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FRACTURED WORLD

The Cold War is Ending. Either the world or itself. Nobody can be sure. The urban citizens United States crowd restless. Nobody can be trusted as even the government is about to get us. Drug lords run the streets as the cops are more interested whitening their own nose than getting the charlie out of the streets. And in the corners of your eyes you can see the fabric of reality unraveling.

It is the end of the 80s or the beginning of the 90s. All around you people are living the end of days in bright neon lights. But if you look really close you see it; punk rockers feeding on the feelings of their fans, strange lights on the night sky, new kind of drugs that will open your mind for what is Beyond this world.

You haven't met anyone who could tell you what is behind the Veil. Is it another dimension like ours? Hell or Purgatory? Something slightly twisted or constant chaos? But you know that touch who dream of the Beyond will be changed by it.

And that something is trying to break on through to our side...

POWERED BY APOCALYPSE WORLD ENGINE

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This hack was made because of:

Apocalypse World, tremulus, Eye of Chaos (AWhack), Monster of the Week, Urban Shadows, MonsterHearts, TechNoir

GAME PREP

STATS:

The Stats are:

- ▶ *Discipline*: willpower, mental strength, grit
- ▶ *Presence*: influence, charm, looks
- ▶ *Violence*: aggression, fighting, shooting
- ▶ *Intellect*: knowledge, education, rational thinking, reason
- ▶ *Deep*: weird, occult, paranormal, strange, fringe

A word on Deep

Most characters should start with either -1 or 0 Deep. It represents the characters familiarity with the paranormal and unknown. The more "Deep" the character's understanding on the weirdness of the world is the more likely he is to know something that the mankind was not meant to know. Thus it is more likely that he will fall to the Taint eventually.

GLOSSARY:

+N ongoing: Add N to all rolls for the remainder of the scene.

+N forward: Add N to next roll you make.

Beyond: Things and beings beyond normal human knowledge.

Clue: Gain +1forward when you act upon a Clue given to you by a Move or GM.

Harm: Physical damage dealt to the character

Taint: The natural and genetic aspect of humans to turn into monsters.

Veil, Passing the: Doing something to gain access to the Beyond.

TRUST:

Set Trust to other characters at the beginning of the game by distributing points equal to the number of characters. Trust can be set from 0 to 3.

When your Trust to another character reaches 4 his/her player tells you a secret about the character. This does not have to mean that the character tells you this. Set your Trust to that character to 1 and mark an Experience.

Trust in scale

-2 No trust or reliance on the character.

-1 No trust or reliance on the character. Might suspect him or be paranoid about him.

0 Low level of trust. Can work alongside him but that's it.

+1 Moderate level of trust. Might spend some time together and might rely on him in a tight spot.

+2 Strong trust. Knows that he will have his back when needed.

+3 Absolute trust. Could take a bullet for him.

Character death & new characters

Whenever a character dies or is otherwise removed from the party (permanently) all players may redistribute their trust to that character. It is recommended that the new character will receive at least some of the trust so that when he is introduced he will be more likely to be accepted into the group.

Before actually getting into the play the new character must be introduced as a part of the group. Each player will reveal the trust he has set on the new character and describes how this trust came to be.

SETTING EXPECTATIONS

- No-one can be trusted. The characters realize that they are dealing with conspiracies and cults that can reach a global level; everyone can be a spy or an agent of some unknown force. This does not mean that the characters should be hostile to each other. It is their group they know they must trust to survive in a world like this.
- The characters are not unique. At least to begin with. There is a vast ocean of some kind of fish they are and it is quite easy to replace them before they get some experience under their belts. It is the player's duty to make their character unique and allow him to stand out from the masses.
- The characters are going to die. Most of the things the characters will face a horrible and frightening for a good reason. They can kill a man in a heartbeat. But it is not the GM's duty or interest to kill the characters on the spot. This game is about the story of a few unlikely heroes holding back the tide of darkness and facing their own inner demons at the same time. It is like the Ragnarok of men - they know they are going to die but it does not stop them from fighting.

What Player Characters Can Do in Fractured World

- Investigate paranormal, esoteric and forbidden
- Things to escalate
- Become twisted and corrupt
- Travel between dimensions
- Sneak around
- Fight gangbangers/monsters/demons/aliens/cultists/people that get in the way
- Break into places
- Interrogate people
- Use technology they don't really understand
- Lots and lots of drugs
- Esoteric rituals and paranormal powers

Moves

Basic Moves

As with Apocalypse World, only roll when something could go wrong. And if the outcome is a miss GM may make a hard move unless specified otherwise.

ACT UNDER PRESSURE (roll+discipline)

When you **act under pressure**, push it, try to keep yourself together, take an action that risks failure or opposition, roll+stat determined by the GM.

On a 10+, You succeed. On a 7-9, you freeze up, panic, hesitate, lose control; the GM offers you a worse outcome, hard bargain or a cost. If agreed upon, you succeed.

ASSIST & INTERFERE(Roll + their trust to you)

When you **assist or interfere on someone's action**, roll their Trust to you. On a hit they take +1 (Assist) or -2 (Interfere) to their roll.

On a 7-9, you are exposed to the outcome of the roll.

On a miss, they lose of point of Trust to you and GM may take a hard move.

ASSESS (roll+intellect)

When you **need to assess the situation or a person**, roll+intellect. You direct your questions to the GM, unless you are targeting another PC. On a hit, you gain a Clue. Character cannot assess more than once per encounter.

On a 10+, ask 3, On a 7-9, ask 1

- ▶ *how can I get out/in/past?*
- ▶ *what threatens me?*
- ▶ *what obstacle I could beat?*
- ▶ *what should I keep an eye out for?*
- ▶ *is someone lying here?*
- ▶ *who's in control?*
- ▶ *what does he/she/it want/intend?*
- ▶ *what is expected from me?*

FIGHT (roll+violence)

When you **attack someone or something**, roll+Violence.

On a 10+, You deal Harm as established, they give you what you want or Choose 2, On a 7-9, Choose 1

- ▶ *you and your opponent deal harm as established.*
- ▶ *you manage to create an advantage, take +1forward.*
- ▶ *you manage to break away from the action.*
- ▶ *you spot a weakness. Inflict +1harm on with next **fight**.*
- ▶ *suffer harm as established, gain +1exp.*

On a miss, the opponent deals harm as established, chooses two from the list above or GM makes a hard move.

INFLUENCE (roll+presence)

When you **influence someone by seduction, manipulation or intimidation**, tell them what you want and roll+presence.

On a 10+, they'll do it.

On a 7-9, they'll do it but will ask for something in return.

For PCs: on 10+, choose both. On a 7-9, choose 1:

- if they do it, they mark an experience and you mark +1trust to them.
- if they do not do it, it is acting under pressure and you mark -1trust to them

INVESTIGATE (roll+intellect)

When **you are looking for clues** in a scene or location, roll+intellect.

On a 10+, choose 1:

- ▶ *you find something hidden*
- ▶ *you find something lost*
- ▶ *you find something forgotten*
- ▶ *you find an important item (GM's choice)*
- ▶ *you find an usable item (your choice)*
- ▶ *you find something relevant (Clue)*
- ▶ *pick one from the following:*

7-9, choose 1:

- ▶ *you find a Minor item (GM's choice)*
- ▶ *you find a Clue (+1forward), but the situation escalates*

On a 6 or less, there either is nothing else to be found or the GM may hold 1 hard move against you.

NETWORK (roll+deep)

When you have time, you may **contact your network for information**, roll+deep. On a hit GM reveals something new and interesting on the subject.

On a 10+, GM gives a relevant and usable detail (Clue).

On a 7-9, GM gives you an impression or GM gives you something interesting.

SESSION END

At the end of every session or whenever you have a significant amount of downtime, increase your Trust to another character by one and choose 1. You may use 1 exp, to choose an additional option (multiple selections allowed):

- ▶ *Visit a hospital: If you have 3 or more harm, heal harm to 2. If below 3 heal all.*
- ▶ *Bloodletting: If Taint is below 3 heal all. (suffer 1harm and spend 2exp).*

If downtime is spent during gaming session, GM may hold one for each player to use as a hard move at any time.

Peripheral Moves

As with Apocalypse World these might or might not be in play.

Harm & Healing Moves

By default, all characters have access to Harm & Healing Moves. When suffering more harm in the same encounter is unlikely, you may choose to ignore these moves and go with the flow of the story.

When you are dealt damage, roll+harm suffered (reduce protection from the harm suffered if you have any).

On a 10+, Choose 1

- you are taken out of action for any reason suitable to the situation (unconscious, trapped, panicked etc.). Gain 1exp.
- suffer 1 additional harm.
- become *wounded*
- GM chooses 2 from below.

On a 7-9, Choose 1

- you fall down
- lose your hold on something
- lose the track of someone or something
- miss something important

On a miss, GM may choose one from 7-9 by reducing harm by 1.

If you are harmed by another character reduce your trust to them by one (if by accident) or to zero (if harm is done by purpose).

When you are harmed you may try to treat yourself (Harm suffered 1 to 4) or need to rely on others to do it for you. Any character may may try to help with Harm suffered from 1 to 4, but only those with reasonable access to medical background or training may heal Harm suffered after 4.

To treat a character, roll+Harm suffered.

On a 10+, Choose 1

- You are taken out of action for any reason suitable to the situation. Gain 1exp.
- Suffer 1 additional harm.
- GM chooses 2 from below

On a 7-9, Choose 1, but GM chooses one

- Character is *stabilized*
- Character recovers one level of Harm
- Character needs to stay in bed for a week
- Character needs monitoring for two days

On a miss, Choose 1

- Character is *stabilized*
- Character recovers one level of Harm

If you heal another character they increase their trust to you by one (from healing).

Fighting the Taint

Whenever you commit an inhuman act (kill someone in cold blood, work magic, eat human flesh, go darkside etc.), roll+deep.

On a 10+ your Taint advance a step. Gain +1exp.

On a 7-9, You are fighting the Taint. You may choose to advance it. If you do, gain +1exp.

On a miss, you remain unaffected by the Taint.

Lifting the Veil

By default no-one has access to Lifting the Veil move, but some rituals and mind-expanding drugs (like LSD) might give it.

When you expand your mind to experience the Beyond, roll+deep. On a hit choose 1:

- Lift the veil and gaze to the beyond.
- See something forgotten.
- Reveal an unknown hazard.
- Gain a Clue.
- See something hidden.
- Reach through the beyond to a person or thing connected to it.

This lucid hallucination lasts only a fragment of the drug's actual effective time, lifts the veil only partly and locally, causing minor fragments in the reality.

On a 10+, choose 2; on a 7-9, choose 1:

- You share your experience with anyone you took the drugs with.
- You reach deep to the beyond.
- You reach broadly through time through beyond.
- The reality does not splinter.

On a miss, you suffer 3stress and either GM may hold 1 to use as a hard move and or suffer 1taint.



Ritual Magic

Ritual Magic Moves can only be reached via advances. The character must learn the different effects for the ritual in game.

When you perform a lengthy ritual with quite possible expensive ingredients, choose an effect and describe what you are doing and how will you achieve it, and roll+Deep.

10+, It works as it was supposed to

On a 7-9, It almost works as you intended, choose 1

- The ritual works, but you pass out from strain
- The ritual works, but you suffer 1 harm [ignore armor]
- The ritual works, but it has a visible and chaotic side-effect
- The ritual works, but the situation complicates
- The ritual works, but you gain 1 taint

On a miss, the ritual is not successful and you gain 1 taint.

Ritual effects

- Inflict harm [1 harm, ignore armor]
- Enchant weapon. +1 harm, +magic
- Summon/banish a monster or entity
- Trap/release a monster or entity
- Evict monster, curse or entity
- Force someone to do something you tell them to do
- Do something that is beyond human capabilities but could be achieved via technology
- Observe another place or time
- Use a Taint move for one time.

Spending Bankrolls

By default, characters are assumed to hustle and con by their daily living. When/if they settle down or when they need to make larger purchases the money rolls come more relevant.

If the target is willing to take a bribe, you may spend 1-bankroll to count as hitting the roll with a 10+.

When you go out to buy a certain item that might be problematic to get on a short notice (black market, guns, illegal substances etc.), roll+intellect.

On a 10+, you can buy it without a problem (determine how)

On 7-9, GM chooses one:

- You can get it but it will cost you 1-bankroll extra.
- You can get it but you need to make contact with people you really should not.
- You can get it but you owe the seller a debt.
- You cannot get it but you receive information from who to get one.
- You cannot get it but you are offered something else instead.

At the end of the session you spend 1 exp to buy an item without needing to take a roll. The bankrolls still need to be spent.

Trappings

Things worth of 1-bankrolls

any one regular pieces of gear or fashion
minor bribes, gifts & fees
street hookers
a stash of drugs for personal use
most rudimentary weapons
expensive meal

Things worth of 2-bankrolls

monthly living if you don't have high expectations
vehicle with with *[cheap]*, or *[unreliable]* tag
a stash of drugs to go around
big night on the city or a fancy date
bribing a corrupt cop

Things worth of 3-bankrolls

most vehicles on a lease
living cozy
living the life for a month
handguns, smg, rifles & hunting bows
hosting a big party
fancy jewelry

Thing worth of 4-bankrolls

shotguns, hunting rifles, heavy handguns
new set of tailored clothing
renting an apartment long-term

Things worth of 5-bankrolls or more

military state weaponry
fast cars & fast women
exotic piece of art
chartering a plane



Rudimentary Weapons

Knife [2 harm]

Machete [3 harm, messy]

Hunting bow [2 harm, ranged]

Sledgehammer [2 harm, two-handed, 1 piercing, clumsy]

Chainsaw [3 harm, two-handed, unreliable, messy]

Molotov Cocktail [2 harm, area, ignite, ignores armor, unreliable, complex, dangerous]

Firearms

Handgun [2 harm, close, reload, loud]

Heavy handgun [3 harm, close, reload, loud]

Uzi [2 harm, close, reload, loud, area, uncommon]

Hunting rifle [3 harm, ranged, reload, loud, two-handed, uncommon]

Sawed-off Shotgun [3 harm, close, reload, loud, two-handed, messy, uncommon]

Shotgun [3 harm, close, reload, loud, two-handed, messy]

Assault Rifle [4 harm, ranged, reload, loud, two-handed, area, uncommon]

Rifle [2harm, 1piercing, ranged, reload, loud, two-handed, uncommon]

Other Weapons

Dynamite/grenades [4 harm, area, messy, 1 piercing, uncommon]

Flamethrower [4 harm, messy, ignite, ignores armor, close, reload, two-handed, unreliable, complex, dangerous, uncommon]

Other Trapping

First-aid kit (+1 for rolls involving healing)

Sedatives (+1ongoing for Act Under Pressure) [addictive]

Flashlight

Walkman (+1ongoing to Presence when dealing with young people)

Camera

Polaroid Camera

Bottle of Whiskey

Tent

Car (choose one: [new & expensive] or [old & unreliable])

Motorcycle (choose one: [new & expensive] or [old & unreliable])

Truck (choose one: [new & expensive] or [old & unreliable])

Bulletproof vests [1-armor]

Tag Glossary

Tags represent the special qualities of an item (if it has any).

N Armor - Protects you from harm. When taking damage reduce the Armor from total harm suffered. Use the highest value if using more than one item with *N Armor*.

+Bonus - Adds an advantage to rolls specified with the bonus. For example +1forward to Investigate.

N Piercing - Reduce N from enemy armor.

N Uses - Can only be used for N times.

Addictive - *Act Under Pressure* (Roll+Fitness) to resist being addicted.

Alien - Definitely not made by any human culture.

Area - May target a group or engagement in the same area.

Blast - The attack targets one engagement.

Clumsy - Not really meant to be used the way you are probably using it; thus -1ongoing.

Complex - Complex weapons require more time to be used and are usually hard to handle for someone not trained in their use. This gives the user -1ongoing to all attacks rolls if not properly trained.

Dangerous - Might cause big problems to you if not handled properly.

Defensive - Melee attacks targeting the character suffer -1ongoing.

Heavy - Weighs a lot and most likely difficult to wield but causes heavy damage.

Ignite - May ignite the target.

Ignores Armor - Worn armors do not have any effect.

Messy - Tends to cause a big mess when used.

Non-Lethal - Weapon can only cause Harm with a roll of 12+.

Ranged - Can be used in combat only from a distance.

Two-Handed - Requires two hands to use.

Uncommon - you need to roll to get one.

Unreliable - If you roll natural 2 while using the item the gun jams/item breaks and cannot be used until it has been maintained.

Weird - There is something strange, weird and wrong in the object.

Vicious - -1forward for harm move

BASIC HARM SCALE

1 harm

Improvised weapons
Trained fist fighters

2 harm

Handguns, knives, hunting bows, uzis (and other submachine guns)

3 harm

Shotguns, hunting rifles, crossbows
Machetes, chainsaws
Getting hit by a car

4 harm

Minor explosions (includes hand grenades and dynamite)
Getting hit by a large vehicle
Being the middle of a gun fight

5+ harm

Major explosions
Getting hit by a train



CONDITION

Harm

1-3 Bruised - Character that has taken Harm is considered to be bruised. He has suffered some blows, cuts and/or shots but is still up and kicking.

4 Injured - Character can still try to treat himself. Requires the character to take it easy for a couple of days.

5 Critically Injured - Character cannot treat himself. A week of bed-rest is usually enough to get the character back on his feet.

6 Dying - Character falls unconscious. Recovering from this condition requires always long-term care. Needs immediate stabilization. At least of month of bed-rest is necessary to begin the healing process. The character might even be in coma for this time.

Dead - Out of the game

Sanity

1-3 Disturbed - Character can still treat himself.

4 Shocked - Character can still try to treat himself. Requires the character to take it easy for a couple of days.

5 Traumatized - Character cannot treat himself. A week of bed-rest is usually enough to get the character back on his feet.

6 At the brink of madness - Character falls unconscious. Recovering from this condition requires always long-term care. Needs immediate stabilization. At least of month of bed-rest is necessary to begin the healing process. The character might even be in coma for this time.

Insane - Out of the game

Debilities & Mental disorders

When your Harm gets bigger than 3 you may choose to mark a debility. If you do you remain at 3 harm but the debility is there to stay. If you receive additional harm after this you may mark new debilities as long as you have one to check. Once they run out you are on your own.

GM PREP

THE AGENDAS:

- Make the players' characters' lives not boring.
- Play to find out what happens.
- Drive the characters to turn into monsters

THE PRINCIPLES:

- The devil is in the details.
- Introduce a believable world of (supernatural) secrets.
- Give the world more depth through play.
- Come up with interesting mysteries, not interesting adventures.
- Make your move, but misdirect.
- Make your move, but never speak its name.
- Use NPCs to introduce constancy, then destroy them.
- Name everyone, make everyone human.
- Ask provocative questions and build on the answers.
- Respond with challenging circumstances and occasional rewards.
- Be a fan of the players' characters.
- Think offscreen, too.
- Occasionally, let the players answer the questions.
- When someone gives in for the Taint, turn them into monsters

GM MOVES

- Separate them.
- Capture someone.
- Put someone in a high-stakes situation.
- Harm someone (as established).
- Trade harm for harm (as established).
- Announce off-screen badness.
- Announce future badness.
- Take away one of their Things.
- Demonstrate one of their Things' bad sides.
- Give them a difficult decision to make.
- Tell them the possible consequences and ask.
- Turn their move back on them.
- Make a move from one of your Dangers or Bigger Pictures.

When making moves remember:

1. Move flows from fiction.
2. Move gives players something to react to.
3. Move advances the narrative.
4. Ask the players "what do you do?"

CREATING FRONTS

To create a front, go through the following steps.

- Choose a Theme
- Create 3-4 threats.
- Come up with the agenda and dark future.
- List the front's cast.
- Write 2 to 4 stakes questions
- Come up with progress trackers and requires special moves.

Themes

You do not need to start with the theme if you have good threats in your mind. But most likely you will either return to this step or start with it. Choose 1:

- Ascent: a rise to power
- Paranoia: trust no-one
- Descent: fall from power
- Debauchery: twisted perversions of those with access to them
- Fringe: pseudoscience, paranormal events
- Corruption: physical or mental corruption, corruption of ideals
- Desolation: seclusion of people, landscape or events
- Secrets: unraveling or protecting them
- Change: someone or something is changing, maturing, or metamorphosing
- Pursuit: someone or something slipping out of grasp
- Beyond Reality: someone or something threatens the fabric of reality and the boundaries of common perception.



Threats

Sharks

Someone who controls others to achieve his/her goals. The threat includes the mover and those working for the mover as shark rarely act by themselves unless cornered. The corporate executive and the corporation he represents, drug lord and his gang, cult leader and his acolytes, the fanatic narcissist and his family, church minister and his flock, punk rocker and his groupies...

- Slaver (impulse: to own and sell people, literally or non-literally)
- Prophet (impulse: to denounce and overthrow)
- Collector (impulse: to own)
- Dictator (impulse: to control)
- Alpha dog (impulse: to dominate)
- Protector (impulse: to maintain the status quo)
- Grotesque (impulse: to consume and swarm)

Shark moves

- Outflank someone, corner someone, encircle someone
- Attack someone suddenly, directly, and very hard.
- Attack someone cautiously, holding reserves.
- Seize someone or something, for leverage or information.
- Make a show of force.
- Make a show of discipline.
- Offer to negotiate. Demand concession or obedience.
- Claim territory: move into it, blockade it, or assault it.
- Buy out someone's allies.
- Make a careful study of someone and attack where they're weak.

Corrupted

A person who has lost his touch with humanity in some way. It might mean he is just a corrupt cop or that he is actually corrupted by the beyond into a something vile and macabre.

- Cannibal (impulse: craves satiety and plenty)
- Outcast (impulse: craves restitution, recompense)
- Pain addict (impulse: craves pain, its own or others')
- Disease vector (impulse: craves contact, intimate and/or anonymous)
- Mindfucker (impulse: craves mastery)
- Breaker (impulse: craves overthrow, chaos, the ruination of all)

Corrupted moves

- Revel in corruption.
- Display the twisted nature of the world it inhabits.
- Attack someone from behind or otherwise by stealth.
- Attack someone face-on, but without threat or warning.
- Insult, affront, taunt, offend or provoke someone.
- Offer something to someone, or do something for someone, with string attached.
- Put it in someone's path, part of someone's day or life.
- Threaten someone, directly or else by implication.
- Steal something from someone.
- Seize and hold someone.
- Ruin something. Befoul, violate, rot, desecrate, corrupt, adulter it.

Landscape

Natural or constructed, from this world or from Beyond. It can be of any size (the City itself should be considered a landscape front). The *Red Heat* saunas owned by bratva, the Ghost Creek dam, the Black Rock Correctional Facility, the subways, and the obscene hideout of a corrupted in the sewers.

- ▶ Prison (impulse: to contain, to deny egress)
- ▶ Breeding pit (impulse: to generate badness)
- ▶ Furnace (impulse: to consume things)
- ▶ Mirage (impulse: to entice and betray people)
- ▶ Maze (impulse: to trap, to frustrate passage)
- ▶ Fortress (impulse: to deny access)

Landscape moves

- ▶ Reveal something to someone.
- ▶ Display something for all to see.
- ▶ Hide something.
- ▶ Bar the way.
- ▶ Open the way.
- ▶ Provide another way.
- ▶ Shift, move, rearrange.
- ▶ Offer a guide.
- ▶ Present a guardian.
- ▶ Disgorge something.
- ▶ Take something away: lost, used up, destroyed.

Trials

Something that threatens to happen or what is already happening. A virus outbreak because of low security, arrival of the beings from beyond, doomsday cult, planecrashing into an island.

- ▶ Disease (impulse: to saturate a population)
- ▶ Condition (impulse: to expose people to danger)
- ▶ Custom (impulse: to promote and justify violence)
- ▶ Delusion (impulse: to dominate people's choices and actions)
- ▶ Doom (impulse: to destroy/dominate)
- ▶ Sacrifice (impulse: to leave people bereft)
- ▶ Barrier (impulse: to impoverish people)

Trial moves

- ▶ Someone neglects duties, responsibilities, obligations.
- ▶ Someone flies into a rage.
- ▶ Someone takes self-destructive, fruitless, or hopeless action.
- ▶ Someone approaches, seeking help.
- ▶ Someone approaches, seeking comfort.
- ▶ Someone withdraws and seeks isolation.
- ▶ Someone proclaims the trial to be a just punishment.
- ▶ Someone proclaims the trial to be, in fact, a blessing.
- ▶ Someone refuses or fails to adapt to new circumstances.
- ▶ Someone brings friends or loved ones along.
- ▶ Someone dies.

"Someone" in these moves will usually be a person tied into the thread. Not necessarily, but usually.

Coalition

Groups of people with or without leader. They are linked together by a common bond or purpose. Not everyone in the group might even share the same goal but eventually the peer pressure will win. Anarchist movements, neo-nazis, police patrols, protesters,

- Cult (impulse: to victimize & incorporate people)
- Sybarites (impulse: to consume someone's resources)
- Enforcers (impulse: to victimize anyone who stands out)
- Mob (impulse: to riot, burn, kill scapegoats)
- Family (impulse: to close ranks, protect their own)
- Hunting pack (impulse: to victimize anyone vulnerable)

Coalition moves

- Burst out in uncoordinated, undirected violence.
- Make a coordinated attack with a coherent objective.
- Tell stories (truth, lies, allegories, homilies).
- Demand consideration or indulgence.
- Rigidly follow or defy authority.
- Cling to or defy reason.
- Make a show of solidarity or power.
- Ask for help or for someone's participation.

Agenda and Dark Future

Answer following questions with a sentence or two.

- What is the ultimate goal of the threat (agenda)?
- If nobody stops the threat what will happen (dark future)?

List the fronts cast

Come up with the NPCs (including monsters) of the front. A list of names is usually enough.

Write 2 to 4 stakes questions

Write the stakes for front. They should involve the NPC cast and/or the PC directly involved with the threat.

Come up with progress trackers and requires special moves.

Use progress trackers the guide your way through the threat. Basic "if > then" structure is recommended.



ADVERSARIES

Corrupted

The Beyond bleeding to this reality through the Veil has tainted men for as long they have been around. They are the monsters lurking in the shadows that our nightmares and folk lore warn us about.

They come from forsaken and shunned places: forgotten subway tunnels, old cemeteries, abandoned houses, deep forests, hidden crypts, locked-up lofts.

Through some eldritch rituals it is possible to call them forth, create one, give birth to one, or even become one.

Some corrupted retain their mostly human form, some turn into savage beasts, and some even step through the Veil and become one with the Beyond. In all cases they have an uncontrollable, unnatural hunger.

- *This one can feeds on human emotions.*
- *This one craves for to eat human flesh.*
- *This one feasts on cadavers.*
- *This one hoards arcane secrets.*
- *This one must drink vast amounts of blood each night.*
- *This one lives on newborns.*

All tainted possess unnatural powers and abilities.

- *This one haunts the place where it died.*
- *This one moves fast like the wind.*
- *This one can mimic any sound it has heard.*
- *This one can violate other minds.*
- *This one can turn into a mind shattering monstrosity.*
- *This one can burrow into ground to heal itself.*
- *This one can control fire with a simple gesture.*
- *This one can change its size by will.*