

## COMMON MOVES

### ENDURE 地水火風空

When you push yourself to act despite the hardship or danger you suffer, roll with...

- ✿ **Earth** if you trust in your equipment, resources, or material surroundings to help
- ✿ **Water** if you trust in your strength, dexterity, constitution, or physical training to help
- ✿ **Fire** if you trust in your social graces, friends, or followers to help
- ✿ **Wind** if you trust in your quick wits, sharp senses, or carefully laid plans to help
- ✿ **Void** if you trust in lies, stealth, magic, or spirits to help

On a hit, you may take action despite the adversity you suffer. On a 7-9 the GM also chooses one:

- ✿ You lose hold or track of something you're carrying or minding in the process
- ✿ You emerge scathed and fearful: increase a relevant Attachment, perhaps Self, by one
- ✿ The process presents you with a new predicament or ugly choice

### KIT THEM OUT 地

When you draw on material resources to get something, name your supplier and roll with Earth. On a hit, you get one rare or valuable thing, enough of a common object to outfit a section, a major improvement or repair for a base, or a month's provisions for a section or base. On a 7-9, the GM offers a choice between two of the following:

- ✿ you need \_\_\_'s help to do it
- ✿ you must acquire \_\_\_ first to do it
- ✿ it'll cost far more than would be fair
- ✿ the quality is poor
- ✿ the supply won't cover everyone
- ✿ something threatens your supply lines

### ORDER THE TROOPS 水火

When you command your section to achieve an objective, roll with Water to fight alongside them or Fire to give orders and hang back. On a hit, they execute your orders to the best of their ability; PCs may either follow your orders or **DISOBEY**. On a 7-9 the GM also chooses one...

- ✿ **Water Only:** you get separated from part or all of your section
- ✿ **Water Only:** your section is pinned, embattled, or otherwise prevented from disengaging safely
- ✿ **Water Only:** you get dragged into single combat

- ✿ **Fire Only:** your orders are partly misunderstood or confused
- ✿ **Fire Only:** some danger or temptation distracts your troops, reducing their efficacy
- ✿ **Fire Only:** an officer or other important individual is wounded, captured, or slain
- ✿ your attack grants your enemy an important opportunity
- ✿ your enemy is stalwart in defense, inflicting losses on your section

### RECONNOITER 風

When you take time and carefully study a person or situation, roll with Wind. On a 10+ hold three, on a 7-9 hold two. Spend your hold 1 for 1 to ask questions from the list below, or spend 3 hold to ask a single question not on this list. Take +1 Forward to act on an answer, or pass +1 forward to an ally who does.

- ✿ What's the most effective path to my goal?
- ✿ What traps or dangers are hidden from me?
- ✿ What can I offer you to get what I want?
- ✿ How can I escape this situation?
- ✿ What is your next move?
- ✿ What weakness exists that I can exploit?

Whatever you roll, you may always ask the additional question, "Who here shares my Drive?"

### IMPLEMENT A STRATAGEM 空

When you get a better position with deception, stealth, or misdirection, roll with Void. On a hit, you do it. On a 7-9, the GM gives you a choice between suspicion, compromise, or unintended side effects.

### CREATE ART 地風

When you create a work of art, write the piece's name and description on an index card. Then roll with Earth for physical crafts such as painting, calligraphy, sculpture or gardening; Wind for poetry, music, plays, and the like. (7-9 choose one, 10+ choose two)

- ✿ Your art highlights someone's true character. Increase or decrease their Drive attachment by one
- ✿ Your art instructs. PCs who study it get +1 forward to a common move you specify
- ✿ Your art incorporates a secret message. Specify who will understand it
- ✿ Your art moves one NPC enough to count as leverage when you **SHOW THEM HOW YOU FEEL**
- ✿ You publicly praise someone else with your art either by giving it to them or dedicating it to them. If they're a PC they may accept it and increase their Attachment to you by one, or turn you down and **SHOW YOU HOW THEY FEEL**

## A SINGLE BIZARRE WEAPON

Give it one strength ...

- It can transform at your command between three different hand weapon forms (for example "axe, shield, and musket")
- Targets wounded by the weapon glow with unearthly light and emit freaky sounds until they're next wounded; the next person to attack them takes +1 forward
- The striking surface is made of pure magic; you may roll with void to fight with this weapon in single combat
- When the weapon is out of your hand, you can summon it at will, and it will rush to your grip with the speed of a stooping hawk from wherever it is; if something heavy blocks it, you intuit its location and where it's stuck
- Its movements command an element; when you wield it, on a hit you can knock your foe back with a football-sized blast of your chosen element
- create a door-sized shield of that element Bearing the weapon grants you the ability to command all members of a certain species of non-human animal in a scene as if they're your section—you may roll with void to do so; if you roll a miss they rise in revolt against you until you leave the scene

...and one fascinating idiosyncrasy...

- The weapon inflames your passions. While you carry it on your person, take +1 to all rolls to **RESIST OR INDULGE YOUR ATTACHMENT**.
- It's obvious. When it's drawn, it manifests a supernatural appearance, smell, or sound that makes you and it extremely conspicuous to everyone within a kilometer: examples include screaming and roaring in demonic voices, an eye-watering brimstone stench, or smoldering with cold fire and violet smoke which rise high into the heavens even if you throw a blanket over it.
- It has opinions of its own, expressed as a voice in your head. Write it in as a new attachment; you may have to **RESIST OR INDULGE YOUR ATTACHMENT** not to do what it wants. If you roll and get a hit, while you're doing what it wants, you exhibit obvious supernatural vibes of the GM's choice. If you obsess over it, direct your attention to Possession (Thousand Arrows p. 184).
- The weapon craves blood and pain. After you draw it, you can't put it away unless you either wound an enemy, or wound yourself and increase Self by one.
- It's fused to your body somehow. You might have a giant scythe blade for a hand, a whiplike tail with a thagomizer, or a mouth full of tusks and fangs. Whatever it is, it takes a LOT of work to hide it under clothing or a mask or whatever—like, enough that someone looking at you will probably think "what the hell are you wearing?" even if they can't see your arm arquebus.
- Choose a category of beings: humans of a certain family, class, or nation of origin in your spheres; animals with a certain quality such as gills, scales, or wings; or supernatural creatures. Your weapon cannot harm such beings, and as long as it's on your person you are at permanent disadvantage to act against them. That probably won't come up, though, right?

You may spend an advance to imbue the weapon with an additional strength.

## ALLEGIANCE SPECIAL MOVES

Choose One  
to Start

### Shapeshifter



You are a shapeshifting goblin-creature yourself. You have an animal form that looks like a slightly odd version of an animal (commonly a raptor, cat, raccoon dog, weasel, or spider, though Japanese myth abounds in options); a human form, which retains a single subtle animal feature of your choice; and a half-human, half-animal form, human-sized but with many animal features, versatile but terrifying.

When you change your form and you have time and peace, you may do so freely. When you change your form quickly or under stress, roll with void. On a hit, you succeed. On a 10+, you may shift one point from one ring to another when you do (no more than +2, no less than -2). On a 7-9, you must shift one point. On a miss, you're trapped in the form you neither started in nor wanted to wind up in; you may not shift again until you either see a sunrise or sunset, whichever happens first, or you increase Self by one.



### Spider's Web Forest

When you vanish into natural surroundings to conceal yourself from others, roll with wind—with advantage if you're completely in an animal form as per Shapeshifter. On a hit you blend into the wilderness and are invisible until you exit the area. Should you have companions or a section with you, they can hide alongside you if there's enough space. On a 10+ choose one.

- The location is perfect for an ambush or sniper attack
- Anyone who ventures into the area where you hide is overcome with fear
- The cover is extensive, allowing you to move to another useful location
- The terrain is overgrown and rough, impeding or ensnaring others who aren't with you
- A helpful spirit, friendly to you, is around here
- The area is breathtakingly beautiful; you might want to bring a date here
- sex, money, obligation, emotional labor, fear, religion, magic



### Reap What You Sow

When someone changes the result of your roll by **INDULGING THEIR ATTACHMENT** to you, write down the number from your final roll next to their name. Afterward, when you help or interfere with that same person, instead of rolling to **INDULGE YOUR ATTACHMENT** you may turn their result into a number you have written down, then erase that number. No one else can change the roll any further, but your target can apply +forward as normal.

# Faerie Lands

仙境 SENKYŌ

## DOMAIN

Mounts Kurama, Hira, Akiha, Hiko, Ueno, Ōmine, Fuji, Takao, and Iizuna

## FAMOUS CLANSMEN

- Minamoto no Yoshitsune, who wound up among the monks of Mount Kurama, under the tutelage of the goblin king Sōjōbō.

## FAMILY NAMES

Choose a two-character name from the law names list.

## RINGS

Add one to void and one to water, fire, or wind. Subtract one from earth.

**MATÉRIEL:** *choose either this, or those from your role*

You have a single bizarre weapon. It is both awesome and cursed. Name it and answer any questions the other players have for you about where, how, and from whom you got it. See page 9 for more detail.

**SECTION:** *choose either these, or those from your role*

- 12 Goblins Swords (any kind). Bird, human, and in-between forms. Matchless fencers. Screwballs.
- 12 Anchorites Quarterstaves or muskets, short swords. Religious. Stealthy. Wilderness survival training.

## RECOMMENDED DRIVES

Faith or Play