

There is one certainty: one day, you will die.

The greatest kings, the lowest criminals, all will one day die. 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, Bald, or Braided Hair

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.

The Shaman

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 provoked or threatened first.

Halfling

Your people are of nowhere and everywhere, and the spirits know them well. When **you draw upon the spirits for aid in battle**, on a 12+, hold 4.

Human

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

You start with these moves:

Language of the Dead

You can 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 **call upon your ancestors for advice**, roll+Cha. On a 10+, you get through to someone with the right advice, which they will gladly tell you - take +1 forward to act on whatever you asked about. On a 7-9, you get through to someone, but there's a catch: they will either be reluctant to help you, unable to offer advice that helps you directly, or will feel the need to stick around and lecture you on your failings for a while (GM's choice).

Help from Beyond

When you **take a few moments to draw upon the spirits for aid in battle**, take 1 damage (ignoring armour) and roll+Cha. On a 10+, hold 3; on a 7-9, hold 2; on a miss, hold 2 anyway, but the spirits are angry - take -1 ongoing to Help from Beyond until the following dawn. Spend hold to:

- * grant yourself or an ally +1 armour forward.
- * grant yourself or an ally +1 forward to one of Hack and Slash, Volley or Defend.
- * grant an ally +1d4 forward to damage.

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.

Alignment

Choose an alignment:

Lawful

Honor your ancestors when doing so would put you in trouble.

Neutral

Put a lingering spirit to rest.

Chaotic

Flagrantly defy your ancestors or their traditions.

Gear

Your Load is 9+Str. You start with dungeon rations (5 uses, 1 weight), adventuring gear (1 weight), and a sacrificial flint 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 three javelins (near, +1 damage, 1 weight each)
- * 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 poultices and herbs (1 weight)
- * 2 healing potions (0 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 - they were blood brothers. The spirits have told me to be wary of _____, but refuse to tell me why. Even though our peoples are worlds apart, we have much in common with _____'s.

Advanced Moves

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

All Things Past

When you **first enter a locale**, you may consult the spirits of the place to get a vague sense of its history: violence, tragedy, greatness or something else.

Animal Guide

When you **deal the killing blow to an animal with your own two hands**, you may take 1 damage (ignoring armor) 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 out of your current predicament, if one exists.

Friend of the Land

Choose one move from the Druid or Ranger class lists. For the purposes of the Thing-Talker and World-Talker moves, Language of the Dead counts as Spirit Tongue.

Funeral Mask

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

Grim Portents

When you **beseech the spirits to lay a curse upon someone who can see you**, take 1 damage (ignoring armour) 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 phase of the Moon.

Hungry Ghosts

When you **grant bonus damage with Help from Beyond**, take +1d4 forward to damage.

Rain Dance

When you **perform a ritual in which you spill blood to appease the spirit**, choose a type of weather: unseasonably cold, unseasonably warm, unseasonably dry, or unseasonably wet. The weather within a few miles will be thus for the next month or so.

Rites of Bleeding

When you **fashion an effigy of someone you've met out of mud, fur and bone**, take a quarter of your maximum hit points in damage (ignoring armor) and roll+Cha. On a 10+, you create a link between the effigy and the target; you can always tell what direction they're in, relative to you. On a 7-9, the link is weak - the GM will choose one limitation: it functions only under the watchful gaze of the Moon; they know you have this effigy and feel a sense of dread when you are nearby or; the effigy requires a small sacrifice (a sparrow, mouse, or something roughly the same size) every dawn to function.

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 the spirits and will be predisposed to help you. On a 10+, they also feel the need to offer something in kind - some information unique to them or their kin. 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.

Ungrateful Dead

When you **grant yourself or an ally +1 forward with Help from Beyond**, choose one enemy. The spirits interfere with their efforts; they stumble, stutter or miss.

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

Child of the Earth

Choose one move from the Druid or Ranger class lists. For the purposes of the Thing-Talker and World-Talker moves, Language of the Dead counts as Spirit Tongue.

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 ashes and blood taken from a corpse**, gain +2 armor as long as you are wearing this death mask.

Meddlesome Dead

Replaces: Ungrateful Dead

When you **grant yourself or an ally +1 forward with Help from Beyond**, choose one additional ally; that ally gains the same benefit. Enemies trying to act against someone thus marked by the spirits hesitate and hang back.

Medusa's Gaze

When you **stare someone in the eyes and pronounce their doom**, take 1 damage (ignoring armor) and roll+Cha. On a hit, you instill in them a deep-seated fear. 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.

Portents of Doom

Replaces: Grim Portents

When you **besech the spirits to lay a curse upon someone who can see you**, take 1 damage (ignoring armor) and roll+Wis. On a 10+, they're struck ill and robbed of their strength, then and there. On a 7-9, something bad is going to happen to them soon (maybe they badly break a leg, or take significant financial loss).

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**, roll+Wis. On a 10+, you successfully project yourself out of your body in spirit form, without a hitch. 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 are invisible to any who cannot see the spirit world. You can see and hear (but not smell, taste or touch), cannot interact with the material world (but can still interact with other spirits), and cannot go more than a mile or so from your body. You must return to your physical body to leave your spirit form.

Sympathetic Magic

Requires: Rites of Bleeding

When you **fashion an effigy of someone and incorporate something of theirs**, your sympathetic magic has power over them. If the something was an item they hold dear, they take -1 ongoing or suffer a deep-seated feeling of wrongness when acting against you, as appropriate. If the something was a part of them - hair, tooth or blood - you may also destroy the effigy to deal them 3d6 damage.

Vengeful Ghosts

Requires: Hungry 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.