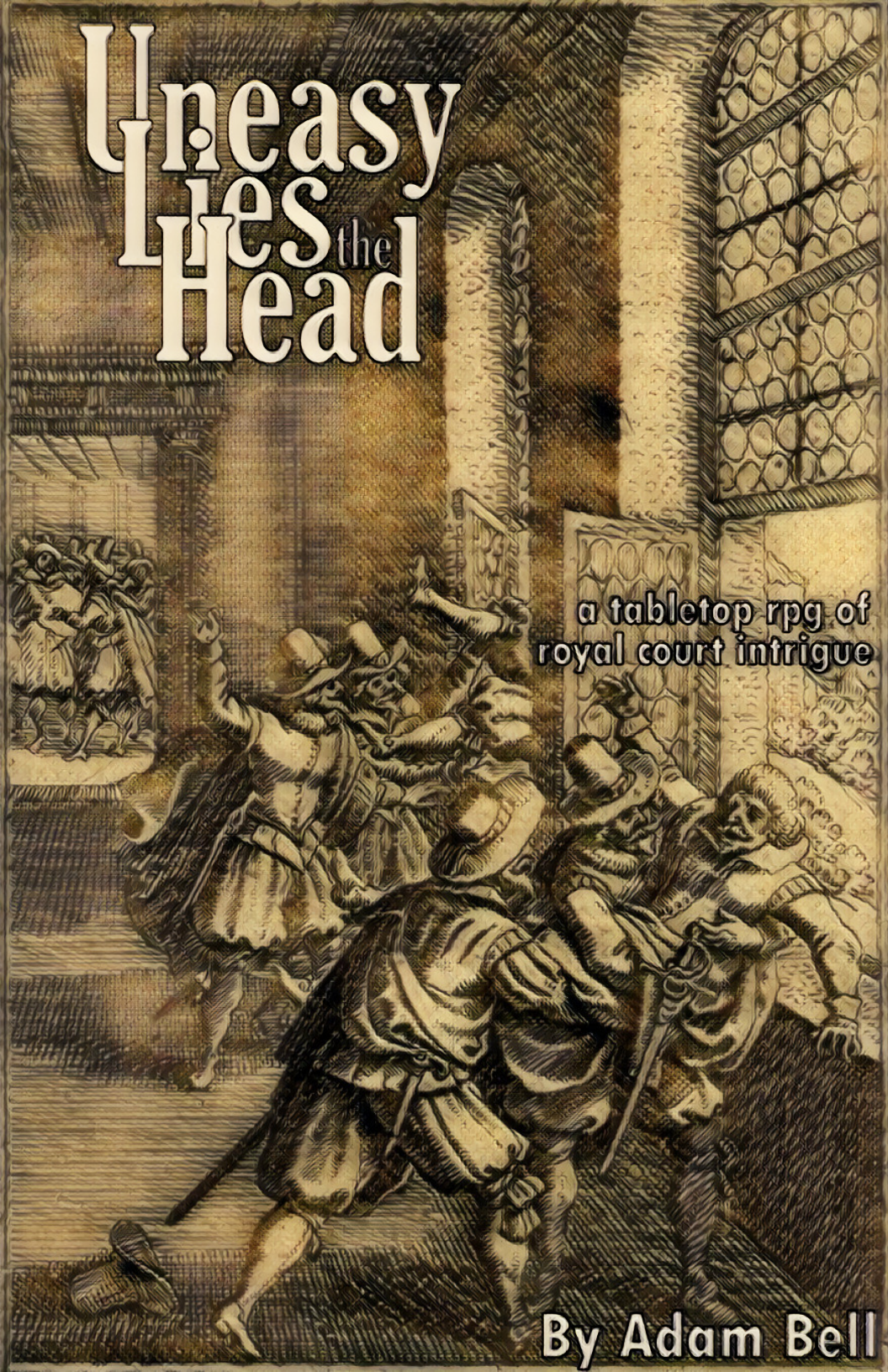


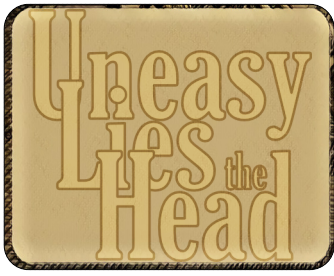
# Uneasy Lies the Head

a tabletop rpg of  
royal court intrigue

By Adam Bell







Writing & Layout by Adam Bell  
Icons and Development by Sashah Li

All of the art is sourced from the public domain, and some is modified by me or run through [deepdreamgenerator.com](http://deepdreamgenerator.com) Special thanks to Les Musées de la Ville de Paris for hosting public domain images on their website.

Thank you playtesters: Adela, Emmy, Eric, Zhen, Josh, Leah, Nate, Sam, David

Feel free to hack these rules; just credit me and mention somewhere that your game Wears the Crown.

### To play, you need:

- 3-6 players
- Around 10 six sided dice
- A handful of notecards
- Tokens of the same shape but different colors, e.g. cubes:
  - ◊ 15 for each player
  - ◊ 10 Game Tokens
  - ◊ 1 end of round token
- A copy of the playbooks
- Safety tools, e.g.
  - ◊ X-card
  - ◊ Lines and veils

A cracked throne, an imploded sun, revolution at the gates: disaster looms over the realm as self-serving nobles plot and scheme to shape the world to their liking. When those visions clash, turmoil erupts and the court is thrown into chaos.

Uneasy Lies the Head is a GM-less tabletop RPG where everyone plays a member of that tumultuous royal court. Each player chooses a different playbook to define their character, and a web of alliance and animosity will be weaved by answering some starting questions.

The game plays out in a series of rounds. On a player's turn, they carry out a scene to show what their character is getting up to, and optionally execute either one of their playbook moves or a basic move to mechanically enforce their characters will on the narrative.

# GAME SETUP

1. Put a blank sheet of paper in the middle of the table to act as a map. On the left side of the paper, draw three boxes and write LAWS, PUBLIC OPINIONS, and MINOR CHARACTERS at the top of each box. Draw a circle and write GAMETOKENS underneath it.
2. Players each choose a playbook.



## THE MONARCH

*Ruler of the Land*



## THE GENERAL

*Leader of Guard and Militia*



## THE ENTERTAINER

*Performer of Propaganda*



## THE ABSOLVER

*Head of the Faith*



## THE WHISPER

*Master of Spies*



## THE SENESCHAL

*Advisor to the Court*

3. Choose a situation backdrop as a group. Read Phase 1 aloud and answer the questions provided for each playbook. Answer your own question, and collaborate on the questions for unused playbooks.
4. Pick a Name, Look, and Pronouns and introduce your character.
5. Answer the starting questions on your character sheets. Go around the table answering one question at a time. Fill in the other character's names in the relationships section of your sheet and mark the appropriate number of alliance and animosity gained from the questions.
6. Next, come up with a character name & concept of a minor character who would be important in your character's life. Everyone introduces this minor character and lists them on the blank map sheet. Anybody can play these characters as needed throughout the game.
7. On a notecard, write a secret goal for the player to your left to follow. This will be their driving goal at the start of the game. Consider their role, the backdrop situation, and any relationships they have when coming up with this goal. If you're not happy with the goal that you've received, pull the other player aside and discuss.
8. On another notecard, write a rumor about the goals of the player to your left and pass it two players to the left. This rumor need not be true. Stir the pot as much as you like.
9. Each player should then start a project using their playbook's project move as though they succeeded the roll. Record it on their character sheet.
10. Choose a color of tokens and fill Token Pool 1 on your character sheet with a number of tokens equal to your Starting tokens value.
11. Add the end of round token and a number of Game tokens equal to the number of players to the bag, and each player will add any number of their own tokens to the bag as well.

## DRAWING THE MAP

The blank sheet in the middle of the table will represent your map. This exists to get everyone on the same page so that framing scenes can go more smoothly. It will mostly be an abstract representation of where things are in relation to one another.

Go around the table twice. On the first pass, everyone should draw and describe where their character can most often be seen doing their duties. For example, the monarch might describe their throne room, the Absolver their church, or the General their Barracks.

Next, everyone should draw and describe a place their character goes to relax or unwind. Think simply here - a garden, a tavern, the great hall of the palace, or your private chambers.

Typically, just drawing an outline of an area and then putting the name of it works. Just try to get a sense of where things are in relation to one another.

At any point during play, anybody can add new locations to the map as they come up in scenes. You should also update the Laws and Public Opinions lists as those things get established through moves, and any new minor characters that come up in play.

## PLAYER AGENCY

At many points while playing this game, you will have authorial control over the narrative and it might make sense to state things about another Player Character (PC). Lean into that! This narrative will get messy and good when everybody is implicating each other in their actions.

However, each player has final say about things related to their character. If at any point somebody pushes your character in a direction you disagree with, contradicts some hidden information that you may have, or for any other reason you don't like how something is playing out, you can simply ask the narrating player to rewind. Feel free to elaborate to the table, pull that player to the side and explain, or just say try a different way.

Having these tools on hand will allow you as players and co-authors to push in new and interesting directions and should be encouraged. The bag will always have an amount of Game Tokens, Player Tokens, and one End of Round Token.

## PLAYER TOKENS

Each character sheet has two token pools. On any given round, one of these will be the Active Pool that players can spend from, and the other will be their Spent Pool. Tokens represent each player character's ability to mechanically affect the story and have two distinct uses:

1. Determining Turn Order
2. Get dice to execute your moves and help or interfere with others' moves

Players contribute tokens to the bag in step 11 of Game Setup. Tokens will be drawn from the bag every turn to determine who acts. Adding more tokens to the bag makes it more likely that you have more turns and actively pursue your goals in the story.

Tokens are in limited supply, though. If you put a bunch of tokens in the bag, you'll have fewer tokens to spend on your moves and on helping/interfering. You'll always have at least one to spend, as you get to use the token that came out of the bag, but can't use the tokens still in the bag.

Spending tokens on moves, helping, and interfering moves tokens from your Active Pool to your Spent Pool. They can't be used again until the next round.

However, at the end of each round, players' Spent Pool becomes the Active Pool for the next round. It's important to spend most of your tokens by the time the round is over so that you're not caught flat footed and without many tokens for the following round. The round ends when the End of Round token is drawn from the bag.



## THE VISITOR PLAYBOOK

Sometimes players can't commit to playing the whole time, or they arrive late. In this game, that can be handled by giving these early-leavers or late-comers a Visitor playbook.

The Visitor playbook is intended to allow players to not play for the entire time. Their character comes in from out of town and gets involved in the mess at court.

When the player might leave early, use the starting relationship questions in character creation as though they were playing a normal character.

When they arrive late, chances are they don't know the story thus far and weren't privy to the drama that has unfolded. This is fine. The starting questions are designed to help that character get immediately embroiled in a few of the story beats at the table so far, and also collect a few secrets of their own.

## TURN ORDER

The turn order in this game is randomized and variable. When it's a player's turn, they get to dictate what the "camera" is showing and what direction the story is taking at that moment. Other players can still get what they want by helping, interfering and voting on moves and having projects. Between your turns, your character isn't directing the action, but still has opportunity to play a major role in the story.

Designate somebody to be the person that handles the bag. This will probably be the facilitator or player who knows the rules the best, but you could also give it to the Monarch.

At the beginning of the game and after every turn thereafter, somebody will reach into the bag and pull out a token and resolve based on what is drawn:

**Game Token:** set the drawn token in the GAME TOKENS section of the map and draw a new token.

**End of Round Token:** follow the steps for End of Round explained to the right.

**Player Token:**

1. The token pulled from the bag is added to its player's Active Pool. That player becomes the Active Player.
2. Reduce all project clocks with a token that doesn't belong to the Active Player by 1. If any complete, resolve those projects.
3. The Active Player sets a scene with their main character. They can do this either free-form or with a move in mind, and it can be as zoomed in or abstract as makes sense.
4. If at some point it makes sense for the Active Player to use one of their Playbook move or a basic move, use the Execute a Move rules. Otherwise just bring the scene to a natural conclusion
5. Draw a new token from the bag!

## MOVE EXECUTION

1. The Active Player states their goal and what move they are using.
2. The other players hold out their hands, and simultaneously give a thumbs up or thumbs down if they want the action to succeed. The number of players opposing plus one is the Difficulty Level.
3. Everyone spends tokens to get dice by moving them from their Active Pool to their Spent Pool. Players can adjust the number of tokens they're spending until everyone is happy.
  1. The Active Player's dice cost 1 token each.
  2. Helping players' dice cost 1 token up to their Alliance level with the Active player, and 2 tokens for additional dice.
  3. Interfering players' dice cost 1 token up to their Animosity level with the Active player, and 2 tokens for additional dice.
4. All players roll their dice. Each die rolled by an interfering player will cancel out one die with the same number from the Active Player or their helpers. The remaining dice form the result pool.
5. Count the unique die faces in the result pool. If that number meets or exceeds the difficulty, the move succeeds. Otherwise it fails. Follow that move's steps for resolution.

## PROJECTS

When a move says to start a project, follow these steps:

- Draw a pie chart in project section of your character sheet with sections equal to the number of steps in the project. This is the project clock.
- Place a token that was spent to start the project next to the clock, indicating that the project is actively being worked on.
- Write a description of the project next to the clock

At the beginning of each turn, fill in the next step of each project clock with a token next to it by one step for all players except for the player whose turn it is.

If any project clock fills entirely, the player whose token is next to it will resolve it by following the below steps.

- First, restate what the project was for as a reminder to all players
- Second, narrate the outcome and answer any questions the other players have about it so everyone's on the same page. Be generous to your goals here - the other players had plenty of time to interfere!

## END OF ROUND PROCEDURE

If all players have spent their tokens or an end of round token is drawn, the round ends.

1. The first step in the end of a round is to check if the game advances to the next phase of the backdrop:
  - Players will vote thumbs up or thumbs down if they as players want the game to advance to the next phase of the backdrop. The number voting thumbs down plus one is the difficulty level.
  - Roll one die for each token in the GAME TOKENS section on the map page and compare the number of unique die faces to the difficulty level that was set.
  - If the die roll is a success, go through the next phase of the backdrop. If going to phase 2, read both options to the table and collectively choose which path to go down. If going to phase 2 or 3, discuss the fallout of the background problem advancing. If going to phase 4, refer to the End of Game rules. Then remove the game tokens from their section of the map page.
  - If the die roll is a failure, leave the game tokens on their section of the map page.
2. Each player may contribute any number of tokens from their Active pool to the bag
3. Reset the number of Game Tokens to the bag equal to the number of players by adding as many tokens as necessary.
4. Each player's Passive Pool becomes their Active Pool. Players with no tokens in their Passive Pool may move all tokens to their new Active Pool
5. Each player takes a new token, placing it either in the bag or into their Active pool
6. Draw a new token from the bag!

## END OF GAME

The game officially ends after the backdrop advances past its third stage.

Shake the bag and draw tokens out one by one. When a player token comes out, that player can narrate a sentence about what their character does in the aftermath. When the End of Round token is drawn, the game is over. Players can feel free to discuss what they think happens next, but the canon provided by the framework of this game ends here.

## THE BASIC MOVES

Propose a decree - When you navigate the movements of the court and advise a new policy, describe the law you want to enact and roll. On a success, the law goes into place but the Monarch gets to add an addendum to it (simple phrase with a but or and). On a failure, the Monarch gets +1 animosity on you for trying to step on their toes.

Spread a rumor - When you tell a tale about someone over a meal, roll. On a success, word of your tale gets out to the royal court. On a failure, that player knows it was you that spread the rumor.

Ask the people - When you bribe the common folk for information about somebody, choose a player or a project in the city and roll. On a success, the player involved will tell you a true fact about their goals or the project

Interrogate - When you have a firm conversation with somebody in a controlled location, roll. On a success, a player will answer one question truthfully. They may veto the first question. If you interrogate an NPC, you can just say what you have learned. On a failure, the conversation reveals no secrets.

Dicate a sermon - When you take time to speak during a church service, describe the message you're trying to get to the public and roll. On a success, the message resonates with many of the churchgoers. On a failure, the crowd boos you out of the church.

Prison Break - When you try to escape from your imprisonment, roll. On a success, you break free of your bonds. On a failure, your captors get wise to your attempts to escape and tighten security. Describe your new conditions and what you plan to do from them.

## MOVE EXAMPLE

Let's set an example scene to explain how these move execution steps play out. Here's who's playing as who:

Jerry - Ecclesiast Damphrin (Monarch)

Beth - Bellicose Bamberry (Whisper)

Rhonda - Chesher (Entertainer)

Jimmy - Mr. Butter (Seneschal)

Jerry's token was pulled from the bag so it's now his turn.

Jerry sets a scene where Damphrin is having a conversation with Chesher. They are in the royal palace and a guard stands rigidly at the door.

After roleplaying the conversation a bit, Jerry announces that he is planning to use the basic move, Interrogate. He wants Rhonda to have to answer one question truthfully.

The other players hold out their hands and reveal their votes. Rhonda and Jimmy both voted thumbs down, but Beth voted thumbs up. Thus, the difficulty level is 3.

Jerry now decides to move 4 tokens from his Active Pool to his spent pool. Rhonda moves 1 to interfere, and Beth moves 1 to help. The dice are rolled.

Jerry's dice show 4 2 1 1.

Beth's die shows 5.

Rhonda's die shows 4.

Rhonda's 4 cancels out Jerry's 4, so the result pool is 2 1 1 5. There are still 3 unique die faces here (2 1 5), so the move is a success. Jerry will execute the move's success instructions.



SETTING BACKDROPS

## Backdrop 1

# CRACKS IN THE THRONE

### Phase 1

Thirteen days have passed since the throne cracked. Nobody but the Monarch has entered the throne room since, and the realm is on the brink of chaos. The Church is split. Some demand the Monarch's head, declaring the crack in the throne a clear message from the gods. Others push back on that, saying the Gods would have just struck the Monarch down if that was the intent; clearly it's a warning of ill tidings to come. Nobles from both inside the kingdom and out have rushed to the capital to assess the situation and find ways to benefit from it.

#### Monarch

What secret about the crack in the throne have you learned now that you are the only one allowed in the throne room?

#### Seneschal

What unsettling reports have you been hearing from the lands you preside over that you now worry are related to what caused the throne to crack? Have you advised the Monarch on these details?

#### Whisper

How did you learn the secret that caused the Monarch to close down the throne room? Have you spread this information to anybody?

#### General

How is morale amongst your soldiers after these events? Are you prioritizing the safety of the people or the court in these troublesome times?

#### Absolver

Which side do you fall on? Do you believe the crack is a sign from the gods that the Monarch should be ousted, or a warning from them of a coming danger?

#### Entertainer

Have you written any songs about the Monarch locking down the throne room or anything else related to this situation? What message were you sending with that song?

### Path 1

A murder of crows has landed atop the temple. Bells have been rung, firecrackers have been shot, but every hour more crows continue to roost and caw and fill the city with their sound.

### Phase 2

Clinicians have been overrun, and now the ill arrive at the temple every morning, praying and calling for aid. Cries for aid from the gods go unanswered as plague ravages the kingdom.

### Phase 3

Children across the city have reported seeing packs of wild dogs at twilight. Folks chase them away, but the night is filled with howls and barks. Nobody sleeps well anymore.

The city is crawling with the sick. They pour in from the countryside, desperately seeking aid. No attempts at finding a medicinal cure have proven successful, and even the nobles are becoming affected.

### Phase 4

The game is over.

# THE RESTLESS SUN IMPLODES

## Phase 1

Horrifying news echoes throughout the ships of the Steel Wing as they fly through space. The Restless Sun went supernova, taking down all planets in its orbit. The scientists insist that for all of the Restless Sun's inconsistencies, nothing about its sudden explosion can be explained naturally. Whether the cause was natural, godly, or the work of a hostile enemy is irrelevant to the fact that entire worlds under the Steel Wing's control just vanished in the blink of an eye. The ship captains of the royal fleet pour into the throne room, demanding answers and a plan of action for preventing the other star systems under the Steel Wing's control from suffering the same fate.

### Monarch

What announcement do you make to the ship captains? Where will you direct the fleet to?

### Seneschal

What are the workers of the fleet demanding? How will you try to enact these demands?

### Whisper

What did you hear about this catastrophe ahead of time? Did you share this knowledge with anybody?

### General

Do you find that the royalty are responding to this disaster in an acceptable way? What are you doing that the monarch has not ordered you to do?

### Absolver

Was there a warning about this from your gods? Do they warn about this happening again?

### Entertainer

What message have the members of the court asked you to deliver to the people? Do you oblige, or spread your own message? How do you do this?

## Path 1

The sun that the capital planet of the empire orbits has begun exhibiting similar behavior to that of the Restless Sun. Scientists scramble to calculate what this might mean and if it has the potential to lead to a similar fate.

## Phase 2

Technology is behaving completely erratically. Some say that the ghosts of those exploded planets are spreading throughout the galaxy, while others indicate that the gods are punishing us for slow action.

## Path 2

The New Restless Sun is now rapidly expanding and turning redder by the day. The scientists caution that a supernova is imminent and that the capital will be lost.

## Phase 3

Technology has essentially ceased to work. The empire is no longer getting messages from other star systems, and navigating the inky blackness of space becomes impossible.

## Phase 4

The game is over.

# THE MISSING GYM TEACHER

Phase 1

Chaos erupts throughout the halls of Tempest High School. Mrs. Clark was blowing the whistle to call out some foul play during free zone end zone dodgeball when she disappeared in a puff of smoke. Principal Federinko makes an announcement to the school that external authorities have forbidden anyone from entering or leaving the high school until a specialized team can investigate this mysterious disappearance. He and the other teachers are holed up in the teacher's lounge, trying to establish a plan of action. In the meantime, the students are looking to the Senior Class President for leadership.

Monarch

As senior class president, what do you do to rally the underclassmen behind your leadership?

Seneschal

As president of student council, how are you applying the council's resources and influence after Mrs. Clark's disappearance? Are you supporting the Monarch?

Whisper

As head of the yearbook committee, what information has your network of informants brought you about the organization of the other clubs?

General

As captain of the most respected sports team in the school, how have you and your fellow athletes taken action during this crisis?

Absolver

As leader of either the theater club or video production team at school, what message have spread through your first show or broadcast?

Entertainer

As director of the school's marching band or choir, what have you been doing to keep spirits high among the students at the onset of this crisis?

Path 1

No sound has come from the teacher's lounge in hours. A curious student sneaks in to find nothing but the faint smell of smoke, as all of the other adults in the school have disappeared as well.

Phase 2

An agent from a mysterious governmental organization arrives and is quickly hurried into the teacher's lounge. The Senior Class President is called into the lounge for debriefing: Mrs. Clark is in another dimension.

Phase 3

Scouts to other schools and businesses in the surrounding area are reporting the same thing - there are no adults anywhere in town.

The agent has closed off access to the gymnasium, but students who have scouted out that area have reported horrible sounds coming from the gym. Perhaps Mrs. Clark's exit to that other dimension was a two-way door...

Phase 4

The game is over.

# MONARCHY AND REVOLUTION

## Phase 1

A specter is haunting the kingdom... the farmers and tradespeople of the land have banded together, heads brimming with lofty ideals of class solidarity. The people of the kingdom proclaim that the time of Noble rule is over, and intend to notarize that claim with the blood of the Monarch. Thus far, the General's ranks have held true and suppressed the angry proletarian hordes and faith in the teachings of the Absolver have kept the people of the city in line. How long, though, until they too catch a hunger for liberty, equality, and fraternity?

### Monarch

With the growing revolutionary sentiment outside of the walls, what laws have you passed to address the potential for an uprising inside the city?

### Seneschal

How long have you been in the city? Were you forced out of your holdings at the beginning of this movement, causing you to flee to the city? Or did you come on your own volition to advise the Monarch in a time of peace?

### Whisper

How long have you known that this revolution was brewing? Have you told anybody, or done anything with your spies and informants to delay or hasten the movement?

### General

What are you doing to keep your ranks loyal to you and nobility as a whole?

### Absolver

Have you received any messages from your gods about the future of the monarchy? Do they wish for you to uphold the current rule, or make way for something new?

### Entertainer

How have you propagandized the people of the city regarding to potential revolts against the crown? How has that message changed now that revolution brims outside the city?

## Path 1

The teeming masses have pushed the army through the gates of the city. Unrest among the people of the city is at a fever pitch. Food stores dwindle by the day due to the blockade imposed by the revolutionaries at the gates.

## Phase 2

The military has successfully secured several of the farms south of the city, buying ample time for the court to arrange a further strategy. Several army companies have defected, strengthening the ranks and strategy of the revolution.

## Phase 3

The revolution is unavoidable at this point. The gates are overrun and the people of the city are armed. The court is pushed inside the innermost walls of the palace. How many of them will escape with their heads still attached?

The revolutionaries have secured the city to the north and declared sovereignty over the kingdom as a whole. The soldiers and citizens of the city are slowly slipping out of the city each night. As the Monarch's hegemony slips.

## Phase 4

The game is over.

# GODS ARE JUST GODS

Phase 1

The decision to hold court among the mortals was questionable to be sure. It has certainly been a great change of pace to have more than just our petty squabbles to occupy our time with. The mortals have proven to be very interesting indeed, and so many of them do their best to curry our favors. They bring us sacrifices and gifts to appease us and restructure their little lives around worshipping us. Their worship is wonderful but not enough to sustain all of us. We need more worship, more attention, more mortals to devote their will to us than humanly possible. And with so many gods, how can we expect to be chosen above the rest?

Monarch

Are the humans aware of your status as Monarch? Do they worship you more or less because of it?

Seneschal

How do you communicate the needs of the gods to the people, and the needs of people to the gods?

Whisper

Are humans aware of your existence? What types of secrets can you keep from the other gods?

General

What sort of prayer does the god of war need to maintain form in the material world? Have you instigated conflicts between humans to feed your needs?

Absolver

What about you in particular has caused humans to latch on to you as messenger of the gods and take heed of your teachings the most?

Entertainer

How have you changed the culture of the land since arriving? Do you allow humans to still play the same music and perform the same shows?

Path 1

The mortals have begun demanding more and more of our power in exchange for their worship, and it's starting to take its toll.

Phase 2

The mortals have become disinterested in further worshipping us and have returned to living the way they did before we came. This lack of worship has already begun weakening us.

Path 2

The mortals have banded together in protest against the gods and the way we have been treating them. They are withholding prayer and worship and demand miracles that will all but use the rest of our power to complete.

Phase 3

Recognizing our weakened state and constant infighting, the mortals are taking up arms against us. They will engage us in battle soon if we do nothing.

Phase 4

The game is over.

# SAILING THE SALTY SEA

## Phase 1

Ah, the smell of salt on the air invigorates the senses, no? What's better than being at sea? There is a correct answer to that question. What's that you say? Raiding imperial vessels on the sea and taking everything they have? Ding ding ding, we have a winner folks. Congratulations, you're a pirate! You're all pirates! Sail across seven, eight, ten, twenty seas and get yourself a nice chest of gold! Oh I forgot to mention, it's wartime and the King of the land agreed to let us keep our heads if we join the royal fleet's latest conquest. Since we were so reckless as to get caught plundering the King's supply, we set off immediately.

### Monarch

Did you consult the rest of the crew before agreeing, as captain, to the King's demand to join the royal fleet?

### Seneschal

Have you been keeping touch with the other ships of the royal fleet now that your rowdy crew has joined their ranks?

### Whisper

What knowledge did you hold that could have prevented the ship and its crew from being caught with its hand in the cookie jar? What did you do with this information?

### Path 1

You probably all saw this coming, but it's looking like this has all been an elaborate ruse to kill us after all. The fancy new white sail of the royal fleet revealed itself to be a massive Black Spot when it rained.

The supply rendezvous that was supposed to meet up with us two days past never arrived. We're running on scraps at this point. We maybe have enough for the week's voyage to our hideout, if it even still stands.

## Phase 2

### General

Nobody works a cannon quite like you. Do you plan to leverage those cannons against the other ships of the royal fleet before this mission is over?

### Absolver

The open ocean is the playground of the gods. What must be done to stay on their good side?

### Entertainer

Pirates couldn't go a day without a good sea shanty. What is something special about the songs that you play that has earned you such high status on the ship?

### Path 2

We are being followed by a monster. We don't know what it is, but it's large. It attacks and sinks boats in the royal fleet when we least expect it. Many have died already, and there's no sign of it stopping.

Well, the good news is that the fleet has essentially scattered to the wind and so we are free. The bad news is that it seems like that monster has an insatiable thirst for sailors. Our days are limited.

## Phase 4

The game is over.

VIVE LE ROI



CHARACTER PLAYBOOKS

# THE MO



**11**  
Starting  
Tokens

Token Pool 1

## NOTES

Name \_\_\_\_\_

## STARTING RE

Who has been the most loyal to your t

Who has impeded your rule the most?

Who was your childhood friend turned

## RELATIO

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

Animosity

Char

## SPECIAL MOVES

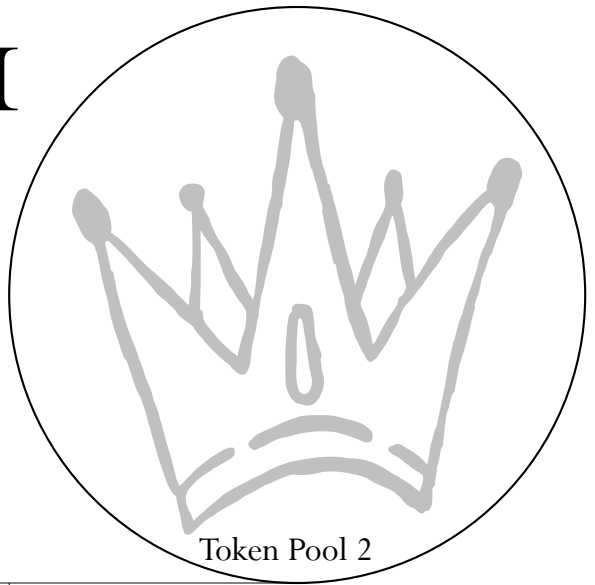
**Lawmaker** - When you spend time presiding over the court and come to a decision, execute this move. Describe the new law you enacting and roll.

- On a success, write the law in the LAWS box. Describe how it may be enforced.
- On a failure, describe the public backlash and how you backed down for now.

**Call the Gaoler** - When you believe a character has violated one of the laws of the land, summon them to your throne room, describe the crime, and roll. If the target is a main player character, they get +1 animosity towards you.

- On a success, describe how the punishment is implemented and if that player is imprisoned. An imprisoned main player character will need to use the *Prison Break* basic move to escape.
- On a failure, that character has evaded your action for now. Their player will describe how they successfully avoided your sentence. If the character was an NPC, any players who spent tokens to interfere get to describe this instead.

# MONARCH



\_\_\_\_\_ *Pronouns*

\_\_\_\_\_ *Look*  
**RELATIONSHIPS**

\_\_\_\_\_ *(+1 Alliance each)*  
*throne?*

\_\_\_\_\_ *(+1 Animosity each)*

\_\_\_\_\_ *(+1 both each)*  
*rival?*

## **RELATIONSHIPS**

_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Character

Alliance

## **PROJECTS**

### **PROJECT MOVES**

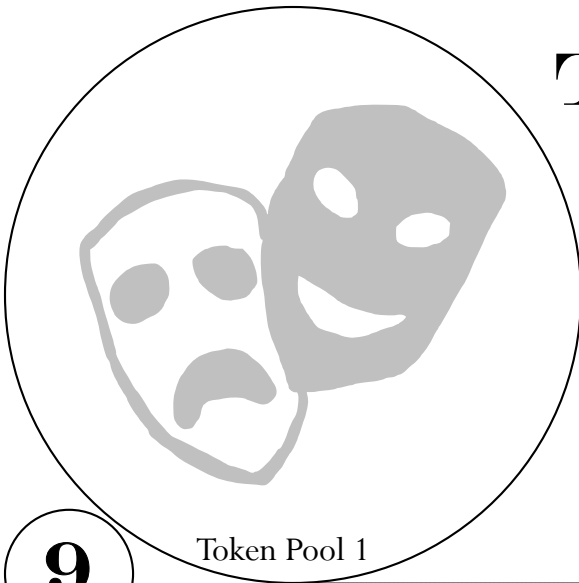
**The Will of the Court** - When you use your power as ruler to spur your charges into action, describe your intent and roll.

- On a success, start a project that with a number of steps equal to 5-the number of players who voted yea for your success.
- On a failure, start a project that with a number of steps equal to 5+the number of players who voted nay for your success.

**Festival Day** - When you exert your royal influence to interfere with the machinations of members of the court, choose a project and roll.

- On a success, move the project's token to that player's spent pool. You may also spend tokens up to your animosity level with that player to delay the project by that many ticks.
- On a failure, move the project one tick towards completion. The player who owns the project describes how they managed to press on despite your interference.

# THE ENTERTAINERS



Token Pool 1

9

Starting  
Tokens

## NOTES

Name \_\_\_\_\_

## STARTING REPUTATION

Who has paid you to be sung about in \_\_\_\_\_

Who has attempted to have you silenced \_\_\_\_\_

Who have you sung about the most \_\_\_\_\_

## RELATIONS

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____
--------------------------	--------------------------	--------------------------	--------------------------	-------

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____
--------------------------	--------------------------	--------------------------	--------------------------	-------

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____
--------------------------	--------------------------	--------------------------	--------------------------	-------

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____
--------------------------	--------------------------	--------------------------	--------------------------	-------

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____
--------------------------	--------------------------	--------------------------	--------------------------	-------

Animosity

Char

## SPECIAL MOVES

**Stuck in Your Head** - When you spread a song about somebody or something to the city's bards and entertainers, describe the message and roll.

- On a success, the song spreads like wildfire to the taverns of the city, and the message resonates with the people. Add it to the PUBLIC OPINIONS box.
- On a failure, the opposing players describe how the song was a bust or who prevented it from spreading.

**Singer Songwriter** - When you watch a member of the court closely for inspiration for your next song, choose a player and roll.

- On a success, they tell you truthfully what they plan to do on their next turn.
- On a failure, they know why you've been following them and can cover their tracks. They take +1 animosity on you.

# CONTAINER



Token Pool 2

Pronouns

Look

## RELATIONSHIPS

(+1 Alliance each)

a positive light?

(+1 Animosity each)

ed for a contemptable song?

(+1 both each)

truthfully?

## RELATIONSHIPS

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
--------------------------	--------------------------	--------------------------	--------------------------

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
--------------------------	--------------------------	--------------------------	--------------------------

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
--------------------------	--------------------------	--------------------------	--------------------------

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
--------------------------	--------------------------	--------------------------	--------------------------

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
--------------------------	--------------------------	--------------------------	--------------------------

acter

Alliance

## PROJECTS

### PROJECT MOVES

**Choreography** - When you use your influence on the culture of the land to enact your plans, roll.

- On a success, start a project that with a number of steps equal to 5-the number of players who voted yea for your success.
- On a failure, start a project that with a number of steps equal to 5+the number of players who voted nay for your success.

**Festival Day** - When you host a festival in honor of a member of the court to distract them from their plans, choose a project and roll.

- On a success, move the project's token to that player's spent pool. You may also spend tokens up to your animosity level with that player to delay the project by that many ticks.
- On a failure, move the project one tick towards completion. The player who owns the project describes how they continue their machinations during the event.

# THE WE

Name \_\_\_\_\_

## STARTING RE

Who would you most like to see succeed

Who do you spy on even when it doesn't

Who best understands the true extent



Token Pool 1

**10**

Starting  
Tokens

## NOTES

## RELATIO

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

Animosity

Char

## SPECIAL MOVES

**Spies and Thieves** - When you utilize your network of eyes and ears, choose a project or a player and roll.

- On a success, the player must whisper to you a true fact about their current intentions. If you target a player, it should be about their broader goals. If you targeted a project, it should be a glimpse of what its completion would look like.
- On a failure, they catch your spy in the act and get +1 Animosity on you.

**Good Will** - When you spend time getting on somebody's good side, set the scene and roll.

- On a success, play out the conversation until the other player views you in a more positive way. They take +1 Alliance on you.
- On a failure, play out the conversation as you lose yourself talking to the other player. Take +1 Alliance with them.

# HISPER

Pronouns

## RELATIONSHIPS

Look

(+1 Alliance each)

(+1 Animosity each)

(+1 both each)



## RELATIONSHIPS

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Character

Alliance

## PROJECTS

### PROJECT MOVES

**Working From the Shadows** - When you use your back channels of influence and knowledge to get something done, roll.

- On a success, start a project that with a number of steps equal to 5-the number of players who voted yea for your success, or place a token next to a project.
- On a failure, start a project that with a number of steps equal to 5+the number of players who voted nay for your success.

**Subversive Action** - When you use the secrets you've collected to interfere with the plots of another, choose a project and roll.

- On a success, move the project's token to that player's spent pool. You may also spend tokens up to your animosity level with that player to delay the project by that many ticks.
- On a failure, move the project one tick towards completion. The player who owns the project describes how they fed your spies false information to throw off your plots.

# THE GE



Token Pool 1

**10**  
Starting  
Tokens

## NOTES

Name \_\_\_\_\_

## STARTING RE

Who helped you get your generalship? \_\_\_\_\_

Who have you tried to arrest in the past? \_\_\_\_\_

Who will back you up in a fight and support you? \_\_\_\_\_

## RELATIONSHIP

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

Animosity

Char

## SPECIAL MOVES

**Interrogator** - When you put someone in custody in a controlled location to get information out of them, describe how you do that and roll.

- On a success, play out the interrogation. If the target is a player character, they must answer one question truthfully. If it's NPC, state what true fact they have told you. If it's a main character, take +1 Animosity on them.
- On a failure, they refuse to give an inch to your questioning and remove themselves from your custody. If you're attempting to interrogate a main player character, they take +1 Animosity on you.

**Enforcer** - When you try to convince the masses that something is a threat to public safety, describe your message and roll.

- On a success, people rally behind you and respect your authority on the matter. Add it to the PUBLIC OPINIONS box.
- On a failure, a small spark of rebellion causes the people to reject your message. An opposing player describes and records a contrary PUBLIC OPINION.

# GENERAL

\_\_\_\_\_ *Pronouns*

## RELATIONSHIPS

\_\_\_\_\_ *Look*

\_\_\_\_\_ *(+1 Alliance each)*

\_\_\_\_\_ *(+1 Animosity each)*

\_\_\_\_\_ *(+1 both each)*

\_\_\_\_\_ *start one with you the next day?*



## RELATIONSHIPS

_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Character

Alliance

## PROJECTS

### PROJECT MOVES

**Captain of the Guard** - When you use the respect of the people or the might of your guards to enact your plans, roll.

- On a success, start a project that with a number of steps equal to 5-the number of players who voted yea for your success, or place a token next to a project.
- On a failure, start a project that with a number of steps equal to 5+the number of players who voted nay for your success.

**Keen Strategic Mind** - When you call upon your experience leading an army to counter the plans of another, choose a project and roll.

- On a success, move the project's token to that player's spent pool. You may also spend tokens up to your animosity level with that player to delay the project by that many ticks.
- On a failure, move the project one tick towards completion. The player who owns the project describes how your wartime strategies are no match for the machinations of the court.

# THE ABS

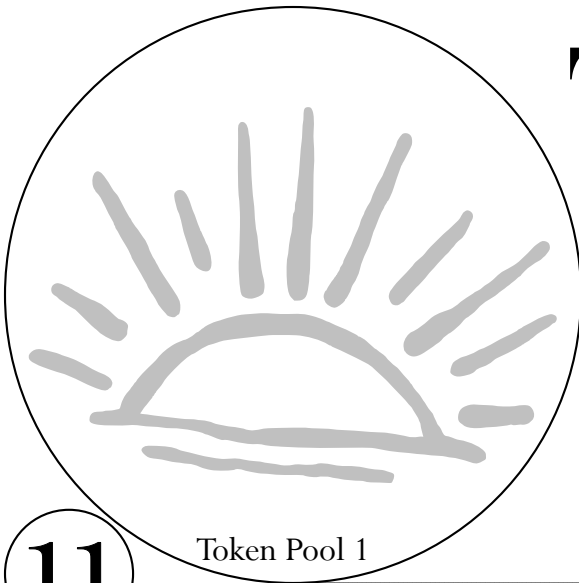
Name \_\_\_\_\_

## STARTING RE

Who upholds the standards of your religion \_\_\_\_\_

Who do you consider to be an enemy of your religion \_\_\_\_\_

Who has wronged you but later repented \_\_\_\_\_



Token Pool 1

**11**

Starting  
Tokens

## NOTES

## RELATIONS

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

Animosity

Char

## SPECIAL MOVES

**Hearts of the Masses** - When you give a passionate sermon to influence public sentiment, describe the message and roll

- On a success, most people in the city take the message to heart and it becomes a widespread belief. Add it to the PUBLIC OPINIONS box.
- On a failure, the people misinterpret your message entirely. An opposing player describes and records their faulty interpretation as a PUBLIC OPINION.

**Confessional** - When you spend time in intimate conversation with another, start the conversation and roll

- On a success, they confess a secret to you pertinent to the conversation and take +1 Alliance with you.
- On a failure, they describe how they realize that you're trying to get information out of you and tell you a false secret that you believe. They take +1 Animosity on you.

# SOLVER

\_\_\_\_\_ *Pronouns*

\_\_\_\_\_ *Look*

**RELATIONSHIPS**

\_\_\_\_\_ *(+1 Alliance each)*

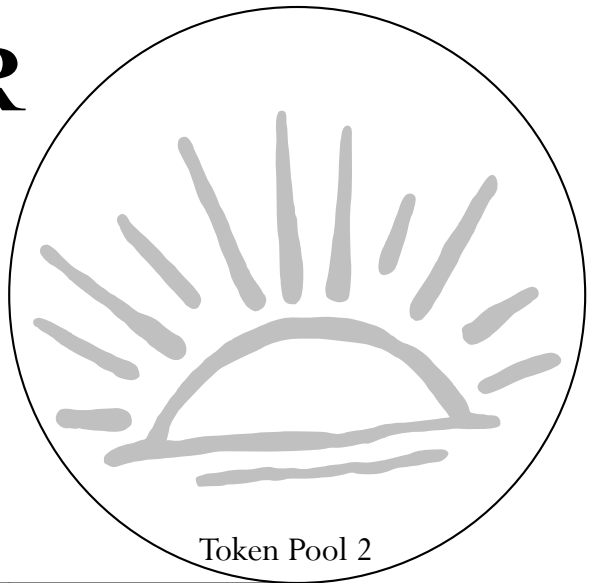
\_\_\_\_\_ *igion?*

\_\_\_\_\_ *(+1 Animosity each)*

\_\_\_\_\_ *f god?*

\_\_\_\_\_ *(+1 both each)*

\_\_\_\_\_ *ed?*



Token Pool 2

**RELATIONSHIPS**

_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Character

Alliance

**PROJECTS**

**PROJECT MOVES**

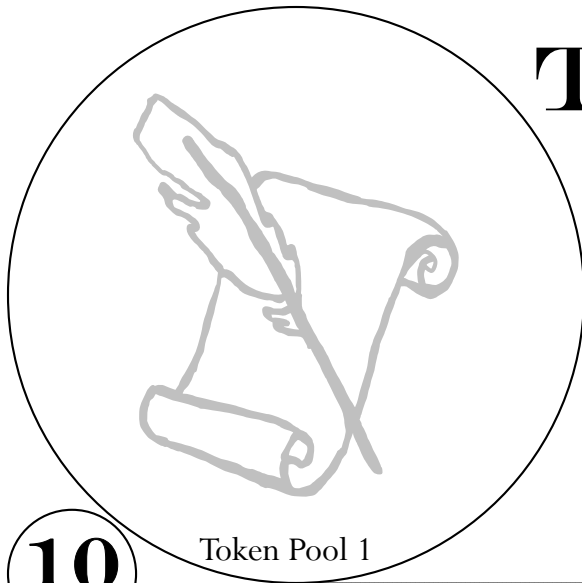
**The Will of the Gods** - When you channel your influence as the voice of God to get something done, roll.

- On a success, start a project that with a number of steps equal to 5-the number of players who voted yea for your success, or place a token by a stalled project.
- On a failure, start a project that with a number of steps equal to 5+the number of players who voted nay for your success.

**Curse the Blasphemer** - When you label another player's plots as sacrilegious, choose a project and roll.

- On a success, move the project's token to that player's spent pool. You may also spend tokens up to your animosity level with that player to delay the project by that many ticks.
- On a failure, move the project one tick towards completion. The player who owns the project describes how they convince the masses of their piety.

# THE SEN



Token Pool 1

**10**  
Starting  
Tokens

## NOTES

Name \_\_\_\_\_

## STARTING RE

Who do you reserve your best advice for \_\_\_\_\_

Who is jealous of your appointment to \_\_\_\_\_

Who most often agrees on which issues \_\_\_\_\_

## RELATIO

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

Animosity

Char

## SPECIAL MOVES

**Council Counselor** - When you advise a member of the court on a course of action or tough situation they're facing, say what you're advising them to do, give them a token from either of your pools to represent your advice, and roll.

- On a success, they can only use that token as one of their own if they take the advice to heart and pursue the course of action you suggested.
- On a failure, they can use the token however they see fit. When they do, they'll explain how they warp your advice to justify the action taken.

**A Raven For You** - When you want to send a secret message to another player, write the message on a notecard and roll.

- On a success, the player receives the message successfully. Pass them the notecard.
- On a failure, the message is intercepted. One of the opposing players receives it instead. Pass it to the player who spent the most tokens to interfere. Ties break to the player with the highest animosity towards you, and then just to your left.



# THE VI

Name \_\_\_\_\_

## STARTING RE

*On whose behalf are you in the city? T*

*Who is considered an enemy of your pe*

*Who has visited your country? That pl*



Token Pool 1

9

Starting  
Tokens

## NOTES

## RELATIO

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

Animosity

Char

## SPECIAL MOVES

**Shake Things Up** - When you follow a certain code of conduct and try to get the rest of the city to behave a certain way, describe the new norm and how you are trying to spread it around.

- On a success, people in the city begin to adopt that code of conduct into their lives. Add it to the LAWS box as the city accepts the new norm.
- On a failure, the people resist this new way of being. An opposing player describes and records how they feel about it as a PUBLIC OPINION.

**Rumors from Abroad** - When you spread rumors about someone or something that you're claiming to have heard from outside the city, describe it and roll.

- On a success, the story spreads as fact. Add it to the PUBLIC OPINIONS box.
- On a failure, people dismiss it as the gossip of a foreigner here to cause trouble. If it involve another player, they take +1 Animosity towards you.

# VISITOR

Pronouns

## RELATIONSHIPS

Look

(+1 Alliance each)

That player should tell you a true secret.

(+1 Animosity each)

People? That player tells you what they did.

(+1 both each)

Player explains why they haven't returned.

## RELATIONSHIPS

	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Character

Alliance



Token Pool 2

## PROJECTS

### PROJECT MOVES

**New in Town** - When you use your old or new alliances to get something done, roll.

- On a success, start a project that with a number of steps equal to 5-the number of players who voted yea for your success, or place a token by a stalled project.
- On a failure, start a project that with a number of steps equal to 5+the number of players who voted nay for your success.

**All Outta Bubblegum** - When you get your hands dirty with local politics in an unexpected way, choose a project and roll.

- On a success, move the project's token to that player's spent pool. You may also spend tokens up to your animosity level with that player to delay the project by that many ticks.
- On a failure, move the project one tick towards completion. The player who owns the project describes how they anticipated interference from out of town.

# GAME REFERENCE

## HOW TO EXECUTE A MOVE

- State the move
- Other players vote
- Difficulty = Number of Nays +1
- Everyone spends tokens on dice
- Roll those dice
- Interference dice cancel others
- Success if die faces  $\geq$  difficulty
- Failure if die faces  $<$  difficulty

## TOKEN REFERENCE

- Tokens in the bag determine turn order
- When drawn from the bag, add that token to your Active Pool and take your turn
- Tokens are spent to get dice for moves
- Your turn: dice cost 1 token
- Helping or interfering dice cost 1 token up to relationship level. Further dice cost 2 tokens.
- Dice spent are moved to the Passive Pool

## END OF ROUND REFERENCE

- Check if backdrop advances to the next step
  - Players vote if they want it to happen
  - Roll dice equal to tokens in GAME TOKENS box
  - Advance to next phase if success
- Contribute tokens from your Active Pool to the bag
- Reset the number of game tokens in the bag to the number of players
- Your Passive Pool becomes your Active Pool (move tokens if new pool is empty)
- Each player gets a new token

## PROJECT REFERENCE

- How to start a project:
  - Draw a clock in the projects section of your character sheet with sections equal to the project number
  - Place one of the tokens spent to execute the move next to the clock
  - Write a short description
- Fill in a tick on other player's turns
- A project completes when it hits 0
  - Restate the purpose of the project
  - Narrate the outcome
  - Answer players' questions

## BASIC MOVES

Propose a decree - When you navigate the movements of the court and advise a new policy, describe the law you want to enact and roll. On a success, the law goes into place but the Monarch gets to add an addendum to it (simple phrase with a but or and). On a failure, the Monarch gets +1 animosity on you for trying to step on their toes.

Spread a rumor - When you tell a tale about someone over a meal, roll. On a success, word of your tale gets out to the royal court. On a failure, that player knows it was you that spread the rumor.

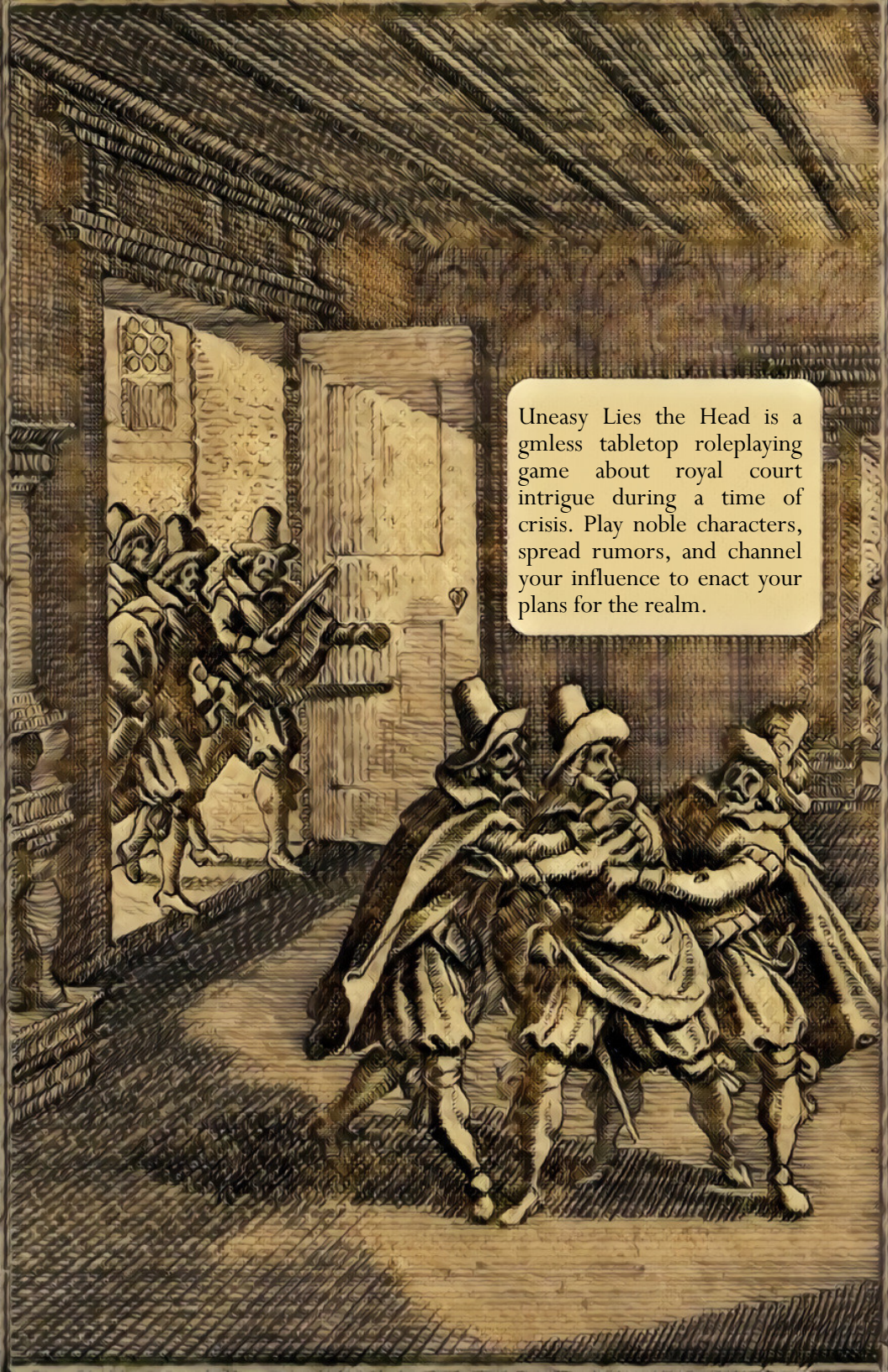
Ask the people - When you bribe the common folk for information about somebody, choose a player or a project in the city and roll. On a success, the player involved will tell you a true fact about their goals or the project

Interrogate - When you have a firm conversation with somebody in a controlled location, roll. On a success, a player will answer one question truthfully. They may veto the first question. If you interrogate an NPC, you can just say what you have learned. On a failure, the conversation reveals no secrets.

Dicate a sermon - When you take time to speak during a church service, describe the message you're trying to get to the public and roll. On a success, the message resonates with many of the churchgoers. On a failure, the crowd boos you out of the church.

Prison Break - When you try to escape from your imprisonment, roll. On a success, you break free of your bonds. On a failure, your captors get wise to your attempts to escape and tighten security. Describe your new conditions and what you plan to do from them.





Uneasy Lies the Head is a  
gameless tabletop roleplaying  
game about royal court  
intrigue during a time of  
crisis. Play noble characters,  
spread rumors, and channel  
your influence to enact your  
plans for the realm.