



# The Purifier



## Instinct

(Mark experience at the end of the expedition if you followed your instinct, or struggled with it.)

- Delight:** To find beauty in even the ugliest thing.
- Detachment:** To remain unmoved, as cold as winter.
- Nurture:** To help others grow.
- Preservation:** To preserve the natural world.
- Reverence:** To demand sacrifice to the world's spirits.
- \_\_\_\_\_

## MOTIVATION

(Choose one to explain why you have come to the Westernmost Isle.)

### Earth Cultist

Among the Survivors, there are those who believe that the Four Guardians deserted us because of our people's disregard for the delicate balance of nature. This is the central belief of your sacred order, of which you are a most gifted initiate.

You have been sent (or volunteered?) to return to the Westernmost Isle, to study exactly what went wrong, to learn how your order might make amends, and perhaps – where possible – to redress any imbalances you discover.

- ◆ When you Know Things about the natural world, you have advantage.
- ◆ When you Recover in the wild, you don't need to expend supplies.

### Raised By Wolves

Maybe not by *wolves*, but you did grow up on the grasslands. Beasts of land and air were your siblings.

But the Grasslands of home are tame and impersonal. You know – you just *know* – that your true destiny is to live in the wilderness of the Westernmost Isle. For you, to travel there will be to return home.

- ◆ Take the Trackless Step move.
- ◆ When you Forage, you have advantage.

### Vessel Of Power

A seed of the Earth's deep power has taken root in your soul. Your dreams have been haunted by strange designs and symbols. You feel the mystic power in plants, stones and soil.

And you've felt this power awaken as foul and unnatural things have overrun the Westernmost Isle. You feel drawn there now, to be the conduit of vengeance that will expel the interlopers and return the Isle to its natural state.

- ◆ Take the Nature's Grasp move.
- The power of the world flows through you, but at great cost.
- ◆ When you would spend 1 sacred token, you may choose to lose 2d4 hit points instead.

Armour

Hit points

Max 18

Level

Experience

(Deduct your armour from each damage roll against you. If you ever have 0 hit points, you are at The Last Door.)

(Level Up when you have experience equal to 6 + twice your current level. Spend 2 surplus experience to Boost a roll by +1.)

(Assign +2, +2, +1, 0, 0, -1.)



Weakened (-1 Str & Dex)

Dazed (-1 Int & Wis)

Miserable (-1 Con & Cha)

## MOVES (You start with Spirit Tongue, Call The Spirits, and any you get from your Motivation. Choose one more.)

### Spirit Tongue

You can speak with natural beasts and spirits of the wild. You can always ask the GM “what spirits are active here?” and get an honest answer.

#### Call The Spirits

When you perform a short ritual and invoke the spirit(s) of a place or object, spend 1 sacred token. The spirit(s) manifest before you and will hear what you have to say. What they do next is up to them.

#### Borrow Power

When a spirit or beast loans you power, ask the GM for one of its tags or moves. Store it in place of 1 sacred token. When you use the borrowed tag or move, roll +Wis. On 10+, you do it and can use the power again. On 7–9, you do it but lose the power.

#### Voice Of The Earth (level 6+)

When you speak on behalf of the mother spirit, natural beasts and spirits of the wild respect your authority. All but the most headstrong do as you command, even against their instincts.

### Amulets And Talismans

When you craft a protective charm for someone, spend 1 sacred token and name a source of harm (fire, stabbing, etc.). When they would suffer such harm while bearing your charm, roll +Int. On 10+, they ignore the harm entirely. On 7–9, they suffer only half the damage or effect. On 6 or less, they suffer the harm normally. A person can benefit from only one charm at a time, and it loses its potency after one use.

#### Potent Workings (level 6+)

When you use Amulets And Talismans, you may spend 1 additional sacred token either to name an additional source of harm, or to create a charm that retains its potency on a 10+.

### Barkskin

When you are touching the ground, you have 2 armour. When you spend 1 sacred token to mark another, they also gain this benefit so long as the mark remains.

### Nature’s Grasp

When you call on the world itself to bind a spirit or a perversion of nature, spend 1 sacred token and roll +Wis. On 10+, pick 2 from the list; on 7–9, pick 1:

- ◆ You avoid or prevent their counterattack
- ◆ Roots, vines, and earth restrain them
- ◆ They take 2d4 damage (ignores armour). If this brings them to 0 hit points, they are pulled into the earth and bound in rune-etched stone

#### Nature’s Wrath (level 6+)

Nature’s Grasp affects all creatures in an area several metres in diameter. A mortal reduced to 0 hit points is subdued or killed (your choice) rather than bound in stone.

### Healer’s Arts

When someone Recovers under your care, they recover (extra) hit points equal to your Wis. If you also spend 1 sacred token, they heal an extra 5 hit points and their injuries are stabilised.

#### Suck Out Poison (level 6+)

When you draw a malady from a patient’s body, mind, or soul, spend 1 sacred token and roll +Wis. On 10+, you remove the malady and can safely discard it or store it (taking the space of 1 sacred token) to later study or inflict on another. On 7–9, you remove it, but pick 1:

- ◆ Your patient suffers lingering harm or trauma
- ◆ You suffer some of the malady’s effects
- ◆ It will be harmful or dangerous to discard or store

### Heed My Words

When you Persuade by talking sense or warning against foolishness, you have advantage.

### Improved Stat 1

Increase one of your stats by 1, to a maximum of +2.

#### Improved Stat 2

Increase one of your stats by 1, to a maximum of +2.

### ○ Superior Stat (level 6+)

Increase one of your stats by 1, to a maximum of +3.

### ○ Into The Lion's Den

When you approach a beast calmly and show no fear, it will not harm you – though it may well threaten you and test your nerve. When you lay your hand gently upon a beast, it will calm to your touch.

### ○ Shared Souls (level 6+)

When you use 1 sacred token to mark a beast, you can direct its actions and perceive via its senses, no matter the distance between you. Treat it as a follower with 3 Loyalty. When you spend its last Loyalty, the effect ends.

### ○ Lightning Rod

When you Defend while touching the ground, you can spend 1 readiness token to intercept a nearby magical attack and redirect it harmlessly into the ground.

### ○ Reservoir Of Power 1

Increase your maximum number of sacred tokens by 2. Choose another trait for the pouch, bag or container in which you carry your tokens.

### ○ Reservoir Of Power 2

Increase your maximum number of sacred tokens by 2. Choose another trait for the pouch, bag or container in which you carry your tokens.

### ○ Trackless Step

When you move through nature with care and patience, you make no sound, leave no trace and can ignore any hindering or treacherous terrain. When you spend 1 sacred token and mark others, they each gain this benefit so long as the mark remains. 1 sacred token can mark a number of individuals up to your level +Int.

### ○ Veil

When you wrap yourself or another in a subtle veil, spend 1 sacred token and pick 1:

- ◆ A type of being you name will tend to ignore your presence (if you want, you can name “people”)
- ◆ People will perceive you as someone else (say whom), as long as you wear or carry something belonging to that person

When your deception comes under scrutiny, roll +Int. On 10+, the veil holds. On 7–9, the veil holds, but there is further scrutiny or a complication.

### ○ Wards And Bindings

When you mark a boundary with sacred signs, spend 1 sacred token and describe who or what they affect (using no more words than your level). Also, choose whether the affected beings are repelled or trapped by the signs.

When your wards or bindings are first tested, roll +Int. On 10+, they hold as long as the signs remain unmarred; the affected creature can do nothing to affect them directly. On 7–9, they hold for now, but may be overcome through might or will.

### ○ Wild Soul (level 2+)

Take a move of your choice from the Ranger playbook (not Improved Stat or Superior Stat).

# GEAR (Between expeditions, gear is kept at camp and available to anyone, except your personal possessions. At the start of an expedition, choose what to take, or mark Undefined and decide later.)

## Weapons

- Dagger
- Hatchet
- Hammer
- Maul
- Staff
- Short spear
- Long spear
- Bow and arrows  
(ammo:  low  all out)
- Extra arrows (ammo:  
 plenty  low  all out)
- Shield  
(+1 armour, bonus when you Defend)

## Personal possessions

- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_

## Survival

- Supplies (uses: ○○○○)
- More supplies (uses:  
○○○○)
- Even more supplies  
(uses: ○○○○)  
(Use supplies to Make Camp or Recover.)
- Mess kit  
(requires fire and water; each use of  
supplies counts for 4 people)
- Bedroll  
(recover +1d6 when you Make Camp)
- Blanket
- 10m rope
- Cloak
- Change of clothes
- Shovel
- Snow-shoes
- Sledge
- Torch  
(lasts about an hour)
- Oil lamp (hours: ○○○)
- Firewood  
(lasts one full night)
- Thick hides  
(1 armour, keeps you warm)

## Others

- Undefined  
(Mark at the start, then use Have What You Need during the expedition.)
- Pocket items  
(Each  allows you to mark up to 3 ○.)
- awk  \_\_\_\_\_
- bowstring  \_\_\_\_\_
- chalk  \_\_\_\_\_
- charcoal  \_\_\_\_\_
- clay jar  \_\_\_\_\_
- cloth  \_\_\_\_\_
- cord  \_\_\_\_\_
- cup  \_\_\_\_\_
- extra socks  \_\_\_\_\_
- gloves  \_\_\_\_\_
- knife  \_\_\_\_\_
- little box  \_\_\_\_\_
- needle and thread  \_\_\_\_\_
- sack  \_\_\_\_\_
- sawdust  \_\_\_\_\_
- sling  \_\_\_\_\_
- tallow  \_\_\_\_\_
- tinderbox  \_\_\_\_\_
- waterskin  \_\_\_\_\_
- whetstone  \_\_\_\_\_
- whisky  \_\_\_\_\_
- whistle  \_\_\_\_\_
- \_\_\_\_\_

(You can carry up to 9 . 0-3 = light, quick and quiet. 4-6 = normal. 7-9 = heavy, noisy, loud, slow, quick to tire.)

## Sacred tokens

Many of your moves require you to spend sacred tokens. These represent small, natural items that you carry with you, and which you imbue with magical power. You can choose what they are: herbs, powders, plants, stones, or something else.

Your maximum number of sacred tokens is 3 plus half your current level rounding down (or more if you choose Reservoir Of Power). Whenever you spend a few days of downtime in familiar surroundings, you can replenish your supply. You can also replenish them using the Forage move: if you would gain any number of supplies, you can choose to replenish the same number of sacred tokens instead.

You carry your sacred tokens in a pouch, bag, or some other kind of container. Choose one trait for the container:

- It cannot be cut, torn or burned by any natural means.
- Unless someone is specifically searching for it, they will always ignore it.
- As long as it is sealed, nothing inside can be detected by any means, nor escape or affect the outside world.
- Unnatural and unclean creatures cannot bear to touch it.

Current  
max tokens