

Adventure moves:

For use in "Iron Immortals Episode 006 - The Shattering at Harrasreika, Pt. 3":

<http://crookedthimble.com/index.php/2016/10/07/iron-immortals-episode-006-the-shattering-at-harrasreika-pt-3/>

LEAD AN UNDERTAKING (INT)

When you lead a planned and coordinated undertaking, describe your plan and who is carrying it out then roll +Int.

10+: everything goes according to plan; you and your team are in perfect position to carry out the final element of the plan. The GM will describe the scene and present you with the opportunity to act.

7-9: You get your opportunity to act, but it won't go as smoothly as you would like, choose 1:

- A preliminary task was not completed on time or accurately; choose a task and the GM will describe how it causes a problem.
- There's an unexpected complication; choose a consideration and the GM will describe how it causes a problem.

6-: the GM will describe the scene and make a move that puts you on the back foot; both problems described under 7-9 apply as well.

Lead an Undertaking can be used for side missions, or any part of the main mission that the players or the GM doesn't want to spend a lot of time on. Use it when failure or complication could be interesting, but the details of the mission and its execution are not.

CALL IN A FAVOR (CHA)

When you go to an ally for help, roll + Cha.

7+: You get what you want.

10+: You get a little something extra (choose either [Lore] or [Gear]).

7-9: choose 2 from the list below:

- Your request is going to cost you extra
- Your request is going to take some time to put together
- Your request is going to attract unwanted attention, complications or consequences
- Your ally needs you to help them out with something. If you turn them down take -1 ongoing to this move till you make it right.

While investigating, preparing and undertaking adventures, your party will often need help from specialists, need a particular piece of gear, or require a key piece of information. **Call in a favor** is the move for dealing with your allies to get any of those things. You must have a relevant ally to use **call in a favor**, so **discover an ally** who is such a specialist or go to an existing ally to find out if they know of one.

Your allies aren't running charities. They'll charge for their services, and for any gear you need from them. Their services may also take time to organise and alert curious or unfriendly attention which can complicate the mission. Their own personal and professional issues can also cause trouble. If you choose any of these options, the GM will make an appropriate move to introduce these complications.

DISCOVER AN ALLY

When you need to **call in a favour** from a new ally, name and describe the ally, then say why the ally owes you a favour or why you owe them a favour. The GM will ask you some questions about the ally and your relationship. Add the ally to your list.

You can only **discover an ally** once per adventure. Discovering allies is an important part of Iron Immortals. Not only does it introduce helpful NPCs into the fiction and expand your options for **Call in a Favor**, it allows you to make statements about the world. Your allies are people with problems and you're a problem solver, so sooner or later their problems will be your problems.

PRODUCE EQUIPMENT

When you produce the equipment you need at the right time, describe how and why your professionalism and forethought told you to bring this equipment on the adventure and spend [gear]. You must spend [gear] to produce equipment. Produce equipment is the move for converting equipment you've acquired during preparation into a concrete advantage. When you make this move, the GM will ask questions about the equipment and how you obtained it. The answers must be appropriate to the mission, the fiction, and the tone of the game as established by the your table. You can only produce equipment that you could reasonably have in your possession or could obtain relatively easily.

REVEAL KNOWLEDGE

When you reveal your knowledge of the opposition's preparations, dispositions or environment, describe how you discovered that information and spend [Lore]. You must spend [Lore] to reveal knowledge. Take +1 forward to exploit the opportunity offered by that information.

Reveal Knowledge is the move for converting the information you dug up during preparation into a concrete advantage. When you make this move, the GM will ask questions about the knowledge and how you obtained it. The answers must be appropriate to the mission, the fiction, and to tone of the game as established by the your table.

Noblesse Oblige (CHA)

When you invoke your position in society in exchange for coin or goods from a person whose position requires that they owe you obligations, roll + Cha.

10+: You get what you want without obligation or trouble.

7-9: choose 2 from the list below:

- You owe a debt to this person or their master.
- Your request is going to take some time to put together.
- Your request is going to attract unwanted attention, complications or consequences.
- You get less than you asked for.

Up to 100 in coin may be extended on a line of credit from appropriate “Banking and Credit” sources in each nation. Depending on their allegiances, merchants may respect offices and titles from any nation and extend appropriate credit.

Create Concoction (INT)

When you attempt to create up to 100 coins worth of known, stable concoctions in an area where supplies are plentiful, roll + INT.

7+: You mix the concoction successfully, take -1 ongoing to this move until you RECOVER.

10+: You make an additional use without cost.

7-9: choose 2 from the list below:

- Your concoction goes awry. Create one less use.
- Your concoction has reduced effect. Apply the “Weakened” tag.
- You attract unwanted attention, complications, or consequences.

Dangerous wilderness always provides plentiful supplies, but the dangers are more significant. Friendly relations with an Alchemist ally provides plentiful supplies at half the cost of concoction’s listed price.