

Getting Started

Character Creation

You are a hero sworn to undertake perilous quests in the dark fantasy setting of the Ironlands. You will explore untracked wilds, fight desperate battles, forge bonds with isolated communities, and reveal the secrets of this harsh land. Most importantly, you will swear iron vows and see them fulfilled—no matter the cost.

**Name:** Choose a name

**Momentum:** Set your momentum to +2, your max momentum to +10 and your momentum reset to +2.

**Stats:** Set your stats by arranging these values across edge, heart, iron, shadow, and wits in any order: 3, 2, 2, 1, 1.

**Health, Spirit, Supply:** Set all to +5.

**Debilities:** When you create your character, all debilities should be unmarked.

**Assets:** Assets give you additional options and bonuses when making a move, and may include their own special moves. When you create your character, select 3 starting assets. All assets include three abilities. A filled-in dot represents an ability you can make use of. The first ability will probably be marked when you obtain the asset. If not, you can choose one. When you Fulfill Your Vow, you gain experience. You can Advance and spend experience to upgrade an asset (mark another ability) or obtain a new asset. Some assets can only be obtained after you fulfill narrative or mechanical requirements. The text of the asset will outline the requirement, typically using the phrase “Once you...”.

Campaign Setup

- Create your character:** In whatever order you prefer, envision your character, choose your name, set your stats, and select your assets.
- Create your world:** Refer to chapter 4 of the Ironsworn rulebook and the ‘Your Truths’ exercise. Envision where your story will begin and mark it on your map.
- Mark your background bonds:** Create up to three bonds to represent your connections to home, friends, family, or other loyalties. Make note of them, and mark one tick for each on your bonds progress track.
- Write your background vow:** Create a sworn quest as backstory for your character. Write down this vow and give it a rank of extreme or epic. You don’t need to make the Swear an Iron Vow move for this quest.
- Envision your inciting incident:** Come up with the problem that drives your character into action.
- Set the Scene:** Decide whether you want to start with a prologue (the normal world), or in the midst of the problem (in medias res). Envision the scene and begin play.
- Swear an Iron Vow:** Make the move and write down your vow. Give it a rank of troublesome, dangerous, or formidable.
- Take your next steps:** Based on the outcome of your Swear an Iron Vow move, envision what occurs and what you do next. Then, play to see what happens.

Option: Alternate Stat Arrays

To fine-tune the tone of your game, you can adjust the standard stat values either up or down. Higher stats will put your character more in control. Lower stats will create a riskier and more chaotic story. Three suggested arrays are shown below.

**Challenging:** 4, 3, 3, 2, 2. **Perilous (Default):** 3, 2, 2, 1, 1. **Grim:** 3, 2, 1, 1, 0

Foes

Ranks

Rank	Type	Progress	Harm
Troublesome	Common Enemies	3 progress per harm	1
Dangerous	Capable fighters and deadly creatures	2 progress per harm	2
Formidable	Exceptional fighters and mighty creatures	1 progress per harm	3
Extreme	Foes of overwhelming skill or power	2 ticks per harm	4
Epic	Legendary foes on mythic power	1 tick per harm	5

Fighting a Foe

When you Enter the Fray, give your foe a a standard progress track (10 boxes). When you Strike or Clash and inflict harm, mark progress for each point of harm based on the foe’s rank. When you fail to defend against a foe’s attack and face physical harm, make the Endure Harm move. As part of that move, you will reduce your health track by the amount of harm your foe inflicts, per their rank. If appropriate to the NPC, they can also force you to Endure Stress when you fail to resist an action which frightens, demoralizes, or rattles you. Or, they may take an action which puts you at a disadvantage, reveals a complication, or creates a new danger. When you take decisive action to resolve the combat, tally your progress against this foe and make the End the Fight move.

Packs

When you fight a group of troublesome or dangerous foes, you may combine them into a single progress track. This is called a pack. When you group foes into a pack, increase their rank to represent their combined ability to inflict and resist harm.

- For a **small pack** (about 3 to 5), increase the rank by one.
- For a **large pack** (about 6 to 10) increase the rank by two.

Mechanics Summary

Moves

When you do something or encounter a situation within the scope of a move, refer to the move and follow its instructions to see what happens. When a move’s name is referenced within the rules or by another move, you’ll see it as italicized text.

The Action Roll

Roll your action die (d6) and challenge dice (2d10). The total of your action die, your stat, and any adds is your action score. Your action score is never greater than 10—anything over that is ignored.



To determine the outcome of your move, compare the action score to each of the challenge die. You want it to be greater than the individual value of those dice.

**Strong hit:** Action score is greater than both of the challenge die. **Weak Hit:** Action score is greater than one of the challenge die. **Miss:** Action score is not greater than either of the challenge die.

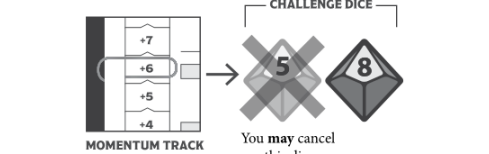
**Ties always go to the challenge die. Your action score needs to exceed -not equal- the challenge dice to count as a hit.**

Matches

When you roll a match on your challenge dice... **Strong hit:** The match represents a twist in the narrative, something interesting, or a new opportunity. **Miss:** The match represents a heightened negative outcome, a complication, or a new danger. If you’re unsure what happens, Ask the Oracle.

Momentum

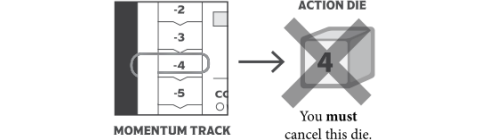
Your momentum value ranges from a -6 to +10 and represents how you are faring in your quests. Move results may tell you to increase or decrease momentum. **Burning Momentum:** You may cancel any challenge dice that are less than your momentum value.



**Resetting Momentum:** After you burn momentum, you must adjust your momentum track to your momentum reset value.

- The default reset is +2.
- If you have one debility marked, your momentum reset is +1.
- If you have more than one debility marked, your momentum reset is 0.

**Suffering Negtive Momentum:** When your momentum is less than 0, and it matches the value of your action die, you must cancel your action die. When you suffer -momentum, and your momentum is already at -6, you will instead make the Face a Setback move.



**Max Momentum:** Your max momentum starts at +10, and is reduced by 1 for every marked debility.

Progress Tracks

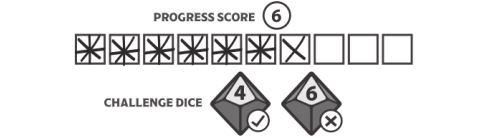
A progress track is used to measure your pace and determine the outcome of a goal or challenge. It is drawn as a row of ten boxes which you mark as you make headway toward your objective.

When you **mark progress**, fill in the appropriate number of ticks or progress boxes per the rank of your challenge.

<b>Troublesome</b>		Mark 3 progress
<b>Dangerous</b>		Mark 2 progress
<b>Formidable</b>		Mark 1 progress
<b>Extreme</b>		Mark 2 ticks
<b>Epic</b>		Mark 1 tick

**Marking Progress For Bonds:** If you are marking progress on your bonds progress track, you always mark 1 tick unless a move or asset tells you otherwise.

**Progress Moves: Tally the number of fully filled progress boxes (those with four ticks).** This is your progress score. Then, roll your challenge die (2d10), compare to your **progress score**, and resolve a strong hit, weak hit, or miss as normal.



**You may not burn momentum when making a progress move, and you are not affected by negative momentum.**

Quests Challenge Rank

**Troublesome:** A challenging quest with a small number of obstacles. **Dangerous:** An involved quest with several tough obstacles. **Formidable:** A complex quest with many intimidating obstacles. **Extreme:** An overwhelming quest of staggering proportions. **Epic:** A life-defining quest of unknowable scope.

Journey Challenge Rank

**Troublesome:** Traveling a moderate distance within a single region. **Dangerous:** Traveling a long distance within a single region, or across rough terrain. **Formidable:** Traveling from one region to another, or across especially challenging terrain. **Extreme:** Traveling through multiple regions. **Epic:** Traveling from one end of the Ironlands to another, or to a separate land.

Foes Challenge Rank

**Troublesome:** Common enemies. **Dangerous:** Capable fighters and deadly creatures. **Formidable:** Exceptional fighters and mighty creatures. **Extreme:** Foes of overwhelming skill or power. **Epic:** Legendary foes of mythic power.

Oracles

Ask the Oracle when you have questions in solo or co-op games, or to provide inspiration for the GM in guided play. When you are prompted by a move or an oracle table to generate a result between 1 and 100, roll two ten-sided dice. One die represents the tens digit, and one represents the units.

Suffering Harm and Stress

When you face physical injury or hardship, make the Endure Harm move. When you face mental shock or despair, make the Endure Stress move.

Rank	Harm/Stress
Troublesome	-1
Dangerous	-2
Formidable	-3
Extreme	-4
Epic	-5

Inflicting Harm

When you wield a deadly weapon (such as a sword, axe, spear, or bow), you inflict 2 harm. When you are unarmed, or wield an improvised or simple weapon (such as a shield, stick, club, staff, or rock), you inflict 1 harm. When you inflict harm on your foe in combat, each point of harm is marked as progress on your foe’s progress track per their rank. For example, each point of harm equals 2 full progress boxes when fighting a dangerous enemy, or 2 ticks when fighting an extreme enemy.

Supply

Supply is an abstract representation of your preparedness. You and your allies share the same supply value. When your supply falls to 0, all characters make the Out of Supply move.

Companions

If you roll a 1 on your action die when using a companion ability, any negative outcome of the move should involve your companion. When a companion suffers physical damage, make the Companion Endure Harm move.

Conditions

**Wounded** may be marked when you are at 0 health and fail to Endure Harm. You are severely injured and need treatment to recover. You cannot increase Health. **Shaken** may be marked when you are at 0 spirit and fail to Endure Stress. You are despairing or distraught, and need comfort to recover. You cannot increase Spirit. **Unprepared** is marked when you are at 0 supply and are Out of Supply. You and your allies share the same supply value, and will mark unprepared together. You cannot increase Supply. **Encumbered** is marked as appropriate to the circumstances when you are carrying excessive or cumbersome weight.

Banes

**Maimed** may be marked when you are at 0 health and fail to Endure Harm. You have suffered a wound which causes you ongoing physical challenges, such as the loss of an eye or hand. Or, you bear horrific scars which serve as a constant reminder of your failures. **Corrupted** may be marked when you are at 0 spirit and fail to Endure Stress. Your experiences have left you emotionally scarred. You are at the threshold of losing yourself to darkness.

Burdens

**Cursed** is marked when you Face Death and return with a soul-bound quest. This burden can only be cleared by completing the quest. **Tormented** is marked when you Face Desolation and undertake a quest to prevent a dire future.

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World Workbook

The Old World

- ☐ The savage clans called the Skulde invaded the kingdoms of the Old World. Our armies fell. Most were killed or taken into slavery. Those who escaped set sail aboard anything that would float. After an arduous months-long voyage, the survivors made landfall upon the Ironlands.  
*Quest Starter: You are a descendant of the Skulde. Because of your heritage, your family has long borne the distrust of your fellow Ironlanders. Now, a small force of Skulde have landed on our shores. Are they the harbinger of an invasion? Where do your loyalties lie?*
- ☐ The sickness moved like a horrible wave across the Old World, killing all in its path. Thousands fled aboard ships. However, the plague could not be outrun. On many ships, the disease was contained through ruthless measures—tossing overboard any who exhibited the slightest symptom. Other ships were forever lost. In the end, those who survived found the Ironlands and made it their new home. Some say we will forever be cursed by those we left behind.  
*Quest Starter: A settlement is stricken by disease. Though this sickness bears some similarities to the Old World plague, it doesn't kill its victims. Instead, it changes them. How does this disease manifest? Why do you swear to seek out a cure?*
- ☐ The Old World could no longer sustain us. We were too large in number. We had felled the forests. Our crops withered in the barren ground. The cities and villages overflowed with desperate, hungry people. Petty kings battled for scraps. We cast our fate to the sea and found the Ironlands. A new world. A fresh start.  
*Quest Starter: Decades ago, the exodus ended. Since then, no ships have sailed here from the Old World. Until now. Word comes of a single ship, newly arrived across the vast ocean, grounded on the rocks of the Barrier Islands. When you hear the name of this ship, you swear to uncover the fate of its passengers. Why is it so important to you?*
- ☐ Make up your own...

Iron

- ☐ The imposing hills and mountains of the Ironlands are rich in iron ore. Most prized of all is the star-forged black iron.  
*Quest Starter: The caravan, bound for the distant southlands, left the mining settlement last season but never arrived at its destination. It carried a bounty of black iron. Why is finding this lost caravan so important to you?*
- ☐ The weather is bleak. Rain and wind sweep in from the ocean. The winters are long and bitter. One of the first settlers complained, “Only those made of iron dare live in this foul place”—and thus our land was named.  
*Quest Starter: The harvest fell short. The unrelenting snows left the village isolated. The food is running out. What will you do to see these people through this harsh season?*
- ☐ Inscrutable metal pillars are found throughout the land. They are iron gray, and smooth as river stone. No one knows their purpose. Some say they are as old as the world. Some, such as the Iron Priests, worship them and swear vows upon them. Most make the warding sign and hurry along their way when they happen across one. The pillars do not tarnish, and even the sharpest blade cannot mark them.  
*Quest Starter: Your dreams are haunted by visions of a pillar which stands in an unfamiliar landscape. What do you see? Why are you sworn to seek it out?*
- ☐ Make up your own...

Legacies

- ☐ We are the first humans to walk these lands.  
*Quest Starter: In the writings of one of the first settlers, there is a description of a glade in the heart of the Deep Wilds. The spirits of this place are said to grant a miraculous blessing. What boon does it bestow?*
- ☐ Other humans sailed here from the Old World untold years ago, but all that is left of them is a savage, feral people we call the broken. Is their fate to become our own?  
*Quest Starter: You find a child—one of the broken. It is wounded, and hunted by others of its kind. Do you protect it, even at the risk of inviting the wrath of the broken tribes?*
- ☐ Before the Ironlanders, before even the firstborn, another people lived here. Their ancient ruins are found throughout the Ironlands.  
*Quest starter: Miners uncovered an underground ruin. Thereafter, the people of the settlement are haunted by strange dreams. The ruins call to them, they say. Several have disappeared in that dark, ancient place—including someone important to you.*
- ☐ Make up your own...

Communities

- ☐ We are few in number in this accursed land. Most rarely have contact with anyone outside our own small steading or village, and strangers are viewed with deep suspicion.  
*Quest Starter: In the dead of winter, a desperate man arrives at a snowbound steading. He is wounded, hungry, and nearly frozen to death. His family has been taken. By whom? Will you brave the merciless winter to save them?*
- ☐ We live in communities called circles. These are settlements ranging in size from a steading with a few families to a village of several hundred. Some circles belong to nomadic folk. Some powerful circles might include a cluster of settlements. We trade (and sometimes feud) with other circles.  
*Quest Starter: A decades-long feud between two circles has*

- flared into open conflict. What is the cause of this dispute? Do you join in the fight, or swear to put a stop to it?*
- ☐ We have forged the Ironlands into a home. Villages within the Havens are connected by well-trod roads. Trade caravans travel between settlements in the Havens and those in outlying regions. Even so, much of this land is untamed.  
*Quest Starter: Caravans are forced to pay for passage along a trade road. This payment, one-quarter of the goods carried, leaves several communities without sufficient winter stores. Who is making these demands? How will you set things right?*
- ☐ Make up your own...

Leaders

- ☐ Leadership is as varied as the people. Some communities are governed by the head of a powerful family. Or, they have a council of elders who make decisions and settle disputes. In others, the priests hold sway. For some, it is duels in the circle that decide.  
*Quest Starter: You have vivid reoccurring dreams of an Ironlands city. It has strong stone walls, bustling markets, and a keep on a high hill. And so many people! Nowhere in the Ironlands does such a city exist. In your dreams, you are the ruler of this city. Somehow, no matter how long it takes, you must make this vision a reality.*
- ☐ Each of our communities has its own leader, called an overseer. Every seventh spring, the people affirm their current overseer or choose a new one. Some overseers wear the iron circlet reluctantly, while others thirst for power and gain it through schemes or threats.  
*Quest Starter: An overseer has fallen ill. She is sure to die without help, and the illness is unknown to the village healer. Poison, or perhaps even foul magic, is suspected. The families in the community are now at each other's throats as they position their preferred candidates to take up the iron circlet. Will you discover the truth of the overseer's illness and restore her to health?*
- ☐ Numerous clan-chiefs rule over petty domains. Most are intent on becoming the one true king. Their squabbles will be our undoing.  
*Quest Starter: You secretly possess one-half of the True Crown, an Old World relic. Centuries ago, this crown was broken in two when an assassin's axe split the head of the supreme ruler. You are descended from that lineage. Who gave you this relic? Will you find the other half of the broken crown and attempt to unite the clans under your rule? Or, do you see another use for it?*
- ☐ Make up your own...

Defense

- ☐ Here in the Ironlands, supplies are too precious, and the lands are too sparsely populated, to support organized fighting forces. When a community is threatened, the people stand together to protect their own.  
*Quest Starter: A settlement is unable, or unwilling, to defend itself against an imminent threat. Why? What peril do they face? What will you do to protect them?*
- ☐ The wardens are our soldiers, guards, and militia. They serve their communities by standing sentry, patrolling surrounding lands, and organizing defenses in times of crisis. Most have strong ties to their community. Others, called free wardens, are wandering mercenaries who hire on to serve a community or protect caravans.  
*Quest Starter: You come upon a dying warden. She tells you of an important mission, and charges you with its completion. “Swear to me,” she says, reaching out with a bloodied hand to give you an object crucial to the quest. What is it?*
- ☐ Our warbands are rallied to strike at our enemies or defend our holdings. Though not nearly as impressive as the armies that once marched across the Old World, these forces are as well-trained and equipped as their communities can manage. The banners of the warbands are adorned with depictions of their Old World history and Ironland victories.  
*Quest Starter: A warband was wiped out in a battle against an overwhelming enemy. What is your connection to this band? Who defeated them? Will you carry their banner on a quest for vengeance, or do you vow to see it brought home to a place of honor?*
- ☐ Make up your own...

Mysticism

- ☐ Some still find comfort in the old ways. They call on mystics to divine the fortune of their newborn, or ask them to perform rituals to invoke a bountiful harvest. Others act out of fear against those who they suspect of having power. However, most folk believe true magic—if it ever existed—is lost to us now.  
*Quest Starter: Someone close to you is accused of cursing a settlement, causing fields to go fallow and cattle to become sick. What is the evidence of this? Will you defend this person and uncover the true cause of the settlement's troubles?*
- ☐ Magic is rare and dangerous, but those few who wield the power are truly gifted.  
*Quest Starter: You have heard stories of someone who wields true power. They live in an isolated settlement far away. Who told you of this mystic? Are they feared or respected? Why do you swear to seek them out?*
- ☐ Magic courses through this land as the rivers flow through the hills. The power is there for those who choose to harness it, and even the common folk often know a helpful ritual or two.  
*Quest Starter: Someone you love walked the paths of power, and succumbed to it. Who are they? Why did they fall into darkness? Where are they now? Do you seek to save them or defeat them?*

- ☐ Make up your own...

Religion

- ☐ A few Ironlanders still make signs or mumble prayers out of habit or tradition, but most believe the gods long ago abandoned us.  
*Quest Starter: A charismatic Ironlander, encouraging her followers to renounce the vestiges of Old World religions, proposes a new path for this new world. What doctrine does she teach? What does she seek to achieve? Are you sworn to aid or stop her?*
- ☐ The people honor old gods and new. In this harsh land, a prayer is a simple but powerful comfort.  
*Quest Starter: An Ironlander is determined to make a pilgrimage into dangerous lands. What holy place do they seek? Why do you swear to aid them on this journey? Who seeks to stop them and why?*
- ☐ Our gods are many. They make themselves known through manifestations and miracles. Some say they even secretly walk among us. The priests convey the will of the gods and hold sway over many communities.  
*Quest Starter: You bear the mark of a god. What is it? The priests declare this as a sign you are chosen to fulfill a destiny. Do you accept this fate, and swear to see it through, or are you determined to see it undone? What force opposes you?*
- ☐ Make up your own...

First Born

- ☐ The firstborn have passed into legend. Some say the remnants of the old tribes still dwell in deep forests or high mountains. Most believe they were never anything more than myth.  
*Quest Starter: Someone obsessed with the firstborn wants to find evidence of their existence. This will require an expedition into the far reaches of the Ironlands. What is your role in this mission?*
- ☐ The firstborn live in isolation and are fiercely protective of their own lands.  
*Quest Starter: The elf, outcast from his kind, lives with Ironlanders. Over time, he became a part of the community. Now, he is dying. He yearns to return to his people before he passes. Does he seek absolution or justice? Why do you swear to help him? What force opposes his return?*
- ☐ The firstborn hold sway in the Ironlands. The elves of the deep forests and the giants of the hills tolerate us and even trade with us—for now. Ironlanders fear the day they decide we are no longer welcome here.  
*Quest Starter: Humans and giants are on the brink of war. What has happened? Who do you side with? Can anything be done to defuse the situation?*
- ☐ Make up your own...

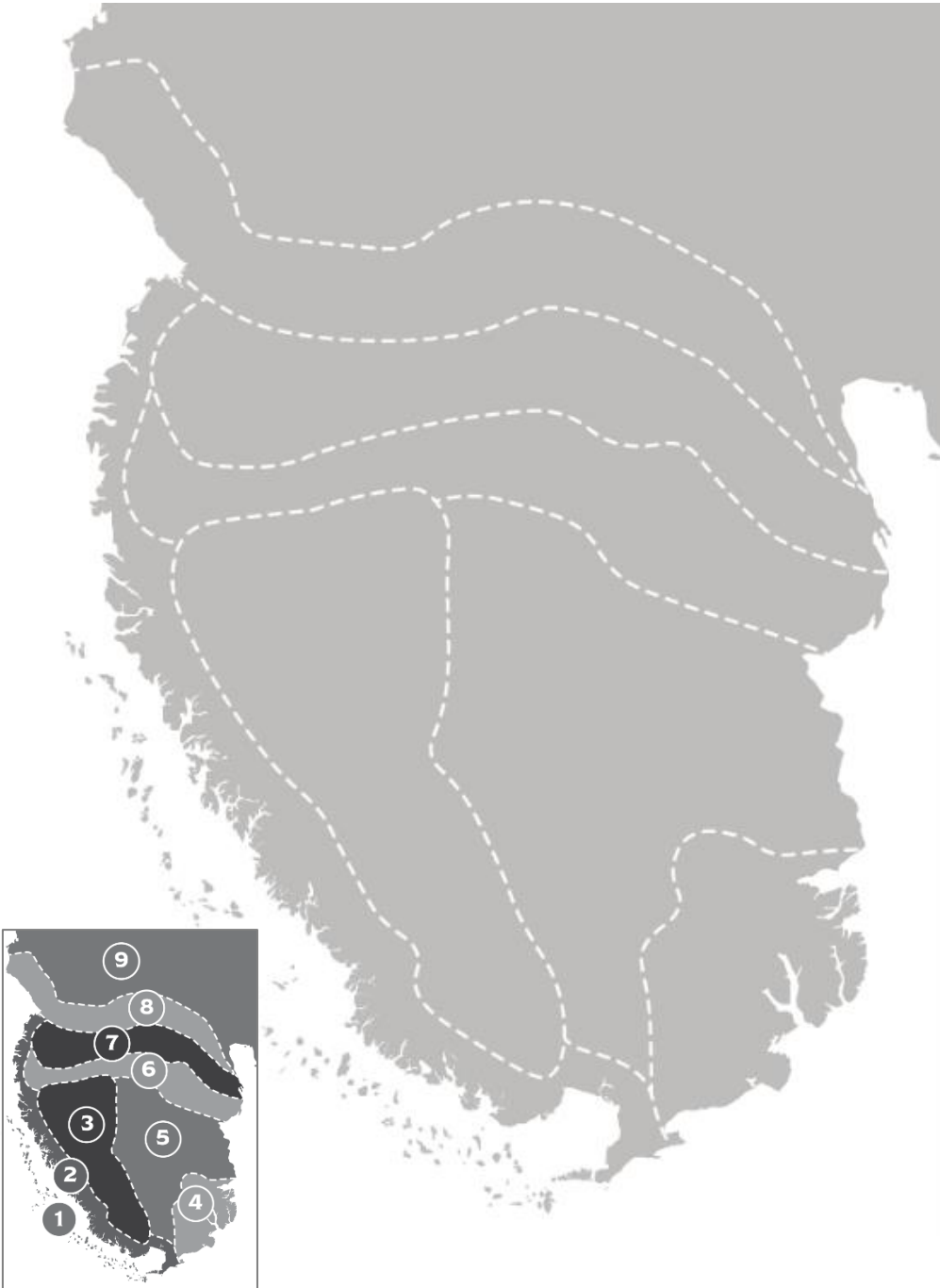
Beasts

- ☐ The beasts of old are nothing but legend. A few who travel into the deep forests and high mountains return with wild tales of monstrous creatures, but they are obviously delusional. No such things exist.  
*Quest Starter: You were witness to an attack by what you thought was an animal of monstrous proportions. No one believes you. In fact, you are accused of the murder you blame on this beast. How can you prove your innocence? Can you even trust your own memories of the event?*
- ☐ Monstrous beasts stalk the wild areas of the Ironlands.  
*Quest Starter: A prominent Ironlander is consumed with the need to bring vengeance upon a specific beast. What makes this creature distinctive? How did it earn the wrath of this Ironlander? Do you aid this person in their quest, or act to prevent their blind hate from destroying more than just the beast?*
- ☐ Beasts of all sorts roam the Ironlands. They dwell primarily in the reaches, but range into the settled lands to hunt. There, they often prey on cattle, but attacks on travelers, caravans, or even settlements are not uncommon.  
*Quest Starter: Professional slayers earn their keep by killing beasts. This particular slayer, famed throughout the Ironlands for her numerous kills, has gone missing on a hunt. Did she finally meet her match, or is something more nefarious at play. What is your connection to her?*
- ☐ Make up your own...

Horrors

- ☐ Nothing but stories to frighten children.  
*Quest Starter: The murders began last season. Local gossip suggests they are the work of a vengeful horror, but there may be more mundane forces at work. What is your connection to these killings? What will you do to stop them?*
- ☐ We are wary of dark forests and deep waterways, for monsters lurk in those places. In the depths of the long-night, when all is wreathed in darkness, only fools venture beyond their homes.  
*Quest Starter: You bear the scars of an attack by a horror. What was it? Are those scars physical, emotional, or both? How do you seek to make yourself whole again?*
- ☐ The dead do not rest in the Ironlands. At night we light torches, scatter salt, and post sentries at the gate. It is not enough. They are coming.  
*Quest Starter: A group of Ironlanders establish a settlement in a territory cursed by a malevolent horror. What evil plagues this land? Why are the Ironlanders so intent on settling here? Will you aid them, or attempt to force them to give up this foolish undertaking?*
- ☐ Make up your own...

The Ironlands



The Ironlands is a rugged peninsula of isolated settlements and untracked wilds on the frontier of the known world. Two generations ago, your people settled here when a cataclysm drove them from their former homes.

- 1. The Barrier Islands:** This long chain of bleak islands parallels the Ragged Coast. The islands are sparsely populated by Ironlanders, mostly fisher-folk who brave the surrounding waters.
- 2. The Ragged Coast:** This is a rugged land of snow-capped cliffs overlooking blue waters. Ironlander settlements are located at the head of the fjords in the shelter of narrow valleys.
- 3. The Deep Wilds:** This vast swath of ancient forest is largely uninhabited and unexplored by Ironlanders. Most avoid this region.
- 4. The Flooded Lands:** This is a low-lying region of bogs, swamps, lakes, and slow-moving rivers. A few hardy Ironlanders live here in small settlements built atop hillocks, or in homes standing on stilts over the wetlands.
- 5. The Havens:** This is an expansive area of forests, rivers, shrubland, and low hills. It is a relative oasis in the harsh Ironlands, but even here there is little comfort or safety.
- 6. The Hinterlands:** This imposing terrain consists of dense forests nestled against rugged hills. The Ironlander settlements in this region serve primarily as bases for hunters and trappers.
- 7. The Tempest Hills:** These highlands are defined by rugged hills, low mountains, thin woods, and grassy plateaus. Ironlanders live here in nomadic camps or mining settlements.
- 8. The Veiled Mountains:** These great peaks mark the northern bounds of the settled lands. A few hardy Ironlanders dwell here in small mining communities. Most of them head south before the long, brutal winter takes hold.
- 9. The Shattered Wastes:** This plain of jagged, broken ice is uninhabited by Ironlanders. No one knows the bounds of this land or what lies beyond.

Moves Glossary

- “Add +X”**  
Add this number to your action die. This is in addition to any other bonuses you otherwise receive, such as your stat. Your action die + your stat + adds is your final action score.
- “Allies/Ally”**  
An ally is a character controlled by another player.
- “Ask the Oracle”**  
When you seek inspiration to decide the outcome of a move, resolve what happens next, or get details about your world, you can *Ask the Oracle*. This move lets you ask questions to get a yes/no result or use random prompts for brainstorming. When you are playing with a GM, they are the oracle. Ask them what happens, or talk it out.
- “Companion”**  
A companion is an NPC asset.
- “Choose”**  
The move will provide a list of options and the number you may select. You may not select a single option more than once.
- “Endure Harm (X Harm)”**  
Make the *Endure Harm* move, reducing your health track by the indicated amount of harm.

- “Endure Stress (X Stress)”**  
Make the *Endure Stress* move, reducing your spirit track by the indicated amount of stress.
- “In Exchange For”**  
Adjust the appropriate tracks by the amount indicated in the move. Typically, you will trade +1 in one track for -1 in another.
- “Inflict Your Harm”**  
When you inflict your harm, mark progress against your foe. Each point of harm you inflict is marked as progress on your foe’s progress track, as appropriate to their rank. If you are armed with a deadly weapon (such as a sword, axe, spear, or bow), you inflict 2 harm. If you are unarmed or using an improvised or simple weapon (such as a shield, stick, club, staff, or rock), you inflict 1 harm.
- “Inflict +X Harm”**  
“Inflict +1 Harm” tells you to add 1 harm to your current attack. Some assets increase your harm in particular circumstances, or a move might give you an option to increase your harm. You must inflict harm as a result of your move to gain the bonus. Always add your harm and any bonus harm together, then apply it to your foe’s progress track.
- “On a Hit” / “If You Score a Hit”**  
Act on these instructions if you score a weak or strong hit on a move (your move score beats one or both of the challenge dice).
- “On a Weak Hit” / “If You Score a Weak Hit”**  
Act on these instructions if your move score is greater than one challenge die, but less than or equal to the other.
- “On a Strong Hit” / “If You Score a Strong Hit”**  
Act on these instructions if your move score is greater than both challenge dice.
- “On a Miss” / “If You Score a Miss”**  
Act on these instructions if your move score does not beat either of the challenge dice.
- “Pay the Price”**  
When you roll a miss on a move, you’ll usually see a prompt to *Pay the Price*. This move helps you resolve the outcome of failure. If you’re playing without a GM, you make the most obvious or interesting bad outcome happen based on the current circumstances, roll on the Pay the Price table to see what happens, or *Ask the Oracle*. If you’re playing with a GM, they can decide what happens, ask you to roll on the table, or talk it with the group.
- “Progress Move”**  
This is a special type of move to resolve the outcome of a goal or challenge. When you make a progress move, tally the number of filled boxes on your bonds progress track as your progress score. Only add fully filled boxes (those with four ticks). Then, roll your challenge dice, compare to your progress score, and resolve a strong hit, weak hit, or miss as normal. You may not burn momentum when you make a progress move, and you are not affected by negative momentum.
- “Reroll Any Dice”**  
After you roll your move, you may pick up and reroll your choice of any dice, including either or both of the challenge dice and your action die. Set aside the dice you intend to keep. You may only reroll once, using a single throw for all dice you choose to reroll. Choose carefully, because the new result for all dice must stand.
- “Roll +[STAT]”**  
Add the value of the indicated stat to your action die. This is the basic action roll. Most moves indicate the stat you should use, such as “roll +iron”. If it doesn’t, or gives you a choice, use the most appropriate stat.
- “Suffer -X”**  
Subtract this number from the indicated track. For example, “Suffer -1 supply” tells you to subtract 1 from your supply track.

If a specific amount is open to interpretation, reduce the track as appropriate to the challenge faced.

Rank	Harm/Stress
Troublesome	-1
Dangerous	-2
Formidable	-3
Extreme	-4
Epic	-5

- “Take +X”**  
Add this number to the indicated track. For example, “Take +2 momentum” tells you to add 2 to your current momentum track. Some assets may offer additional bonuses. Unless stated otherwise, this bonus is added to anything else you gain as a result of your move.
- “When You...”**  
This is the move trigger. When you do this thing, or encounter this situation, make the move. Only you, the character, makes moves. You or the GM don’t use moves for non-player characters or creatures. If you’re just checking to see if something happens or how someone acts, you can *Ask the Oracle*.

Adventure Moves

Face Danger

When you attempt something risky or react to an imminent threat, envision your action and roll. If you act...

- With speed, agility, or precision: Roll +edge.
- With charm, loyalty, or courage: Roll +heart.
- With aggressive action, forceful defense, strength, or endurance: Roll +iron.
- With deception, stealth, or trickery: Roll +shadow.
- With expertise, insight, or observation: Roll +wits.

**Strong Hit:** you are successful. Take +1 momentum.

- Weak Hit:** you succeed, but face a troublesome cost. Choose one.
- You are delayed, lose advantage, or face a new danger: suffer -1 momentum.
- You are tired or hurt: *Endure Harm* (1 harm).
- You are dispirited or afraid: *Endure Stress* (1 stress).
- You sacrifice resources: *Suffer* -1 supply.

**Miss:** you fail, or your progress is undermined by a dramatic and costly turn of events. *Pay the Price*.

Secure an Advantage

When you assess a situation, make preparations, or attempt to gain leverage, envision your action and roll. If you act...

- With speed, agility, or precision: Roll +edge.
- With charm, loyalty, or courage: Roll +heart.
- With aggressive action, forceful defense, strength, or ndurance: Roll +iron.
- With deception, stealth, or trickery: Roll +shadow.
- With expertise, insight, or observation: Roll +wits.

- Strong Hit:** you gain advantage. Choose one.
- Take control: Make another move now (not a progress move), and add +1.
- Prepare to act: Take +2 momentum.

**Weak Hit:** your advantage is short-lived. Take +1 momentum.

**Miss:** you fail or your assumptions betray you. *Pay the Price*.

Gather Information

When you search an area, ask questions, conduct an investigation, or follow a track, roll +wits. If you act within a community or ask questions of a person with whom you share a bond, add +1.

**Strong Hit:** you discover something helpful and specific. The path you must follow or action you must take to make progress is made clear. Envision what you learn (*Ask the Oracle* if unsure), and take +2 momentum.

**Weak Hit:** the information complicates your quest or introduces a new danger. Envision what you discover (*Ask the Oracle* if unsure), and take +1 momentum.

**Miss:** your investigation unearths a dire threat or reveals an unwelcome truth that undermines your quest. *Pay the Price*.

Heal

When you treat an injury or ailment, roll +wits. If you are mending your own wounds, roll +wits or +iron, whichever is lower.

**Strong Hit:** your care is helpful. If you (or the ally under your care) have the wounded condition, you may clear it. Then, take or give up to +2 health.

**Weak Hit:** as above, but you must suffer -1 supply or -1 momentum (your choice).

**Miss:** your aid is ineffective. *Pay the Price*.

Resupply

When you hunt, forage, or scavenge, roll +wits.

**Strong Hit:** you bolster your resources. Take +2 supply.

**Weak Hit:** take up to +2 supply, but suffer -1 momentum for each.

**Miss:** you find nothing helpful. *Pay the Price*.

Make Camp

When you rest and recover for several hours in the wild, roll +supply.

**Strong Hit:** you and your allies may each choose two.

- Weak Hit:** Choose one.
  - Recuperate: Take +1 health for you and any companions.
  - Partake: Suffer -1 supply and take +1 health for you and any companions.
  - Relax: Take +1 spirit.
  - Focus: Take +1 momentum.
  - Prepare: When you break camp, add +1 if you Undertake a Journey.
- Miss:**you take no comfort. *Pay the Price*.

Undertake a Journey

When you travel across hazardous or unfamiliar lands, set the rank of your journey.

- Troublesome journey: 3 progress per waypoint.
- Dangerous journey: 2 progress per waypoint.
- Formidable journey: 1 progress per waypoint.
- Extreme journey: 2 ticks per waypoint.
- Epic journey: 1 tick per waypoint.

Then, for each segment of your journey, roll +wits. If you are setting off from a community with which you share a bond, add +1 to your initial roll.

- Strong Hit:** you reach a waypoint. If the waypoint is unknown to you, envision it (*Ask the Oracle* if unsure). Then, choose one.
- You make good use of your resources: Mark progress.
- You move at speed: Mark progress and take +1 momentum, but suffer -1 supply.

**Weak Hit:** you reach a waypoint and mark progress, but suffer -1 supply.

**Miss:** you are waylaid by a perilous event. *Pay the Price*.

Reach Your Destination

*Progress Move*

When your journey comes to an end, roll the challenge dice and compare to your progress. Momentum is ignored on this roll.

- Strong Hit:** the situation at your destination favors you. Choose one.
- Make another move now and add +1.
- Take +1 momentum.

**Weak Hit:** you arrive but face an unforeseen hazard or complication. Envision what you find (*Ask the Oracle* if unsure).

**Miss:** you have gone hopelessly astray, your objective is lost to you, or you were misled about your destination. If your journey continues, clear all but one filled progress, and raise the journey's rank by one (if not already epic).

Relationship Moves

Compel

When you attempt to persuade someone to do something, envision your approach and roll. If you...

- Charm, pacify, barter, or convince: Roll +heart (add +1 if you share a bond).
- Threaten or incite: Roll +iron.
- Lie or swindle: Roll +shadow.

**Strong Hit:** they'll do what you want or share what they know. Take +1 momentum. If you use this exchange to Gather Information, make that move now and add +1.

**Weak Hit:** as above, but they ask something of you in return. Envision what they want (*Ask the Oracle* if unsure).

**Miss:** they refuse or make a demand which costs you greatly. *Pay the Price*.

Sojourn

When you spend time in a community seeking assistance, roll +heart. If you share a bond, add +1.

**Strong Hit:** you and your allies may each choose two from within the categories below. **Weak Hit:** choose one. If you share a bond, choose one more.

- Weak Hit:** you and your allies may each focus on one of your chosen recover actions and roll +heart again. If you share a bond, add +1. Strong Hit: take +2 more for that action. Weak Hit: take +1 more. Miss: it goes badly and you lose all benefits for that action. Clear a Condition
- Mend: Clear a wounded debility and take +1 health.
- Hearten: Clear a shaken debility and take +1 spirit.
- Equip: Clear an unprepared debility and take +1 supply.

- Recover
  - Recuperate: Take +2 health for yourself and any companions.
  - Consort: Take +2 spirit.
  - Provision: Take +2 supply.
  - Plan: Take +2 momentum. Provide Aid
  - Take a quest: Envision what this community needs, or what trouble it is facing (*Ask the Oracle* if unsure). If you chose to help, *Swear an Iron Vow* and add +1.
- Miss:** you find no help here. *Pay the Price*.

Draw the Circle

When you challenge someone to a formal duel, or accept a challenge, roll +heart. If you share a bond with this community, add +1.

**Strong Hit:** take +1 momentum. You may also choose up to two boasts and take +1 momentum for each.

- Weak Hit:** you may choose one boast in exchange for +1 momentum.
- Grant first strike: Your foe has initiative.
- Bare yourself: Take no benefit of armor or shield; your foe's harm is +1.
- Hold no iron: Take no benefit of weapons; your harm is 1.
- Bloody yourself: *Endure Harm* (1 harm).
- To the death: One way or another, this fight must end with death.

**Miss:** you begin the duel at a disadvantage. Your foe has initiative. *Pay the Price*. Then, make moves to resolve the fight. If you are the victor, you may make a lawful demand, and your opponent must comply or forfeit their honor and standing. If you refuse the challenge, surrender, or are defeated, they make a demand of you.

Forge a Bond

When you spend significant time with a person or community, stand together to face hardships, or make sacrifices for their cause, you can attempt to create a bond. When you do, roll +heart. If you make this move after you successfully *Fulfill Your Vow* to their benefit, you may reroll any dice.

**Strong Hit:** make note of the bond, mark a tick on your bond progress track, and choose one.

- Take +1 spirit.
  - Take +2 momentum.
- Weak Hit:** they ask something more of you first. Envision what it is (*Ask the Oracle* if unsure), do it (or *Swear an Iron Vow*), and mark the bond. If you refuse or fail, *Pay the Price*.
- Miss:** they reject you. *Pay the Price*.

Test Your Bond

When your bond is tested through conflict, betrayal, or circumstance, roll +heart.

- Strong Hit:** this test has strengthened your bond. Choose one.
- Take +1 spirit.
- Take +2 momentum.

**Weak Hit:** your bond is fragile and you must prove your loyalty. Envision what they ask of you (*Ask the Oracle* if unsure), and do it (or *Swear an Iron Vow*). If you refuse or fail, clear the bond and *Pay the Price*.

**Miss:** or if you have no interest in maintaining this relationship, clear the bond and *Pay the Price*.

Aid Your Ally

When you Secure an Advantage in direct support of an ally, and score a hit, they (instead of you) can take the benefits of the move. If you are in combat and score a strong hit, you and your ally have initiative.

Write Your Epilogue

*Progress Move*

When you retire from your life as Ironsworn, envision two things: What you hope for, and what you fear. Then, roll the challenge dice and compare to your bonds. Momentum is ignored on this roll.

- Strong Hit:** things come to pass as you hoped.
- Weak Hit:** your life takes an unexpected turn, but not necessarily for the worse. You find yourself spending your days with someone or in a place you did not foresee. Envision it (*Ask the Oracle* if unsure).

**Miss:** your fears are realized.

Quest Moves

Swear an Iron Vow

When you swear upon iron to complete a quest, write your vow and give the quest a rank. Then, roll +heart. If you make this vow to a person or community with whom you share a bond, add +1.

**Strong Hit:** you are emboldened and it is clear what you must do next (*Ask the Oracle* if unsure). Take +2 momentum.

- Weak Hit:** you are determined but begin your quest with more questions than answers. Take +1 momentum, and envision what you do to find a path forward.
- Miss:** you face a significant obstacle before you can begin your quest. Envision what stands in your way (*Ask the Oracle* if unsure), and choose one.
- You press on: Suffer -2 momentum, and do what you must to overcome this obstacle.
- You give up: *Forsake Your Vow*.

Reach a Milestone

- When you make significant progress in your quest by overcoming a critical obstacle, completing a perilous journey, solving a complex mystery, defeating a powerful threat, gaining vital support, or acquiring a crucial item, you may mark progress.
- Troublesome quest: Mark 3 progress.
  - Dangerous quest: Mark 2 progress.
  - Formidable quest: Mark 1 progress.
  - Extreme quest: Mark 2 ticks.
  - Epic quest: Mark 1 tick.

Fulfill Your Vow

*Progress Move*

When you achieve what you believe to be the fulfillment of your vow, roll the challenge dice and compare to your progress. Momentum is ignored on this roll.

- Strong Hit:** your quest is complete. Mark experience (troublesome=1; dangerous=2; formidable=3; extreme=4; epic=5).
- Weak Hit:** there is more to be done or you realize the truth of your quest. Envision what you discover (*Ask the Oracle* if unsure). Then, mark experience (troublesome=0; dangerous=1; formidable=2; extreme=3; epic=4). You may *Swear an Iron Vow* to set things right. If you do, add +1.
- Miss:** your quest is undone. Envision what happens (*Ask the Oracle* if unsure), and choose one.
- You recommit: Clear all but one filled progress, and raise the quest's rank by one (if not already epic).
- You give up: *Forsake Your Vow*.

Forsake Your Vow

When you renounce your quest, betray your promise, or the goal is lost to you, clear the vow and *Endure Stress*. You suffer -spirit equal to the rank of your quest (troublesome=1; dangerous=2; formidable=3; extreme=4; epic=5).

If the vow was made to a person or community with whom you share a bond, *Test Your Bond* when you next meet.

Advance

When you focus on your skills, receive training, find inspiration, earn a reward, or gain a companion, you may spend 3 experience to add a new asset, or 2 experience to upgrade an asset

Combat Moves

Enter the Fray

- When you enter into combat, set the rank of each of your foes.
- Troublesome foe: 3 progress per harm; inflicts 1 harm.
  - Dangerous foe: 2 progress per harm; inflicts 2 harm.
  - Formidable foe: 1 progress per harm; inflicts 3 harm.
  - Extreme foe: 2 ticks per harm; inflicts 4 harm.
  - Epic foe: 1 tick per harm; inflicts 5 harm.
- Then, roll to determine who is in control. If you are...
- Facing off against your foe: Roll +heart.
  - Moving into position against an unaware foe, or striking without warning: Roll +shadow.
  - Ambushed: Roll +wits.

**Strong Hit:** take +2 momentum. You have initiative.

- Weak Hit:** choose one.
- Bolster your position: Take +2 momentum.
  - Prepare to act: Take initiative.

**Miss:** combat begins with you at a disadvantage. *Pay the Price.* Your foe has initiative.

Strike

When you have initiative and attack in close quarters, roll +iron. When you have initiative and attack at range, roll +edge.

**Strong Hit:** inflict +1 harm. You retain initiative.

**Weak Hit:** inflict your harm and lose initiative.

**Miss:** your attack fails and you must *Pay the Price.* The enemy has initiative.

Clash

When your foe has initiative and you fight with them in close quarters, roll +iron. When you exchange a volley at range, or shoot at an advancing foe, roll +edge.

**Strong Hit:** inflict your harm and choose one. You have the initiative.

- You bolster your position: Take +1 momentum.
- You find an opening: Inflict +1 harm.

**Weak Hit:** inflict your harm, but then *Pay the Price.* Your foe has initiative.

**Miss:** you are outmatched and must *Pay the Price.* Your foe has initiative.

Turn the Tide

Once per fight, when you risk it all, you may steal initiative from your foe to make a move (not a progress move). When you do, add +1 and take +1 momentum on a hit. If you fail to score a hit on that move, you must suffer a dire outcome. *Pay the Price.*

End the Fight

*Progress Move*

When you make a move to take decisive action, and score a strong hit, you may resolve the outcome of this fight. If you do, roll the challenge dice and compare to your progress. Momentum is ignored on this roll.

**Strong Hit:** this foe is no longer in the fight. They are killed, out of action, flee, or surrender as appropriate to the situation and your intent (*Ask the Oracle* if unsure).

- Weak Hit:** as above, but you must also choose one.
- It's worse than you thought: Endure Harm.
  - You are overcome: *Endure Stress.*
  - Your victory is short-lived: A new danger or foe appears, or an existing danger worsens.
  - You suffer collateral damage: Something of value is lost or broken, or someone important must pay the cost.
  - You'll pay for it: An objective falls out of reach.
  - Others won't forget: You are marked for vengeance.

**Miss:** you have lost this fight. *Pay the Price.*

Battle

- When you fight a battle, and it happens in a blur, envision your objective and roll. If you primarily...
- Fight at range, or using your speed and the terrain to your advantage: Roll +edge.
  - Fight depending on your courage, allies, or companions: Roll +heart.
  - Fight in close to overpower your opponents: Roll +iron.
  - Fight using trickery to befuddle your opponents: Roll +shadow.
  - Fight using careful tactics to outsmart your opponents: Roll +wits.

**Strong Hit:** you achieve your objective unconditionally. Take +2 momentum.

**Weak Hit:** you achieve your objective, but not without cost. *Pay the Price.*

**Miss:** you are defeated and the objective is lost to you. *Pay the Price.*

Other Combat Moves

- Secure an Advantage:** When acting to outwit or outmaneuver your foe, or setting up another move.
- Face Danger:** When overcoming an obstacle, avoiding a hazard, fleeing, or evading an attack (without fighting back).
- Aid Your Ally: When making a move to give your ally an advantage.
- Compel:** When surrendering, coercing your foe to stand down, or negotiating a truce.
- Suffer Moves (all):** When facing physical damage, mental trauma, or lack of supply.
- Pay the Price:** When suffering the outcome of a move.
- Ask the Oracle:** When asking questions about combat events or your foe's intent and actions.

Fate Moves

Pay the Price

- When you suffer the outcome of a move, choose one.
- Make the most obvious negative outcome happen.
  - Envision two negative outcomes. Rate one as 'likely', and *Ask the Oracle* using the yes/no table. On a 'yes', make that outcome happen. Otherwise, make it the other.
  - Roll on the following table. If you have difficulty interpreting the result to fit the current situation, roll again.
- 1-2:** Roll again and apply that result but make it worse. If you roll this result yet again, think of something dreadful that changes the course of your quest (*Ask the Oracle* if unsure) and make it happen.
- 3-5:** A person or community you trusted loses faith in you, or acts against you.
- 6-9:** A person or community you care about is exposed to danger.
- 10-16:** You are separated from something or someone.
- 17-23:** Your action has an unintended effect.
- 24-32:** Something of value is lost or destroyed.
- 33-41:** The current situation worsens.
- 42-50:** A new danger or foe is revealed.
- 51-59:** It causes a delay or puts you at a disadvantage.
- 60-68:** It is harmful.
- 69-76:** It is stressful.
- 77-85:** A surprising development complicates your quest.
- 86-90:** It wastes resources.
- 91-94:** It forces you to act against your best intentions.
- 95-98:** A friend, companion, or ally is put in harm's way (or you are, if alone).
- 99-00:** Roll twice more on this table. Both results occur. If they are the same result, make it worse.

Ask the Oracle

- When you seek to resolve questions, discover details in the world, determine how other characters respond, or trigger encounters or events, you may...
- Draw a conclusion: Decide the answer based on the most interesting and obvious result.
  - Ask a yes/no question: Decide the odds of a 'yes', and roll on the table below to check the answer.
  - Pick two: Envision two options. Rate one as 'likely', and roll on the table below to see if it is true. If not, it is the other.
  - Spark an idea: Brainstorm or use a random prompt.
- Odds The answer is 'yes' if you roll...
- Almost Certain:** 11 or greater
- Likely:** 26 or greater
- 50/50:** 51 or greater
- Unlikely:** 76 or greater
- Small Chance:** 91 or greater
- On a match:** an extreme result or twist has occurred

Suffer Moves

Endure Harm

- When you face physical damage, suffer -health equal to your foe's rank or as appropriate to the situation. If your health is 0, suffer -momentum equal to any remaining -health. Then, roll +health or +iron, whichever is higher.
- Strong Hit:** choose one.
- Shake it off: If your health is greater than 0, suffer -1 momentum in exchange for +1 health.
  - Embrace the pain: Take +1 momentum.
- Weak Hit:** you press on.
- Miss:** also suffer -1 momentum. If you are at 0 health, you must mark wounded or maimed (if currently unmarked) or roll on the following table.
- 1-10:** The harm is mortal. *Face Death.*
- 11-20:** You are dying. You need to Heal within an hour or two, or *Face Death.*
- 21-35:** You are unconscious and out of action. If left alone, you come back to your senses in an hour or two. If you are vulnerable to a foe not inclined to show mercy, *Face Death.*
- 36-50:** You are reeling and fighting to stay conscious. If you engage in any vigorous activity (such as running or fighting) before taking a breather for a few minutes, roll on this table again (before resolving the other move).
- 51-00:** You are battered but still standing.

Face Death

- When you are brought to the brink of death, and glimpse the world beyond, roll +heart.
- Strong Hit:** death rejects you. You are cast back into the mortal world.
- Weak Hit:** choose one.
- You die, but not before making a noble sacrifice. Envision your final moments.
  - Death desires something of you in exchange for your life. Envision what it wants (*Ask the Oracle* if unsure), and *Swear an Iron Vow* (formidable or extreme) to complete that quest. If you fail to score a hit when you *Swear an Iron Vow*, or refuse the quest, you are dead. Otherwise, you return to the mortal world and are now cursed. You may only clear the cursed debility by completing the quest.
- Miss:** you are dead.

Companion Endure Harm

- When your companion faces physical damage, they suffer -health equal to the amount of harm inflicted. If your companion's health is 0, exchange any leftover -health for -momentum. Then, roll +heart or +your companion's health, whichever is higher.
- Strong Hit:** your companion rallies. Give them +1 health.
- Weak Hit:** your companion is battered. If their health is 0, they cannot assist you until they gain at least +1 health.
- Miss:** also suffer -1 momentum. If your companion's health is 0, they are gravely wounded and out of action. Without aid, they die in an hour or two.
- If you roll a miss with a 1 on your action die, and your companion's health is 0, they are now dead. Take 1 experience for each marked ability on your companion asset, and remove it.

Endure Stress

- When you face mental shock or despair, suffer -spirit equal to your foe's rank or as appropriate to the situation. If your spirit is 0, suffer -momentum equal to any remaining -spirit. Then, roll +heart or +spirit, whichever is higher.
- Strong Hit:** choose one.
- Shake it off: If your spirit is greater than 0, suffer -1 momentum in exchange for +1 spirit
  - Embrace the darkness: Take +1 momentum
- Weak Hit:** you press on.
- Miss:** also suffer -1 momentum. If you are at 0 spirit, you must mark shaken or corrupted (if currently unmarked) or roll on the following table.
- 1-10:** You are overwhelmed. *Face Desolation.*
- 11-25:** You give up. *Forsake Your Vow* (if possible, one relevant to your current crisis).
- 26-50:** You give in to a fear or compulsion, and act against your better instincts.
- 51-00:** You persevere.

Face Desolation

- When you are brought to the brink of desolation, roll +heart.
- Strong Hit:** you resist and press on.
- Weak Hit:** choose one.
- Your spirit or sanity breaks, but not before you make a noble sacrifice. Envision your final moments.
  - You see a vision of a dreaded event coming to pass. Envision that dark future (*Ask the Oracle* if unsure), and *Swear an Iron Vow* (formidable or extreme) to prevent it. If you fail to score a hit when you *Swear an Iron Vow*, or refuse the quest, you are lost. Otherwise, you return to your senses and are now tormented. You may only clear the tormented debility by completing the quest.
- Miss:** you succumb to despair or horror and are lost.

Out of Supply

When your supply is exhausted (reduced to 0), mark unprepared. If you suffer additional -supply while unprepared, you must exchange each additional -supply for any combination of -health, -spirit or -momentum as appropriate to the circumstances

Face a Setback

- When your momentum is at its minimum (-6),and you suffer additional -momentum, choose one.
- Exchange each additional -momentum for any combination of -health, -spirit, or -supply as appropriate to the circumstances.
  - Envision an event or discovery (*Ask the Oracle* if unsure) which undermines your progress in a current quest, journey, or fight. Then, for each additional -momentum, clear 1 unit of progress on that track per its rank (troublesome=clear 3 progress; dangerous=clear 2 progress; formidable=clear 1 progress; extreme=clear 2 ticks; epic=clear 1 tick).



Oracles

When you roll on an oracle table, consider the answer in the context of your question and the current situation. If the result is a bad fit or difficult to interpret, you can check up or down one row from your original answer, or reverse the digits (37=73). Once you have your answer, you're all set! Play to see what happens. If you want further detail or clarifications, you can talk it out with other players or roll on another oracle table.

Action

Use this table to inspire a discovery, event, character goal, or situation. A roll on this table can be combined with a Theme (next page) to provide an action and a subject. Then, interpret the result based on the context of the question and your current situation

1 Scheme	35 Falter	69 Advance
2 Clash	36 Suppress	70 Command
3 Weaken	37 Hunt	71 Refuse
4 Initiate	38 Share	72 Find
5 Create	39 Destroy	73 Deliver
6 Swear	40 Avoid	74 Hide
7 Avenge	41 Reject	75 Fortify
8 Guard	42 Demand	76 Betray
9 Defeat	43 Explore	77 Secure
10 Control	44 Bolster	78 Arrive
11 Break	45 Seize	79 Affect
12 Risk	46 Mourn	80 Change
13 Surrender	47 Reveal	81 Defend
14 Inspect	48 Gather	82 Debate
15 Raid	49 Defy	83 Support
16 Evade	50 Transform	84 Follow
17 Assault	51 Persevere	85 Construct
18 Deflect	52 Serve	86 Locate
19 Threaten	53 Begin	87 Endure
20 Attack	54 Move	88 Release
21 Leave	55 Coordinate	89 Lose
22 Preserve	56 Resist	90 Reduce
23 Manipulate	57 Await	91 Escalate
24 Remove	58 Impress	92 Distract
25 Eliminat	59 Take	93 Journey
26 Withdraw	60 Oppose	94 Escort
27 Abandon	61 Capture	95 Learn
28 Investigate	62 Overwhelm	96 Communicate
29 Hold	63 Challenge	97 Depart
30 Focus	64 Acquire	98 Search
31 Uncover	65 Protect	99 Charge
32 Breach	66 Finish	00 Summon
33 Aid	67 Strengthen	
34 Uphold	68 Restore	

Theme

As with the Action oracle, this is an interpretative table which you can use to answer questions or generate new situations. Combined, the Action and Theme tables provide creative prompts suitable for most situations and questions. In fact, with some creative interpretations, it's entirely possible to play with only these two tables.

1 Risk	35 History	69 Prize
2 Ability	36 World	70 Destiny
3 Price	37 Vow	71 Momentum
4 Ally	38 Protection	72 Power
5 Battle	39 Nature	73 Memory
6 Safety	40 Opinion	74 Ruin
7 Survival	41 Burden	75 Mysticism
8 Weapon	42 Vengeance	76 Rival
9 Wound	43 Opportunity	77 Problem
10 Shelter	44 Faction	78 Idea
11 Leader	45 Danger	79 Revenge
12 Fear	46 Corruption	80 Health
13 Time	47 Freedom	81 Fellowship
14 Duty	48 Debt	82 Enemy
15 Secret	49 Hate	83 Religion
16 Innocence	50 Possession	84 Spirit
17 Renown	51 Stranger	85 Fame
18 Direction	52 Passage	86 Desolation
19 Death	53 Land	87 Strength
20 Honor	54 Creature	88 Knowledge
21 Labor	55 Disease	89 Truth
22 Solution	56 Advantage	90 Quest
23 Tool	57 Blood	91 Pride
24 Balance	58 Language	92 Loss
25 Love	59 Rumor	93 Law
26 Barrier	60 Weakness	94 Path
27 Creation	61 Greed	95 Warning
28 Decay	62 Family	96 Relationship
29 Trade	63 Resource	97 Wealth
30 Bond	64 Structure	98 Home
31 Hope	65 Dream	99 Strategy
32 Superstition	66 Community	00 Supply
33 Peace	67 War	
34 Deception	68 Potent	

Region

Use this oracle when you want to randomly select a region with the Ironlands.

1-12 Barrier Islands	61-72 Hinterlands
13-24 Ragged Coast	73-84 Tempest Hills
25-34 Deep Wilds	85-94 Veiled Mountains
35-46 Flooded Lands	95-99 Shattered Wastes
47-60 Havens	00 Elsewhere

Location

Use this oracle when traveling to generate a point-of-interest or to answer a question about a place where someone or something can be found.

1 Hideout	19-20 Waterfall	53-54 Cliff
2 Ruin	21-22 Cave	55-56 Grove
3 Mine	23-24 Swamp	57-58 Village
4 Waste	25-26 Fen	59-60 Moor
5 Mystical Site	27-28 Ravine	61-62 Thicket
6 Path	29-30 Road	63-64 River Ford
7 Outpost	31-32 Tree	65-66 Valley
8 Wall	33-34 Pond	67-68 Bay/Fjord
9 Battlefield	35-36 Fields	69-70 Foothills
10 Hovel	37-38 Marsh	71-72 Lake
11 Spring	39-40 Steading	73-75 River
12 Lair	41-42 Rapids	76-79 Forest
13 Fort	43-44 Pass	80-83 Coast
14 Bridge	45-46 Trail	84-88 Hill
15 Camp	47-48 Glade	89-93 Mountain
16 Cairn/Grave	49-50 Plain	94-99 Woods
17-18 Caravan	51-52 Ridge	00 Anomaly

Coastal Water Locations

Use this oracle to identify a point-of-interest or destination when you are traveling by ship or boat.

1 Fleet	11-15 Harbor	55-62 Bay
2 Sargassum	16-23 Ship	63-70 Ice
3 Flotsam	23-30 Rocks	71-85 Island
4 Mystical Site	31-38 Fjord	86-99 Open Water
5 Lair	39-46 Estuary	00 Anomaly
6-10 Wreck	47-54 Cove	

Location Descriptor

Use this oracle to add detail to the Location or Coastal Waters Location oracles, or by itself to generate a description of a location. Roll more than once for extra detail.

1-2 High	35-36 Occupied	69-70 Low
3-4 Remote	37-38 Rich	71-72 Beautiful
5-6 Exposed	39-40 Big	73-74 Abundant
7-8 Small	41-42 Savage	75-76 Lush
9-10 Broken	43-44 Defended	77-78 Flooded
11-12 Diverse	45-46 Withered	79-80 Empty
13-14 Rough	47-48 Mystical	81-82 Strange
15-16 Dark	49-50 Inaccessible	83-84 Corrupted
17-18 Shadowy	51-52 Protected	85-86 Peaceful
19-20 Contested	53-54 Abandoned	87-88 Forgotten
21-22 Grim	55-56 Wide	89-90 Expansive
23-24 Wild	57-58 Foul	91-92 Settled
25-26 Fertile	59-60 Dead	93-94 Dense
27-28 Blocked	61-62 Ruined	95-96 Civilized
29-30 Ancient	63-64 Barren	97-98 Desolate
31-32 Perilous	65-66 Cold	99-00 Isolated
33-34 Hidden	67-68 Blighted	

Settlement Name

Ask this oracle for a thematic name for an Ironlander settlement. Roll once for the category, and again to pick from the examples. Alternatively, just roll for the category and come up with a name that fits the theme.

01-15: A feature of the landscape. Envision what it is. What makes it unusual or distinctive?

1-10 Highmount	51-60 Stoneford
11-20 Brackwater	61-70 Deepwater
21-30 Frostwood	71-80 Whitefall
31-40 Redcrest	81-90 Graycliff
41-50 Grimtree	91-00 Three Rivers

16-30: A manmade edifice. What is it? Why is it important to this settlement's history?

1-10 Whitebridge	51-60 Timberwall
11-20 Lonefort	61-70 Stonetower
21-30 Highcain	71-80 Thornhall
31-40 Redhall	81-90 Cinderhome
41-50 Darkwell	91-00 Fallowfield

31-45: A creature. Why have the people of this settlement chosen this creature as their totem? How is it represented in art or rituals?

1-10 Ravenscliff	51-60 Boarwood
11-20 Bearmark	61-70 Foxhollow
21-30 Wolfcrag	71-80 Elderwatch
31-40 Eaglespire	81-90 Elkfield
41-50 Wyvern's Rest	91-100 Dragonshadow

46-60: A historical event. What happened here? What place or practice commemorates this event?

1-10 Swordbreak	51-60 Olgar's Stand
11-20 Fool's Fall	61-780 Lostwater
21-30 Firstmeet	71-80 Rojirra's Lament
31-40 Brokenhelm	81-90 Lastmarch
41-50 Mournhaunt	91-00 Rockfall

61-75: A word in an Old World language. What culture is represented by this word? What does it translate to?

1-10 Abon	51-60 Kazeera
11-20 Daveza	61-70 Khazu
21-30 Damula	71-80 Sovo
31-40 Essus	81-90 Nabuma
41-50 Sina	91-00 Tiza

76-90: A season or environmental aspect. What influence does the weather have on this settlement?

1-10 Winterhome	51-60 Duskmoor
11-20 Windhaven	61-70 Frostcrag
21-30 Stormrest	71-80 Springbrook
31-40 Bleakfrost	81-90 Icebreak
41-50 Springtide	91-00 Summersong

91-100: Something Else....

1-10 A trade good (Ironhome)
11-20 An Old World city (New Arkesh)
21-30 A founder or famous settler (Kei's Hall)
31-40 A god (Elisora CHECK THIS OUT)
41-50 A historical item (Blackhelm)
51-60 A firstborn race (Elfbrook)
61-70 An elvish word or name (Nessana)
71-80 A mythic belief or event (Ghostwalk)
81-90 A positive term (Hope)
91-00 A negative term (Forsaken)

Quick Settlement Name Generator

Use this oracle as a simpler alternative for settlement names. Roll once for the prefix, and once for the suffix. If the combination doesn't quite work, look at adjacent rows or reverse the digits.

Prefix

1-4 Bleak-	37-40 Low-	73-76 High-
5-8 Green-	41-44 White-	77-80 Rock-
9-12 Wolf-	45-48 Storm-	81-84 Shield-
13-16 Raven-	49-52 Black-	85-88 Sword-
17-20 Gray-	53-56 Mourn-	89-92 Frost-
21-24 Red-	57-60 New-	93-96 Thorn-
25-28 Axe-	61-64 Stone-	97-00 Long-
29-32 Great-	65-68 Grim-	
33-36 Wood-	69-72 Lost-	

Suffix

1-4 -moor	37-40 -fall(s)	73-76 -mount
5-8 -ford	41-44 -river	77-80 -rock
9-12 -crag	45-48 -field	81-84 -brook
13-16 -watch	49-52 -hill	85-88 -barrow
17-20 -hope	53-56 -bridge	89-92 -stead
21-24 -wood	57-60 -mark	93-96 -home
25-28 -ridge	61-64 -cairn	97-00 -wick
29-32 -stone	65-68 -land	
33-36 -haven	69-72 -hall	

Settlement Trouble

Use this table to generate a narrative hook for a problem faced by a community. This oracle can help inspire a vow for your character or serve as a prompt for a trouble you encounter when you interact with a settlement.

1-2 Outsiders rejected	47-48 Isolated by weather
3-4 Dangerous discovery	49-50 Provisions are scarce
5-6 Dreadful omens	51-52 Sickness run amok
7-8 Natural disaster	53-54 Allies become enemies
9-10 Old wounds reopened	55-56 Attack is imminent
11-12 Important object is lost	57-58 Lost caravan
13-14 Someone is captured	59-60 Dark secret revealed
15-16 Cursed Past	61-62 Urgent expedition
17-18 Revolt against leader	63-64 A leader falls
19-20 Vengeful outcast	65-66 Families in conflict
21-22 Rival settlement	67-68 Incompetent leadership
23-24 Nature strikes back	69-70 Reckless warmongering
25-26 Someone is missing	71-72 Beast on the hunt
27-28 Production halts	73-74 Betrayed from within
29-30 Mysterious murders	75-76 Broken truce
31-32 Debt comes due	77-78 Wrathful haunt
33-34 Unjust leadership	79-80 Conflict with firstborn
35-36 Disastrous accident	81-82 Trade route blocked
37-38 In league with enemy	83-84 In the crossfire
39-40 Raiders prey on weak	85-86 Stranger causes discord
41-42 Mysterious phenomenon	87-88 Important event threatened
43-44 An innocent is accused	89-90 Dangerous tradition
45-46 Corrupted by magic	91-00 Roll twice

Character Role

Use this oracle to define the background for a character, or to generate a random encounter.

1-2 Criminal	28-30 Traveler	59-62 Artisan
3-4 Healer	31-33 Mystic	63-66 Scout
5-6 Bandit	34-36 Priest	67-70 Herder
7-9 Guide	37-39 Sailor	71-74 Fisher
10-12 Performer	40-42 Pilgrim	75-79 Warrior
13-15 Miner	43-45 Thief	80-84 Hunter
16-18 Mercenary	46-48 Adventurer	85-89 Raider
19-21 Outcast	49-51 Forager	90-94 Trader
22-24 Vagrant	52-54 Leader	95-99 Farmer
25-27 Forester	55-58 Guard	00 Unusual role

Oracles Continued

Character Goal

Use this oracle to define the background for a character, or to generate a random encounter.

1-3 Obtain an object	52-54 Collect a debt
4-6 Make an agreement	55-57 Protect a secret
7-9 Build a relationship	58-60 Spread faith
10-12 Undermine a relationship	61-63 Enrich themselves
13-15 Seek a truth	64-66 Protect a person
16-18 Pay a debt	67-69 Protect the status quo
19-21 Refute a falsehood	70-72 Advance status
22-24 Harm a rival	73-75 Defend a place
25-27 Cure an ill	76-78 Avenge a wrong
28-30 Find a person	79-81 Fulfill a duty
31-33 Find a home	82-84 Gain knowledge
34-36 Seize power	85-87 Prove worthiness
37-39 Restore a relationship	88-90 Find redemption
40-42 Create an item	91-92 Escape something
43-45 Travel to a place	93-95 Resolve a dispute
46-48 Secure provisions	96-00 Roll twice
49-51 Rebel against power	

Character Descriptor

Use this oracle to help flesh out a character’s personality or physical characteristics. Roll more than once to add additional detail.

1 Stoic	35 Dangerous	69 Manipulative
2 Attractive	36 Quirky	70 Relaxed
3 Passive	37 Cheery	71 Smug
4 Aloof	38 Disfigured	72 Confident
5 Affectionate	39 Intolerant	73 Weak
6 Generous	40 Skilled	74 Friendly
7 Smug	41 Stingy	75 Wise
8 Armed	42 Timid	76 Influential
9 Clever	43 Insensitive	77 Young
10 Brave	44 Wild	78 Adventurous
11 Ugly	45 Bitter	79 Oppressed
12 Sociable	46 Cunning	80 Vengeful
13 Doomed	47 Remorseful	81 Cooperative
14 Connected	48 Kind	82 Armored
15 Bold	49 Charming	83 Apathetic
16 Jealous	50 Oblivious	84 Determined
17 Angry	51 Critical	85 Loyal
18 Active	52 Cautious	86 Sick
19 Suspicious	53 Resourceful	87 Religious
20 Hostile	54 Weary	88 Selfish
21 Hardhearted	55 Wounded	89 Old
22 Successful	56 Anxious	90 Fervent
23 Talented	57 Powerful	91 Violent
24 Experienced	58 Athletic	92 Agreeable
25 Deceitful	59 Driven	93 Hot-tempered
26 Ambitious	60 Cruel	94 Stubborn
27 Aggressive	61 Quiet	95 Incompetent
28 Conceited	62 Honest	96 Greedy
29 Proud	63 Infamous	97 Cowardly
30 Stern	64 Dying	98 Obsessed
31 Dependent	65 Reclusive	99 Careless
32 Wary	66 Artistic	00 Ironsworn
33 Strong	67 Disabled	
34 Insightful	68 Confused	

Character Disposition

Use this oracle when you want to define the initial tone of an encounter with an NPC or faction.

1-6 Helpful	29-36 Indifferent	68-76 Demanding
7-13 Friendly	37-47 Suspicious	77-85 Unfriendly
14-20 Cooperative	48-57 Wanting	86-93 Threatening
21-28 Curious	58-67 Desperate	94-00 Hostile

Ironlander Names

Use this oracle to quickly generate a name for an Ironlander character. Roll on either table. Surnames are not used in the Ironlands, and names are often gender-neutral.

Table One		
1 Solana	35 Tessa	69 Masias
2 Keelan	36 Sibila	70 Kanno
3 Cadigan	37 Morien	71 RaZeena
4 Sola	38 Mona	72 Mira
5 Kodroth	39 Padma	73 Perella
6 Kione	40 Avella	74 Myrick
7 Katja	41 Naila	75 Qamar
8 Tio	42 Lio	76 Kormak
9 Artiga	43 Cera	77 Zura
10 Eos	44 Ithela	78 Zanita
11 Bastien	45 Zhan	79 Brynn
12 Elli	46 Kaivan	80 Tegan
13 Maura	47 Valeri	81 Pendry
14 Haleema	48 Hirsham	82 Quinn
15 Abella	49 Pembra	83 Fanir
16 Morter	50 Edda	84 Glain
17 Wulan	51 Lestara	85 Emelyn
18 Mai	52 Lago	86 Kendi
19 Farina	53 Elstan	87 Althus
20 Pearce	54 Saskia	88 Leela
21 Wynne	55 Kabeera	89 Ishana
22 Haf	56 Caldas	90 Flint
23 Aeddon	57 Nisus	91 Delkash
24 Khinara	58 Serene	92 Nia
25 Milla	59 Chenda	93 Nan
26 Nakata	60 Themon	94 Keeara

27 Kynan	61 Erin	95 Katania
28 Kiah	62 Alban	96 Morell
29 Jagggar	63 Parcell	97 Temir
30 Beca	64 Jelma	98 Bas
31 Ikram	65 Willa	99 Sabine
32 Melia	66 Nadira	00 Tallus
33 Sidan	67 Gwen	
34 Deshi	68 Amara	

Table Two

1 Segura	35 Vigo	69 Sarda
2 Gethin	36 Sadia	70 Shona
3 Bataar	37 Malik	71 Kalidas
4 Basira	38 Dag	72 Wena
5 Joa	39 Kuno	73 Sendra
6 Glynn	40 Reva	74 Kori
7 Toran	41 Kai	75 Setara
8 Arasen	42 Kalina	76 Lucia
9 Kuran	43 Jihan	77 Maya
10 Griff	44 Hennion	78 Reema
11 Owena	45 Abram	79 Yorath
12 Adda	46 Aida	80 Rhodдри
13 Euros	47 Myrtle	81 Shekhar
14 Kova	48 Nekun	82 Servan
15 Kara	49 Menna	83 Reese
16 Morgan	50 Tahir	84 Kenrick
17 Nanda	51 Sarria	85 Indirra
18 Tamara	52 Nakura	86 Giliana
19 Asha	53 Akiya	87 Jebran
20 Delos	54 Talan	88 Kotama
21 Torgan	55 Mattick	89 Fara
22 Makari	56 Okoth	90 Katrin
23 Selva	57 Khulan	91 Namba
24 Kimura	58 Verena	92 Lona
25 Rhian	59 Beltran	93 Taylah
26 Tristan	60 Del	94 Kato
27 Siorra	61 Ranna	95 Esra
28 Sayer	62 Alina	96 Eleri
29 Cortina	63 Muna	97 Irsia
30 Vesna	64 Mura	98 Kayu
31 Kataka	65 Torrens	99 Bevan
32 Keyshia	66 Yuda	00 Chandra
33 Mila	67 Nazmi	
34 Lili	68 Ghalen	

Elf Names

Use this oracle to generate a name for an elf character.

1-2 Arsula	35-36 Ukames	69-70 Anatu
3-4 Naidita	37-38 Ahmeshki	71-72 Aralu
5-6 Belesunna	39-40 Ilsit	73-74 Arakhi
7-8 Vidarna	41-42 Mayatanay	75-76 Ibrahim
9-10 Ninsunu	43-44 Etana	77-78 Sinosu
11-12 Balathu	45-46 Gamanna	79-80 Jemshida
13-14 Dorosi	47-48 Nessana	81-82 Visapni
15-16 Gezera	49-50 Uralar	83-84 Hullata
17-18 Zursan	51-52 Tishetu	85-86 Sidura
19-20 Seleeku	53-54 Leucia	87-88 Kerihu
21-22 Uramara	55-56 Sutahe	89-90 Ereshki
23-24 Nebakay	57-58 Dotani	91-92 Cybela
25-26 Dismashk	59-60 Uktannu	93-94 Anunna
27-28 Mitunu	61-62 Retenay	95-96 Otani
29-30 Atani	63-64 Kendalanu	97-98 Ditani
31-32 Kinzura	65-66 Tahuta	99-00 Faraza
33-34 Sumula	67-68 Mattissa	

Other Names

Use this oracle to generate names for other firstborn characters.

Giants	Varou	Trolls
1-4 Chony	1-4 Vata	1-4 Rattle
5-8 Banda	5-8 Zora	5-8 Scratch
9-12 Jochu	9-12 Jasna	9-12 Wallow
13-16 Kira	13-16 Charna	13-16 Groak
17-20 Khatir	17-20 Tana	17-20 Gimble
21-24 Chaidu	21-24 Soveen	21-24 Scar
25-28 Atan	25-28 Radka	25-28 Cratch
29-32 Buandu	29-32 Zlata	29-32 Creech
33-36 Javyn	33-36 Leesla	33-36 Shush
37-40 Khashin	37-40 Byna	37-40 Glush
41-44 Bayara	41-44 Meeka	41-44 Slar
45-48 Temura	45-48 Iskra	45-48 Gnash
49-52 Kidha	49-52 Jarek	49-52 Stoad
53-56 Kathos	53-56 Darva	53-56 Grig
57-60 Tanua	57-60 Neda	57-60 Bleat
61-64 Bashtu	61-64 Keha	61-64 Chortle
65-68 Jaran	65-68 Zhivka	65-68 Cluck
69-72 Othos	69-72 Kvata	69-72 Slith
73-76 Khtan	73-76 Staysa	73-76 Mongo
77-80 Otaan	77-80 F	77-80 Creak
81-84 Martu	81-84 Vuksha	81-84 Burble
85-88 Baku	85-88 Muko	85-88 Vrusk
89-92 Tuban	89-92 Dreko	89-92 Snuffle
93-96 Qudan	93-96 Aleko	93-96 Leech
97-00 Denua	97-00 Vojan	97-00 Herk

Combat Action

Use this oracle to help inspire an action for an NPC in combat. When you're not sure what your foe does next, particularly when they have initiative, roll on this table and interpret the result as appropriate to the situation.

- 1-3 *Compel* a surrender.
- 4-6 Coordinate with allies.
- 7-9 Gather reinforcements.
- 10-13 Seize something or someone.
- 14-17 Provoke a reckless response.
- 18-21 Intimidate or frighten.
- 22-25 Reveal a surprising truth.
- 26-29 Shift focus to someone or something else.
- 30-33 Destroy something, or render it useless.
- 34-39 Take a decisive action.
- 40-45 Reinforce defenses.
- 46-52 Ready an action.
- 53-60 Use the terrain to gain advantage.
- 61-68 Leverage the advantage of a weapon or ability.
- 69-78 Create an opportunity.
- 79-89 Attack with precision.
- 90-99 Attack with power.
- 00 Take a completely unexpected action.

Mystic Backlash

Those who deal in magic may find themselves at the mercy of chaos. This oracle can supplement, or replace, the Pay the Price table when resolving the outcome of a failed ritual or other negative interaction with mystical forces. Use this oracle in dramatic moments, or to introduce an unexpected outcome triggered by a match.

- 1-4 Your ritual has the opposite affect.
- 5-8 You are sapped of strength.
- 9-12 Your friend, ally, or companion is adversely affected.
- 13-16 You destroy an important object.
- 17-20 You inadvertently summon a horror.
- 21-24 You collapse, and drift into a troubled sleep.
- 25-28 You undergo a physical torment which leaves its mark upon you.
- 29-32 You hear ghostly voices whispering of dark portents.
- 33-36 You are lost in shadow, and find yourself in another place without memory of how you got there.
- 37-40 You alert someone or something to your presence.
- 41-44 You are not yourself, and act against a friend, ally, or companion.
- 45-48 You affect or damage your surroundings, causing a disturbance or potential harm.
- 49-52 You waste resources.
- 53-56 You suffer the loss of a sense for several hours.
- 57-60 You lose your connection to magic for a day or so, and cannot perform rituals.
- 61-64 Your ritual affects the target in an unexpected and problematic way.
- 65-68 Your ritual reveals a surprising and troubling truth.
- 69-72 You are tempted by dark powers.
- 73-76 You see a troubling vision of your future.
- 77-80 You can't perform this ritual again until you acquire an important component.
- 81-84 You develop a strange fear or compulsion.
- 85-88 Your ritual causes creatures to exhibit strange or aggressive behavior.
- 89-92 You are tormented by an apparition from your past.
- 93-96 You are wracked with sudden sickness.
- 97-00 Roll twice more on this table. Both results occur. If they are the same result, make it worse.

Major Plot Twist

Use this oracle to introduce a narrative surprise or revelation. Most of these results have a negative implication, and can be used to resolve a match at a crucial moment in your story. In particular, this is an effective tool to leverage when you make a move with matched 10's on the challenge dice.

- 1-5 It was all a diversion.
- 6-10 A dark secret is revealed.
- 11-15 A trap is sprung.
- 16-20 An assumption is revealed to be false.
- 21-25 A secret alliance is revealed.
- 26-30 Your actions benefit an enemy.
- 31-35 Someone returns unexpectedly.
- 36-40 A more dangerous foe is revealed.
- 41-45 You and an enemy share a common goal.
- 46-50 A true identity is revealed.
- 51-55 You are betrayed by someone who was trusted.
- 56-60 You are too late.
- 61-65 The true enemy is revealed.
- 66-70 The enemy gains new allies.
- 71-75 A new danger appears.
- 76-80 Someone or something goes missing.
- 81-85 The truth of a relationship is revealed.
- 86-90 Two seemingly unrelated situations are shown to be connected.
- 91-95 Unexpected powers or abilities are revealed.
- 96-00 Roll twice more on this table. Both results occur. If they are the same result, make it more dramatic.

Challenge Rank

Use this oracle when you want to randomly determine the challenge rank of a quest, journey, or foe.

- 1-20 Troublesome
- 21-55 Dangerous
- 56-80 Formidable
- 81-93 Extreme
- 94-00 Epic

Ritual Assets

Augur

- ☒ When you summon a murder of crows and ask a single question, roll +wits. On a strong hit, you interpret their calls as a helpful omen. Envision the response (*Ask the Oracle* if unsure) and take +2 momentum. On a weak hit, the crows ignore your question and offer a clue to an unrelated problem or opportunity in this area. Envision what you learn (*Ask the Oracle* if unsure), and take +1 momentum.
- ☐ As above, and the crows will also help guide you on the proper path. On a hit, add +1 on the next segment when you *Undertake a Journey*.
- ☐ When you perform this ritual, add +1 and take +1 momentum on a hit.

Bind

- ☒ When you wear an animal pelt and dance in moonlight, roll +wits. On a hit, you or an ally may wear the pelt and add +1 when making moves with the related stat (wolf-edge; bear-iron; deer-heart; fox-shadow; boar-wits). If the wearer rolls a 1 on their action die while making a move using the pelt, the magic is spent. On a weak hit, as above, but the wilds call as you dance; *Endure Stress* (2 stress).
- ☐ As above, and you may instead perform this ritual wearing the pelt f a beast. When you do, name the related stat and add +2 instead of +1.
- ☐ When you perform this ritual, add +1 and take +1 momentum on a hit.

Communion

- ☒ When you surround the remains of a recently deceased intelligent creature with lit candles, and summon its spirit, roll +heart. Add +1 if you share a bond. On a hit, the spirit appears and you may converse for a few minutes. Make moves as appropriate (add +1). On a weak hit, the spirit also delivers troubling news unrelated to your purpose; envision what it tells you(*Ask the Oracle* if unsure) and *Endure Stress* (1 stress).
- ☐ As above, and you may also commune with the long-dead.
- ☐ When you perform this ritual, add +1 and take +1 momentum on a hit.

Divination

- ☒ When you take a drop of blood from a willing subject (not yourself) and cast the rune-carved stones, roll +heart. On a hit, you may *Gather Information* about that person and people close to them (including insight you and the subject have no knowledge of) by reading the runes. When you do, add +1. On a weak hit, the answers are revealed only with extra time and focus; suffer -2 momentum.
- ☐ As above, and your divination can also reveal information about this person's future.
- ☐ When you perform this ritual, add +1 and take +1 momentum on a hit.

Keen

- ☒ When you hold a weapon and sing a keen for those it has killed, roll +heart. On a strong hit, the wielder inflicts +1 harm when they *Strike* or *Clash*. If they roll a 1 on their action die when making a move to inflict harm, the magic is spent. On a weak hit, as above, but the voices of those who were slain join in your song; *Endure Stress* (2 stress).
- ☐ As above, and the wielder may also (one time only) add +1 and take +2 momentum on a hit when they *Draw the Circle*, *Enter the Fray*, or *Battle*.
- ☐ When you perform this ritual, add +1 and take +1 momentum on a hit.

Scry

- ☒ When you look into flames to study a remote person or location, roll +shadow. You or someone with you must have knowledge of the target. On a strong hit, you may *Gather Information* through observation using +shadow or +wits. On a weak hit, as above, but the flames are hungry; choose one.
  - Blood: *Endure Harm* (2 harm).
  - A precious thing: *Endure Stress* (2 stress).
  - Provisions: Suffer -2 supply
- ☐ As above, and you may study a past event.
- ☐ When you perform this ritual, add +1 and take +1 momentum on a hit.

Shadow-Walk

- ☒ When you cloak yourself with the gossamer veil of the shadow realms, roll +shadow. On a hit, take +1 momentum. Then, reroll any dice (one time only) when you make a move by ambushing, hiding, sneaking, or observing from concealment. On a weak hit, the shadows lead you astray; you must first *Face Danger* to find your way.
- ☐ As above, and you may also travel along the hidden paths of the shadow realms and can *Undertake a Journey* using +shadow. When you do, *Endure Stress* (1 stress). On a strong hit, mark one extra unit of progress.
- ☐ When you perform this ritual, add +1 and take +1 momentum on a hit.

Sway

- ☒ When you speak a person's name three times to the night wind, roll +wits. On a hit, the wind whispers of this person's need. Envision what you hear (*Ask the Oracle* if unsure). If you use this information or fulfill this need when you *Compel* them, you may reroll any dice (one time only). On a weak hit, this person's need creates a troubling dilemma or complication; *Endure Stress* (1 stress).
- ☐ As above, and if you roll a strong hit when you *Compel*, you may also reroll any dice (one time only) when you *Gather Information* from this person.
- ☐ When you perform this ritual, add +1 and take +1 momentum on a hit.

Totem

- ☒ When you hold a totem of your animal companion, and focus on it, roll +heart. On a strong hit, you are bound together. Add +1 and take +1 momentum on a hit when you use a companion ability. If you roll a 1 on your action die when using a companion ability, the magic is spent. On a weak hit, as above, but creating this connection is unsettling; *Endure Stress* (1 stress).
- ☐ As above, and you may also perceive the world through your companion's senses while you make moves aided by them (even when you are apart).
- ☐ When you perform this ritual, add +1 and take +1 momentum on a hit.

Visage

- ☒ When you paint yourself in blood and ash, roll +wits. On a strong hit, you may add +2 and take +1 momentum on a hit when you *Secure an Advantage* or *Compel* using fear or intimidation. If you roll a 1 on your action die when making a move aided by your visage, the magic is spent. On a weak hit, as above, but the blood must be your own; *Endure Harm* (2 harm).
- ☐ As above, and you may also add +1 when you *Strike*, *Clash*, or *Battle*.
- ☐ When you perform this ritual, add +1 and take +1 momentum on a hit.

Ward

- ☒ When you walk a wide circle, sprinkling the ground with salt, roll +wits. On a strong hit, choose two. On a weak hit, chose one.
  - Take +1 momentum when anything crosses the boundary.
  - Inflict 1 harm on anything or anyone crossing the boundary.
  - Your ward is 'likely' (*Ask the Oracle*) to trap an intruder within its boundary.
- ☐ As above, and improve the effect of your ward (+2 momentum, 2 harm, and 'almost certain').
- ☐ When you perform this ritual, add +1 and take +1 momentum on a hit.

Awakening

- ☒ When you create a simulacrum, envision your process and materials. Then, roll +heart. On a strong hit, your creation is given unnatural life. If you make a move using the simulacrum to assault or overcome an obstacle through strength or intimidation, add +2. It has 3 health and suffers harm as appropriate, but is not a companion and may not be healed. At 0 health, it is dead. On a weak hit, as above, but if you roll a 1 on your action die when aided by your simulacrum, it will betray you or turn on you (as at least a formidable foe).
- ☐ Your simulacrum has 6 health.
- ☐ When you perform this ritual, add +1 and take +1 momentum on a hit.

Talisman

- ☒ When you fashion a charm, envision it and name the specific person or creature it protects against. Then roll +wits. On a strong hit, when the wearer opposes the target through a move, add +2. If a 1 is rolled on the action die while making a move using the charm, the magic is spent. On a weak hit, the wearer adds +1 instead of +2.
- ☐ As above, and you may instead fashion a charm which aids the wearer against all supernatural threats, such as mystic rituals or horrors.
- ☐ When you perform this ritual, add +1 and take +1 momentum on a hit.



Companion Assets

Hawk

- Name:
- Your hawk can aid you when it is aloft.
- Far-seeing: When you Undertakea Journey, or when you Resupply by hunting for small game, add +1.
  - Fierce: When you Secure an Advantage +edge using your hawk to harass and distract your foes, add +1 and take +1 momentum on a hit.
  - Vigilant: When you Face Danger +wits to detect an approaching threat, or when you Enter the Fray +wits against an ambush, add +2.

0	+1	+2	+3	×	×
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Horse

- Name:
- You and your horse ride as one.
- Swift: When you Face Danger +edge using your horse’s speed and grace, or when you Undertake a Journey, add +1.
  - Fearless: When you Enter the Fray or Secure an Advantage +heart by charging into combat, add +1 and take +1 momentum on a hit.
  - Mighty: When you Strike or Clash at close range while mounted, add +1 and inflict +1 harm on a hit.

0	+1	+2	+3	+4	+5
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Hound

- Name:
- Your hound is your steadfast companion.
- Sharp: When you Gather Information using your hound’s keen senses to track your quarry or investigate a scene, add +1 and take +1 momentum on a hit.
  - Ferocious: When you Strike or Clash alongside your hound and score a hit, inflict +1 harm or take +1 momentum.
  - Loyal: When you Endure Stress in the company of your hound, add +1.

0	+1	+2	+3	+4	×
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Raven

- Name:
- Your raven heeds your call.
- Sly: When you Secure an Advantage or Face Danger using your raven to perform trickery (such as creating a distraction or stealing a small object) add +1 and take +1 momentum on a hit.
  - Knowing: When you Face Death, add +2.
  - Diligent: When your raven carries messages for you, you may Secure an Advantage, Gather Information, or Compel from a distance.

0	+1	+2	×	×	×
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Young Wyvern

- Name:
- Your wyvern won’t devour you. For now.
- Insatiable: When you Undertake a Journey and score a hit, you may suffer -1 supply in exchange for +1 momentum.
  - Indomitable: When you make the Companion Endure Harm move for your wyvern, add +2 and take +1 momentum on a hit.
  - Savage: When you Strike by summoning your wyvern to attack, roll +heart. Your wyvern inflicts 3 harm on a hit.

0	+1	+2	+3	+4	+5
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Kindred

- Name:
- Your friend stands by you.
- Skilled: When you make a move outside of combat (not a progress move) aided by your companion’s expertise, add +1.
  - Expertise:
  - Shield-Kin: When you Clash or Battle alongside your companion, or when you Face Danger against an attack by standing together, add +1.
  - Bonded: Once you Forge a Bond with your companion, add +1 when you Face Desolation in their presence.

0	+1	+2	+3	+4	×
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Combat Talent Assets

Shield Bearer

- When you wield a shield...
- When you Face Danger using your shield as cover, add +1. When you Clash in close quarters, take +1 momentum on a strong hit.
  - When you bear a shield painted with a meaningful symbol, and you Endure Stress as you face off against a fearsome foe, add +1 and take +1 momentum on a hit.
  - When forced to Endure Harm in a fight, you may instead sacrifice your shield and ignore all harm. If you do, your shield is destroyed or will require extensive repair; suffer -2 momentum.

Long Arm

- When you wield a staff...
- In your hands, a humble staff is a deadly weapon. You may inflict 2 harm (instead of 1).
  - When you Strike or Clash, you may roll +edge (instead of +iron). When you do, inflict 1 less harm in exchange for +1 momentum on a hit.
  - When you Secure an Advantage using your staff to disarm, trip, shove, or stun your foe, you may roll +edge (instead of +iron) and take +1 momentum on a hit.

Ironclad

- When you wear armor...
- Given a few minutes, you may ready your armor. When you are...
    - Lightly armored: Add +1 when you Endure Harm in a fight.
    - Geared for war: Mark encumbered, and add +2 when you Endure Harm in a fight.
  - Your well-designed armor lets you take the blow. When you are geared for war, add +1 if you Clash.
  - Your armor marks you as a hardened warrior. Add +1 when you Compel if your strength-of-arms is a factor.

Lightly Armored	Geared For War
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Duelist

- When you wield a bladed weapon in each hand...
- When you Clash or Strike, you may add +2. If you do (decide before rolling), inflict +1 harm on a strong hit and count a weak hit as a miss.
  - Once per fight, when you Secure an Advantage +edge by making a bold display of your combat prowess, you may reroll any dice.
  - When you Draw the Circle, choose one (before rolling):
    - Add +2
    - Take +2 momentum on a hit

Skirmisher

- When you wield a spear...
- When you Face Danger by holding a foe at bay using your spear’s reach, roll +iron or +edge (your choice). If you score a strong hit, take your bonus.
    - Iron: Strike now, and add +1.
    - Edge: Take +1 momentum
  - When you Strike or Clash in close combat and score a strong hit, you may drive your spear home and inflict +2 harm. If the fight continues, Face Danger +iron to retrieve your spear before using it again.
  - When you Secure an Advantage by bracing your spear against a charging foe, add +1 and take +1 momentum on a hit.

Sunderer

- When you wield an axe...
- When you Strike or Clash in close quarters, you may suffer -1 momentum and inflict +1 harm on a hit (decide before rolling).
  - When you have your axe in hand, and use the promise of violence to Compel or Secure an Advantage, add +1.
  - When you make a tribute to a fallen foe (formidable or greater) by carving a rune in the haft of your axe, roll +heart. On a strong hit, inflict +1 d6 harm (one time only) when you Strike or Clash. On a weak hit, as above, but this death weighs on you; Endure Stress (2 stress).

Swordmaster

- When you wield a sword...
- When you Strike or Clash and burn momentum to improve your result, inflict +2 harm.
  - When you Clash and score a strong hit, you may add +1 if you immediately follow with a Strike.
  - When you Swear an Iron Vow by kneeling and grasping your sword’s blade, add +1 and take +1 momentum on a hit. If you let the edge draw blood from your hands, Endure Harm (1 harm) in exchange for an additional +1 momentum on a hit.

Archer

- When you wield a bow...
- When you Secure an Advantage +wits by taking a moment to aim, envision where you intend to land your shot. Then, add +1 and take +1 momentum on a hit.
  - Once per fight, when you Strike or Clash, you may take extra shots and suffer -1 supply. When you do, reroll any dice. On a hit, inflict +2 harm and take +1 momentum.
  - When you Resupply by hunting, add +1 and take +1 momentum on a hit.

Brawler

- When you are unarmed or fighting with a non-deadly weapon...
- When you Secure an Advantage +iron by engaging in close-quarters brawling (such as hitting, tripping, or smashing), and score a hit, you may also inflict 1 harm.
  - When you Strike or Clash, you may inflict 2 harm (instead of 1) if you suffer -1 momentum (decide before rolling).
  - When you Face Danger or Clash against a brawling attack (such as punches, kicks, slams, trips, or grapples), add +1.

Cutthroat

- When you wield a dagger or knife...
- When you are in position to Strike at an unsuspecting foe, choose one (before rolling)
    - Add +2 and take +1 momentum on a hit.
    - Inflict +2 harm on a hit.
  - When you Compel someone at the point of your blade, or when you rely on your blade to Face Danger, add +1.
  - Once per fight, when you Secure an Advantage +shadow by performing a feint or misdirection, reroll any dice and take +1 momentum on a hit.

Thunder Bringer

- If you wield a mighty hammer...
- When you Face Danger, Secure an Advantage, or Compel by hitting or breaking an inanimate object, add +1 and take +1 momentum on a hit.
  - When you Strike a foe and score a strong hit, take +1 momentum as you also knock them back, stun them, or put them off-balance.
  - When you Turn the Tide to Strike with all the power you can muster, you may reroll any dice. If you do (decide before making your first roll), inflict +1 harm on a strong hit, but count a weak hit as a miss.

Path Assets

❑ Banner-Sworn

Name:

- When you mark a bond with a leader or faction...
- ☑ When you *Sojourn* or *Make Camp* in the company of your banner-kin, add +1 and take +1 momentum on a hit.
  - ❑ When you *Swear an Iron Vow* to serve your leader or faction on a mission, you may reroll any dice. When you *Fulfill Your Vow* and mark experience, take +1 experience.
  - ❑ When you *Enter the Fray* bearing your banner, add +1 and take +1 momentum on a hit. When you burn momentum while carrying your banner in combat, take +1 momentum after you reset.

❑ Battle-Scarred

- When you are maimed...
- ❑ You focus your energies. Reduce your edge or iron stat by 1 and add up to +2 to wits or heart, or +1 to each (neither stat should exceed +4).
  - ❑ You overcome your limitations. Reduce your maximum health or spirit by 1 and ignore the max momentum penalty for being maimed.
  - ❑ You have stared down death before. When you are reduced to 0 health, take +1 momentum. When you *Face Death*, add +1.

❑ Blade-Bound

Name:

- When you mark a bond with a kin-blade, a sentient weapon imbued with the spirit of your ancestor...
- ❑ When you *Enter the Fray* or *Draw the Circle*, take +1 momentum on a hit.
  - ❑ When you *Gather Information* and fail to score a strong hit, you may listen to the whispers of your kin-blade for guidance and reroll any dice. If you do, *Endure Stress* (2 stress).
  - ❑ When you inflict harm with your weapon, you may inflict +2 harm. If you do, *Endure Stress* (2 stress).

❑ Devotent

God's Name:

- ☑ When you say your daily prayers, you may *Secure an Advantage* by asking your god to grant a blessing. If you do, roll +your god's stat. On a hit, take +1 momentum.
- ❑ When you *Swear an Iron Vow* to serve your god on a divine quest, you may roll +your god's stat and reroll any dice. When you *Fulfill Your Vow* and mark experience, take +1 experience.
- ❑ When you *Sojourn*, and spread the word of your god, you may roll + your god's stat. Then, take +1 momentum on a hit.

❑ Masked

- When you mark a bond with elves, and are gifted a mask of precious elderwood...
- ☑ Choose your mask's material.
    - ❑ Thunderwood: Edge/Health
    - ❑ Bloodwood: Iron/Health
    - ❑ Ghostwood: Shadow/Spirit
    - ❑ Whisperwood: Wits/SpiritWhen you wear the mask and make a move which uses its stat, add +1. If you roll a 10 on either challenge die, suffer -1 to the associated track (in addition to any other outcome of the move).
  - ❑ As above, and you may instead add +2 and suffer -2 (decide before rolling).
  - ❑ When you *Face Death* or *Face Desolation* while wearing the mask, you may roll +its stat (instead of +heart).

❑ Ritualist

- When you *Fulfill Your Vow* (formidable or greater) in service to an elder mystic, and *Forge a Bond* to train with them...
- ☑ When you *Secure an Advantage* to ready yourself for a ritual, envision how you prepare. Then, add +1 and take +1 momentum on a hit.
  - ❑ When you perform a ritual, you may choose one and add +1 (decide before rolling).
    - Suffer -1 supply.
    - Endure Harm (1 harm).
  - ❑ When you tattoo the essence of a new ritual onto your skin, you may obtain and upgrade that ritual asset for 1 less experience.

❑ Shadow-Kin

- When you are corrupted...
- ❑ You harden your heart. Reduce your heart stat by 1 and add up to +2 to shadow (your shadow should not exceed +4).
  - ❑ You are attuned to the realms of shadow. When you perform a ritual, add +1.
  - ❑ You know the sly ways of death. When you *Face Death*, you may roll +shadow instead of +heart. You may also suffer -1 momentum and add +1 (decide before rolling).

❑ Sighted

- ☑ When you *Face Danger* or *Gather Information* to identify or detect mystic forces, add +1 and take +1 momentum on a hit.
- ❑ When you *Compel*, *Forge a Bond*, or *Test a Bond* with a fellow mystic or mystical being, add +1 and take +1 momentum on a hit.

- ❑ When you *Secure an Advantage* by studying someone or something in a charged situation, add +1 and take+1 momentum on a hit. When you pierce the veil to explore deeper truths (decide before rolling), you may also reroll any dice; if you do, you must count a weak hit as a miss.

❑ Slayer

- ☑ When you *Gather Information* by tracking a beast, or when you *Secure an Advantage* by readying yourself for a fight against a beast, add +1 and take +1 momentum on a hit.
- ❑ When you *Swear an Iron Vow* to kill a horror or beast, you may reroll any dice. When you *Fulfill Your Vow* and mark experience, take +1 experience.
- ❑ When you slay a horror or beast (at least formidable), you may take a trophy and choose one.
  - Power a ritual: When you or an ally make a ritual move, reroll any dice (one time only).
  - Prove your worth: When you *Sojourn*, reroll any dice (one time only).

❑ Storyweaver

- ☑ When you *Secure an Advantage*, *Compel*, or *Forge a Bond* by sharing an inspiring or enlightening song, poem, or tale, envision the story you tell. Then, add +1 and take +1 momentum on a hit.
- ❑ When you *Make Camp* and choose the option to relax, you may share a story with your allies or compose a new story if alone. If you do, envision the story you tell and take +1 spirit or +1 momentum. Any allies who choose to relax in your company may also take +1 spirit or +1 momentum.
- ❑ When you *Sojourn* within a community with which you share a bond, add +2 instead of +1

❑ Herbalist

- ☑ When you attempt to *Heal* using herbal remedies, and you have at least +1 supply, you may choose one (decide before rolling).
  - Add +2.
  - On a hit, take or give an additional +1 health.
- ❑ When you *Heal* a companion, ally, or other character, and you score a hit, take +1 spirit or +1 momentum.
- ❑ When you *Make Camp* and choose the option to partake, you can use your supplies to create a restorative meal. If you do, you and your companions may take +1 health. Any allies who choose to partake may also take +1 health.

❑ Honorbound

- ☑ When you *Turn the Tide*, envision how your vows give you strength in this moment. Then, add +2 (instead of +1) when you make your move.
- ❑ When you *Secure an Advantage* or *Compel* by telling a hard truth, add +1 and take +1 momentum on a hit. On a weak hit or miss, envision how this truth complicates your current situation.
- ❑ When you *Fulfill Your Vow* and score a weak hit or miss, you may reroll any dice as you *Swear an Iron Vow* to set things right. On a hit, take +2 momentum.

❑ Loyalist

- ☑ When you *Aid your Ally*, add +1 and take +1 momentum on a hit. This is in addition to the benefits taken by your ally.
- ❑ When an ally makes the *Endure Stress* move in your company, they add +1 and you take +1 momentum on a hit.
- ❑ When you stand with your ally as they make a progress move, envision how you support them. Then, roll one challenge die. On a 1-9, your ally may replace one of their challenge dice with yours. On a 10, envision how you inadvertently undermine their action; your ally must replace their lowest challenge die with yours.

❑ Trickster

- ☑ When you *Face Danger*, *Secure an Advantage*, or *Compel* by lying, bluffing, stealing, or cheating, add +1.
- ❑ When you *Gather Information* by investigating a devious scheme, you may roll +shadow instead of +wits. If you do, take +2 momentum on a hit.
- ❑ When you confess a lie as you *Forge a Bond*, you risk rejection for the chance of a stronger bond. On a strong hit, take +1 momentum and mark one more tick. A weak hit counts as a miss.

❑ Wayfinder

- ☑ When you *Undertake a Journey* and burn momentum to improve your result, envision how you reorient yourself. Then, take +2 momentum after you reset.
- ❑ When you *Secure an Advantage* or *Gather Information* by carefully surveying the landscape or scouting ahead, add +1 and take +1 momentum on a hit.
- ❑ When you *Swear an Iron Vow* to safely guide someone on a perilous journey, you may reroll any dice. When you *Fulfill Your Vow* and mark experience, take +1 experience.

❑ Wildblood

- ☑ When you *Face Danger*, *Secure an Advantage*, or *Gather Information* using your knowledge of tracking, woodcraft, or woodland creatures, add +1.
- ❑ When you *Face Danger* or *Secure an Advantage* by hiding or sneaking in the forest, add +1 and take +1 momentum on a hit.
- ❑ When you *Make Camp* in the forest, you may roll +wits instead of +supply; if you do, you and your allies each choose 1 more on a hit.

❑ Weaponmaster

- When you *Fulfill Your Vow* (formidable or greater) in service to a seasoned warrior, and *Forge a Bond* to train with them...
- ☑ When you *Secure an Advantage* by sizing up your foe in a fight, or in a charged situation which may lead to a fight, add +1 and take +1 momentum on a hit.
  - ❑ When you study or train in a new weapon or technique, you may obtain and upgrade that combat talent for 1 less experience.
  - ❑ When you *Turn the Tide* with a sudden change of weapon or technique, and your next move is a *Strike*, you may add +1 and inflict +2 harm on a strong hit.

❑ Wright

- ☑ When you *Secure an Advantage* by crafting a useful item, or when you *Face Danger* to create or repair an item in a perilous situation, add +1 and take +1 momentum on a hit.
- ❑ As above, and you may suffer -1 supply (after you roll) to add an additional +1.
- ❑ When you give the item you create as a gift to commemorate an important event or relationship, you may (one time only) reroll any dice when you *Compel*, *Forge a Bond*, or *Test a Bond*.

❑ Veteran

- ☑ When you burn momentum to improve your result in combat, envision how your hard-won fighting experience gives you advantage in this moment. Then, take +1 momentum after you reset.
- ❑ When you *Swear an Iron Vow* to someone who fought beside you, or *Forge a Bond* with them, add +2 and take +2 momentum on a hit.
- ❑ When you *Resupply* by looting the dead in a field of battle, add +1 and take +1 momentum on a hit.

❑ Outcast

- ☑ When your supply is reduced to 0, suffer any remaining - supply as -momentum. Then, roll +wits. On a strong hit, you manage to scrape by and take +1 supply. On a weak hit, you may suffer -2 momentum in exchange for +1 supply. On a miss, you are *Out of Supply*.
- ❑ When you *Sojourn*, you may reroll any dice. If you do (decide before your first roll), your needs are few but your isolation sets you apart from others. A strong hit counts as a weak hit.
- ❑ When you *Reach Your Destination* and roll a strong hit, you recall or recognize something helpful about this place. Envision what it is, and take +2 momentum.

❑ Pretender

- ☑ When you establish a false identity, roll +shadow. On a strong hit, you may leverage this identity and make moves to deceive or influence others. When you do, add +2. If you roll a 1 on your action die when using your false identity, someone doubts you. Make appropriate moves to reassure them or prevent them from revealing the truth. On a weak hit, add +1 instead of +2.
- ❑ As above, and you may roll +shadow instead of +heart when you *Sojourn* using your false identity. If you do, take +1 momentum on a hit.
- ❑ When you *Secure an Advantage* by revealing your true identity in a dramatic moment, reroll any dice.

❑ Revenant

- Once you *Face Death* and return to the world of the living...
- ☑ When you are at 0 health, and *Endure Harm* or *Face Death*, add +1. If you then burn momentum to improve your result, envision what bond or vow binds you to this world, and take +2 momentum after you reset.
  - ❑ When you make a move to investigate, oppose, or interact with a horror, spirit, or other undead being, add +1.
  - ❑ When you bring death to your foe to *End the Fight*, you may burn momentum to cancel one (not both) of the challenge dice if your momentum is greater than the value of that die. If you do, *Endure Stress* (2 stress).

❑ Rider

- If you are with your horse companion...
- ☑ When you *Heal* your horse, or when you *Face Danger* to calm or encourage it, add +1 and take +1 momentum on a hit.
  - ❑ When you *Undertake a Journey*, and your action score is equal to one or both challenge dice, you may push your horse harder and add +1. If you do, make the *Companion Endure Harm* move (1 harm).
  - ❑ When you *Secure an Advantage* +wits by sizing up a perilous situation from the saddle, you are one with your horse's instincts. Add +1 and take +1 momentum on a hit.

❑ Waterborn

- ☑ When you *Face Danger*, *Gather Information*, or *Secure an Advantage* related to your knowledge of watercraft, water travel, or aquatic environments or creatures, add +1 and take +1 momentum on a hit.
  - ❑ When you *Undertake a Journey* by boat or ship, add +1. On a strong hit, also choose one.
    - The wind is at your back: Mark one extra unit of progress.
    - Find safe anchor: *Make Camp* now and reroll any dice.
    - Reap the bounty: *Resupply* now and reroll any dice.
- When you *Enter the Fray* aboard a boat or ship, reroll any dice.

Foes

Ironlanders

Ironlanders are the human inhabitants of these lands. Unless your story emphasizes adventures well outside of the settled regions, the majority of your interactions will be with fellow Ironlanders. This section covers a few broad categories of Ironlanders. They are not representative of the variety of people and cultures in these lands. When you are forced to fight an Ironlander and need to determine their rank, you can Ask the Oracle, or follow these guidelines:

- A common citizen or brute is **troublesome**.
- A trained warrior is **dangerous**.
- A powerful or veteran warrior is **formidable**.

Broken	
Rank	Troubelsome (3 progress per harm - inflicts 1 harm)
Features	<ul style="list-style-type: none"><li>• Crazed eyes</li><li>• Painted skin</li><li>• Feral screams</li><li>• Scavanged clothing and weapons</li></ul>
Drives	<ul style="list-style-type: none"><li>• Show my Power</li><li>• Share My Pain</li></ul>
Tactics	<ul style="list-style-type: none"><li>• Spring from hiding</li><li>• Ferocious attacks</li></ul>
Another people sailed to the Ironlands from the Old World long before our kin settled here. Something happened. Something changed them. Whether it was the long struggle in a harsh land, the ravages of war, or the corruption of some dark force, they left their humanity behind and became what we call the broken. Now, they exist only to kill, to destroy. We fear the broken for their savagery. But, more than this, we fear them as a dark portent of what we might one day become.	
<b>Quest Starter:</b> Years ago, an Ironlander child was taken by a broken tribe. Now they are seen living among them. What is your connection to this person? Can they be brought home, or are they forever lost?	

Common Folk	
Rank	Troubelsome (3 progress per harm - inflicts 1 harm)
Features	<ul style="list-style-type: none"><li>• Diverse looks</li><li>• Weary and worried</li><li>• Suspicious of strangers</li></ul>
Drives	<ul style="list-style-type: none"><li>• Prepare for the winter</li><li>• Protect family</li></ul>
Tactics	<ul style="list-style-type: none"><li>• Desperate defense</li><li>• Stand together</li></ul>
Most of us in the Ironlands are common folk. We are farmers, laborers, crafters, sailors, and traders. When trouble comes, we know which way the pointy end goes, and we stand together to protect our homes and kin.	
<b>Quest Starter:</b> Two prominent families are at odds. What is the source of the conflict? What is your relationship to them? What danger threatens to destroy their community if they can't put aside their petty squabble?	

Hunter	
Rank	Dangerous (2 progress per harm - Inflicts 2 harm)
Features	<ul style="list-style-type: none"><li>• Wearing hides and furs to ward away the cold</li><li>• Steely gaze</li><li>• At home in the woodlands</li></ul>
Drives	<ul style="list-style-type: none"><li>• A clean kill</li><li>• Survive the hunt</li></ul>
Tactics	<ul style="list-style-type: none"><li>• Set traps</li><li>• Keep to the shadows</li><li>• Deadly shot</li></ul>
Hunters face brutal weather, difficult terrain, dangerous animals, and worse. Many never return from their hunts. Others return, but are forever changed.	
<b>Quest Starter:</b> A hunter returns to her village, panic-stricken and pleading for help. The rest of her party is still out there. What happened to them?	

Mystic	
Rank	Dangerous (2 progress per harm - Inflicts 2 harm)
Features	<ul style="list-style-type: none"><li>• Knowing eyes</li><li>• Tattooed skin</li></ul>
Drives	<ul style="list-style-type: none"><li>• Respect the old ways</li><li>• Seek the paths of power</li></ul>
Tactics	<ul style="list-style-type: none"><li>• Foresee the intent of my enemies</li><li>• Prepare rituals</li><li>• Use trickery</li></ul>
Some say you can tell a mystic by looking them in the eye. They walk in two worlds, and their eyes shimmer with that dark reflection of realms beyond our own. We call it the sight. Some hold that darkness in check. Others are consumed by it.	
<b>Quest Starter:</b> A mystic returns to their home after a years-long journey. They are changed. What new power or knowledge do now they wield? What do they seek to do with it? Why do you oppose them?	

Raider	
Rank	Dangerous (2 progress per harm - Inflicts 2 harm)
Features	<ul style="list-style-type: none"><li>• Geared for war</li><li>• Battle forever</li></ul>
Drives	<ul style="list-style-type: none"><li>• What is theirs will be ours</li><li>• Stand with my kin</li><li>• Die a glorious death</li></ul>
Tactics	<ul style="list-style-type: none"><li>• Intimidate</li><li>• Shield wall</li><li>• Burn it down</li></ul>
Raiders survive by seizing what they need from others. Our grain. Our meat. Our animals. Our iron. They'll take it all, and leave us facing the long winter with nothing to sustain us but prayers to indifferent gods.	
<b>Quest Starter:</b> You were raised as a raider, born to battle, but long ago left that life. Troubled by your past, you vow to wipe this powerful clan from the Ironlands. How can you defeat them? What will happen when you must face your former shield-kin?	
<b>Your Truth:</b> A large raider clan is known and feared throughout the Ironlands. What is it called? Who leads it?	

Warrior	
Rank	Dangerous (2 progress per harm - Inflicts 2 harm)
Features	<ul style="list-style-type: none"><li>• Battle-hardened</li><li>• Scarred</li></ul>
Drives	<ul style="list-style-type: none"><li>• The thrill of the fight</li><li>• Protect those in my charge</li><li>• Survive another day</li></ul>
Tactics	<ul style="list-style-type: none"><li>• Manouver for advantage</li><li>• Find an opening</li></ul>
Some Ironlanders, through strength of arms, set themselves apart from the common rabble. They are trained to fight, or simply born to it. For them, a sword, spear, or axe is as natural a tool as any hammer or spade.	
<b>Quest Starter:</b> A legendary warrior, now well past their prime, swears to face a daunting foe in one final battle. What help do they ask of you and why? Who is their enemy?	
<b>Your Truth:</b> Warrior's shields are often emblazoned with meaningful symbols. What are they? Family crests? Animal totems? Mystical sigils? Motifs honoring the nations of the Old World? If you carry a shield, what is painted on yours?	

Firstborn

The firstborn lived here long before the humans landed on these shores. The humans, in their arrogance, named this peninsula the Ironlands and called themselves Ironlanders—but the firstborn gave it names of their own in a time beyond the reach of memory.

Primordial	
Rank	Extreme (2 ticks per harm - Inflicts 4 harm)
Features	<ul style="list-style-type: none"><li>• Personification of the natural world</li><li>• Turbulent, changing visage</li><li>• Vaguely human-like or animal-like form</li></ul>
Drives	<ul style="list-style-type: none"><li>• Embody chaos</li><li>• Cling to vestiges of power</li></ul>
Tactics	<ul style="list-style-type: none"><li>• Control the elements</li><li>• Destroy with primal rage</li></ul>

The primordials, said to be the vestigial spirits of long-forgotten gods, are the most ancient of the firstborn. Each embodies some aspect of the natural world, bound in a crude mimicry of a human or large animal. A river primordial is a mass of rock, gravel, and flowing water. A forest primordial is formed of wood, earth, rocks, and plants. A mountain primordial is a lumbering being of glacier stone and ice. A fire primordial, depending on its mood, might take form as embers, ash, and smoke—or as a raging pyre. They range in size from the height of an Ironlander to half-again as tall as a giant. Rumors persist of primordials who dwell in the deepest parts of the Wilds, or high in the ranges of the Veiled Mountains, who are as tall as an ancient tree. Beyond, some suggest, in the Shattered Wastes, live primordials who tower into the clouds. Is the sound of distant thunder sometimes the footfalls of mountain-sized primordials who dwell beyond the edge of the known world? Primordials are solitary beings as unpredictable as the natural forces they personify. They might ignore you. They might lurk at a distance, as if observing you. Or, they might attack. They do not speak in any language we can understand. Some suggest they have no intelligence, and are merely a manifestation of the natural world, no different than a winter storm. How do you kill a primordial? Most scoff at the idea. You are just as likely to kill the rain or the sea. A mystic might tell you to use a weapon imbued with elemental power. Don't trust them. If you see a primordial, keep your distance. Better yet, run. **Quest Starter:** In the dead of winter, a fire primordial is razing homes and burning a nearby wood. At night, orange flames light the sky. What can be done to stop this destruction?

Elf	
Rank	Dangerous (2 progress per harm - Inflicts 1 harm)
Features	<ul style="list-style-type: none"><li>• Large, luminous eyes seen through a wooden mask</li><li>• Gray-green skin the texture of dry leaves</li><li>• Sonorous voice</li><li>• Welding bow and spear</li></ul>
Drives	<ul style="list-style-type: none"><li>• Protect the wilds</li><li>• Drive out trespassers, or see them pay</li></ul>
Tactics	<ul style="list-style-type: none"><li>• Strike from shadow</li><li>• Force their surrender</li><li>• Turn the forest against them</li></ul>
Elves are strange beings of the forest, seldom seen beyond the ancient woods of the Deep Wilds. They are fiercely protective of their lands and suspicious of humans. Their scouts patrol the borderlands, riding the fearsome mounts we call gaunts. Others of their kind watch us from the shadow of the deep woods, spears and bow at the ready. Some say elven mystics can bind the animals and beasts of the forest to aid in the defense of the Wilds. A few warn that the elves are biding their time, readying the attack which will drive us from these lands.	
<b>Quest Starter:</b> The leader of an Ironlander community seeks an audience with the elves. For what purpose? Why are you compelled to help?	
<b>Your Truth:</b> Elves conceal their faces behind ornate wooden masks. What do these masks signify?	

Giant	
Rank	Extreme (2 ticks per harm - Inflicts 4 harm)
Features	<ul style="list-style-type: none"><li>• Dark hair and ruddy skin</li><li>• Twice the size of a tall human, or more</li><li>• Wearing layers of wool, hide, and furs</li><li>• Stoic and observant</li></ul>
Drives	<ul style="list-style-type: none"><li>• Survive the winter</li><li>• Protect the herd</li></ul>
Tactics	<ul style="list-style-type: none"><li>• Fight as a last resort</li><li>• Sweeping Strike</li><li>• Make them flee</li></ul>
Giants dwell in the Tempest Hills and Veiled Mountains. They live a nomadic life alone or in small family units, herding oxen, mountain goats, and sheep. In their own language they are called the Jokul. Many Ironlanders misinterpret their quiet nature for dullness, but giants are keenly intelligent and observant. They have a great respect for life, even for our kind, and use trickery and negotiation to avoid fights. When they are left without other options, an enraged giant is a devastating, relentless force.	
<b>Quest Starter:</b> A pair of giants are raiding human settlements, stealing supplies and livestock. With winter coming, the survival of those settlements is threatened. What is driving the giants down from the hills?	
<b>Your Truth:</b> Every fifth spring, the giant clans meet for a gathering. There, the memory-keepers sing of a great giant hero, revered by all. Who is this hero?	

Foes CONTINUED

Firstborn Continued

Troll	
Rank	Formidable (1 progress per harm - Inflicts 3 harm)
Features	<ul style="list-style-type: none"><li>• Long limbs</li><li>• Sunken, beady eyes</li><li>• Translucent skin camouflaged to the environment</li><li>• Keen sense of smell</li><li>• Speaks in gibberish</li></ul>
Drives	<ul style="list-style-type: none"><li>• Find pretty things</li><li>• Keep it secret</li></ul>
Tactics	<ul style="list-style-type: none"><li>• Be sneaky</li><li>• Bite and claw</li><li>• Run and hide</li></ul>
<p>Trolls mostly live in the Flooded Land, but it's not unusual to encounter one in the Hinterlands or even in the southern reaches of the Havens. They are solitary creatures, wary of contact with Ironlanders but likely to attack if scared or provoked. They move with their back hunched, often skulking on all four gangly limbs. When they stand straight they are much taller than humans—nearly as tall as a giant. Their skin is a sickly pale gray, but they can camouflage themselves by changing it to match their environment. Trolls collect objects of all sorts, and particularly value Ironlander trinkets. They are tormented by the fear of others stealing their hoard, and are constantly seeking out new, better hiding places. The items are mostly junk to anyone but a troll, but occasionally an object of real value finds its way into the dregs.</p> <p><b>Quest Starter:</b> The villagers tolerate the troll who lives nearby because its presence serves to dissuade a greater threat. They even donate items for its hoard, and put up with its occasional thievery. But now, the troll is missing. What is the looming threat the troll helped avert?</p>	

Varou	
Rank	Dangerous (2 progress per harm - Inflicts 2 harm)
Features	<ul style="list-style-type: none"><li>• Yellow eyes shining in moonlight</li><li>• Pointed ears and snout-like face</li></ul>
Drives	<ul style="list-style-type: none"><li>• Take their land</li><li>• Defend my kin</li><li>• Keep the bloodcall at bay</li></ul>
Tactics	<ul style="list-style-type: none"><li>• Strike at night</li><li>• Leap into combat</li><li>• Let loose the bloodcall</li></ul>
<p>The varou are humanoid beings who dwell within the Deep Wilds and in the woods of the Hinterlands. Their features are fierce and wolf-like. They are broad-shouldered and a head taller than the average Ironlander. Their long hair is ornately groomed and decorated with beads and other trinkets. The varou value territory above all things. They often war amongst themselves and against the elves to gain or defend holdings. They mark their claims by carving clan symbols into trees. Only the foolish ignore the warning of these border signs. Several of our settlements—built too close to varou territory—are now abandoned ruins bearing the mark of a victorious varou clan.</p> <p><b>Quest Starter:</b> A varou clan has carved their mark into the trees surrounding an Ironlander community, claiming it as their territory. An attack is surely imminent. What will you do to prevent it?</p> <p><b>Your Truth:</b> A young varou receives their keth—a curved dagger—before undergoing a rite of passage. What must they do to take their place among the adults of the clan?</p>	

Animals

Animals are the mundane creatures which dwell in the Ironlands. Some animals are native to these lands; others were also common in the Old World. Most wild animals are skittish and do not pose a threat to humans. Those creatures have no rank, and can be attacked or interacted with using appropriate moves. For example, *Resupply* can represent hunting for deer or small game. A few notable exceptions—predators, aggressive creatures, and animals trained to fight—are noted here

Bear	
Rank	Formidable (1 progress per harm - Inflicts 3 harm)
Features	<ul style="list-style-type: none"><li>• Fearsome teeth and claws</li><li>• Thick hide</li></ul>
Drives	<ul style="list-style-type: none"><li>• Find food</li><li>• Defend cubs</li></ul>
Tactics	<ul style="list-style-type: none"><li>• Roar</li><li>• Pin down</li><li>• Maul with savage force</li></ul>
<p>Most bears are not aggressive. They avoid Ironlanders and are unlikely to attack unless they see you as a threat. There are exceptions. The silver bears of the Veiled Mountains, which sometimes range as far south as the Tempest Hills, are territorial, powerful, and aggressive. Likewise, the ash bear, encountered in woodlands throughout the Ironlands, is known for its ferocity and cunning. If either catch your scent, they are likely to hunt you down and attack.</p> <p><b>Quest Starter:</b> A group of hunters felled a large ash bear with several arrows. It tumbled into a river and was swept away. Unfortunately, the bear they thought dead is now stalking the group as they make their way back home.</p>	

Boar	
Rank	Dangerous (2 progress per harm - Inflicts 2 harm)
Features	<ul style="list-style-type: none"><li>• Wiry coat</li><li>• Long tusks</li><li>• Vicious</li></ul>
Drives	<ul style="list-style-type: none"><li>• Forage</li><li>• Protect territory</li><li>• Defend sows</li></ul>
Tactics	<ul style="list-style-type: none"><li>• Charge and gore</li><li>• Circle and attack again</li></ul>
<p>In the Old World, wild boars were belligerent and dangerous animals. Here in the Ironlands? They are even bigger and meaner. They attack without warning or provocation. They will run you down, gore you, bite you, and circle around to do it all again. And again. And again.</p> <p><b>Quest Starter:</b> A boar hunt ends in tragedy when an Ironlander is gored and grievously wounded. How do you know this person? What terrible truth do they reveal as they lay dying?</p>	

Marsh Rat	
Rank	Dangerous (3 progress per harm - Inflicts 1 harm)
Features	<ul style="list-style-type: none"><li>• Beady eyes</li><li>• Long tail</li></ul>
Drives	<ul style="list-style-type: none"><li>• Eat everything</li><li>• Breed</li></ul>
Tactics	<ul style="list-style-type: none"><li>• Swarm and bite</li></ul>
<p>The marsh rat is a rodent of unusual size. They are all-too-common in the Flooded Lands or in wetlands within the Hinterlands and Deep Wilds. They eat almost anything, including carrion and waste. Our grain stores and pantries are an easy target for marsh rats, who dig tunnels or chew through walls to get at the food. They will also try to make a meal out of living prey— deer, cattle, or even an unlucky Ironlander. A pack of marsh rats can kill a horse and reduce it to bone in a matter of hours</p> <p><b>Quest Starter:</b> Marsh rats raided the stores of an isolated settlement. How will you ensure the Ironlanders have enough food to survive the coming winter?</p>	

Wolf	
Rank	Dangerous (2 progress per harm - Inflicts 2 harm)
Features	<ul style="list-style-type: none"><li>• Keen senses</li></ul>
Drives	<ul style="list-style-type: none"><li>• Fight rivals</li><li>• Mark territory</li><li>• Run with the pack</li></ul>
Tactics	<ul style="list-style-type: none"><li>• Stalk</li><li>• Pack rush</li><li>• Drag to the ground</li></ul>
<p>The Ironlands are home to several breeds of wolves. Most are not aggressive and stay clear of settlements and travelers. Despite that, attacks against Ironlanders are not unknown. A harsh winter and insufficient prey can drive a pack to hunt livestock or even an unwary Ironlander. As night falls we hear their howls, and hope they are well fed.</p> <p><b>Quest Starter:</b> You find the grisly remains of a pack of wolves. All are dead, even the cubs. What caused this? Why is it a harbinger of a greater danger?</p>	

Gaunt	
Rank	Dangerous (2 progress per harm - Inflicts 2 harm)
Features	<ul style="list-style-type: none"><li>• Horse-like creature with a lean, skeletal frame</li><li>• Ghostly pale eyes</li><li>• Black, scaled hide</li></ul>
Drives	<ul style="list-style-type: none"><li>• Run like the wind</li></ul>
Tactics	<ul style="list-style-type: none"><li>• Rear up</li><li>• Charge</li><li>• Trample</li></ul>
<p>A gaunt is a creature unique to the Ironlands. They maneuver across the rough, dense terrain of the Deep Wilds and Hinterlands with uncanny speed and grace. This makes them ideal as mounts for the elves, who breed and train them. A gaunt will not usually act aggressively without provocation, but they are as deadly as the fiercest warhorse under the command of a talented rider.</p> <p><b>Quest Starter:</b> Villages in the Hinterlands have fallen prey to a large band of gaunt-riding elves. They attack with sudden and violent force, and are gone before any sort of defense can be mustered. Their leader, a warrior of unmatched skill, rides a distinctive white gaunt. What has driven these elves to strike out against the Ironlanders?</p> <p><b>Your Truth:</b> Some gaunts live in wild herds. They once roamed the wilds in countless numbers, but few now remain. What has happened to thin these herds so dramatically?</p>	

Foes CONTINUED

Beasts

Beasts are monstrous creatures of great size and power. They are natural beings—not supernatural entities—but were unknown in the Old World.

Basilisk	
Rank	Extreme (2 ticks per harm - Inflicts 4 harm)
Features	<ul style="list-style-type: none"><li>• Giant snake</li><li>• Dull yellow-brown skin</li><li>• Vibrant yellow eyes</li></ul>
Drives	<ul style="list-style-type: none"><li>• Devour</li></ul>
Tactics	<ul style="list-style-type: none"><li>• Lay in wait</li><li>• Mesmerizing gaze</li><li>• Sudden bite</li><li>• Crush</li></ul>
Basilisks dwell in the Flooded Lands, lurking in the murky waters of the swamps or within marshy thickets. There, they wait patiently for prey. They regularly feed on marsh rats or deer, but will eagerly make a meal out of a passing Ironlander.	
<b>Quest Starter:</b> The adventurer set out to slay a basilisk, only to become its next meal. Because the serpent digests its prey slowly, the remains of the adventurer are still undoubtedly within the beast—along with the heirloom sword he wielded. What is your relationship to this person? Why is recovering the sword so important to you?	
<b>Your Truth:</b> Some piece of a basilisk anatomy is prized by the Ironlanders. What is it? How is it used?	

Elder Beast	
Rank	Extreme (2 ticks per harm - Inflicts 4 harm)
Features	<ul style="list-style-type: none"><li>• Twice the size of their common kin, or more</li></ul>
Drives	<ul style="list-style-type: none"><li>• Dominate</li><li>• Protect territory</li></ul>
Tactics	<ul style="list-style-type: none"><li>• Intimidating display</li><li>• Overwhelming attack</li></ul>
Elder beasts—including wolves, bears, and boars—are huge, monstrous versions of their common kin. They are primarily solitary creatures, though elder wolves have been known to lead a pack of normal wolves. Some call them guardians, avatars of the land itself, and say they are as long-lived as the oldest trees.	
<b>Quest Starter:</b> An elder wolf, white as snow, appears to you in a dream. When you wake, the memory of its piercing gaze lingers. Is the vision a dark portent or a promise? Why are you compelled to seek this beast out?	
<b>Your Truth:</b> What people of the Ironlands revere and protect the elder beasts? What group hunts them and why?	

Harrow Spider	
Rank	Dangerous (2 progress per harm - Inflicts 2 harm)
Features	<ul style="list-style-type: none"><li>• Massive fangs</li><li>• Long legs and bloated body</li><li>• Eight iridescent black eyes</li></ul>
Drives	<ul style="list-style-type: none"><li>• Lurk</li><li>• Feed</li></ul>
Tactics	<ul style="list-style-type: none"><li>• Drop atop prey</li><li>• Bite with pincers</li><li>• Trap in webbing</li></ul>
These gigantic creatures are a menace in woodlands throughout the Ironlands. Despite their size, they move through high branches with uncanny grace, dropping suddenly to grapple their prey and entomb them in webbing.	
<b>Quest Starter:</b> A brood of harrow spiders attacked a contingent of Ironlanders. The single survivor tells of the horrifying encounter and the monstrous brood mother—a harrow spider larger and stronger than a warhorse. What was this group's mission? What important item are you sworn to recover from one of the victims?	

Leviathan	
Rank	Epic (1 tick per harm - Inflicts 5 harm)
Features	<ul style="list-style-type: none"><li>• Massive bulk</li><li>• Flesh as tough as iron</li><li>• Cold black eyes</li><li>• Sinuous grace</li></ul>
Drives	<ul style="list-style-type: none"><li>• Slumber in the depths</li><li>• Destroy those who trespass</li></ul>
Tactics	<ul style="list-style-type: none"><li>• Rise from the depths</li><li>• Ram and swamp ships</li><li>• Devour prey whole</li></ul>
These massive sea beasts lurk in the darkness of the deepest fjords and in the abyssal depths beyond the Barrier Islands. They sometimes surface to hunt within shallower waters. They will indiscriminately destroy any Ironlander vessel which strays too close to their hunting grounds. Watchful sailors might catch sight of a leviathan circling their boat, studying them, in the moments before it attacks. Their dagger-shaped head is as tough and destructive as any battering ram, able to shatter a ship in a single blow.	
<b>Quest Starter:</b> A leviathan lurks off the coast, preying on fishing boats and trade ships. Among the dead is someone important to you. Who is it? You have vowed to send this beast back to the depths, but doing so will require a mythic weapon—The Abyssal Harpoon, an Old World artifact said to be carved from the bones of a long-dead sea god. Where is this weapon rumored to be held?	
<b>Your Truth:</b> Some coastal people believe leviathans are a manifestation of an ancient spirit. What is it?	

Mammoth	
Rank	Extreme (2 ticks per harm - Inflicts 4 harm)
Features	<ul style="list-style-type: none"><li>• Woolly fur</li><li>• Large head and curved tusks</li><li>• Prehensile trunk</li></ul>
Drives	<ul style="list-style-type: none"><li>• Migrate to fertile ground</li><li>• Forage for food</li><li>• Protect the young of the herd</li></ul>
Tactics	<ul style="list-style-type: none"><li>• Form a protective circle</li><li>• Charge</li><li>• Trample</li><li>• Gore</li></ul>
These beasts resemble the elephants of the Old World's southern realms, but are larger and covered in a coat of thick fur. They travel in herds among the Tempest Hills, migrating south with the winter and north with the spring. They are not aggressive creatures, but are fearless and will fight to the death to protect their young. A herd of mammoths is an amazing and humbling sight, but smart Ironlanders keep their distance and stay downwind.	
<b>Quest Starter:</b> A mammoth calf wanders alone into an Ironlander settlement. Why do you swear to reunite it with its herd?	

Wyvern	
Rank	Extreme (2 ticks per harm - Inflicts 4 harm)
Features	<ul style="list-style-type: none"><li>• Huge, bat-like wings</li><li>• Rows of knife-sized teeth</li><li>• Thick hide with a metallic sheen</li><li>• Long tail</li></ul>
Drives	<ul style="list-style-type: none"><li>• Watch for prey from high above</li><li>• Feed</li></ul>
Tactics	<ul style="list-style-type: none"><li>• Swoop down</li><li>• Snap up prey</li><li>• Fearsome roar</li><li>• Bash with tail</li></ul>
There are several breeds of wyverns in the Ironlands. To the west, tawny wyverns nest in the cliffs of the Barrier Islands and Ragged Coast, diving for fish in the surrounding waters. Inland, the verdant wyverns dwell in forested regions. The largest and most fearsome breed, the iron wyverns, hunt among the Tempest Hills and along the flanks of the Veiled Mountains. All wyverns have wolfish heads with wide jaws, thick bodies, and sinuous tails. They have short hind limbs and elongated forelimbs which extend along their wings. In flight, they are a terrifying but awe-inspiring creature. On the ground, they lumber heavily on all four limbs, their wings folded back, jaws agape, gaze fixed on their prey. They are the grim cruelty of the Ironlands given form. They are death.	
<b>Quest Starter:</b> Ancient cave paintings in the Tempest Hills show humanoids riding atop wyverns. Perhaps these beasts can be tamed. Why are you obsessed with this possibility?	
<b>Your Truth:</b> Rumors persist of a wyvern graveyard where wyverns instinctively go when their death is near. Where is this supposedly located? In what way do Ironlanders make use of wyvern bones?	

Foes Continued

Horrors

Horrors are supernatural entities. In the Old World, they were superstition and legend. Here, they are nightmares made real. The Ironlands is fertile ground for darkness and evil to take hold, spawning these undead beings of pure vengeance or mindless hate.

Many horrors can be temporarily defeated through physical attacks, but cannot be killed. They are beyond death.

Bonewalker	
Rank	Dangerous (2 progress per harm - Inflicts 1 harm)
Features	<ul style="list-style-type: none"><li>Skeletal corpse</li><li>Yellowed bones</li><li>Tattered remains of clothing and armor</li></ul>
Drives	<ul style="list-style-type: none"><li>Destroy life</li></ul>
Tactics	<ul style="list-style-type: none"><li>Rush with unexpected speed</li><li>Attack with the weapons they bore in life</li><li>Grasp and claw</li></ul>
<p>Bonewalkers are human remains given unnatural life. The source of the dark energy animating them is a mystery. Some say it is the will of dark gods. Others say an ancient evil permeates this land and seeps into porous bones of the dead. Or, perhaps it is the work of corrupt mystics.</p> <p>Bonewalkers usually roam the location of their final resting place—a burial site, a cursed battlefield, or a settlement blighted by disease or violence. Nothing remains of their previous selves. They are soulless monsters driven only to destroy the living.</p> <p><b>Quest Starter:</b> A horde of bonewalkers marches relentlessly towards the Havens. What dark force has gathered this army of the undead? How will you stop them?</p>	

Chimera	
Rank	Extreme (2 ticks per harm - Inflicts 4 harm)
Features	<ul style="list-style-type: none"><li>Shambling mass of dead creatures and offal</li><li>Rotting stench</li></ul>
Drives	<ul style="list-style-type: none"><li>Insatiable hunger</li></ul>
Tactics	<ul style="list-style-type: none"><li>Horrifying wail</li><li>Relentless assault</li><li>Claw, bite and rend</li></ul>
<p>A chimera is the corrupted form of dead animal flesh given horrible life. Its body is a collection of various creatures, fused together into a twisted, massive entity which knows only pain and hunger. When a dozen blood-tinged eyes focus on you, when its gibbering mouths open at once to scream, your only hope is a quick death.</p> <p><b>Quest Starter:</b> Multiple chimera have spawned from the heart of a deep wood. What evil is at work there?</p>	

Frostbound	
Rank	Formidable (1 progress per harm - Inflicts 3 harm)
Features	<ul style="list-style-type: none"><li>Mummified, desiccated flesh</li><li>Frozen blue eyes</li><li>A sorrowful, hollow scream</li></ul>
Drives	<ul style="list-style-type: none"><li>Absorb the warmth of the living</li></ul>
Tactics	<ul style="list-style-type: none"><li>Sense heat</li><li>Life-draining grasp</li></ul>
<p>Some who fall prey to the long winters or the wild storms of the northern regions are given a horrible new life as the frostbound. These animated corpses are cursed to forever seek out the warmth their death took from them.</p> <p><b>Quest Starter:</b> A group of frostbound lurk along a mountain trail. This path is the only safe route to the lowlands from a mining village.</p> <p><b>Your Truth:</b> Can creatures other than Ironlanders become frostbound? If so, undeath gives them uncanny strength. Make them one rank higher than their living form.</p>	

Haunt	
Rank	Formidable (1 progress per harm - Inflicts 3 harm)
Features	<ul style="list-style-type: none"><li>Subtle, unsettling manifestations</li><li>Appear as they did in life</li><li>Lay bare the ravages of death</li><li>Stench of the grave</li></ul>
Drives	<ul style="list-style-type: none"><li>Torment the living</li><li>Find rest</li></ul>
Tactics	<ul style="list-style-type: none"><li>Vanish and reappear</li><li>Horrifying visage</li><li>Unleash chaos</li></ul>
<p>Haunts are restless spirits bound to this world by a traumatic or unjust death. They may be tied to a location, an object, or even a person.</p> <p>A haunt who manifests as a physical being can be dispelled by overcoming them in a fight, but only temporarily. They will only be at peace when their death is avenged or resolved. Some say a haunt can be banished through a ritual, but few possess the knowledge.</p> <p><b>Quest Starter:</b> You are plagued by a haunt. Who is it? What do they want of you?</p> <p><b>Your Truth:</b> When someone dies a violent death, or at the hand of another, they are often laid to rest using a specific, ceremonial rite. This, it is believed, prevents them from returning as a haunt. What is this ritual? What rare material is required?</p>	

Hollow	
Rank	Extreme (2 ticks per harm - Inflicts 4 harm)
Features	<ul style="list-style-type: none"><li>Vaguely humanoid shape formed of earth, plants, and insects</li><li>Empty black eyes behind an elven mask</li><li>Smells of wet soil and dead things</li></ul>
Drives	<ul style="list-style-type: none"><li>See justice done</li></ul>
Tactics	<ul style="list-style-type: none"><li>Bash with savage strength</li><li>Draw in a whirlwind of materials to reform and enlarge</li><li>Envelop and suffocate</li></ul>
<p>It is said that elves who die an unjust death or have cause to seek retribution can rise as a hollow. Their form is a rippling mass of dead leaves, plants, soil, carrion, and insects. They move with a nightmarish, shambling gait. Their face is the wooden mask they wore in life. Their voice is the rattle of the wind through dry leaves.</p> <p>As with haunts, they can be temporarily defeated but cannot be killed by physical means. They are a relentless force, bound to this world by a singular motivation—vengeance.</p> <p><b>Quest Starter:</b> A hollow terrorizes an Ironlander village. What does it seek? What will you do to stop it?</p> <p><b>Your Truth:</b> How do elven communities view a risen hollow? Are they seen as spirits of righteous vengeance or as dangerous aberrations?</p>	

Iron Revenant	
Rank	Extreme (2 ticks per harm - Inflicts 4 harm)
Features	<ul style="list-style-type: none"><li>Empty, patchwork shell of armor and other hunks of metal</li><li>Wielding iron weapons</li><li>A low, reverberating voice</li></ul>
Drives	<ul style="list-style-type: none"><li>Fulfill the vow</li><li>Destroy any who stand in their way</li></ul>
Tactics	<ul style="list-style-type: none"><li>Steadfast attacks</li><li>Pull in iron with an unyielding, magnetic force</li></ul>
<p>Some vows are held so fiercely that they survive even after death. An iron revenant is an incorporeal force of furious resolve, the unfinished vow of an Ironsworn given horrible form as a construct of metal.</p> <p>Attacks may slow them down or temporarily break apart their armored form, but they have no flesh to pierce and cannot be killed. An iron revenant won't stop until their vow is fulfilled.</p> <p><b>Quest Starter:</b> Someone you knew has taken form as an iron revenant. Who is it? What is their vow?</p>	

Sodden	
Rank	Formidable (1 progress per harm - Inflicts 3 harm)
Features	<ul style="list-style-type: none"><li>Milky eyes</li><li>Mottled flesh</li></ul>
Drives	<ul style="list-style-type: none"><li>Drown the living</li></ul>
Tactics	<ul style="list-style-type: none"><li>Draw victims to the water</li><li>Grab and scratch with jagged claws</li><li>Chilling embrace</li><li>Drag into the depths</li></ul>
<p>A sodden is the restless spirit of someone who drowned or was put to rest in water. They can appear in seas, rivers, lakes, ponds, or marshes. Their loneliness and grief compels them to draw living victims into their watery lairs.</p> <p>A sodden is not confined to its resting place. In fact, some believe that surviving an encounter with a sodden leaves you vulnerable around any body of water until the spirit finishes its work.</p> <p><b>Quest Starter:</b> Someone you know died and appears to you as a sodden. Who are they? Can anything be done to put them to rest?</p> <p><b>Your Truth:</b> Many Ironlanders habitually perform a quick ritual when near a body of water, believing it keeps any lurking sodden at bay. What do they do? Is there any truth to this custom?</p>	