

A HOARDER SUPPLEMENT FOR
APOCALYPSE WORLD

THE
WURM

Surely this broken and blasted world will someday be made whole. People may be bloody, dirt-covered animals, but they've all got that little sliver of person still rattling around inside of 'em. The animal doesn't want to die, but the person doesn't want to be forgotten. One day, this shit'll be over and, then, you're gonna make damn sure that people remember.

When your hoard includes books or other records of the golden age, you can take the following as either new hoarder moves or moves from another playbook.

Hit the books: When you go into your hoard and look for something useful, you can browse relevant books and archives for useful knowledge. On a hit, you can ask the MC questions based on the materials you've found. On a 10+, ask 3. On a 7-9, ask 1 and your hoard now desires further knowledge on this subject (+1hunger).

- What is the proper name for X (specify)?
- What is the scientific process that makes X happen (specify)?
- What does history teach us about people like X (specify who)?
- What is the recommended way of resolving X problem (specify)?

Whenever you leverage this knowledge to convince or gain the respect of others, take +1. On a failure, your hoard lacks relevant information and is now ravenous for it (hunger+4).

Bullet in a bible: When you are carrying one or more books on your person and suffer harm, you can choose to sacrifice the books to have them count as 3-armor, just for this wound. Your hoard is, of course, shocked at the loss (+1hunger). Additionally, roll+harm suffered as if you had taken the full harm.

Research assistant: You have enticed the services of a fellow bibliophile (perhaps Anaheim, Fase, Morrigan, or Quinto). Assign your apprentice a question to research. At the beginning of each session, roll+hot. On a 10+, your assistant has discovered an answer. On a 7-9, they're making progress but need additional time or resources. On a failure, their investigation has gotten them into trouble of some sort.