

To Provide Assistance

State how you are helping another person. Roll the dice and add them together. Add modifiers.

On a 10+, pick two effects from the list below. You may **not** pick the same result twice on this move.

On a 7-9, pick one effect from the list below:

- Your target removes one stress.
- Give target a +1 to their next/current move
- Give your target a point of reflection
- Add +1 hope to the pool

But also, pick one of the following consequences:

- Mark stress
- Take harm
- Give the GM +1 threat
- Ask for a trade off

On a miss (6 or less), you don't manage to help. Mark reflection and the GM makes a move.

To Obscure the Details

State how you are trying to hide something. Roll the dice and add them together. Add modifiers.

On a 10+, pick two effects from the list below.

On a 7-9, pick one effect from the list below:

- Your target believes you are telling the truth. Gain +1 to social interactions with them.
- You pocket or steal without getting caught.
- You (*or a target*) is convincingly disguised/hidden.
- Your actions go unnoticed by others.
- You draw all attention away from a target and onto something else.

But also, pick one of the following consequences:

- Mark stress
- Take harm
- Give the GM 1 threat
- Ask for a trade off

On a miss (6 or less), Whatever you were hiding is fully visible/apparent. Mark reflection and the GM makes a move.

To Seek the Truth

State how you try to acquire information. Roll the dice and add them together. Add modifiers.

On a 10+, ask *three* listed questions. *Each* PC gets a one-time +1 to a roll when using answers.

On a 7-9, ask *one* of the following questions. Gain a one-time +1 when *you* use this answer.

- What am I missing here or what is not obvious?
- What is something here to use to my advantage?
- What is the most direct way out of this situation?
- What is something new I can learn about X?
- What recently occurred here?
- Is <x> being honest? / What's their motivation?

But also, pick one of the following consequences:

- Mark stress
- Take harm
- Give the GM +1 threat
- Ask for a trade-off

On a miss (6 or less), you learn nothing new. Mark reflection and the GM makes a move.

To Lead the Charge

State how you are trying to change the situation. Roll the dice, add them together. Add modifiers.

On a 10+, pick two effects from the list below. You may pick the same result twice for this move.

On a 7-9, pick one effect from the list below:

- Inflict one point of damage on a target
- Take something tangible from a target.
- Lower an adversary's resolve w/o harming them.
- Defeat a static obstacle (*locked door, fire, etc.*)
- Make one statement and add +1 hope to the table.
- Declare one impression a target now has of you. Gain +1 to all relevant rolls on that target.

But also pick one of the following consequences:

- Mark stress
- Take harm
- Give the GM 1 threat
- Ask for a trade off

On a miss (6 or less), You do not change the situation (*in a good way*). Mark reflection. GM makes a move.

To Hold the Line

State who you try to keep things the same. Roll the dice and add them together. Add modifiers.

On a 10+, pick two effects from the list below. You may pick the same effect twice.

On a 7-9, pick one effect from the list below:

- Prevent a target's move from resolving this round.
- Block an adversary from doing a specific task.
- Stop harm from befalling yourself or a target.
- Make one statement and add +1 hope to the table.
- Deescalate a social interaction and gain +1 to further attempts to maintain calm and control.
- Restrain an adversary and remove one resolve.

But also pick one of the following consequences:

- Mark stress
- Take harm
- Give the GM 1 threat
- Ask for a trade off

On a miss (6 or less), you do not prevent the change. Mark reflection. The GM makes a move.

Simple Test

Sometimes you will be asked to make a test that doesn't correspond to any of the noted moves.

For this, you simply roll 2d6 and add them together, adding in bonuses as applicable.

You can spend stress to reroll the dice on a simple test, but Banes and Tethers usually do not apply.

If you roll a success on a simple test (7+), you succeed at whatever it was you were trying to do.

If you score is a failure (6 or less), you don't succeed but may mark reflection. The GM makes a move.

-Making a Move-

Pick the move I am making.

- Can I add +1 from an aptitude, vocation, or ability? (+3 total)
- Check to see if I have harm marked. (-1 / -2 total)

Moves resolve in a set order. On your resolution...

Determine how many dice to roll? Normally, this is two, but...

- Does a tether apply? (*1 hope, roll three dice and take the best two*)
- *If not*, do I trigger my own bane? (*1 threat, three and take the worst two*)
- *If not*, does the GM trigger a bane? (*1 threat, three and take the worst two*)

Roll the dice.

- Do I mark stress? (reroll 1 die, repeatable)
- Do I burn a tether? (*tether used, burn tether, take all three*)
- Add (or subtract) the +/- modifier.
- Pick the results (*as outlined by the move*)

Narrate the results in whatever order feels the most cinematic.

-Move Resolution Order-

1. Playbook Moves*

-can go at any point in the order, as desired

2. Provide Assistance

-to help someone else with their own task

3. Obscure the Details

-to hide something

4. Seek The Truth

-to uncover something hidden

5. Lead the Charge

-to force a significant change in the situation

6. Hold the Line

-to keep things the way they are

7. Adversary Moves

-always resolve last

The Denizens of Eidylorn

- Elysians (elusive, graceful beings that glow with inner starlight)
- Flitters (four-inch-tall humanoids with tiny wings)
- Froglines (frog-like swamp goblins)
- Gastropodarians (anthropomorphic and monastic snail and slug folk)
- Grunks (short, stocky creatures with tusks and porcine faces)
- Harekin (wandering trickster folk with rabbit ears)
- Knotwood folk (curious, rootlike dryads)
- Lethegeist (mysterious and masked, their memory fades each time they slumber)
- Lobsterras (seven-foot-tall sentient lobster gladiators)
- Talltellians (human-like, but each with an individual exaggerated feature)
- Pelagos (studious, long-legged bird people)
- River Trow (nimble naiads of the riverways, as they age they get shaggy and slow)
- Thornwitches (mystic centaur-like deer-women)
- Umbrals (silent beings made of living shadow)
- Whatsits (sentient animated-object familiars of long lost wizards)

Landmarks of Eidylorn

- Beneath the Bones of the Behemoth
- The Crystal Crag
- The Desert of Broken Glass
- The Floating Sky Islands
- The Great Mistwater Falls
- The Hollow Hills
- The Mushroom Forests of Oor
- The Quick Sand Dunes
- Rune-covered Ruins of the Lost Ancients
- The Singing Plains
- The Slime Bogs
- The Witchwood