Untitled *alpha*

Welcome, fellow traveler, to a world of adventure, companionship, and legend.

You come to us like a fresh fish. Untitled. To make your name in this world, you must earn your titles. Who will you be?

Gary, Slayer of Dragons? Alison, the Resolute? Blackhawk, Breaker of Chains?

The choice is yours, Untitled…

Note to readers:

Thanks for checking out the game! This document presents the basic rules of the system and a basic world generator. It is designed to give you a clear idea of the core concepts of the game, but it is a skeleton document that does not reflect many additions available in the E-Book.

Untitled 1.1

Table of Contents

note: these page numbers are probably not accurate, traveler...

Untitled

A game of high adventure...

written by Sam Smith

What You've Got

Untitled is a fantasy role-playing game played with a group around a tabletop. One or more players will be **adventurers,** while one player assume the role of **Overlord**, building the world and the action for the adventurers.

Anything is possible in the worlds of *Untitled*. Instead of moving around fixed boards, the players will play the game in the "**theater of the mind,**" aided by maps and charts but not confined by them.

The Iron Rule

Any time an adventurer faces an **uncertain outcome**, they will **roll 1D6** and add the result to one of their relevant attribute scores. The total is compared to a Challenge Level number set by the Overlord. If the total equals or exceeds the Challenge Level (CL), the adventurer is successful, and if the total is lower, then the hero fails.

However, an essential aspect of *Untitled* is the concept of **partial success and partial failure**. Totals that significantly exceed a CL will grant a player special benefits, totals that fall far short will demand hard action from the Overlord, and totals more in the middle will offer complicated successes or

noble failures.

Titles

Instead of a rigid system of "leveling up", players will have the opportunity to **gain titles** every time they roll 1s or 6s when called for by the Iron Rule. Titles are labels such as "Slayer of Goblins" or "Spotter of Lies." Players may call upon these Titles for special effects as they continue to adventure.

Creating Adventurers

There are no formal classes or rigid races in *Untitled*. Players are given agency to **create some of their own fiction** instead.

Roll 1D6 six times to generate Attribute Scores for Strength, Dexterity, Constitution, Intellect, Wisdom, and Charisma. Your first roll will be your Strength score, your second roll your Dexterity score, etc.

- **Strength** is the score used to determine most melee attacks and feats of physical power.
- **Dexterity** is the score used to determine some melee attacks, all ranged attacks, and feats of athletics, acrobatics, and assorted nimbleness.
- **Constitution** is the score used to determine your ability to make long journeys, heal, and resist diseases. **Your starting Constitution points are also your starting Health Points, expressed in D6.**
- **Intellect** is the score used to determine your character's "book smarts." **It is also the number of spells you are able to know and remember and cast at will.**
- **Wisdom** is the score used to determine your character's "street smarts" and their ability to

search areas.

- **Charisma** is the score used to determine your character's ability to network with friends and foes.

At this point, you can decide whether or not your adventurer will be a "**Caster.**" If so, you will create a number of spells equal to your Intellect Score in the next stage. If not, you may add 2 to any score of your choice now.

Then, add 1 to another score of your choice. In the Biography section of your character sheet, briefly explain how your chosen race contributed to the bonus.

Races: human, elf, dwarf, orc, halfling, willow, gnome

Then, add 1 to any two scores of your choice. In the Biography section, note how your character's history contributed to the bonuses.

Then, add 1 to any one score of chosen in cooperation with the player on your left. You both add 1 to the same score. In your Biography sections, note how your characters' shared history contributed to the bonus.

At this point, roll a number of D6 equal to your Constitution score. The result is your starting Health Points.

Then, choose two "Aspects" from the chart below. You may not select 2 from the same row.

Any time you make a skill check for an action, you may explain how that action fits one of your aspects and, if the explanation is judged reasonable by the Overlord, add 1 to your total score on the skill

check.

Any time the Overlord believes that your action goes
significantly against one of your Aspects, subtract 1
from your score on the skill check.

Chaste	Lustful
Energetic	Lazy
Forgiving	Vengeful
Generous	Selfish
Honest	Deceitful
Just	Arbitrary
Merciful	Cruel
Modest	Proud
Pious	Worldly
Temperate	Indulgent
Trusting	Suspicious
Valorous	Cowardly
Cool	Awkward

Then, pick one Need for your character.

Any time you make a skill check for an action, you may
explain how that action fits one of your Needs and, if
the explanation is judged reasonable by the Overlord,
add 1 to your total score on the skill check.

Any time the Overlord believes that your action goes significantly against one of your Needs, subtract 1 from your score on the skill check.

Need
spending time with people
drinking
communing with [deity] / meditation
staying occupied
doing something creative
doing something exciting
learning something
being with family
being with friends
hearing eloquent speech
upholding tradition
self-examination
making merry
practicing a craft
practicing a martial art
practicing a skill
taking it easy
making romance

seeing animals
seeing a great beast
acquiring something
eating a good meal
fighting
causing trouble
arguing
being extravagant
wandering
helping somebody
thinking abstractly
admiring art

Finally, give your character a name.

Combat Preview

A brief combat preview will help you understand the equipment. In combat, players will be rolling with Strength and Dexterity to beat Challenge Levels representing their foe's defenses.

For example: Tom the Knight swings his longsword, a Strength-based "martial one handed melee weapon" at a nearby orc warrior. The Overlord decrees that is a Challenge Level 8 to hit the orc in Strength-based melee combat.

Tom has a Strength Score of 3. The longsword adds +2 STR when used in battle. So Tom has a total score of 5 vs. the Challenge Level 8.

Tom rolls 1D6 according to the Iron Rule and gets a 4.

Adding it to his modified Strength score, he totals a 9. That's a hit!

According to the Battle Move results table, a +1 success on the Challenge Level grants +2 Damage in addition to the D6 Tom now rolls for the longsword. He rolls a 3, +2 is 5 Health Points lost. The orc topples over, done in by his trusty blade!

Equipment

Your adventurers will begin the game with rudimentary equipment that they will pay for with gold, the coin of the realm. Adventures begin the game with 6D6 gold pieces.

Here is the starting armory:

Weapons

Type	Effects	Notes	Cost (in gold pieces)
Simple one handed melee weapon	D6 damage +1 STR or +1 DEX (player's choice, fixed) when making a Battle Move	*clubs, shanks, daggers, etc.*	4
Martial one handed melee weapon	D6 damage +2 STR or +2 DEX (player's choice,	*longswords, axes, hammers, etc.*	5

	fixed) when making a Battle Move -1 incoming damage		
Simple two handed melee weapon	2D6 Damage +1 STR or +1 DEX (player's choice, fixed)	*staves, simple spears, etc.*	4
Martial two handed melee weapon	2D6 Damage +2 STR or +2 DEX (player's choice, fixed) -1 incoming damage	*Greatswords, battleaxes, halberds, etc.*	5
One handed ranged weapon	D6 Damage +1 DEX when making a Shoot Move	*Slings, throwing knives, etc.*	4
Two handed ranged weapon	2D6 Damage +2 DEX when making a Shoot Move	*Bows, crossbows, etc.*	5

Armor

Armor absorbs damage. If you are dealt damage, subtract the damage dealt by all of your armor.

Type	Effects	Cost
Leather	-1 DMG	4
Chain	-2 DMG	6
Plate	-3 DMG -1 DEX	8
Cap/Hood/Helmet	-1 DMG	4
Small Shield	-1 DMG	4
Large Shield	-2 DMG	6

Gear

These items have "fictional" effects, in that they can be used by the players in the theater of the mind in so many ways as to be impossible to quantify.

Type	Effects	Cost
Backpack	Fictional	1
Work Tools	Fictional	1
Holy Items	+ 1 WIS	1
Books	+ 1 INT	
Iron Spikes	Fictional	1
Rope (50 feet)	Fictional	1
Lantern	Fictional	1
Torches	Fictional	1
Mirror	Fictional	1
Thief Tools	Fictional	1

Mounts

Type	Moves	Cost
Horse	*travel, gallop*	7
War Horse	*travel, ride down*	9
Mule	*travel, pack*	6
Wolf	*travel, go for the jugular*	7

Creating Spells

Adventurers that choose the "Caster" role create a number of spells equal to their Intellect score using these tables.

Generate new spells by proceeding through these tables.

What type? *Pick as many as you like.*

Type	Effect	Cost
Buff	Add X to one ability score, player's choice	3
Debuff	Subtract X from one ability score, player's choice	3
Deal damage	Deal X damage	4
Heal	Heal X Health Points	3
Detect	Signal magic or one race, player's choice	3
Grease	Create grease	3
Light	Create an orb of bright light	3

Create element	Creates X quantity of earth, wind, water, or fire	4
Invisibility	Target turns almost entirely invisible	3
Comprehend language	Understand target's language	3
Slow fall	Slow a fall to a safe landing velocity	3
Floating disc	Create a heavy floating disc that can carry a lot of weight	3
Clairvoyance	Know target's next move	4
Locate	Locate object	3
Telepathic suggestion	Plant an idea in target's mind	4
Amnesia	Target forgets events of X past moments	4X
Enlarge	Target grows by X factors	3X
Shrink	Target shrinks by X factors	3X
Write	Create magical writing	3
Change landscape	Change landscape by X factors, 1 being an almost imperceptible tremor, 6 being	4X

	a mighty cataclysm	
Change weather	Change weather by X factors, 1 being an almost imperceptible tremor, 6 being a mighty cataclysm	3X
Summon familiar	Summon familiar of X power, 1 being a little bug and 6 being a powerful giant. Identify and fix your familiar's appearance	4X
Spider Climb	Target is able to scale walls with little difficulty	3
Roo Jump	Target is able to make long leaps, like from rooftop to rooftop, with little difficulty	3
Wall	Create wall of X resistance, 1 being a small hindrance and 6 being an almost indestructible barrier	3X

| Ventriloquism | Speak for target | 3 |
| Magic Rope | Create X yards of unbreakable rope | 2X |

Within what range is the spell effective? *Pick one.*

Range	Cost
Hand (must touch)	0
Close (within arm's reach)	1
Far (within speaking distance)	2
Long (within shouting distance)	3

What is the area of effect of the spell? *Pick one.*

Area	Cost
Single target	0
Close (within 10 feet)	1
Far (within a room)	2
Long (within a dungeon)	3

How long does the spell take to prepare? *Pick one.*

Duration	Cost
Days	1
Hours	2
Minutes	3
Instant	4

How long is the spell in effect? *Pick one.*

Duration	Cost
Instant	0
Minutes	1
Hours	2
Days	3

How powerful is the spell, i.e., what is the power of X? *Pick one.*

Value	Cost
D6	0
D6+1	2
2D6	4
26+2	6
3D6	8
3D6 + 3	10

What does the spell require? *Pick as many as you'd like. Explain what the ritual/reagent/sacrifice/moment of possession is, if applicable.*

Ritual	-1
Reagent	-1
Sacrifice	-1
Moment of possession	-1

Creating Equipment

Just like creating spells, players can sometimes take advantage of local smiths to create their own weapons and armor. Use the cost tables to build and price new

equipment.

Create a new weapon using these tables.

Does the weapon allow you to attack with Strength or Dexterity? *Pick as many as you'd like.*

Attribute	Cost
Strength	1
Dexterity	2

Is the weapon one handed or two handed? *Pick one.*

Hands	Cost
One	1
Two (deals +1 DMG)	2

Within what range is the weapon effective? *Pick one.*

Range	Cost
Hand (must touch)	0
Close (within arm's reach)	1
Far (within speaking distance)	2
Long (within shouting distance)	3

How much damage does the weapon deal? *Pick one.*

Damage	Cost
D6 + 1	1
D6 + 2	2
D6 + 3	3
D6 + 4	4

Does the weapon have any special effects? *Pick as many as you'd like.*

Effect	Cost
Forceful - can knock down similarly sized opponents	1
Messy - damage done by this weapon is hard to undo	2
Slow - you must spend a Refresh Action to prepare another strike with this weapon	-1
Thrown - you can throw this item across a room using your DEX score	2
Stylish - +1 Charisma when carrying this weapon	1

Create new armor using these tables.

How much damage does the armor absorb per attack? *Pick one.*

Reduction	Cost
- 1 DMG	2
- 2 DMG	4
- 3 DMG	6
- 4 DMG	8

Where is the armor worn? *Pick one.*

Reduction	Cost
On the head	0
In one hand	0
On the chest	0
On the legs	0
In both hands	0

By how much does it reduce your Dexterity? *Pick one.*

Reduction	Cost
Not at all	2
- 1 DEX	1
- 2 DEX	0

By how much does it increase your Charisma? *Pick one.*

Increase	Cost
+2 CHA	2
+ 1 CHA	1

Not at all	0
- 1 CHA	-1

Playing the Game

The game is played with players controlling adventures as one player acting as the Overlord. The Overlord is responsible for building the game world and the essentials of the story and controlling the non-player characters.

Play Structure

The game is resolved "move" by move. The Overlord gets the first move. After that, an adventurer gets a move. Then, the Overlord gets another move, then an adventurer other than the one who just acted gets a move, then the Overlord again, and so on.

A dice roll is usually a good signal that an adventurer move is complete.

Moves are outlined on the following pages.

Note: there is a "Common Challenges" section at the back of the book that will give you benchmarks for Challenge Levels.
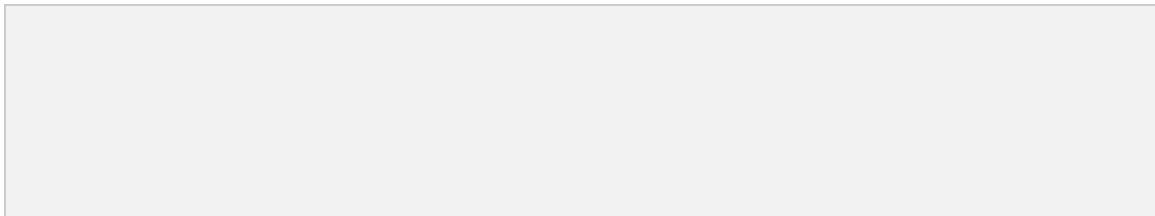
Hero Moves

Battle (STR or DEX, player's choice) – when an adventurer engages in hand-to-hand combat with a single foe, the Overlord assigns a Challenge Level to the task. The player chooses to attack with STR or DEX, taking into account modifiers from their equipment, and adds the roll of a D6 to the score.

The table on the next page outlines the possible results of a Battle Check.

Result compared to Challenge Level	Effect
+2 Great Success	➢ Deal three damage to foe's Health Points, plus weapon damage ➢ Any adventurer may immediately make a Hero Move
+1 Success	➢ Deal two damage to the foe's Health Points ➢ Overlord makes a soft move
Tie Partial Success	➢ Deal one damage to the Foe's Health Points ➢ Overlord makes a hard move
-1 Partial Failure	➢ Deal no damage ➢ Overlord makes a soft move

-2 Great Failure	➢ Deal no damage ➢ Overlord makes a hard move
-3 Total Failure	➢ Deal no damage ➢ Overlord makes a hard move ➢ Overlord makes a deadly move

Shoot (DEX) – when an adventurer takes a ranged shot at a single foe, the Overlord assigns a Challenge Level to the task. The player shoots with DEX, taking modifiers into account, and adds 1D6 to their Dexterity Score.

Result compared to Challenge Level	Effect
+2 Great Success	➢ Deal three damage to foe's Health Points plus weapon damage ➢ Any adventurer may immediately make a Hero Move
+1 Success	➢ Deal two damage to the foe's Health Points ➢ Overlord makes a soft move
Tie Partial Success	➢ Deal one damage to the Foe's Health Points ➢ Overlord makes a hard move
-1 Partial Failure	➢ Deal no damage ➢ Overlord makes a soft move
-2 Great Failure	➢ Deal no damage ➢ Overlord makes a hard move
-3 Total Failure	➢ Deal no damage ➢ Overlord makes a hard move ➢ Overlord makes a deadly

	move

Refresh (CON) – when an adventurer rests, readjusts, or rejuvenates, the Overlord assigns a Challenge Level to the task. The player acts with CON, taking modifiers into account, and adds 1D6 to their Constitution Score.

"Marks" are the result of the Overlord's Deadly Moves. Being "Marked" means that you will be dealt damage at the next opportunity. Using the Refresh Move is an essential way to remove a Mark.

Result compared to Challenge Level	Effect
+2 Great Success	➢ Gain three Health Points ➢ Add 1 to any attribute score ➢ Remove one Mark ➢ Any adventurer may immediately make a Hero Move ➢ Reload a "slow weapon"
+1 Success	➢ Gain two Health Points ➢ Remove one Mark ➢ Overlord makes a soft move ➢ Reload a "slow weapon"
Tie Partial Success	➢ Gain one Health Point ➢ Remove one Mark ➢ Overlord makes a hard move ➢ Reload a "slow weapon"
-1	➢ Overlord makes a soft

Partial Failure	move
-2 Great Failure	➢ Overlord makes a hard move
-3 Total Failure	➢ Overlord makes a hard move ➢ Overlord makes a deadly move

Cast Spell (INT) – when an adventurer casts a spell, the Overlord assigns a Challenge level to the task. The base Challenge Level equals the total cost of the spell, a.k.a. its Spell Level.

The player may reduce any effect of the spell as desired, for example reducing a huge fireball spell to target a specific target, but the base Spell/Challenge Level remains the same.

The player casts with INT, taking modifiers into account, and adds 1D6 to their Intellect Score.

Result compared to Challenge Level	Effect
+2 Great Success	➢ Spell cast successfully, with extra power (equivalent to one additional Spell Point, player's choice) ➢ Any adventurer may immediately make a Hero Move
+1 Success	➢ Spell cast successfully ➢ Overlord makes a soft move
Tie Partial Success	➢ Spell cast successfully ➢ Overlord makes a hard move

-1 Partial Failure	➢ Spell not cast ➢ Overlord makes a soft move
-2 Great Failure	➢ Spell not cast ➢ Overlord makes a hard move
-3 Total Failure	➢ Spell not cast ➢ Overlord makes a hard move ➢ Overlord makes a deadly move

Avoid threat (DEX or CON, Overlord's choice) – when an adventurer acts despite danger, the Overlord declares whether that danger is dexterous—dodging attacks, acrobatics, etc—or constitutional—disease, hardship, perilous travel, etc.—along with a Challenge Level, and the player rolls according to the appropriate attribute.

Result compared to Challenge Level	Effect
+2 Great Success	➢ Threat avoided and reversed ➢ Any adventurer may immediately make a Hero Move
+1 Success	➢ Threat avoided ➢ Overlord makes a soft move
Tie Partial Success	➢ Threat avoided ➢ Overlord makes a hard move
-1 Partial Failure	➢ Threat not avoided ➢ Overlord makes a soft move
-2 Great Failure	➢ Threat not avoided ➢ Overlord makes a hard move
-3 Total Failure	➢ Threat not avoided ➢ Overlord makes a hard move ➢ Overlord makes a

	deadly move

Search (WIS) – when an adventurer searches for truth or traps, the Overlord declares a Challenge Level. The player searches with WIS, taking modifiers into account, and adds 1D6 to their Wisdom Score.

Result compared to Challenge Level	Effect
+2 Great Success	➤ Overlord tells and gives the Hero something useful. ➤ Make another Hero Move
+1 Success	➤ Overlord tells or gives the Hero something useful. ➤ Overlord makes a soft move
Tie Partial Success	➤ Overlord tells or gives the Hero something useful. ➤ Overlord makes a hard move
-1 Partial Failure	➤ Nothing discovered. ➤ Overlord makes a soft move
-2 Great Failure	➤ Nothing discovered. ➤ Overlord makes a hard move
-3 Total Failure	➤ Nothing discovered. ➤ Overlord makes a hard move ➤ Overlord makes a

	deadly move

Conduct Diplomacy (CHA) - when an adventurer attempts to persuade, question, or otherwise interact with a sentient being, the Overlord assigns a Challenge Level to the task. The player conducts their diplomacy with CHA, taking modifiers into account, and adds 1D6 to their Charisma Score.

Result compared to Challenge Level	Effect
+2 Great Success	➢ Target does what the Hero desires ➢ Any adventurer may immediately make a Hero Move
+1 Success	➢ Target does most of what the Hero desires ➢ Overlord makes a soft move
Tie Partial Success	➢ Target does some of what the Hero desires ➢ Overlord makes a hard move
-1 Partial Failure	➢ Target does not do what the Hero desires. ➢ Overlord makes a soft move
-2 Great Failure	➢ Target is annoyed by the Hero. ➢ Overlord makes a hard move
-3 Total Failure	➢ Target is enraged by the Hero.

	➢ Overlord makes a hard move ➢ Overlord makes a deadly move

Overlord Moves

After the first Overlord Move of the game, the results of the adventurers' moves will become the primary trigger for Overlord Moves.

Overlord Moves come in three flavors:

Soft Moves

Soft Moves are not aggressive, and give the Overlord the chance to flesh out the world and entice the adventures.

The Overlord may make as many Soft Moves as desired when called upon to make a Soft Move. The first move of the game is an Overlord Soft Move or move series.

Describe setting – describe the environment around the players

Offer opportunity – give one or more players an opportunity to take advantage of

Give gift - give one or more players a gift

Pass – pick a player to make a move

Hard Moves

Hard Moves are aggressive, threatening the players, consuming consumables, and ratcheting up tension.

Kick it up a notch – make an encounter more difficult due to unseen equipment, allies, strategies, etc.

Show threat – put one or more players in harm's way. This could be a goblin's arrow from across a throne room, or a fierce dragon's roar from a distant peak.

Consume/Disarm – batter, toss, or destroy a player's

armor, weaponry, or equipment. This may provoke a -1
penalty to further checks using that equipment.

Into the Fire – make a player's most recent move a
source of great complication or difficulty.

Abuse flaw – if an adventurer, in your mind, has a
flaw, change the circumstances to abuse it.

NPC moves – perform an NPC's associated special move

Mark – If a player with a "Mark" triggers a Deadly
Move, deal damage to the player. Marks can be removed
by Refresh Moves.

Here are some more concrete choices for the Overlord.
When called upon to make a hard move, the Overlord may
do one of these things:

- Have a new danger replace the old
- The danger is avoided momentarily, but increases
  somehow
- Successful action, but unintended effect
- Threaten an ally instead
- Make them give up something: money, equipment, a
  good position
- Damage something important to the players
- Embarrass them with a mishap
- They're targeted by a new enemy
- Stumble, lose their footing, or drop an item
- Change their location or positioning, for the
  worse
- Miss something important
- Add a new environmental hazard
- Angered deity, NPC, or monster
- They're off-balance, confused, or in a bad

position

Here are some things the Overlord may do as a hard move in response to Battle Actions: blinding attacks, disarms, pushbacks, trips, throws, precision counterstrikes, rallying maneuvers, defensive maneuvers

Deadly Moves

Deadly Moves are destructive, dealing direct damage to the players' sacred Health Points.

Note: Deadly Moves are meant to dispassionately deal damage to poorly performing adventurers.

Mark - If a player with no "Mark" triggers a Deadly Move, give them a Mark. Marks can be removed by Refresh Moves.

Deal damage - If a player with a Mark triggers a Deadly Move, deal damage by rolling a number of dice chosen by the Overlord, generally guided by this table.

Target	Damage Dealt
Small enemies – rats, big bugs, etc	1D2
Normal sized enemies – humanoids, large animals	1D3
Oversized enemies – orcs, bears	1D6
Gigantic enemies – giants, trolls, mammoths	2D6
Titanic enemies – dragons, kraken	3D6
Attacker is an expert	+1
Attacker is a veteran	+1

Attacker is enraged	+1

Do not remove the player's Mark after dealing damage. The player must remove it with Refresh Moves.

Reaching 0 HP

When a player or NPC reaches 0 Health Points, they pass out. They are completely out of action until they are healed by a healing spell. They will die if they are not healed within a number of hours equal to their Constitution score.

Titles

When a player rolls a 1 or a 6 when making a skill check, they gain a "title." 6s are positive titles chosen by the player and 1s are negative titles chosen by the Overlord. Titles are only gained on skill check rolls, not damage rolls.

Titles must be sourced in the fiction directly at hand—in other words, in the result of the move combined with the circumstance.

Sample titles include: Slayer of Goblins, Breaker of Doors, The Resolute (stands up after being knocked down), Fleer from Dragons, The Trip-Prone, etc.

Write the new title, along with any necessary clarification, on the character sheet.

For the rest of the adventurer's life, if making a roll that relates to a title, they receive a +1 or -1 modifier to their roll, depending on whether or not the title is positive or negative.

1s also count as an automatic failure in the "-3"

column of the results table.

6s also count as an automatic success in the "+3" column of the results table.

Your First Adventure

To prepare for a game, the Overlord should first sketch out a map of the adventuring area. For your first game, it is advisable to sketch a roughly 24x24 mile region of a town and its surrounding environs.

Map Generation

You can do a "drop map," in which you drop a handful of dice on paper to generate the terrain according to the table below:

Result	Terrain
1	Ruins
2	River (the bridge is at the spot where the die fell)
3	Forest
4	Hills
5	Mountains
6	Friendly Settlement

Feature Generation

Result	Terrain
1	Watchtower
2	Mine
3	Burial mound
4	Farm
5	Church
6	Keep

Faction Generation

From each of the main terrains in the area, the

Overlord should then determine one or more factions using the area as their base of operations. You may roll on this table:

Result	Faction
1	Orcs and Goblins
2	Dwarves
3	Elves
4	Dragonkin
5	Undead
6	Humans

Base Generation

For each base of operations, determine its nature with this table:

Result	Base
1	Dungeon
2	Tower
3	Camp
4	Fortress
5	Burrow
6	Magical

Motivation Generation

For each faction, the Overlord should then determine its motivation. You may roll on this table:

Result	Motivation
1	To conquer
2	To do misguided good
3	To sabotage
4	To exact vengeance
5	To maintain the status

	quo
6	To seek magical power

Plot Generation

For each motivated faction, the Overlord should then determine the first four steps in their five step plot. You may roll on this table to generate each step.

Result	Step
1	Attack players
2	Attack other faction
3	Gather strength
4	Offer power
5	Establish doctrine
6	Fortify

Coup Generation

The fifth and final step of a faction's plot is their "coup." It is meant to provide more texture and aggression to their coup de grace.

Result	Step
1	Attack players with champions
2	Attack players with hordes
3	Attack other faction
4	Establish and enforce wide-reaching doctrine
5	Attack other faction
6	Attempt to change the

	landscape

Doom Generation

For each faction, the Overlord should then determine its doom—the result of its motivation coming to fruition. You may use this table:

Result	Doom
1	Full-scale war
2	Open demonic rift
3	Create magical monster
4	Lay waste to cities
5	Change the landscape
6	Unleash ancient evil

NPC Generation

Be prepared to generate a few NPCs for each faction, always including one "Big Bad," who is the primary mover of the doom, depending on where the players go first. You may roll a few times on these tables to generate a personality, until you are satisfied:

1	Misguided
2	Arrogant
3	Menacing
4	Genius
5	Uncivilized
6	Deadly

1	Novice
2	Magical
3	Righteous
4	Mad
5	Noble
6	Slow

1	Efficient
2	Cowardly
3	Brave
4	Haunted
5	Young
6	Too old for this shit

Gather your players and guide them through the character creation process. Explain gameplay. Focus particularly on the Iron Rule and the interplay of Moves.

When you begin the adventure, describe the setting and the bullet points of each faction. Put the players into action just as one of the factions takes the first step in their plan of doom and give the players the opportunity to intercede.

As you continue to play, advance the factions' agendas at your discretion, but keep players informed and able to influence events.

It may happen that the players perform well and stop an evil plot in its tracks. If so, consider the shrapnel that would erupt out of the collision and scatter into the world. Roll a couple of time on these tables and halt your progress towards that faction's doom.

1	Local devastation
2	A new or old faction arises
3	A young non-combatant flees
4	Adventurers gain substantial fame
5	An NPC is given the chance to prove their mettle
6	A magic item goes missing or wrong

Settlement Generator

If you roll up a settlement on your drop map, do these things to create a city map and associated NPCs and relationships.

First, roll 2D6. The result is the size of your settlement. A 2 is a tiny hamlet, a 12 is a sprawling metropolis.

Take another piece of paper and drop the a number of D6 equal your previous roll. You have just created a map of the major districts of your city. Draw a circle around each die.

The result of on the face of each die is also important. Refer to this table to see what the results mean.

1	Cursed
2	Poor agricultural
3	Poor industrial
4	Wealthy agricultural
5	Wealthy industrial
6	Magical

Roll one D6 on this table to determine the attitude of the district.

1	Jaded
2	Democratic
3	Divided
4	Despotic
5	Idealistic
6	Misguided

Draw two lines connecting each circle with its two closest circles. Then, roll a D6 on this table for each line to determine the relationship between each district.

1	Full-scale war
2	Low-scale war
3	Allied by blood
4	Allied by divinity
5	Cordial
6	Suspicious

For each neighborhood, roll for its "service capacity." If the neighborhood is "poor," subtract 2 from your roll.

1	barren - no trade goods for sale

2	sparse - rudimentary equipment can be found here, sometimes. The max cost available for buying and forging weapons and armor is 5
3	depressed - rudimentary equipment can be found here. The max cost available for buying and forging weapons and armor is 7
4	average - rudimentary equipment can be found here, sometimes more. The max cost available for buying and forging weapons and armor is 9
5	rich - powerful equipment can be found here, sometimes more. The max cost available for buying and forging weapons and armor is 13
6	opulent - great goods can be found in this district. The max cost available for buying and forging weapons and armor is unlimited

Sample Monster: Orc Warrior

You might find it helpful to create NPC profiles like this one to quickly reference basic Challenge Levels associated with the monster.

3 HP

DMG: D6

Battle CL: 7

Shoot CL: 6

Diplomacy CL: 7

Threat CL: 8

Spell Resistance CL: 6

Special Moves

Toss a foe

Enrage

Common Challenge Levels

These are meant to give Overlords guideposts and benchmarks for assigning Challenge Levels.

Battle

Fighting a giant rat…CL 4

Fighting a goblin…CL 5

Fighting an orc…CL 7

Fighting an ogre…CL 8

Fighting a huge elven beast-slave…CL 9

Fighting a giant…CL 10

Fighting a dragon…CL 15

In heavy armor…CL + 1

While dazed…CL + 1

While the target is off-balance…CL − 1

Shoot

Shooting a human-sized target at close range…CL 5

If the target is larger…CL − 1

If the target is smaller…CL + 1

If the target is tiny…CL + 2

If the target is mostly impervious to puny arrows…CL + 3

If the target is at long range…CL + 2

If the target is at huge range…CL + 4

If the target is moving…CL + 1

If the environment is adverse…CL + 1

If the shot is obstructed…CL + 1

Refresh

In a cold dungeon…CL 10

In a tavern room…CL 7

In the master suite…CL 4

In the middle of combat…CL + 1

In the rain…CL + 1

With adequate and presently usable shelter equipment…CL − 1

Near a love interest…CL − 2

Casting A Spell

Note: remember that the basic CL of a spell is equivalent to its power level, i.e. the number of power points spent in its construction

With peace and ritual…CL - 1

In the middle of combat…CL + 2

Woefully short of preparation...CL + 3

While below maximum HP…CL + 1

Against a vulnerable target…CL − 1

Against a powerful target…CL + 1

Avoid Threat (DEX)

A slow moving swing…CL 5

An aimed strike…CL 7

An arrow in flight…CL 10

From a skilled foe…CL + 1

If dazed…CL + 1

On a slippery floor…CL + 1

Avoid Threat (CON)

A perilous journey…CL 6

An assassin's poison…CL 12

Dungeonlung…CL 3

Search

Thoroughly search a newly discovered room…CL 5

If the room is dusty…CL + 1

If the room is secretly arranged…CL + 1

If you brought the proper tools or made the proper preparations…CL – 2

Conduct Diplomacy

Decipher an orc's motivation…CL 5

Decipher a dragon's motivation…CL 15

In the scene…CL + 1

In the campaign…CL + 5

Persuade a prison guard…CL 8

If the target is stubborn…CL + 1

If the target is unusually gullible…CL – 1

Barter with a shopkeeper…CL 7

Find information in a community…CL 9

If the adventurer has achieved recent success…CL - 2