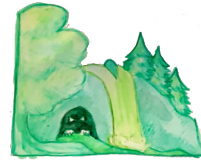
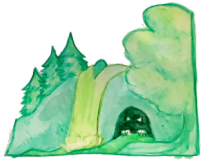




YOU ALSO PLAY THE NATURAL WONDERS



The natural world is magical and brimming with wonder. The miracles of unspoiled nature are boundless. The world is gigantic in size for a Michtim, and they go on long-winded adventures to forage for herbs, mushrooms, nuts and other goods.

When Michtims traverse the Immergrummel woods, the dark and forbidden Echo forest or the cliffs of the Finsterberg mountains, there's always danger and wonder in equal measure. Michtims are read as rodents and prey by many creatures that look for food, so they have to be careful. Since Michtims can speak with animals, sometimes a predator becomes a friend and even offers assistance. Nature recognizes its protectors, but sometimes there are misunderstandings, so it never hurts to be on the lookout for threats!

CIRCLE 2 DESIRES

To spread and grow, fight back against human invaders, live in harmony with indigenous tribes, diversify its flora and fauna, become free of pollution

TIPS

- Introduce animals, plants, spirits of nature, humans that live in harmony with the environment - make them all somewhat sympathetic.
- Explore the beauty of unspoiled nature and why it is important to protect and preserve it.
- Ask compelling questions and build on the answers that others give.

PICK UP WHEN

Someone enters an area of natural beauty or interacts with denizens of nature

TRADE AWAY WHEN

You take an active presence in the scene, or nature takes an interest in you

MOVES

- Show the diversity and symbiosis of life in the woods
- Introduce interesting people living closely with nature
- Reveal how the natural balance is in jeopardy

After every Move, ask "What do you do?"

Detect



	★	★★	★★★
	Minion / Easy Threat	Normal Threat	Boss / Major Threat
	Wood	Edible Root	Rare Wood
	Water	Fish	Gem
	Nuts	Fruit	Spice
	Edible Herbs	Medical Herbs	Magical Herbs
	Animal	Friendly Animal	Magical Animal

JOY DEMANDS EXPLORATION

Roll **Joy** or **any other Emotion vs 7** and consult the table above. If you are successful, you find whatever individual dice show. If you are unsuccessful, you still get what you rolled for, but it's dangerous or complicated. Add +1 dice for every hour you spend in the locale.

You can **set aside dice** before rolling to increase the quality of your found materials. You can always reduce the quality, if you want to, unless it is a Threat. Those count as rolled.



LOVE DEMANDS PEOPLE TO HELP

Animals that have lost their home, people that are in need of medical attention, because they got hurt, spirits of nature that need something to grow or heal, a friendly witch who needs help finding her familiar.



GRIEF DEMANDS THREATS

Wild predators looking for small prey, dangerous terrain, winding rivers, steep cliffs, mischievous kobolds and waldschrate, a hungry witches' familiar.



FEAR DEMANDS HIDING PLACES

Caves and cavities, bushes, trees, hanging gardens, lush overgrowth, mushroom groves, fox den, behind a waterfall, a bird's nest.



ANGER DEMANDS FIGHTS

Wild animals mistaking the Michtim for food or danger, unbalanced elementals, invading humans and machines



YOU ALSO PLAY THE CORPORATE EXPLOITATION

There's not much that makes Michtims quite as angry as unchecked corporations exploiting nature and people. The Michtim way of life is to show respect to the environment, love all animals and plants, cherish clean water and fresh air. Humans, on the other hand, do not seem to care about the health of the planet - they even don't care about their immediate neighborhoods.

The mindset of unlimited growth is harmful to life on earth, and Michtims know that only through acts of sabotage, vandalism and activism, they can make themselves heard. Although, they do not reveal themselves, but much rather try to work closely with trustworthy humans, sometimes children of corporate bosses and turn the hearts of those around that would have been callous otherwise.

CIRCLE 2 DESIRES

Water, rare woods, riches of the earth, fossil fuels, cheap human labor, animal meat or products, boundless growth, presence in the media, religious fans

TIPS

- Introduce corporate drones, managers, activists, idealistic children, exploited laborers - make them all somewhat sympathetic.
- Explore how corporate agendas poison people's hearts and the environment .
- Ask compelling questions and build on the answers that others give.

PICK UP WHEN

Someone enters corporate facilities, corporate goons invade your refuge, or you meet people working for them

TRADE AWAY WHEN

You take an active presence in the scene, or the corps take an interest in you

MOVES

- Show how corporates poison everything
- Introduce interesting people that are under the heel or influence of the corporations
- Reveal someone to secretly be on the payroll of the corporations

After every Move, ask "What do you do?"

Detect



	★	★★	★★★
	Minion / Easy Threat	Normal Threat	Boss / Major Threat
	Minion / Easy Threat	Normal Threat	Boss / Major Threat
	Coffee & Snacks	Leftover Meals	Prepared Buffet
	Basic Access	Advanced Access	Top Secret Access
	Electronic Scraps	Working Gear	Special Prototype
	Noteworthy Documents	Incriminating Documents	Top Secret Documents

JOY DEMANDS EXPLORATION

Roll **Joy or any other Emotion vs 7** and consult the table above. If you are successful, you find whatever individual dice show. If you are unsuccessful, you still get what you rolled for, but it's dangerous or complicated. Add **+1 dice** for every hour you spend in the locale.

You can **set aside dice** before rolling to increase the quality of your found materials. You can always reduce the quality, if you want to, unless it is a Threat. Those count as rolled.



LOVE DEMANDS PEOPLE TO HELP

Corporate laborers that are in need of respite and justice, animals that need to be freed, nature spirits that require assistance to fight back against the invaders.



GRIEF DEMANDS THREATS

Dangerous traps and machines that wreck havoc. Security drones that hunt for rats but will target Michtims, hazardous environments (poisons, acid, heat, cold).



FEAR DEMANDS HIDING PLACES

Vents and tubes, rare dark corners in sterile places, waste water access, endless cubicles, inside cupboards, in the coffee kitchen under the sink, on the toilet, between the walls.



ANGER DEMANDS FIGHTS

Rat hunter drones, ghoulish spirit infected machines, head of laboratory, overzealous security guard, security system, locked doors, enraged local spirits.



YOU ALSO PLAY THE MERRY FESTIVITIES



Michtims just about love festivals. It's part of their culture to be joyful, share snacks and play games. Year round, there's almost always something to celebrate. Incidentally, this is also the ideal time to buy seasonal food or knick-knacks. Markets are decorated in gaudy colors and try to get you into the mood for trading and sharing stories.

Michtims celebrate birthweeks instead of birthdays. But that's not all. If a friend congratulates you on your birthweek, they immediately get to celebrate an extra-curricular birthday too! It's contagious fun!

Other recurring seasonal celebrations: Welcome New Year, Michtim Friendship Day (Valentine's Day), Carnival, Spring Festival, Measure of Excellence (Competitions), Autumn Market, Halloween, Krampus Parade, Winter Festival (and Markets)

CIRCLE 2 DESIRES

Spices, baubles, gadgets, food, laughter, distractions, games, competitions, friendship, cultural exchange, information

TIPS

- Introduce hawkers, artisans, friendly weirdos, unlikely friends - make them all somewhat sympathetic.
- Explore what it means to be carefree and open-minded .
- Ask compelling questions and build on the answers that others give.

PICK UP WHEN

Someone enters a Michtim settlement, seeks a buyer or visits a marketplace

TRADE AWAY WHEN

You need something material and don't immediately know where to get it

MOVES

- Show people having fun and forgetting their worries
 - Introduce exotic wares that seem out of place somehow
 - Make time go by faster than expected
- After every Move, ask "What do you do?"

Detect



	★	★★	★★★
	Minion / Easy Threat	Normal Threat	Boss / Major Threat
	Random Festival Visitor	Super Helpful Festival Visitor	Visitor having a Birthweek
	Sweet Nectar	Scented Nectar	Imported Bormish Delicacies
	Basic Bocicne	Uncommon Bocicne	Bocicne Rarities
	Basic Goods	Uncommon Goods	Masterwork Goods
	Noteworthy Rumors	Spicy Rumors	Top Secret Information

JOY DEMANDS EXPLORATION

Roll **Joy** or **any other Emotion vs 7** and consult the table above. If you are successful, you find whatever individual dice show. If you are unsuccessful, you still get what you rolled for, but it's dangerous or complicated. Add **+1 dice** for every hour you spend in the locale.

You can **set aside dice** before rolling to increase the quality of your found materials. You can always reduce the quality, if you want to, unless it is a Threat. Those count as rolled.



LOVE DEMANDS PEOPLE TO HELP

Hurt festival visitor, lost kid, stall owner who was stolen from, competitors who got bruised, Michtim youth who had a fight



GRIEF DEMANDS THREATS

Thieves and scoundrels, thoughtless party-goers cause an accident, someone catches food poisoning



FEAR DEMANDS HIDING PLACES

Hiding in tents, behind market stalls, bushes, wearing a mask, free accessible wardrobes



ANGER DEMANDS FIGHTS

Belly brawling with friends, conflicts between rivals, snowball fights, Michtim soccer (which, isn't about scoring goals, actually, but about making fouls without getting caught)