealth into hiring pet guilds, and have integrated themselves seamlessly into the massive criminal underworld of Throne.

City of Night

The sub-district of Palaces, known as the Night District, is barely more than one long street that winds its way through the shade-side of the city's broad and glittering avenues. The Night district itself is somewhat of a misnomer - for the street itself is anything but dark. It glows with the fiery glyphs of ten thousand neon signs advertising everything from exotic dancing, to opera, to dance halls, to live music, to meditative trance, to gambling halls, to blood sport combat arenas. Each sign is set into a building even more impossibly gaudy than the rest of the district. It is Throne's most popular destination for entertainment, drawing visitors from all over the city, and indeed, all over the multiverse. Though human entertainments are popular, an uncounted variety of non-human entertainments are also available here - from Goblin olfactory hookah bars to the priest-dances of the Kind People.

The older, wealthier, and more prestigious royal families of Palaces have historically objected very loudly to the district's development - which was largely spurred by the more powerful slaver, electronics, and entertainment guilds. But the new money that the district has brought in over the years, along with the strong support lent to it by the demiurge Gog-Agog, have quieted their complaints down over the years. Some of the more powerful royal families now run their own franchises in the district, putting on historical plays, opera, or more lurid affairs.

Temple of the Any-Faced God

One of the larger buildings in the district, an enormous, cathedral-like affair, is the Temple of UN Yaram Perator. Yaram is known as the Any-Faced God - his idols have such a generic, androgynous appearance that travelers, traders, and priests often mistake him for one of their many personal gods. This has had the unintended side effect of elevating Yaram from a relatively minor, unknown, and little-celebrated god to one of the most popular gods in Throne, and certainly in Palaces. Royals coming to Throne, unwilling to completely forsake their earthly religions for Atru, the religion practiced by the demiurges, have taken Yaram's totally unremarkable visage as a symbol of their own God already being a part of Throne's massive (and very real) pantheon. This syncretism has led to his temple being a constantly packed, cavernous affair filled with idols taken from every part of the multiverse, dressed in every conceivable kind of dress. There are Yarams dressed as heavenly virgin maidens, holding moon staves, Yarams dressed

as war gods with iron clubs, Yarams dressed as martyr gods in loose robes, Yarams dressed as bearded holy men, and all kinds of other inconceivable distortions.

The temple of Yaram is very popular, even outside the district, and its priesthood, being mostly cannibalized from the priesthoods of other religions, is a complete mess. The holy book of Yaram is a staggeringly heavy, overstuffed affair, that contradicts itself on dogma no less than five thousand times. This doesn't matter, since most Yaramites haven't read it, and for that matter, nor have the priesthood, who spend most of their time arguing over the meaning of proper ritual.

City of Dances

Every four weeks (of Throne time), the entire district becomes filled with a frenzied energy. Huge parades and columns of servants dash to and fro through the streets, followed by platoons of soldiers, and mounted royals in silken palanquins. Merchants drag their goods from the lower districts and fill the street wall-to-wall with their stalls. Musicians come out of their holes and play openly at all hours of the day, causing a wild racket that can be heard all over the city and sometimes drowns out the city bells, to the great concern of their angelic guardians.

The reason for this fracas becomes very clear a few days later, for in a single night Palaces becomes the premiere social destination for the entire multiverse. A Night of Dance is held, in which almost every noble house, even the small and fallen ones, fling open their doors and hold a grand ball. The origin of this ritual is unknown, but it currently serves as not only the entire city's most convenient time to cut loose, but also the entire city's most convenient time to progress, plot, and execute political intrigue. Thus, it is not only a night of wild partying, but also a night renowned for its high number of assassinations, rebellions, plots, massacres, takeovers, and coups. In a city full of hundreds of millions, it is more than simple politeness that forces this rigidity, but also the sheer fact that it is near impossible to plan without the structure it offers. The routine is so well respected that to undertake any kind of major political move outside of the designated night is seen as a mark of extremely poor form, and breaking custom can lose support from even the most staunch allies.

The most exclusive parties are held by the wealthiest and oldest families of Palaces and tend to be invite only - on pain of death. But almost every noble house holds such a party - even if it would lose them an inordinate amount of money - for fear of losing a large amount of face. It is not difficult even for the most despicable and destitute resident of Throne to spend a few pennies for a bath and a nice pair of hose to garner an invite for one of these parties - often completely free of charge. The mass migration up to Palaces for this single night means the traffic of the entire city almost entirely stops moving for a day - some set out several days ahead of time - and the clean up afterwards is a legendary affair. Some scavenger and cleaner guilds make their entire livings from the pickings after these parties (in gold, silver, and organs), and the cleanup often only completes a few days before preparations for the next cycle of balls is to start.

Sanctum

If Furnace is the smoldering guts of the Red City, and Old King's Road its beating heart, then Sanctum is the soul of the city - or at least a scorched and battered remnant of one. The original demiurges were strong believers in the inability of the lower classes to govern themselves. The society they set up was one of equals - but equals within a strict hierarchy, with the city's enlightened philosopher-kings and their debate halls at the very top, and the city's workers, machinists, and laborers below them. Therefore, in the days before the Second Conquest, the inner two rings of Throne were the exclusive domain of the demiurges. So sacrosanct was this law that any trespassers from the lower city were punished severely for even setting one foot over the threshold of the holy gates of the upper city - the standard punishment being removal of the offending limb. This cultivated among the lower classes of the city a kind of terrifying and mysterious air about the upper rings of the city - whispers of secret temples, of dark rituals and black science, of frightening schemes to crack the universe or split time asunder.

In truth, the underground district of Sanctum was originally little more than a home for the demiurges to live, work, and study, with their various retainers and servants. It was a place of discovery, of learning, and of contemplation. Over time the character of the district changed dramatically. After the Universal War, the demiurge order cannibalized itself to such an extent that the sanctity of the district was no longer able to be maintained. The Seven who remained fled Sanctum, in some cases quite literally ripping their towers from the district, to establish their own strongholds further out on the Disc. The district itself was home to some of the most brutal and final battles in the war, and bears its scars to this day. Its only remaining occupants after the devastation were the surviving orders of servants, sycophants, priests, clerks, and footmen who served its former masters. In the wake of their

abandonment, these orders founded their own strongholds within the district and quickly became its new masters.

Today, Sanctum is a solemn district, smaller than its neighbors, and still largely a blasted ruin - but one bustling with pilgrims, priests, scientists and philosophers. It is the intellectual and spiritual heart of the city, home to its great, sprawling universities, and also most of its temples. Innumerable secret societies, cults, orders, temples, covens, brotherhoods, and monasteries all toil away in the deep, pursuing the work or worship of the district's former masters.

Crumbling Depths

Sanctum is an unusual district in that it extends deep into the core of Throne, and most of the district is submerged beneath the surface. Walking through its subterranean streets, a traveler would get the sense of walking through an ancient cave system or a huge cathedral, a massive sunken ruin that extends into deep and lightless depths. Its buildings and temples are carved into the living rock of the city, wedged in between huge and cracked supporting pillars as thick around as a city block. Most of the gargantuan halls and ancient caverns of Sanctum are in various states of collapse or disrepair, but they are so large that navigation is still relatively easy. The light in most of the district comes from the hundreds of thousands of large iron braziers that are lit outside of the temples that dominate the district, each spiced with its own variety of incense, so that despite being underground, the air is relatively warm, humid, and perfumed. A thick layer of smoke tends to obscure the ceilings in most of the largest chambers of Sanctum, giving the strange illusion of an outdoor, cloudy scene. The halls rings with chants, mantras, and the soft sound of bells and chimes as the thick crowds of pilgrims shuffle from one temple to the next.



City of Ten Thousand Temples

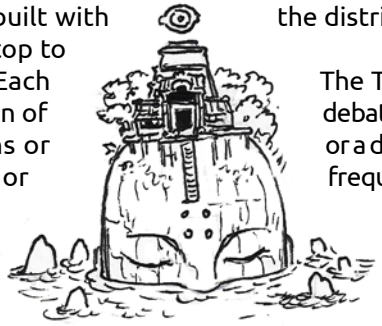
There are not exactly ten thousand temples in Sanctum, but the number might be close. At places, the walls of the district are built with temples carved into the them from top to bottom - and they go on for miles. Each temple usually contains an idol or icon of its patron god, and sometimes icons or images of the god's various avatars or incarnations. There is commonly a bowl or table for offerings, cleaned and maintained by a priesthood that could be as small as a single cleric or as large as five thousand, and a pool or bowl for the ritual washing that accompanies most religions across the multiverse. Other than these commonalities, each temple can be wildly different from any other. Some are dedicated to a single god, some to fifty. Some are austere and bare, monastic in nature, where others are loud and bombastic, colorful and outrageous (sometimes with neon lights). Some are huge, monumental affairs that dominate their neighbors, edifices etched in marble and bronze, and some are miniature shrines lashed to a beggar's back. These wandering shrines, in particular, are quite common, a scheme boiled up by the city's begging population and its priesthood. One simply places a few coins or a parcel of food in the box around a beggar's neck, and gives a quick prayer to receive a blessing. Long lines of pilgrims sometimes trail after the more popular of these shrines, a strange parade that can often block passageways for hours.

Some of the larger temples in the district are the following:

The Temple of UN-Sivran - The temple of the God of Conquest is an elaborate affair, and his worship involves complicated ritual that can take years to learn. The priesthood wear ceremonial swords passed down through generations, and offices tend to be hereditary.

The Temple of UN-Kaon - The temple of the God of Offerings is constantly filled with smoke and ash from the burnings that take place there every hour. Dogma teaches that offerings given to Kaon go directly to YISUN, which was an elaborate scheme cooked up by Kaon to enrich himself.

The Temple of UN-Ovis - Ovis' temple is notable for being entirely open air - it resembles nothing less than an especially large and completely empty town square. Its priesthood spends most of its time meditating on nothingness, subsisting on donations, and the temple itself is held in wide respect by the district's populace.



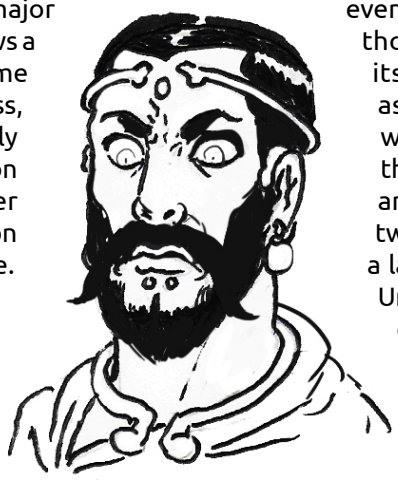
The Temple of the Sword God Intra - It is debated widely whether UN-Intra was a god, or a demiurge. Regardless, his temple is well frequented by pilgrims and populated with several orders of extremely fierce warrior monks.

The Temple of YS-Het - Het's temple is notable for standing by the main gate to Sanctum. It is a simple affair that is frequented by many city watchmen, and most notably, many angels.

The Temple of YS-Pravi - Pravi, the cleft goddess of love, is said to have two sides - one representing romantic love, the other sexual. Aspirants to the temple priesthood devote themselves to the cause of one of the sides of Pravi, and spend the rest of their lives arguing and preaching within the temple priesthood and the city in favor of one or the other.

The Temple of the Beast Headed God - The Beast Headed God is taught in many religions to be the mother of demons, the progenitor of cancer, and the goddess of fertility. Visitors to her temple are an odd mix of expectant mothers praying for good health and luck for their children, and the plague-stricken praying for relief from their ailments.

The Temple of YS-Aesma - Aesma, officially named by the celestial order as the patron saint of idiots and schemers, is widely reviled as a demon and an evil force in most major religions. Regardless, her temple draws a staggering number of pilgrims, all come to ask for her blessing in their business, health, or life. Aesma is most frequently worshipped here in her later incarnation as the bloody eyed god - made wiser and more bitter from her blinding upon seeing the true shape of the universe.



Religion in Throne

The set of loose religious beliefs commonly known as Atru is the predominant faith in Throne, but not by a large margin. Thousands of out-world religions have their homes and crowning temples here, and there are numerous other religions that are indigenous to Throne itself. Religion in Throne is a complicated affair - given the physical evidence of the gods themselves that the city is literally built upon. But beliefs tend to vary wildly as to whether the gods are truly dead, or simply absent or transcendent. Regardless, religious dogma tends to be highly syncretic, wherever it is found. For any given god, a hundred different religions may claim them as the supreme being, and a hundred other claim them as an incarnation or aspect of a different god. Sometimes the same god is worshipped as a mother deity or a father deity - depending on which temple you happen to walk into. Monotheistic and rigid religious beliefs tend to get ground down almost instantly upon entering Throne, but they certainly exist - though often only due to the insularity of their adherents.

YISUN is a complicated figure in Atru. There are no temples dedicated to YISUN, for in Atru belief, such worship would be largely pointless and extremely self-indulgent, as YISUN is viewed as encompassing the entirety of existence and non-existence. Therefore, worship of any god is worship of YISUN, and even strong atheism can also be viewed as dedication to that aspect of YISUN which does not exist. It is therefore quite possible (though rare) to find atheist adherents of Atru throughout the city - though they have no temples to speak of, even to minor gods.

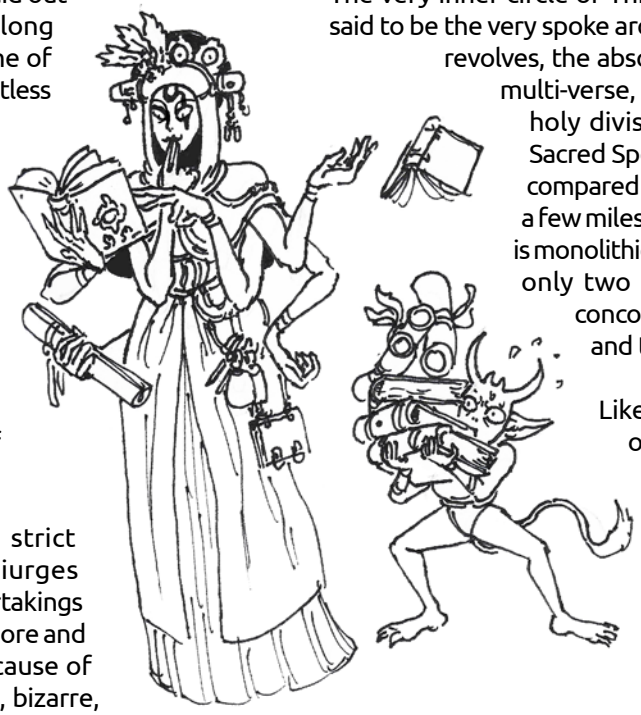
Living Gods

In the wake of the destruction of the demiurges, many theories rose up around their disappearance. One of the more outlandish theories was that the demiurges had not simply slaughtered themselves, but had physically transcended their physical forms, becoming true enlightened beings. Many or even most of the demiurges, especially those who joined the order during its expansion, cultivated a divine aspect and encouraged their own worship as a way to fully enthrone their awesome power in the minds and hearts of their subjects. These two factors combined to give rise to a large number of temples after the Universal War, and even before, given over to worship of the demiurges as living embodiments of the godhead, or even gods in their own right. Though regarded as heretical in the eyes of most major religions in Throne, these temples persist to the present day, and even make up a significant portion of the temples found along the walkways and paths of pilgrimage throughout the districts.

A large subset of these temples are given over to worship of the Seven - who are the only truly 'living' gods left. Some are more outlandish and influential than others. The temple of Jadis, for example, the temple of the Eye Revealed, is extremely powerful and influential all throughout the entire city. The masked and cloaked temple acolytes are a common sight in Sanctum and are generally given a wide berth.

Conduit of Dark Science

Sanctum is home not only to most of the city's religious orders, but also its scientific and philosophical societies. Many of the demiurges were consummate scientists and researchers - seeking to unravel the secrets of the world at the same time they converted the knowledge they uncovered into incredible and terrifying power. At first, in the golden age this undertaking was governed by a strict morality that limited the types of experiments and thought permissible within the city's borders. Some of these projects persisted after their original founders died, and today they are pursued by sprawling academies, schools, and forums within Sanctum. Most of these organizations have become so entrenched in their work that they resemble reclusive religious orders more than scholarly societies, following a dogmatic path of inquiry laid out millennia before by some long dead philosopher king. Some of them pursue completely pointless or fruitless endeavors, such as contemplating the nature of a plum, while others pursue work critical to the long-term health of the city itself - maintaining the structural integrity of the Disc, studying the properties of the city's polluted but sacred waters, examining the properties of Godstone, and the like.



As time wore on and the strict morality of the first demiurges degraded, the kinds of undertakings deemed permissible grew more and more estranged from the cause of the common good. Strange, bizarre, and extremely dangerous experiments became more and more common, and the societies that practiced them more and more insular and cult-like in their structure. Experiments that dealt with the nature of the soul, with vivisection, that delved into the breaking of time, experiments that attempted to peel back layers of reality that were previously thought sacrosanct - all became commonplace. Many of these experiments and projects ended with the deaths of their masters during the Universal War, but some persist, even openly, in the present day. Pilgrims visiting Sanctum are well aware that some parts of the district are not to be frequented - unless one wants to run the risk of ending up deep underground on an operating table, being peeled apart to have their animus vitae examined.

Buried Secrets

Sanctum is not a particularly large district, but it is a very deep one. Many of the homes, workshops, and chapels belonging to the original demiurges are submerged or buried in the lower levels of the district, which have collapsed due to neglect, disaster, or as a result of the vicious fighting that the district saw during the Universal War. Some of these spaces have remained untouched for centuries, some for millennia, and many of them contain artifacts or secrets from the city's early founding. Guilds, temples, kings, and other major power brokers constantly employ massive teams of delvers to excavate these hidden caches, some of which can be extremely dangerous to uncover.

Sacred Spoke

The very inner circle of Throne, and it's smallest, is said to be the very spoke around which all of creation revolves, the absolute center of the entire multi-verse, where YISUN committed holy division and created reality. Sacred Spoke is a minuscule district compared to the rest of Throne - only a few miles across at its widest - but it is monolithic in importance. It contains only two standing buildings: the concordance of the demiurges, and the tower of Zoss.

Like the other inner district of Sanctum, Sacred Spoke was forbidden to all but the demiurges during Throne's golden age, but unlike its counterpart, the very center of Throne remained sacrosanct. The great gates to the Spoke have been sealed since the district's scouring during the most brutal parts of the war, and the keepers of these gates allow none passage on pain of death. Those that do trespass into the holy center of the city face the wrath of the Seven, who keep a close eye on the district, each of them secretly planning to reclaim it for their own one day.

Desolate Glory

In truth, there is very little to find in the center of the city, for it is an utterly ruined district that encapsulates the madness of the city's former masters. Its streets are blackened and choked with ash and the corpses of the long-dead. Such was the district's defilement that it was sealed before the war was over, and the bodies of many demiurges, their warriors, war-constructs, retinues, and servants were sealed inside. Thousands of demiurges

died in the district, and their corpses are mostly still there save for the occasional surreptitious recovery expedition by their worshippers or descendants. The bones of ancient corpses, some still intact in their armor, are so thick in places that it is impossible to step without disturbing the dead. Great war machines lie slumped against the rubble of mighty speaking houses, and evidence of the fantastic violence that scoured this place is everywhere. The entire district has become a monument to the unbelievable carnage that took place during the war - an era frozen in time, on display for all to see its folly.

The Great Concordance of the Demiurges

The concordance of the demiurges is a colossal domed building next to the very center of Throne. It is an ancient speaking house, one that predated the demiurges and was said to be used by the gods themselves, speculation that is reinforced by its colossal size. The honeycomb of halls inside the concordance are cavernous, and its central chamber is large enough to fit a small mountain inside.

Today the concordance is half-collapsed, a dust and detritus-choked ruin clogged with the bodies of the bloodthirsty fools who caused its fall. But in its glory days, the building was the center of all political life in the multiverse. It was here that any that the demiurges called their peers had a right to meet, to debate, and to stand at assembly.

Even when the demiurges themselves were only a few thousand in number, the hall was still buzzing with activity at all hours. The concordance, for that purpose, not only contained a main speaking hall, but also lodging and services for those attending its functions, for debates could carry on for days. A small army of sanctified servants tended to its daily functioning, servants who were so wholly committed to their cause that many of them grew up their entire lives scarcely leaving the building. Some historians speculate that this insularity was enforced, for the servants of the concordance frequently heard dizzying facts and secrets about the inner workings of the multiverse that, if carried out of the holy center of the city, could have made them kings on their own.

As the ultimate masters of creation, the first demiurges were a society of enlightened equals, and wielded their power as a pure democracy. They respected nothing but ambition, intellect, and the power of reason. However, the sheer scale of the demiurges' society only grew as the worlds outside of Throne were opened and conquered, and it could not stand under its own ideals for long. It was on the speaking floor of the concordance that the first blows were struck in the Universal War, and according to apocrypha, it is said the wretched corpses of the two men who started it are still there - their names forgotten or perhaps erased from history out of shame.

Over the main arch entrance to the concordance is inscribed the following:

"Here lies the domain of the wielders of names, No bound or lay-line encircles it, For from step to step They span the span, aft and fore, They are world straddlers, and their stride is shod with fire"

Many think the inscription apt irony, considering the current state of the concordance.

The Tower of Zoss

Though egalitarian in principle, the demiurges had one caveat - that creation was, in reality, the exclusive dominion of the Ruling King, Zoss. No matter their own delusions about power and virtue, there was, and still is no equal to the old master of Throne.

Very little is known about Zoss, as he was a reclusive figure, other than his unbelievably long life span, his love for good tobacco, and the unbelievable power that he wielded. It was Zoss who tore Throne open, Zoss who slew its last guardians, and Zoss who ripped the secrets of power from the Metatron. There were none who challenged his power while he ruled, and none who challenged his power even after he abandoned his throne and disappeared late in the war.

Zoss interfered very little in the daily affairs of the demiurges, though he was frequently visited by them for counsel. It is said he spoke little, and tended to measure his words very carefully. Most of his time was reportedly spent observing the work of the demiurges, meditating, and performing unknown work in his tower.

The tower of Zoss is an enormous structure at the absolute center of Throne, sealed to this day not by any mundane force, but by some incredible ancient power. It was sealed shortly before Zoss abandoned his throne, and all attempts to open it, including by the Seven, have failed. Some speculate the tower is sealed by a temporal enchantment, locking it in time-space.

The volumes of myth and speculation on what lies inside the tower of Zoss would be too extensive to repeat here, but range from unbelievable riches to the source of enlightenment, to Zoss himself.

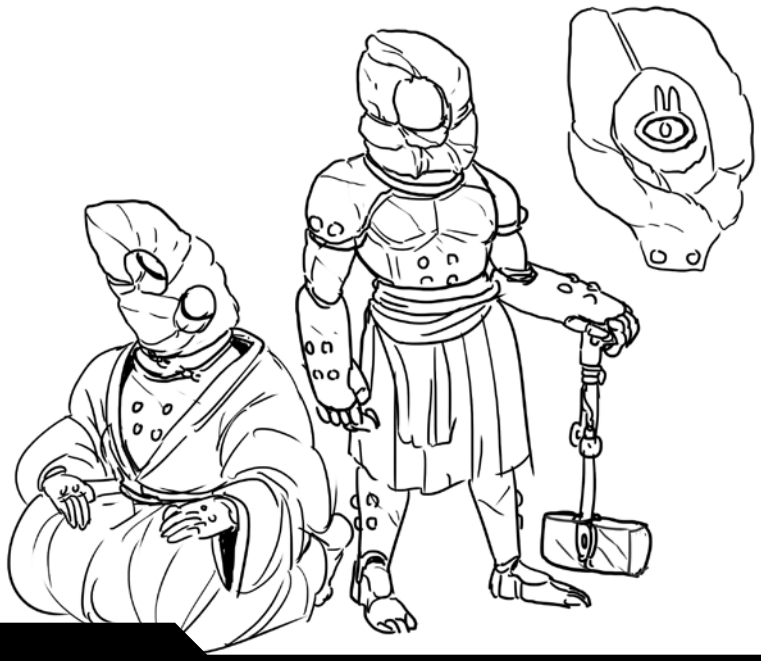
Denizens of Throne

Servitor Races

Eidolons

Eidolons are the primary servant race of the craft and the forge. The craft God Koss, whose corpse can be found hunched over the Concordance of Angels, was said to have cried a single teardrop in his entire life. This massive teardrop crystalized as it fell and split into ten thousand fragments, which he used to make stone being to help him at his forge.

The True form of an eidolon is a holy symbol of soul-fire – it can usually only be seen in very dark or dim light. It resides in the hole inside their crystalline 'heads', sustained by the crystal around it. An eidolon can survive as long as its crystal is intact, and their stone bodies are artificial – it is not unusual for Eidolons to forge or commission new ones.



Even more unusual are eidolons that share a body or crystal – two or even three souled eidolons are not uncommon. This is suspected to be part of eidolon reproduction – it is known that their crystals grow in size as they age – but its true nature will likely never be revealed, as eidolons consider it a holy secret.

Goblins

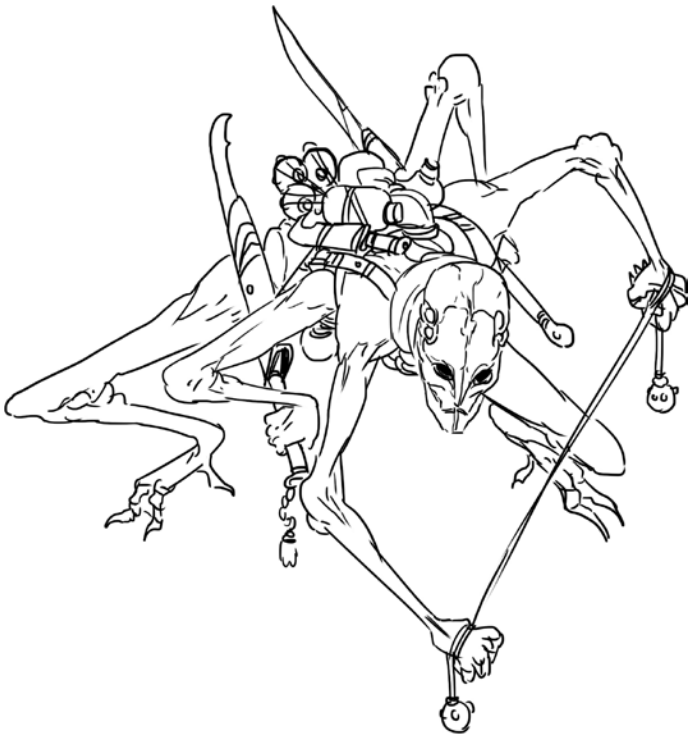
The most populous and prolific servant race, goblins were created to maintain and clean the numerous canals and sewers of Throne. Once regarded as the garbage men of creation, their tight-knit clans contributed to the formation of the first guilds. Goblin gangs and guilds are given heavy respect by most in Throne due to their strong family ties.

Like other servant races, goblins do not age past a certain point, and can live forever if not for disease or disaster. They are warm-blooded, but lay large clutches of eggs, and have three biological sexes. It is considered extremely taboo to ask a goblin what sex they are.

Goblins have a much wider variety of physical form than humans, but are comparable in strength and intelligence. Their most notable feature is their lack of eyes, compensated by their extreme sense of smell granted by their extended nasal cavity that takes up most of their face. This sense is so acute that goblins are often able to detect the emotional state of other being through chemical changes in their sweat and tears. This make them infamous and widely feared bargainers and merchants.

The fanlike projections of a goblin's head are very sensitive to sound and air current. Horn length is considered and indicator of sexual prowess, but only in two of their sexes.





Infinite Mothers

As their names suggests, the Infinite Mothers are a servant race of solely female, insectile creatures. They were originally created to tend to the extremely high spires and towers of Throne, where the nourishing mists of its waters could not reach, and the air was thin and arid.

The Mothers are highly reclusive, extremely xenophobic, and tend to regard other races as nuisances and vermin rather than potential allies. Very few exist in the known multiverse, but those that do are usually master assassin or spies. The Mother have incredible reflexes, no need for sleep, extremely little need for sustenance, and can survive normally fatal trauma by shedding large parts of their body mass, including damage limbs. Rumors have gone around that a Mother can survive weeks without its head, but this has proven rather spurious.

The Mothers are very notable for their malleable head-plates, which they skillfully manipulate, contort, and grow their will to superficially resemble the faces of other races, including humans, goblins. And others. The Mother's main set of eyes sits behind these plates, which allow the mother to pass unhindered and unnoticed without close inspection.

The most horrifying (and infamous) part of the Mother's physiology is their reproductive cycle, in which they hunt and mate with males of several different races to produce a single egg cyst, which will grow over five years to produce a new mother. Their mates do not survive the process.

The Kind People

A race of reptilian quadrupeds, the Kind People were first created as Throne's porters, couriers, and guards – meant to carry and protect goods of all kinds. Their two sets of eye can be controlled independently, giving them heightened awareness of their surroundings, and they are incredibly hardy, requiring very little food or rest. Their mouthparts are sensitive enough to be used as hands, but also hide four sets of razor sharp teeth.

The Kind People have a unique patriarchal family structure, in which dual patriarchs will oversee the lives of their numerous shared wives and offspring. This race is also known for their strict code of complicated ethics, and very ridged caste system based on who they serve.

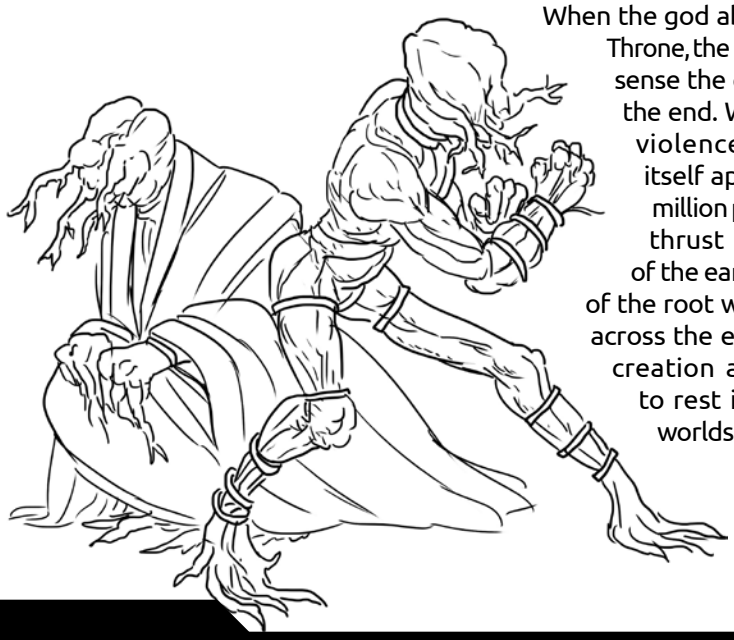
One that serves a powerful merchant has precedent over all others, even kings. Service to a powerful master is seen as their life calling, and Kind People that seek to become powerful masters themselves are strictly ostracized, outcast, and even attacked by member of their own kind. It is for this reason that the Demiurge Mammon, a member of this race, is universally reviled as a demon by his own kind.



The name of their race is somewhat misleading, as the Kind People, are very powerful fighters due to their durability and constitution, earning them the moniker "Dragons of the West". They dislike open war, but won't hesitate to seek mercenary work, and may become knights.

The Rootless

The city of Throne sits upon a disc of miles thick. But in the days were the Gods still lived, built, and warred in the city, there were many beautiful gardens, and Koss, the caretaker god, was charged with their keeping. Having very little time to do anything but smithing work, Koss took a piece of the divine flame and thrust it into the earth. From the flame grew the Great Dark Root, which was wise and ancient from the moment of its birth. The Root spread under all of Throne, and kept watch on the gardens, and sung to the plants there to nourish and protect them.



When the god abandoned Throne, the Root could sense the coming of the end. With great violence, it tore itself apart into a million pieces and thrust itself out of the earth. Pieces of the root were flung across the entirety of creation and came to rest in various worlds.

These splinter roots are the origin of the Rootless. Over the aeons, the splinter roots became dull and without intellect, but over time, reacting to the discord in the universe and the desire to return to throne, every one sprouts a number of smaller copies of itself. These individuals are imbued with sentience and only a vague sense of purpose. A hundred of more copies sprout from each root at a time, and though they are functionally clones of each other, their personalities and paths quickly diverge.

The Rootless use iron bands to control their growth and contort their otherwise amorphous bodies into shapes of their choosing. Their mother-root has imbued them all with the desire to search (thought for what, few are sure) and affinity for plants of all kinds, and a slow, methodical pace of thought.

Nearly all rootless wander, many finding solace in the life of a sage or ascetic warrior.

Devils

Born of the black flame, devils are a varied bunch.

Pale Devils

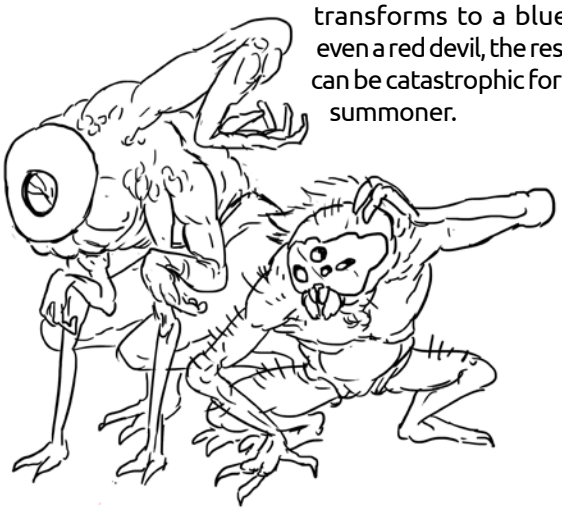
Pale devils (also known as cacodeamons) are the lowest order of devils and generally regarded as the least powerful. Typically summoned to perform mundane tasks such as physical labor or guard work, they are given extremely long names to shed in order to keep them under control.

Short, squat, asexual, and bulbous, pale devil's wild variance in physical form is extremely noticeable being much closer to the chaotic fire from which they are birthed. All pale devils have silver or light green blood, which is brewed into a common for of devil liquor known to grant the imbiber extremely fast healing, though at risk of mutation. Pale devils can regrow lost limbs quite comfortably, and tend to swell in size the longer they live. Very large pale devils are often used as beast of burden or workhorse mounds.

Though pale devils cannot speak, have little personality, and show little understanding or interest in advanced topics, they have a capable and at time keen intelligence. They often have odd habits – such as compulsive counting or cleaning, are very good at repetitive tasks, and show a surprising amount of intuiting and cunning when pressed.

Pale devils will perform most task without a great deal of skill, but also without question, and like other devils do not require or even seem to understand the concept of rest of sustenance. This make them very popular servants, for a pale devil will not only remain obedient,

but will also be very unlikely to discover the nature of their secret names and change color. When such an event does occur, and a pale transforms to a blue or even a red devil, the results can be catastrophic for the summoner.



Blue Devils

Blue Devils, also known commonly as imps or night devils, are a relatively common sight in Throne. They are the lowest and weakest order of devils besides pale, but what they lack in raw power or intellect, they make up for in low cunning and charisma. Imps are prolific lairs and schemers, and love to tell and consume stories as fast as they can take them in and spew them out. It's said you should never tell an imp any secrets or precious stories, for they glut themselves on words to increase their power.

Imps are commonly summoned and employed as bookies, secretaries, courtiers, and advisors. Their natural affinity for lying makes them extremely potent users of the Art, though their whimsical nature and short attention spans typically prevent any ambition they may have in using it maliciously.

Like most devils, imps are vain and self-possessed creatures, but they are generally a lot more amiable and social than the other devil orders. They are greatly given to stealing anything that catches their eye and usually adorn themselves with garish mishmash of fashion and random trinkets.



Their physical forms is highly malleable and can change on their whim, but almost all imps manifest as female, and between two to five feet high. Imps grow and shed hair when they feel like it. Cutting and consuming a lock of Imp hair is said to cure diseases of the mind.

Consuming Imp flesh, or their blood (commonly known as blue devil liquor) grants the ability to understand and speak all languages.

Red Devils

Red devils are commonly referred to, throughout all parts of the multiverse, as 'war devils', and for a good reason. Unlike a common soldier, a red devil requires neither rest nor sustenance. It will kill gleefully from sunrise to sunup if ordered, without pause, hesitation, or indeed any moral qualms a mortal soldier might have about mass slaughter. This is, of course, if they are paid – which red devils are very particular about, although most traditionally accept payment in the form of tobacco, liquor, meat, weaponry, or jewelry. Though they, like all devils, have no need to eat or drink, they indulge their vices readily and often.

Once paid, red devils are extremely loyal and will perform their duties without question until they feel need for restitution once again, which can be frequent. An unpaid red devil can be fantastically lazy, and usually indulges its base vices at the expense of its host until it get bored and wanders off. Those who try to trick red devils find quickly that they are not known for their intelligence for reason. Nevertheless, they are horrifyingly fast and inhumanly strong no matter their size, and also hold grudges for a long time.



Red devils tend to have jovial, loud dispositions, and a strong sense of humor. They are fond of drinking, singing, and war, sometimes all at the same time. Due to their quasi-immortal nature, most red devils tend to view fighting as a grand amusement or challenge rather than

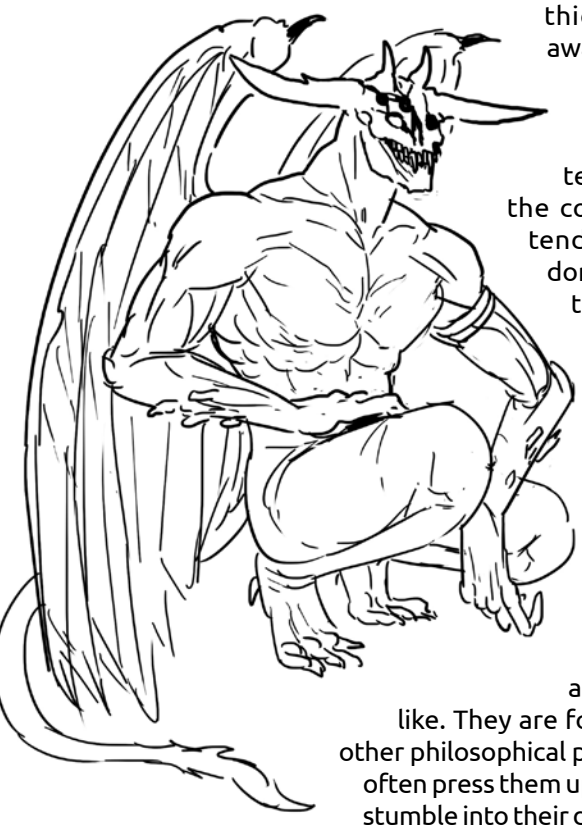
a matter of personal annihilation. Despite this, they value their own fighting prowess and reputation quite highly, and are easily insulted as such. They are quick to anger almost without exception, and a red devil in a rage is a terrible sight indeed.

Red devil liquor is a powerful intoxicant, but is also said to increase the physical strength of it drinker by several orders of magnitude. It is more corrosive than other devil liquors, and heavy users often find themselves consumed by the Hot Black Flame before long.

Verdant Devils

Verdant, or green devils, are considered the third most powerful rank of devils by deamonologists, and are by far the most feared. Commonly known as 'death's head' devils for their skull-like masks, verdant devils are often winged, reptilian in appearance, and alien in their thinking. They tend to speak little, if at all, and are sparing with their movement, and mannerisms.

Verdant devils are typically summoned for one purpose- to guard a particular location or object – a job which verdants excel at, for they are extraordinarily nasty opponents, and tend to barely move from their perches. Their thick scaly hides can turn away swords or bullets with relative ease, and they relish the taste of flesh. Verdants are extremely territorial, and even after the completion of a pact will tend to carve out their own domain and rule it as though they were a king or queen, treating all who enter it as toy, subjects, or tools for their amusement.



Verdants spend a lot of time in dizzying, alien thought, contemplating the nature of reality and its portents. It is not uncommon for them to remain motionless for days at a time this way, gargoyle-like. They are fond of riddles, koans, and other philosophical puzzles for games, and will often press them upon those that unwittingly stumble into their domain. Success often buys the trespasser freedom or some boon, while failure usually means being torn limb from limb.

Flocks of verdant devils are said to inhabit the upper reaches of the Spires district of Throne, making the place infamously dangerous.

Gilded Devils

Tall, pallid, and bedecked in rotting finery, gilded devils are infamous for their cruel and sadistic manner. Summoned to serve as chamberlains, magistrates, and high class servants, they could be considered the intelligentsia of the devil world. Such is their acumen for business, science, mathematics, sorcery, politics, ritual, and even organized crime this it is not uncommon to see a gilded devils outmaneuver their masters and rise to positions of leadership themselves. Foer this reason, they are explicitly avoided by inexperience summoners, for cautionary tales abound of gilded devils performing spectacular feats such as selling their former masters into slavery of forcing them to serve as court jester.



Gilded Devils love to accumulate wealth and its various trappings, such as servants and property, but they do so not out of any true ambition but an unconscious instinct. They typically bear absolutely no sense of allegiance, friendship, or empathy to any save those that serve their needs,

and are perfectly willing to sacrifice their servants and retainers by the dozen to achieve some minor goal. Like all other devils, they do not require sleep or sustenance, and have little pity for other being that require such trivialities.

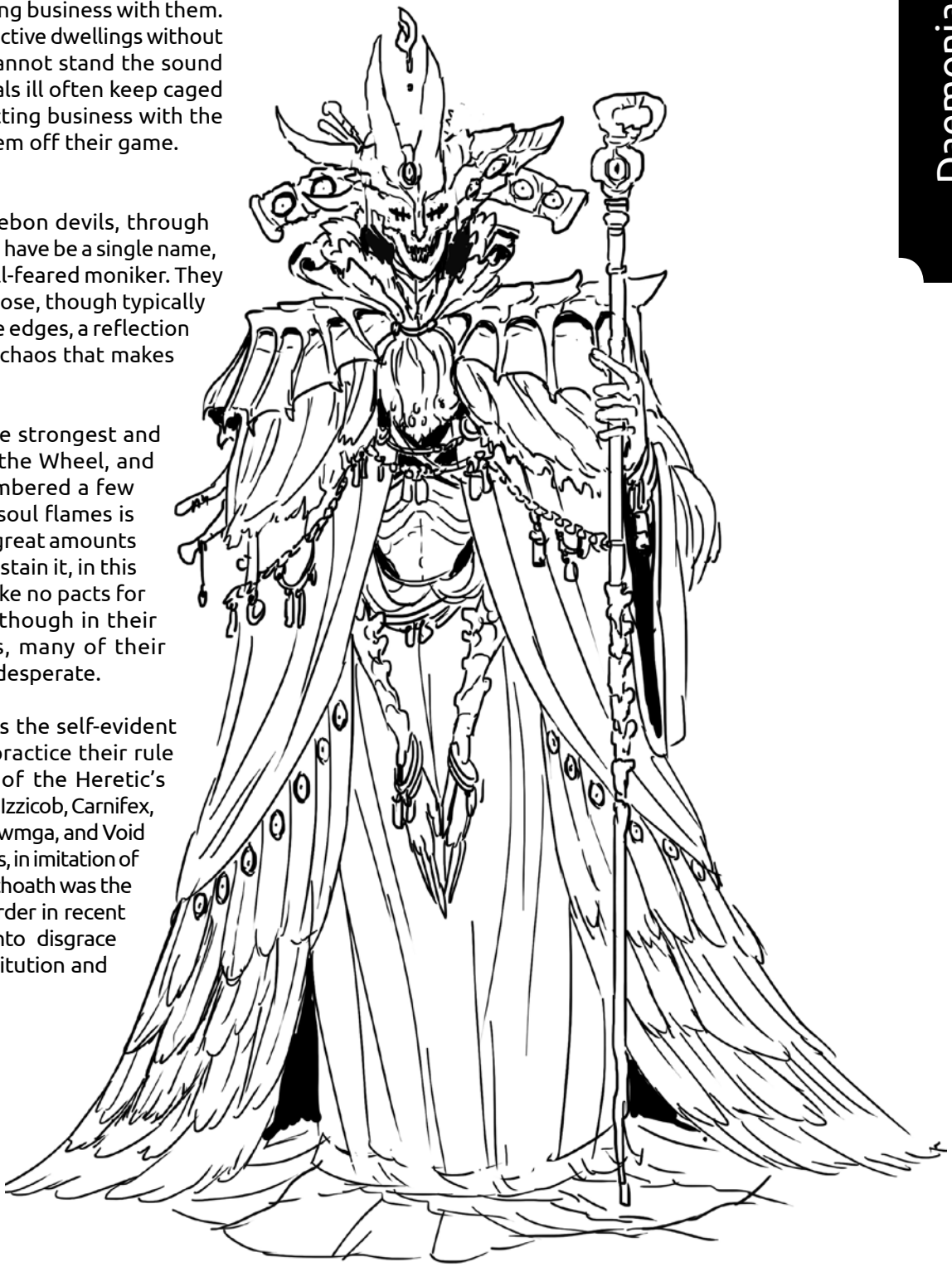
Gilded devils, like most other devils, have several quirks, or rules, that they must follow, which can be exploited. By anyone doing business with them. First, they cannot enter any active dwellings without permission. Second, they cannot stand the sound of bird calls. Savvy individuals ill often keep caged birds on hand when conducting business with the Gilded in order to throw them off their game.

Ebon Devils

The Pinnacle of devilkind, ebon devils, through might, cunning, or sheer age, have be a single name, usually shortened into a well-feared moniker. They can take on any for they choose, though typically it is constantly shifting at the edges, a reflection of the raw, barely fettered chaos that makes up their being.

They are rivaled only by the strongest and most cunning ancients on the Wheel, and at most have only ever numbered a few score. The hunger of their soul flames is immense, and they require great amounts of wealth and sacrifice to sustain it, in this way, an ebon devil need make no pacts for a thousand year or more, though in their frequent power struggles, many of their number become weak and desperate.

Ebon devils are regarded as the self-evident rules of all devilkind, and practice their rule from the stygian depths of the Heretic's Court. From within, the devils Izzicob, Carnifex, Loabarrisleb, Thrax, Moab, Tawmga, and Void rule from their crimson thrones, in imitation of the seven/ The upstart Yabalchoath was the only devil to challenge this order in recent times, and she was thrown into disgrace and her estate fell into destitution and was diminished.

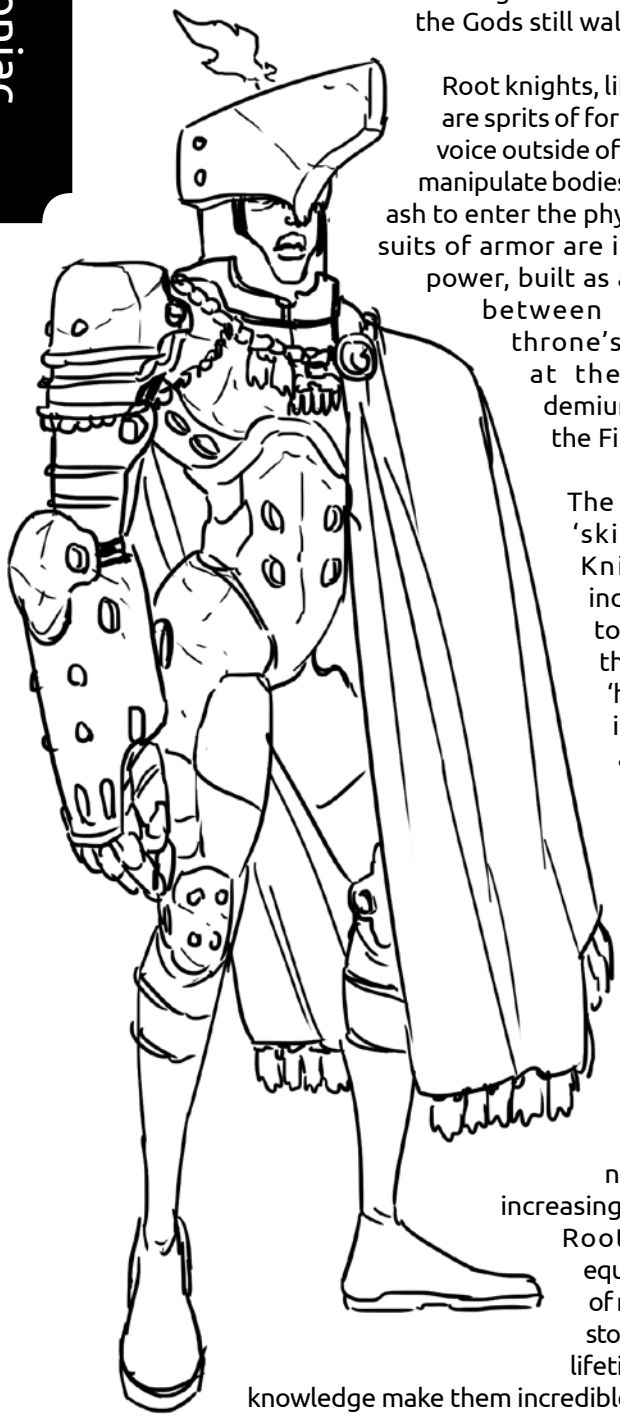


Angels

The three paths that the angelic concordance have taken since the Universal war are known as Root, Petal, and Thorn.

Root Knights

The knights of the Great Root are those that have continued to serve the concordance in the same way that their kindred have for untold millennia, believing the occupation of Throne by humans and other races does not impede the enforcement of the Old Law that governed it in the days when the Gods still walked there.



Root knights, like all other angels, are sprits of formless fire from the voice outside of creation that must manipulate bodies of cold hammered ash to enter the physical world. These suits of armor are incredible old and power, built as a sign of compact between the angels and throne's new occupants at the height of the demiurges' power during the First Conquest.

The stone and metal 'skin' of the Root Knight's armor is incredibly cold to the touch, giving them the colloquial name 'heat eaters'. When inhabited by an angel, it takes on an almost flesh-like quality and flexibility. When uninhabited, it is as cold, dark, and unmoving as a statue.

Root Knights serve as the city's peacekeepers, though their number are increasingly dwindling. Each Root Knight is the equivalent of hundreds of men in battle – their stone skin and multiple lifetimes of martial arts knowledge make them incredible opponents.

Angels are typically stereotyped as humorless, cruel, and very literal being, but their personalities vary as widely as humans. The harsh, monk-like precepts of their order often prevent them from showing strong emotion.

Root Knights are named with their reincarnation number first, and are often named after poem or section quoted from Old Law.

Petal Knights

The Universal War was a world-shattering event in more way than one, especially for the angelic order, which had pledged its service to the seemingly virtuous demiurges as peacekeepers. Unable to keep the peace in the most fundamental of ways, and sworn now to uphold the peace in a Throne sagging with corruption and ruled by seven despots, there was a great upheaval amongst the knight of the concordance.



Among those that rebelled against the Old Law were those that saw the new world not as a place to be protected or purged, but a place of great opportunity. They embraced the world, with all its rot, and became known as the Petal Knights.

Reviled by the concordance and barely trusted by those they work with, Petal Knights sell their monstrous power in the pursuit of coin or other more elusive pleasures. They are high sought-after mercenaries, assassins, and enforcers, though they tend to work according to their own whims.

The whole-hearted embrace of the world and

its pleasures has had a profound effect on the knights and their armor – twisting and merging it into something more biological in nature. Even their soul flames have darkened, so that at a glance they might resemble something more human. Some give this as evidence that the Flame Immortal can change- but the angels write this off as nonsense.

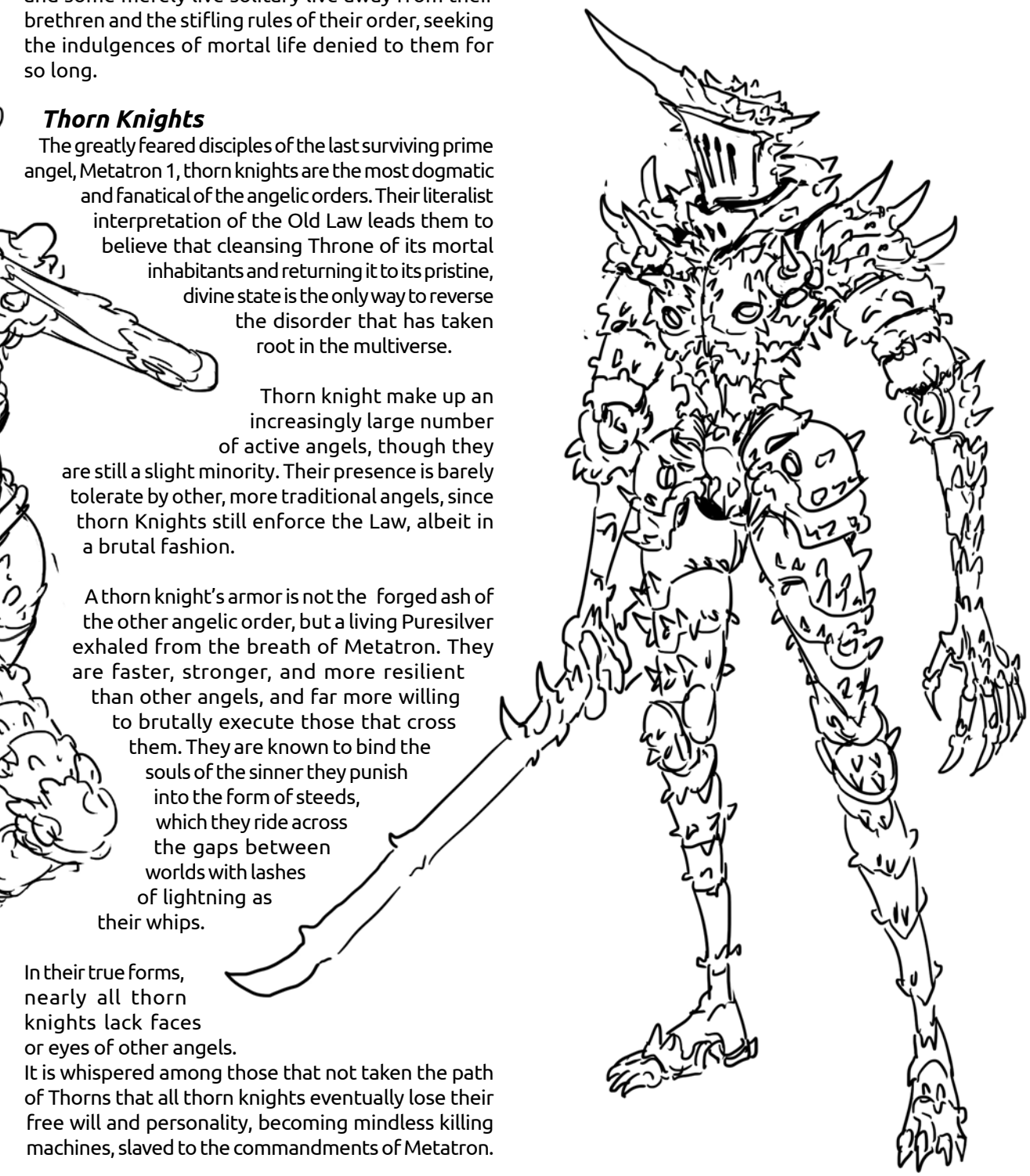
Not all Petal Knights are ruthless or exploitive, and some merely live solitary live away from their brethren and the stifling rules of their order, seeking the indulgences of mortal life denied to them for so long.

Thorn Knights

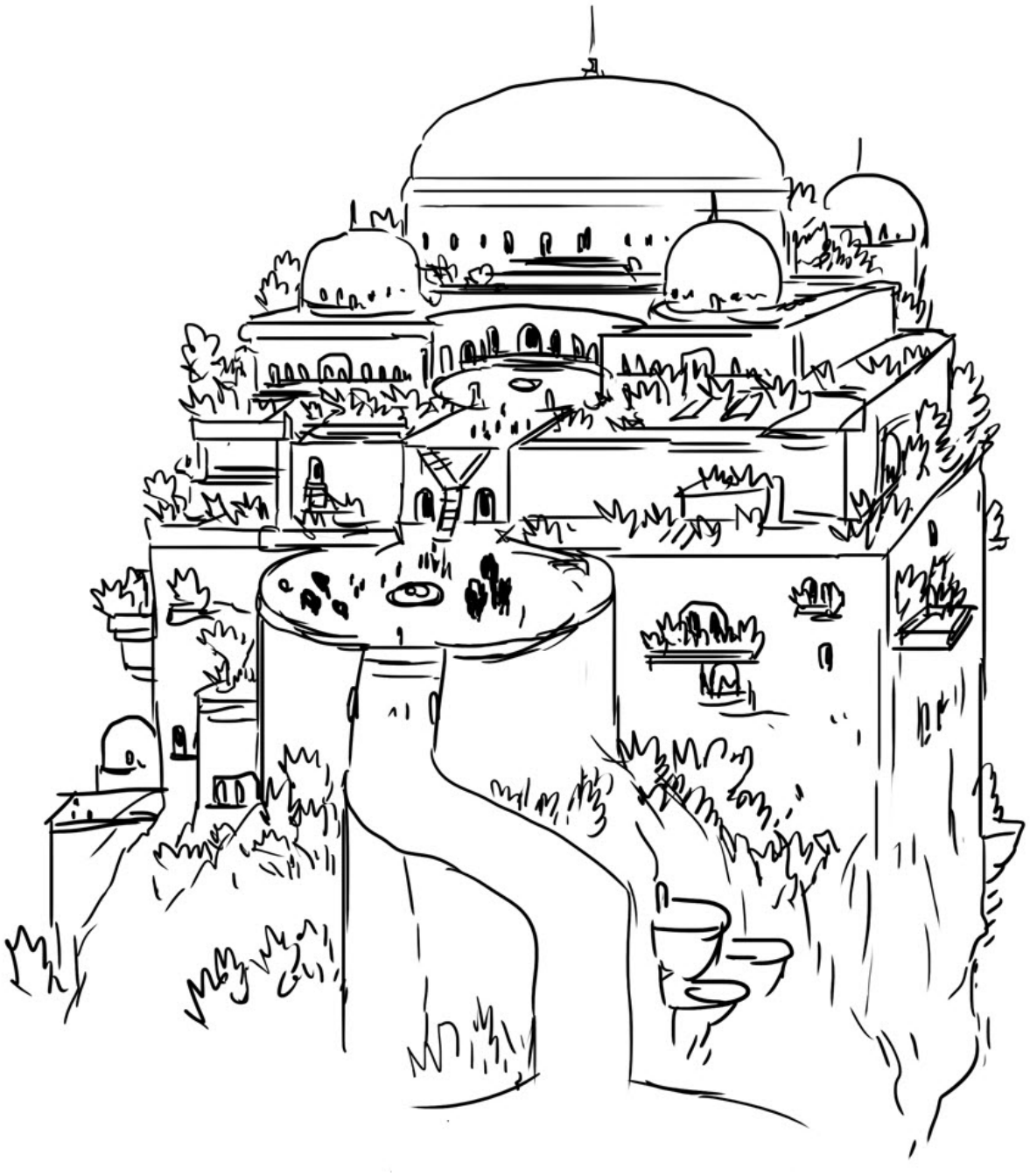
The greatly feared disciples of the last surviving prime angel, Metatron 1, thorn knights are the most dogmatic and fanatical of the angelic orders. Their literalist interpretation of the Old Law leads them to believe that cleansing Throne of its mortal inhabitants and returning it to its pristine, divine state is the only way to reverse the disorder that has taken root in the multiverse.

Thorn knight make up an increasingly large number of active angels, though they are still a slight minority. Their presence is barely tolerate by other, more traditional angels, since thorn Knights still enforce the Law, albeit in a brutal fashion.

A thorn knight's armor is not the forged ash of the other angelic order, but a living Puresilver exhaled from the breath of Metatron. They are faster, stronger, and more resilient than other angels, and far more willing to brutally execute those that cross them. They are known to bind the souls of the sinner they punish into the form of steeds, which they ride across the gaps between worlds with lashes of lightning as their whips.



In their true forms, nearly all thorn knights lack faces or eyes of other angels.
It is whispered among those that not taken the path of Thorns that all thorn knights eventually lose their free will and personality, becoming mindless killing machines, slaved to the commandments of Metatron.



The Palace of Night

This is a very loose hook you can use to start and play test a game. Feel free to tweak it, add to it, and use it as you will. My personal style of GMing is a lot more reliant on asking players to improvise with me, but you can definitely adjust as needed. Most elements of this story are left up to you and your players, so if you follow the prompts, you should come up with something pretty fun.

If you're planning to play this story as a player and don't want to get spoiled, stop here!

If you're a GM, go on to the next page and read through the hook. It's pretty loose, and it's just a start, so the majority of the actual story and adventure will be up to you!

Summary and Introduction

The players are contacted by a noble lord or lady called Ras Supharna. They are are asked on their behalf to raid the Palace of Night, an establishment ruled by another noble lord or lady called Parkhassian, in order to retrieve something precious.

The Palace of Night is situated in on the dark side of the Red City of Throne. It is reachable by many means. Outwardly, the Palace is a high class salon - a restaurant, musical venue, and cultural parlor for the nobility. No-so-secretly, it is also an infamous meeting house for smugglers, information traders, and other underworld figures.

The players will have to infiltrate or fight their way through the depths of the Palace in order to get Ras Supharna's treasure - and then escape alive.

1. The Opening

The players meet Ras Supharna in the House of the Blade Lotus, a high class café buried deep in the core of the Red City of Throne. It's a large, sprawling building carved into the side of a wide arcade overlooking Blackstone Passage - a massive boulevard deep in the central city clogged with foot traffic from hundreds of worlds, caravans, and merchants. The ancient building is overgrown with the eponymous blade lotus, giving the entire café a slightly spicy smell.

Tell the players they've been waiting in the café with each other for some time, in a private section that's been roped off with a velvet rope. You can ask the players how they got here, or what they've been doing while they're waiting. You may also have the players describe their characters to each other (very few others are in the private section but them).

Then tell the players they are waiting on a noble called Ras Supharna, who requested their help with a private matter.

Who is Ras Supharna?

Ras Supharna is a middle-aged scion of an old merchant guild trading (exotic spices/ liquor/silks, or something similar), a member of the nobility in Throne. He or she is well dressed, well spoken, has a friendly but refined demeanor, and wears excessive amounts of (jewelry/makeup… something gaudy). He or she always travels with two guards, powerful fighters in their own right (detail them, or ask your players to!).

Decide for yourself: Is Ras Supharna a man, woman, or something else? A human, devil, or a servant? What are their tastes, their likes, and dislikes?

They'll ask the players to retrieve something for them from the Palace of Night, telling them its very precious and personal to them, and that the players will be handsomely compensated.

Decide what it is! Here are some suggestions:

- Ras Supharna's son or daughter
- A jewel, containing the names of powerful devils
- The key to a locked iron gate behind which is hidden a terrible power
- A ledger that contains trade secrets or the hidden location of a stash of immense wealth.

However, Ras Supharna has a secret and very morally questionable side business. Decide what it is! Here are some suggestions as to what it involves:

- Child labor
- Slavery
- Blood Sport
- Dark sorcery or ritual sacrifice

In truth, Ras Supharna doesn't want their precious thing for personal reasons at all, but to support their side business. For example, they want their son or daughter back to cut their heart out in an offering to Ovis, the hollow god of secrets. You should try not to let on to this, for obvious reasons.

Ras Supharna also has a master. Decide who their master is (a powerful guild master, another noble, a devil, a sorcerer, a warlord), and how they will be angered should the players or Ras Supharna not deliver.

How did we get here?

Ask your players how they became interested in this opportunity. Go around the table, and ask your players any of these these questions. Players don't have to answer any of them, but if they do, only one player should answer.

- Have any of you heard of Ras Supharna?
- Which one of you had a friend, acquaintance, or family member that went to the Palace of Night and disappeared?
- Which one of you had a bad run in with the Palace of Night and wants to get even?
- Which one of you is close to someone who works for the Palace of Night?
- Which one of you had thought about joining the Palace of Night at one point and perhaps wants to still?

Now ask the rest of your players, if they didn't answer any question, why they are here, and how they heard about the opportunity. Ras Supharna will offer everyone payment of their choice (worth 3-5 wealth per player) for the completion of the job. If the players say they're here for the money, ask them what for.

You can ask additional questions to players based on their characters' backgrounds. For example, if you have a Hunter character, you can ask them if their Shadow Arts school sent them. If you have a Law character, ask them if they were sent to investigate. You may want to set this information up before you start playing the first session.

Starting it off

After you finish answering these questions, Ras Supharna shows up (late), and explains the situation to the players, accompanied by his or her guards. Remember, you can always ask the players to fill in details!

2. The request

This is what Ras Supharna knows and tells the players about the Palace of Night, and asks the players to do. Fill in the details!

P*arkhassian, the master of the Palace of Night, is an old enemy of Supharna.*

They used to work for the same trading company, but Supharna hedged out Parkhassian, who turned to darker exploits, joining the Palace of Night and eventually working up the ladder to become its owner.

For revenge, Parkhassian hired a mercenary band to raid a trade caravan and steal away Ras Supharna's treasure, and has threatened to hold it for 99 years.

Supharna tells the players he or she is afraid that the Palace of Night will sell or use it for nefarious purposes (but really wants it back for his or her own nefarious purposes).

Ras Supharna tells the players that Parkhassian is involved in dark and evil endeavors, but is not sure what exactly. Supharna knows many more details about the Palace of Night and Parhkassian (as detailed below), but won't divulge too much unless pressed, and doesn't truly know much about anything other than the top level and the event schedule.

Above all, Ras Supharna should definitely implore the characters about the deep personal feud between them and Parkhassian, and the pressing and emotional need to get their treasure back

After making the request, Supharna should inform the players that there's an upcoming event at the Palace, a Night of Song, where slaves, singers, and other talented individuals are invited to come and try their luck on the stage. The Palace at that time will be the most vulnerable to either infiltration or assault, with the guards tied up with the guests. It's up the players what approach they ultimately take, though!

The Night of Song will be in just a day, so Supharna will recommend they use the day between now and then to prepare, and familiarize themselves with the rest of their 'team'. Then leave it up to the players!

3. The Palace

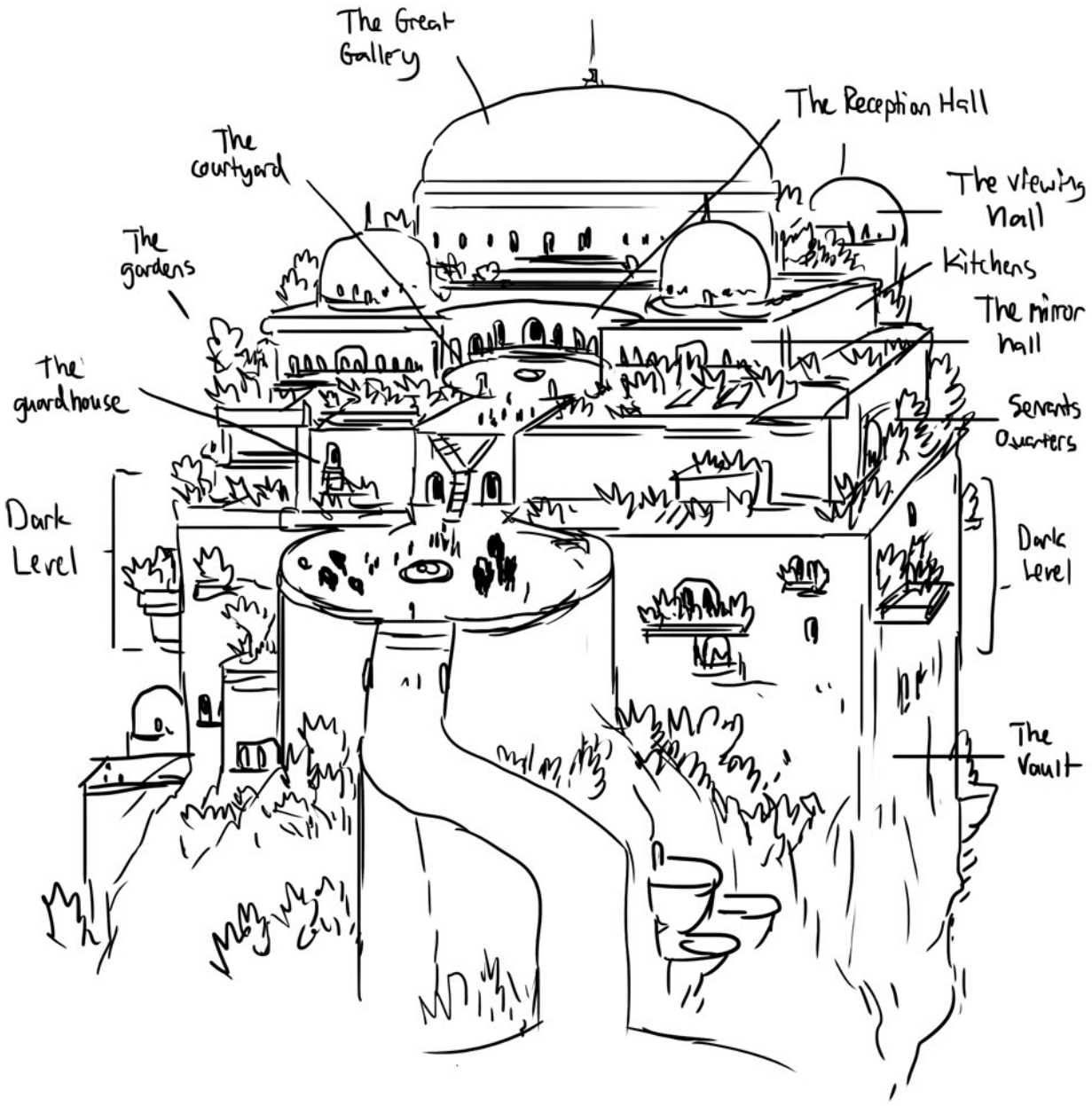
Here's the information on the Palace and its Master (or Mistress).

Location

The Palace is a cultural landmark in the central Red City in Throne. It's located deep in the River District - an area notorious for its beautiful architecture and deplorable morals. The Rivers are literal - they run beneath the streets in a network of filthy, populous, and clogged canals - and metaphorical. Rivers of illicit, dangerous information and black market goods flow behind the gilded doors of its gorgeous exteriors. Every building in the River District has a front business (a cafe, an instrument shop, a wine shop, a boutique), and a far more bustling back-door business.

The Palace itself sits on a peak on the outer wall overlooking the nightward side of Throne on one side (it sits in perpetual darkness), and the entire River District on the other. It is a massive structure, simple in design, carved from a single, pale, calcified god. It is surrounded by a black garden (literally black), of rare plants imported from Mottom's Scoured Worlds. The courtyard square outside is always bustling with dignitaries, socialites, and notaries, for it is where the gossip, art, and (for many) underworld business center of this side of the Red City. The Palace is open all hours, and business rarely slows down. Almost anything can be bought there, if you have what is needed.

The Palace is crewed by beautiful human servants (only beautiful ones, ugly ones are not accepted), and defended by the Night's Guard, who wear beautiful white masks, white robes, and wield beautiful (and very sharp) red spears. Unbeknownst to many, it is also defended by darker things that lurk in the depths below. Its master is the Exquisite Parkhassian



The Exquisite Parkhassian, Master of the Palace of Night

Decide for yourself: When you detail Parkhassian, the most important thing to remember is that they should be, in almost every detail, almost exactly the same as Ras Supharna (same gender, race, even the same fashion proclivities), but slightly different - just enough so the players don't think they are dealing with a clone of some kind.

The most important character details about Parkhassian is that he or she hates Ras Supharna and will openly denounce and expose Supharna's dark business to the players (and perhaps offer to hire them).

Most importantly though, Parkhassian practices the exact same terrible secret business that Supharna does. If you decided Supharna has a business involving child labor, so does Parkhassian. It takes place on the third level of the Palace. This will (of course), pose an interesting quandary to the players - so encourage your players to react to it!

The Night of Song

The Night of Song is an event that happens every six turns (a turn is the length of time it takes for the Multiverse to rotate around Throne). Anyone, slave or free, can perform in front of the River District's elite - nobles, dignitaries, barons and baronesses,

guild masters, and scions from hundreds of worlds. It's an audience of a thousand or two, and takes place in the massive main gallery.

The Night is a contest of sorts. Entrants are judged based on their skill in various arts (not just singing, despite the name), and compete against each other. Winners are said to be able to demand one thing of the master of the palace (slaves usually demand their freedom). The losers are bound the house in servitude for a year and a day. Many noble sons and daughters have lost their freedom to hubris and now scrub the marble floors of the Palace.

The Palace itself

The first part of the top level of the palace is the guardhouse, the gardens and the courtyard, both immaculately pruned and polished to an almost impossible degree. Many parts of the garden are private, and empty of guests. Statues dot the garden, many of them concealing deadly traps for those who wander where they are not wanted.

The second part of the top level is the palace itself: the reception hall, the great gallery where events are held, the sitting room, the viewing gallery, the mirror hall, the kitchens, and the store rooms. The halls of the palace are finely decorated with frescoes, fine silks, and the like. Detail for yourself what it looks like - whether Versailles or Angkor Wat comes to mind!

The level below is the servant's quarters, the second part of the kitchen, and the private rooms, including the master's quarters. Underworld business gets conducted here often.

The third level - the dark level, is where Parkhassian conducts their dark business - whatever it might be. I'll let you detail this. This part in particular is buried deep ground level, probably protected, under lock and key, and definitely defended. Guests can go down here if they have unsavory business here, and can pay.

The fourth level is the vault - where Ras Supharna's treasure is being kept. I'll also let you decide what the vault looks like, who's defending it, and it will, of course, change depending on what treasure you thought of. That's part of the fun! This is definitely strictly off limits to everyone except Parkhassian and the guard.

If the players choose to go on the Night of Song, the Palace should be busy and the guards and staff will be distracted. If they choose to delay, it won't be as busy, but the guards will be on full duty.

4. Tools
The structure of the actual story and the exploits of the characters will be up to you! Remember to offer players multiple ways to approach the Palace. They can infiltrate socially or skillfully, or simply plan a direct assault. They could try and sneak in through the servant's entrance, or through the gardens. They could cut their way in through the canal that runs under the Palace. If you need to invent a way for them to get in their preferred way - invent it! If the players invent one, let them! Let them be creative.

Here are some enemy profiles you may find useful. Remember, you can always make your own (and are definitely encouraged to try), using the guidelines in the previous chapter.

Palace Threats

Threat Level: 1

Night Guard (Individual)
Damage: Spear and Shield, 2 hand,
Wounds: 2
Armor: 0
Moves:

Deflect
Bring shield, armor, or unnatural skill to bear against incoming attacks. Reduce the damage of the next incoming attack or effect to 1 that targets you or an ally.

The white masked and white robed guard of the Palace. Very beautiful under their masks. Armed with spears to throw at players, and shields to bash them with.

Night Guard (Group)
Damage: Spear and Shield, 2+1 hand, group
Wounds: 2 group
Armor: 0
Moves:

Deflect
Bring shield, armor, or unnatural skill to bear against incoming attacks. Reduce the damage of the next incoming attack or effect to 1 that targets you or an ally.

The white masked and white robed guard of the Palace. Very beautiful under their masks. Armed with spears to throw at players, and shields to bash them with.

Ras Supharna, Guild Scion
Damage: 2 close, AP
Wounds: 3
Armor: 1
Moves:

Reinforce
If reinforcements are available in the area, alert them and gain the group tag if you don't have it already. If you already have the group tag, gain the huge tag as well.

Conceal
Ask your target something that they want or need, and name an obstacle. That want or need is now beyond their reach until they clear the obstacle.

A rich and powerful guild scion - also the player's employer.

Torturer
Damage: 2 hand
Wounds: 2
Armor: 0
Moves:

Devour
Rip life from your enemy with fang or claw. Deal damage as established, then heal 2-3 wounds.

A devil or human torturer, found deep in the Palace. Wields chains, knives, or other implements.

Threat Level: 2

Elemvy Guile, Guild Assassin
Damage: Razor Wire, 3 hand-close, AP
Wounds: 5
Armor: 0
Moves:

Ensnare
Drag down or trap a target, in melee or at a range. Your target gains the crippled tag until they can free themselves from their ensnarement.

Envenom
Deal damage as established. Any wounds dealt by this move are lingering either bleeding heavily or suffering from poison.

A Spider School Hunter, an insectile creature of the race called the Infinite Mothers. Clings to ceilings and walls to hunt her prey.

Night Guard Captain
Damage: 3 hand
Wounds: 3
Armor: 1
Moves:

Riposte
Use superior skill to disarm your opponent. A character targeted by this move is disarmed and given the reeling tag.

A guard captain, wielding a red plumed spear, a silver saber, and a plumed helm. May be a devil, often with multiple arms.

Night Guard Elites
Damage: swords, 3 hand or muskets, 3 close
Wounds: 3
Armor: 1
Moves:

Overwatch
Wait for an opportune time to strike. Deal damage, then mark down the target of this move. The next time they fail a move, deal damage to them as established on top of any other effects as long as they are in range.

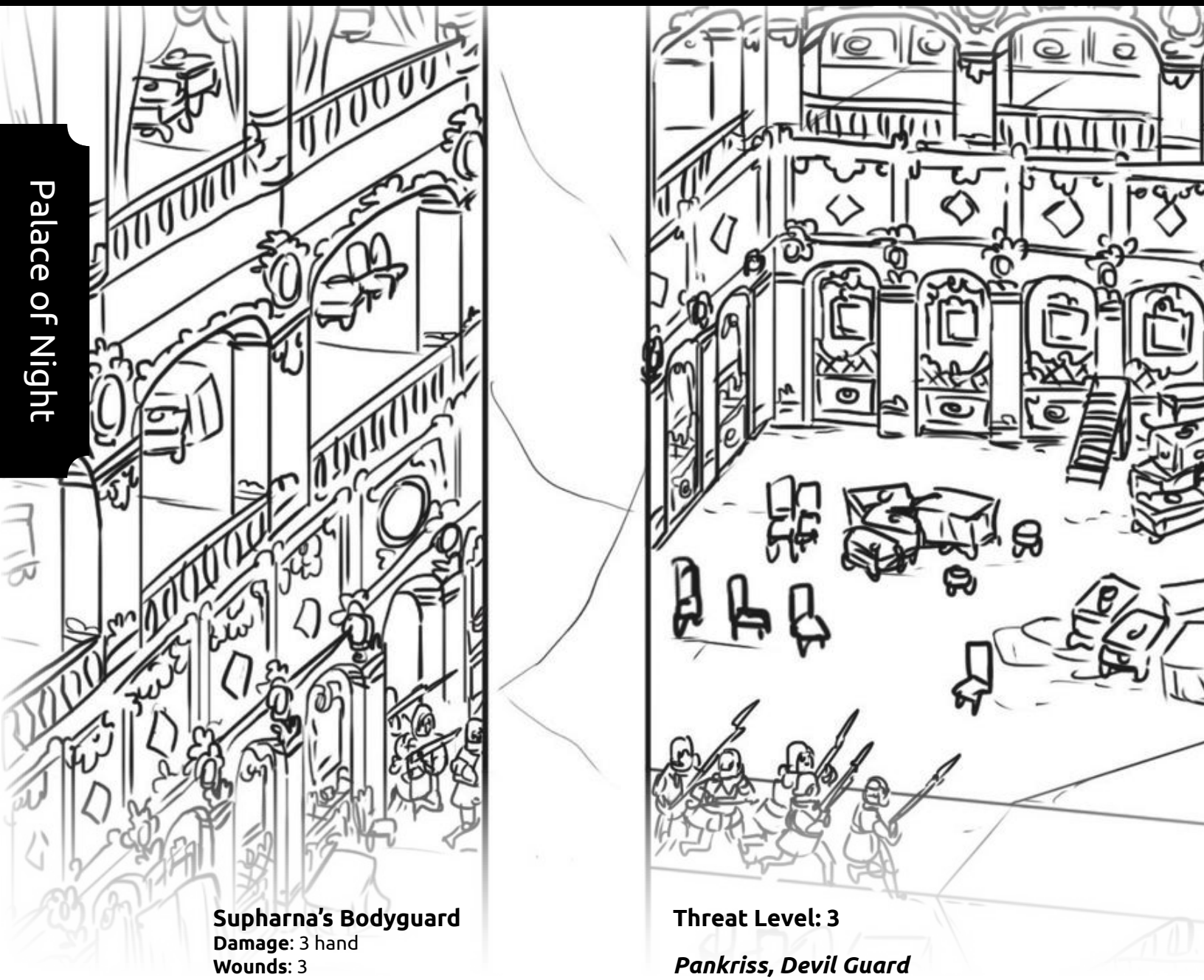
Seven or so elite guards armed with rifles and bayonets. Found deeper in the Palace. Far more disciplined and strong willed.

Parkhassian (The Exquisite)
Damage: 3 hand
Wounds: 4
Armor: 1
Moves:

Dodge
Use your natural agility or supernatural abilities to become untouchable. Gain the evasive tag until the end of combat, or until you stop moving or can no longer move effectively (you are grabbed, crippled, terrain changes, etc) as established.

Seal Meridians
Drain your target of energy, whether through martial arts techniques or supernatural ability. Pick two statistics (for example **+breath** and **+mind**). Your target makes any rolls using these statistics broken until they take action to recover or rest.

A rich and powerful socialite and trade lord or lady. Has flexible armor under their fine clothing and is skilled in martial arts, unlike Supharna.



Supharna's Bodyguard
Damage: 3 hand
Wounds: 3
Armor: 1
Moves:

Crush
Grab, pin down, mob, or wrestle your target within intimate range. A player targeted by a crush cannot move away from intimate range with you, and gains the crippled or reeling tag.

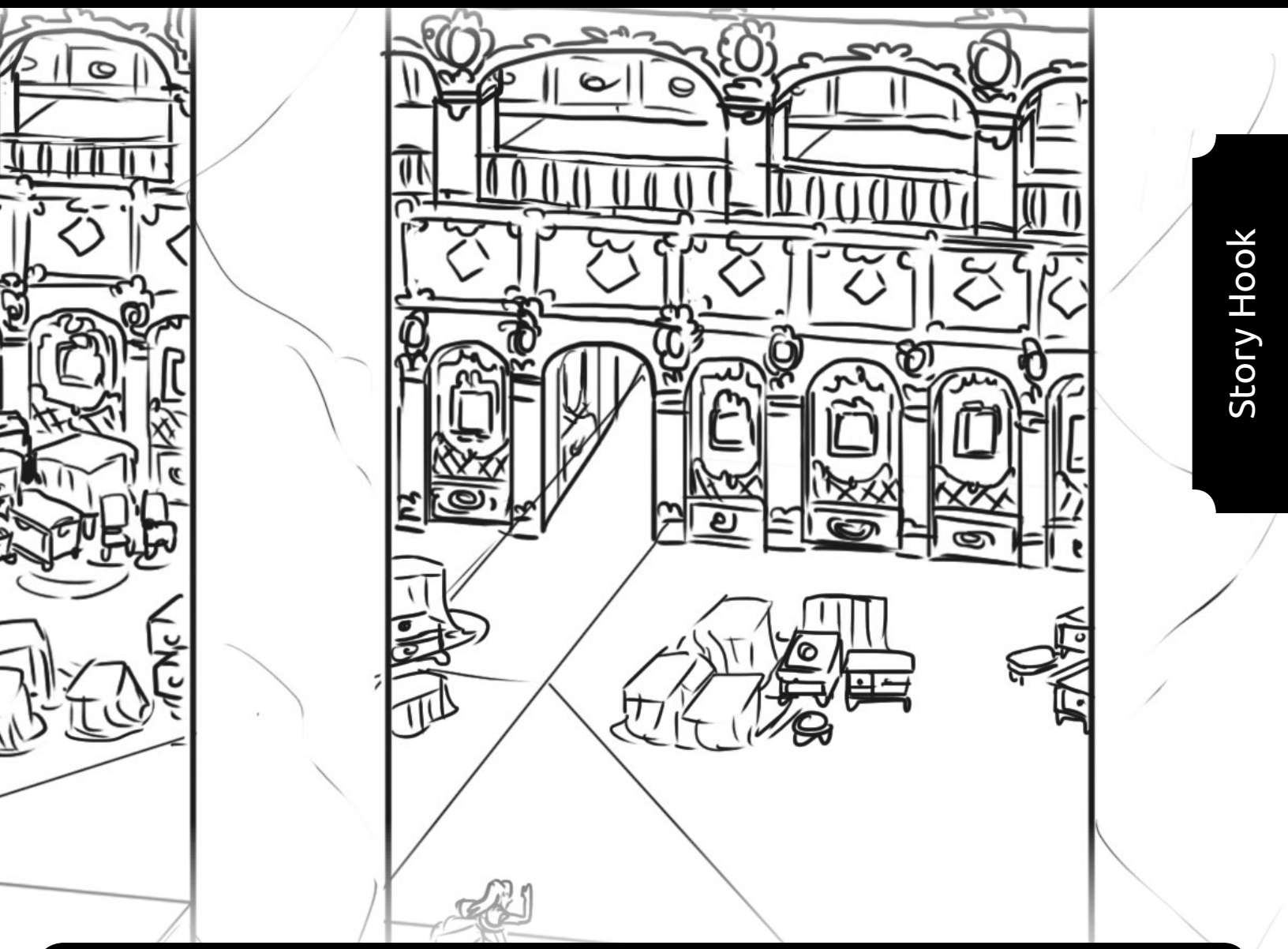
Supharna's personal bodyguard - **highly skilled warriors. There are two, with their own unique style. Detail some moves for them.**

Threat Level: 3

Pankriss, Devil Guard
Damage: Iron Club, 3 intimate-hand, forceful
Wounds: 4
Armor: 3
Moves:

Berserk
Go into a rage, a frenzy, or a hardened battle trance. Gain the unstoppable tag and deal +1 damage for the rest of combat.. You are incapable of actions that require focus.

A black armored war devil, armed with an iron club. Make it clear to players that it's going to take serious weaponry to take down Pankriss - his armor and size make him very hard to harm.



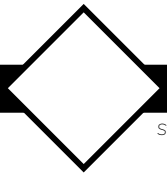
Palace Enemies

Enemy	Lvl	Damage	Range	Tags	Wounds	Armor	Moves
Night Guard	1	2-Spear and Shield	Hand	None	2	0	Deflect
Night Guards	1	2+1-Spear and Shield	Hand	Group	2	0	Deflect
Ras Supharna	1	2-Holdout Gun	Close	AP	3	1	Reinforce, Conceal
Torturer	1	2	Hand	None	2	0	Devour
Night Guard Captain	2	3-Saber and Spear	Hand	None	3	1	Riposte
Night Guard Elites	2	3-Swords/Muskets	Hand/Close	None	3	1	Overwatch
Elemvy Guile, Guild Assassin	2	3-Razor Wire	Close-Hand	AP	5	0	Ensnare, Envenom
Parkhassian (The Exquisite)	2	3	Hand	None	4	1	Dodge, Seal Meridians
Pankriss, Devil Guard	3	3+1-Iron Club	Intimate-Hand	Huge, Forceful	4	3	Berserk
Supharna's Bodyguard	2	3-(Detail)	Hand	None	3	1	Crush

The Beggar

NAME LEVEL XP

DAMAGE



Starts at (2)

POWER



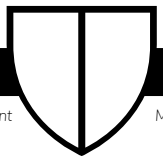
LOOK

_____

_____

_____

ARMOR



Current Max

BONDS

I've definitely shared good times recently with _____

_____ has the stink of wealth around them.

I met _____ on the road once, and we barely escaped from _____

_____

_____

_____

BURNING WILL

GOAL _____

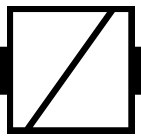
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FLAW _____

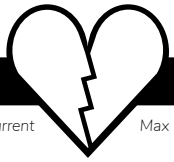
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STAMINA



Current Max (3+Breath)

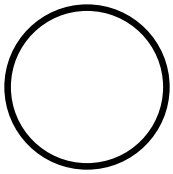
WOUNDS



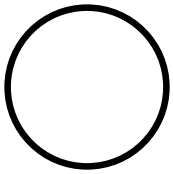
Current Max (3)

Assign as you wish: +2, +1, +1, +0, -1. Body and Heat are the most useful for you.

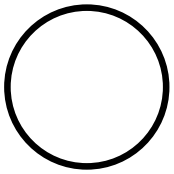
BODY



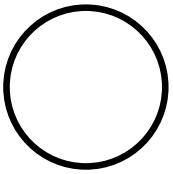
REFLEX



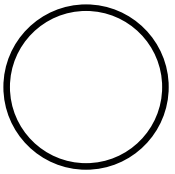
HEAT



BREATH



MIND



STARTING MOVES

MANTRA OF PEDAM, THE WANDERER

You can pass unnoticed as a local in most situations, even if someone is looking for you. In addition, when you're in trouble or just need some additional help, you can spend a power die and you will always get help from the local Beggar's guild. The GM will decide what form this help takes, but it will always:

- show up (no matter how impossible the situation)
- be genuinely helpful, no matter the situation
- be slightly dirty
- annoy someone powerful, whether right away or eventually

WAY AND MEANS

When you're among small people (in the country or city) **and need something** from the lay of the land (choose 1: word on the streets, food, booze, supplies, help) roll +heat. On a 10+, it comes to you, mostly intact, and probably a little dirty. On a 7-9 you get it, but in the process of getting it you are lead wildly astray from your original path.

SPARROW MOCKS DOGS

When you attempt to humiliate someone, in combat or otherwise, roll +heat. On a 10+, choose two of the following (can't choose the same twice)

-Your target gains the [reeling] tag
-Choose an ally. That ally's next roll against your target is empowered.
-Your target drops or is disarmed of something they were holding or wearing (clothing, armor, weapons, etc)

On a 7-9, Choose only one from the above list, and you expose yourself to damage and reprisals.
On a miss, you are humiliated instead, and in addition to any other outcomes, the GM may choose one choice from the above list against you.

IMPOSSIBLE WEAPONS

Anything you can use or pick up counts as a full weapon for you as long as it is not already a weapon, so you don't have to make clumsy rolls when using it. You don't have to be familiar with it, and can simply pick it up. The GM will determine its qualities.

RACE

DEVIL

Gain a power die if you beat anyone in a drinking contest.

HUMAN

You cannot fail Query the Cosmos rolls if it relates to folk legend, myth, or storytelling, and you know nearly every story there is.

SERVANT

When acting to enrich yourself, you can take +1 to Bend Will rolls.

WEALTH

PROFICIENCY

Weapon proficiencies: Light armor, Improvised (see below), and choose 2: stave, club, spear, empty hand, great weapon, pankration

STARTING GEAR

Choose any:

Shabby clothing or rags, a hat, a walking stick, gear (well worn traveling, peasant's), three bottles of questionable liquid (detail -possibly medicine), a wine or liquor jug (full or empty), a begging bowl, prayer beads, an Atru holy symbol or a religious text

INVENTORY

ADVANCED MOVES

RED STAFF DOG BOXING

Ignore the [group] tag when fighting (you deal and take normal damage when fighting groups), and your attacks against [group] targets are [ap]. You are especially nimble or adept when surrounded and can fight naturally when ganged up on.

DRUNKEN BRAWLER

When you get drunk, take -1 ongoing, but deal +1 damage and your attacks gain the [messy] tag. Lose this damage and tag if you sober up.

ADVANCE: RAINING WINE STYLE

When you're very drunk, all your rolls additionally become broken. However, you gain the [huge] tag, and if you roll doubles on any move (hit or miss, only count the final die!), you may empower the next roll of an ally that can see you as they take advantage of your erratic actions. Lose this effect and tags if you sober up.

SPARROW SHARES A DRINK

When you want to get on good terms with someone indifferent or hostile, roll +heat. On a 10+, you tell them a raucous joke or story that gets you in their good graces for the next few minutes. A guard might forgive your trespass, a bouncer might open a door for you, or a merchant might give you a discount. On a 7-9, they are no longer indifferent or hostile to you, but they won't give you any special treatment. On a 2-6, your attempt at humor goes badly for you.

After a few minutes, the effect of your story wears off. Don't outstay your welcome.

LADDER FIGHTER

While using a massive improvised weapon large enough to defend your whole body, gain 1 armor. When you spend that armor, your weapon breaks and you will have to find a new one of appropriate size. If you do, gain this armor back.

ADVANCE: FIFTY TALENT DOG DESTROYER

When using an improvised weapon large enough to defend your whole body, in addition to the armor gained from Ladder Fighter, gain the [forceful] and [messy] tags. When you spend that armor, your weapon breaks and you lose the tags from this move until you find a new one.

SPARROW PECKS OX

You ignore the [huge] tag in combat (deal and take normal damage). In addition, when you roll a 10+ against a [huge] target, you send your target [reeling]

GHOST MEDICINE

When you rest, if you have materials you can brew 3 doses of ghost medicine, a potent and bizarre healing salve. When you or an ally takes a swig, roll a 1d6.

1-2 - The drinker recovers all their stamina or 1 wound
3-4 - The drinker's skill in a particular area (You choose from one or roll a 1d6: 1-speech, 2- alcohol tolerance, 3- cooking, 4- gambling, 5- acrobatics, 6- persuasion) increases. They can empower rolls involved in that skill until they rest.
5-6— The drinker's mannerism changes drastically until they rest in some bizarre way (Choose 1: they gain an irresistible attraction to the next person they see, they become unbelievable narcissistic, they become unbelievably naive). Whatever effect takes place, it is apparent to anyone, and the drinker also appears and acts as though they are drunk. This effect lasts until the next rest.

NPCs can also drink Ghost medicine with similar effects.

GLEANER

When you use Ways and Means, you can additionally look for something rare or dangerous (could be something rare or dangerous that's already on the list - word on the streets for example). On a 7+, it'll come to you, no matter how rare or dangerous, but always with the additional cost that the local folks who found it for you caused a LOT of unwanted attention.

SUBLIME MOCKERY

Replace the list of choices on your Sparrow Mocks Dogs move with the following:

- Deal 1[ap] damage and give your target the [reeling] tag
- Choose an ally. That ally's next roll against your target is empowered.
- You may disarm your target of anything or everything they are wearing save one item nominated by the GM

HURL DOGS SKYWARD

You can ignore the [group] and [huge] tag restrictions when making a Might move. Your might is such that you can wrestle colossal beings or objects, or distract and hinder entire groups.

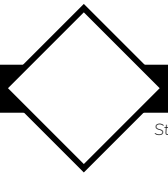
ADVANCE: SQUASH THE DOG'S BACK

Any damage you do to a target you are wrestling, grappling, or holding is [brutal] and [messy]

The Boss

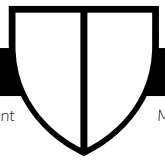
NAME LEVEL XP

DAMAGE



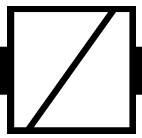
Starts at (1)

ARMOR



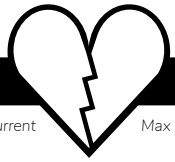
Current Max

STAMINA



Current Max (3+Breath)

WOUNDS



Current Max (3)

POWER



BONDS

I know that _____ is well known in the underworld.

My gang and I have beat the crap out of _____ before.

_____ would make a fine gang member and/or was formerly a member of my gang.

_____

_____

_____

LOOK

_____

_____

_____

BURNING WILL

GOAL _____

_____

_____

FLAW _____

_____

BOSS starts at 0

Assign as you wish: +2, +1, +1, +0, -1. Any statistic can be useful for you.

BOSS	BODY	REFLEX	HEAT	BREATH	MIND
○	○	○	○	○	○

RACE

DEVIL

Once a session you can loudly and colorfully berate your gang for +1 BOSS.

HUMAN

Your gang is tight knit. Once a session, if you tell them an old story, bad joke, or anecdote get +1 BOSS.

SERVANT

Once a session, once you get your hands on some seriously good food, liquor, clothing, jewelry, or other loot for your gang, you can get +1 BOSS.

STARTING GEAR

Choose any:

Your gang wears shabby or plain clothing. You wear either the same, or fine clothing, and you have a mark of power (choose: jewelry, accoutrements, a badge, an item of clothing, your weapon). Your gang is equipped with anything from the peasant's, warrior's, or urbanite's list (your choice). Your gang has an assortment of leverage, coin, and barter goods worth 6 wealth, though they won't cough it all up to you without a fight. You have a weapon you are proficient with, and your gang is armed with a brutal assortment of street weaponry.

PROFICIENCY

Light armor. Choose 3: Empty hand, pankration, blade, claw, chain, bow, gun, club, knife.

_____

_____

_____

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_____

STARTING MOVES

GANG

NAME _____

DESCRIPTION _____

_____

_____

_____

TAGS _____

LOOK _____

_____

_____

WEAPONS & STYLES _____

_____

_____

MAIN RACKET

- ◯ Extortion and 'Dues'
- ◯ Mercenary work and 'Protection'
- ◯ Smuggling and other 'Business'
- ◯ Thievery and 'Acquisitions'
- ◯ Trading in goods of 'Acceptable legality'

MEMBERS _____

_____

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STRENGTH IN NUMBERS

You are the boss of a large gang of lackeys of questionable morality. Detail your gang and some of its members to your GM and name it.
Choose 1 main racket for your gang. This is how your gang makes its living:

- Extortion and 'Dues'
- Mercenary work and 'Protection'
- Smuggling and other 'Business'
- Thievery and 'Acquisitions'
- Trading in goods of 'Acceptable legality'

Your gang completely lacks any semblance of discipline, brains, or bravery, but they love each other very much.

At any point, you have about 10-15 of these total bastards hanging around, protecting you and doing your dirty work. You'll always have about that many no matter what or how many you lose (they'll come out of the woodwork eventually). If they all get wiped out, revolt, or if you get totally separated from them for whatever reason, you lose the [group] tag and the use of your gang-based moves until you rest and can get them back.

Think about your gang as an extension of yourself. Members of your gang can separate out and perform tasks for you, but when they do, they are handled much like other npcs. Similarly, you can separate from your gang, but can't command them effectively if you do. You and the gang are basically synonymous.

When you're with your gang and commanding them, you gain the [group] tag, so you deal +1 damage to non-group targets and take -1 damage from them. When you separate from your gang, you lose this tag. Your gang doesn't function effectively without you commanding them (they're a bit thick), and if your gang needs to perform a task separate from you (for example, guarding an area while you split from them) a Dirty Work move will determine how well they do. Otherwise use your statistics to represent the gang.

Your gang fights with a motley assortment of weaponry and styles. They might even all fight with the same weapon (there's a reason they call them the Axe Gang). Decide what weapons they have.

It's totally possible (and likely) for members of your gang to get snuffed in combat, but don't sweat it too much. You can decide when named members of the gang bite it, but any number of faceless mooks will probably die for you.

THE BOSS

You have a new statistic, which is tracked as +BOSS (the capitals are important). Your +BOSS statistic represents your poise, command, and general sex appeal, and like other statistics can go from +3 to -3. It starts at 0.

Any time you make a move, you can declare you are making an example for your gang with your actions. If your roll is a 7+, no matter the result, raise your +BOSS statistic by 1. If it is a 2-6, lower it by 1. If the final dice are double 6s, raise it by 2, and if they're two ones, lower it by 2.

MANTRA OF THE BEAST-HEADED GOD

Any time you'd make a roll requiring you to roll +BOSS, you can instead spend a power die to gain a 10+ result automatically by making an example out of one of your gang members or giving a really damn inspiring speech. After all, you're the Boss, no matter what your gang thinks of you.

THE MANY

Your wounds, stamina, armor, statistics, and the gang's are synonymous, though any damage your gang would take 'off screen' doesn't hurt you. Any tags that apply to you or the gang functionally apply to the gang as a whole, even though in fiction you may not be personally affected, nor are all the members of a gang affected equally. You can decide whether in fiction you personally suffer or members of your gang suffer from the results of a bad roll.

Making a Shattered or Defy Fate roll represents a direct threat to you, however, not your gang. If you die, your gang disperses over a few days without further leadership or becomes hostile.

DIRTY WORK

When you give your gang a difficult, demeaning, or humiliating task, or a task where they must separate from you, roll +BOSS to see how they do. On a 10+ The gang performs just fine, with minimal complaints and acceptable competency. On a 7-9, they perform their task but they complain like hell and half-ass the job or screw it up somehow (though not to the point of failure). On a miss, it's a total screw-up, and your gang hilariously (and maybe intentionally) messes up the task you gave them. Either they get the wrong guy, defend the wrong location, break your favorite tea set, or something similarly disastrous.

After you complete this move, lower your +BOSS by 1 as it stretches your good will with your gang. Your gang won't do anything suicidal or insane regardless of how well you roll!

WEALTH

INVENTORY

ADVANCED MOVES

SQUEEZE 'EM DRY

You've got some really shifty sorts in your gang, who know the right way to get what they want. When you need something dirty (wealth, information, secrets, goods, work), you can roll +BOSS. On a 10+, you and your gang squeeze a good amount of it out of someone unfortunate, no trouble at all. On a 7-9, you get a little less, and you piss someone important off in the process. On a miss, it's way dirtier than you were prepared for, and gets you and your allies in some serious trouble.

FIERCE LOYALTY

When you or your gang gain the [crippled], [stunned] or [reeling] tags, the next time you deal damage it gains the [brutal][ap] and [destructive] tags

DIAMONDS OF THE ROUGH

Choose 2 - Brawny, Street-wise, Sneaky, Quick-fingered, Fast Talkers, Brainy, Well Connected. Your gang always has a couple of guys that fit this description. Take +1 on the roll when they do your Dirty Work for you when their expertise would fit the description. You can take on new guys and choose different options when you rest.

ADVANCE: I'VE GOT A GUY...

Choose two - (lockpicking, forgery, swindling, smuggling, thievery, intimidation, seduction, disguise, augury, interrogation, hack-job medicine). When you need to get something shady done, you have a guy or two that do these quickly and professionally. When they do your Dirty Work, get a 10+ result automatically. You can take on new guys and choose different options when you rest.

ADVANCE: SERIOUS SWAGGER

When you need some serious loot, choose one - (extravagant wealth, luxury goods, mercenaries, inter-world transport, vehicles, armaments, friends, dangerous secrets, poisons, artifacts, intoxicants). You always know someone can get it to you high quality if you take care of something for them first. At your option, you can have it there for you in no time at all without doing anything for them, and with zero hassle, but it was almost certainly taken from someone important and angry.

THAT'S OUR BOSS!

If you declare that you are setting an example with your THE BOSS move, you can, at your option, also declare that you are very serious. If your roll was broken, it stays broken, otherwise it becomes clumsy. Instead of raising or lowering your +BOSS by 1 after the roll, raise or lower it by 3.

SWELL RANKS

When in a populated area, you can recruit for your gang. Your personal bodyguard doubles to about 20-30 members, and your gang gets the [huge] tag (deal +1 damage against and take -1 damage from targets without the tag).

While your gang is enlarged in this way, it becomes especially unruly. Your +BOSS is reset to 0 (whether it was positive or negative before) and all your rolls become broken. If you miss a Dirty Work roll while your gang is enlarged in this way, you'll lose any members created by this move (and the tag) until you can recruit again.

NOTHING TO F*** WITH

When your target is [stunned], [reeling], or [crippled], your damage against them is [brutal]

TOTAL NUTTERS

Your lackeys will absolutely do something suicidal or insane. You still need to make a Dirty Work roll to see how they do. In addition, on a 10+ Dirty Work roll, you no longer lose +BOSS.

FAME AND FORTUNE

Your gang has quite a reputation. Whenever you gain or demand wealth, you can get 2 extra wealth automatically. If a target hasn't heard if your gang, you can empower the very first roll you make against them.

SHINING BOSS

When you make a Ply the Market or Gather Power move, you can make it with +BOSS instead of +heat. You can spend +BOSS in any situation as if it were currency (but cannot lower it past -3). Finally, if you're in the right markets, you can purchase +BOSS by getting sufficiently shiny bling for your gang. It costs 2-6 wealth for 1 increase in +BOSS (more or less at GM discretion).

BIG BOSS

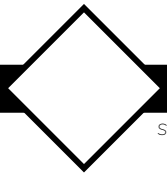
If you miss a Dirty Work roll, you can treat a 2-6 result as a 7-9 instead, but lower your +BOSS by -3 instead of -1 after the roll.

The first time you reach maximum +BOSS during a session, or if you start a session with maximum +BOSS, gain a power die.

The Fated

NAME LEVEL XP

DAMAGE



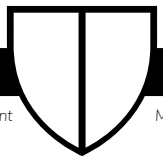
Starts at (2)

POWER



LOOK

ARMOR



Current Max

BONDS

I've known _____ since I was very young.

I don't know much about _____ and I should find out more before I trust them.

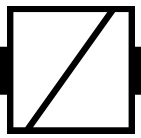
I consider _____ a mentor to me.

BURNING WILL

GOAL _____

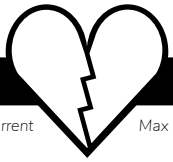
FLAW _____

STAMINA



Current Max (3+Breath)

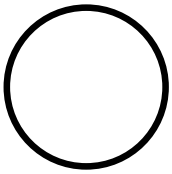
WOUNDS



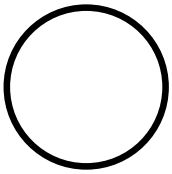
Current Max (3)

Assign as you wish: +2, +1, +1, +0, -1. Heat, Body, and Reflex are important for you.

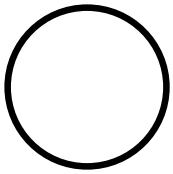
BODY



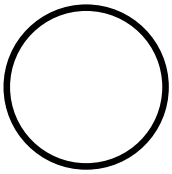
REFLEX



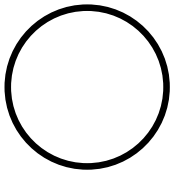
HEAT



BREATH



MIND



STARTING MOVES

DESTINY

Write a single sentence that begins with 'My destiny is to...". You sought out your destiny, or it sought out you - whether in a slain mentor, a homeland left behind, or a quest to fulfill. Once per session, you can empower any roll as long as you think it relates to your destiny.

My destiny is to _____

MANTRA OF PRIM, THE LOYAL

Your will is the fiercest there is - fierce enough to bend fate itself to your advantage. After a GM has established details about a person, place, location, or situation, you may spend a power die to add a single detail of your own in the form of a sentence that begins with the phrase "Yes, and fortunately...". The GM must accept this detail as established, unless they choose to spend a break die.

FATED STYLE

You use a special, renowned, or significant weapon, or style of martial arts that was handed down to you. Name a single weapon or martial arts style. When you roll a 10+ on Reach Heaven by Violence, you deal +1 damage in addition to any other effects.

Your weapon or style is both recognized and contested by a specific and powerful individual or group. Whether that person or group is overtly hostile or not will be up to the GM.

Weapon or Style _____

INSPIRATIONAL

When you make the bolster move you cannot miss - treat a 2-6 result as a 7-9 instead.

RACE

HUMAN **SERVANT**

Human and Servant - At the end of Session move, ask the question, "Did we further my Destiny this session?" If the answer is yes, everyone in your group can mark experience.

WEALTH

PROFICIENCY

Light and Medium Armor. Empty hand, the weapon granted by your fated style, and one extra weapon style of your choice

STARTING GEAR

Choose any:

Plain, Fine, or Exotic Clothes, light armor worth 1 armor (detail), and a fated or special weapon.

Gear (Choose 1: Traveler's, Peasant's, or Urbanite's). An assortment of multi-world coin and barter items worth 1 wealth. A coin giving you passage through one of the seven kingdoms of your choice. A memento from your past (detail).

INVENTORY

ADVANCED MOVES

ARMOR OF WILL

Increase your armor by 1. If you have less than 1 point of armor left when you take a respite, your armor becomes 1. Your body exudes a natural aura of warmth, light, and heat that you can exude or suppress at will.

BLINDING STAR

When you focus your inner power into a fiery aura, roll +body. On a 7+, your body flashes with fiery radiance. On a 10+, choose 1-3 of the following options, on a 7-9 choose 1. On a miss, you are [reeling].

- The radiance blinds and disorients all enemies that can see you for a few moments, leaving them [reeling]

- The radiance lights the area around you within [hand] range on fire, dealing 1[ap] damage

- The radiance forces everyone, friend and foe, within [close] distance to avert their eyes, functionally blinding them, and persists for 1 minute.

DEFIANCE

Take +1 when you push a move.

VENGEFUL STAR

When you lose your first wound in combat (just your first!) you can automatically deal your damage to a target of your choice within range without any roll required.

ADVANCE: SUPERNOVA

When you lose your last wound and are forced to make the Shattered roll, you can automatically deal your damage to all targets of your choice within in range before you make the Shattered roll.

RADIANCE

When you roll a 10+ on Reach Heaven Through Violence, you gain additionally gain 1 stamina on top of dealing +1 damage. This stamina cannot put you over your maximum.

RISING STAR

When you lose your first or last wound (only your first or last) you can rally your group and roll +heat. On a 10+, everyone but you can recover 3 stamina, and take +1 forward. On a 7-9, they only recover 3 stamina. On a miss, you are disheartened and your next roll is broken.

BEND FATE

A number of times between rests equal to your +heat, you can reach into your inner fire and re-roll a roll you just made OR allow an ally you can see you re-roll a roll they just made, choosing the better of the two results in either case. When you perform this action, a nimbus of flame appears around your body.

ADVANCE: BRIGHTEST STAR

When you spend a power die to channel flame and empower a roll, a single ally that can see you can also empower their next roll, as long as their action follows your action or is against the same target. For example, if you spent a power die to leap across a chasm, another ally could empower their roll to leap across the same chasm.

HEART OF THE VOICE

When you take a few moments to plan before a fight, any allies that listen and act on your plan (no matter how well it actually goes) can ignore the first instance of damage they take completely during that fight (no matter how large or small). You yourself don't receive this benefit.

MARTYR

As long as you have only 1 wound remaining, you deal +1 damage and gain the [unstoppable] tag.

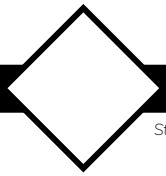
WORD OF THE WORLD-SONG

Choose a single Word - (roughly translated: The Glory, The Tower, The Flame, The Diamond, The Blade, The Mind, The Beast). This is one part of the seven part name of God. You understand a little of its meaning. Once between rests, when you speak this Word, anyone who can hear you, ally or enemy, takes 1[ap] damage, is knocked off their feet, [reeling], and [crippled] by deafening for a minute after you speak it. The Word causes moderate structural damage and widespread destruction around you.

The Fury

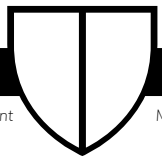
NAME LEVEL XP

DAMAGE



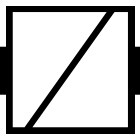
Starts at (2)

ARMOR



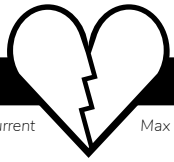
Current Max

STAMINA



Current Max (2+Breath)

WOUNDS



Current Max (4)

POWER



BONDS

I'd gladly take a blade in the gut for _____

_____ is weak and soft, and will die without my help.

I fought (for/alongside/agaist) _____ in the _____ war.

_____

_____

_____

LOOK

_____

_____

_____

BURNING WILL

GOAL _____

_____

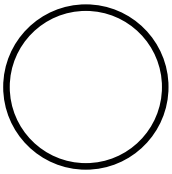
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FLAW _____

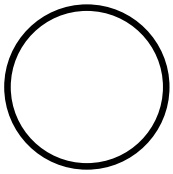
_____

Assign as you wish: +2, +1, +1, +0, -1. Body is the most important for you, followed by Breath.

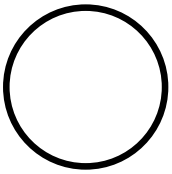
BODY



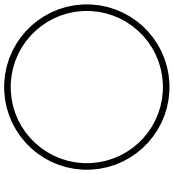
REFLEX



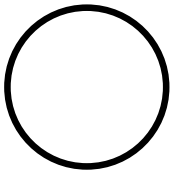
HEAT



BREATH



MIND



STARTING MOVES

MANTRA OF METI, THE BLOODY

When you roll double 6s on Reach Heaven by Violence, you may spend a power die to brutally annihilate your foe, instantly killing them.

BATTLE TRANCE

You have the ability to fly into a rage in an open, violent conflict (it must be open, and it must be violent!). The rage can be a frothing, bestial rage, a focus, honed fury, or a quiet, simmering rage. While raging, your base damage becomes 3 and gains the [destructive] tag, but you take +1 damage from any source. Your rage ends once the current conflict ends or you take a respite.

You must take a rest before you can rage again.

TIGER'S BLOOD

You are a bloody figure, made of stronger and more terrifying stuff than normal men or women. You always make the shattered move empowered.

SCARRED

You have a number of scars, whether physical or emotional. You start play with either 3 or 1d6 scars of your choice. Detail what these are to your GM. Whenever you get a new scar during the course of your story, gain a power die, and write it down.

_____

_____

_____

_____

RACE

DEVIL

You can scent blood. You can ask your GM the approximate health (wounds/stamina) and emotional state of your opponents once per battle. They'll tell you.

ANGEL

Once per combat, choose someone you can see. You're now right next to them, in no time at all.

HUMAN

When the battle starts, ask the GM the biggest threat and the weakest threat to you. They'll tell you.

SERVANT

When showing someone your scars would help you on a roll, take +1 on the roll

WEALTH

PROFICIENCY

Light and Medium armor, and choose 2: Empty hand, pankration, blade, chain, spear, great weapon, stave, knife, great gun, great bow

STARTING GEAR

Choose any:

Clothing (shabby, plain, ascetic) and Light armor worth 1 armor - detail. Traveler's gear, and 2-6 items from the warrior's and traveler's gear (your choice). A number of scars (detail). A single weapon you are proficient with, battered. Scraped and scattered coin worth 1 wealth.

INVENTORY

ADVANCED MOVES

BOILING BLOOD

When you push a move, you can additionally declare you are being insanely reckless. If you do, get 2 power die on a success instead of 1, but also give 2 break die to the GM on a failure.

COAT OF SCARS

You heal 1 wound when you take a respite. In addition, choose a single area of your body (torso, arm, head, leg). You do not feel pain in this part of your body and it cannot be pierced, severed, or burnt by normal means. You cannot be [crippled] in that body part, though you take damage as normal there.

ADVANCE: BLOODY PATH TO HEAVEN

When you start a fight, choose a target. As long as that target is still alive, you cannot fail a shattered roll (treat a 2-6 as a 7-9 instead).

GHOST MAKING TIGER

While raging, any damage you deal to threat 0 or 1 targets is instantly fatal - you shred them to pieces or cut them down mercilessly. You can still suffer harm or retribution from them on a 7-9 before you end them.

TIGER'S ROAR

When you raise your voice in protest, command, or victory, everyone will stop what they're doing to listen to you, no matter what they are doing (combat or otherwise). You can empower your next bend will roll against them. This will only work once on the same target between rests.

IMPATIENCE

You don't care for pedantry. When you make a Ply Secrets or Query the Cosmos roll, you can automatically gain the result of a 7-9, but if you do, the GM will give you a brusque and rough answer of only a few words.

TIGER EYE TECHNIQUE

You can see well in any conditions (darkness, blindness, and poor weather) and gain good awareness of your surroundings up to [close] distance (even if you can't see them, such as through a wall) through smell, gut feeling, instincts, or something similar.

At your option, gain [focus], and for a few moments, you can see unimpeded up to a mile away. You can see through walls and other obstacles until you lose [focus] in this way, but any objects viewed through an obstacle will be hazy and indistinct. When you use this technique, your eyes take on an unearthly appearance. Detail it to the GM.

PREY ON WEAKNESS

When you start a fight with multiple participants, ask your GM who a particularly weak (or the weakest) character there is. During the fight, you will inevitably cut this character down, terrify them into submission, or cause them to break and flee. You can decide when this happens, and in what manner.

LIMITLESS

You can rage a second time before you rest.

ADVANCE: SMASH GATES

You can rage a third time before you rest, but after you finish your third rage, you fall unconscious, are [stunned], and cannot be roused until you complete a rest.

METI'S TECHNIQUE

When you attempt to focus your energy into an incredibly powerful blow, before you roll, declare that you are making a Master Strike. Your next roll is broken but gains two benefits:

- It can be made at any range as long as you can see your target. If made with a melee weapon, you instantly move adjacent to the target

- It gains the [ap][brutal] and [messy] tags, and gives your target the [crippled] tag

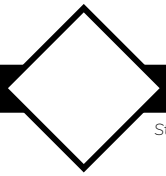
SIVRAN'S CLAW

While raging, at your option, you can choose to enter a sublime rage. Your base damage becomes 4. However, this rage is exhausting, and after your rage ends, all your rolls are broken until you rest.

The Hunger

NAME LEVEL XP

DAMAGE



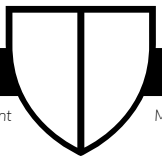
Starts at (2)

POWER



LOOK

ARMOR



Current Max

BONDS

I've watched _____ secretly for some time. They may not know about it.

_____ tried to stop my machinations in the past.

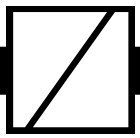
_____'s (blood/flesh/knowledge/skill) is extremely useful to me in my rituals.

BURNING WILL

GOAL _____

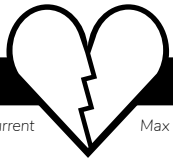
FLAW _____

STAMINA



Current Max (3+Breath)

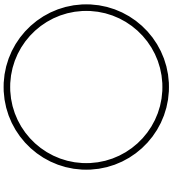
WOUNDS



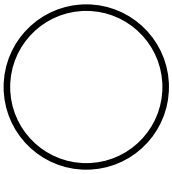
Current Max (3)

Assign as you wish: +2, +1, +1, +0, -1. Mind is the most useful for you, followed by Reflex.

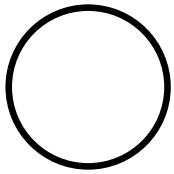
BODY



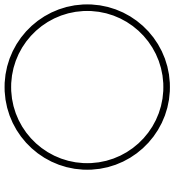
REFLEX



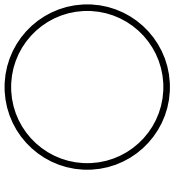
HEAT



BREATH



MIND



PROFICIENCY

Gain all: Implements, stave, empty hand, needle, knife, blade

RACE

DEVIL

When you use Dread Sorcery successfully, you can choose to commune with the Black Flame and ask it one question, which it must answer truthfully. The Flame knows everything, but draws disaster to you.

HUMAN

When you use Dread Sorcery successfully, you can also choose to Scry. Scrying requires a mirror and something from the target (a lock of hair, etc). When you scry you get a brief but very clear glimpse of what that person is doing and their immediate vicinity.

SERVANT

You are part of a society of sorcerers. When you use Dread Sorcery successfully, you can also choose to contact that society and ask up to 3 questions to them. They are friendly to you, but their knowledge is limited to their expertise.

STARTING GEAR

Choose any:

(Fine or Ascetic) clothing. An implement (bells, a sword or dagger, a mirror, or something else - detail). Gear (urbanite's, noble's). A pack with a collection of books (detail). A sack or pouch for casting sorcery - full of oils, fats, and other reagents. A weapon you are proficient with.

WEALTH

INVENTORY

STARTING MOVES

PACT

Your power and prestige comes from a pact or agreement with a patron. Choose 1 and detail: (A devil, a master, a powerful ruler). While your patron is happy with your exploits, you can comfortably ask them for a favor at the beginning of each session, which they will always grant you. If they are unhappy or not confident in your exploits, they'll ask you instead. If you don't fulfill this request in due time, lose your ability to ask favors of your patron until you find a new patron, and you incur the wrath of your old one.

My patron is _____

DREAD SORCERY

You can wield the Art, the ability to bend the universe with your will.

When you wield your implement, speak words of power, and lie to the universe, choose one of the following effects and roll +mind. On a 10+, the effect takes place fully and as you intend it, your will is made manifest.

Pyromancy - Deal 3 [area] damage to a target within [close] or [far] range. You choose the form of your pyromancy, whether it's paper charms, writhing bolts of fire, floating blades, or lightning. It's more intense than any Art you cast with your implement and doesn't require reagents.
Bind Shade - You pull a shade (a deceased soul) or creature from the void into contact with you, enough to speak with it. It could be a specific person, or generic. It is bound to answer one question truthfully, then the connection dissipates if it so wishes.
Red Word- You curse a target that you can see, dooming it. At any point, by merely willing it, you can consume this curse to deal 2 damage to this target, not preventable or reducible in any way. This curse ends only when the target dies, you rest, or you willfully remove it. You may curse a target any number of times, and they are aware of its nature.

On a 7-9, your Art is successful, but (choose 1:)
- You are fully exposed to harm, danger, or retribution
- You can't speak that particular Art again until you rest
- Take -1 ongoing to use your Dread Sorcery until you rest

On a miss, your art writhes catastrophically. It fails, and in addition to other consequences, choose 1: You take 1[ap] damage from the backlash, or deal 1[ap] damage to an ally in range from the backlash.

MANTRA OF KAON, THE GREEDY

When you spend a power die to channel flame, you can choose to roll a d6. On a 5+, take the die as a new power die. If it is a 1-4, give it to the GM as a break die.

GEOMANCY

When you have time (a respite or rest) **and materials** (alchemical substances, tallow, animal parts, charms), you can perform a dark ritual. Describe what kind of ritual you are performing to the GM. You could do any sort of ritual within the realm of reason - from summoning a dark creature, to resurrecting the dead, to spying remotely, to changing the weather (it still has to be ritual-like in nature).

It'll always work, but the GM will tell you one to four of the following you need to do to get it accomplished.
- You and your group will risk danger from _____
- It's going to take significant time (hours, days, weeks)
- It's going to cost more in materials and money than expected
- You'll need to _____ first
- You'll have to give up _____ to do it
- You need help from _____.
- You can't fully accomplish it - only a lesser, more unreliable version

ADVANCED MOVES

STRENGTHENED BINDING

When you bind a shade, if there are materials (ash, clay, or dead flesh) nearby, you can additionally bind it into the shape of a steed or a servant (choose) after or before you ask it your question. The servant shade is bound to follow your commands unthinkingly. It can carry items and perform simple tasks, but cannot fight. The steed will never tire and can at your option fly or swim. It collapses and is destroyed when you rest. You can have any number of shades, but while you have a bound shade, take -1 ongoing to Dread Sorcery rolls.

ADVANCE: SMOTHER FLAME

When you or an ally slay at least one enemy with Reach Heaven Through Violence, or Dread Sorcery, you can instantly bind that enemy's soul as if you'd just successfully cast Bind Shade.

ADVANCE: SUBLIME BINDER

When you bind a shade, you can bind it into a warrior form, as long as there are materials (clay, ash, dead flesh) nearby. Warrior shades are large, strong, and will perform simple, uncomplicated tasks for you on your command. As long as you have at least one warrior shade, deal +1 damage as your shades attack alongside you. However, each time you take damage while you have at least one shade, you lose one shade.

Take -1 ongoing to Dread Sorcery rolls when you have at least one bound shade. You can have any number of shades, but if you miss a Dread Sorcery roll while you have any warrior shades, they break free and turn on you, dealing 1[ap] damage to you or nearby allies per shade, then dissipate. They will collapse and are destroyed when you take a rest.

SPIN WHEEL AND LAUGH AT GOD

When you grasp the Flame Immortal with your terrible will, roll +mind. On a 10+, you can completely erase the effects of something that just happened as if you had turned back time itself a few moments - damage, someone escaping your grasp, a mistake or misstep, even death. However, there are always minor unforeseen consequences - you turn things back slightly too far, or the result is slightly warped in some way.

On a 7-9, these consequences are major instead of minor. On a miss, these consequences are even worse.

You may use this move a number of times equal to your +mind between rests.

DEVOURING FLAME

When you fell at least one enemy with your pyromancy, you can draw on their dissipating soul flame to gain 2 stamina or heal 1 wound. This stamina cannot put you above your maximum.

OVERCHARGE

When you roll a 10+ on your Dread Sorcery, you can take a downside from the 7-9 list. If you do, your sorcery's targets are doubled.

CUT THE UNIVERSE

When you want to cut a fiery path of nothing and transport you and your group across the universe instantly, name a location and roll +mind. If you haven't seen the location you wish to cut to, make a clumsy roll.

On a 10+, you come out where you intended, or somewhere close by. On a 7-9, you come out roughly where you intended, but in somewhere very inconvenient (in the middle of enemies, far from where you need to be). When you miss this move, there is a mishap - the GM decides where everyone ends up (and how unscathed they are).

This Art, often called Division, is extremely rare and coveted by the rulers of the universe. Tell your GM how you came across it.

KAON'S GREEDY WORD

When you speak a Red Word, you can step on the target's shadow (if they have one). If you do, they are [crippled] in an area of your choosing. Additionally, they can't move from their spot until your foot is moved.

ADVANCE: BLOODY WORD

When you use your Red Word successfully on a target, you can gain the [stunned] tag to cripple it with fear or disorient it with pain, and cause it to also gain the [stunned] tag as long as you yourself have this tag. It is struck with terrifying visions of its own demise. These [stunned] tags end when you or your target take damage, or someone takes action to assist you or your target as normal.

PHOENIX BLADE

If you so choose, you can choose to have your Pyromancy deal 4 instead of 3 damage. However, you now suffer (or an ally suffers) 1[ap] backlash damage on a 7-9, and 2[ap] backlash damage on a miss.

ERUDITE

Choose two areas of study, as if they were a title of a book. (Example: Angels and the Pact, Daemonica Maleficum: The Orders and Features of Daemons). You are a master of these subjects as long as you study them, and can charge 2 wealth per rest for your services in tutoring and advice, as long as there's work in the area.

In addition, when you roll a 10+ on Query the Cosmos about these areas of study, you make a breakthrough in your field, and you can tell the GM a new piece of useful information, hitherto undiscovered, about your subject area. The GM must accept this new information as fact, but can add to it in any way they wish.

You can change subjects that you are studying when you rest, but may only have two at a time that you can devote your full attention to and gain the benefits of this move.

A HOUSE REMOVED

You cut a small part of the Wheel (the universe) off for yourself. Your House is a medium sized structure floating in an empty void. Detail it to your GM. While inside you can't use your Dread Sorcery, but you can shape ambient features of the House by willing them into existence. Any modifications to your House can be made by you only and remain even if you leave it.

To open a door to your House, you need time and safety, a door, door frame, or portal-like structure (existing or self-constructed), and a key, which you forge (3 wealth, rare and dangerous materials). You can re-use the key and the door frame, and open a door to the house from any door in the universe, as long as you have the key.

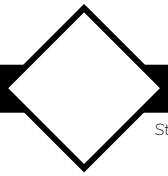
Only targets that have the key or your permission can open a door to the House. Once inside, you can close and seal the door at your option. You can only leave your House from the same door you entered it through. However, you can also name a location which you have visited (for example, the glassblower's guild) and you can open a door from the House to another (real) door somewhere in the rough vicinity of that location. How precise it is and where you open that door is up to the GM.

Once you personally leave the House for a minute, the entrance disappears, trapping anyone left there within. You can only access your House twice between rests.

The Hunter

NAME LEVEL XP

DAMAGE



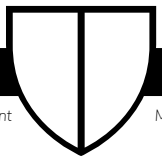
Starts at (2)

POWER



LOOK

ARMOR



Current Max

BONDS

I met _____ on a contract once, though they didn't know it at the time.

_____ will slow me down if I need to get out quickly.

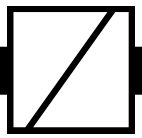
_____ was one of my targets once, though they may not be aware of it.

BURNING WILL

GOAL _____

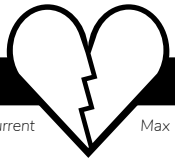
FLAW _____

STAMINA



Current Max (3+Breath)

WOUNDS



Current Max (3)

Assign as you wish: +2, +1, +1, +0, -1. Reflex is the most important for you, followed by Mind.

BODY

REFLEX

HEAT

BREATH

MIND

PROFICIENCY

Light armor. Knives. Choose 4: chain, flying blade, empty hand, claw, gun, needle, bow

RACE

DEVIL

You are invisible in areas of deep shadow or darkness. Targets cannot see you unless you directly attack them.

ANGEL

You are an outcast angel, a rogue agent on the path of Petals, reviled by other angels. Your lightning speed allows you to never be caught off guard or surprised, no matter the circumstance.

HUMAN

Gain the Great Gun proficiency and one other of your choice.

SERVANT

You have connections to guild contracts. Whenever you accept a contract from the criminal underworld, you can demand double the wealth.

STARTING GEAR

Choose any:

Ascetic Clothing. Gear (warrior's or traveler's). A religious symbol. Two vials of potent poison. A writ or contract for someone's life (detail). A dark cloak. A letter from your Shadow Arts school (detail). A brace of knives, and another weapon you are proficient with.

WEALTH

INVENTORY

STARTING MOVES

MANTRA OF OVIS, THE EMPTY ONE

Name a character or location. If you spend a power die, at some point before you next rest, you can tell the GM that you're there, very close to that character or location, silently observing from a hidden perch. You can't tell anyone how you got there, not even your GM - for that would be to reveal the Shadow Arts.

CLOSE EYES AND STILL HEARTS

When you attempt to undertake a journey where you must infiltrate, deceive, or pass undetected through your enemies in order to accomplish a specific goal except killing (eavesdrop for information, scout the area, poison the water supply, pass off a secret message, reach a target to assassinate, etc), name the goal, then roll +reflex.
On a 10+, you pass undetected, accomplishing your goal as you choose.
On a 7-9, the GM chooses 1 from the list below. You pass undetected and accomplish your goal, BUT:

-You have to dispatch someone unnecessary to stay concealed
-You take more time or effort than normal
-You leave marks of your passing
-You have to leave something behind or give something away
-You give away someone else's position

On a miss, you are detected, and choose 1 from the list above

PRACTICED KILLER

All your weapons gain the [hidden] tag (large weapons fold) after you spend a rest tinkering with them. After you tinker with them in this way, only you can wield them effectively (everyone else makes a clumsy roll and NPCs can't use them).

SHADOW ARTS

You are a student of one of several esoteric schools of shadow arts: deadly, hidden, and elite institutions dedicated to refining one aspect of the art of killing.

Choose one of the following:

-**Viper School**: You gain special poison you can apply to ammunition or a weapon. The first attack you make after a rest or respite gains the [ap], [brutal], and [lingering] tags.

-**Fox School**: You can perfectly impersonate any voice or sound that you have heard. You can remember three voices and any number of sounds.

-**Spider School**: When your hands and feet are bare, you can cling to and climb vertical and overhanging surfaces at full speed, even if the surface is sheer or smooth.
-Bat School: In dim light or darkness, you can glide through the air. You cannot gain altitude, though you lose it very slowly.

-**Lizard School**: You can hide instantaneously. As long as you remain still, you are impossible to distinguish from any background. This effect will not work if someone was already aware of or looking at you.

-**Centipede School**: You can perform feats of manual dexterity with any part of your body, not just your hands or other primary limbs. You may also wield weapons effectively in this way.

I am a student of the _____ school.

ADVANCED MOVES

SYNCHRONIZE ATUM
When you know the face and name of a target, you can roll +mind to link your heartbeat with theirs.

On a 10+, you create a link, which you can use to determine the approximate location, surface thoughts, and emotional state of your target, no matter the distance.
On a 7-9, you create the same link, but your target is aware of your use of it, and can sense the same things about you (with a much weaker effect).

On a miss, you link with the target, but only they can sense information about you (and not the other way around).

You can only synchronize Atum with one target at a time, and it fades after a rest.

SILVER BLADES OF OVIS
When dealing damage to a target unaware of your presence, your attacks deal +1 damage and gain the [ap] tag.

ADVANCE: OVIS' FIVE-WAY SWORD
When dealing damage to a target unaware of your presence, your attack gains [brutal] and gives your target the [crippled] and [reeling] tags.

SENSE ATUM
You can sense the rough direction, emotional state, and physical health of living beings up to [far] range of your current location by taking a moment to [focus] and sensing their Atum. This ability extends through walls, floors, and earth, but nothing made of metal. This effect becomes clearer the closer the targets are to you - targets at [close] range will leave much clearer impressions than targets at [far] range, which will be muddled.

INTENSIVE STUDY
Gain another basic School's technique. You can take this move more than once.

VANISH WITHOUT TRACE
When you're in too deep and need to escape, roll +reflex. On a 10+ you find an escape route and get out without a trace. On a 7-9, you get out, but take something unwanted with you (a wound, pursuers) or lose something important (your weapon, information). You can take a single person with you as you leave.

MOTH SCHOOL TECHNIQUE
When you roll a 10+ on an agility move, you can give the [reeling] tag to any enemies you pass through. You weigh almost nothing if you choose to, and never take damage from falling. You can walk on water and jump off impossible surfaces, such as a sword blade.

PREDATOR WASP SCHOOL TECHNIQUE
When you touch a target, willing or not, you can brand them with a small mark that allows you to see through their eyes by gaining [focus]. They are unaware of this mark or ability. The mark fades after you rest, and you can only have one active at a time. In addition, you can consume this mark to [focus] and directly control your targets movements for a few short moments. Your target's movements are imprecise and jerky, and they are aware of the control.

PANTHER SCHOOL TECHNIQUE
Empower Close Eyes and Still Hearts when you have sufficient time to survey your target or location. Additionally, you don't make noise unless you choose to, no matter what you're doing.

TOAD SCHOOL TECHNIQUE
You are a flesh crafter. You keep 2 extra small biological weapons hidden in your body. These could be as nefarious as poison spittle, bone spikes, or insects bred in your flesh. When you deal damage, you can expend a weapon as a one-time use to give your attack [messy] and deal +2 damage. They regenerate when you rest.

WOLF SCHOOL TECHNIQUE
Choose an ally to be your pack brother or sister. When you make the aid move and target your back brother or sister, you can choose to get a 7-9 result without rolling. Additionally, when your pack brother or sister misses a roll and you're within [close] range, you can get +1 forward to attempt the same task.

SCORPION SCHOOL TECHNIQUE
If you have time and materials to prepare an area, you can lay traps, tripwires, and prepare your weapons. Roll +mnd. On a 10+, hold 4. On a 7-9, hold 2. While fighting in the prepared area, you can spend your hold 1 for 1 for the following benefits (can choose the same option more than once):

- Trip or ensnare a target, giving them [reeling]
- Deal your damage as [area][forceful][messy]
- Give a target the [crippled] tag
- Ignore the [huge] and [group] tags on your next source of damage

The Law

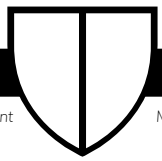
NAME LEVEL XP

DAMAGE



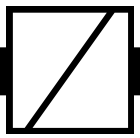
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ARMOR



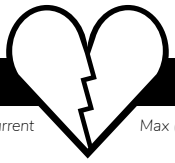
Current Max

STAMINA



Current Max (3+Breath)

WOUNDS



Current Max (3)

POWER



BONDS

_____ helped me out of a tough situation before.

_____ seems unstable and perhaps dangerous. I'll keep an eye on them.

I arrested _____ for _____ before.

_____

_____

_____

_____

LOOK

_____

_____

_____

BURNING WILL

GOAL _____

_____

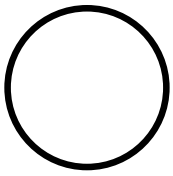
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FLAW _____

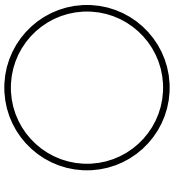
_____

Assign as you wish: +2, +1, +1, +0, -1. Breath and Heat are important for you.

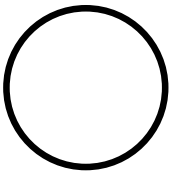
BODY



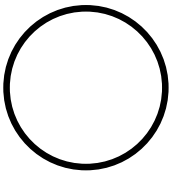
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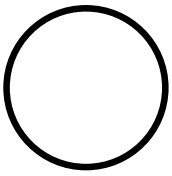
HEAT



BREATH



MIND



STARTING MOVES

MANTRA OF HET, THE WATCHFUL

You follow the Old Law, a complex, quasi-religious system of iron-clad laws that governed the old world of the gods. The particulars of the Old Law are many, but generally you concern yourself with these three tenets (fill out the last two).

- Killing of innocents is forbidden
- The act of _____ is punishable by _____
- Trespassing on _____ is strictly forbidden

When someone breaks these laws, they are guilty.

When you have suspicion of a target's guilt, no matter where or who they are, as long as you spend a power die and declare the wrath of the old law upon their heads, you gain a supernatural dedication to hunting them down. At some point before your next rest, your target will always be within your grasp, willingly or not (though they don't have to be unarmed nor alone!)

JUGGERNAUT

Armor and weapons lose the [unwieldy] tag for you.

WIELD THE OLD LAW

When you give an order to an NPC, roll +heat. On a 7 or up, your target has to either do what you say, flee, or attack you. On a 10+, you can empower your next roll against them, and on a miss, they do what they like and your next roll against them is broken.

WATCHMAN'S EYE

When you make a Pry Secrets roll, you can additionally ask the following questions on a 7+:

- What kind of crime has been committed here?
- Is this person guilty of breaking the Old Law?

RACE

ANGEL

If you're not wearing armor, you count as having 2 armor.

HUMAN

At any time, you can ask the GM "Where's the center of scum and villainy here?", and the GM will tell you exactly where, no matter how hidden.

SERVANT

When you ply the market, if you requisition goods in the name of the local authority, you can spend the authority's wealth instead of your own.

WEALTH

PROFICIENCY

Light, Medium, and Heavy Armor. You are proficient with staves, and 2 of the following: Empty hand, pankration, blade, spear, bow, gun, great gun

STARTING GEAR

Choose any:

Medium Armor worth 2 armor - detail. (Choose: plain, fine) clothing. A uniform (detail). A writ or badge of office, and a mark of authority from Throne. Gear (Warriors or Urbanite's). A thick stave or staff for keeping the peace, and one other weapon. Coinage from local authorities and an assortment of small items (detail) worth 2 wealth.

INVENTORY

ADVANCED MOVES

FIERCE HORSE SOUL

When you are in sight of a guilty target, you gain the [unstoppable] tag and all Agility moves you make are empowered.

UNLIMITED CHARIOT

When a physical obstacle or obstruction bars your way, roll +breath. On a 10+, you smash through it, bypass it, or gain you and your group easy passage through it. On a 7-9, you gain passage, but take significantly more time and attract unwanted attention. On a 2-6, you take more time and attract unwanted attention, but you still can't get by.

This obstruction can be any size or composition (a mountain, for example), but it may take proportionally more time to get through.

BURNING FINGER

When you strike at a guilty target's vital life force, make a +breath roll. You must be in [hand] range to use this move. On a 10+ the target is in crippling pain and [stunned]. When they recover from being stunned, they are [crippled] in one body part of your choice until they can rest. On a 7-9, they are [crippled] and [reeling] for a short duration, and you expose yourself to retribution before your strike hits. If you miss, your target safely escapes your reach and leaves you [reeling].

At the GM's option, if your target is a devil or angel and sufficiently weakened you can banish it to the void with this move, removing it from the physical world.

BODY FORTRESS

Increase your armor by +1

BURNING EMBLEM

Name an source from which you draw your authority (a king, a queen, a guild, an organization, a brotherhood or sisterhood). When you raise the emblem of your authority high, those present will always pause and listen to you, even if they are your enemy.

If your authority holds sway over them, you can command them as if you rolled a 7+ on Wield the Old Law, with no roll required. In addition, your emblem always counts as leverage for the Bend Will move.

HET TRANSFORMS INTO A PILLAR OF BASALT

When you keep keen watch on an person or object, roll +breath. On a 7+, gain [focus] and your attacks gain [forceful] as long as you remain within reach of that ally or object. On a 10+ you take -1 damage from all sources as long as you remain in this stance.

If you fail to stay close to the nominated person or object for any reason, you lose this stance, and must make the roll again to regain it.

EXCUSE ME, CITIZEN

When you meet someone that falls under your jurisdiction, make a clumsy roll. On a 7+, they are guilty of some minor transgression, and you may use your authority to do one of the following, which they must follow to the best of their ability (though what they do afterwards is up to them):

- Requisition something they are holding, wearing, or driving
- Get them out of the way or get them to stay with you
- Get them to deliver a message, item, or package for you
- Get them to take you to a specific location they know about

On a 10+, you can do any or all of the above. On a miss, they publicly spurn your authority, and you lose the use of this move until you rest.

WE SHALL MAKE AN ANVIL OF THEIR SKULLS, AND MY HEART SHALL BE THE FORGE

When you deal damage, choose any ally. Their next attack against the same target deals +1 damage and gives the target [crippled] if it hits.

BRANDING WORDS

When you roll a 7+ on a Wield the Old Law roll, you can give a simple one word command that your target must follow before deciding whether to do what you say, flee, or attack you. They carry it out to the best of their ability, and won't do anything directly self harmful.

ADVANCE: IRON WORDS

On a successful Wield the Old Law roll, the target is branded supernaturally and takes 2[ap] damage the next time they approach you without your permission or try to harm you. They are aware that they will take this damage if they are sentient.

FAMOUS IRON SOUL

The armor value of any armor you wear becomes at least 3, and repairs cost nothing. In addition, your armor becomes such a part of you that you can rely on it for supernatural feats. Once between rests you can use your current armor as a bonus on any roll instead of the regular statistic.

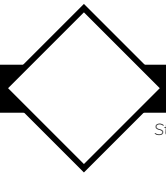
WALLS SURROUND, HET PLANTS HER STAFF IN THE HALL

You can no longer fail an aid move, but treat the 2-6 result as a 7-9 instead. In addition, get an additional 1 hold when you make the aid move.

The Master

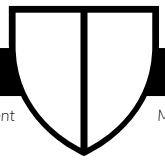
NAME LEVEL XP

DAMAGE



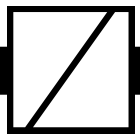
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ARMOR



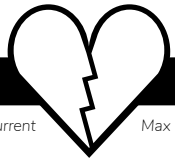
Current Max

STAMINA



Current Max (3+Breath)

WOUNDS



Current Max (2)

POWER



BONDS

_____ has prospered under my tutelage so far.

_____ was my former student, but stupidly left.

_____ could really make something of themselves if I teach them.

_____

_____

_____

_____

LOOK

_____

_____

_____

BURNING WILL

GOAL _____

_____

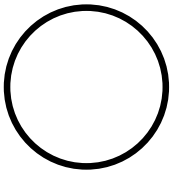
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FLAW _____

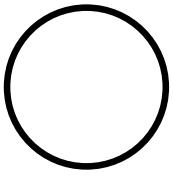
_____

Assign as you wish: +2, +1, +1, +0, -1. Mind is the most important for you, followed by Breath.

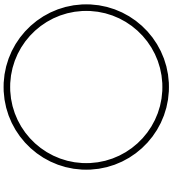
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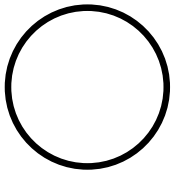
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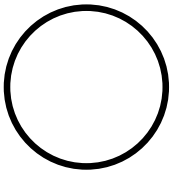
HEAT



BREATH



MIND



STARTING MOVES

MANTRA OF HANSA, THE WISE

You are part of a well respected school of scholarly, martial, and artistic pursuits. You are highly skilled and respected for your mastery of martial arts, and also one of the following (you can make up your own but settle it with the GM first): cooking, chess, tea, painting, poetry, writing, calligraphy.

Whenever you would suffer from any action (other than your own) that would humiliate you, demean you, or impinge on your personal reputation or that of your school's, you may spend a power die to tell the GM how it goes badly for the fool that dared to cross you. The GM must accept whatever fate you establish!

My skill is _____

UNDER MY TUTELAGE

Choose another character to be your student. A number of times equal to 1 +your mind between rests, when you give that character advice on a course of action, they can take +1 when acting on your advice.

_____ is my student.

HARD BITTEN

Increase your armor by 1.

DRAGON GAZES IN MIRROR

When you need the answer to a question, you can spend time meditating on it. The GM will give you an honest answer without requiring you to roll, but phrase it in a way that is obscure or allegorical.

RACE

DEVIL

When using Dragon Gazes in Mirror you can instead commune with the Black Flame. The Flame will give you a much clearer and more concise answer, but attracts disaster to you.

ANGEL

When using Query the Cosmos about a historical event, if you roll a 7+, you were there, no matter how long ago.

HUMAN

Your reputation is such that you will never be refused lodging and assistance, though its nature is up the GM.

SERVANT

Your school of martial arts sends you what resources or information they can muster for your mission at the beginning of each play session, worth 1 wealth.

WEALTH

PROFICIENCY

Choose 4: Empty hand, pankration, blade, implement, stave, spear, great weapon, bow, gun, great bow

STARTING GEAR

Choose any:

A weapon which you are proficient in, accoutrements and coinage worth 2 wealth, (Choose 1: plain, fine, ascetic) clothing, tools of an art you are proficient in (detail - painting, calligraphy, etc), a game set of your choice, gear (traveling, urbanite's, peasant's, nobles)

INVENTORY

ADVANCED MOVES

SWAT AT FLIES

When you would take damage from a source (an attacker, an obstacle, a weapon, a projectile) **roughly the same size or smaller than yourself** and you have a hand free, you can deflect it effortlessly, reducing the damage to 0.

You can use this move a number of times between rests equal to your +mnd, but you must choose to use it before the GM tells you the damage you take.

ADVANCE: DEEP ROOTED DRAGON

Gain +1 use of Swat at Flies. In addition, you can ignore the size restrictions of the Swat at Flies move - you can strike aside blows from even colossal beings, or house-sized boulders if you so choose.

ADVANCE: SUBLIME PARRY

When you Swat at Flies roll +mnd. On a 7+, you can throw or deflect the attack back to any enemy in range, dealing 1[ap] damage. If you roll a 10+, however, you deal the same damage back as the attack that came at you - for example, if the damage was 4, you deal 4 damage back.

SIXTH DRAGON INTERNAL TECHNIQUE

As long as you have time in the morning each day to exercise, perform calisthenics, and align your internal force, gain [unstoppable] as long as you are conscious. You cannot be unwillingly grappled, restrained, disarmed, or touched. You can conceal this fact if you so wish (for example, pretending to be restrained).

LONG PATH UP THE MOUNTAIN

Choose a specific goal for your student or students in the form of a sentence that starts with "This session, I require my (idiotic/foolish/naive) student(s) to _____"

When your student or students accomplishes this goal, you and your student(s) may gain 1 power die.

DRAGON SCALE TECHNIQUE

You take -1 damage from any source long as you have a hand free and are aware of it. You don't get this damage reduction against damage from a source you can't see, are not aware of, or if you don't have a free hand.

To use this move, you must perform calisthenics when you rest to align your internal force. If you can't perform them, lose the use of this move until you can.

DRAGON STRETCHES TAIL

When you make the defend move and get a 7+, you may choose a target in range. You mark that target for humiliation, giving them the [reeling] tag. The next ally who attacks that target can empower their roll.

GREAT MASTER

When you roll a 10+, your student can take +1 forward to attempt the same task. When your student misses, you can take +1 forward to attempt the same task.

ADVANCE: GRAND MASTER

Choose another student. You can give each of your students advice a number of times equal to your +mind between rests, independently.

WIDE REPUTATION

Your mastery in your non-martial arts field (such as cooking, chess, tea, etc) demands incredible respect. You can gain a power die whenever you defeat someone in this skill. If that person was also a master, you can also mark experience.

DRAGON SWALLOW THE MOUNTAIN

When you align your internal force and put yourself in harm's way, you can completely negate any source of damage within [close] range. You can use this technique once again before you rest. If you attempt to use it a third time or more between rests, immediately make a defy fate roll. The damage will still be negated if you fail this roll.

MOUNTAIN ROOTING STEP

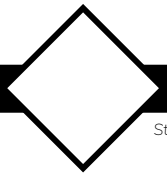
When you plant your feet and breathe in, you can take the Mountain Dragon stance. In this stance, you cannot move, but nor can you be moved from your spot by any force save divine intervention. While in this stance your physical force multiplies tenfold. Gain the [huge][unstoppable] and [focus] tags, but you cannot take any action that requires you to move your feet.

You can carry many times your body weight in this stance if required, and resist forces that would crush a normal person, such as the weight of a boulder, or the foot of a giant. The stance will break if you move from your spot, but you can take it again at will.

The Refined

NAME LEVEL XP

DAMAGE



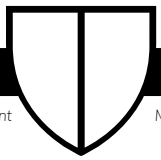
Starts at (2)

POWER



LOOK

ARMOR



Current Max

BONDS

_____ once served at my whim.

_____ is staining me with their presence.

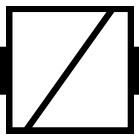
_____ is a person of note, I should keep them around me and cultivate them.

BURNING WILL

GOAL _____

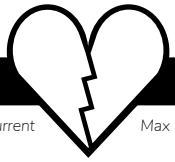
FLAW _____

STAMINA



Current Max (3+Breath)

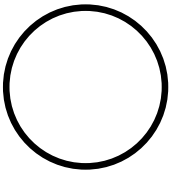
WOUNDS



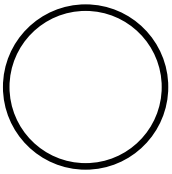
Current Max (3)

Assign as you wish: +2, +1, +1, +0, -1. Heat is the most useful for you, followed by Mind.

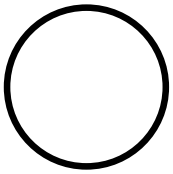
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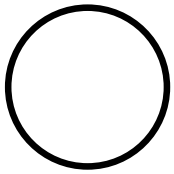
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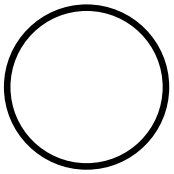
HEAT



BREATH



MIND



PROFICIENCY

Proficiencies: Your own fine clothing (see below), Implements, and choose 3: empty hand, spear, blade, needle, bow, gun, flying blade, knife

RACE

DEVIL

When someone you meet is frightened of you, empower your next Bend Will roll against them.

HUMAN

When someone you meet is attracted to you, empower your next Bend Will roll against them.

SERVANT

When someone you meet is jealous of you, empower your next Bend Will roll against them

STARTING GEAR

Choose any:

Fine clothing (detail), accessories (choose 1 or all: hairpins, jewelry, eyeglasses, a cigarette case, other luxuries), an implement for your Art (choose 1: a sword, a mirror, a ley-stone, bells, or something else), writing materials, a musical instrument, Noble's gear (detail), coinage and luxury items worth 4 wealth, the services of a manservant, handmaiden, or slave (see services) free of charge

WEALTH

INVENTORY

STARTING MOVES

PACT

Your power and prestige comes from a pact or agreement with a patron. Choose 1 and detail: (A devil, a master, a powerful ruler). While your patron is happy with your exploits, you can comfortably ask them for a favor at the beginning of each session, which they will always grant you. If they are unhappy or not confident in your exploits, they'll ask you instead. If you don't fulfill this request in due time, lose your ability to ask favors of your patron until you find a new patron, and you incur the wrath of your old one.

My patron is _____

DREAD SORCERY

You can wield the Art, the ability to bend the universe with your will.

When you wield your implement, speak words of power, and lie to the universe, choose one of the following effects and roll +mind. On a 10+, the effect takes place fully and as you intend it, your will is made manifest.

Pyromancy - Deal 3 [area] damage to a target within [close] or [far] range. You choose the form of your pyromancy, whether it's paper charms, writhing bolts of fire, floating blades, or lightning. It's more intense than any Art you cast with your implement and doesn't require reagents.
Bind Shade - You pull a shade (a deceased soul) or creature from the void into contact with you, enough to speak with it. It could be a specific person, or generic. It is bound to answer one question truthfully, then the connection dissipates if it so wishes.
Red Word- You curse a target that you can see, dooming it. At any point, by merely willing it, you can consume this curse to deal 2 damage to this target, not preventable or reducible in any way. This curse ends only when the target dies, you rest, or you willfully remove it. You may curse a target any number of times, and they are aware of its nature.

On a 7-9, your Art is successful, but (choose 1:)
- You are fully exposed to harm, danger, or retribution
- You can't speak that particular Art again until you rest
- Take -1 ongoing to use your Dread Sorcery until you rest

On a miss, your art writhes catastrophically. It fails, and in addition to other consequences, choose 1: You take 1[ap] damage from the backlash, or deal 1[ap] damage to an ally in range from the backlash.

MANTRA OF KAON, THE GREEDY

When you spend a power die to channel flame, you can choose to roll a d6. On a 5+, take the die as a new power die. If it is a 1-4, give it to the GM as a break die.

GEOMANCY

When you have time (a respite or rest) **and materials** (alchemical substances, tallow, animal parts, charms), you can perform a dark ritual. Describe what kind of ritual you are performing to the GM. You could do any sort of ritual within the realm of reason - from summoning a dark creature, to resurrecting the dead, to spying remotely, to changing the weather (it still has to be ritual-like in nature).

It'll always work, but the GM will tell you one to four of the following you need to do to get it accomplished.
- You and your group will risk danger from _____
- It's going to take significant time (hours, days, weeks)
- It's going to cost more in materials and money than expected
- You'll need to _____ first
- You'll have to give up _____ to do it
- You need help from _____.
- You can't fully accomplish it - only a lesser, more unreliable version

ADVANCED MOVES

WRITHING SHADOW

When you Cast Shadows, your illusion can be both an image and a sound, and is completely convincing to all sensations except touch. In addition, you can give it a simple one sentence instruction ('greet the next person to enter'), and it can move a significantly further distance from its casting location (around 100 paces).

WEAVE OF POWER

When you pull on your various (and numerous) **powerful connections**, name to the GM who you're calling on and roll +heat. On a 10+, hold 3. On a 7-9, hold 1. You can spend your hold 1 for 1 to call in a favor from them. A favor could be goods or weapons worth 2 wealth (not the wealth itself), passage through the king's road, an escort, dirty secrets, etc. If you miss this move, you can still choose to get hold 1, but if you do, lose the use of that connection afterwards until you can take action to regain their favor.

EYE SPLITTING FEATHER

When you use your Court Sorcery to Cast Shadows, you can at your option create the exact mirror image of yourself or a willing creature within sight. This image, unlike a regular shadow, can create sound and noise, and is completely convincing to all sensations except touch. It can move 100 paces in any direction before dissipating, and either mimics your movement or follows a simple 1 sentence instruction you give it (walk up the hallway and ask for entrance). If you [focus], you can look through its eyes.

When you will it, you and the image both dissolve into smoke, and you appear in the location where the image was.

FLYING SLEEVES

Your clothing becomes a deadly weapon. When wearing fine or better clothing you can also wield it as a [close][infinite][forceful] ranged weapon with the following flourish: gain the [ap] tag. You can make this attack with your sleeves, by throwing your hat, or attacking with something more bizarre such as hairpins, your own hair, or your voice.

ADVANCE: ADAMANT SILK

As long as it's not filthy, fine or better clothing gives you 2 armor instead of 1, and you gain the [unstoppable] tag while wearing it.

MASQUERADE

When you choose to Slip Masks and Laugh, you can change the appearances and voices of up to 3 additional willing or unwilling targets you can see.

ADVANCE: THOUSAND FACES

When you choose to Slip Masks and Laugh, you can warp other aspects of your person, including your clothing, your height, your weight, and your body size, gender, and shape in addition to your face. Your statistics remain the same. You must remain the same race. If your Slip Masks and Laugh targets other people, it can alter others in the same way.

If you're impersonating someone, anyone who knows them well will be suspicious of you within reason.

HOUSE OF SMOKE

When you speak mesmerizing words of power and weave the very air with your sorcerous might, roll +mind. On a 7+, you create an illusory realm around you, filling a cube around 150 paces on each side. The realm must overlap the real world. For example, if you create your realm inside a building, it must follow the same floor plan. If you create your realm in an empty field, it must be roughly flat. However, you can add extra features that don't really exist - for example, a wall where there is none, a statue, trees, a fountain, etc. These features (and the entire realm) are make of a thin smoke, and can be safely passed through as though they are not there, though they are utterly convincing to every sense except touch.

However, on a 10+, you can choose a number of features equal to your +mind. These features become real. For example, you could create an illusory staircase to the second floor where there is none, or a door where there is none. On a 2-6, the illusory realm is created, but spirals wildly out of your control into a bizarre nightmare, entrapping anyone within.

The realm lasts until after you rest, after which it dissipates (including any features you made real!)

SUBLIME WARP

When you choose to Warp Shadows, you can warp something far larger (up to about the size of a large animal, or a vehicle). The same restrictions, penalties, and bonuses apply.

ENSLAVE FLAME

When you roll a 10+ on Bend Will, even against a hostile target, you can choose to ensorcel them. While charmed this way, the target treats you as though they are deeply in love with you and your group as friendly acquaintances. This effect lasts until you take a respite or rest, or they are hurt by your or your group. They remember that you ensorcelled them afterwards.

SUBLIME PERFORMANCE

When you perform your noble pursuit, if you so choose, it lures those that can see or hear you into a deadly trance. Those that can see or hear you, friend or foe, are [stunned] and can do nothing except pay rapt attention, breaking only if they are touched by someone else or take damage. You choose whether the effect lingers, dazing and giving them the [reeling] tag, intensifies painfully, giving them the [crippled] tag, or snaps, dealing 1[ap] damage to all who can hear or see you.

DEVOURING SHADOWS

When you successfully cast shadows, at your option, you can summon a nightmare instead, formed from a target's fears, that latches onto them, unable to be removed until you rest. While the nightmare is attached, you always know the target's location, the target cannot gain the [evasive] tag, and when that target takes damage from any source, that damage cannot be reduced in any way (such as from armor, the [group] or [huge] tags)

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