

DREAM AFLAME

a game of group survival in a desolate land

by Quintessential Gaming



This game is designed by Quintessential Gaming, on the unceded lands of the Shakori and Catawba people.
Follow for updates, other games, and other RPG content at <https://quintessential-gaming.itch.io/> and @q_game_design on twitter.

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Foundations

AN OVERVIEW

Read this aloud before beginning play.

Dream Aflame gives us the harsh Wild, the dangerous Weird, the desperate Wicked, unlucky happenstance, uneasy bonds of necessity, varied aspects of nature, and strange powers borne of desperation and desire. Above all else, it asks *“what do you do next?”*

The land of Wick is populated sparsely by the desperate folk known as Wicked. Once you arrive in Wick, you can never return to Wax, the land from which all people originate. There are no civilizations in Wick, no ruins, no relics. Any settlements are recent and almost certainly temporary. The only natives are the wildlife, and the magic.

Surviving on your own in Wick is effectively impossible. Once you arrive, you either stumble upon a group willing to take you in, or you die unlucky. Most groups come in threes, for a few reasons. First, it's small enough to keep accountability and make running out of supplies unlikely. Second, it's big enough to fend off most threats. Third, there's always a tiebreaker vote, so disagreements come to blows... less frequently than they might otherwise.

You are responsible for your own survival, and that of your Wicked triad. It's up to you to learn how well you handle that responsibility, and what relationships grow as a result. Will you learn strange secrets? Will you build something that can last? Will you simply survive, bickering and bitter all the while, or will something sweeter bloom from the toxic ground?

There's only one way to find out.

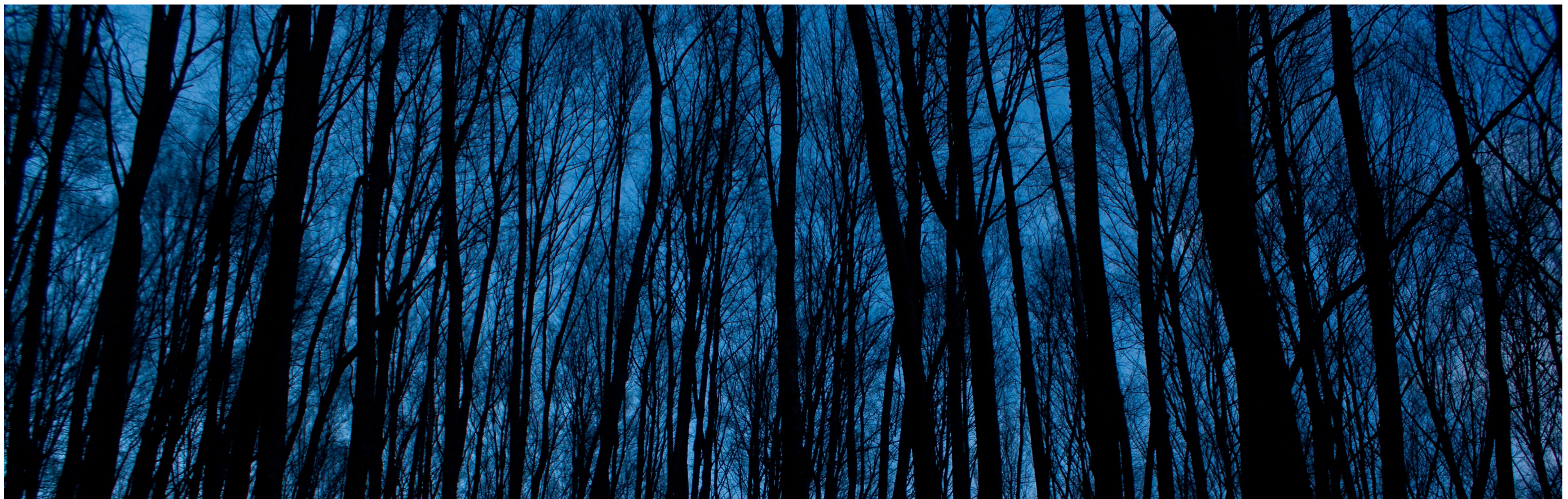
TONE AND INSPIRATION

This game has roots in a few places. First and foremost, Wick is a love letter to the Downside, the setting of the video game Pyre, by Supergiant Games. If you are familiar with this game, you might imagine yourself as playing as an exile that never learns of the Rites.

Secondly, the first idea-seed that grew into this game originated from a tumblr post that made the rounds on Facebook. From users otherwindow, coffeekisha, and omnybus, it joked that cowboys and witches were actually the same. I read it, and inspiration struck. (The working title for this game early on was Wild Wicked West.)

Third, this game owes much of its mood to a few musical artists. Of particular note are The Dead South, American Murder Song, Delta Rae, Good Old War, The Mountain Goats, and (of course) the Pyre OST by Darren Korb and Ashley Barrett. I highly recommend picking your favorite of these, or any Southern Gothic artist, and playing it in the background of your sessions.

Finally, this game would not exist were it not for the following communities and individuals: littlecuppajo's No Chill Cafe; the Stop, Hack, and Roll discord server; the Character Creation Cast discord server; Persnickitese; meganlynnftw; ticobell; SamUndomiel; Ethan; go_jg; littlecuppajo; Em; and Julie.



Before You Begin

WHAT IS THIS?

I'm glad you've asked, friend. This is a tabletop roleplaying game, but it's probably a bit different from what you're used to (depending, of course, on what you're used to). Dream Aflame is a three-player game based on the Belonging Outside Belonging system, which focuses on big personalities, evocative descriptions, and complex relationships. The game is intended to be played over a handful of sessions, probably between three and six sessions of three or four hours in length. This is not a requirement, however - feel free to end your story whenever you agree that it is over.

In play, you will embody both a main character and the environment they live in, which can include everything from other people to the elements of the strange world of Wick. Play will consist primarily of conversing with your fellow players, which you may do as first-person in-character dialogue, or via third-person narration. There are guidelines for how to play your characters, called moves, through which the plot advances. Your main characters will collaborate, argue, fight, fall in love, and above all, try to survive.

FACILITATING

One of you should take on the role of the facilitator. If you're reading this book in full, it's probably you! This means that you're responsible for gathering the materials needed for play, helping the other players learn to play, making sure that everyone is getting a chance to participate, and ensuring that everyone feels safe and comfortable while playing. Don't worry, though - because Dream Aflame is a game for only three players, none of these things should present too much of a challenge, particularly if you are playing with friends.

Much of the teaching of the game will happen as you develop your characters and the world they live in. As the facilitator, you should encourage your fellow players to ask questions when they are confused, and if someone seems stuck, take the initiative to ask if they need clarification or more information. The Belonging Outside Belonging system that Dream Aflame is built on is fairly different from roleplaying games that many players may be familiar with, so remember to be patient - and always remind them that the mechanics follow from the story, not the other way around.

PLAYER SAFETY

The most important sentence in this book is the following one:

The players are more important than the story.

This means that if a player feels uncomfortable or unsafe with a character choice, story beat, or anything else, prioritize making them comfortable and safe again before continuing with play. This might mean coming up with a different plan for the ongoing narrative than what you had in mind, taking a short break, or even ending the session. All of that is okay!

In order to help ensure player safety, there are a variety of tools and techniques you can use. Some of the more common tools include the X-Card, Script Change, and Lines and Veils, all of which can be found with a quick search of the internet. You may use any or all of these, or any other safety tool you and your group have found to be successful in the past.

I personally recommend that in this game, you use safety tools not only for things that may be triggering or traumatic, but also for story direction you simply find uninteresting or not fitting to the narrative. You are telling a story collaboratively - everyone has veto power. Use it as you see fit.



Setting Up

GATHERING MATERIALS

In order to play Dream Aflame, you will need the following:

- These rules
- One copy of each character role, setting element, and the conveyance worksheet, and a blank sheet of paper for the map
- Writing instruments for each player, like pencils
- About a dozen similar objects to be used as tokens, such as coins

CREATING CHARACTERS

After reading the Overview aloud, each player should choose one of the Character Roles. You may choose your preference, or randomize – it is up to you. Each of these roles represent a different reason your character is in Wick.

Once everyone has chosen, fill in your sheet. Go down the sheet, circling options as prompted. You should talk about your characters and choices as you go; yell about your good ideas, ask for advice when you're uncertain, bring up possible narrative connections as they occur to you. Character creation in Dream Aflame should be a collaborative process.

Do not fill anything in the Moderate Harm or Grievous Harm spaces; those sections are used during gameplay, and should be blank when the game begins.

TRIMMING WICK

Once you know who you're playing, it's time to develop the place they'll be playing in. Randomly distribute the three Setting Elements. Take turns reading the title and italicized descriptive text of the setting element you are each holding.

Next, choose one setting element to begin fleshing out. Go down the sheet, circling options as prompted. This should be done as a group, considering what options are most interesting to everyone at the table. Make sure to keep the characters you've developed in mind – you want your Wick to be one that provides interesting conflicts for your characters.

Once you have done this for all three setting elements, everyone should be sure to familiarize themselves with the Take Hold and Release prompts on each setting element. When a setting element should come into play, a player should Take Hold of that element, embodying it for the scene. They should Release the element at the appropriate time as well, typically to allow another player to Take Hold of it. A player may only embody one setting element at a time.

CREATING YOUR CONVEYANCE

As a traveling group in Wick, you have some kind of mechanism for long-distance travel. You may have found it, raised it, built it, tamed it, or any number of other options – but having one is crucial to making your way in (relative) safety and comfort.

As a group, go down the Conveyance Worksheet, circling options as you go. Much like developing your Setting Elements, this should be a group effort, and you should keep both your characters and the version of Wick that you've developed in mind. (You probably don't want a boat as your conveyance if none of your Setting Elements are water-based, for example!)

Remember to consider your Conveyance's needs as you play – they can serve to drive conflict when you aren't sure what to do next.

DRAWING A MAP

Finally, use a blank sheet of paper to draw a basic map of Wick. For now, you should include the 6 places you have already defined – one from each Character, and three from the Wild. If possible, try to have everyone draw, rather than leaving it to one person. It should feel and look like a group effort.

Your map does not need to be a work of fine art, nor should it be full – there are many places in Wick that you do not know about, and will discover in play.

Update your map as you play the game, find new places, and change existing ones. It should serve as a good reminder of the places you've been and things you've done.

Playing the Game

FICTION FIRST

The most important thing you do when playing Dream Aflame is tell a story. All actions you take, all dialogue you speak, should serve the narrative you are developing together. As such, don't be afraid to speak out-of-character about what your character wants to happen – or what you want to happen to your characters! Having these conversations is a key step to ensuring that everyone is enjoying play.

Remember to use the information on your character role as a guideline for your narrative choices. You chose the role for a reason, after all; don't be afraid to lean in.

MAKING MOVES

The core mechanic of Dream Aflame are the Strong, Regular, and Weak moves. (Healing Moves are a fourth type, but they are a little different, and are discussed later.) Each of these moves is written broadly, with room for liberal interpretation. Remember – Wick is a place of strange magic. Weird, clever, and unexpected implementation of these moves is intended, so you shouldn't worry about “breaking the rules” by doing something that feels like a stretch. The key thing is making sure your actions are true to your character and the world you've developed.

Your Regular Moves are what you will use most of the time. You don't need to mention that you're triggering them when you use them, even – consider them more like guidelines for roleplay than anything else. In fact, any time you do anything at all that doesn't specifically trigger another move, you are using the “take action, leaving yourself vulnerable” move.

Strong Moves are moves you use when you are showcasing your character at their best or most powerful; when your skills, planning, or good luck make themselves apparent. In order to use them, you must spend a token. In Dream Aflame, you can choose to make a strong move even if you have zero tokens – but you take harm when you do so. When another player makes a strong move, play along with their success – make the spending of that token feel good and worthwhile.

Weak Moves are moves you use when your character is making a mistake, or is overwhelmed by forces internal or external; when your vulnerabilities, follies, or bad luck rear their head. When you use these, you gain a token. When someone makes a weak move, don't be afraid to bite hard on the line. It's an opportunity to create interesting narrative moments, be they conflict or comfort.

You start the game with zero tokens.

Some of the moves are italicized questions. These questions are about the character, world, or story, but they are asked player to player, not necessarily character to character. You should always answer a question honestly, even if your character would be cagey about it. The asker's character receives this information by deducing or intuiting it, if it's not through simple conversation.

PLAYING SETTING ELEMENTS

When you have Taken Hold of a setting element, you are in charge of describing how that element acts in the current scene. Use the Moves and chosen Hungers associated with each element to guide your play in these times, and don't be afraid to play big – the world of Wick is strange, terrifying, and stronger than any one Wicked can ever hope to be.

It's up to you how much you want to play your character while you have Taken Hold of a setting element. Sometimes you may not want your character even in the scene, while other times, their presence might be necessary. Whatever the case, if you want your character to interact with the setting element you are currently holding, you should Release it so that another player may Take Hold – try to avoid talking to yourself.

MINOR CHARACTERS

There may be times when you want or need to play characters other than your primary character. This will usually be while you have Taken Hold of a setting element, particularly The Wicked. When you do so, try to play them as major archetypes, or with distinct and memorable personalities. This will help distinguish them from one another, and help you all remember them in the future, if need be.

Playing the Game, Con't.

HARM

Sometimes, you need to push yourself beyond your limits. You have to do something unadvisable, something dangerous, in order to achieve the improbable. It is in these moments - when you make a Strong Move despite having zero tokens - that you take harm.

Taking harm represents an injury you've received. This can be a physical injury, like a broken arm or a cut across the face. It can also be something non-physical, like a broken heart, a magical compulsion, or intense fear.

When you would take harm, look at the Harm area on your character sheet, and write a brief description of the harm you took in the Moderate Harm section. If that box is filled, write in the Grievous Harm section instead.

If both harm boxes are filled and you would take harm, your character is lost. This might be death, or it might take some other form. Regardless of what form this loss takes, recovering them should be extremely difficult. If you are interested in trying to bring them back, discuss doing so as a group. Whatever you choose, it should serve both your own interests and the narrative.

PLAYING WHILE HARMED

While the Moderate Harm box is filled, making a strong move requires you to spend two tokens. While the Grievous Harm box is filled, making a strong move requires you to spend three tokens.

Also, remember to consider your harm in the fiction. Narrate with your injuries in mind, and let it help to drive your choices. Harm should not be solely a mechanical consequence - it should help direct the story.

HEALING MOVES

You can recover from harm, but not by yourself. Your companions will have to make a joint effort to improve your condition. In order to move from Grievous Harm to Moderate Harm, or from Moderate Harm to no harm, the other two players must each use a Healing Move. Using healing moves requires each of the two players doing so to spend a token.

WRAPPING UP

You can end a session of Dream Aflame at any time, for any reason. Maybe you have a set end time, or the pizza showed up, or you've reached a narrative point that you feel is appropriate, or you're just all tired and ready for a break. Any reason is good enough to be done.

When you finish each session, consider writing down some major notes, so that you remember what happened next time you convene to play again. Make sure you keep track of your filled-out Character Roles, Setting Elements, Conveyance Worksheet, and your map. You don't want to lose these between sessions!

FUTURE SESSIONS

When you meet up to play again, either to continue the game or to start a new one, be careful not to just jump right into play. Consider who will take on the role of facilitator - will it be the same player, or someone different? Also, remind yourselves of the safety tools you'll be playing with and events from previous sessions.

Also, when feasible, consider rotating hosting duties. And as always, don't expect your host to provide everything - bring snacks, materials, and anything else you might need or want.

OPTIONAL RULES AND ADVICE

There are cases in which you might need to modify these instructions in order to meet your needs. Feel free to do this as necessary - consider these rules to be more a set of guidelines than, well, rules.

Some particular examples of this are listed below. It is by no means an exhaustive list.

- You may want to develop your setting elements prior to character creation - especially if someone is using the Lifelong character role.
- You may want to ignore Harm and Healing Moves, if you are not interested in telling a story that includes the potential of character loss.
- You may want to play a four-player game, in which you have your facilitator take on a more traditional "Game Master" role. They play all of the setting elements, while the other players play only their characters.

CHARACTER ROLES



SENTENCED

You got caught. Maybe it was a career, maybe it was just one time, hell, maybe you didn't even do it - doesn't matter to the folks who sent you to Wick.

The powers of the Sentenced are hard, dark, and necessary.

PLAY TO FIND OUT

- Will you find peace in this place without solace?
- What will you do in a land with no law?

CHOOSE A NAME

Billy, Sherrod, Sticky, Threefingers, Adaire, June, Bones, Snits, Hortense, Itch, something stranger

CHOOSE A LOOK

average in every way, scars and stars, wings and feathers and long long legs, cloak and dagger, tall boots and sharp teeth, something stranger

CHOOSE A FAMILIAR

the fly on the wall, a sticky-footed gecko, a cat no one else notices, your old mutt they let you bring, a mocking-bat that speaks only the names of your crimes, something stranger

CHOOSE YOUR CRIME

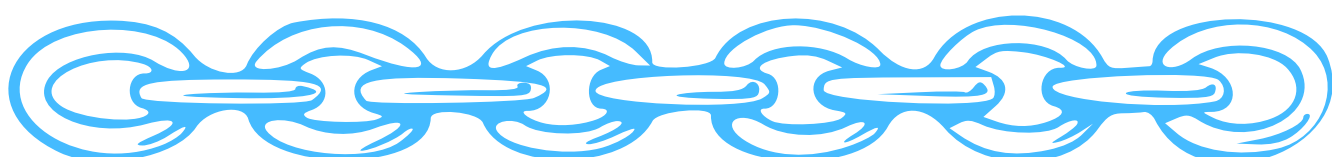
petty theft, cold-blooded murder, tax evasion, treason, a crime of passion, a witch's duel in the sunlight, forbidden magic, something stranger

CHOOSE A SECRET PLACE

the first shelter you found, where you buried the evidence, where you hid the goods, the place you go to cry, the place where you got the thing from the guy, a place that makes you feel free again, somewhere stranger

CHOOSE ONE TO ASK LEFT

- What have I taken from you?
- How did my crime directly affect you?



HARM

MODERATE:

(strong moves cost 2 tokens)

GRIEVOUS:

(strong moves cost 3 tokens)

LURE

Whenever someone asks you to do something that they won't do themselves, they gain a token.

STRONG MOVES *(spend 1 token)*

- Move unseen.
- Take something of value.
- Make a genuine apology.
- Lie convincingly.
- Be somewhere you shouldn't.
- Ask: *How can I make it up to you?*

REGULAR MOVES *(no tokens)*

- Take action, leaving yourself vulnerable.
- Take a meaningless trinket.
- Distract someone.
- Leave unnoticed.
- Make a connection.
- Ask: *What's important to you?*

WEAK MOVES *(gain 1 token)*

- Lie poorly.
- Apologize insincerely.
- Get caught red-handed.
- Hurt someone you care about.
- Become overwhelmed by guilt.
- Ask: *Why do you put up with me?*

HEALING MOVES *(spend 1 token)*

- Stay by their side, ignoring your other responsibilities.
- Steal something needed for recovery, but be noticed doing so.

TIPS

Be soft, even when you act hard.
Give in to temptation.

FAITHFUL

Wick is a dangerous place - but some things are worth a walk through hell. You believe that there are blessings hidden in this wasteland, and you have come to find them.

The powers of the Faithful are driven, intense, and holy.

PLAY TO FIND OUT

- Are you worthy of the blessings you seek?
- What will you sacrifice to achieve your ends?

CHOOSE A NAME

Hadrian, Dawnmaiden, Hearth, Shepherd, Jamaerah, Annex, Second, Ever-Kneeling-Before-Her-Grace, something stranger

CHOOSE A LOOK

plain and simple, a little too clean, holy accoutrements, strong in more than just conviction, unmistakable, bearing the marks of service, something stranger

CHOOSE A FAMILIAR

a white dove, a black crow, the lucky rabbit, a living reliquary, the still-moving tail of a long-dead lizard, the bones of a saint, something stranger

CHOOSE THE BLESSING YOU SEEK

redemption, a beacon of hope, the power to heal, incredible magic, a miracle, something stranger

CHOOSE A PLACE OF PROPHECY

the very center of Wick, where the stars touch the sea, the place the Weird cannot be, the place the Weird is weirdest, a path no person can walk, somewhere stranger

CHOOSE ONE TO ASK LEFT

- What about my worship appeals to you?
- What do you know about my faith that I do not?



HARM

MODERATE:

(strong moves cost 2 tokens)

GRIEVOUS:

(strong moves cost 3 tokens)

LURE

Whenever someone asks you to commune with divinity on their behalf, they gain a token.

STRONG MOVES (spend 1 token)

- Wield the power of divinity.
- Maintain your poise in a time of great stress.
- Defeat the unworthy.
- See through lies.
- Defend someone.
- Ask: *How can I bring you into the faith?*

REGULAR MOVES (no tokens)

- Take action, leaving yourself vulnerable.
- Sacrifice something to the powers you serve.
- Offer libations.
- Follow the tenets.
- Act with righteous conviction.
- Ask: *What do you believe in?*

WEAK MOVES (gain 1 token)

- Be an unthinking conduit for divine power.
- Give in to something that tempts you.
- Ignore the rituals.
- Act in opposition to that which you serve.
- Fail to bind or banish something.
- Ask: *Why have I been forsaken?*

HEALING MOVES (spend 1 token)

- Stay by their side, ignoring your other responsibilities.
- Pray for healing, and shudder when you are heard.

TIPS

Worship openly, for your benefit and for others'. Follow the signs, especially the false ones.

SEEKER

Wick is a cruel place, no one could argue with that - but it's also utterly fascinating. So little is known! So many mysteries to uncover! How could you possibly resist its allure?

The powers of the Seeker are probing, manic, and captivating.

PLAY TO FIND OUT

- Do the mysteries of Wick have answers?
- What will you do with your knowledge?

CHOOSE A NAME

Raine, Uklan, Ikari, Wednesday, Professor, Matteo, First-Bitten, Zid, Briskly, Vessel, Runt, Enderdawes, something stranger

CHOOSE A LOOK

whatever was nearby, skirts as bouncy as your personality, sharp and purposeful, big and bold, long coat and longer face, glinting lenses, something stranger

CHOOSE A FAMILIAR

the owl on your shoulder, the hawk on your arm, the snake in your boot, the invisible hand of inspiration, a bio-arcane construct of your own design, a curious specter, something stranger

CHOOSE A SPECIALTY

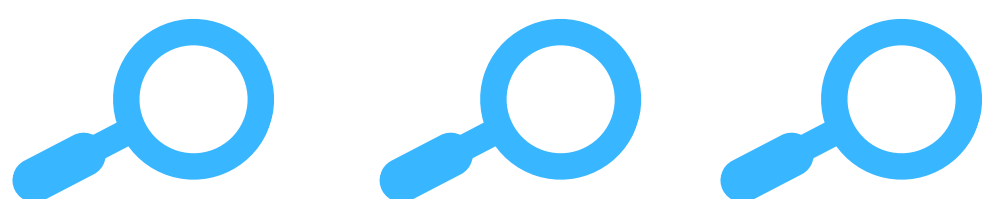
geography, botany, zoology, archaeology, geology, psychology, meteorology, arcanology, shadography, hinterography, xylugraphy, necrology, dilvonautics, sallutifics, something stranger

CHOOSE A CAPTIVATING PLACE

a place where the sky never changes, a silent vista, where something comes home to breed, where the rain is hard and the hail is gentle, a place that doesn't stay still, somewhere stranger

CHOOSE ONE TO ASK LEFT

- Why won't you help me with my research?
- What do you keep trying to get me to pay attention to?



HARM

MODERATE:

(strong moves cost 2 tokens)

GRIEVOUS:

(strong moves cost 3 tokens)

LURE

Whenever someone goes out of their way to help you with your research, they gain a token.

STRONG MOVES (spend 1 token)

- Learn something that matters to you.
- Create something useful.
- Receive assistance from a powerful entity.
- Have a moment of great insight.
- Teach something to someone.
- Ask: *What do you need to know?*

REGULAR MOVES (no tokens)

- Take action, leaving yourself vulnerable.
- Inflame the passions of others.
- Laugh in the face of the unenlightened.
- Create something useless.
- Perform an experiment.
- Ask: *What do you believe in?*

WEAK MOVES (gain 1 token)

- Create something dangerous.
- Learn the wrong lesson.
- Put yourself in danger.
- Forget something important.
- Ask too much of a powerful entity.
- Ask: *Did I make a mistake?*

HEALING MOVES (spend 1 token)

- Stay by their side, ignoring your other responsibilities.
- Create something that helps, but has frightening side effects.

TIPS

Forget that you can't do this alone.
Always find something worth investigating.

MARKED

Something is coming. You can't hide, you can't fight, you can only run. It's followed you to Wick, or it started following you in Wick; either way, it's following you. Can you stay out of reach?

The powers of the Marked are fearful, quick, and volatile.

PLAY TO FIND OUT

- Will you ever escape it for good?
- Who will help you, and how will you treat them?

CHOOSE A NAME

Grand, Jorriith, Bartholemiah, Fear-Not, Hert, Shim, Hillop, Terse, something stranger

CHOOSE A LOOK

hooded and hidden, always packed and ready, scarred and feathered, lithe and limber, fear writ plain, perpetually camouflaged, something stranger

CHOOSE A FAMILIAR

a dog as loud as it is small, a flea unswattable, a dragon's egg, the enshrouding mist, a strange stone that fell from above, an angel's feather, a flying carpet, something stranger

CHOOSE THAT WHICH FOLLOWS

the cult you fled, someone's personal guard, the thing of mist and malice, the one whose heart you broke, something that came from deep below, the part of your soul you left behind, a pack of memory wolves, a being of emeralds and emotion, something stranger

CHOOSE A FRIGHTENING PLACE

where you realized you were followed, a dark place, a place with blinking walls, your worst nightmare given form, a place that's nothing but bad memories, somewhere stranger

CHOOSE ONE TO ASK LEFT

- How do you help keep me safe?
- What do you know about that which follows me?



HARM

MODERATE:

(strong moves cost 2 tokens)

GRIEVOUS:

(strong moves cost 3 tokens)

LURE

Whenever someone sacrifices their own goals or ideals to keep you safe, they gain a token.

STRONG MOVES (spend 1 token)

- Escape, leaving no trace.
- Remove something from existence.
- Choose the safe path.
- Take something as a trophy.
- React on instinct and confront your fears.
- Ask: *How do I make you fear me?*

REGULAR MOVES (no tokens)

- Take action, leaving yourself vulnerable.
- Escape, leaving something valuable behind.
- Appear somewhere only a little bit safer.
- Destroy something - mostly.
- React on instinct and let something find your scent.
- Ask: *What are you afraid of?*

WEAK MOVES (gain 1 token)

- Freeze rather than flee.
- Beg for protection.
- Draw attention to yourself.
- Give up something you love.
- React on instinct and block the way out.
- Ask: *Why won't you leave me alone?*

HEALING MOVES (spend 1 token)

- Stay by their side, ignoring your other responsibilities.
- Give them something, but reveal yourself when you do so.

TIPS

Be afraid.

Find that which will make you brave.

LIFELONG

Wick is a hard place to live, but you've never known anything different. You are one of the vanishingly few folk born and raised here, and this makes you both feared and respected.

The powers of the Lifelong are strange, mighty, and curious.

PLAY TO FIND OUT

- Are you a blessing or a curse?
- Can you build something lasting in a land of change?

CHOOSE A NAME

Remembrance, Showalter, Sam, Chapter, Curiosity, Jethro, Sabinia, Fingers-Reaching-Beyond-The-Horizon, something stranger

CHOOSE A LOOK

improbably inconspicuous, ram's horns and goat's feet, a fire behind those eyes, too many and too much, bizarre appendages, skin and bones, cut like a gemstone, too beautiful to gaze upon, something stranger

CHOOSE A FAMILIAR

a strange bird, a serpent of rock and refuse, a trash panda, a horse of a different color, a thing of pure magic, an abomination fully-tamed, a fish out of water, something stranger

CHOOSE 2 FASCINATIONS

the people of Wax, your family history, unfamiliar communities, the dead and dying, the stars above, that which is sealed below, the strangeness of self, uninhibited experimentation, something stranger

CHOOSE A PLACE OF POWER

the place you were born, the first place you visited alone, where they died, where the Wild treats you as its own, the ground upon which your blood was first spilled, where the Weird takes its enemies, somewhere stranger

CHOOSE ONE TO ASK LEFT

- What about me frightens you most?
- What secret have I taught you about Wick?

HARM

MODERATE:

(strong moves cost 2 tokens)

GRIEVOUS:

(strong moves cost 3 tokens)

LURE

Whenever someone asks for your knowledge out of curiosity, rather than necessity, they gain a token.

STRONG MOVES (spend 1 token)

- Bring them to their knees.
- Embody the essence of Wick.
- Incite fear.
- Destroy something completely.
- Create something new.
- Ask: *How do I exceed your wildest imagination?*

REGULAR MOVES (no tokens)

- Take action, leaving yourself vulnerable.
- Channel the essence of Wick.
- Hover at the margins.
- Do something dangerous.
- Try something unexpected.
- Ask: *What will you teach me?*

WEAK MOVES (gain 1 token)

- Be cruel.
- Bend to the essence of Wick.
- Panic.
- Fail to complete something important.
- Shroud yourself with solitude.
- Ask: *How did I change you, despite your desires?*

HEALING MOVES (spend 1 token)

- Stay by their side, ignoring your other responsibilities.
- Give them something of Wick, changing them in the process.

TIPS

Remember that you are different.
Remember that you are still Wicked.

SETTING ELEMENTS



THE WICKED

The people of Wick are a desperate, motley bunch, doing what they can to live. Very few survive without companions, and the scarce resources of the inhospitable lands are hoarded and defended.

Wick is big, and the Wicked are rare - and when you do find them, kindness is rarer still. Best to prepare yourself for conflict.

CHOOSE 3 PEOPLES

- sharp-tongued birdfolk
- nocturnal burrowers
- resolute oakenfolk
- fluid mer
- thrice-cursed micekin
- eternally optimistic pilgrims
- they who grin
- the masked-yet-faceless
- jealous feline-folk
- eternal shamblers
- pining wastrels
- quick canid-people
- the sedentary and the numb
- the many-armed and more-tongued

CHOOSE 2 HUNGERS

- find a way home
- defend what is theirs
- build their own settlement
- take what they deserve
- hunt anything made of meat
- bring others into their fold
- spread the faith

CHOOSE 3 CONNECTIONS

- a ditch-witch who brews useful concoctions
- the oldest woman in Wick
- the wanderer with a forgotten name
- a fool, bright and loud
- identical twins, only one of whom speaks aloud
- a traveling merchant of goods that never seem to sell
- a triad who keep a great secret
- three brothers, bickering and bitter
- three sisters, sweet and sour
- three lovers, libertine and lethal

MOVES

- Make a credible threat.
- Offer a trade.
- Bring new information about Wick.

After every move, ask “*what do you do?*”

TAKE HOLD WHEN

A player wants to talk, trade, or fight, or you have an idea for why more Wicked might be nearby.

RELEASE WHEN

You want to talk, trade, or fight, or when your past comes back to haunt you.

TIPS

- Make Wicked feel like people, even when they're being animals.
- Re-use the Wicked you've already encountered.
- Ask compelling questions, and build on the answers that others give.



THE WILD

*There are creatures in Wick, as varied as there ever were in Wax.
And not just creatures - plants and nature itself cast themselves as
both enemy and ally.*

*Wick has plenty of life, even in places that look like barren
wastelands. That doesn't mean The Wild is going to make room for
you.*

CHOOSE 3 ENVIRONS

- a featureless desert
- a shining silver sea
- a forest from which no one returns
- the far-away mountain
- roiling hills
- fields of grass as tall as your neck
- the salt canyons
- floating glaciers
- the fermenting islands
- the eight pillars
- swamps that smell like yesterday
- the volcanic fog
- the cloud-steppes

CHOOSE 2 HUNGERS

- grow
- consume
- achieve symbiosis
- be a nuisance
- go forth and multiply
- spread until thin
- entrench until firm

CHOOSE 3 PLACES

- the breeding grounds of a migratory species
- where the sunsets are even more beautiful than the stars
- fertile soil, at the base of a miles-wide nest
- where the vines tangle and trip
- where the creatures are always gentle and sweet
- a place that smells of fear and blood
- a field of flowers in more colors than you can name
- the place where prey is easily caught
- a river, dammed by detritus, which will flow again one day
- where the Wild is more dangerous than the Weird

MOVES

- Appear unexpectedly.
- Reveal an abundance or place of calm.
- Steal, damage, or threaten something important.

After every move, ask "what do you do?"

TAKE HOLD WHEN

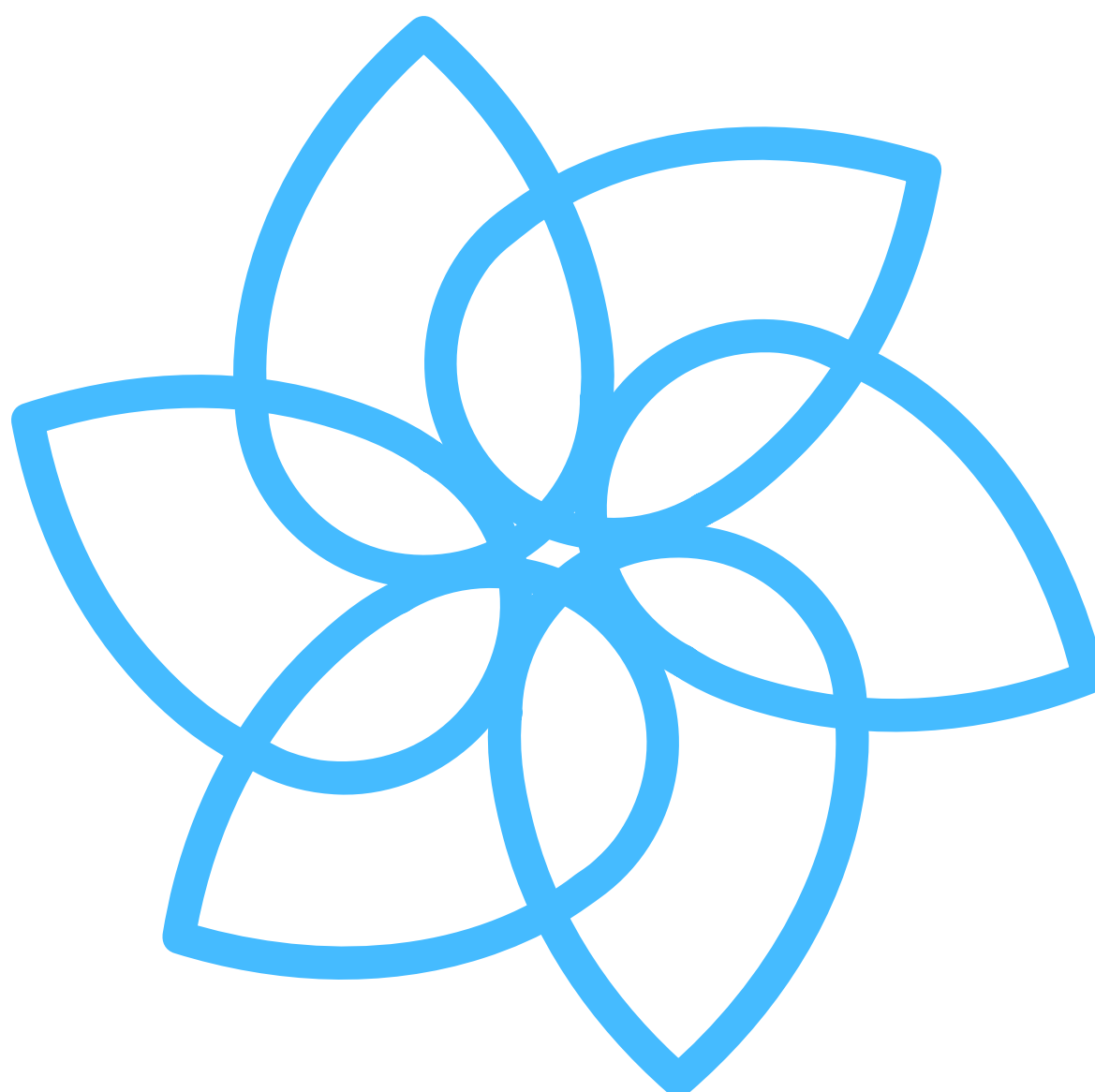
You want to describe weather, beasts, plants, or the natural world.

RELEASE WHEN

You brave the elements, investigate something organic, or infringe on something's territory.

TIPS

- Be large, imposing, and impersonal.
- Be dangerous and delightful in equal measure.
- Ask compelling questions, and build on the answers that others give.



THE WEIRD

Wick is a place with ways in, but no way out, and that alone should tell you that some things just don't follow the rules. The Weird is that which functions beyond our ken; that which makes the world, and breaks it too.

Many things are not what they seem. Sleep with your third eye open. And a fourth too, if you can manage it.

CHOOSE 3 ANOMALIES

- irregular demonic migrations
- a great tempest of psychic energies
- the floating violet
- unknowable mysteries
- alchemical swamps
- sentient artifacts
- vanishing ruins
- unmappable terrain
- mostly-omniscient voices on the wind
- a great host of angels
- the contractually-obligated swarm

CHOOSE 2 HUNGERS

- re-make the world in its own image
- destroy all opposition
- escape from confinement
- make mischief
- play with its food
- hurt and flirt
- create new mysteries

CHOOSE 3 OBJECTS OF POWER

- a piece of ice that will not melt
- a stone, perfectly spherical
- six knucklebones, all from the same finger
- a flower that smells like the sea
- a seashell that feels like wood
- the south wind, captured
- a font of pure magic
- a mask, made to fit no face you've seen
- a small fire, inextinguishable
- the broken pieces of a wooden door

MOVES

- Communicate something unclearly.
- Force a change of plans.
- Alter something irrevocably.

After every move, ask "what do you do?"

TAKE HOLD WHEN

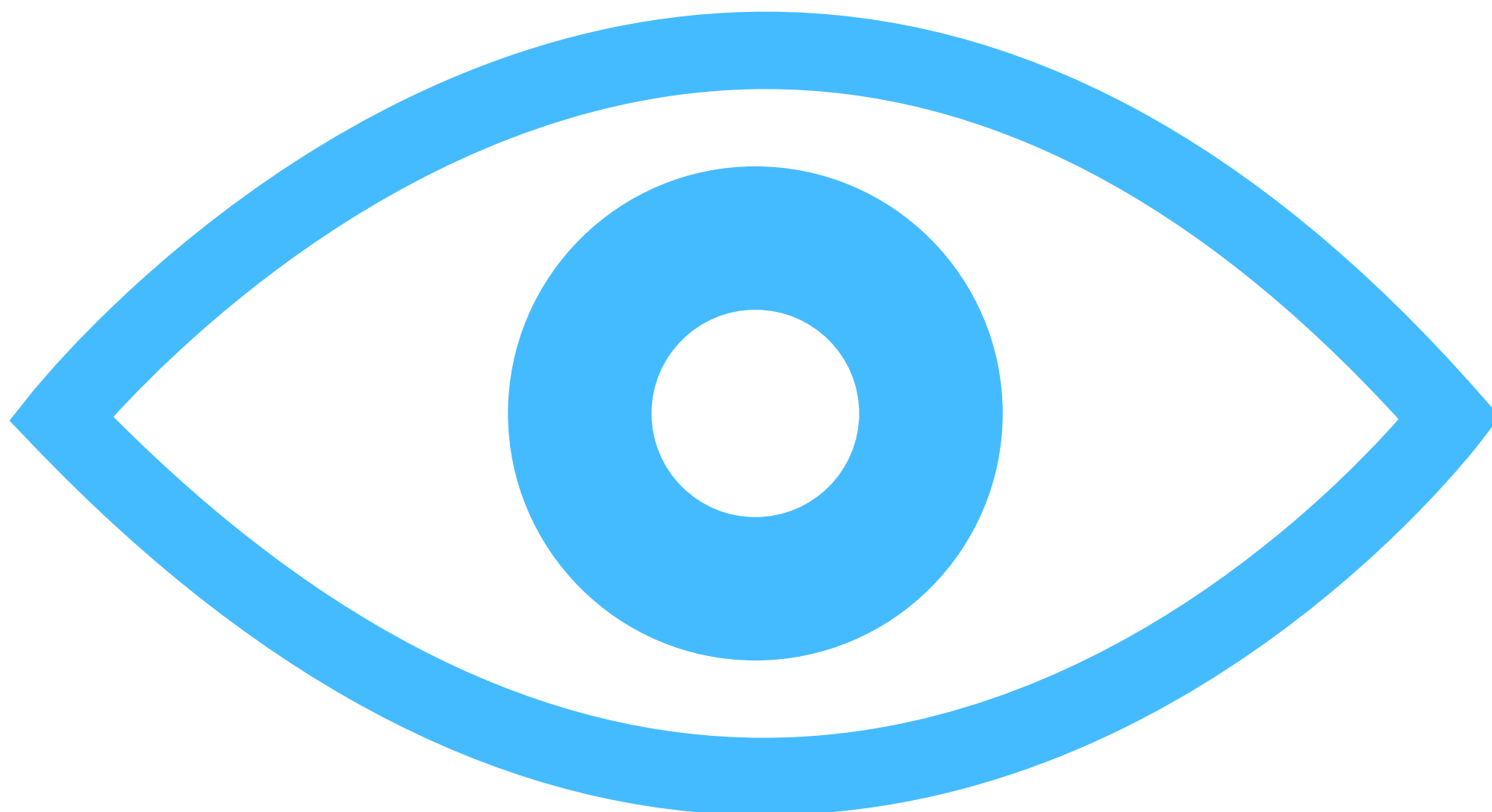
A player performs great magic or enacts an esoteric ritual, or when something strange and magical should happen.

RELEASE WHEN

You perform great magic or enact an esoteric ritual, or you want to interact with something strange and magical.

TIPS

- Be incomprehensible, vast, and powerful.
- Be personal, knowledgeable, and fascinating.
- Ask compelling questions, and build on the answers that others give.



CONVEYANCE SHEET

You and your triad travel on or in something. The terrain in Wick is vast, varied, and dangerous, so just as one cannot survive alone, you also cannot survive on foot. This conveyance might be mechanical, magical, megafauna, or something else entirely - what it is and how you came to use it is up to you.

CHOOSE YOUR CONVEYANCE

a boat, a land-whale, a pack of beasts, a cloud that smells of lilac, a wyrm bound to servitude, a many-humped camel, the cool breeze, stallions wreathed in violet flame, a magicopter, an illusion given form, a complex system of pulleys and levers, a wagon, something stranger

CHOOSE 3 YOUR CONVEYANCE DOES

travel atop the ground, float in water, fly through the air, scale mountains, burrow through the earth, find its own sustenance, find your sustenance, provide a comfortable amount of space, move quietly, move quickly, intimidate and impress, something stranger

CHOOSE 3 YOUR CONVEYANCE NEEDS

regular maintenance, food, constant reassurance, specialized equipment, safety harnesses, alone time, just a drop or two of your blood, frequent rituals of binding, a few good books, the souls of the damned, a spell of good luck, something stranger