OBSTACLES

• Blah blah blah

GM SHEET

UNDERGROUND,
where we do not belong

SET UP

1) Lead the players through trouble creation. Write three trouble words on slips of paper, just like the players do.

2) Players will create characters. While they are talking think of provocative questions to ask them. Ask questions, ask follow up questions, ask more questions. If they borrow an interesting piece of equipment, ask who lent it to them. What is their relationship with that person?

• *Ask:* specifics about their profession. Where does the chandler get her wax? Who owns the horse that the ostler cares for? Who is the wainwright making wheels for?
• *Ask:* why were chosen to aid the village in this way?
• *Ask:* how has the village's problem affected you and your family?
• *Ask:* what unexpected thing will you miss the most while you are gone?
• *Ask:* who will be most affected if you do not return? Who will you think of in your last moments?

Write each player's most interesting answer down on an index card. These could be people, places, things, memories, idealogies, etc. Good choices might be "Mr. Goddard's orchard blooming in Spring," "My mother's rabbit stew," "The beekeeper's daughter, whose name I don't know." Place an energy token on each index card. When a player meaningful integrates that card into their narration, they may take token. You can put additional tokens on the card at your discretion.

3) Put all the trouble slips in a container and draw out three. Collaboratively decide on the threat.

4) Make sure each player has six energy tokens to begin

IN PLAY

DM Principles or Moves or Whatever
• Reward creative problem solving
• Make them cold and hungry
• Take away their stuff
• Remind them of what they are good at, and what they are not
• Look for ways their gear can help them and how their lack of gear can hinder them
• Be brutal: Don't be afraid to push hard on the soft, fleshy areas. Anyone who survives will have a pleasant feeling of accomplishment.
• Keep the fantastic fantastical: Magic and monsters are the spice of the adventure. Use natural obstacles, such as those on the back of this sheet, to form the bulk of your wayfarers' diet.
(Don't shy away from consequences)
Play to find out what happens: as a group you have created the trouble. As a DM you will present hindrances. Do not have a solution or outcome in mind. Let the players do as they wish and the chips fall where they may.

Some things won't trigger moves. If it's something that stretches credulity - trying to convince the ogre that you're the ghost of his dead brother - the player does not roll to Exert Effort. Most likely they'll be rolling to Endure Hardship when the ogre punches him in his whole body.

AFTERWARDS

Each surviving member of the party should roll the Return to Village move (note: this is not modified by energy). Have them narrate how they are welcomed - or not - back to the village. Give them individual spotlight time before asking bigger questions. Even if the party succeeded in solving the village's problem, it may still be in jeopardy. How will it fare - both in the short and long term?

Name:	Name:	Name:
_____	_____	_____
Occupation:	Occupation:	Occupation:
_____	_____	_____
Conditions:	Conditions:	Conditions:
_____	_____	_____
_____	_____	_____
_____	_____	_____
Name:	Name:	Name:
_____	_____	_____
Occupation:	Occupation:	Occupation:
_____	_____	_____
Conditions:	Conditions:	Conditions:
_____	_____	_____
_____	_____	_____
_____	_____	_____

TROUBLE

Your village is facing a trouble. What is it? Everyone choose three words, write them down on separate slips of paper and put them in a hat. Pull out three and brainstorm what the trouble could be.

- Lack
- Excess
- Wealth
- Warmth
- Food
- Sadness
- Health

- Family
- Winter
- Spring
- Summer
- Fall
- Harvest
- Enemies

- Rivals
- Infested
- Rotting
- Decaying
- Church
- Houses
- Plague

- Death
- Mayor
- Priest
- Livestock
- Clothing
- Neighbors
- _____

ENERGY

You begin with six tokens representing your store of energy. You use this energy to compensate for your lack of skill. Add as many tokens as you wish to any move before rolling. When you camp, you have an opportunity to regain energy. You can also regain energy by incorporating story elements the GM writes on index cards. When you reach zero energy, you die.

CONDITIONS

Conditions include descriptors such as hungry, thirsty, afraid, cold, wet, etc. You gain these via the fiction (you decide to dive into the river; when you get out you are wet) or via results on Exert Effort or Endure Hardship moves. Conditions make it harder for you to do things. If you are afraid because of the sudden appearance of walking skeletons, your Endure Hardship move to flee from the skeletons will suffer a -1 penalty because you can't bear to turn your back on them, even to run. If you are cold your Exert Effort move to grab onto a ledge will suffer a -1 penalty because of the chill in your hands. Conditions can be removed when actions in the fiction would logically remove them (changing out of your wet clothes would make you lose the condition wet, as would drying off by the fire for a few hours). This most frequently occurs as a result of the Make Camp move.

MOVES

Moves are how you respond to and influence the fiction.

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You have five moves. Each requires you to roll 2d6 and add or subtract modifiers.

EXERT EFFORT

When you attempt to do something, roll 2d6 modified by:

+1 for using the appropriate tool
+1 if your profession would help you
+amount of energy expended
-1 for extreme circumstances or pertinent conditions

On a 10+ you succeed at your intended task
On a 7-9 you will have a worse outcome, hard bargain, or tough choice, possibly including the loss of energy or the gaining of a condition. (You can do it, but...)

ENDURE HARDSHIP

When you try to withstand something, roll 2d6 modified by:

+1 for using the appropriate tool
+1 if your profession would help you
+amount of energy expended
-1 for extreme circumstances or pertinent conditions

On a 10+ you endure without significant ill effect
On a 7-9 choose one
- lose one energy
- gain a condition of the GM's choosing

PROFESSIONAL EXPERTISE

When you survey the a person, place or thing through the lens of your professional training, roll 2d6 modified by

+1 for using the appropriate tool
+amount of energy expended
-1 for each extreme circumstance or pertinent condition

On a 7 or higher, narrate a useful detail that your keenly trained eye has noticed. On a 10+, take a +1 on your first roll involving that detail. On a miss you notice a negative detail.

MAKE CAMP

When you make camp, nominate a leader to roll 2d6 modified by:

+1 if site if secure and defensible
+1 if site is dry and warm
+1 if site can be made comfortable, -1 if site is actively dangerous or hostile

On a 10+ everyone regains their full energy and may remove appropriate conditions (e.g. remove hungry if you were able to cook, cold and/or wet if you started a fire, afraid if you camped safely away from the cause of the fear, etc.).

On a 7-9 you may remove half (?) of the conditions you attempted to and pick one:
- half of the party (rounded down) regains all their energy - they rested while the others stood guard
- all of the party regains half of their energy (rounded down) - the watch was more equitably distributed

RETURN TO THE VILLAGE

If you somehow make it home alive, roll 2d6 modified by:

+1 If you all returned alive
+1 if you solved the problem for the village
+1 if you brought back an impressive treasure (a few silver coins or a small statue is more than enough to impress)
-1 if you created trouble for the village
-1 if you exhausted village resources

On a 10+ you are honored by the village and you are presented with gifts, opportunities, and marks of status.
On a 7-9 you are welcomed by the village and restored to your previous situation.

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OCCUPATIONS

You have a job in the village. It provides you with some form of ad hoc defense and a useful item.

- Apothecarist; Cudgel; Steel vial
- Barber; Razor; Scissors
- Beekeeper; Staff; Jar of honey
- Blacksmith; Hammer; Steel tongs
- Brewer; Bung hammer; Skin of wine
- Butcher; Cleaver; Jerky
- Carpenter; Hammer; Nails
- Chandler; Scissors; Candles, 8 (1 Inv. slot)
- Cheesemaker; Cudgel; Wheel of cheese
- Cobbler; Awl; Leather, 3 yds
- Cooper; Adze; Small barrel
- Costermonger; Knife; Fruit, 3 pcs
- Ditchdigger; Shovel; Lumber, 3 pcs, med. length
- Dyer; Staff; Fabric, 3 yds
- Farmer; Pitchfork; Crop (choose one)
- Fisherman; Spear; Net
- Fishmonger; Filleting knife; Dried fish
- Furrier; Skinning knife; Fur coat
- Grave digger; Shovel; Burial Shroud
- Herbalist; Club; Herbs, 1 lb
- Hunter; Shortbow; 5 arrows
- Leatherworker; Awl; Leather doublet
- Merchant; Dagger; 13 copper coins
- Miller/Baker; Club; Flour, 1 lb.
- Miner; Pick; Lantern
- Ostler/Groom; Staff; Bridle
- Plowman; Sickle; Pouch of Seeds
- Rat-catcher; Club; Net
- Rope maker; Knife; Rope, 20' per slot
- Shepherd; Staff; Wool coat
- Stonemason; Hammer; Chisel
- Tailor; Scissors; Sets of clothing, 3
- Trapper; Sling; Badger pelt
- Wainwright; Club; Pushcart
- Weaver; Dagger; Fine suit of clothes
- Woodcutter; Handaxe; Torches, 4 (1 Inv. slot)

Name:

Occupation:

Conditions:

EQUIPMENT

Before leaving to preserve the village, you may borrow as much equipment as you can carry. Just remember: you are expected to return or pay for everything you take. Each villager has sufficient connections to borrow one **RARE** item. Equipment includes, but is not limited to, the following list.

Bedroll
Blanket
Bucket (2 slots if in pack, 1 if tied to belt as "weapon")
Candle, (8 per slot)
Chain, 10' **RARE**
Chalk, (5 pcs per slot)
Flask
Flint & steel
Grappling hook **RARE**
Hammer, small
Iron spikes, (5 per slot)
Lantern **RARE**
Mirror, hand-sized **RARE**
Oil, 1 flask - needed for lantern
Pole, 10-foot (must be carried)
Rations, (3 per slot)
Rope, 20'
Pot, iron (2 slots)
Sack, large (holds 4 items)
Sack, small (2 per slot, holds 2 items)
Torch, (4 per slot)
Water/wineskin

INVENTORY

Head: poor quality hat

Right Hand: _____

Left Hand: _____

Belt

  Pouch: _____

  Weapon: _____

  Skin: _____

Torso: poor quality tunic

Feet: poor quality shoes

Backpack

1: _____
2: _____
3: _____
4: _____
5: _____

Sack (uses hand slot if full, backpack slot if empty)

1: _____
2: _____
3: _____
4: _____