

Your Name: \_\_\_\_\_

& Your Pronouns: \_\_\_\_\_

Your Qualities \_\_\_\_\_

	<i>Tally</i>	<i>Final Tally</i>
Inventive		<input type="text"/>
Kind		<input type="text"/>
Nimble		<input type="text"/>
Patient		<input type="text"/>

Unlocked Thieves' & Performers' Sleights \_\_\_\_\_

Rules of Play \_\_\_\_\_

**To start a session:** Get together with your friend the necromancer. Find 2 volunteers. Choose a spawning circumstance and explain it to them to begin play.

**Your goal:** Your goal in the game is to find the bounds of your friendship with the necromancer.

**The fundamentals of the game:**

1. Ask your volunteers questions.
2. Make the leap to action.
3. Look for opportunities to exert yourself.
4. Take turns with your friend the necromancer.

**To roll:** Roll a number of 6-sided dice equal to your rating. Count each 4, 5 or 6 as a **hit**. If you roll no hits, **it's a miss**.

Exerting Yourself...

With Discipline:

**To perform thieves' & performers' sleights.**

= Your Nimble + your Patient

Thieves' & Performers' Sleights:

- Climb, leap, tumble, & defy to fall.
- Command an audience from a crowd.
- Pass by someone unnoticed.
- The furtive knot, the fourth stone, the filch.
- Any others you've unlocked in play, noted opposite.

With Grace & Calm:

**To disarm a situation.**

= Your Inventive + your Kind

Instinctively:

**To stay on top of a developing situation.**

= Your Nimble +1

Physically:

**Against the mass and momentum of an uncooperative or unsensible thing.**

= Your Inventive + your Nimble

Violently:

**Against an Enemy.**

= Your Nimble, min 1

Submit to Circumstance:

**Instead of exerting yourself, just trying to come out on your feet.**

= Your Inventive + your Patient

Notes, Modifiers & Exceptions:

Your Name: \_\_\_\_\_

& Your Pronouns: \_\_\_\_\_

Your Qualities \_\_\_\_\_

	Tally	Final Tally
Ambitious		<input type="text"/>
Bold		<input type="text"/>
Cunning		<input type="text"/>
Virtuous		<input type="text"/>

Unlocked Acts of Necromancy & Achievements \_\_\_\_\_

Rules of Play \_\_\_\_\_

**To start a session:** Get together with your friend the thief. Find 2 volunteers. Choose a spawning circumstance and explain it to them to begin play.

**Your goal:** Your goal in the game is to follow your ambitions into danger, and maybe to get back out again.

**The fundamentals of the game:**

1. Ask your volunteers questions.
2. Make the leap to action.
3. Look for opportunities to exert yourself.
4. Take turns with your friend the thief.

**To roll:** Roll a number of 6-sided dice equal to your rating. Count each 4, 5 or 6 as a **hit**. If you roll no hits, **it's a miss**.

Exerting Yourself...

Empathetically:

**To study and understand a person.**  
= Your Virtuous + 1

Magically:

**To perform acts of wizardry.**  
Starts at 1

Acts of Necromancy:

- Break, ease, or set a necromantic lock.
- Hide the sound of your footfalls.
- Study at the feet of a ghostly tutor.
- Unveil your necromantic senses.
- Any others you've unlocked, noted opposite or elsewhere.

Mentally:

**To study and grasp a situation's nuances.**  
= Your Highest Tally +1

Physically:

**Against the mass and momentum of an uncooperative or unsensible thing.**  
= Your Bold + your Cunning, min 2

Subtly:

**To pass through your environment unnoticed or to take action unremarked.**  
= your Ambitious + your Cunning, min 2

Violently:

**Against an Enemy.**  
= Your Bold + your Cunning, max 4

Submit to Circumstance:

**Instead of exerting yourself, just trying to come out on your feet.**  
= Your Bold Cunning + your Virtuous

Notes, Modifiers & Exceptions:

## The Thief & the Necromancer: Volunteer's Guide

THANK YOU for agreeing to play The Thief & the Necromancer with us! Here are the rules.

### 1. Your Goal in the Game:

You're doing us a favor just by playing, so you don't have to worry about winning or losing the game. Your goal is just to say things that you, personally, find honestly entertaining.

### 2. Your Main Job:

Almost your only job is to get with the other volunteer and make up answers to our questions.

We'll ask things like "We're set upon by raiders. What are they like?" You and your fellow volunteer can imagine any raiders you want, exactly the raiders you find most fun, and tell us about them together.

If you want to ask us any questions before you answer ours, to make sure you've got all the details right or whatever, please do! We'll be more than happy to answer them.

Sometimes the answer to one of our questions will be obvious, or you'll already know it from what somebody's said before. In that case, just give the obvious answer, no need to second guess.

Sometimes one of our questions will be way out, weird, maybe contextless. You can always ask us clarifying questions, but you can also just say whatever pops into your head and let us be the ones who have to make sense of it.

Sometimes we'll show you one of our sheets and have you choose something from a list, too. Always choose whichever option seems best to you at the moment.

On the reverse, see also "A Bestiary," which includes some ideas that you can use and build on.

If we talk over each other or make your job otherwise difficult, you may remind us to get ourselves in order, as sharply as you wish.

### 3. You and the Other Volunteer:

In order for anything to really count, you and the other volunteer have to agree on it. If you don't agree about something, it's not true until you do. Talk it over until you're both satisfied. We'll wait!

The reason there are two of you, by the way, is that this way you can trade off and build on each others' ideas. Neither of you has to do all the work.

If you have any trouble coming to agreement and you want to use some kind of system to decide, like R-P-S or flipping a coin or dibs or something, that's none of our business. Whatever works for you. Just let us know what you've decided.

We have 6-sided dice you can borrow if you want to roll them.

### 4. Ending the game:

Any of us can end the game whenever we want, for any reason or none at all. It doesn't matter how abrupt it might be.

If, at any point, it seems impossible to entertain yourself, or not worth it, or anything like that, don't hesitate, just call an end.

### 5. Thank you!

You're the best! We're lucky to have you.

## The Thief & the Necromancer: Co-Player's Guide

THANK YOU for co-playing The Thief & the Necromancer with me!  
Here's how it works.

### 1. Co-playing:

When you're the one in action, follow your rules and pursue your goal in the game. I'll act as one of your two volunteers, getting together with the dedicated volunteer to answer your questions.

When I'm the one in action, I'll follow my rules and pursue my goal in the game. You act as one of my two volunteers, getting together with the dedicated volunteer to answer my questions.

We don't need to take turns or anything like that. All we need to remember is this:

***When you ask questions, I help answer them. When I ask questions, you help answer them.***

### 2. Co-volunteering:

When you're acting as one of my volunteers, your job is to get with the dedicated volunteer and make up answers to my questions.

I'll ask things like "I'm set upon by raiders. What are they like?" You and the dedicated volunteer can imagine any raiders you want, exactly the raiders you find most fun, and tell me about them together.

If you want to ask me any questions before you answer, to make sure you've got all the details right or whatever, please do! I'll be more than happy to answer them.

Sometimes the answer to one of my questions will be obvious, or you'll already know it from what somebody's said before. In that case, just give the obvious answer, no need to second guess.

Sometimes one of my questions will be way out, weird, maybe contextless. You can always ask me clarifying questions, but you can also just say whatever pops into your head and let me be the one who has to make sense of it.

Sometimes I'll show you one of my sheets and have you choose something from a list, too. Always choose whichever option seems best to you at the moment.

On the reverse, see also "A Bestiary," which includes some ideas that you can use and build on.

### 3. You and the Dedicated Volunteer:

In order for anything to really count, you and the dedicated volunteer have to agree on it. If you don't agree about something, it's not true until you do. Talk it over until you're both satisfied. I'll wait!

If you have any trouble coming to agreement and you want to use some kind of system to decide, like R-P-S or flipping a coin or dibs or something, that's none of my business. Whatever works for you. Just let me know what you've decided.

If you find that you don't want to be the one to answer one of my questions, because of complications from co-playing, you can still help the dedicated volunteer come up with a good answer, without answering it yourself.

### 4. Ending the game:

Any of us can end the game whenever we want, for any reason or none at all. It doesn't matter how abrupt it might be.

If, at any point, it seems impossible to entertain yourself, or not worth it, or anything like that, don't hesitate, just call an end.

### 5. Thank you!

You're the best!

## The Thief & the Necromancer: A Bestiary

### 1. The World:

It's the Ancient World, before the Age of Empires.

It's not Earth, probably, although it has a single yellow sun and a single white moon and three stars in a row in the winter sky that everyone recognizes. It has summers and winters, forests and deserts, great various continents and unmeasured salt seas. It has horses, dogs, cats, birds, cattle, lions, hyenas, camels, llamas, marsupials, mustidae, primates, pachyderms.

If you went there you could breathe the air but the language would be unknown to you and the food and fashions unfamiliar.

### 2. Human Nature:

Human beings love to have full bellies, warm rugs, sweet sad music, and their loved ones nearby.

They hate violence, hunger, fear, cold, injustice, and their friends who have wronged them.

They work stone, clay, wood, metal, cloth, fur, glass, horn, sinew, bark, leaves, leather, and reeds. They cook their food, brew their drink, bury their pickles, eat fruit in season, eat fish when it runs, and eat salt when they have it. They hold their nose when the healer makes them swallow their pungencies.

### 3. Cities:

Human beings create polities no bigger than city-states, usually, and usually no longer-lived than dynasties. The greatest and the least usually eat grain from the same fields and hunt ducks on the same rivers.

Standing armies are vanishingly rare. Professional law enforcement is unknown. There are professionals of law in many cities, but they're clerks and interpreters, lawyers and arbiters. For enforcement, they depend on ad-hoc assemblies, mobs under their control. Cities don't

have civil prisons, but they do have forced labor camps, and the powerful sometimes keep private dungeons for their enemies.

Much city organization centers on the granary. The city organizes planting and harvest, prepares for drought and plenty, and always takes good care of the gods and goddesses of agriculture. A city's economy runs on granary chits, markers or tokens that let you draw a ration of grain, beer, or other better fare. Some cities mint their granary tokens in copper with complicated designs to dissuade forgery, but whenever you talk about "coins" in play, they could be impressed clay tablets, notched wooden rods, or printed cloth squares instead.

Many human beings live their lives in settled polities smaller than cities: self-organized, independent villages and towns. Sometimes these owe tribute and political affiliation to powerful cities nearby, and in these regions, common "coins" circulate. Sometimes villages confederate with one another instead, and in these, commerce is less rigid, currency less commonplace.

In almost all places, traveling performers are welcomed and regarded with hostility and suspicion.

### 4. Necromancy:

A necromancer is a person who, by diligent study and a brash willingness to cheat fate and nature, learns to perceive and manipulate the ghosts of the dead, and to create them when necessary.

Ghosts being plasmic in nature, necromancy is a form of wizardry.