

THE SHAMAN

There is one certainty: someday, you will die.

The greatest kings, the lowest criminals, all will one day share the same fate. They gather their money, their lands, their connections, in a desperate bid to fend off this truth.

You, though, you embrace this fact. You walk with your ancestors and partake of their wisdom. You bridge the divide between the living and the dead. While others struggle against Death, you are forever one foot in its realm.

Let the cleric and the wizard have their gods and their magic – they are like children playing with their toys. You take a far older path:

One of blood, bone and sacrifice.

NAMES

Dwarf: Borol, Dal, Gird, Jan, Kard, Panek, Serc, Tarik, Ullan, Urk

Halfling: Bottle, Flashwit, Keeper, Kon, May, Quick, Sticks, Tannerock, Toc, Wren

Human: Ameron, Beras, Daron, Hawl, Ilko, Liss, Nether, Mall, Pult, Rigga

LOOK

Choose one for each:

Wise Eyes, Laughing Eyes, or Dead Eyes

Wild Hair, Braided Hair, or Bald

Worn Furs, Travel Clothes, or Ceremonial Garb

Lean Body, Old Body, or Tattooed Body

STATS

Your maximum HP is 6+Constitution.

Your base damage is d8.

STARTING MOVES

Choose a race and gain the corresponding move:

DWARF

Your people are of the earth, and the spirits of those places protect you. **While you are underground**, no spirit will attack you or those under your protection unless attacked first.

HALFLING

Your people have an intimate connection with the dead. When you **call upon the ghost of an ancestor for assistance**, you always get through to the right person.

HUMAN

Your people understand the power of blood. When **one of your own moves would require you to take damage**, you may instead consume the heart of a freshly-killed creature.

You start with these moves:

SPEAKER FOR THE DEAD

You can see, understand, and be understood by the spirits of the dead, whether corporeal or not. This does not guarantee they'll have anything interesting to say; non-intelligent undead are not known for their loquaciousness, for example.

HONOURED ANCESTORS

When you **name an ancestor and call upon their ghost for assistance**, roll+Cha. *On a 10+, you get through to whoever you called upon and they will gladly help you (assuming they reasonably could); describe them. *On a 7-9, the GM chooses one:

- They are unwilling to help you;
- They feel the need to stick around and lecture you on your failings for a while;
- You get through to someone else entirely.

HELP FROM BEYOND

When you **take a few moments to draw upon the power of the spirit world for aid against your foes**, take 2 damage (ignoring armor) and roll+Cha. *On a 10+, hold 3. *On a 7-9, hold 2. *On a miss, hold 1 anyway, but the dead are angry – take -1 ongoing to *Help from Beyond* until the following dawn. Spend hold 1-for-1 to:

- Fill one creature with a supernatural sense of dread, making them cower or flinch for a few instants.
- Fill one creature with unearthly lassitude, causing them to stumble or drop what they're carrying;
- Blind, deafen or strike one creature mute for a few moments.

Whenever you spend hold, describe what aspect of the spirit world manifests itself in the real world (bloody mists seep from the ground, the wails of the damned assault their senses, etc.).

SPIRIT MEDIUM

When you **try to appease a distressed spirit**, roll+Cha. *On a 10+, you calm them down for a little while – long enough to find out what ails them and show them you are a friend. *On a 7-9, you learn what has distressed them, but had better do something about it or get out of there – fast.

Additionally, when you **Parley with ghosts and other undead**, you may offer the comfort of oblivion as leverage. If they accept, they depart this world for the one beyond the Black Gates.

When someone takes the Honoured Ancestor or Spirit Medium moves using a multiclass move, they also gain the Speaker for the Dead move.

For the purposes of the Thing-Talker and World-Talker Druid moves, Speaker for the Dead counts as Spirit Tongue.

ALIGNMENT

LAWFUL

Endanger yourself to please your ancestors.

NEUTRAL

Give the dead their last rites.

CHAOTIC

Convince others to break with tradition.

GEAR

Your Load is 9+Str. You start with dungeon rations (5 uses, 1 weight), adventuring gear (5 uses, 1 weight), and a flint sacrificial dagger (hand, 1 weight). Choose your defenses:

- Cured hides (1 armor, 1 weight)
- Ancient bronze armor (2 armor, clumsy, 3 weight)

Choose your weapons:

- Long knife (close, 1 weight) and javelins (thrown, near, 1 piercing, 2 ammo, 2 weight)
- Spear (reach, 1 weight), sling (near, 1 weight) and a pouchful of bullets (3 ammo, 0 weight)

Choose one:

- Dungeon rations (5 uses, 1 weight) and 7 coin
- Poultices and herbs (2 uses, 1 weight)
- Enough bonemeal to appease an angry ghost (3 uses, 1 weight)

BONDS

Fill in the name of one of your companions in at least one:

_____ is young and foolish. I will show them what the wisdom of the ancients is worth.

One of _____'s ancestors knew one of mine.

The spirits have told me to be wary of _____, but refuse to tell me why.

Even though _____'s people and mine are worlds apart, they have much in common.

ADVANCED MOVES

When you gain a level from 2-5, choose from these moves:

A POX UPON YOU

When you **beseech the spirits to lay a curse upon someone who you can see**, take a debility of your choice and roll+Wis. *On a 10+, something bad is going to happen to them soon (maybe they badly break a leg, or take significant financial loss). *On a 7-9, they'll merely be unlucky in love and life until the next full Moon. *On a miss, they find out what you were trying to do!

ALL THINGS PAST

When you **spend a few minutes meditating over a dead creature's remains**, you can get a vague sense of what caused its demise.

ANIMAL GUIDE

When you **deal the killing blow to an animal with your own two hands**, you may take a debility of your choice and bind its spirit to yourself. If you do so, you can release these bindings in a time of need; it will show you a path to wherever you need to go. That debility cannot be healed as long as the spirit is bound.

CREEPY DOLL

When you **fashion an effigy of someone you've met**, roll+Cha. *On a 10+, while you have the effigy, you can always tell what direction they're in, relative to you. *On a 7-9, the GM will choose one limitation:

- It functions only under direct moonlight;
- They know you have this effigy and can sense when you are nearby;
- The effigy requires a blood sacrifice (something cat-sized) every dawn to function.

FRIEND OF THE LAND

Choose one move from the Druid or Ranger class lists. Alternatively, choose one move from any other class list as if you were one level lower.

FUNERAL MASK

When you **paint your face in blood and ashes**, gain +1 armor as long as you are wearing this funeral mask.

RAIN DANCE

When you **wish to influence the weather**, perform a ritual in which you spill blood to appease the spirits and choose a type of weather: cold, warm, dry, or wet. The weather within a few miles will change to that type for the next few weeks.

SPIRITUAL HEALING

When you **spend an entire night healing someone's soul**, you can remove one of their debilities.

THE SONG OF MY PEOPLE

When you **perform for others a sacred song, poem or dance**, roll+Wis. *On a hit, they find themselves moved by your performance and will be predisposed to help you. *On a 10+, they also feel the need to offer you some form of compensation (in kind or other). *On a miss, you can expect a visit from one of your ancestors at some point in the future, asking why you're sharing sacred rites with outsiders.

THIEF OF EYES

When a creature you have **blinded, deafened or struck mute** recovers, you may take 2 damage (ignoring armor) to make use of their corresponding sense as if it were your own, for as long as you maintain concentration.

When you gain a level from 6-10, choose from these moves or from the level 2-5 moves:

A PLAGUE ON BOTH YOUR HOUSES

Replaces: A Pox Upon You

When you **beseech the spirits to lay a curse upon someone who you can see**, take a debility of your choice and roll+Wis. ***On a hit**, they and any blood relative of theirs that you name will be the victims of ill fortune until the next full Moon. ***On a 10+**, your target will also suffer terrible tragedy sometime soon.

***On a miss**, they find out what you were trying to do!

CHILD OF THE EARTH

Choose one move from the Druid or Ranger class lists. Alternatively, choose one move from any other class list as if you were one level lower.

ELDER POWER

When you **are the target of a spell and have hold from *Help from Beyond***, you may spend 1 hold to make that spell fizzle out; none of its effects come to pass.

DEATH MASK

Replaces: Funeral Mask

When you **paint your face in blood and ashes**, gain +2 armor as long as you are wearing this death mask.

UNGRATEFUL DEAD

When you have **made someone or something bleed, even a little**, you may spend 1 hold from *Help from Beyond* to force them to attack a target of your choosing.

SIN EATER

When you **touch a dying or recently dead creature (less than a day), skin to skin**, you may intercede with Death on their behalf. The Lord of the Black Gates will forfeit their soul for now, but demand an appropriate favor or sacrifice in return (this does not have to be something you can accomplish immediately). You may refuse, but if you do so, the next time you take your Last Breath, you automatically miss. Either way, the creature comes back to life, wounds and all.

SPIRIT WALK

When you **enter a deep trance that leaves you unresponsive to the world and will yourself to leave your body behind**, roll+Wis. ***On a 10+**, you successfully project yourself out of your body in spirit form. ***On a 7-9**, you manage to project yourself, but the connection is tenuous and you cannot stay more than a few minutes. **While in spirit form**, you cannot interact with the land of the living but are invisible to those who cannot see the spirit world.

SYMPATHETIC MAGIC

Requires: Creepy Doll

When you **fashion an effigy of someone and incorporate something of theirs in its construction**, take a debility of your choosing. If the something was an item they hold dear, they are unable to act directly against you. If the something was a part of their body, you may instead destroy the effigy to deal them 3d6 damage. While the effigy exists, the debility you took cannot be healed.

VENGEFUL GHOSTS

When you **have hold from *Help from Beyond* and take damage from an enemy**, you may spend as much hold as you want and deal your damage to that enemy, once for each hold you spend.

WOLF'S GAZE

When you **stare someone in the eyes and pronounce their doom**, take 2 damage (ignoring armor) and roll+Cha. ***On a 10+**, choose how they react: run away, lash out, or stay rooted to the spot. ***On a 7-9**, the GM chooses how they react. ***On a miss**, they shake it off and you are shaken – take -1 forward when acting against them.

COMPENDIUM CLASS: THE GHOST WARRIOR

When you **suffer greatly at the hands of the undead and swear upon your ancestors to fight them wherever they may be**, you may take this move when you next level up:

DEADSLAYER

When you **face undead in combat**, they never scare you, and you take +1 armor against them.

Once you've taken *Deadslayer*, the following moves count as class moves for you; in addition to your normal list of moves, you may choose from this list when you level up:

EATER OF THE DEAD

When you defeat an undead creature, you may choose to consume its essence. If you do so, heal 1d4 HP. If the creature was an intelligent undead, you may instead choose to mark XP.

HYMN OF DENIAL

When you **chant the many reasons why it is good to be alive**, you may choose one move you have seen an intelligent undead creature perform. As long as your chant continues, they are overwhelmed with melancholy and yearning for what they have lost, and cannot use that move.

WALKER IN THE NIGHT

As long as you carry a charm of bone carved by your own hand, you are invisible to mindless undead.