HERALDS OF HELL

New custom playbooks
for Apocalypse World
by **Johnstone Metzger**

HERALDS OF HELL

Five custom playbooks
to be used with Apocalypse World
(by D. Vincent Baker).

Written by Johnstone Metzger
for Adam, Amy, Andrew, and Daniel
during the month of August, 2010
in Vancouver, Canada.

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http://apocalypse-world.com/forums/index.php

Thank you for the inspiration.



Introducing

THE DAMNED

The apocalypse came and went, now its leftover terrors lie across the land like a plague of fear. The weak cower in their hovels, content to eke out a meagre life, praying that demons in the guise of men will pass them over. For those demons have no fears, they refuse to kneel, they want your crowns. And how will you threaten them from atop your thrones, hardholders? How can you reason with a fiend when all it knows is hunger?

CREATING THE DAMNED

To create your damned, choose name, looks, stats, moves, gear, and Hx.

NAME

Belial, Calmet, Carmilla, Chud, Demonface, Erinys, Lambeth, Michael, Natasha, Nyssa, Ramirez, Sawa, Voorhees, or Zora.

Blackmouth, Born of Fire, Curse, El Diablo, Fiend, Herald, Marquis, Vengeance, or Wraith.

LOOK

Man, woman, both, transgressing, or concealed.

Casual wear, demonic armour, fetish-bondage wear, high formal wear, rag and bone wear, or scrounge wear.

Appealing face, demon face, masked face, menacing face, plain face, scarred face, or smiling face.

Beady eyes, concealed eyes, evil eyes, hollow eyes, laughing eyes, red eyes, snake eyes, or unblinking eyes.

Artful hands, bloodstained hands, brutish hands, claws for hands, dirty hands, or spidery hands.

Huge body, sexy body, supple body, tattooed body, twisted body, unhealthy body, or wicked body.

STATS

Choose one set:

- Cool+1, Hard+1, Hot-1, Sharp=0, Weird+2
- Cool+1, Hard-1, Hot+1, Sharp=0, Weird+2
- Cool+2, Hard+1, Hot-2, Sharp-1, Weird+2
- Cool-1, Hard+1, Hot=0, Sharp+1, Weird+2

BASIC MOVES

You get all the basic moves (pp86-88).

DAMNED MOVES

Choose 3:

A Friend of the Devil is a Friend of Mine: When you speak privately with a confessed or marked sinner you despise, roll+hard. On a hit, they reveal their most terrible misdeeds to you, no matter how secret. On a 10+, also take +1forward against them. On a miss, it's your soul laid bare, your intentions toward them plain as day.

***Kiss of Death*:** When you go aggro or seize by force with your bloodthirsty mouth (2-harm hand loud messy), roll+weird instead of roll+hard.

***Like the Shadow of Death*:** When you move silent, unseen, roll+cool. On a 10+, hold 3. On a 7-9, hold 1. Spend your hold 1-for-1 to remain undetected, if at all possible, while you take an action, including the following:

- *Cover your tracks.*
- *Get close to someone or something.*
- *Hide or conceal yourself.*
- *Infiltrate a secure location.*
- *Snatch, pocket, or conceal an item.*

If you reveal yourself, you lose any remaining hold. On a miss, you're caught in the act or another bad position.

Opening the Gates of Hell: When you open your mind to the psychic maelstrom, you may roll+hunger instead of roll+weird, but on a hit, the closest person to you experiences exactly what you do, and on a 10+, they suffer s-harm.

***The Unholy One is Among Us*:** When you suddenly appear amongst your enemies, roll+weird. On a 10+, choose 1 or 2. On a 7-9 choose 1:

- *deal 1-harm to every enemy present*
- *deal your full harm, by weapon, to any one enemy*
- *deal s-harm to any one enemy*

On a miss, you leave yourself wide open and vulnerable.

You Think Evil Can Be Killed with Bullets?: When you go into battle, roll+weird. On a 10+, hold 3. On a 7-9, hold 1. You can spend your hold 1-for-1 to:

- *heal one segment of harm to yourself*
- *ignore the effects of an attack upon you*

On a miss, everyone present identifies you as the foremost threat and responds accordingly.

Ask your MC to add one more move to this list before you choose.

THE HUNGER OF THE DAMNED

You bring judgement to those sinners you most despise (choose 1 or 2):

- **The Envious**, who take what is not theirs.
- **The Gluttonous**, who consume more than their due.
- **The Greedy**, who hoard what belongs to all.
- **The Proud**, who claim false authority.
- **The Slothful**, who are lazy or afraid to act.
- **The Vain**, who flaunt their flesh.
- **The Wrathful**, who use violence in anger.

You begin play with hunger+4.

At the beginning of the session, roll+hunger. On a 10+, hold 3. On a 7-9, hold 1. During the session, you can spend your hold, 1-for-1 to mark an NPC whose actions identify them as the kind of sinner you most despise, and take +1forward against them. If you punish a marked sinner for their actions, give yourself -1hunger. If you have any hold left at the end of the session, add it to your hunger to a maximum of hunger+4. On a miss, you immediately go to hunger+4 and name a character you consider more innocent than most. You'll be acting under fire if you ever use violence against them in the future.

When ***you suffer harm***, you get +1hunger, to a maximum of hunger+4.

When ***you are mocked, challenged, or humiliated by a marked sinner***, you get +1hunger, to a maximum of hunger+4.

When ***you drink fresh blood or eat warm flesh***, give yourself -1hunger. If your victim is alive when you begin, you must inflict at least 2-harm.

When ***you have hunger+4***, take -1ongoing.

GEAR

You get:

- 1 evil weapon
- oddments worth 1-barter
- fashion suitable to your look, including at your option armour worth 1-armour (you detail)

Evil weapons (choose one):

- hooked chains (1-harm hand area +1forward against someone you injure)
- ornate handgun (2-harm close loud ap)
- sawed-off shotgun and scavenged buckshot (3-harm close reload messy poison-optional)
- wicked rusty blade (3-harm hand messy tetanus)

HX

Everyone introduces their characters by name, look, and outlook. Take your turn.

List the other characters' names.

Go around again for Hx. On your turn, choose one or both:

- One of them has seen you do things worse than they could ever do. Tell that player Hx+2.
- One of them seems more innocent than the others. Tell that player Hx+1.

Tell everyone else Hx-1. People avoid you.

On the others' turns:

- Choose the character you think is closest to hell. Whatever number that player tells you, ignore it; write Hx+3 next to the character's name instead.
- Everyone else, whatever number they tell you, give it -1 and write it next to their character's name. You really have no idea.

At the end, find the character with the highest Hx on your sheet. Ask that player which of your stats is most interesting, and highlight it. The MC will have you highlight a second stat too.

DAMNED SPECIAL

If you and another character have sex, they reveal their misdeeds, as if you had used ***A Friend of the Devil is a Friend of Mine*** on them and rolled 10+, whether you have the move or not. And of course you take +1forward against them for it.

DAMNED IMPROVEMENT

Whenever you roll a highlighted stat, and whenever you reset your Hx with someone, mark an experience circle. When you mark a 5th, improve and erase.

Each time you improve, choose one of the following. Check it off; you can't choose it again.

__ get +1cool (max cool+2)
__ get +1hard (max hard+2)
__ get +1hot (max hot+2)
__ get +1sharp (max sharp+2)
__ get +1weird (max weird+3)
__ get a new Damned move
__ get a new Damned move
__ get a gang (detail) and ***pack alpha***
__ get a move from another playbook
__ get a move from another playbook

The Damned may never be retired to a place of safety, no matter how many advances. The Devil doesn't rest until he has what is due.

BARTER

If you're charging someone wealthy for your services, 1-barter is the going rate for *one murder executed; one threat delivered (loud and clear); one week's employment as an enforcer; one month's employment as torturer*.

1-barter will cover a month's living expenses, if your tastes aren't too grand.

As a one-time expenditure, and very subject to availability, 1-barter might count for: *any weapon, gear or fashion not valuable or hi-tech; the material costs of a crash resuscitation by an angel; repair of a piece of hi-tech gear by a savvyhead; a week's hire of the protective companionship of a battlebabe or gunlugger; a year's tribute to a warlord; a month's maintenance and repairs for a hi-performance vehicle well used; bribes, fees and gifts sufficient to get you into almost anyone's presence*.

For better stuff, you should expect to make particular arrangements. You can't just wander around the commons of some hardhold with oddments ajangle and expect to find hi-tech or luxe eternal.



Introducing

THE HAUNTED

Everything we have is robbed from graves, from corpses entombed in their own homes, from the dead cities buried under dirt and water, from the past and its memories. Do you think they see you, with their crow-picked eye-holes? Can you hear them speak, with their black and bloated mouths? Yeah, go ahead, son. Brush it off. But there's more things under these shattered heavens than you think. The dead far outnumber the living now. And I have to wonder: is there still room enough in hell?

CREATING A HAUNTED

To create your haunted, choose name, looks, stats, moves, gear, and Hx.

NAME

August, Bishop, Caller, Chang, Cosgrove, Dante, Efram, Hastings, Keagan, Laban, Patrice, Santana, or Sully.

Aisha, Clarice, Hosannah, Khanh, Lamb, Never, Quinne, Rain, Scorn, Spiral, Steady, Tessa, Whip, or Widow.

LOOK

Man, woman, transgressing, or concealed.

Casual wear, formal wear, gravegoods wear, or scrounge wear.

Beat-up face, familiar face, guarded face, hooded face, mournful face, poker face, shadowed face, or sweet face.

Cloudy eyes, crazed eyes, dead bird eyes, flat eyes, graveyard eyes, nervous eyes, or watchful eyes.

Curvy body, emaciated body, fidgeting body, fit body, hunched body, itchy body, or marked body.

STATS

Choose one set:

- Cool+1, Hard+1, Hot=0, Sharp-1, Weird+2
- Cool=0, Hard+2, Hot-1, Sharp-1, Weird+2
- Cool+1, Hard=0, Hot=0, Sharp=0, Weird+2
- Cool=0, Hard-1, Hot+1, Sharp+1, Weird+2

BASIC MOVES

You get all the basic moves (pp86-88).

HAUNTED MOVES

Choose 3:

***Bonereader*:** When you examine a corpse or ghost, roll+weird. On a 10+, hold 3. On a 7-9, hold 1. While you're examining them, spend your hold to ask the MC questions, 1 for 1:

- *how did they die?*
- *where did they die?*
- *what or how were they doing before they died?*
- *what has happened to them since they died?*
- *what has happened near them since they died?*

On a miss, they don't rest easy.

***Dead Eyes, Dead Ears, Dead Words*:** When you ask ghosts to tell you about someone living or spy on them, roll+hot. On a hit, they tell you something. On a 10+, choose 3. On a 7-9, choose 1:

- *you ask a ghost who will tell you secrets or specific details*
- *you ask a ghost who won't tell you the horrors they have seen*
- *you ask a ghost who goes undetected*
- *they know enough to give you +1forward against the person you asked about*
- *they answer one question from the basic moves*

On a miss, they bring more ghosts to haunt you.

***Gravedancer*:** When you read a person who is also a ghost, you may add these to the list of questions:

- *where did your character die?*
- *where is your character's body (including parts)?*
- *where is your character's grave?*

***Ghost Lord*:** When you impose your will on a pack of ghosts, roll+hard. On a 10+, choose 2. On a 7-9, only 1:

- *they do what you want*
- *they fight as a gang for you (s-harm gang small ghostly)*
- *none of them fight back*
- *none of them escape*

On a miss, they all fight back.

***Necromancy*:** When you have time and physical intimacy with a corpse or its grave, roll+weird. On a 10+, choose 2. On a 7-9, choose 1.

- *you summon its ghost and chain it to you*
- *you banish its ghost*
- *you suffer no harm, curse, or misfortune*
- *you impress, dismay, or frighten its ghost, taking +1forward against it, until you show mercy*
- *the corpse, its ghost, or its grave answers a question from the basic moves*

On a miss, MC do your worst.

***Poltergeist*:** You can use angry ghosts as a weapon (1-harm close area loud messy). Increase harm if the ghosts have heavy objects or explosives to mess with.

***Survivor Guilt*:** Your ghosts give you +1armour. If your ghosts begin haunting another character, they also get +1armour, but only when you are there with them.

GEAR

You get:

- 2 pieces of traveling gear
- 1 or more ghosts haunting you
- oddments worth 1-barter
- fashion suitable to your look (you detail)

Traveling gear (choose 2):

- armour suitable to your look, worth 1-armour
- beat-up old bike or mule
- a coffin, with at your option, a corpse or a machinegun (3-harm close/far autofire messy) inside
- machete (3-harm hand messy)
- shotgun (3-harm close messy)
- shovel, pick, and crowbar (2-harm hand messy)

Ghosts (choose 1 or more):

- an enemy you betrayed who died soon after
- an enemy you killed
- a friend you betrayed who was killed by others
- a friend you betrayed and killed yourself
- a friend you saw die
- a lover you betrayed who died you don't know where
- a lover you killed
- a lover you saw die and couldn't save
- a relative you killed by accident
- a relative you killed on purpose
- a relative you saw killed by another relative

HX

Everyone introduces their characters by name, look, and outlook. Take your turn.

List the other characters' names.

Go around again for Hx. On your turn, choose one or both:

- One of them has seen what haunts you. Tell that player Hx+2.
- One of them knew one or more of your ghosts in life. Tell that player Hx+1.

Tell everyone else Hx-1. You're a bit of a downer, to put it mildly.

On the others' turns:

- Choose the character you think might be able to redeem you. Whatever number that player tells you, give it +1 and write it next to the character's name.
- Everyone else, whatever number they tell you, give it -1 and write it next to their character's name. You aren't real good with the living.

At the end, find the character with the highest Hx on your sheet. Ask that player which of your stats is most interesting, and highlight it. The MC will have you highlight a second stat too.

HAUNTED SPECIAL

If you and another character have sex, roll+cool. On a 10+, you can send one of your ghosts to haunt them, and they take +1forward. On a 7-9, you can show them one of your ghosts, and they can take it or leave it. On a miss, the MC decides who your ghosts leave with.

HAUNTED IMPROVEMENT

Whenever you roll a highlighted stat, and whenever you reset your Hx with someone, mark an experience circle. When you mark a 5th, improve and erase.

Each time you improve, choose one of the following. Check it off; you can't choose it again.

__ get +1cool (max cool+2)
__ get +1hard (max hard+2)
__ get +1hot (max hot+2)
__ get +1sharp (max sharp+2)
__ get +1weird (max weird+3)
__ get a new Haunted move
__ get a new Haunted move
__ get 2 gigs (detail) and ***moonlighting***
__ get a move from another playbook
__ get a move from another playbook

BARTER

If you're charging someone wealthy for your services, 1-barter is the going rate for *one ghost easily banished; one question answered by the dead; one week of burial rites during wartime; one month of burial rites during peacetime*.

1-barter will cover a month's living expenses, if your tastes aren't too grand.

As a one-time expenditure, and very subject to availability, 1-barter might count for: *any weapon, gear or fashion not valuable or hi-tech; the material costs of a crash resuscitation by an angel; repair of a piece of hi-tech gear by a savvyhead; a week's hire of the protective companionship of a battlebabe or gunlugger; a year's tribute to a warlord; a month's maintenance and repairs for a hi-performance vehicle well used; bribes, fees and gifts sufficient to get you into almost anyone's presence*.

For better stuff, you should expect to make particular arrangements. You can't just wander around the commons of some hardhold with oddments ajangle and expect to find hi-tech or luxe eternal.



Introducing

THE HORSEMAN

Those seals are broken and the end has come. Seems like we didn't all get the message, huh? Well, somebody has to break the bad news to the fools gone deaf. Better be one tough sonofabitch though. These motherfuckers are like to kill the messenger.

CREATING A HORSEMAN

To create a horseman, choose name, looks, stats, moves, gear, steed, and Hx.

NAME

Angelica, Caesar, Castigan, Dakota, Duval, Elias, Ezekiel, Hamilton, Kai, Lincoln, McCluskey, Seth, Slade, or Ursula.

Archer, Four Winds, Haggard, Hessian, Oxen, Plague, Reno, Sorry, Truth, Walker, Western, or Wood Words.

LOOK

Man, woman, androgynous, transgressing, or concealed.

Biker wear, cowboy wear, fetish-bondage wear, leather wear, riot gear, scrounge wear, or vintage military wear.

Bearded face, earnest face, grim face, leering face, noble face, sad face, too-young face, or weathered face.

All-white eyes, blue eyes, eagle eyes, imperious eyes, sunken eyes, uneven eyes, or weeping eyes.

Cut body, large body, pudgy body, rangy body, short body, sickly body, thick body, or wrinkled body.

STATS

Choose one set:

- Cool+1, Hard+1, Hot-2, Sharp+2, Weird=0
- Cool-1, Hard-1, Hot-1, Sharp+2, Weird+2
- Cool-1, Hard=0, Hot=0, Sharp+2, Weird+1
- Cool+1, Hard-2, Hot=0, Sharp+2, Weird+1

BASIC MOVES

You get all the basic moves (pp86-88).

HORSEMAN MOVES

You get this 1:

***Infernal Steed*:** When atop your steed…
…if you act under fire, add your steed's sight to your roll.
…if you seize by force, add your steed's power to your roll.
…if you go aggro, add your steed's power to your roll.
…if you open your mind to the psychic maelstrom, add your steed's sight to your roll.
…if you help or interfere with someone, add your steed's power to your roll.
…if someone interferes with you, add your steed's weakness to their roll.

Then choose 1:

***Come and See*:** When you attack a fortress or a building with people in it, you and your steed count as a gang (3-harm gang small).

***Conquest*:** When you and your steed lead a gang into battle, it counts as one size larger than it is.

***Famine*:** When you manipulate a person to part with something, roll+sharp instead of roll+hot.

***Hell Follows Close Behind*:** When you lead a group or convoy across the land, roll+sharp. On a 10+, hold 3. On a 7-9, hold 1. You can spend your hold 1-for-1 to:

- *take +1forward with one of them*
- *make them forget the way back*
- *add a want of your choice to the group*

On a miss, you lead them into disaster, from which you are not exempt.

***Herald of the End Times*:** When you preach doom to a crowd, roll+weird. On a 10+, all 3. On a 7-9, choose 1:

- *you put the fear into their hearts (want: +anxiety)*
- *you put them in a state of want, immediately*
- *they don't turn on you, regardless of their wants*

On a miss, they turn on you, regardless of their nature.

GEAR

You get:

- 2 heraldic weapons
- oddments worth 1-barter
- fashion suitable to your look worth 1-armour (you detail)

Heraldic weapons (choose two):

- lance and banner (2-harm hand flag)
- pair of pistols (2-harm close loud)
- rifled carbine (2-harm close loud)
- sabre (3-harm hand)
- smg (2-harm close autofire messy)
- sniper rifle (3-harm far loud reload)

STEED

Choose one of these profiles:

- Power+2 sight+1 1-armour weakness+2
- Power+2 sight+2 0-armour weakness+2
- Power+1 sight+2 1-armour weakness+2
- Power+2 sight+1 2-armour weakness+3

Choose its type:
Animal, human, or machine.

Choose its strength or strengths:
Agile, easily maintained, fast, huge, off-road, quiet, strong, tough, uncomplaining, warhorse, willing, workhorse.
Choose as many as its power.

Choose its look or looks:
Blackened, decorated, fiery, filthy, frightening, glowing, magnificent, metal plates, painted, prancing, shaggy, spikes & leather.
Choose as many as its sight.

Choose its weaknesses:
Angry, confused, diseased, envious, gluttonous, greedy, lazy, lusty, nervous, picky, proud, sloppy, slothful, slow, stubborn, temperamental, treacherous, ugly, vain.
Choose as many as its weakness.

HX

Everyone introduces their characters by name, look and outlook. Take your turn.

List the other characters' names.

Go around again for Hx. On your turn, choose one or both:

- One of them has ridden your steed, with or without you. Tell that player Hx+2.
- Someone called you on a lie and got away with it. Tell that player Hx+2.

Tell everyone else Hx+1. You're not as sneaky as you think you are

On the others' turns:

- You've seen one of them at their most vulnerable. Whatever that player tells you, ignore it; write Hx+3 next to the character's name instead.
- Everyone else, whatever number they tell you, write it next to their character's name.

At the end, find the character with the highest Hx on your sheet. Ask that player which of your stats is most interesting, and highlight it. The MC will have you highlight a second stat too.

HORSEMAN SPECIAL

If you and another character have sex, they hold 1. You can spend their hold by:

- *fighting to protect them*
- *giving them something they want*

They can spend their hold to have you show up where they are. Until they spend their hold, you can't interfere with them.

HORSEMAN IMPROVEMENT

Whenever you roll a highlighted stat, and whenever you reset your Hx with someone, mark an experience circle. When you mark a 5th, improve and erase.

Each time you improve, choose one of the following. Check it off; you can't choose it again.

__ get +1cool (max cool+2)
__ get +1hard (max hard+2)
__ get +1hot (max hot+2)
__ get +1sharp (max sharp+3)
__ get +1weird (max weird+2)
__ get a new Horseman move
__ get a new Horseman move
__ get a gang (detail) and ***pack alpha***
__ get a move from another playbook
__ get a move from another playbook

A Horseman character may never be retired to a place of safety, no matter how many advances. Death or redemption, no other choice.

BARTER

If you're charging someone wealthy for your services, 1-barter is the going rate for *one message or valuable delivered; one convoy led through hostile territory; one week's agitation of a rival's holding; one month's service as personal herald.*

1-barter will cover a month's living expenses, if your tastes aren't too grand.

As a one-time expenditure, and very subject to availability, 1-barter might count for: *any weapon, gear or fashion not valuable or hi-tech; the material costs of a crash resuscitation by an angel; repair of a piece of hi-tech gear by a savvyhead; a week's hire of the protective companionship of a battlebabe or gunlugger; a year's tribute to a warlord; a month's maintenance and repairs for a hi-performance vehicle well used; bribes, fees and gifts sufficient to get you into almost anyone's presence.*

For better stuff, you should expect to make particular arrangements. You can't just wander around the commons of some hardhold with oddments ajangle and expect to find hi-tech or luxe eternal.



Introducing

THE LAST CHILD

We knew we'd never live enough to grow old, but our children never even grow up. Between cannibals, plague and the black wind howling in our minds, the souls of our young are snatched from our homes nearly every day.

Except for that one, the youngest. The last one born, who looks at you like they say the sun used to, before all of this. Don't speak of kill or be killed, this one has other means, so strange to see. Is this child really the last of us, or the first of something else?

CREATING A LAST CHILD

To create your last child, choose name, looks, stats, moves, gear, and Hx.

NAME

Alexis, Alice, Gabriel, Little, Malachai, Mirror, Pretty, Priscilla, Revelation, Shining, Sinjun, Vanir, or Wishes.

Ashen, Cassilda, Damien, Doubt, Grady, Hali, Hecate, Isaac, Naysay, Nix, Pest, Samara, Slander, Venice, or Witch Hazel.

LOOK

Boy, girl, androgynous, transgressing, or concealed.

Cult wear, display wear, high formal wear, luxe wear, scrounge wear, or vestments.

Angelic face, animated face, dirty face, doll's face, grinning face, hidden face, open face, pouting face, or trusting face.

Albino eyes, bruised eyes, frightened eyes, innocent eyes, knowing eyes, obsidian eyes, pale eyes, or terrible eyes.

Dancing body, flowering body, lithe body, painted body, skinny body, still body, tiny body, or twitching body.

STATS

Choose one set:

- Cool+1, Hard-2, Hot+1, Sharp+1, Weird+3
- Cool+2, Hard-1, Hot-1, Sharp=0, Weird+3
- Cool+1, Hard-1, Hot-2, Sharp+2, Weird+3
- Cool=0, Hard+1, Hot=0, Sharp=0, Weird+3

BASIC MOVES

You get all the basic moves (pp86-88).

LAST CHILD MOVES

Choose 2:

***Black Witchery*:** You are privy to special rituals that make your brain more receptive to the psychic maelstrom. You can perform augury without followers or a workspace by using your family as an antenna, as long as you aren't rushed or threatened.

***Dark Radiant Fear*:** In an enclosed space or at night, you can roll+weird to get the effects of going aggro without going aggro. Your victim has to be able to see you, but you don't have to interact. If they suck it up, the fear counts as s-harm.

***Forebodings of Doom*:** When you warn someone off a future course of action, your words are not to be taken lightly. If they're a PC and they defy you, they take -1ongoing until they succeed or desist. If they're an NPC, roll+weird. On a 10+, they don't do it. On a 7-9, they do it if they want to but it goes badly. On a miss, they do it and it goes worse… mostly for you.

***Prophetic Curse*:** When you reveal your secret knowledge and pronounce a curse against a PC, roll+Hx; an NPC, roll+weird. On a hit, hold 1. On a 10+, also take +1forward against them. Until you spend your hold, you can help or interfere with them, no matter where you are. You can spend your hold to:

- *be where they are, with or without an explanation*
- *cause them to suffer an accident (1-harm or 2-harm)*

They can spend your hold by:

- *doing something you tell them to do*
- *fighting to protect you*
- *giving you something you want*

On a miss, they hold 1 over you, same terms.

***Vulnerable*:** When someone helps or interferes with you, they mark experience, and you get +1Hx with them.

GEAR

You get:

- a family
- 2 heirlooms
- fashion suitable to your look (you detail)

Heirlooms (choose 2):

- 9mm (2-harm close loud)
- antique coins (valuable worn)
  Drilled with holes for jewellery.
- ceremonial armour (1-armour)
- hallucinogenic drugs (applied area)
  When applied to someone, you get +1hold if you have hold.
- a pet (alive valuable)
  Your choice and yours to detail.
- a piece of hi-tech gear, like a flashlight or a radio
- ornate dagger (2-harm hand valuable)

FAMILY

You belong to one:

- a fanatical cult.
- a nest of vipers, thieves, and urchins.
- a slave trader's extended "family."
- a small but tight-knit family unit.
- the most powerful family around.
- your master's household.

Who is the head of your family? _____
(Cusack, perhaps, or Fagen, Gomez, Griselda, Jack, Mother, Nola, Octopus, Old Man, Robeson, or Thorn, maybe.)

When you ***go to your family in need***, they respond by giving you food and shelter, of course, and whatever companionship or guidance they know how to give.

When you ***make demands of your family***, they respond by doing you favours or giving you any small thing you need, even up to 3-barter worth, but they expect something from you in return: obedience, guidance, or favours of your own, perhaps.

When you ***threaten or are threatened by someone***, your family responds by closing ranks around you or, depending on the circumstances, against you.

HX

Everyone introduces their characters by name, look and outlook. Take your turn. List the other characters' names.

Go around again for Hx. On your turn, choose 1, 2, or all 3:

- One of them has looked after you for no small amount of time. Tell that player Hx+2.
- One of them has seen your predictions for them come true. Tell that player Hx+2.
- One of them has saved you from serious, life-threatening violence. Tell that player Hx+2.

Tell everyone else Hx-1. You're young and mysterious, still growing.

On the others' turns, whatever number they tell you, add 1 to it and write it down. You see the world through the eyes of a child, without assumptions.

At the end, find the character with the highest Hx on your sheet. Ask that player which of your stats is most interesting, and highlight it. The MC will have you highlight a second stat too.

LAST CHILD IMPROVEMENT

Whenever you roll a highlighted stat, and whenever you reset your Hx with someone, mark an experience circle. When you mark a 5th, improve and erase.

Each time you improve, choose one of the following. Check it off; you can't choose it again.

__ get +1cool (max cool+2)
__ get +1hard (max hard+2)
__ get +1hot (max hot+2)
__ get +1sharp (max sharp+2)
__ get a new Last Child move
__ get a new Last Child move
__ get followers (detail) and ***fortunes***
__ get 2 gigs (detail) and ***moonlighting***
__ get a move from another playbook
__ get a move from another playbook

LAST CHILD SPECIAL

If you and another character have sex, you are no longer a child. For your next improvement, switch to a new playbook, even if you haven't improved five times already. The other character's player chooses what parts of your childhood you leave behind, you don't.

BARTER

If you're charging someone wealthy for your services, 1-barter is the going rate for *one circumstance foretold, revealed, and come true; one month's employment as auger and advisor*.

1-barter will cover a month's living expenses, if your tastes aren't too grand.

As a one-time expenditure, and very subject to availability, 1-barter might count for: *any weapon, gear or fashion not valuable or hi-tech; the material costs of a crash resuscitation by an angel; repair of a piece of hi-tech gear by a savvyhead; a week's hire of the protective companionship of a battlebabe or gunlugger; a year's tribute to a warlord; a month's maintenance and repairs for a hi-performance vehicle well used; bribes, fees and gifts sufficient to get you into almost anyone's presence*.

For better stuff, you should expect to make particular arrangements. You can't just wander around the commons of some hardhold with oddments ajangle and expect to find hi-tech or luxe eternal.



Introducing

THE SORCERER

Always the way. You get close to someone, fighting together, fucking, just talking, whatever, but it never lasts, they just up and die on you. Sick from the water, killed by some fucker. I guess not everybody's alone. But, damn, who wants to be that guy, having to live with that thing, whatever it is? And you're stuck with 'em. Who wants to pay that price?

CREATING A SORCERER

To create a sorcerer, choose name, looks, stats, moves, gear, familiar, and Hx.

NAME

Barnabas, Canard, Chambers, DeWitt, Farzad, Gaughan, Ghedi, Masud, Pasha, Ravi, Sherman, Sumner, Tusk, or Woody.

Acacia, Baroness, Dog Mother, Gazal, Hesper, Hunter, Jocelyn, Madeline, Nazgol, Quetzal, Sahara, Sharzad, Suspiria, Wen, or Zola.

LOOK

Man, woman, youth, transgressing, or concealed.

Casual wear, environmental wear, formal wear, scrounge wear, or survivalist wear.

Blank face, frowning face, funny face, memorable face, rat-like face, worn face, or young face.

Animal eyes, bright eyes, needy eyes, piercing eyes, watchful eyes, weary eyes, or wide-set eyes.

Ancient body, athletic body, feral body, loping body, sleek body, stained body, stocky body, stooped body, or wiry body.

STATS

Choose one set:

- Cool+2, Hard-1, Hot-1, Sharp+2, Weird=0
- Cool+2, Hard-1, Hot+1, Sharp+1, Weird=0
- Cool+2, Hard=0, Hot=0, Sharp=0, Weird+1
- Cool+2, Hard+1, Hot-2, Sharp-1, Weird+2

BASIC MOVES

You get all the basic moves (pp86-88).

SORCERER MOVES

You get this 1:

***Familiar Companion*:** When you use your familiar to…
…act under fire, on a 7-9 only one of you can act, on a 10+ both of you.
…seize by force, add its fierce to your roll.
…go aggro, add its fierce to your roll.
…help you manipulate or seduce, add its looks to your roll.
…help you open your mind to the psychic maelstrom, add its sight to your roll.
…physically help another character, add its fierce to your roll.
When someone interferes with you through your familiar, they add its weakness to their roll. You and your familiar always know where the other is. Your familiar does not have its own harm countdown; any harm it takes, you take. It can never die.

Then choose 1:

***Bloodhound*:** When you familiar helps you read a situation, add its sight to your roll.

***Greater Demon*:** Choose an additional strength, look, and power for your familiar. You may choose the same power twice. Do not adjust its stats.

***Preternatural Sight*:** Your familiar gets +1sight, another strength, and another look.

***Psychic Link*:** You can see through the eyes of your familiar if you concentrate. You can read a situation or person your familiar observes when you are not present.

***Rituals*:** When you spend a day performing your rituals, roll+cool. On a hit, hold 1. On a 10+, you also take +1forward. Spend your hold to be prepared for a situation or to have already set something up. A trap, an escape route, a cache of supplies, or a meeting with an ally, as long as it follows from where your rituals were performed.

***Teamwork*:** When you have your familiar by your side, you both have 1-armour. If you wear armour, use that instead.

***The Whispers of Little Birds*:** When you send your familiar to spy on someone, roll+cool. On a hit, it delivers a rudimentary report on their activities. On a 10+, choose 3. On a 7-9, choose 2:

- *it also delivers concrete details, including names, dates, quotes, and the like*
- *it doesn't tell you about things you don't care about*
- *its work goes undetected*
- *it causes no additional mischief*

On a miss, mayhem ensues.

GEAR

You get:

- 2 pieces of useful gear
- oddments worth 1-barter
- fashion suitable to your look, including at your option fashion worth 1-armour or armour worth 1-armour (you detail)

Useful gear (choose 2):

- climbing gear
- environmental suit (valuable worn)
- hunting rifle (2-harm far loud)
- machete (3-harm hand messy)
- magnum (3-harm close reload loud)
- more oddments worth 1-barter
- shotgun (3-harm close messy)

FAMILIAR

Choose one of these profiles:

- Fierce+2 looks+1 sight=0 2-armour weakness+2
- Fierce+2 looks=0 sight+1 1-armour weakness+1
- Fierce+1 looks+1 sight+1 1-armour weakness+2
- Fierce=0 looks+2 sight+1 1-armour weakness+1

Choose its type:
Animal, child, doll, ghost, humanoid, machine, man, object, puppet, shadow, swarm, urn devil, vehicle, weapon, or woman.

Choose its strength or strengths:
Agile, aggressive, brave, charming, clean, close bond, fast, friendly, huge, inconspicuous, keen senses, low maintenance, quiet, strong, tough.
Choose as many as it has fierce, but always at least one.

Choose its look or looks:
Beautiful, broken, dangerous, decorated, demonic, flashy, gentle, metal, muscular, mutant, mystical, radiant, sleek, small, strange, vintage.
Choose as many as it has looks, but always at least one.

Choose its power:
Armoured (+1armour), burglar, chemicals, dangerous (+1harm), dominator (s-harm), elegant speech, flying, hi-tech, magnetic, poisonous, shapechanger, stealthy, or storage.
Choose one.

Choose its weakness or weaknesses:
Allergies, angry, argumentative, complainer, dirty, disobedient, greedy, immobile, jealous, loud, lunatic, petulant, savage, short range, slack, troublemaker, uncommunicative, vain.
Choose as many as it has weakness.

HX

Everyone introduces their characters by name, look and outlook. Take your turn.

List the other characters' names.

Go around again for Hx. On your turn, choose one or both:

- One of them has traveled or lived with you and your familiar. Tell that player Hx+2.
- Choose which one of them you think is the kindest. Tell that player Hx+2.

Tell everyone else Hx-1. You don't let people in very easily.

On the others' turns:

- Choose which character you think is the most dangerous. Whatever number that player tells you, add 1 to it and write it next to the character's name.
- Everyone else, whatever number they tell you, write it next to their character's name.

At the end, find the character with the highest Hx on your sheet. Ask that player which of your stats is most interesting, and highlight it. The MC will have you highlight a second stat too.

SORCERER SPECIAL

If you and another character have sex, they immediately change their sheet to say Hx+3 with you, and you get +1Hx with them. If you go to Hx+4 and reset, you mark an experience. If your familiar and another character have sex, same thing, it counts.

SORCERER IMPROVEMENT

Whenever you roll a highlighted stat, and whenever you reset your Hx with someone, mark an experience circle. When you mark a 5th, improve and erase.

Each time you improve, choose one of the following. Check it off; you can't choose it again.

__ get +1cool (max cool+2)
__ get +1hard (max hard+2)
__ get +1hot (max hot+2)
__ get +1sharp (max sharp+2)
__ get +1weird (max +3)
__ get a new Sorcerer move
__ get a new Sorcerer move
__ get 2 gigs (detail) and ***moonlighting***
__ get a move from another playbook
__ get a move from another playbook

BARTER

If you're charging someone wealthy for your services, 1-barter is the going rate for *one message or valuable delivered; one week's worth of surveillance; one month's employment as guard or watchman.*

1-barter will cover a month's living expenses, if your tastes aren't too grand.

As a one-time expenditure, and very subject to availability, 1-barter might count for: *any weapon, gear or fashion not valuable or hi-tech; the material costs of a crash resuscitation by an angel; repair of a piece of hi-tech gear by a savvyhead; a week's hire of the protective companionship of a battlebabe or gunlugger; a year's tribute to a warlord; a month's maintenance and repairs for a hi-performance vehicle well used; bribes, fees and gifts sufficient to get you into almost anyone's presence.*

For better stuff, you should expect to make particular arrangements. You can't just wander around the commons of some hardhold with oddments ajangle and expect to find hi-tech or luxe eternal.

THE LEFT HAND OF DARKNESS

When the apocalypse came it destroyed everything that was good and right. Now we work to rebuild our lives, to climb up out of the ruins of a once-beautiful world. But for some, the apocalypse never ended, the world still belongs to the Devil, and there is no such thing as hope.

Heralds of Hell is a collection of villainous character playbooks for *Apocalypse World*. Burn it all down, kill everyone.
God will know His own.

Or not.