

STARTING MOVES

You start with these moves:

PRAISE AND DAMN (CHA)

When you know of a great achievement or shame, you may compose a panegyric or a satire about the subject. Roll+CHA the first time you perform it in public. On a 10+, choose two. On a 7-9, choose one, and the GM will make a Move.

- It catches on; everyone knows it, and many figure where there's smoke, there's fire. Take +1 when you act on this.
- It convinces someone of the subject's worthiness; they grant the subject's request or yours (if you present it as being on the subject's behalf) if at all feasible.
- The subject tips their hand, revealing something to their detriment through action or word.

This Move counts as leverage for parlay if the target respects you, wants you to use your abilities on their behalf, or has cause to fear your satire.

THE SALMON OF KNOWLEDGE

You have a deep and broad knowledge of history, languages modern and ancient, music, genealogy, and nobility. Treat a failed Spout Lore about one of those subjects as a partial success instead. When you Discern Reality, you may, for each question you might ask but don't, take one Hold. Spend it to:

- Reveal a small item plausibly hidden on your person or where you need it, when you need it.
- Discover a secret, vice, or shame about a subject if there's any plausible way to.
- Identify a weakness, flaw, or opening in a subject's defenses or plans.

ANIMAL SHAPE (WIS)

Choose an animal; you may take its form when you wish, gaining its abilities, instincts, and voice. When you try to return to your true form, roll+WIS minus the number of animal shapes you've worn since you've last slept as a human. On a 10+, you manage it easily. On a 7-9, choose one; the effect lasts until you next sleep, unless you choose to make it permanent. If you do, that shape no longer counts against your total when rolling this Move.

- You retain an animal feature like oddly colored eyes, pointed ears, or sharp claws.
- You forget a nuance of civilization, like forks or personal space, or retain an instinct of the creature you were, like a taste for raw meat or stalking reflex.
- You can't use this Move again.

MUSIC IN THE BLOOD

You are a consummate musician, practiced in voice, instrument, and the nature of music. You have perfect pitch and a wide repertoire of songs to fit all occasions. A primal, sometimes subtle, sometimes thundering magic imbues your words and music. Choose a Rede and either a second Rede or, if you know Perform, a Work of your level or lower. When you gain a level, commit a Work of your level or lower or a Rede to memory.

ADVANCED MOVES

When you gain a level from 2-5, choose from these moves:

DEFTLY PLUCKED STRINGS

When you use *Praise or Damn*, add the following options to the list:

- An area of the subject's life that you specify, like relationships, business ventures, or their health, suffers a huge setback.
- You may choose who appears as the author of the work.

PERFORM (CHA)

When you perform a Work, roll+CHA. On a 10+, the effects are as intended. On a 7-9, your magic still takes effect, but the GM will tell you a complication, from this list or not.

- The magic is intoxicating; you're as drunk on it as if you had downed a couple of bottles of wine.
- You're affected by the magic too, in whole or in part.
- One of your animal shapes' instincts overwhelms you.

On a 6-, in addition to the GM's Move, you are out of tune with the magic, unable to perform again until you Make Camp.

In general, maintaining an ongoing effect imposes a -1 to Perform, cumulative, as long as the magic is in effect.

MANY-SHAPED

Choose a new animal shape for *Animal Shape*. In addition, choose one of your shapes; while in it, you may use your own voice or the animal's.

EARTH WIND AND FIRE

Choose an element, like water, fire, earth, or air. You gain a mark of that element, like fire-colored eyes, hair perpetually tousled by a breeze, the scent of salt, or dirt under your nails. You can no longer die from the chosen element, and, when near you, the element subtly acts to support and further your unspoken wishes—for example, the earth is soft under your feet when you travel, the waves never becalm you, fire will not consume what you hold, and so on.

JACK OF ALL TRADES

Choose a Move from a playbook not currently in use that you otherwise qualify for.

THE SECOND SIGHT (WIS)

You possess the Second Sight; you can see and speak with ghosts, detect faeries and faerie mounds despite glamours, and often catch unpredictable and unnerving glimpses of the near future. This grants you +1 Armor that is not ignorable.

When you focus your extra sense upon a person or situation, roll+WIS. On a 10+, ask one; the GM will answer cryptically with no more than three words. On a 7-9, the GM will pick one to answer, and also introduce a complication, like temporary blindness, deafness, or muteness.

- How and when will this person die?
- What prevents this endeavor from succeeding?
- What action can I take to get what I want here?

INSPIRATION IN THE STRANGEST PLACES

When you may commit a Work to memory, you may instead compose a new one. To do so, choose a spell or cantrip that you meet the requirements for from the spell list of another playbook and ask the GM what form the new song takes; they may ask you instead. Choose a new Work when you take this Move.

MY REPUTATION PRECEDES ME

You have a reputation; choose one. As long as you do nothing to overtly contradict it, people aware of it will believe it of you and treat you accordingly. When you act in accordance with your reputation or to further it, take +1 Ongoing. If you roll doubles when using this bonus, the GM will tell you a complication that stems from your reputation.

- As a fair and impartial mediator and judge.
- As a merciless warrior-poet who forgives no slights.
- As an unpredictable, inscrutable force of nature.
- Of being mad, bad, and dangerous to know.
- With the GM's approval, you may make one up.

Should you ever prove it definitively, undeniably false, choose a new Reputation or discard this Move for a new one. People still remember it, but it no longer provides mechanical benefits.

TACTICIAN

When you use *The Salmon of Knowledge*, add the following:

- Use terrain or conditions to your benefit, gaining +1 Forward to attack or defend.
- Identify an NPC who can help you achieve your current goal; you know where they last were and how they were disposed towards you last time you met (if you have).

If you have *The Second Sight*, also add:

- Interact with an ethereal, incorporeal, or similarly un-touchable creature as if they were flesh and blood.

End of Session Questions

Did we learn something new and important about the world?

Did we overcome a notable monster or enemy?

Did we loot a memorable treasure?

For each "yes" answer everyone marks XP.

Level Up

When you have downtime (hours or days) and XP equal to (or greater than) your current level+7, you can reflect on your experiences and hone your skills.

1. Subtract your current level+7 from your XP and increase your level by 1.
2. Choose a new advanced or master Move.
3. Add a new Work or Rede to your repertoire.
4. Choose one stat and increase it by 1, up to a max of 18. Changing Constitution increases your maximum and current HP.

GEAR

Your load is 7+STR. You start with:

- A harp, lyre, fiddle, or other instrument, new or old, and the things you need to maintain it (1 weight)
- A heavy cloak, waterproofed, concealing (+1 armor, 1 weight)
- A weapon of weight 1 or 2.

Choose two:

A jacket with reinforced padding (1 armor, 1 weight)

A noble pedigree, with all the rights and responsibilities of the nobility.

A letter from a respected advisor to an important lord recommending you to service.

Healing potions, or bandages

Dungeon gear (5 uses, 1 weight)

ITEM	WEIGHT	VALUE
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
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COINS & TREASURE

LOAD

MAX

DEATH MOVE

When you draw your Last Breath for the final time, the music of the first moment of creation bursts forth from your bones, consuming your physical form utterly. All who hear it are changed in some way; you say how.

Choose a natural feature, as grand as a mountain or as small as a single spring; it forms on the spot you died, pushing aside whatever is already there. Your spirit will protect it and those who care for it for as long as you wish, in the guise of the elements or a majestic version of one of your animal shapes, as you choose, and those who seek wisdom or healing in the heart of your domain will find it.

MASTER MOVES

When you gain a level from 6-10, choose from these moves or the 2-5 moves:

A SWIFT AND TERRIBLE JUDGEMENT

When you use *Praise or Damn*, add the following options:

- No person of good repute or good character will have dealings with the subject, and even the unsavory will think twice.
- Unless they have been wronged by the subject, no one will be able to raise a hand against them directly.

DOOMSAYER

When you use *Second Sight* while in combat with someone you feel strongly towards, you may answer one of your own questions as if you were the GM, and the GM will abide by it.

ONE WITH THE ELEMENTS (WIS)

Choose one of your *Earth Wind and Fire* elements; the mark becomes unmistakable, though not necessarily unconcealable. That element will no longer cause you pain. When you call on it to actively help you, roll+WIS. On a 10+, it assists you in the letter and spirit of your wishes, to the best of its capabilities. On a 7-9, it helps, but there's a price. In addition, add a new element as in *Earth Wind and Fire*.

UNFETTERED BY BIRTH

Choose a new shape for *Animal Shape*. You may also now choose a natural shape of roughly your human size or smaller that incorporates one of your *Earth Wind and Fire* elements, like a boulder, smoldering coal, coral, or tree, when you choose a new Animal Shape.

PRETERNATURAL FORESIGHT

When you use *The Salmon of Knowledge*, add the following to the list:

- When a shocking betrayal, ambush, trick, or other surprise is revealed, explain how you expected and prepared for it, with as many preparations as you could reasonably have achieved in secret, in the span of an hour. It's up to the GM how far in advance you could have known.

If you have *The Second Sight*, also add:

- Bump someone's failure to a partial or a partial to a full success on a Defy Danger roll.

LEGENDARY MEMORY

Choose a new Work for each level past 5th you've attained. When you choose a new Work or Rede from now on, choose a bonus Work as well.

MASTER OF SOME

Choose a Move from a playbook not currently in use that you otherwise qualify for.

LEGENDS ABOUND

Your legend has grown until nearly everyone who could know your name, but eyewitness accounts are often exaggerated and confused. Choose a new Reputation from *My Reputation Precedes Me* and gain all the benefits from it.

REDES

DISTRACTION: You may accompany your music with an auditory and visual illusion of your narrative, exactly as you picture it, in a space no larger than that between your outstretched arms.

THE OLD HOLY PILGRIM: As long as you make the barest of attempts at disguise and they have no cause to believe otherwise, those who encounter you who are not looking for you directly will not recognize you as yourself, instead believing you to be someone harmless and beneath their notice.

LULLABY: While you softly sing or play, those around you who are ready to sleep will drift off quickly and have pleasant dreams, awaking refreshed. Everyone else becomes contemplative and calm. If you are Making Camp, those lulled to sleep wake with an extra d4 HP or a debility healed, and anyone who Takes Watch receives a +1 Forward.

WHILE MY GUITAR SOFTLY WEEPS: When you imbue music with emotion, nature itself seems to feel it and rearrange itself subtly to show it. Rain falls when you play a dirge, lightning cracks when you play staccato, a pleasant breeze blows when you hum a light and lilting air, and so on. Particularly sensitive people may also be affected.

FAST FRIENDS: While making music, name a subject who can hear you and ask the GM, "what's the closest relationship we could potentially have?". This relationship will develop between you, one way or another, as quickly as possible given their nature and situation, unless outside forces interfere.

WHISPERING WIND: When you need direction, a hint, or to understand speech, and a breeze can reach you, it whispers the answer in your ear. And when you listen to it by standing quietly in a lonely place where it howls, it will tell you secrets, directions to lost treasures, and long-forgotten lore. The wind can only tell you what it has heard or touched.

NAMER OF NAMES: When you bestow a name upon someone based on a great achievement, secret shame, or personal trait (or lack of one), it sticks, and, when invoked in an appropriate context, inspires a suitable emotion in those around them, like courage, respect, or disgust, that grants 1+ Ongoing to act accordingly.

KENNING: You are skilled in the art of saying one thing and meaning another, of using the stories everyone knows to convey meaning in obscure phrases, and of lying boldly. When you use words deceptively, gain +1 Ongoing to be believed, escape punishment, or influence others, and when you make a promise or bargain it's always worded in your favor to such an extent that it can mean whatever you choose, later.

KIN TO THE DEER Animals whose shape you can take recognize you as adopted kin. You may communicate with them, without words, regardless of your current form, and they will always seek to aid you to the best of their ability and understanding. In addition, you no longer age while in animal shape.

EYE FOR AN EYE: When someone harms you physically, whatever they struck you with is cursed, bestowing ill-luck upon the wielder, or, if discarded, the area, until you exact a measure of vengeance. If the blow kills you, those responsible for your death die within a day in a most unpleasant and unfortunate way.

RETURN TO LEGEND (LEVEL 10): Your life is surrounded by legends, half-truths, and myths. When an event from your past affects the present directly, you may tell the GM how part of it happened differently than everyone "knows", in seven words or fewer, without contradicting the immediate fiction. For example, that the Duke survived, but in hiding, or that you loosened the linchpin from a wheel when you fought atop the wagon. The GM will tell you how it changes things now, for better or worse.

LEVEL 1 WORKS

VINDICTIVE AIR *Vocal:* When you verbally chastise someone or something that has wronged you and your words can reach them, they suffer 3d4 damage. Ill-luck, heart failure, just drop dead, whatever, they suffer.

A HAPPY DEATH *Vocal:* You whisper a long-forgotten hymn of praise to Death into someone's ear; it remains in their memory until they next sleep and gives them uneasy dreams when they do. If they draw a Last Breath before then, they may repeat the hymn for a +1. You can hold the hymn in your own memory for up to three days, either to use yourself or before imparting, but sleep will not be restful while you do.

CATHARSIS *Vocal or Instrument:* As you perform a suitable song, those who hear it feel a strong emotion of your choosing, gaining a +1 Ongoing to act on it. This is clearly inspired by your music but not obviously magical.

LEVEL 3 WORKS

WILDING SHAPE *Vocal; Ongoing:* A wild chant that lingers in the back of your mind as long as the spell is active, making you feel restless. Touch the target; they take one of your animal shapes on the spot. If they are willing, it's exactly as if you had done so yourself; when they wish to return to normal, you choose which of you makes the roll and takes any effects. If they are forced, you lose access to the shape until you release the magic – and you make the roll and take any effects when you do.

GRAVESONG *Vocal or Instrument; Ongoing:* When you perform a solemn dirge, magical mists rise around you, granting a +1 Ongoing to dealing with undead that lingers as long as the mists do. If you begin walking without purpose at the song's conclusion, you will come to a long-forgotten grave; the spirit within will answer any two questions you pose to it to the best of its ability, but it will also tell you one thing that you do not wish to know.

EMPATHETIC ORATORY *Vocal; Ongoing:* In every being, however alien, there is a rhythm that can be heard if one is willing to listen. When you boldly confront a sentient creature or group of creatures who can understand you and who have no cause to hate you personally, they will listen to your words for however long you continue to speak, unless threatened or injured. If you ask them what they want from the situation or from you, they will tell you.

LEVEL 5 WORKS

ORPHIC JOURNEY *Vocal or Instrument:* Performing this song grants you an audience with Death and leverage over it for the purposes of bringing one soul back to life. Tell the GM how you gained that leverage, like outwitting, out-fiddling, entertaining, or duelling. The audience lasts until Death is done with you; however you intend to use your leverage, you'd best do it quickly.

SKY MUSIC *Vocal:* You shout, and your voice is like thunder. All who hear it who intend you harm take 2d6 damage, ignoring armor, and are thrown back. Particularly delicate items like glass or thin wood may be shattered.

MANIPULATE EMOTION *Vocal or Instrument; Ongoing:* All who hear your music are swept with emotion, if they're capable of feeling it. Choose an emotion, a suitable one word action, like "weep", "flee", "collapse", or "fight" and, optionally, a target like "that dragon", "my enemies", or "each other"; all affected do this, as long as they can hear you and you continue playing, and for a natural amount of time after.

LEVEL 7 WORKS

ROUSE THE EARTH'S BONES *Vocal or Instrument; Ongoing:* Your beat vibrates through the ground, and the bones beneath shiver in answer. Ask the GM how many and how large, and name a simple, direct goal. The bones tear themselves free from the earth to fulfill your demand; they will throw themselves to the task until they accomplish it, it becomes unattainable, or you release them.

GEAS *Divination:* Ask the GM, "what must this person do to avoid doom?". You and the subject both learn the answer; a cryptic phrase like "always eat food offered by an elder" or "no man's hand will harm them". As long as this taboo is kept the subject can't die, but if it is broken, a horrible fate will find them. On a 7-9 on *Perform*, the GM will also tell you something you must do or avoid doing until the subject dies, lest you meet the same fate.

WITHOUT BLEMISH *Vocal or Instrument; Ongoing:* Touch someone; any physical imperfections, wounds, or diseases are removed, restored, or cured in a few moments. As long as you maintain the spell, you may continue to grant its benefits to new subjects. If you choose, you can instead restore beauty and vitality lost to time's ravages or never possessed in the first place, but this fades when the spell ends.

LEVEL 9 WORKS

MUSIC OF THE SPHERES *Vocal:* You perform the original song of creation, imbuing it with your own stamp and purpose. Tell the GM what you wish to create, change, or destroy and what present force of nature you'll use to do it; the GM will tell you what it will cost, which might be one or more from this list or something else.

- Lose a year of your life; hope you have more than that left.
- As you change the world, the music changes you; you are marked permanently.
- A memory or experience you treasure is burned away.

ALL PLACES ARE THE SAME TO ME *Vocal or Instrument:* As you perform, you and those near you you choose are swept up in a force of nature – a raging river, whirling cyclone, endless crevice, or similar – to be deposited, unharmed, in the nearest place to the location you wish to be where nature touches.

AS TIME GOES BY *Vocal; Ongoing:* Some say immortality lies in fame; others, in imparting wisdom. When you perform this work, the Fates themselves listen, and accept your choice. Choose an individual you feel strongly towards, and a defining moment in their life. Describe how things should have gone differently, and the Fates will reweave reality to match – but you lose one of your names, one of your animal shapes, one of your reputations, or one of your elements forever. If you have nothing left to offer, you may offer your life.