THREATS

THREAT TYPES

- **Clans**: cult, enforcers, family, hunting pack, mob, sybarites.
- **Corrupters**: betrayer, disease vector, parasite, quarry, revenant, saboteur.
- **Diseases**: addiction, delusion, frailty, infection, plague, prejudice.
- **Institutions**: condemnation & judgment, hooks & leverage, offices & duties, rituals & observances, rules & laws, status & hierarchy.
- **Landscapes**: breeding pit, fortress, furnace, maze, mirage, prison.
- **Markets**: finedealery, flea meet, outfittery, sharehouse, traderoad market, waypoint.
- **Pinpoints**: cradle, doorway, hammer, mirror, searchlight, sickle.
- **Reliables**: confidante, friend, guardian, lover, representative, right hand.
- **Terrain**: broken ground, an exposed place, a precipice, shifting ground, a torrent, a wall.
- **Vehicles**: bold —, cagey —, relentless —, skittish —, vicious —, wild —. Beast, brute, creature, devil, machine, ride.
- **Warlords**: alpha wolf, collector, dictator, hive queen, prophet, slaver.
- **Weather** changes landscapes and terrain.

INITIAL THREATS

- Where the PCs are, create it as a landscape, including terrain.
- For any PCs' gangs, people, or populations, create them as clans. Consider including corrupters and/or wannabe warlords.
- For PCs' individual NPCs, create them as clan members, corrupters, or small-scale warlords. Don't save warlords only for literal warlords.
- Create an NPC as reliable only when the playbook tells you to.
- For any PCs' vehicles, create them as vehicles.
- If any PCs have unique, exceptional, bizarre gear, create them as pinpoints.
- For any marketplaces, create them as markets.
- In any local populations, create diseases and/or institutions.
- For the Hard Zone locations, create them as landscapes.

During the second session and subsequent, revise freely and create at need.

BASIC MC MOVES

- Have one of your NPCs make a threat move. Remember all your NPCs, including the institutions, landscapes, vehicles and all, not just the people.
- Make something go wrong. Separate them, trap them, corner them, put them in a spot, put them in danger.
- Inflict or exchange harm as established.
- Announce off-screen badness.
- Activate their stuff's downside.
- Take away their stuff.
- Tell them the possible consequences and ask.
- Offer them an opportunity, with or without a cost.
- Turn their move back on them.
- Before or after your move: "meanwhile…"
- After your move: "what do you do?"

NAMES

Lits, Newton, Twice, Ozone, Mimi, Millions, Gnarly, Rack, Mice, Ba, Winkle, Fuse, Pellet, Preen, Fianelly, Krin, Lamprey, Putrid, Bill, East Harrow, Crine, Mill, Princy, Parcher, Tum Tum, Last, Brace Win, Gams, Clarion, Ik, Ula, Pierre, Tabi, Arif, Rolfball, Wisher, Thuy, Skink, Tenna, Sad Marney, Hugo, Corbett, Joe's Girl, Fleece, Brain, Harridan, Abondo, Missed, Norvell, Been, Roark, Mercer, Brandenburg, Camo, Li, Rufe, Shan, Monk, Foster, Dog head, Jeanette, Rice, Balls, Toyota, Kaida, Visage, Grome, Lala, Pamming, White, Fu, Tao, Jammer, Partridge, Peppering, Amy, Dremmer, Bar, Fosko, Dustwich, Deller, Isle, Kettle, Carna, H, III, Do, Child-of-Air, Little Sue, Matilda, Rothschild, Rum, Omie Wise, Jackabacka, Eaten.

CORE NPCs

NAME:
Threat type:
Circumstances:
Impulse:

-harm,   -armor, other tags:

NAME:
Threat type:
Circumstances:
Impulse:

-harm,   -armor, other tags:

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Threat type:
Circumstances:
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