

The Exploits of the Intrepid Crew of the Fairweather Jay on the Shrouded Sky-Isle of Doom

The smuggler ornithopter *Fairweather Jay* has crash-landed on Amor Faa, the Shrouded Sky-Isle of Doom! Can her courageous crew repair their broken-winged bird, plumb the mysteries of the floating island, relieve its tombs of their cloistered treasures, and escape with body and mind intact?

For the players

Your Goals

When you play, here's what you're trying to accomplish:

- Explore the Shrouded Sky-Isle of Doom.
- Loot its wealth, uncover its secrets, and bring them back to civilization.
- Keep the crew safe and happy.

What You Do

The players, collectively, control 15-20 characters, being the (surviving) crew of the *Jay*. That's likely 3-5 characters per player: you can divvy them up, share ownership of some and lay exclusive claim to others, make decisions by committee, trade them around from game to game or scene to scene, whatever you like. It's up to you to decide who makes the final call on what a given crew member is doing at any given time.

Here's how the game flows:

1. The GM describes the situation to the players, as perceived by the crew.
 - a. The players ask for more information on details that interest them.
 - b. The GM fleshes out those details.
2. The players tell the GM how the crew reacts to the situation.

- a. The GM asks questions on the details of their actions.
- b. The players flesh out those details.
- c. If the GM thinks those actions trigger a player move, do what the move says.
3. The GM describes the results.
4. Repeat.

Player Moves

The players decide what the characters do. When that *thing that the characters do* happens to be a fictional trigger that corresponds to one of the below moves, roll the dice and follow instructions as the move proscribes!

Not everything is a move. You don't always need to touch the dice. If the players say Thomas unloads his revolver into the Hell Hawk as it sleeps over its nest of eggs, that's not a Open Fire: it just dies. GM has final say on whether something counts as move, but players should call him on it when they need more explanation or he makes a questionable decision.

- **Roll and Spend:** Most moves say “roll [+1 for X] [and spend Y for +1]”. This means roll 2d6 and add them up. Add +1 if you have X. If you're not satisfied with the total, you can spend Y (if you have it on hand) for +1. **Decide whether or not to spend the resource after you've thrown the dice.**
- **Take +1 Forward:** If a rule says take +1 forward, it means add +1 to the next move rolled (that meets the stated criteria). Only a single roll gets the +1, even if you give the bonus to a whole group of characters.
- **Scope:** Moves can be performed as an individual character or as a group of characters. When done individually, that character must spend any resources and suffer any consequences. When done as a group, the players may decide who spends resources, and the GM decides who suffers consequences. If the move says you get +1 for X, you can say the group has it if almost everyone in the group who needs it has it.
 - **Scope and Taking +1 Forward:** If only an individual character is taking +1 forward, but is acting as part of the larger group, it's the GM's call as to whether the +1 is applied to this roll or a later, more individual move.
 - **Scope and Resources:** When the scope is a good chunk of the whole crew (say, half a dozen crewman or more), the GM may double the amount of resources that must be spent to take +1.
- **Miss!** When the dice total 6 or less, that's a miss. The GM makes one of his moves, as hard or soft as he likes.

Hack and Slash

When you meet the foe in melee, roll +1 for heavy close combat weapons and spend Armor for +1. ***On a 10+**, the enemy is reduced in number, injured, slain, scattered, forced to surrender, or driven off (GM chooses). ***On a 7-9**, the enemy is reduced in number or injured, but they will also attack the crew up close and personal.

Open Fire

When you shower a ready foe with deadly fire, roll +1 for longarms and spend Ammo for +1. ***On a 10+**, the enemy is reduced in number, injured, slain, scattered, forced to surrender, or driven off (GM chooses). ***On a 7-9**, the enemy is reduced in number or injured, plus the enemy will force you out of your position and into harm's way, close with you and put you in immediate danger, or attack the crew at a distance.

If you don't have Ammo on hand, you probably can't Open Fire. Maybe you can Open Fire one more time and then you're out for real, if you've established there's one more bullet in the chamber.

Defend

When you stand in defense of a person, thing, or location under assault, roll +1 for a fortified or defensible position and spend Armor for +1. ***On a 10+**, choose 2, and the thing you're defending stays safe: characters have time to safely do something, enemies can't reach a thing or location. ***On a 7-9**, the object of your defense stays safe, and choose 1.

- Take +1 forward against the attacker.
- Injure the attacker or beat him back, away from his objective.
- You don't need to take an attack in your ward's stead.

Defy Danger

When you act despite an immediate threat or scramble to mitigate calamity, say how you deal with it then roll, +1 for following a coordinated plan of action and spend Armor for +1 against bodily harm. ***On a 10+**, everyone makes it through with just scrapes and bruises. ***On a 7-9**, the GM will offer a worse outcome, hard bargain, or ugly choice.

Move Into Position

When you maneuver to obtain a more favorable position against a target, roll +1 for acting alone or in a pair, +1 if the target doesn't know your current position. ***On a 10+**, choose 2. ***On a 7-9**, choose 1. Either way, take +1 forward when acting on what you say.

- Say who you're hidden from, and who can see you.
- Say who you've got a clean shot against, and who's got a clear line of fire to you.
- Say what your relative positions are.

Empirical Analysis

When you perform measurements and experiments to understand new or unexplained phenomena, roll +1 for prodding the situation to see how it reacts. ***On a 10+**, your experiments result in new information relevant and immediately applicable to the situation at hand. ***On a 7-9**, choose: as above, but the GM will tell you the cost of your experiments; or, the GM will provide you with largely academic or tangential information of no necessary immediate use.

Read a Situation

When you closely observe a situation or person, roll +1 if it's a character or place you have an established relationship with, +1 if you can observe it in a variety of circumstances. ***On a 10+**, ask 3 of the below questions. ***On a 7-9**, ask 1. Either way, take +1 forward when acting on the answers.

- What happened here recently?
- What is about to happen?
- What should we be on the lookout for?
- Who's really in control here?
- What's not as it appears to be?

Parlay

When you manipulate an NPC using leverage (something you have that they want or need), roll +1 for being generous or magnanimous. ***On a 10+**, they do what you ask if you first promise what they ask of you. ***On a 7-9**, they'll do it, but they need concrete assurance you'll uphold your end of the bargain, right now.

Interfere

When you get in the way of another move, roll +1 for outnumbering them. ***On a 10+**, they take -2 to their roll. ***On a 7-9**, they still take the penalty, but you also expose yourself to danger, retribution, or cost.

Trek

When you travel through the untamed wilderness or fly the open skies, roll +1 for traveling between landmarks. ***On a 10+**, choose 2. ***On a 7-9**, choose 1. ***Always**, if the journey will take more than a day, spend 1-ration for each character in the party. Choose:

- You stumble across good fortune in the wild. Roll a die: 1-2 friendlies, 3-4 a new landmark, 5-6 food worth 1d6 rations.
- You avoid hostiles.
- You end up where you expected. If your destination is a landmark, you get this for free.

Special Moves

Meet Thy Doom

When you're surely a goner or definitely dead, roll. ***On a 10+**, you'll walk away from it, somehow—not immediately, and not without consequences (possibly grievous), but you'll survive. ***On a 7-9**, there's a chance you can be saved (though not necessarily without lasting scars and debilities), if allies take quick and decisive action at possibly great cost. ***On a miss**, you're dead.

Encumbrance

When a character tries to hack and slash, open fire, defend, defy danger, move into position, or trek while individually carrying 4-bulk, drop burdens until down to 3 bulk or automatically roll a miss. Anything heavier than 4-bulk needs to be split among multiple characters, who all count as encumbered.

- **0-bulk for a few, or 1-bulk for a bunch in a pack:** Pistol. 1-ammo. Knife. Shaving kit. Notebook. Spyglass. Torch, amberic crank or analog. Pouch of coins. Filter mask.
- **1-bulk:** Coil of rope. Pots and pans. Tent and blankets for two. Body armor. Longarm. Bow or crossbow. Heavy close combat weapon. Swaddled babe. Toolbox. 2-rations. Cold weather clothing. Oxygen tank. Portable radio. Battery, amberic or alchymic.
- **2-bulk:** Child. Overstuffed pack.
- **3-bulk:** Full-grown adult.

Go Hungry

If a rule calls for you to spend a ration but you don't have any on hand, take -1 ongoing until you can consume a ration.

Safe Haven

When you set out after spending several nights sleeping soundly away from all danger, with good food and a roof over your head, go through the list of characters setting out on the journey. Tell the GM what each did while in safe haven, and he will tell you in turn what injuries and ills are recovered. Spend 1-ration for each character setting out on the journey.

The crew may choose to make this move when not setting out on a journey. Tell the GM what each character is doing, and spend 1-ration for everyone.

Cast a Ritual

When you take several hours to read, puzzle through, and conduct the complex ceremonies of a ritual described in a tome or inscription, the GM will name the price. If you choose to pay it, roll and spend Vim for +1. ***On a 10+**, the ritual works. ***On a 7-9**, it works, but you get only part of the intended results or suffer unforeseen consequences (GM chooses). ***Always**, you are burned out until you next rest in safe haven.

Plot a Landmark

Landmarks are distinctive terrain features visible from a long distance. At the start of the game, the *Jay* and 2-3 features visible from the crash site are Landmarks. The players should put all Landmarks on a map—if it's not on the map, it doesn't count. The GM may declare features of the sky-isle to be Landmarks as they are discovered, and the Trek move may reveal additional landmarks. When traveling between two landmarks, take +1 to Trek. When your destination is a landmark, on a 7+ you always end up where you expect, for free.

Drafting a Crew

At the start of the game, players create a crew for the Fairweather Jay by taking turns drafting up characters. To draft up a character, pick options from each of six lists: Given Name, Family Name, Background, Trait, Role, and Gear. Once an option has been drafted, it's gone: nobody else can choose it.

Drafting is done as a group. The GM will tell you how many crew members to draft, likely 15-20. The method used to draft characters should involve both chance and choice. For instance:

- **(Preferred Method)** Randomly shuffle all options to create 32 characters, then go around the table picking draftees until the crew is filled out;
- For each character have one person pick Names and Background, have another person pick any two of Trait, Role, and Gear, and randomly draw the last;
- Have each create one crew member completely by random, then create another completely by choice;
- &c., &c.

Character ownership doesn't have to be static. You can pass control around from session to session or scene to scene or moment to moment, or control some characters by committee and lay exclusive claim to others—whatever you like.

Given Name

Men: Alastor, Alexi, Arwan, Baraz, Bennett, Bertrand, Charles, Dastan, Elroy, Ezekiel, Finnegan, Gareth, Holland, Izak, Johan, Joachim, Job, Kamran, Karl, Lesley, Malcolm, Mortimer, Ned, Nicolai, Noah, Oliver, Oscar, Petr, Quentin, Ruzgar, Sergey, Sparrow, Thomas, Vincent, Wallace, Zarathustra, Zebedeah.

Women: Abigail, Anahi, Anastasiya, Bonnibelle, Camilla, Daria, Esmerelda, Eureka, Faith, Farsiris, Georgette, Hazel, Iris, Jasmine, Kamaria, Kseniya, Lila, Magdalena, Mallory, Nell, Olive, Odell, Patience, Renata, Sema, Sofya, Svetlana, Tetyana, Ulrika, Violet, Wendy, Yelena, Yollande, Yulia, Zara.

Family Name

Amelin, Anchor, Akyüz, the Bastard, Bashtürk, Bellringer, Borodin, Celik, Chandler, Coder, Dawson, Demir, Eberhardt, Eyuboglu, Fogg, Gaye, Golubev, Grant, Hackworth, Hadrian, Hussein, Ibrahim, Ilyin, Jersey, Kaan, Kaya, Kent, Lovelace, Merrywether, Mikhaylov, Mustafa, Nazif, Nebuchadnetzar, Novak, Öcal, One Eye, Oster, the Pauper, Pritchard, Protagonist, Quant, Reynolds, Russel, Raskolnik, Sahin, of Sark, Smythe of the North Hartfordshire Smythes, Smythe of the West Hartfordshire Smythes, Southern, Tarhan, Three-Finger, Turing, Umber, Uygun, of Vinland, Virgil, whose father was never really around much, Worthing, Xavier, Yavash, Yegrov, Yellowstone, Yilmaz, Zacharias, Zhdanov.

Background

1. **Adventurer:** When you lead the charge into physical peril, take +1 to Defy Danger.
2. **Armorer:** When the GM asks what the you did in safe haven, you may say you repaired 1-armor or made 1-ammo.
3. **Automator:** When the GM asks what you did in safe haven and you have been studying a computational system, you may tell him you figured out what it does and how it works; or, if you have already done that, you may tell him how you reprogrammed it; or, if you have spare parts and tools around, you may tell him what little drone you created to perform a repetitive and mindless task.
4. **Barbarian:** From the uncivilized hinterlands on the Isle of Woth or the Frozen Forest. When you're finding the path, take +1 to trek. You treat your primitive armaments as heavy melee weapons and longarms. Bonus equipment: spear (1-bulk), bow and arrow (1-bulk) with 2-ammo.
5. **Bravo:** When carrying at most 1-bulk, you treat your rapier as a heavy melee weapon, and gain 1-armor from your buckler. Bonus equipment: rapier and buckler (each 0-bulk).
6. **Chymist:** When the GM asks what you did in safe haven, you may tell him what item you made: 1-medicines, battery (amberic or alchymic), ingested poison, antidote to a specific poison, aqua regia (dissolve a fist-sized chunk of nearly any material), stick of dynamite, 1-fuel (requires a barrel of naphtha), smoke bomb, colored flare / firework.
7. **Craftsman:** Choose your craft: potter, smith, leatherworker, etc. When the GM asks what you did in safe haven and you tell him what you made made, the crew takes +1 forward to use your handiwork.
8. **Demagogue:** When you stir the mob to action, ask 1: *What do you resent? *What do you crave? *Who among you is most easily swayed?
9. **Dowser:** When you ask the GM "Which way to water?" he will tell you the direction to the nearest sources, and whether they are still or flowing, salt or fresh or putrid. Spend Vim to conjure a downpour from the heavens, a thick blanketing fog, or a spring gushing forth from the earth. Gain 1-Vim when leaving safe haven.
10. **Farmer:** When the GM asks what you did in safe haven and you respond, "cultivate the land," gain 1d6 rations.
11. **Fellow of the University:** When you weigh in with a lofty opinion, take +1 to Empirical Analysis. Bonus equipment: notebook, ink, and lacquered fountain pen.
12. **Fleshcrafter:** When you hack and slash against fleshly foes you may spend Vim for +1. You may also spend Vim to create a homunculus out of living flesh on hand: a small creature that understands you and obeys your commands. Roll a die to see how long it holds together: 1 minutes, 2 hours, 3 many hours, 4 all day, 5 many days, 6 indefinitely. Gain 1-Vim when leaving safe haven.
13. **Golem:** Mechanical man. You can carry an extra 1-bulk, are immune to disease, poison, and psychic attacks, never sleep, and have integral 1-armor (0-bulk). You don't eat or breathe. You don't heal naturally, though the Armorer or Mechanic can repair you when in safe haven.

- 14. Hunter:** When you hunt for food, roll +1 for hunting on home territory and spend ammo for +1. *On a 10+, you take in 2d6 rations of food (remember 2-rations = 1-bulk, so you may need someone else to carry it all.) *On a 7-9, choose: only take in 1d6 rations, or encounter hostiles.
- 15. Jewel Thief:** When you're sneaking about on your own, take +1 to Defy Danger or Move Into Position.
- 16. Medium:** You may sense the presence of and communicate with spirits and Little Gods. Spend Vim to speak a command which a spirit in your presence cannot but obey. Gain 1-Vim when leaving safe haven.
- 17. Merchant:** When you try to talk your way out of a sticky situation, take +1 to Defy Danger or Move Into Position.
- 18. Mesmerist:** When you hypnotize a creature with a soothing voice and rhythmic motion, roll +1 for a private, quiet environment. *On a 10+, choose 2. *On a 7-9, choose 1 and lasting effects fade within a day. Choose: They reveal what you ask of them. They repress a memory. They accept a statement as truth.
- 19. Metallurge:** When you work metal in your bare hands and whisper to it, you may mold its form like clay. Spend Vim to command one thing of metal in your presence that you could hold to bend itself into the named form, instantly. Gain 1-Vim when leaving safe haven.
- 20. Musician:** Take +1 forward to parlay with characters who have just heard you perform, as long as you make offers of assistance rather than threats. Bonus equipment: a musical instrument of fine quality (1-bulk).
- 21. Offworlder:** Bonus equipment: survival suit with the following features: ion gun (spend Charge as ammo), plasma shields (spend Charge as armor), sensor package (includes geiger counter and atmospheric analyzer), lights, respirator, temperature controls, and built in radio transceiver. Your suit holds 1-charge; recharge by draining an amberic battery or hooking your suit up to a generator.
- 22. Patrician:** Bonus equipment: fine clothes, letter of credit with the Iron Bank worth 10,000 silver Thallars, pocket cone of silence.
- 23. Pickpocket:** When you interact with a new character for the first time, you may ask, what do they have that is of value to me?
- 24. Pirate:** When you frivolously waste newly acquired wealth, take +1 forward.
- 25. Priest:** Spirits and Little Gods are bound to keep promises made to you, or promises which you preside over and sanctify. When you brandish your ikon, spirits and little gods may not approach or harm you, and may be driven from your presence. Bonus equipment: book of psalms and a fine ikon.
- 26. Rat Catcher:** When you wallow in filth and commune with the rats, ask 1. *On what do you dine? *What do you fear? *Have you caught the scent of _____?
- 27. Serf:** When you talk to people in a hierarchy of power you may ask the questions: *How is this person treated by his superiors? *How does he treat his underlings?
- 28. Soldier:** Bonus equipment: reinforced jack (1-armor), carbine (longarm, 1-bulk) with 2-ammo, and a hand grenade.
- 29. Talking Bear:** Your teeth and claws count as heavy melee weapons. You can carry an

extra 1-bulk, but weigh 5-bulk if you need to be carried. You don't have thumbs, so can't use most missile weapons. You must consume double rations.

- 30. Thaumaturge:** When you cast a ritual you have studied thoroughly, quickly drawing its complex diagrams and proclaiming its lengthy verse from memory, roll +1 for a lengthy, complex rite, +1 for a blood sacrifice, and spend Vim for +1. *On a 10+, you cast the ritual. *On a 7-9, choose: you cast the ritual but are burned out until you next reach safe haven; or, the GM will offer you a bargain, and you cast the ritual if you accept. Gain 1-Vim when leaving safe haven. When the GM asks what you did in safe haven, you may tell him what ritual you studied (if you have a written version on hand). Pick two rituals you know starting out.
- 31. Urchin:** When you quietly watch how a group reacts to some external provocation, ask both: *Who's at the bottom of the food chain? *Who's most unhappy?
- 32. Vampire:** When you suck a person dry hold 2-blood; if you just leave them weak and anemic hold 1; hold at most 3 blood. Whenever you would consume rations, consume Blood instead. Spend Blood as Vim or for +1 on any roll. You are disabled if caught in the sunlight without heavy concealing clothing, and may not enter a dwelling uninvited. You also count as a manifested spirit. Start off with d3 Blood.

Trait

- 1. Branded:** You have a prominent brand on your hand or cheek marking you as a convicted criminal.
- 2. Child:** Carry only 2-bulk (and weigh just 2-bulk if carried), rather than the normal 3-bulk.
- 3. Coward:** When shit hits the fan, roll +1 for having had time to steel yourself. *On a 10+, act as you will. *On a 7-9, you freeze up for the first few moments, but can act normally after someone else makes a move. *On a miss, you freeze, cower, or flee.
- 4. Crack Shot:** When you tell the GM what trick shot you want to make (shoot a rope in half, shoot a weapon from an enemy's hands, etc.), he will tell you that you make it, or you make it if you spend 1-ammo.
- 5. Dainty:** You don't need to consume rations. (You still eat. Just, you know, not much.)
- 6. Deaf:** You can't hear anything that isn't shouted into your ear.
- 7. Debtor:** Back in civilization, you owe a debt of 10,000 silver Thallars.
- 8. Devout:** When you witness an ally Meet Their Doom and offer up a fervent and honest prayer for their survival, they may take +1.
- 9. Escaped Slave:** There's a price on your head back in civilization.
- 10. Forgettable:** Nobody ever remembers quite what you look like.
- 11. Glutton:** Whenever you would consume rations, consume an extra 1-ration.
- 12. Hideous:** On first impressions, take -1 to parlay.
- 13. Hulking:** Wrestle bears, bend iron bars, move large rocks. You can haul an extra 1-bulk, but weigh 5-bulk if carried.
- 14. Immaculate:** You somehow always manage to stay perfectly clean and tidy.
- 15. Leper:** You have the dreaded wasting disease, and the civilized will shun you.
- 16. Limp:** You have a shortened stride, due to height, a malformed leg, or old injury. When

the crew flees, you lag behind; when the crew marches, you are out of breath and exhausted keeping pace.

17. **Masked:** You always wear a mask. What are you hiding?
18. **Mechanical Hand:** One of your hands is made of clockwork. You can't carry any extra bulk, but you can crush small rocks to powder in your grip.
19. **Myopic:** Without your spectacles, take -1. Bonus equipment: Spectacles.
20. **Nine Lives:** Take +3 to Meet Thy Doom.
21. **Petty:** The GM gains a new move: You do something cruel to another crew member in retribution for a perceived slight.
22. **Potent:** When leaving safe haven, gain 1-Vim.
23. **Runner:** When you use your speed to your advantage, take +1 to Defy Danger or Move Into Position.
24. **Secret Identity:** Reveal the truth at any point to pick a second background, from among those that were not drafted for any crew member.
25. **Sharp Eye:** Take +1 to read a situation.
26. **Sickly:** Whenever you would leave safe haven, roll a die. On a 1 or a 2, you are too weak to walk under your own power—if you want to go, someone will have to carry you.
27. **Tattooed:** Your entire body is covered with vivid tattoos.
28. **Telepath:** You can sense 'loud' thoughts from those in your presence, and broadcast your own thoughts into the minds of others. Spend Vim to broadcast a thought over any distance.
29. **Tough as Nails:** You have inherent 1-armor that recovers when in safe haven.
30. **Trustworthy:** When you are honest and open with a character, they may ask 1. If you answer truthfully, you may ask 1, and they must be truthful as well. *Whom do you serve? *What do you wish I would do right now? *What are you feeling right now? *What's something you want right now?
31. **Unearthly Beauty:** Your grace and visage are perfect and unnerving.
32. **Weakling:** You can carry only 2-bulk before becoming encumbered.

Role

1. **Able Bodied Sailor:** When the GM asks what the Sailor did in safe haven, you can tell him what piece of equipment is in ship-shape. The crew takes +1 forward putting that gear to work.
2. **Bodyguard:** Regardless of who's paying him, when the Bodyguard stands in defense, take +1 to defend. Bonus equipment: jerkin (1-armor, 1-bulk)
3. **Burser:** When the Burser exchanges money and goods, take +1 to Parlay. Bonus equipment: ledger book and ballpoint pen.
4. **Cabin Boy:** Or a girl pretending to be a boy. The Cabin Boy may gain the ability of any background, if the character with that background dies.
5. **Captain:** When the Captain leaves safe haven or finds wondrous treasure and awards shares to the crew, hold 1-morale. Spend morale to take +1 on any roll as long as you're giving orders and the crew is working in concert.

6. **Computer:** The Computer can perform sums and simple calculations instantly and perfectly. When the Computer quantifies a complex real-world situation and enters a fugue of calculation, the GM will reveal one: *The identity of a critical and heretofore unconsidered factor. *A likely outcome of the situation, given the stated assumptions. *The value or probably range of an unknown quantity. *The identity of a factor which makes the situation chaotic, unpredictable, or unsolvable.
7. **Cook:** When the Cook tells the GM about all the delicious dishes he prepares for the evening meal and spends an extra 2-rations, the crew takes +1 forward in the morning. Bonus equipment: pots and pans and miscellaneous cookware (1-bulk)
8. **Courrier:** Take +1 to Defy Danger or Move Into Position while mounted. Bonus equipment: fast riding horse able to carry 8-bulk with stirrups and saddle. The horse consumes a ration when you do.
9. **Dependent:** The child, younger sibling, ward, spouse, or aged parent of another member of the crew. That character and the Dependent each take +1 to stand in defense of the other.
10. **Financier:** The one bankrolling the Jay. Bonus equipment: Seal Pendant of the Iron Bank, used for auric dowsing—when dangled on its cord, it leans towards gold.
11. **Fireman:** Bonus equipment: rebreather mask, flame-retardant longcoat, fireman's axe (heavy close combat weapon, 1-bulk), backpack with water tank, compressor pump, and water cannon (1-bulk). When you can fill your pack with water it counts as 1-ammo.
12. **First Mate:** When the First Mate doles out public corporal punishment to a deserving member of the crew, witnesses take +1 forward to act under direct orders of the Captain or the First Mate, and choose 1: *A crew member commits some act of retribution or mutiny. *The victim is incapacitated by the punishment.
13. **Guide:** When you come across evidence of passing creatures, you may ask 2: What were they? How many were they? Where does the trail lead? How long ago?
14. **Gunner:** When the Gunner has his finger on the trigger, take +1 to Open Fire.
15. **Grizzled Skyman:** When the Grizzled Skyman tells parables around the campfire at night, name a topic. The GM will spin a yarn about it, with a kernel of truth.
16. **Inquisitor:** The Inquisitor is not a crew member; rather he may board any vessel by authority of the Church. When the Inquisitor asks a question in a clear and ringing tone, roll +1 for speaking from a position of strength. *On a 10+, they must answer, and the Inquisitor knows whether the answer is truthful and takes +1 forward against a liar. *On a 7-9, they don't have to answer, but the Inquisitor will know whether the answer is truthful if they do.
17. **Interpreter:** The Interpreter has at least a basic proficiency with every language the crew encounters, written or spoken, though understanding of complex ideas may be incomplete.
18. **Lazy Stayabout:** When the GM asks what the Lazy Stayabout did while in safe have, roll a die, and on anything but a 5 or 6 answer: "Nothing much." Why'd we hire this guy?
19. **Magus:** The Magus may perform the following acts of petty sorcery at will: produce small flames and colored lights, crudely and temporarily alter the appearances, substance, and form of small objects, exert a telekinetic force of a pound or two out to a distance of

several yards, cause objects to stick together as though strongly magnetically attracted for some hours, store and retrieve a small (0-bulk) object or two in unspace, and burn marks into any surface softer than iron with a touch.

- 20. Master at Arms:** When the Master at Arms is on the front line, take +1 to hack and slash.
- 21. Mechanic:** When the Mechanic fixes something broken or makes something new, roll +1 if you have plenty of time, +1 if you have the perfect parts on hand. *On a 10+, it works. *On a 7-9, it's working for now, but choose: The GM will say what else breaks, or at some future point at the GM's discretion it will fail again.
- 22. Navigator:** When the GM asks what the Navigator did while in safe haven and you reply "Pore over charts and maps of the territory," take +1 forward to trek. Bonus equipment: compass and astrolabe, maps and charts.
- 23. Paying Passenger:** Bonus equipment: a strongbox with 500 silver Thallers. The GM gains a new move: The paying passenger balks at taking orders.
- 24. Pilot:** Operator of ornithopters, fixed-wing craft, and aerostats. The Pilot takes +1 to Defy Danger or Move Into Position when airborne. For other characters, even attempting to fly an ornithopter in fair weather is Defying Danger. Bonus equipment: flak jacket (1-armor, 1-bulk)
- 25. Post Officer:** A ship earns a stipend for retaining a Post Officer. If the Post Officer displays his badge, no civilized person will harm him. Bonus equipment: post officer's badge, sack full of mail.
- 26. Prisoner:** Bonus equipment for the Captain, First Mate, or Courier: a stolen item of value, confiscated from the Prisoner.
- 27. Quartermaster:** When the crew consumes multiple rations and the Quartermaster is present, consume one fewer rations.
- 28. Radio Operator:** The Operator knows sundry codes and short-hands. Bonus Equipment: portable radio set (1-bulk, amberic) and an amberic battery (1-bulk).
- 29. Raw Recruit:** The Recruit can gain the ability of any role, if the character with that role dies.
- 30. Stevedore:** The Stevedore can haul an extra 2-bulk.
- 31. Stowaway:** When the Stowaway takes cover and hides, he will remain unnoticed until the critical moment has passed.
- 32. Surgeon:** When the Surgeon tends to the injured, poisoned, diseased, crippled, disabled, or (nominally) dead, roll +1 for operating in a surgery (there's one on the Jay) and spend 1-medicines for +1. *On a 10+, the Surgeon can do something to help them. *On a 7-9, the help comes at a cost. Bonus equipment: 1-medicines.

Gear

In addition to their pick, every character has the clothes on their back, a small knife, a pack, a few silver pennies, and appropriate minor knickknacks of everyday convenience: matches, twine, straight razor, shaving mirror, soap, pomade, and so forth. Every character except for the Barbarian and Talking Bear backgrounds and roles of Cabin Boy, Dependent, Prisoner, and Stowaway also has a black powder revolver, 1-ammo, and cutlass.

1. Alchymic battery (1-bulk, provides 1-vim or sustains a thaumaturgic effect that normally requires concentration for 1d6 hours)
2. Amberic battery (1-bulk, needed to power amberic devices when not connected to a generator)
3. Arc lamp with tripod (1-bulk, amberic)
4. Bandolier of 3-ammo
5. Bicycle (3-bulk)
6. Book of erotic illustrations
7. Brace of pistols
8. Camera with tripod, hood, film, and chymicals for developing plates (1-bulk)
9. Carton of fine cigarillos
10. Cask of aged whiskey (1-bulk)
11. Cavalry carbine (longarm, 1-bulk) with "Forward the Revolution" etched into the barrel in silver lettering
12. Deadly poison, ingested, five doses
13. Dynamite, 5 sticks (1-bulk)
14. Geiger Counter
15. Flare gun with 5 colored flares (red, yellow, blue, green, and white)
16. Goats, 4 head, each worth 4-ration if butchered
17. Gold pocket watch, photograph of lover in the insert
18. Grandfather Clock with Cacophonous Gong
19. Grappling Hook with Air Cannon(1-bulk)
20. Hang glider, foldable (1-bulk)
21. Hat with the feathers of a dodo, a peacock, and an ostrich
22. Harpoon gun with harpoon on a rope (longarm, 2-bulk)
23. Innate 2-Vim (non-replenishing)
24. Mule (can carry 8-bulk); consumes rations as crew members do
25. Phonograph player-recorder (1-bulk, amberic) with 4 wax cylinders of harpsichord music
26. Pianoforte (7-bulk)
27. Portable radio set (1-bulk, amberic).
28. Printing press, automatic, disassembled in the hold (three 3-bulk bundles, amberic) and ten thousand sheets low quality paper (5-bulk)
29. Spyglass
30. Suit of antique jousting plate (3-armor, 2-bulk) and two-handed knight's sword (heavy melee weapon, 1-bulk)
31. Thaumaturgic warding pendant; when calamity befalls the wearer, declare the pendant shatters and escape unharmed
32. Tome with 3 random rituals (1-bulk)

The Fairweather Jay

The Jay is a long range hauler-ornithopter engaged in a lucrative trade triangle, occasionally

dodging tariffs and moving factory and offworld goods from the central sky islands, furs from the boreal land-bound territories, and spices grown high on the Muan Gaan mountains in the East.

She has bunk space for 18 aboard: four crew cabins with four bunks each, and two larger quarters, one for the captain and a state room for guests.

Damage Sustained

When she crash lands on the Shrouded Sky Isle of Amor Faa, the Jay's fuel tanks are ruptured and nearly empty, and the drive rod of the starboard wing is torqued and inoperable.

Manifest

The ornithopter has the following supplies and systems.

- In abundance: rope, canvas, grease
- Box of tools for repairs (1-bulk)
- Charts and maps of the aerial and terrestrial provinces
- Compass, integral
- Fuel tanks, leaking, current capacity 2-fuel, normal capacity 30-fuel, currently containing 2-fuel
- Generator, amberic, runs for up to a day on 1-fuel
- Instrumentation for measuring speed, atmospheric pressure, altitude, etc.
- Motorgun on a swiveling turret (longarm, amberic, wide-area, messy) with 2-ammo
- Naphtha (6-bulk), 1 barrel.
- Oxygen canisters (1-bulk), 2 count
- Radio, integral
- Rations, 64 count
- Rum (6-bulk), 2 barrels
- Telescope, integral
- Tent for two (1-bulk), sealable, 4 count

And the following trade goods in the hold.

- Spices (1-bulk total): a brick each of cardamom, cinnamon, turmeric, and pepper.
- Pickled trilobites from Sol (1-bulk), 6 casks
- Giant Yak pelts (2-bulk), 10 count
- Fine red wine from Lum (6-bulk), 2 barrels
- Ivory mammoth tusks (2-bulk), 3 pair
- Dried dates, pears, plums, and peaches (4-bulk), 2 crates each
- Maple syrup (6-bulk), 3 barrels

Rituals

1. **Akashic Extraction:** You siphon a filament of knowledge from the universal record of thoughts. Ask a question that can be answered in a word or three, plus 1 more per point

of Vim spent. For each question, if a thinking being ever knew the answer, you learn it; if not, you learn that.

2. **Amberic Lightning:** A stroke of lightning lances down from the sky to the point of your choosing, plus one more bolt per point of Vim spent. It can take half a minute for the bolt to brew and strike, so this spell is not terribly effective against small moving targets.
3. **Crystal Spider of Antares:** You summon and dominate one of the crystalline arachnids of Antares' cold rocky outer worlds. While you meditate you may control its actions and perceive through its senses; when you awaken, it returns home. It is at most slightly smaller than man-sized; for 1-Vim it may be horse-sized, and for 2-Vim it may be elephant-sized. It is non-biological, dense as glass, and can perceive into the UV infrared but may only hear very low-frequency sounds.
4. **Gestalt Communion:** You concentrate upon a target and make yourself as similar to them as possible: dressing in their clothes, situating yourself in their private places, commingling their blood with your own if you can. You become one, regardless of distance: your face contorts to resemble theirs, the pitch and manner of your voice adjusts to become as near to theirs as possible, you sense from each others' organs and move the' limbs and articulators of both bodies simultaneously and mingle thoughts. Maintaining the coherence to force the target to reveal some information or take some action is difficult; acting as a conduit while others put questions to you is easier.
5. **Glittering Shrike-Tree:** A great gnarled tree with smooth white bark, spreading branches, and shining silvery sharp-edged leaves grows up from the ground, standing $d6x5 + 40'$ tall. For each point of Vim spent, add another tree 20' higher than the last. The tallest tree sprouts from where you lay your palm upon the earth; the others appear with their branches brushing against the first, but not at exact predictable points. The shrike trees drop fertile seeds and given a decade or two can unbalance ecosystems.
6. **Grasping Earth:** While you meditate, natural earth, plants, and water in an area about 50 yards across become greedy and terrible, reaching forth to hold down, suck in, and inhume whatever passes nearby. The weak may be stuck, smothered, or crushed. The strong may be slowed, impeded, and distracted. Spend Vim to double the radius.
7. **Obsidian Sands:** You conjure an amount of slightly moist jet-black sand fitting within $2d6$ 10' cubes, arranged however you like. The sand spills into existence over the course of about half a minute and then is here to stay. Each point of Vim spent doubles the amount of sand.
8. **Pall of Shadow:** While you meditate, either the chosen character or an area outlined in a circle of salt (up to about 10' across) is hidden from observation. The effect is part physical blurring and thinning, part a psychic misdirection. When cast upon characters, the spell will be broken if they move quickly, make loud noises, or interact directly with observers. Spend Vim to double the radius or number of characters.
9. **Roiling Cloud:** A dry black or crimson fog tumbles down from a point you can see, adding 10 yards of radius per minute for as long as you concentrate then lingering for as long as an hour if winds are calms. The fog is heavier than air and lies thick on the ground. Within it, vision is impossible, sounds travel no more than 10 yards, and characters will suffocate within 10 minutes.

10. **Sympathetic Pull:** From a part, find the approximate distance and direction to the whole. From a drop of blood find the man who shed it. From an acorn find the oak tree that dropped it. Continue to sense the pull for as long as you meditate. If the target is a conscious being, it feels the pull towards you, as well.

For the GM

Your Agenda

This is what you aim to do when you run a game:

- Fill the Isle with the fantastic, the mysterious, and the bizarre.
- Challenge the players and the crew.
- Play to find out what happens.

Your Principles

These guidelines are how you accomplish your agenda.

- Begin and end with the fiction.
- Reward exploration with resources and information.
- Provide explanations in bits and pieces.
- Describe the world to the crew; ask questions to the players.
- Ask questions and use the answers.
- Deal out consequences as established—don't surprise them, don't hold back.
- Hint at greater complexity beneath the surface.
- Enrich the bizarre with an internal logic.
- Make a move that follows.
- Never speak the name of your move.
- Give every monster life.
- Name every person.
- Know what every character wants.
- Think in terms of trade-offs.
- Keep the crew scrambling.
- Sometimes, let the players decide.

Game Master Moves

Your moves are the things you actually do during play to follow your principles.

The GM has moves just like the players. You the GM gets to make a move when: (1) the players turn to you and want to know what happens next; (2) a player makes a move and rolls a 6 or less; or (3) the players give you a golden opportunity by ignoring a situation that obviously calls for action, right now.

We can divide GM moves up into **hard** and **soft** moves. A hard move puts the players in a concretely worse situation. A soft move either sets up a scenario that will snowball into a hard move if ignored, or changes the situation to be different, more complex, or more interesting. Most moves have both hard and soft applications.

These are the GM moves. Remember, never say the name of your move: just do it.

- Use a monster, danger, or location move.
- Reveal an unwelcome truth.
- Show signs of an approaching threat.
- Injure them: inconvenience, cripple, disable, or let them meet their doom.
- Use up their resources.
- Separate them.
- Offer an opportunity, with or without cost.
- Put someone in a spot.
- Take away their bearings and let them know they're lost.
- Change the situation—environment or character disposition.
- Tell them the requirements or consequences and ask.
- Give 2-3 options; tell them what makes each different.

How Hard? What Move?

If the players are turning to you to see what happens next, make a soft move. If they miss a roll or give you a golden opportunity, make as hard of a move as you want.

If there's an obvious move to make, do that. Moves should snowball into one another. Esmerelda offers to trade amberics for food with the beast-men (parlay), and they demand she talk to their chief, alone (separate them). She tries to establish who's really in charge in their camp (read a situation): one of them is insulted and bares steel (put them in a spot). She draws her carbine and puts a bullet through him (Open Fire), but gets stabbed through the gut with his spear (injure them). When the others find her she's bleeding out and delirious with fever, and the beast-men will never be an ally.

Monster, Danger, and Location moves

The things that the crew encounter on the Shrouded Sky-Isle have their own moves, pre-established in the GM's prep. Use them!

The swamp-thing might **Swallow Them Whole** or **Glue Them In Place With Slime Vomit**.

The acid fog might **Conceal Something Important**, **Sicken the Unprotected**, or **Corrode Exposed Gear**.

The cliff trail might **Crumble Under Their Feet** or **Suddenly Dead-End**.

Attacks

When you land a partial success or miss on Open Fire or Hack and Slash, enemies attack! This usually means using a monster move, injuring someone, or using up their resources, but can be other moves as appropriate. (The D-wolf tackles Joachim off the ravine: that's *separate them*.) Attacking someone can be tricky for the GM: who do I hurt? How badly do I hurt them?

The key thing to keep in mind is one of your principles: **Deal out consequences as established—don't surprise them, don't hold back.**

As for who, hurt the ones on the front lines. Usually only hurt one of them, unless the crew is completely overrun or the enemy is truly massive in scale. Don't hurt characters the players have said are hanging back unless you've specifically established that those characters are in immediate danger (you've previously put them in a spot, or the enemy forced them out of position after a 7-9 on a Open Fire).

As for how badly, that depends on the enemy, and whether you're attacking someone because they gave you a golden opportunity or rolled a 6 or less, or you're exchanging blows on a 7-9. You should almost never disable or kill someone on a 7-9, unless the character's already in a very bad way, the enemy is overwhelmingly powerful, or both. Weak enemies will whittle them down, first injuring one character then another (Thomas' arm is broken, Esmerelda's leg is stabbed and she can only hobble, Joachim's pistol goes spinning into the chasm), then crippling or disabling one of the injured (they swarm over Thomas and he goes down in a mass of teeth), then finishing someone off if they get the chance. More fearsome foes might cripple, disable, or kill at every opportunity.

You can leave some of the decisions up to the players. Especially when the consequences are dire. Ask them, which limb does the beast rip off in its jaws? What's the last thing Thoms does before he's pulled under? Who takes the bullet aimed at the Captain?