

STREET CHASE



TRAVERSAL

RISK **I**

EVADE 3 EXPLOIT 2 MITIGATE 3 OVERCOME 3

WEAKNESSES

bonus

using fire +1d8
following the ætherial +1d10
trust in divine guidance +1d12

LOOT

→ catch the man in the mask
if he escapes, you may "track the masked one"

iron mask that hides the face and the wearer's expression, worth 10 silver (1 load)
thick black cloak worth 1 gold (1 load)

MOVES

fire spreads

The fire spreads to another

2 any

effect
challenge's risk level increased by +1

smoke hits your lungs

As you breathe in, a burning sensation hits your lungs, and you're fighting an uncontrollable coughing fit

4 slowed

effect
"coughing" condition

item catches fire

An item not in the PC's current load catches fire. a 4-part clock starts. If completed, the item is destroyed.

3 anxious

effect
Start a clock (4) "item burning"

you catch fire

You feel an intense heat, and suddenly you realise the flames are licking at your clothes...

6 angry

effect
gain the "on fire condition"

BURNING BASE



TRAVERSAL

RISK **I**

EVADE 5 EXPLOIT 6 MITIGATE 4 OVERCOME 4

WEAKNESSES

bonus

Help from the neighbours +1d10
water +1d8
sand +1d8

LOOT

PCs retrieve every item that didn't catch fire

indecipherable book if the PCs are cultists
the company banner if the PCs are mercenaries

TRACK MASKED FIGURE



TRAVERSAL

RISK **3**

EVADE 3 EXPLOIT 2 MITIGATE 2 OVERCOME 2

WEAKNESSES

bonus

acrobatics +1d8
shortcuts +1d12

LOOT

→ reach the crumbling hangar

MOVES

-

-

-

effect

-

-

-

effect

shifting stone

Floors subtly reshape; PCs must reposition.

2 confused 2

effect
The PC loses their next action.

Ætheial doors of stone

The gorgon flicks her wrist towards the doors of her quarters and with an ominous rumble, they seal shut.

6 exhausted

effect
+4 evade, +1 risk, cannot exit without masterstr. or s. the gorgon.

CRUMBLING HANGAR



TRAVERSAL

RISK **3**

EVADE 3 EXPLOIT 5 MITIGATE 4 OVERCOME 4

WEAKNESSES

bonus

Help from the neighbours +1d10

LOOT

bronze dagger (d6 weapon, 1 load, 2 quality)
golden crown of the last king of Ruvia (4-part project to identify, 2 load, 50 gold)

COUGHING

you cough uncontrollably, it's hard to breathe...
effect

Give the GM 4 MP when you try to sneak or be otherwise silent. If you run, make a pace+grit save v. slowed 1 scene duration slowed 4 save

COUGHING

The enemy's threat, actions or demeanor makes you want to flee.
effect

Any PC action other than fleeing costs 1 MP, and the GM gains 1 MP for any combat action.
scene duration anxious 4 save

ON FIRE

The searing pain of the flames stab at your skin. You are on fire!
effect

Gain +1 physical injury at the end of every turn. Extinguishing you is a 6-part clock.
scene duration anxious 4 save

FALLEN

You are downed, floorbound and vulnerable to attack.
effect

Resisting attacks costs 3 MP until you get up (next action). You cannot resist grappling moves.
1 round duration slowed 3 save

ENTANGLED

The terrain holds you back and moving becomes difficult.
effect

You are immobilized for 1 round, then -2 to pace (canceled by a successful STR test).
3 rounds duration slowed 2 save

CONDITION

effect

duration save