

INVESTIGATE

Whenever you have a question you want to find the answers to you Investigate to help create a scene where you try to find the answer, or at least a clue towards the answer. Ask a question and pick up to 3 positive or wild tags that you want to bring into play in the scene. The Oracle also picks up to 2 of your negative or wild tags. And remember - you both can invoke the town tags! **Roll 2d6 and add tags:** the number of tags you picked and subtract the number of tags the Oracle picked. On a 7+ you find a **clue** relevant to the question you were asking and pick one of the options from the relevant results tange. On a 6- the Oracle picks one or more options. Remember, you can't pick an option you've already marked off until you recover it.

The clue could be the answer, or it could be learning where you can find more information. If you get more than one clue, you can use those to ask follow up questions.

10+ In addition to the clue you get for hitting, you may choose one.

- You find something useful. You gain a wild tag, such as a *shotgun*, or *blackmail on that obnoxious dilettante*, or a *fragment of an Elder Sign*. Mark this off.
- You find an additional clue. Ask a follow up question, or a question about something else. Mark this off.
 - Someone notices your investigation, and takes an interest. Recover the other two options.

7-9 In addition to the clue you get for hitting, you may choose one.

- You find an additional clue, relevant to the question you were asking. Ask a follow up question, then mark this off.
- You find something useful during your investigation. You gain a temporary tag, like *the killer's weapon*, or *keys to... something*, or *the cultist's book*. Mark this off.
 - While you're investigating, something significant happens elsewhere. Recover the other two options.

6- You gain Foreboding and the Oracle chooses one or more of the following options.

- Your negative tags that were invoked come into play in a major way.
- You can still discover something, but something else goes wrong
- You gain a temporary tag - work with the Oracle to determine it
- You find a clue that's unrelated to what you were looking for.
- You learn something you didn't want to know.
- You learn a horrible secret that tests your mettle, and have to Encounter True Horror.
- Someone else learns something about you that you'd rather they didn't.
- You end up in a treacherous situation, and likely have to Face Peril.
- Someone who assisted you must suffer in some way.
- Something bad happens to a town tag that was invoked.
- An NPC in the scene gets in some sort of trouble.
- Something bad happens elsewhere while you're distracted.
- Something goes very wrong, and you have to mark off a tag.
- Some other devious scenario of the Oracle's invention.

FACE PERIL

Whenever you're in a potentially deadly situation, whether you're attacked by an antagonist, be they monster or man, or you confront them yourself, or you have to face any peril that plausibly might kill you, **roll 2d6 and add tags**: the number of relevant positive or wild tags (up to 3) minus the number of relevant negative or wild tags (up to 2). You pick the positive tags, and the Oracle picks the negative tags. Rolling higher is better. On a hit (7+), you accomplish something, and probably don't die. Combat is frequently a single engage physically roll, or a single roll per investigator.

10+ Choose one.

- Your experience, and your success at it, affects you for the better. You gain a positive tag, such as a *sense of calm*, or a *sharp eye*, or even (with the Oracle's approval) *I know what hurts them*. Mark this off.
- You find something that gets you out of the situation safely. You gain a positive tag, such as an *old camp axe*, or a *cultist's decoder ring*, or a *truck*. Mark this off.
- You make or reveal a connection with an NPC who helps you out. Gain a wild tag naming them, such as *my study partner Szandor*, or *my childhood bestie Rebecca*, or *"Laces" the hobo*. Mark this off.
- You succeed, but barely, at the skin of your teeth. It costs you something. Mark off a positive or wild tag, or a town tag that was invoked on this roll. Recover one of the other three options.

7-9 Choose one.

- Suffer a minor injury - lose a temporary tag you invoked in this scene, or gain a temporary tag, like *I smacked my hand*, or *I'm feeling dizzy*, or *I lost my glasses*. Mark this off.
- Suffer a chronic injury - gain a negative tag, like *horrific scar*, or *missing an ear*, or *permanent limp*. Mark this off.
- Suffer a crippling injury - gain a negative tag, like *broken leg*, or *missing eye*, or *lost a hand*. If you don't receive medical attention soon, choose an additional result on this list. If you do, replace the negative tag with a wild tag, like *uses a sturdy silver-topped cane*, or *wears a mesmerizing glass eye*, or *has an artificial hand*. Mark

this off.

- You manage to escape unscathed, but something in town doesn't. Mark off a town tag you or the Oracle invoked in this scene.
- Die. Work with the Oracle to describe how you die.

6- You gain Foreboding and the Oracle chooses one or more of the following options.

- Your negative tags that were invoked come into play in a major way.
- You die. This should only happen in particularly dangerous or foolhardy situations, or in the climax.
- You mark off one or more 7-9 options.
- Other protagonists in the scene need to mark off one or more 7-9 options.
- You find yourself in a yet more dangerous position.
- Something truly horrible happens, and you have to Encounter True Horror.
- Something terrible happens to someone who assisted you.
- Something bad happens to a town tag that was invoked.
- An NPC in the scene gets hurt, or worse.
- Something bad happens elsewhere while you're distracted.
- Something goes very wrong, and you have to mark off a tag.
- Some other devious scenario of the Oracle's invention.

ENCOUNTER TRUE HORROR

Whenever you are in a truly horrifying situation - you see a creature that science tells you shouldn't exist, or learn something that defies your understanding of reality, or encounter a scene of terror beyond anything most people will ever see, or otherwise encounter true horror, **roll 2d6 and add your horror** - there's no limit to how much. Rolling lower is safer. After your roll, whatever the result, gain a horror.

13+ Choose one of the following.

- You lose yourself in the horror. Perhaps you find something compelling in it and switch allegiances, or perhaps you retreat into your mind and never leave the fetal position again, or perhaps you retreat to your room to write a mysterious tome for the rest of your life. You(r character) almost certainly becomes an NPC. Mark this off.
- You're barely holding on. Mark off a positive tag or a town tag. Perhaps you're too traumatized to use a particular skill again, or perhaps later tonight you sleepwalk and burn down the town mall, or perhaps you lash out and break your favorite tool in the process.

10-12 Choose one of the following.

- You take foolish or selfish action, endangering yourself and/or the people around you. Perhaps you rush at a monster you have no hope of defeating, or perhaps you read the spell you just discovered aloud from the tome before anyone can stop you, or perhaps you attempt to flee in a way that makes it harder for your allies to follow. Mark this off.
- You experience the sudden shock to your system in a way that permanently alters your sense of self. Gain a wild tag, like *prophetic nightmares*, or *foolhardy bravery*, or *obsessive paranoia*. Mark this off.
- Your experiences are wearing on you. Gain a negative tag, like *pareidolia (seeing patterns that aren't there)*, or *losing moments of time*, or another trauma symptom or mental illness that you as the player want to explore with your character, and which your

fellow players and the Oracle are comfortable with having in the game. Recover the other two options.

7-9 Choose one of the following.

- You notice something useful in the fear, and gain a clue. Perhaps you spot a potential weakness in the creature that just surprised you, or notice a useful detail in the instructions for the spell in the tome you just read, or piece together a pattern you hadn't noticed before. Ask a question about what you've encountered and mark this off.
 - You spot an opportunity, and put either yourself or someone else in danger to take advantage of it. Perhaps the spell will require a sacrifice, and you don't tell one of your fellow casters that, or perhaps you can leap in between your allies and the creature to aid their escape, or perhaps you knock one of them down to aid your own. Mark this off.
 - Your trauma is starting to pile up. Gain an additional horror. Recover the other two options.
- 6-** You gain foreboding, and aside from becoming slightly more horrified, nothing else bad happens - yet.

REVELATIONS

Whenever you have 3 or more Horror, Humanity, or Foreboding, you can make a Revelation. This lets you create a short scene - perhaps a flashback, perhaps an aside, or perhaps something more major - where you choose some way to affect your protagonist's character arc or the evolution of the setting, with no dice involved.

REVEAL SOMETHING ABOUT THE WORLD

Spend three **foreboding** to gain one of the following effects.

- There's a new landmark, organization, or prominent player in town. Who or what is it? A biker gang that just rode into town, a new bookstore that opened on Main Street, a famous scientist who just joined the university? The town gains a tag naming them or it.
- Someone you know comes to town. Who are they? A cousin from the country, a colleague returning from an expedition, a touring musician you grew up with? What is your relationship like? Gain a wild tag naming them.
- Some new and interesting item arrives on the scene. What is it? A rare tome at the University library, a strange statue at the art gallery, a mysterious machine in a warehouse by the docks? If you can manage to gain possession of the item, gain a wild tag naming it.

LET THE HORROR SINK IN

Spend three **horror** and gain one of the following effects.

- You can no longer rely on something you used to depend on. What was it? How will you still make partial use of it, or its replacement, going forward? Mark off a positive tag. Gain a related wild tag. Mark this off.
- Your experiences leave you shaken and with new problems. What are they? Gain a negative tag. Mark this off.
- Your experiences are making you lose part of yourself. Which part, and why? Mark off a positive tag. Recover the other two options.

REVEAL SOMETHING ABOUT YOURSELF

Spend three **humanity** to gain one of the following effects

- You heal from your wounds. How do you do so? Emergency surgery in a hospital, convalescing at home, black market opiates? Recover a marked off option on *Face Peril*. Mark this off.
- We see an aspect of your character we haven't seen before, either because it was just revealed or because it's brand new. What is it? A flashback, a training montage, a shopping spree? Gain a positive tag representing it.
- You're working on overcoming your weaknesses. Which one are you currently working on, and how are you improving? Get a cane to help with your chronic limp, go to therapy to rein in your neuroses, pay off a debt? Mark off a negative tag, and gain a related wild tag.
- You're feeling more connected to one of your fellow protagonists. Which one, and why? Gain a bond with them.

For the rules for character and setting creation, bonds, the Epilogue move, rules for assisting other characters, optional moves, themebooks, guides to creating your own moves and themebooks, all of the GM tools, and much more, check out the full book, on DriveThruRPG now!