

## TRY

When another player - or the GM - asks you to Try it. And there are no Moves that cover the case.

### As Planned

Get 1 or more successes with your Advantage or Aspect dice.

It goes as planned

### Only..

Get no successes with your Advantage or Aspect dice.

Succeed with harm, or fail. Player chooses

### And..

Get more perils with your Calamity dice than successes with your Advantage and Aspect dice.

GM plays a free move.

## TAP A POWER

When you use a Power.

The power works as written, can only be overridden by another power.

Gain a Harm at the end of Scene.

## DIG DEEPER

When investigating or researching something

### As Planned

Find a relevant clue.

### Only.. I really had to know

As above, but pay it with a Harm

## CROSS THE LINE

When about to hurt someone or something.

### As planned\*

You get what you wanted to get with the threat of violence.

### Only.. if I push it through

Choose: GM gets to add a Harm to any number of characters, or fail to get what you wanted.

### And.. then it broke out of control

The situation escalates into actual violence and someone gets physically hurt.

## TAKE THE LOW ROAD

When trying to deceive, manipulate or trick others

### As Planned

You get what you wanted

### Only.. they didn't buy it

You do not get what you wanted, GM gets free move

## GROUNDING

When pacifying the Echoes temporarily

Echo effects stop, you cannot play or participate in Severing of the Echo.

## SEVERING

When an Echo can be Countered, and trying to sever the Echo from the reality.

Harms add Advantage dice instead of Calamity dice.

### As Planned\*

The Echo vanishes

### Only.. if it's sated. For now. \*

It Echo vanishes, with a price. All characters get supernatural, disturbing Harm from GM

### And.. it awakens. \*

Another echo opens, with it's own Threat Track.

Further Down the Hole

## CALL THE OLD GODS

When bidding Things Beyond for a Favour

### As planned

You are safe for now

### Only.. if I had known better

You are granted your wish, with a terrible price

Get personal echo, only counterable by your demise, or a shamanistic journey

### And.. then something wonderful happened

Gods hear you, add 3 aspect die to 3 next rolls.

## RIP THE VEIL

When scrying outside of mundane reality

### As planned.. I journeyed into the dream

Find out a concrete thing about the threat you chose, it gets a mark

### Only.. somewhere on the journey, I lost myself

Find out a concrete thing about a threat you did not choose, it gets a mark

### And.. the dream led me astray

Gain a psychological Harm

## WALK WITHOUT RHYTHM

When about to alter perceived reality with the power of your mind

### As planned, the lines aligned

You get what you wanted, even if it was nigh impossible to do without breaking the limits of reality

### Only, yarrow fell crossing the way

As above, but something breaks. You can not play this move again for now.

### And then, I saw my shadow

Get an additional personal Calamity die, that has to be rolled each time your character is involved in the Move with a roll.

