

Orphic Seeker

When you *lose someone you love to Death and pledge to bring them back*, the next time you gain a level you can choose this move instead of a move from your class:

Open the Black Gates

When you *follow someone who you've lost through the Black Gates and approach Death with your hubris*, roll+CHA. *On a 10+, Death is charmed by your gall and you may return to life with them who'd been lost. You may also consider "That which is beyond the Black Gates," as one of your areas of expertise. *On a 7-9, Death will offer you a bargain. Take it and return to the surface or refuse and them who you've sought are forever lost. On a miss, them who you travelled through the valley of the shadow of death will never return to the living, and neither will you, unless you pay Death's price.

After you have taken the **Open the Black Gates** move, the following moves count as advanced class moves for you and may be taken upon level-up:

Clash of the Sirens

When you *perform loudly in the face of a sound-based menace*, you prevent the effect from endangering you and anyone who can hear your performance. If the sound you are counteracting goes on for some time, you may be asked to defy danger with CON in order to maintain your performance.

You Have a Heart and I Have a Key¹

When you *perform in the face of impending violence*, roll+CHA. On a hit, no one present can commit violence while they can hear your performance. On a 10+, furthermore, if any of your fellow players' characters leave the situation peacefully, they mark experience as well. On a miss, you enrage those listening and they identify you as the cause of their anger.

Death's Old Friend

If you have successfully negotiated with Death to retrieve someone, you may *return to Death and ask for a gift*. Roll+CHA. *On a 10+, choose two. *On a 7-9, choose one.

- Death doesn't twist your words.
- Death doesn't ask you to pay a price.
- Death doesn't ask you to give the gift back.

On a miss, you've offended Death; take -1 forward on your next last breath.

¹ Props to the [Solace](#).