

GM SHEET

GM PRINCIPLES

- Own the tone
- Ask lots of questions
- Put the players at the centre of the conflict
- Make the world react
- Go where the players lead
- Make changes between sessions

THE GRIM WORLD OF ALAS

- Give players roots and connections
- Seek out tough decisions and hard choices
- Give everything a price, even friendship
- Create shades of grey, avoid good and evil
- Use folklore to reflect conflict and theme
- Make violence count
- Put history in its place

MAKING THINGS WORSE

Complicate the moment

- Turn the move back on them
- Let them succeed with bad consequences
- Make them promise
- Split the party
- Trap them

Change Relationships

- Make an enemy
- Shatter faith
- Create rumours and tarnish their reputation

Complicate the future

- Tax their resources
- Deal out harm
- Introduce a complication from another current
- Introduce an off-screen complication

SETTING

- People here are poor
- People here have no say
- Times are changing for the worse
- Those who can fish, fish
- Those who can't, go outside the law
- People here are set in their ways

FOLKTALE MOVES

The Threat

- Steal what is most valuable
- Capture loved things, hold them for bargain
- Lure or delight into a trap
- Instil strange compulsions or longings

The Fortune Teller

- Foretell a death or horrific event
- Reveal hidden truths
- Give a seemingly useless gift, with hidden power
- Bind the fate of things together
- Provide a character with what they want, at a high price

The Judge

- Appear hidden, then unexpectedly reveal their true nature
- Demand observance or tribute
- Test a character, and dole out rewards or horrors
- Wreak vengeance for past wrongs
- Seek a character's help or aid

The Scapegoat

- Form a scapegoat or convenient cover for the sinister or illegal acts of man

Locations

NAME:

Look:

Where is this?

Problems or opportunities for the PCs?

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Conflict:

Currents

NPC NAME:

Look:

Who do they side with?

What do they want from the PCs?

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