

A Storm Eternal

The Ancients are stirring. Their sleep in the depths and heights is ending, as is the age. The future is ungiven. Power eternal emanates from the Ancients into their heralds who will pave the way or bar it.

The Corrupted spread. The world is not meant for such power and it writhes and twists, spawning abominations. They are caught up in the power of the Ancients but do not always serve it.

A storm eternal rises again. It will forge the new age. What will your future bring?

A Storm Eternal is a game of a world on the edge of change. You'll create characters who will have a place in the forging of the age to come—shaping it or being shaped by it—and play to find out what fates await them.



Playing A Storm Eternal

A Storm Eternal is played with a Game Master (GM) and 2–5 players.

The GM is responsible for:

- Establishing **truths** which are widely known facts about the world, the cultures within it, and the living things that inhabit it.
- Creating **secrets** which are facts not known to the players about the world, cultures, and living things.
- Recording **questions** that evolve in play which are unknown and not-yet-established elements of the world, cultures, and living things.
- Presenting important situations derived from the truths, secrets, and questions to the players and following their actions in response.
- Arbitrating the rules.

The players are responsible for:

- Creating their **characters** as active participants in the forming of a new world in a time of change.
- Suggesting **truths** related to their characters' place in the world.
- Actively driving their characters forward to pursue their own goals and reacting to situations as they develop.
- Applying the rules.

Moves

Some actions the player characters take are resolved by **moves**. Each move says when it applies and what happens when it applies. **Core moves** apply to actions taken by any player character, while **playbook moves** apply only to those that have gained that move.

If no move applies the GM describes the outcome based on the circumstances. In most cases this is entirely straightforward: when a player character scrambles over a stone wall into ancient ruins no move applies, so the GM tells them what they see on the other side. When a player character talks to an NPC if no move triggers the GM responds as the NPC would.

Dice And Stats

Some moves say to “roll” or “roll+” something.

Roll means rolling two six sided dice and adding them together. Each move will say how to read the total, but generally a 10+ is the best possible outcome, a 6- is the worst, and 7–9 are a compromise in between.

Roll+ *something* means you add something to the roll—the move will say what. Most often this is one of the character’s stats:

- *Cunning*: their wits and wiles
- *Grace*: their empathy and connection to others
- *Prowess*: their physical power and reflexes
- *Rites*: their ability to effect the supernatural
- *War*: their tactics, strategy, and leadership

Playbook Moves

Each character playbook has its own moves which are described in that playbook. They function the same as core moves, but are available only to the characters that have taken them.

Some moves, such as The Outlaw Heir's *Much Yet To Learn*, grant moves from another playbook.

Core Moves

The core moves (listed over the next several pages) describe the activities that most matter to the types of scenarios *A Storm Eternal* aims for. They are available to all player characters and apply whenever they are triggered—the player cannot choose to not make a move if it triggers, nor can they trigger a move without their character doing a suitable action.

Resort To The Sword

When you resort to the sword to enforce your will, roll your Prowess (or War, if you lead others to do the same). On 10+, spend 3 on the following. On 7–9, spend 2. On a miss, spend 1. If your opponent is a fellow player's character, they roll too and spend accordingly. If an NPC, the GM spends in secret based on the skill of the NPC (1–4, generally). Spend blind, without knowing how your opponent is spending theirs.

- For each 1 you spend to strike hard, inflict +1 Harm.
- For each 1 you spend to defend yourself, suffer -1 Harm.
- For each 1 you spend to come out on top, you better your chance to win.

Both of you reveal how you've spent. Exchange harm simultaneously, and then whoever spent more to come out on top has the other at their mercy. If this is a tie, both get 3 more to spend, blind as always, and so on until someone wins or someone is killed.

This ruling covers most physical combat, either on a personal level or for a group. It need not literally be swords, it covers all sorts of weapons.

Dealing enough harm to kill your enemy and spending enough to come out on top and have them at your mercy are both ways of winning a fight, though they carry different implications. Killing all your enemies is a good way to make more enemies, while a captive's ransom can be a powerful benefit.

Invoke The Forms

When you invoke the forms (of a culture, a faith, a generation) to someone bound by them, roll your Grace. On a 10+ you leave them no out, they must respond according to their values. On a 7–9 they may respond according to their values or gracefully decline but if they decline their behavior tells you much: you may ask them any one question from the Draw Them Out list.

A form is anything a person of a given culture, religion, or generation would react to. The choices on the player sheet describe some of the major cultures, religions, and generations, but more may come up during play.

The Riverfolk, for example, tend to value caution and fairness. When negotiating the release of captives with a riverfolk warmaster, playing to their fairness may allow you to invoke the forms.

Traditions are a particularly good way to invoke the forms. Claiming your right to trial by combat among the mountain clans can put your captor in a position where they must accept your request.

Even a 10+ only binds them to act as their culture, religion or generation would have them. Invoking a ritual of the Ancients to try to turn a circle of Ancient-worshippers into an orderly fighting force does not stand a chance, as the Faith of the Ancients is not orderly by its nature. You may be able to bring order to them, but not by appealing to their religion.

Enflame Their Passions

When you use your words, looks, or deeds to enflame their passions, roll your Grace. 10+: choose two, 7–9: choose 1.

- The passion you enflame need not be the foremost in their mind. You may choose it: love, lust, hatred, fear, loyalty, greed, jealousy, savagery, etc.
 - They must act on their passion right now.
 - The effect is great. They feel an overwhelming passion that is plain for all to see. This counts as help when they act on it.
-

A passion is anything that might drive a person to action, and are not limited to those listed. What passion is foremost in an NPC is the GM's decision, and may not be obvious to a player character unless they find a way to discover it, perhaps by drawing the NPC out.

Typically this roll only applies to one NPC at a time, though the Herald of the Ancients can prey on the passions of crowds.

Hold True

When your passions threaten to lead you to action, roll your Grace. On a 10+, you may act as you please. On a 7–9 unless you act as your passions dictate you roll with -2.

Just as NPCs passions may be enflamed, a player character's passions may lead them to action they wouldn't otherwise take. This roll is usually called for by the GM, though a player can say call for a roll for themselves. A player character's passions are for the player to decide, though they should be reflected in play. If your character has cut a bloody swath through every one who crosses them, don't be surprised if the GM expects you to have to hold true against your passion for revenge.

Think of this roll as your character's brain chemistry, those behaviors that you fall into if you like it or not.

Argue Your Case

When you argue your case, roll your Cunning. On a 10+, the iron-clad logic and good-sense of your oratory is plain to see and leaves no easy rebuttal. They must concede your point or escalate to insult, passion, or violence. On a 7–9, you sow the seeds of doubt in their argument. They may choose to concede your point or hold fast to their position and meet interference when acting on their plans.

Iron-clad logic and reasoning are the strategy here, leaving them no out. Unlike preying on their ingrained behaviors (invoking the forms) or their drives (enflaming their passions), arguing your case is about making a cogent and irrefutable argument for your point.

If on a 7–9 they choose to take interference when acting on their plans, the form of the interference is left to the GM. For an NPC it might be resistance from someone close to them who took your argument to heart, or a mistake from the lingering doubts that you gave them. For a player character it could be holding true in the face of their own doubt, or treating the result of a roll to carry out their plan as one step lower (a 6- instead of a 7–9, for example).

Supplicate Your Gods

When you supplicate your gods, roll your Rites. Answer the GM's questions:

- To what gods do you pray?
- What sacrifice or devotion do you offer, or what ritual do you perform?
- What do you hope will happen, and what do you fear might happen?
- How might your gods bless you in this?
- And any other question the GM chooses to have your gods ask you.

On 10+, something significant happens. It happens in the world, not in your mind. It is pointed, symbolic, inexplicable, or it strains coincidence. Ask the GM what it is. On 7–9, something significant happens to you alone: you see a vision, hear a voice, fall into a dream, or the like. It is pointed or symbolic. Ask the GM what it is.

The gods have their own agendas, and react to mortal supplication as befits their grand plans. The different gods will grant supplicants boons befitting their nature.

The gods favor those who further the gods' goals. How the player answers the gods' questions may influence what their supplication brings.

Draw Them Out

When you put someone at ease or under stress and study their reaction, roll your Cunning. On a 10+ ask three, any time as you interact. On a 7–9 ask two. On a 6-, ask one, in addition to whatever the GM says.

- Where do you leave yourself vulnerable?
 - If I do _____ what might you do?
 - What do you fear more than _____?
 - What do you intend to do?
 - What do you expect to happen?
-

Drawing a person out is how you gain information about them. People are normally guarded when they know someone is trying to get information from them, so putting them at ease or under stress is part of this move, as is observing them carefully.

The answers you get are always in the form of what your character observes and what they can imply from it: “you can tell from the tightness in his shoulders that he’s expecting a fight any moment, and is ready for it.”

Survey The Field

When you to survey the field and take stock of your situation, roll your Cunning (or War, on the field of battle). On 10+, ask the GM 3 of the following questions. On 7–9, ask 2. On a miss, ask 1, in addition to whatever the GM says.

- Which enemy is most vulnerable to me?
 - Who's in control here?
 - How might I best _____?
 - What here is not what it seems?
 - What here is most dangerous to me?
-

Surveying the field gets information from your surroundings (as opposed to a person). The answers you get are always in the form of what your character observes and what they can imply from it: “the way the bandits are arranged shows they the one in the back with the spear is calling the shots here, even though he looks the most unkempt of all of them.”

Fates & Harm

A character's health is tracked by their fates. Each character (or group of characters, for some NPCs) has a list of Fates. Each fate can be unmarked, temporarily marked, or permanently marked.

The highest unmarked fate predominates and describes what the character's future holds at this very moment. Think of it as what a seer would find in their future, if they looked into it from now.

The last two fates get worse on their own, unless some form of healing is applied. The other fates do not get worse or better on their own.

When a character takes harm, they subtract their armor, then mark off a number of fates starting from the top equal to the harm taken. If all fates are marked the character is dead or dying. These marks are temporary until the season changes, when they may become permanent.

Direct healing, such as medical care or wicker-wise magic, can only restore certain fates, and can only remove temporary marks.

Seasons

When the season turns (spring to summer, summer to fall, fall to winter, winter to spring), if a character spent significant time in that season in rest and recuperation they unmark two temporarily marked fates. Then any fates that remain marked become permanently marked and cannot be restored.

Regard

A character's regards are their strongest connections to others. Regards are phrased as "I *relation person* the most": "I trust Valdor the most", "I understand Harlow the most", and so on.

Each player character starts with a single regard for another player character. More regards may be gained through character change (see below).

When a regard applies to a roll add +1 to the result. A regard applies when it would influence the character with the regard making the roll.

Regards are introspective and may not be known by the subject of the regard. If Fáron trusts Valdor the most, it doesn't matter if Valdor knows that, or if Valdor is actually trustworthy. It only matters that Fáron trusts Valdor the most, and that that impacts his actions.

Oaths

Oaths are public statements of binding intent. Oaths:

- Are sworn *on something*
- Are sworn *to someone*
- Are sworn *to an achievable purpose*

When an oath is sworn, the swearing character notes it on their character sheet. When pursuing that oath the character gets +1 on rolls related to the oath.

Each character can have only one oath at a time.

Swearing An Oath

When you swear an oath make a formal declaration including:

- Who you are swearing to
- What you are swearing on
- What you swear to do

If they accept your oath write it in your character sheet.

Pursuing An Oath

When you take an action that is directly and obviously in service of your oath take +1 on any rolls. The player of the character the oath was sworn to (the GM for NPCs) decides if it is unclear.

Fulfilling An Oath

When you believe your oath is fulfilled present yourself to the person the oath is sworn to and ask them if your oath is fulfilled. If they agree erase your oath and they choose one:

- You increase a stat by 1 (max 3)
- You gain a new move
- You gain a new regard (in addition to existing regards)
- You receive a boon from your gods (GM describes)

Releasing An Oath

When you give up an oath present yourself to the person the oath is sworn to (or your gods if you cannot face them), erase your oath, and admit your failure. They will tell you how you can atone and the burden you will carry until you atone:

- Reduce a stat (their choice) by 1
- Lose access to a specific move
- A supernatural mark

You cannot swear another oath until you atone.

Equipment, Arms, & Bounty

Each player is entitled to starting equipment befitting their station. The slayer has specific supernatural choices, for every other playbook it depends on the established character. Some potential starting equipment:

- A dirk, shortbow, shortsword, or spear (2 harm)
- A mace, longsword, halbred, or longbow (3 harm)
- A mail shirt or leather jerkin (1 armor)
- A round shield (1 armor)
- A helm (1 armor)
- A mountain pony or warhorse
- A small sailboat
- A hut, house, or manor

Bounty

Trade goods are measured in bounty, defined as “a very valuable amount.” A bounty of food may be enough to march a small army on, while a bounty of arms might be enough for only small warband, and a bounty of gems could be just a few. A bounty is an easy way of saying “you have a significant amount of this” and doing basic trade. If the exact number or amount within a bounty of something matters, the specifics are up to the GM.

The Slayer’s Armory

The slayer has access to many weapons and items which may do something. This means that under some circumstances they will behave as described, but it’s up to the slayer to discover how to reliably use this magic.

Character Change

When a player wants to modify their character (perhaps gaining a new move, increasing an ability score, or becoming part of a new culture or religion) the player tells the GM what they'd like to improve. The GM will tell the player how many checks it will take, and what action their character can take to gain checks.

For example, the Herald of the Ancients wants to increase their Rites by dedicating herself to the sea god with the help of the wicker-wise. The GM tells her this will take 5 checks and that checks can be gained any time she encounters the magic of the sea god in a new way.

This Is All True

The rulings laid out here are all true. The Ancients and unknowably powerful. Permanently marked harm can't be healed. A new age will come. These are all facts.

Until they're not. At some point a player will want to break the rules. They'll want to face an ancient as equals, or heal permanent harm, or something stranger. This is all possible, but we don't know how.

How is up to you. When a player wants to do something that doesn't seem possible, tell them yes, but (choose one or more):

- The best they can do is a lesser version
- It'll cost them _____ to do it
- They'll have to gain knowledge of how from _____
- First you must _____
- You'll need help from _____
- You'll risk danger from _____

The GM

Sessions

Session 0

Planning Sessions

Before sitting down to play a session use these steps to plan. A session plan is not a script to be followed, but starting momentum to begin play. You don't need to know (and can't know) how the session will end, only how it will begin.

Your session plan consists of:

- A recap of the previous session
- A set of questions you are interested in answering
- Notes on any follow up needed from last session
- An opening situation to begin play with



The Herald of the Ancients

Gods

Choose one

- The Gods of the Land *Numerous, Wild*
- The Gods of Civilization *Human, Ordered*
- The Faith of the Ancients *Primordial, Vicious*

Generation

Choose one

- Child of the Red Famine *Hardened, Stubborn*
- Child of the Crown War *Loyal, Dedicated*
- Child of the Banners *Rebellious, Searching*

Culture

Choose one

- New Nobility *Courtesy, Deference*
- Far Inner Sea *Equality, Family*
- Old Blood *Power, Law*

Stats

Chose one set

- Cunning+2, Grace=0, Prowess-1, Rites+2, War+1
- Cunning+1, Grace+1, Prowess=0, Rites+2, War=0
- Cunning+1, Grace-1, Prowess+1, Rites+2, War+1
- Cunning=0, Grace+1, Prowess+2, Rites+2, War-1

Moves

Chose one to start with.

Dragon's Blood

You cannot be harmed by Fire.

Inviolable

The ancients in the earth give you +1 armor, in addition to any armor you wear.

The Sight

When you look closely at another person, roll your Rites. On any hit, ask their player one of the following questions about them; their player must answer it truthfully. On 7–9, in addition, their soul recognizes your scrutiny.

- For whom will you weep when death finds you?
- How have you failed to deserve what you have?
- Of what are you most deeply afraid?
- What is your soul's greatest sin?
- What would make you welcome death?

Frenzy

When you enflame the passions of your followers, you get this choice for free:

- The effect is far-reaching: all who can see and hear you are enflamed.

And add this to the list of options you may choose:

- Any among the throng who are not your followers will join your ranks if their enflamed passion leads them to do so. (They do so now if you choose that option in the move. Otherwise, they do so on their own timeline.)

Followers

You have a loyal following. By default they are 30 in number, loyal but not fanatical, and have no particular skill in combat (2 harm, 0 armor). Though they follow you, they have their own places in society.

Choose one for their nature:

- Families of most ancient blood-right.
- Freeborn commoners hungry for a new way.
- Noble lords and ladies of birth.
- Peasants, beggars, outcasts, slaves.
- Scholars, students, mystics, philosophers.
- Warrior-initiates to my order.

How do you usually meet? (Choose 1–3)

- I am with them in their souls.
- I entertain them in my estate.
- I scream at them from street and sewer.
- In rings of stones and groves of holy trees.
- In their homes, by night, in secret.
- They entertain me with feasts and diversion.
- They make pilgrimage to my temple.

Your doctrines include (Mark the first and choose 1–3 more)

- Something terrible is coming.
- Eschew every distraction and fleshly delight.
- Forsake all that has gone before.
- I am the one who casts down and raises up.
- No pleasure nor appetite is forbidden.
- Remember the oldest ways.
- Serve good and virtue always.
- Though sleeping, all are awake in our souls.

Your followers' better qualities include (choose one to start):

- Literate: Your followers can read and write.
- Numerous: Add 30 to your followers' number.
- Notorious: Your following is widely known and considered shocking by lawful society.
- Oathbound: Your followers bind themselves to you by blood and law. You have claim on their property.
- Ritual power: Your followers can raise divine, otherworldly, or sorcerous power.
- Warriors: Your followers own arms and are competent to fight (4 Harm, 3 Armor).
- Generous: Once each season, you can call upon your followers

for a bounty of gifts.

_____ is foremost among your followers, they are (choose one)

- Ambitious
- Curious
- Eager
- Fearless
- Loyal
- Patient
- Severe
- Studious
- Shrewd

Some of your followers stand out, they are

- _____, the most devoted
- _____, the most impatient
- _____, the most reserved

The Outlaw Heir

Gods

Choose one

- The Gods of the Land *Numerous, Wild*
- The Gods of Civilization *Human, Ordered*
- The Faith of the Ancients *Primordial, Vicious*

Generation

Choose one

- Child of the Red Famine *Hardened, Stubborn*
- Child of the Crown War *Loyal, Dedicated*
- Child of the Banners *Rebellious, Searching*

Culture

Choose one

- New Nobility *Courtesy, Deference*
- Mountain Clans *Honor, Power*
- Old Blood *Power, Law*

Stats

Choose one set

- Cunning+2, Grace+1, Prowess+1, Rites-1, War+1
- Cunning+2, Grace+1, Prowess=0, Rites=0, War+1
- Cunning+2, Grace=0, Prowess+2, Rites+1, War-1
- Cunning+2, Grace-1, Prowess+1, Rites=0, War+2

Moves

Choose one to start with

Beautiful & Doomed

When you make an entrance, grand or subtle, roll your Prowess. On 10+, choose someone present, they reveal (intentionally or unintentionally) their true feelings and disposition towards you. On a 7–9, as a 10+, but the GM chooses whom.

Fated

When your fate is reduced to still drawing breath, judge yourself. If you have not yet done your duty to your family, reset your fate to having more to do before you die.

Much Yet to Learn

When you take this move, choose your most trusted teacher or advisor. You immediately gain a move from their playbook (if they're an NPC, ask the GM what playbook most closely fits). When you choose moves in the future you can choose moves from their playbook. If your trust shifts to another, you choose from their playbook going forward instead.

By My Name

You may petition your ancestors as you would supplicate your gods, rolling with an extra +1.

Allegiances Owed

When you make formal introductions to those who hail from your ancestral hearth ask them one question from the Draw Them Out list for free. When you make formal introductions to those from outside your ancestral hearth, roll your Cunning. On hit the GM will tell you what they owe your bloodline. On a 10+ you may also ask them one question from the Draw Them Out list. On a 6- you gain nothing on them.

Bound By Blood

You gain another Oath, but it must be sworn to your family—living, dead, or other. If you fulfill that oath you may swear another (still to you family).

Ancestral Hearth

Your family once held a great hall and surrounding lands. The hall was

- A high-curtained castle.
- A powerful fortress keep.
- A stone and timber long-hall.

The hall sits

- In gloomy fens.
- In lonely, craggy hills.
- In the midst of rich farmlands.
- On bluffs overlooking the sea.
- Overlooking the busy Highway.

Now it is

- Empty and ruined
- The home of my enemies, as though it belonged to them

The lands the hall controls contains 5 of the following. A number of them equal to your Grace have hidden loyalty to your banner still, the others are completely under the sway of the usurpers.

- A busy town on a good harbor. Bounty: trade. Want: piracy.
- A fortress protecting the marches. Bounty: safety. Want: revolt.
- Mountains, hills, and all the wild clans that live there. Bounty: warriors. Want: invaders.
- Rich farmland, dotted with manors. Bounty: food. Want: famine.
- A vast forest and all the hamlets and game therein. Bounty: game. Want: outlaws.
- A wealthy walled market town. Bounty: taxes. Want: schemes.
- Sacred sites where the pilgrims come. Bounty: peace. Want: heresy.
- _____, a sage advisor. Bounty: wisdom. Want: intrigue.
- _____, a champion. Bounty: morale. Want: desertion.
- _____, a crowned head. Bounty: loyal warriors. Want: bandits.

The Slayer

Gods

Choose one

- The Gods of the Land *Numerous, Wild*
- The Gods of Civilization *Human, Ordered*
- The Faith of the Ancients *Primordial, Vicious*

Generation

Choose one

- Child of the Red Famine *Hardened, Stubborn*
- Child of the Crown War *Loyal, Dedicated*
- Child of the Banners *Rebellious, Searching*

Culture

Choose one

- Riverfolk *Caution, Fairness*
- Mountain Clans *Honor, Power*
- Old Blood *Power, Law*

Stats

Choose one set

- Cunning+2, Grace=0, Prowess+1, Rites-1, War+2
- Cunning+1, Grace=0, Prowess=0, Rites+1, War+2
- Cunning+1, Grace-1, Prowess+2, Rites-1, War+2
- Cunning=0, Grace+1, Prowess+1, Rites=0, War+2

Moves

Choose one to start with

Between Heartbeats

When you encounter something unnatural, roll your Cunning. On 10+, ask the MC 2 of these questions. On 7–9, ask 1.

- Is this a thing of old ways, of new ways, or of ways unknown to me?
- What kind of person made this thing, or is it its own?
- For what does this thing hunger, or on what is it sated?
- What does this thing make of us and our doings?
- What would it make the world into, if it could?

On a miss, ask 1, but the thing asks a question of you in return, either from this list or a question of its own.

Commanding Presence

When you give someone an order or a warning, roll your Prowess. On 10+, they choose 1:

- They follow your order or heed your warning.

- They freeze.
- They back away slowly.
- They attack you.
- On 7–9, they choose one of the above, or else:
- They scoff, but have their misgivings.
- They demand proof, an assurance, or an explanation.

On a miss, they dismiss you and continue in their course, with if anything more eagerness.

Fame

When you argue your case, if they should resort to insult or passion, they thereby insult their own companions, friends, neighbors, or family, who know your name and hold it in high regard.

A Use For Every Part

When you slay a beast, ask the GM what useful thing you can gather or make from the corpse.

Armory

Your armory consists of 4 of your choice, in addition to those already marked. Anything you don't already have you know how to get. When the need arises, the MC will choose one:

- You have heard of someone who claims to have it. Ask the MC who.
- You've seen it hanging over someone's great table or in their trove. Ask the MC who.
- You've seen it in a shrine, grove, temple, or church. Ask the MC where.

Your armory:

- An antique breastplate bearing figures of the ancient heroes. 1 Armor. Might protect you from curses and death-words.
- An antler-spiked spear. 4 Harm. Might inflict wounds that never heal.
- An axe of church-bell bronze. 4 Harm. Might cleave the flesh of magical creatures, if they are enemies to the God of Civilization.
- A boar-spear of holy ash. 4 Harm. Might pierce the flesh of creatures otherwise immaterial. Its cross-bars might pin in this world creatures who could otherwise flee into another.
- A bronze helmet depicting the face of a lion or other fanciful beast. 1 Armor. Might allow you to see others' fears.
- A bronze sword, a thousand years old, which has always spilt the blood of the lawless. 4 Harm. Might wound any creature who is enemy to the Upstanding, even when other weapons cannot.
- A cap of soft, brown rabbit fur. Might allow you to move unseen among your enemies, even when they are alert and watchful.
- A cape of unknown hide, lustrous and golden. 1 Armor. Might heal who wears it.
- A coat reinforced with massive elk ribs. 1 Armor. Might protect you from giant creatures' crushing blows.
- A crocodile-scale shield. 1 Armor. Might protect you from creatures whose claws or teeth pierce iron.
- A cursed sword of the Legion of Eagles. 4 Harm. Might spill the blood of someone made immortal by necromancy.

- A helmet made from a cave bear's skull, older than human memory. 1 Armor. Might allow you to speak with creatures who have no earthly voice.
- A hunting bow. 4 Harm at range.
- An ivory tablet etched with the figure of a raven. Might let you peer through the nearest raven's eyes, and possibly control it in flight.
- A quiver of 9 torch-arrows, whose heads burst into flame in flight. Might harm creatures who are harmed by fire.
- A shaggy mountain pony. Might prove loyal, sturdy, and fearless.
- A sharp sword of good iron. 4 Harm. Might spill the blood of any mortal thing.
- A stone-headed club carved with runes. 4 Harm. Might batter the bones of creatures made of living wood, or of living shadow.
- A throwing spear, headed with runed copper. 4 Harm. Might pierce the flesh of creatures whose skin is proof against iron.
- A tunic of reindeer hide embroidered with enchantments. 1 Armor. Possibly no metal blade will cut it.

And, further:

- If you chose no helmet, a helmet. 1 Armor.
- If you chose no armor, a mail coat. 1 Armor.
- If you chose no shield, a round shield. 1 Armor.

Secret Paths

You know the locations of 3 to start with.

- A fallen and overgrown tower, home to bloodthirsty border goblins. Might offer protection from the laws of humanity in return for loot.

- A grove and still pool, where the moon descends to bathe. Might heal wounds in return for a sacred offering.
- A wooded crossroads where hungry souls wait. Might offer knowledge from the dead in return for a soul to feast on.
- A narrow ravine, carved by the ancients. Might offer revelation in return for blood.
- A misty clearing, where predator and prey lay down together. Might offer peace in return for purification.
- A forgotten burial mound, where ghosts hold court. Might offer blessings in return for service.
- A dry expanse, where no rain has ever fallen. Might offer rare herbs in return for water.
- An abandoned hunter's den, where no one dares tread. Might offer security in return for slaughter.

The Tower-Wise

Gods

Choose one

- The Gods of the Land *Numerous, Wild*
- The Gods of Civilization *Human, Ordered*
- The Faith of the Ancients *Primordial, Vicious*

Generation

Choose one

- Child of the Red Famine *Hardened, Stubborn*
- Child of the Crown War *Loyal, Dedicated*
- Child of the Banners *Rebellious, Searching*

Culture

Choose one

- Riverfolk *Caution, Fairness*
- Mountain Clans *Honor, Power*
- Old Blood *Power, Law*

Stats

Choose one set

- Cunning+2, Grace+1, Prowess=0, Rites+2, War-1
- Cunning+2, Grace+2, Prowess=0, Rites+1, War-1
- Cunning+2, Grace=0, Prowess=0, Rites+2, War=0
- Cunning+2, Grace+1, Prowess+1, Rites=0, War=0

Moves

Choose two to start with

Historian of the Realm

When you arrive someplace notable, you may ask the GM any one question about its history. Take +1 when acting on the answer.

Wise in Counsel

When someone comes to you for counsel, tell them honestly what you think is their best course of action. If they decide to pursue that course, they can count it as your help, one time in the future, no matter how far from you they are. If they act on your counsel, you may add a regard for them, up to your maximum regard, or change an existing regard to them.

Far-read

When you meet someone of a culture you've never met before, ask the GM what can be expected of that culture.

Diplomat

When you are interaction with a person, you can always ask the GM “what forms apply to them, here?”

Voice of the Order

When you argue your case, on a hit, if they choose to not take your advice they will have also earned the enmity of your order, no matter what else they choose.

Learned Order

You are a member of a learned order, called

- The Unbroken Chain
 - Kol Jor
 - Order of the Sainted Blood
 -
-

You are marked as of your order by

- A belt of soft leather, worn by previous members since the order’s founding
- A stone dagger, carved with your unique invocation of duty
- A cloak of rough cloth, crafted by your birth-family when you joined the order
- A manacle cuff, permanently closed about your wrist

Wherever you go, your membership grants you the right to (choose 3):

- A bed and a meal, so long as you need it
- Accommodations of some quality
- An audience with someone of note
- A token of welcome
- A tour of special places

Your duty requires you to (choose 2):

- Provide counsel to your assigned ward.
- Notable members of your order include (choose 2):
 - _____, a librarian. Bounty: written fact. Want: protection.
 - _____, a traveller. Bounty: discoveries. Want: supplies.
 - _____, a heretic priest. Bounty: revelations. Want: safety.
 - _____, a petty landowner. Bounty: muster of 50 warriors. Want: muster of 10 warriors.
 - _____, a merchant. Bounty: sellable goods. Want: introductions.

The War-Herald

Gods

Choose one

- The Gods of the Land *Numerous, Wild*
- The Gods of Civilization *Human, Ordered*
- The Faith of the Ancients *Primordial, Vicious*

Generation

Choose one

- Child of the Red Famine *Hardened, Stubborn*
- Child of the Crown War *Loyal, Dedicated*
- Child of the Banners *Rebellious, Searching*

Culture

Choose one

- New Nobility *Courtesy, Deference*
- Mountain Clans *Honor, Power*
- Old Blood *Power, Law*

Stats

Choose one set

- Cunning+2, Grace=0, Prowess+1, Rites-1, War+2
- Cunning+1, Grace=0, Prowess=0, Rites+1, War+2
- Cunning+1, Grace-1, Prowess+2, Rites-1, War+2
- Cunning=0, Grace+1, Prowess+1, Rites=0, War+2

Moves

Choose one to start with

Master of Arms

When you resort to the sword, spend 1 more than your roll gives you.

Merciless

When you inflict harm, or lead warriors who inflict harm, inflict +1 Harm.

War Council

When someone comes to you for war council, tell them what they should do. They take +1 when acting on your council. If they act on your council you may add a new regard (up to your maximum) with them, or change the subject of one of your existing regards to them.

Truth in Blood

When you go into combat against someone, you may immediately ask them a question from the draw them out list.

Fearsome

When you enflame their passions to incite fear, obedience, or respect for your martial abilities, roll your prowess instead of your grace.

Warband

You have a loyal warband. By default they are 16 in number, armed and armored (4 harm, 3 armor), and competent to fight side-by-side. They begin play in furlough, but your lieutenant is close at hand.

Your lieutenant is _____, who is:

- Ambitious
- Cautious
- Fearless
- Loyal
- Patient
- Reckless
- Severe
- Shrewd

Among your warband are

- _____, the most cunning.
- _____, the most reliable.
- _____, the most veteran.

Your warband is outfitted with (choose one):

- Sword, shield, mail, helmet.

- Javelins, spear, shield, breastplate, helmet.
- Axe, shortsword, shield, hide tunic, helmet.
- An assortment: axes, swords, maces; mail, breastplates, lamellar; helmets; shields or no.

Your warband's better qualities include (choose 2 to start):

- Archers: You can engage in combat at range. However, scratch shields out of your war-band's outfit, and subtract 1 Armor.
- Cavalry: Your warriors own horses, kite shields, and lances, and fight from horseback.
- Disciplined: +1 to your Command rolls.
- Large: Add 8 warriors.
- Shield Wall: +1 armor when engaging in combat as a unit.
- Wealthy: +1 to your Muster rolls.

Your warband's vulnerabilities include (choose 2 to start):

- Your warriors are not eager. Low muster (half their full number).
- Your warriors know little restraint. Debauchery or zealotry.
- Your warriors gamble or misinvest. Debts.
- Your warriors neglect their arms. Disrepair.
- Your warriors are inconstant. High Turnover.
- Your warriors sell their services when you do not require them. Other obligations.
- Your warriors defy law and lord. Outlawry.
- Your warriors do not remember well how to fight together. Poor coordination.

Muster

When you muster your war-band after autumn harvest or other furlough, roll your War. On 10+, none of its vulnerabilities apply. On 7–9, one of its vulnerabilities applies, of the MC's choice. On a miss, all of its vulnerabilities apply.

Command

When you give your warriors an order they'd prefer not to obey, roll your Grace. On 10+, your word carries; they leap to obey. On 7–9, they obey, but mark 1, up to 7. On a miss, count your marks.

- 0–2: They obey, but mark 1.
- 3–6: The MC chooses 1 of these:
 - They look to your lieutenant to confirm your order.
 - They grumble, mangle, and drag their feet.
 - Your lieutenant will come to you later to have it out.
 - You owe them one.
- 7: The MC chooses 2 of the above, or 1 of these:
 - They obey, but this is your last order they'll follow.
 - They obey, but your lieutenant resigns service.
 - They obey, but they'd back your lieutenant against you.
 - They openly defy your order.

When you give them furlough, erase all your marks.

The Wicker-Wise

Gods

Choose one

- The Gods of the Land *Numerous, Wild*
- The Gods of Civilization *Human, Ordered*
- The Faith of the Ancients *Primordial, Vicious*

Generation

Choose one

- Child of the Red Famine *Hardened, Stubborn*
- Child of the Crown War *Loyal, Dedicated*
- Child of the Banners *Rebellious, Searching*

Culture

Choose one

- Riverfolk *Caution, Fairness*
- Mountain Clans *Honor, Power*
- Old Blood *Power, Law*

Stats

Choose one set

- Cunning+2, Grace+1, Prowess=0, Rites+2, War-1
- Cunning+1, Grace+2, Prowess=0, Rites+2, War-1
- Cunning+1, Grace=0, Prowess=0, Rites+2, War+1
- Cunning=0, Grace+1, Prowess+1, Rites+2, War=0

Moves

Choose two to start with

Charm-stitcher

You may perform any charm you know by making 2 sacrifices and spending a few seconds to invoke the charm. Unless otherwise noted, a charm lasts until the next sunrise or sunset, whichever comes first.

Ceremony

Learn 4 ceremonies. You may perform any ceremony you know by making 3 sacrifices and spending a few hours to invoke the ceremony. Unless otherwise noted, a ceremony's effects lasts until the next sunrise or sunset, whichever comes first.

Charm-weaver

Learn 4 more charms.

Circled in Blood

Learn 4 more ceremonies.

Practiced

You need only 1 sacrifice to perform a charm.

Gods-favored

You need only 2 sacrifices to perform a ceremony.

Chancel

When you conduct a sacred ritual to enflame the passions of those in attendance, you may roll+rites instead of +grace.

Secret WaRDs

When you roll against a danger of supernatural origin, you may roll+rites, and regardless of the roll you get +1 armor against its harm.

Whispers in Darkness

When you argue your case against anyone who has attended a ceremony of yours or been the subject of one of your charms or curses, you roll as if you had help.

Shrine

Your shrine is your place of power. It sits (choose 1)

- Among standing stones.
- In a room in your home.

- In a sacred grove.
- In a temple.
- In your workspace.

Your shrine includes (choose 1–3)

- Figures or images of the gods.
- Natural running water.
- Practical things: herbs, tools, vessels, fire.
- Schematics or figures of the earth and stars.
- Schematics of world, otherworld, afterlife.
- A small, curved knife of hammered copper.

Your shrine is served by you and (choose 0–2)

- A few initiates of the ways. Bounty: sacrifice. Want: secrets.
- All the people of a nearby village. Bounty: food. Want: protection.
- A guardian champion, named _____. Bounty: safety. Want: guidance.

Sacrifices

Sacrifices power your charms and ceremonies. You can make a sacrifice by:

- Binding the subject of your magic by oaths to your gods.
- Calling upon the Willow Hag and begging Her forgiveness, though there is no forgiveness in Her.
- Giving a bounty of goods to pyre, river, bog, or sea.
- Giving a life to pyre, river, bog, or sea. Choose the life carefully.
- Giving a portion of the magic's effect to the powers the gods or

power you worship, so the effect lasts only an hour or less.

- Passing the subject of your magic twice through fire, twice through water.
- Performing the magic in your shrine.
- Releasing someone from an oath they've sworn to you.
- Taking a measure of blood from each person present, the more blood the better.
- Performing the magic during a lull in play, between sessions, or when there's no urgency.

Charms

Choose 4 charms you know to start with.

- Bird-speech: You can speak with birds and understand their answers. If you like, you can enflame their passions, invoke their culture, or draw them out as well.
- Blood-thirst: Bless a person's weapon. It inflicts +1 Harm.
- Clear Vision: Bless a person's eyes. When they survey the field, they may ask an additional question not from the list, which need not be limited to what their natural senses could discover.
- Fire: Bless any object. It burns with a fierce, hot, bright flame. If it is flammable, it catches, and burns until it is consumed; otherwise, it does not, and burns until the charm ends.
- Healing: Bless a person who still draws breath, or who is no more threat to anyone. They will see another sun rise, or they will yet to survive this.
- Warding: Charm an object or person. You will know if danger approaches them, and the nature of that danger.
- Necromancy: Summon the ghost of one who died in this place. They must answer your questions. They cannot survive the sun.

- Protection: Bless a person's clothing. It counts for +1 Armor, in addition to any other armor they wear.

Ceremonies

You don't know any ceremonies by default, but may gain them through moves.

- A Charm Made Great: Perform a charm, but it applies to as many as 20 people, and/or its effect will last until the next new or full moon.
- Good Fortune: Bless an NPC or location. It will produce its bounty, for the fates favor it.
- Healing: Bless a person who still draws breath, or who is no more threat to anyone. They will yet survive this, or they are only hurt and shaken.
- Ill Fortune: Curse an NPC or location. It will fall into want, for the fates turn against it.
- Necromancy: Give someone a new life-line. For a player's character, below "I still draw breath": "though dead, I live." For an NPC, below "they are no more threat to anyone": "though dead, they live, and fight." No mortal weapon can inflict the harm to cross it out.
- Soul-binding: Tell a fellow player what you would have their character do. Until they do it, or you release them from it, they cannot heal or gain new moves.
- Summoning: Summon an otherworldly creature and give it a task. It cannot return to its home until it has accomplished it.

Thanks

This game couldn't exist without others who have contributed either through design feedback or just by playing.

Apocalypse World: Dark Age

A Storm Eternal is based on *Apocalypse World: Dark Age* by Meguey Baker & D. Vincent Baker.

Original Design Collective

The original design impetus for *A Storm Eternal* was the addition and adoption of rules through play in a game played with John Harper, Paul Riddle, and Shannon Riddle.

Playtesters

The current version of the game was developed through games played with:

- Adam Blinkinsop (Shard, Herald of the Ancients)
- Cory Altheide (Fáron, Slayer)
- Ken Kuhn (Harlow, Outlaw Heir)
- Michael Weatherford (Valdor, War-Herald)
- Sverre Rabbelier (Mother Ethel, Wicker-Wise)

Editing and Feedback

- Dave Clark