



The Seeker



Instinct

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

- Cunning:** To scheme, manipulate and plot.
- Curiosity:** To seek answers that maybe you shouldn't.
- Hubris:** To assume you know best, that you can't fail.
- Mystery:** To avoid straight answers, to keep secrets.
- Vision:** To think big and pursue grandiose goals.
- _____

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

Dark Protector

You're damned if you will let those you love in this world come to harm. You have sought out and embraced dark power to protect that which you hold dear. Or perhaps that power fell upon you, and you accepted it for the greater good. Either way, you seek more.

- ◆ You start with Let's Make A Deal and you are Well Versed in the deep gods.
- ◆ You have acquired a major arcanum. Ask the GM for the following three, study them, and pick one to keep:
 - Hec'tumel Codex
 - Red Sceptre
 - Staff of the Lidless Orb
- ◆ Refer to the back of this playbook for more instructions on your chosen arcanum.

Antiquarian

The past has buried many secrets, and you are determined to dig them up. Years of study across the land have led you to the Westernmost Isle, and you are convinced that this land holds the key to your greatest discoveries. What is it you hope to find? What is it that keeps you here?

- ◆ You start with Polyglot and you are Well Versed in the makers and their arts.
- ◆ You have acquired a major arcanum. Ask the GM for the following three, study them, and pick one to keep:
 - Noruba's Ice Sphere
 - Azure Hand
 - Mindgem
- ◆ Refer to the back of this playbook for more instructions on your chosen arcanum.

Witch-Hunter

You've dedicated your life to rooting out and destroying arcane horrors and their servants. What set you down this path? What did you sacrifice to walk it? And what terrible foe do you expect to find on the Westernmost Isle?

- ◆ You start with Everything Bleeds and you are Well Versed in the Last Door, death and the undead.
- ◆ You have acquired a major arcanum. Ask the GM for the following three, study them, and pick one to keep:
 - Demonhide Cloak
 - Redwood Effigy
 - Twisted Spear
- ◆ Refer to the back of this playbook for more instructions on your chosen arcanum.

Armour

Hit points

Max 16

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 Work With What You've Got, plus whatever moves are granted by your Motivation.)

Arcane Adept (level 6+)

You can invent new spells and magical effects. Describe what you want to invent and Make A Plan. If you don't like one of the requirements, ask the GM for an alternative to that requirement.

Attuned

When you Seek Insight, you can always ask 'What here is infused with magic?', even on a 6 or less.

Deep Insight (level 6+)

When you Seek Insight about a magical object, creature or effect, one of your questions can be anything at all, not limited to the list. You can ask this even if you roll 6 or less.

Conduit Of Power

When you use a major arcanum and would normally have to mark a Consequence, you can mark 1 box here instead, with no negative effect. These boxes never clear.

Overchannel (level 6+)

When you use a major arcanum and would normally have to mark a Consequence, you can mark a debility instead.

Countermeasures

When you witness a magical effect, you may ask the GM 'How can this be countered or interrupted?'. You or an ally gain advantage on your next move to act on the answer.

Everything Bleeds

When you exploit an unnatural enemy's specific weakness or vulnerability, deal +1d6 damage.

Everything Burns

When you inspect a work of artifice or magic to find a fatal flaw, roll +Int. On 7-9, the GM reveals the best way to destroy or sabotage it. On 10+, you get the same information and you or an ally also gain advantage on the next move to act on it.

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.

Let's Make A Deal

When you Seek Insight, add 'What do they really want or need?' to the list of questions.

When you Persuade by offering them something you know they want or need, treat a 7-9 as a 10+.

Logbook

You have a logbook that doesn't take up space in your gear. At the start of each expedition, take 1 logbook token. When you (and only you) consult your logbook, spend the token to ignore the result of a Know Things roll and treat the result as a 10+. After the GM gives you the information, explain how that information got into your logbook in the first place.

At the end of each expedition, discard the logbook token if you didn't spend it.

Magpie

When you Have What You Need, you can produce something strange, specific, maybe even valuable or a little bit magical. Explain where you got it and pick 2:

- ◆ It's not quite right, but maybe it'll do – say why
- ◆ Getting hold of it caused you trouble – say how
- ◆ Using it will draw unwanted attention – say how
- ◆ It's the only thing like this that you've got, and it will only work the one time – say why

Mind Over Magic (level 6+)

When you roll to study of use an arcanum, you can roll +Int instead of whatever stat it tells you to roll.

Never At A Loss

When you Know Things and roll 6 or less, you may choose to not mark experience. If you choose this option,

then nothing bad happens as a result of your roll. The GM tells you nothing interesting or useful about the subject, but they do tell you how you could learn more.

○ Polyglot

When you first encounter a language in play, describe your proficiency with it (if any) and how you came to acquire it.

When you Know Things about any script, text, runes or symbols you encounter, you have advantage.

○ Cryptologist

When you study encoded, forgotten, or arcane marks or writing, roll +Int. On 10+, you can fully decipher them in just a few minutes. On 7-9, you get the basic idea in a few minutes, but fully deciphering them will take you an hour or so.

○ Quick Study

When you study something magical that should take months to understand, it instead takes mere weeks. If it should take weeks, it takes days. If it should take days, it takes only a few hours.

○ Improvise (level 6+)

You can try to use or trigger one of the mysteries of an arcanum without having unlocked it. When you do, roll +Int. On 7-9, you pull it off this once. On 10+, it works and you also unlock that mystery.

○ Safety First

When you spend an hour or so preparing your mystical defences, take 2 protection tokens. When you are affected by harmful magic, spend 1 token to halve the damage or effect.

○ Magical Mist (level 6+)

While you have any protection tokens, you can't be sensed or scried upon by magical means, and you have advantage to Defy Danger by being stealthy.

○ Sage Advice

When someone asks you for guidance, they gain advantage on their next roll to follow your advice.

○ Well Versed 1

When you take this move, mark 1 topic (the one noted in your chosen Motivation):

- The Last Door, death and the undead
- The civilizations of humanity
- The First Settlers and their arts
- The elemental powers
- The wild world and its spirits
- The deep gods

When you Know Things about one of your chosen topics, on a 7+ you can ask the GM any follow-up question after they have given you the information.

○ Well Versed 2

Mark 2 more topics.

○ Well Versed 3

Mark 2 more topics.

○ Work With What You've Got

When you wield your environment against your enemies, pick 1 from the list below and then roll +Int. On 7-9, your chosen effect works. On 10+, choose a second effect that also works:

- ◆ Impede or interrupt their actions
- ◆ Create an advantage that grants you or an ally advantage on the next roll to exploit it
- ◆ Deal damage: d4 for scrapes and bruises, d6 for bloodshed, d8 if it can break bones, d10 if it might kill a common person

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

Arcana

During your travels and investigations, you have acquired artefacts of great power and mystery.

You start with one major arcanum based on your Motivation. Answer at least 2 questions about it:

- ◆ Where did you acquire it?
- ◆ From whose grasp did you wrest it?
- ◆ Who else wants it?
- ◆ What did it cost you?

You have begun to unlock its mysteries: mark 1 Unlock.

When you create your character, also ask the GM for the deck of minor arcana. Draw 3 at random and study them.

- ◆ Choose one whose secrets you have already unlocked. If it's portable, you either keep it on your person or hidden away somewhere safe. Where is it now? How did you come to master it?
- ◆ Choose another which you have not yet mastered. It is either in your possession or in a secret place known only to you. Where is it? How did you find it?
- ◆ The third you have not yet found, but you believe it is in the Westernmost Isle somewhere, and you have a lead on it. Give the card back to the GM, but make a note of it. During play, ask the GM what you know about it.