

A possible replacement for Undertake a Perilous Journey for Stonetop. (by Jeremy Strandberg)

Chart a Course

When you wish to travel to a distant place, name or describe your destination (for example, "Gordin's Delve," "Blackwater Lake," "the hagr's lair," or "wherever these tracks lead"). If the path to your destination is unclear, tell the GM how you intend to reach it.

The GM will then tell you one or more of the following, usually linked with "and" but occasionally with a merciful "or" or perhaps an "unless."

- You must first travel to __, and from there to your destination
- You must wait until __, or else __
- You need a knowledgeable guide/accurate map/detailed directions
- You'll need to bring __, or suffer the consequences
- The way is perilous, plagued with dangers
- You need to watch out for __
- You risk getting lost
- You must surmount/cross/brave __ on the way
- The terrain itself is treacherous; you risk injury on the way
- The way will be hard and grueling; you risk exhausting yourselves or your resources
- You risk drawing the attention of __
- It'll take at least __ days (and a corresponding number of rations)

When you **set out on the journey**, the GM will present each of the challenges one at a time--plus any surprises that you couldn't have seen coming--in whatever order makes the most sense. Address them all and reach your destination.

The idea behind this move is to boil down an expedition to its most interesting parts. What's required, what are the risks, and what are the possible consequences?

If the challenges include "you must first travel to __," then Chart a Course to __ as well. Resolve that journey first, and then you can set out towards your final (or next) destination. This requirement can nest two or three levels deep. A journey to Lygos might require that you first travel to Marshedge, and from there to the arid south, and from there to the city of Lygos itself.

When you resolve a challenge, you'll move on to the next, but that doesn't mean it won't come back to haunt you. If you avoid the Hillfolks' notice by sneaking through the Steplands, only to unleash a Thunderous Bellow while fighting some skittering horror--well, the Hillfolk are gonna hear that, right? And they're likely to come investigating. You'd best skedaddle and do something to cover your tracks if you don't want them to find you!

GM, when you present each challenge, do so the same way you always run the game: describe the situation, follow the rules, make moves, and exploit your prep. Don't forget to ask "what do you do?" Zoom in or out to whatever level of detail makes sense for the scale of the journey and

the nature of the challenge. On a quick hike to the caves south of town, you might resolve “you need to watch out for crinwin” by zooming in on the moment they encounter signs of the tree-dwelling wretches nearby and playing out an entire scene. But on a four-day trek across the West Road in winter, you might handle “the way will be hard and grueling” by describing the winds and snow and their numb fingers, prompting them to Struggle as One, and resolving the entire challenge with those rolls.

Struggle as One

When you **Defy Danger together, acting despite the same imminent threat or suffering the same calamity**, decide how you all do it and you each roll your appropriate stat. **On a 6-**, you find yourself in a spot, tell us how you got there. **On a 7-9**, you get through just fine. **On a 10+**, you do well enough to get someone else out of a spot, if you can tell us how.

If you roll a 6- and someone else saves you, don’t mark XP.

Use this to handle situations where multiple characters act despite the same danger or suffer the same calamity, and they work together to overcome it. It’s great for defying danger broadly, like when the party sneaks into a military camp or presses on through an terrible weather.

This move is much more mathematically forgiving than having each player roll to Defy Danger separately. It should only trigger when the characters truly are acting together, in a situation where they all fail if any one of them fails.

If you roll a 6-, things go south but it’s your job to tell us how or why. Maybe you screwed up, or maybe you just got unlucky. Say what causes the trouble and ask the GM what happens next.

On a 10+, you can cover for someone who got a 6-. Wait for the GM to say what happens next, and then tell us how you save the day. If you can’t think of anything plausible, let it slide. Guess you can’t help out after all.

GMs: If everyone gets a 7+, briefly describe how their plan works and skip forward to the next interesting thing. Describe the situation and make a move, as always.