

dark forest MOVES in the pines

when you **force yourself to see atrocity**, roll +witch. On a 10+, you feel it in your bones; ask 2. On a 7-9, you can only push yourself so far; ask 1.

- what mystical acts are witnessed here?
- what furtive desires are revealed here?
- what intimate mysteries are unveiled here?
- what dark histories are unearthed here?

On a miss, prepare for the worst.

when you **reject the dark forest**, describe what heretical action you take. The dark forest may offer a second chance; describe if you welcome it or not. If your rejection is accepted, the dark forest may:

- take back any power from you
- inflict decay on you
- heal all decay you have
- declare you prey

The MC will tell you what it does; you should prepare for the worst.



when you **welcome the dark forest** before you, describe what you do to show your kinship. A demonstration of your sincerity may be demanded; describe what you do. If your offering is accepted, the dark forest will share its power with you for a time. If your offering is declined, prepare for the worst.

BASIC MOVES *in the pines*

stats

bitch

This is what men call women when they are doing what they want, instead of what the man wants them to do. This stat is for when you're doing what you think is right.

fury

This is what we call it when a woman gets angry. This stat is for standing up for yourself and others.

spitfire

This is the name men give women when they like how smart and sassy they are, when they stay just on the right side of the line but are still pushing. This stat is for using your smarts to interact with the world around you.

tease

We all know what men mean when they call a woman this. This is when a woman tries to connect, physically or emotionally, with others. This stat is when you open yourself up.

witch

This is another name men call women, but it can also be a label we claim on our own. This is when a woman listens to her gut, her basic instincts. This stat is when the magic moves through you.



when you **assess a tense situation**, roll +spitfire. On a 10+, you notice details; ask 2 from the list below. On a 7-9, you're distracted; ask 1. Take +1 when you act on the answers.

- what's my best escape route/way in/way past?
- who is most vulnerable to me?
- who is my biggest threat?
- what should I be on the lookout for?
- what here is not what it seems?

On a miss, ask 1 anyway, but be prepared for the worst.

when you **look into a person** who's behaving suspiciously, roll +witch. On a 10+, you really see them; ask 3. On a 7-9, you only get the surface; ask 1.

- Is your character telling the truth?
- What does your character really feel?
- What does your character intend to do?
- What does your character wish I'd do?
- How can I get your character to _____?

On a miss, ask 1 anyway, but be prepared for the worst.

when you **do what needs to be done**, tell the MC what your PC is afraid of and roll +fury. On a 10+, you get what you were after; erase 1 decay. On a 7-9, a fear comes true; the MC can offer you a worse outcome, a hard bargain or an ugly choice. On a miss, prepare for the worst.

when you **flee for your life**, roll +witch. On a 10+, you get away. On a 7-9, choose 1:

- you expose someone vulnerable
- you break something valuable
- you leave something behind
- you find a hiding spot

On a miss, be prepared for the worst.

when you **seduce, manipulate, or nurture** someone, tell them what you want them to do, give them a reason, and roll +tease. NPCs: on a 10+, they'll do what you want on your word alone, unless you openly betray them. On a 7-9, they'll need assurance, evidence, or to be cherished first. For PCs: On a 10+, both. On a 7-9, choose 1:

- if they go along with you, they mark xp.
- if they refuse, your secret with them goes down by 1.

What they do is up to them.

On a miss for either NPCs or PCs, prepare for the worst.

when you **commune with the dark forest** in a sacred space, offer a sacrifice for each question. If it is accepted, the MC tells you something new and interesting about the current situation, and might ask you a question or two; answer them. If your sacrifice is rejected, prepare for the worst. Some questions are:

- what demand does the dark forest make of me?
- what denizens of the dark forest stalk me?
- what vulnerability does the dark forest divulge to me?
- what truth is the dark forest hiding from me?

BASIC MOVES CONTINUED in the pines

SACRIFICE, HELP, & INTERFERE

sacrifice a secret

You can sacrifice a secret to make a roll a success; tell the mc which friendship you've decided to damage and how, then lower your secret with that PC by 1. There is no limit to how many secrets you may sacrifice in a session.

interfere

When one of your friends is about to make a stupid or self-destructive choice, and you want to interfere, mark decay and roll +bitch. On a 10+, you redirect her successfully, and she takes +1 to whatever she decides to do instead. On a 7-9, she can move forward if she wants, but she'll take -2 to her next roll for doing so. On a miss, you set her up to do her original intention, but now you're pulled into any consequences.

DECAY TRACK

Ribcage There's a tingle when you look at the dark forest. You can sense its nearness.

Lungs Your breaths deepen when you're in the shade of the dark forest. You can smell its works.

Skull Bright light pains you, and metal stinks. You can see the dark forest's denizens from a distance.

Brain Pulsing waves of agony shoot through you. You can understand the dark forest's speech.

Heart The dark forest has corrupted you. Hand your sheet over to the MC.



Trip preparation

What trip did you all take last time?

Who always makes you change something about the trip to accommodate them?

Who is always complaining but never changing their lives?

What went wrong during the last trip?

What was your favorite part of the last trip?

