

## GM MOVES

- Use a monster, danger, or location move
- Reveal an unwelcome truth
- Show signs of an approaching threat
- Deal damage
- Use up their resources
- Turn their move back on them
- Separate them
- Give an opportunity that fits a class' abilities
- Show a downside to their class, race, or equipment
- Offer an opportunity, with or without cost
- Put someone in a spot
- Tell them the requirements or consequences and ask

### WHEN TO MAKE A MOVE 164

- When everyone looks to you to find out what happens
- When the players give you a golden opportunity
- When they roll a 6-

Hard moves have immediate consequences; soft moves do not.

### CHOOSING A MOVE 164

Start by looking at the obvious consequences of the action that triggered it. If you already have an idea, think on it for a second to make sure it fits your agenda and principles and then do it. **Let your moves snowball.** Build on the success or failure of the characters' moves and on your own previous moves.

Dealing damage is almost always a hard move.

### MAKING YOUR MOVE 165

- Keep principles in mind
- Never speak the name of your move
- Address the characters, not the players
- Moves are not mechanical actions at the table; they are concrete fictional events happening to the characters

### DUNGEON MOVES 168

These are particularly well-suited for when the characters enter a new room or hallway and want to know what they find there.

- Change the environment
- Point to a looming threat
- Introduce a new faction or type of creature
- Use a threat from an existing faction or type of creature
- Make them backtrack
- Present riches at a price
- Present a challenge to one of the characters

## DAMAGE, STATS, WEAPONS, TREASURE

### DAMAGE 21

- It threatens bruises and scrapes at worst: d4
- It's likely to spill some blood, but nothing horrendous: d6
- It might break some bones: d8
- It could kill a common person: d10

Add the *ignores armor* tag if the source of the damage is particularly large or if the damage comes from magic or poison.

### STAT SCORES AND MODIFIERS 49

Score	Modifier
1-3	-3
4-5	-2
6-8	-1
9-12	0
13-15	+1
16-17	+2
18	+3

### COMMON ITEMS 322

### COMMON WEAPONS LIST 324

### COMMON ARMOR LIST 325

### MAGIC ITEMS 330

### TREASURE (LOOT) 226

# NAMES

## DWARVEN NAMES

Female	Male	Stronghold
Bargoli	Bari	Belcalfimfik
Barili	Belgin	Druhig
Brobari	Bolrim	Gargrobolstor
Bundi	Bulrak	Gilcalest
Caldria	Calrund	Gildrugilhak
Druondi	Durum	Griarr
Dwon	Dwinim	Harhak
Kilona	Eldar	Mundur
Normina	Gilti	Ovthinhak
Norola	Gombar	
Stortria,	Hasrith	
Thinnia	Kildri	
Thinona	Morak	
Thorumma	Nordri	
Thrria	Rurgosh	
	Simrak	
	Simtri	
	Thrar	

## WIZARD NAMES

Female	Male
Anostagia, Laurentia, Rosmerta	Arborshate, Emeric, Mazirian, Raistlin, Unasaadi

## ELVEN NAMES

Female	Male	Stronghold
Arallia	Aelfar	Ananto
Astrafel	Alvalon	Caradarta
Bellethiel	Cerovorn	Lithkard
Cerovana	Certhath	Lithtaesi
Elana	Firalian	Londuin
Faelwen	Firalon	Melicar
Feliana	Gellefin	Morsari
Firthallia	Germalon	Numenthas
Garnathia	Harnalian	Olaeslad
Gevana	Idhrenion	Orncalen
Lostariel	Malvalian	Pelkelu
Maradena	Marabryn	Pelmasto
Serah	Mithrennon	
Seraphine	Saeldur	
Sylvalorna	Valdeglerion	
Valadhiel		

## ORC NAMES

Female	Male	Stronghold
Azmahag	Butmug	Dushnikh Yal
Grotlalak	Glugobug	Goblagoth
Grubabad	Glutpox	Golundo
Vilealak	Grimmahag	Narzulbur
	Ogobog	Xylok
	Recknok	
	Skuzkolug	
	Ugmagoth	

## HUMAN NAMES

Female	Male	Stronghold
Anne	Antelus	Aldmead
Annika	Baldstan	Belcoast
Antania	Baldwin	Courtmarsh
Aubrey	Bartleby	Dellgate
Becca	Brictrys	Eribank
Brianne	Caedward	Fallville
Brunhilda	Clarke	Linland
Cassandra	Cynric	Lochfort
Charlotte	Eadstan	Mallowcoast
Cornelia	Eldward	Marbleton
Dyrvi	Eobert	Norbank
Elise	Godric	Oldshade
Freya	Gregor	Orness
Galela	Hawke	Roseglass
Helga,	Hawthorne	Southfalcon
Ivy	Leomund	Starcastle
Leena	Marcadus	Valacre
Lenore	Osmon	Valwick
Lily	Randolph	Violetriver
Oskilda	Robard	Witchlyn
Rose	Rundrig	
Tibora	Shermund	
	Theodred	
	Walton	
	Wesley	
	Wilstan	