

# BRINDLEWOOD BAY

# Reference Sheet

## The Day Move

When you **do something risky or face something you fear**, name what you're afraid will happen if you fail or lose your nerve, then roll with an appropriate ability.

On a 10+, you do what you intended or you hold steady; describe what it looks like.

On a 7–9, the Keeper will tell you how your actions would leave you vulnerable, and you can choose to back down or go through with it. If you go through with it, the Keeper describes what it looks like.

On a 12+, you do what you intended or you hold steady, and the Keeper will tell you some extra benefit or advantage you receive. Describe what it looks like.

## The Night Move

When you **do something risky or face something you fear**, name what you're afraid will happen if you fail or lose your nerve. The Keeper will tell you how it is worse than you fear. You can choose to back down or go through with it. If you go through with it, roll with an appropriate ability.

On a 10+, you do what you intended or you hold steady; describe what it looks like.

On a 7–9, you do it or hold steady, but there is a complication or cost; the Keeper describes what it looks like.

On a 12+, you do what you intended or you hold steady, and the Keeper will tell you some extra benefit or advantage you receive. Describe what it looks like.

## The Meddling Move

When you **search for a clue, conduct research, or otherwise gather information**, describe how you're doing so and roll with an appropriate ability.

On a hit, you find a Clue. The Keeper will tell you what it is.

On a 7–9, there's a complication—either with the Clue itself, or a complication you encounter while searching. The Keeper will tell you what the complication is.

On a 12+, you also find a Void Clue OR you learn something about the dark conspiracy in Brindlewood Bay (Keeper's choice).

## The Cozy Move

When you **have an intimate moment with another Maven while one of you is engaged in your cozy activity**, choose two from below if it's your cozy activity. Otherwise, choose one.

- You may ask the other player a question about their Maven which they must answer truthfully and completely.
- The other Maven agrees on a particular course of action, or give them a condition if they refuse.
- Clear an appropriate condition (can be chosen twice).

Alternatively, if it's your cozy activity, you may:

- Stumble on a Clue relevant to an active mystery. Tell the Keeper what it is. The Clue cannot conclusively solve the mystery by itself.

## The Gold Crown Mysteries Move

Once per session, **when any Maven says “This reminds me of something that happened to Amanda Delacourt!”**, work with the other players to describe how something that is happening in the situation reminds the Mavens of an event from one of The Gold Crown Mysteries. At a minimum, you must provide the following information:

The name of the Gold Crown Mystery in question (no repeats, please!).

The problem or situation Amanda found herself in that is similar to what the Mavens are experiencing.

How Amanda eventually overcame the problem or resolved the situation.

Then, take a 12+ to a single relevant roll OR state a fact about the current situation that the Keeper must incorporate.

Note: Generally-speaking, this move can only be used once per session, per group.

## The Occult Move

When you **engage in an activity related to the supernatural or the occult for the first time**, imagine what your actions would look like as a move. Say what triggers the move and roll with Sensitivity.

On a hit, it works; work with the Keeper to write the move—it is now a move all Mavens can use for the rest of the game and your roll stands.

On a 7–9, you must also mark The Crown of the Void.

On a miss, it's not something the Mavens can ever do and you also mark The Crown of the Void.

Note: The Keeper can require you to have a strong fictional justification for doing so before attempting to trigger this move.

## Theorize

When the Mavens **have an open, freewheeling discussion about the solution to a mystery based on the clues they have uncovered—and reach a consensus**—roll plus the number of Clues found (not including Void Clues), minus the mystery's complexity.

On a 10+, it's the correct solution. The Keeper will present an opportunity to take down the culprit or otherwise save the day.

On a 7–9, the solution is correct, but the Keeper will either add an unwelcome complication to the solution itself, or present a complicated or dangerous opportunity to take down the culprit or save the day.

On a 6-, the solution is incorrect, and the Keeper reacts.

On a 12+, a person involved in the dark conspiracy of Brindlewood Bay also reveals themselves to the Mavens.

Note: It doesn't matter who rolls Theorize when the time comes. Additionally, Theorize is not subject to any modifiers on the die roll (Advantage, the effects of The Gold Crown Mysteries Move, etc.) nor can it be affected by putting on a Crown.