THREAT #_____

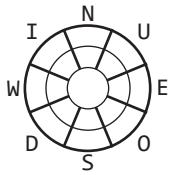
IS CALLED:

KIND:

IMPULSE:

DESCRIPTION & CAST:

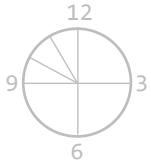
MAP



CONNECTED THREATS

STAKES:

CUSTOM MOVE / COUNTDOWN:



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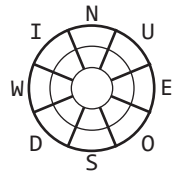

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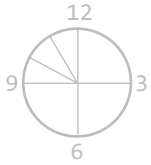

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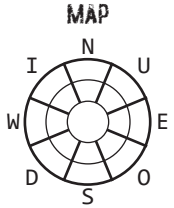

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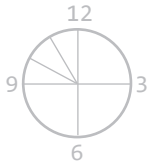

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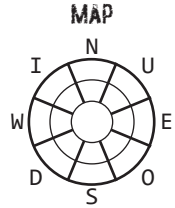

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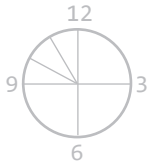

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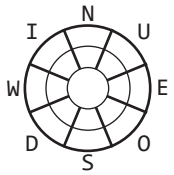

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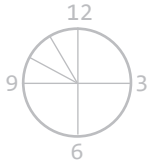

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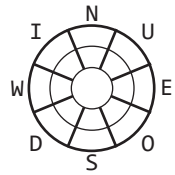

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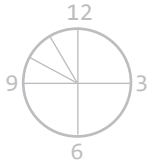

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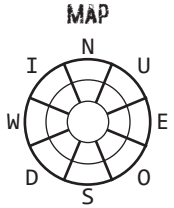

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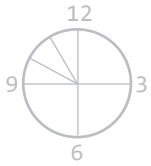

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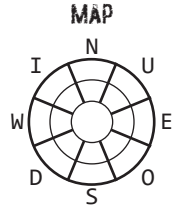

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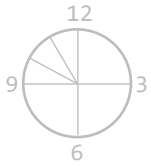


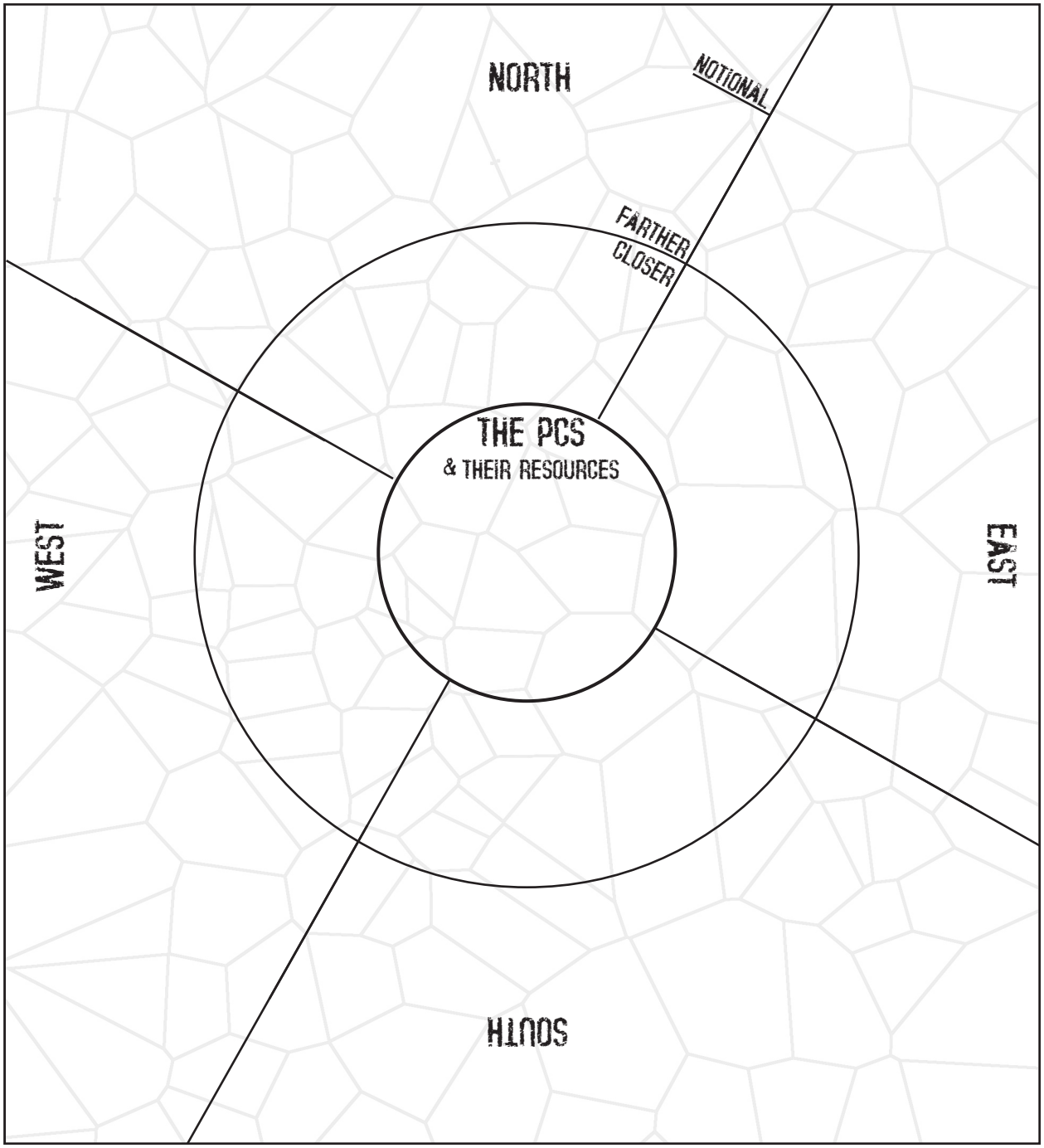
THREAT MAP

THREAT TYPES

- ***Clans**: cult, enforcers, family, hunting pack, mob, sybarites.*
- ***Diseases**: addiction, corruption, delusion, frailty, plague, prejudice.*
- ***Infiltrators**: betrayer, disease vector, parasite, quarry, revenant, saboteur.*
- ***Institutions**: condemnation & judgment, hooks & leverage, offices & duties, rituals & observances, rules & laws, status & hierarchy.*
- ***Landscapes**: breeding pit, fortress, furnace, maze, mirage, prison.*
- ***Pinpoints**: a cradle, a doorway, a hammer, a mirror, a searchlight, a sickle.*
- ***Reliables**: confidante, friend, guardian , lover, representative, right hand.*
- ***Terrain**: broken ground, an exposed place, a precipice, shifting ground, a torrent, a wall.*
- ***Vehicles**: bold —, cagey —, relentless —, skittish —, vicious —, wild —. Beast, brute, creature, devil, machine, ride.*
- ***Warlords**: alpha wolf, collector, dictator, hive queen, prophet, slaver.*

ESSENTIAL THREATS

- ***Where the PCs are**, create it as a landscape, including terrain.*
- ***For any PCs' gangs, people, or populations**, create them as clans. Consider including infiltrators and/or wannabe warlords.*
- ***For PCs' individual NPCs**, create them as clan members, infiltrators, or small-scale warlords. Don't save warlords only for literal warlords.*
- *Create an NPC as reliable only when the playbook tells you to.*
- ***For any PCs' vehicles**, create them as vehicles.*
- ***In any local populations**, create diseases and/or institutions.*
- ***For the Hard Zone locations**, create them as landscapes.*
- ***Find something** to create as a pinpoint, if possible.*

BASIC MC MOVES

- *Separate them.*
- *Capture someone.*
- *Put someone in a spot.*
- *Trade harm for harm.*
- *Announce off-screen badness.*
- *Announce future badness.*
- *Inflict harm.*
- *Take away their stuff.*
- *Make them buy.*
- *Activate their stuff's downside.*
- *Tell them the possible consequences and ask.*
- *Offer an opportunity, with or without a cost.*
- *Turn their move back on them.*
- *Make a threat move.*
- *After every move: "what do you do?"*