

A Visitor's Guide to Cruisin'!



MOONLIGHTON



ROSEVILLE BEACH

Quickstart and Demo Kit

1

The Cabana is the newest nightclub in the village. It's a smaller stage than most nightclubs, but there are frequent concerts, shows, live bands, and scandalous parties. They have their own pool, and a small hotel attached. The owner, Duke Randall, is a recluse—his friend, Ben Morris, runs day-to-day operations, and Tiffany Bruncheon books and hosts the shows.

2

Screw's Turn, an after-hours piano bar, is popular with drag queens and theater-lovers across the island. It's owned by the gruff head bartender, Doug Miles, and his on-again-off-again ex, Peter Quint. Flora Bly, the resident drag queen, does shows every Thursday, Friday, and Saturday.

3

Cedar Point is a hotel and restaurant run by the outdoorsy and athletic Lacey Bonano. She was once a beloved middle school gym teacher—no one is sure where she got the money to open a hotel. Regina Murphy is the hotel manager, the head bartender is Art Garcia.



Charming People...



In a Charmed City!



4

Ocean Palace is the oldest nightclub in Roseville Beach. Originally opened by Gregor Shaw as a seafood restaurant and jazz venue, it had a loyal (and straight) following through the early 60s. His children, Glen Shaw and Glenda Savage, run the Palace as a gay nightspot now, though their father still comes from Saltwinne every few weeks to tell them everything they're doing wrong.

5

Fleur Manor is the home of the Fleur sisters. People say the four drag queens are actually all closely related: cunning Carrie, coy Cathy, cold Chrissy, and charming Corrine. During the day, they run a sandwich shop and hardware store out of the first floor, and at night their roomy attic loft becomes a drag revue hotspot called The Attic.

6

The Market holds a small, busy grocery on the ground floor, run by the Cooper family. They also rent VCRs and a few VHS tapes. The top floor is the town's legendary Paperback Exchange & Newsstand, run by Sandy Perez.

7

The Community Center hosts village-wide events, including gallery shows, movie nights, a summer repertory stage, and occasional talent shows. The head gardener is Bill Adams, and Vicki West manages the facilities and programming.

8

Rosie's, right by the Mainelin County ferry dock, is just a covered deck and a bunch of whirring blenders most nights. It's pretty slow by the time the last ferry leaves. Head bartenders Vincent Rivera and Judy Spina don't own the place, but seem never to leave.

9

Bracknell Lodge, a clothing-optional mini-resort, has twelve guest rooms and a dining area in the baroque main building, a large central deck with a private pool and hot tub, and the multi-room Harbor Cottage with access to the Lodge's private boathouse and dock. A few summer employees live in a dorm-like gatehouse, and there's a private tower where the Lodge's reclusive owner Graye "Lady" Bracknell has lived since building the Lodge in 1938, all surrounded by a seven-foot stucco wall. Groundskeeper Jake Flores is usually on-premises, as is the eccentric sculptor Mel Sanders, both of whom actually live off-premises.

10

Violet Flame Candles & Gifts is a sprawling shop of occult goods and strange books—though most of the worthwhile stuff is on the discount rack. Straight owners Cas Urban and Flint LaVenge aren't Roseville residents, but given the chance, they'll brag about the orgiastic rites they're planning once they start their cult.



***"CREATING A
CHARACTER"***



CHARACTERS in *Moonlight on Roseville Beach* have an **Origin Story** (in these Quickstart rules, there are four: **Fresh Face**, **Scandalous**, **Shifter**, and **Witch**) and a job on the island.

In addition, all the characters have one or more **Troubles**: someone they're indebted to, hiding from, trying to impress, or looking out for. Once you have your origin story and job, choose some names as Troubles. You'll also have a chance to choose some **Comforts** and an **Ally** or two.

The other players are your housemates, and you've already had some strange adventures together before the game starts. When you and the other players first get together around the table (physical or digital), each player selects a **Strange Event** they experienced with another housemate.

Fresh Face



You're an adult now, and you're ready to live their own life. Whether you intend to settle down for a while in Roseville Beach, or just take a break for the summer, it's a chance for you to get out on your own. One thing is sure: you're not in Kansas anymore.

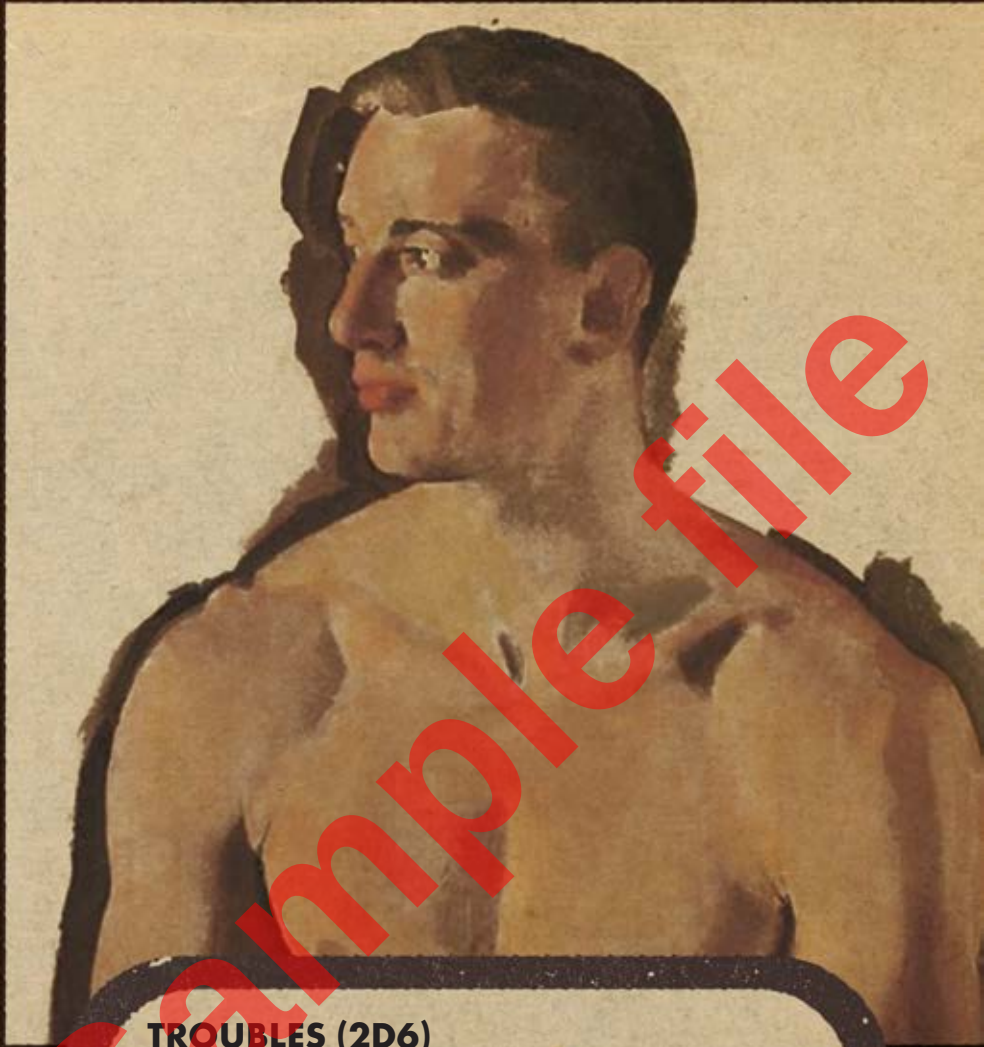
Age: 17 + 1d3.

Beginner's Luck: When you make a roll without the help of your background or skills, you can reroll any dice that land on a 1, but you must accept the reroll.

BACKGROUND AND SKILLS

Pick two Backgrounds, then roll two Skills from one background and one Skill from the other. If you get the same skill twice, pick one from either background list instead.

Clergy Kid	Sports Hero	Community Theater
1. Friendly	1. Running	1. Acting
2. Sneaking	2. Jumping	2. Stagecraft
3. Driving	3. Strength	3. Strength
4. Oratory	4. Wrestling	4. Dancing
5. First Aid	5. Throwing	5. Disguises
6. Music	6. Brawling	6. Electronics
Back on the Farm	Comics Store	Machine Shop
1. Animals	1. Intimidation	1. Engines
2. Swimming	2. Stubborn	2. Stubborn
3. Tracking	3. Friendly	3. Strength
4. Stubborn	4. Debate	4. Music
5. Climbing	5. Electronics	5. Electronics
6. Repairs	6. Illustration	6. First Aid



TROUBLES (2D6)

6. Someone from your past is looking for you. Put their name under "People I'm Hiding From" on your character sheet.
- 7-9. Whether favors or money, you owe someone on Rose Island—and you owe them a lot. Put their name under "People I Owe" on your character sheet.
- 10+. Someone you care about from your old life has started showing up around Roseville Beach, and you need to keep an eye on them to make sure they stay safe (and oblivious). Put the name of an old friend or family member under "People Counting on Me" on your character sheet.

Scandalous

Age: 21 + 1d6.

You were doing fine.
You had a life.
Maybe you made some
mistakes, but you were keeping
things together. Then the Scandal
happened. Now you're keeping
your head down and trying to
find happiness again.

Bad Reputation: Your **Trouble**
will tell you what the scandal was,
but when you meet someone new,
there's a 1-in-6 chance they've
seen your picture in a news-
paper or gossip rag.

ADAM AND TWO EVES, WALTER POPP (1956)

BACKGROUND AND SKILLS

Pick two Backgrounds, then roll two Skills from one background and one skill from the other. If you get the same skill twice, pick one from either background list instead.

Political Aide	Minor Leagues	Touring Company
1. Friendly	1. Running	1. Acting
2. Sneaking	2. Jumping	2. Stagecraft
3. Driving	3. Strength	3. Strength
4. Charming	4. Wrestling	4. Dancing
5. Stubborn	5. Throwing	5. Disguises
6. Intimidating	6. First Aid	6. Jumping
Aspiring Academic	Editorial Associate	Dropout
1. Stubborn	1. Photography	1. Friendly
2. Intimidating	2. Illustration	2. First Aid
3. Writing	3. Writing	3. Dancing
4. Friendly	4. Intimidating	4. Stubborn
5. Oratory	5. Charming	5. Oratory
6. Repairs	6. Carousing	6. Music

THE SCANDAL (2D6)

5. Someone you were close to (romantically, professionally, or otherwise) was accused of a federal crime and went on the run. Add the name of an FBI or similar agent under "People I'm Hiding From" on your character sheet.
- 6-8. You got entangled with a well-known family member, mentor, friend, or ex who did something very unethical or immoral (but not illegal) and disappeared after a media exposé. You may want nothing to do with them, but they're still looking for you. Add their name under "People I'm Hiding From" on your character sheet.
- 9+. Whether the torrid news of a public figure's same-sex affair was about you or someone close to you, it doesn't matter: your picture was everywhere. The only one willing to help you was a sketchy fixer who set you up with a job and a place to live. Now they want the favor repaid. Add their name under "People I Owe" on your character sheet.

Walter Coph

SHIFTER



The Shifter is someone with the ability to transform from human to animal and back. They may be in Roseville Beach for a new start, to hide out, or just for a break from the world's cares.

Age: 18 + 1d6.

Shapeshifting: You can voluntarily change between your human and animal forms (unless you're affected by one of your Banes). When you change from human to animal, you cannot do anything that animal cannot do.

Banes: Pick two things that force you into your animal form. Trying to prevent the change can be risky:

Touch of Silver, Touch of Gold, Touch of Cold Iron, New Moon, Full Moon, Daybreak, Anger, Embarrassment, Fear, Spilled Blood

ANIMAL FORM

Treat your animal form as a background, and roll one Skill associated with it.

Wolf

1. Jumping
2. Wrestling
3. Biting
4. Tracking
5. Sneaking
6. Intimidating

Wildcat

1. Jumping
2. Climbing
3. Sneaking
4. Ambushing
5. Tracking
6. Running

Crow

1. Fast Flying
2. Intimidating
3. Stunt Flying
4. Spying
5. Pecking
6. Ambushing

BACKGROUND AND SKILLS

Pick one background, and roll two skills. If you get the same skill twice, pick one from any background.

The Burbs

1. Friendly
2. Wrestling
3. Driving
4. Boating
5. Swimming
6. Music

Metropolitan City

1. Theatrics
2. Sneaking
3. Music
4. Running
5. Carousing
6. Brawling

Out in the Country

1. Animals
2. Swimming
3. Tracking
4. Stubborn
5. Climbing
6. Repairs

TROUBLES (2D6)

4. Someone with serious connections is looking for you—they know you're a shifter. Add the name of a federal agent under "People I'm Hiding From" on your character sheet.
- 5-9. Someone with some occult connections is looking for you because of your powers. Add the name of a modern-day occultist, paranormal investigator, or monster hunter under "People I'm Hiding From" on your character sheet.
- 10+. Someone from your life off Rose Island has started showing up around Roseville Beach, and you need to keep an eye on them to make sure they stay safe (and oblivious). Add the name of an old flame, friend, or family member under "People Counting on Me" on your character sheet.



N O W

"THE WITCH!"

Anyone can attempt to work magic, but you're a witch—magic is in you.

Learning to control your power took a long time, but now you're ready to begin pursuing your own life.

Age: 18 + 1d6.

Witchcraft: You have the Witch background and the Sorcery skill.

BACKGROUND AND SKILLS

Pick one background and roll 2 skills. If you get the same skill twice, choose another from the same table instead.

Magic Shop

1. Alchemy
2. Friendly
3. Admin
4. First Aid
5. Herbs
6. Repairs

Liberal Arts Major

1. Photography
2. Illustration
3. Friendly
4. Writing
5. Stagecraft
6. Intimidating

Veterinary Tech

1. Animals
2. First Aid
3. Strength
4. Stubborn
5. Friendly
6. Intimidating

THE WORLD'S GREATEST MAGICAL SECRETS CAN BE YOURS...

THE SUPREME GRAND MASTER OF THE

ROSE ISLAND MYSTICAL SOCIETY

brings you the forbidden secrets of

WORDS OF POWER

Roll three words of power that fuel your magicks. If you roll the same word twice, choose another from the same table instead.

1. Energy	1. Storm	1. Stone
2. Fire	2. Lightning	2. Land
3. Light	3. Thunder	3. Dust
4. Radiance	4. Gust	4. Tremor
5. Burn	5. Flood	5. Break
6. Shock	6. Water	6. Open
1. Summon	1. Heal	1. Lift
2. Conjure	2. Harm	2. Pull
3. Call	3. Bless	3. Push
4. Command	4. Curse	4. Propel
5. Bind	5. Boon	5. Fly
6. Ward	6. Bane	6. Hold

TROUBLES (2D6)

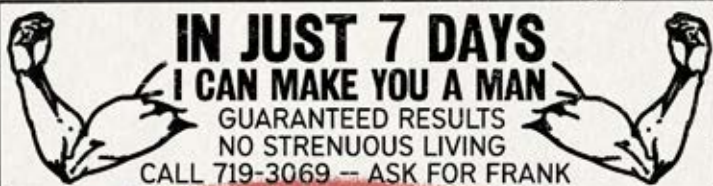
5. Someone in Roseville Beach helped you get set up with a place, a job, and some money when you got here. Add their name under "People I Owe" on your character sheet.
- 6-9. A former magical mentor you want to avoid is looking for you, probably because they want something. Add their name under "People Looking for Me" on your character sheet.
- 10+. A precocious and gifted (but untrained) spellcaster has decided that you should be their mentor. They swear they're helpful, but if they don't get sufficient attention from you, they get into trouble. Add their name under "People Counting on Me" on your character sheet.

Rose Island Board of Labor

I SHOULDN'T
HAVE ORDERED
THAT THIRD
BOTTLE...

The Cabana

**Pay your
own way!**



**IN JUST 7 DAYS
I CAN MAKE YOU A MAN**
GUARANTEED RESULTS
NO STRENUOUS LIVING
CALL 719-3069 -- ASK FOR FRANK

CHOOSING A JOB

Characters in Moonlight on Roseville Beach solve creepy mysteries and deal with strange monsters, but they also hold down ordinary jobs. Once you've chosen an Origin Story, choose one of these jobs or work with your GM to invent another. Once you've got a job, roll or choose a skill you learned performing it.

<i>Backup Dancer at Fleur Manor</i>	<i>Bartender at Rosie's</i>	<i>Roseville Care Center Assistant</i>	<i>Community Center Gardener</i>
1. Friendly	1. Friendly	1. Driving	1. Herbs
2. Charming	2. Charming	2. First Aid	2. Strength
3. Stagecraft	3. Tough	3. Friendly	3. Tough
4. Jumping	4. Strength	4. Running	4. Stubborn
5. Music	5. Stubborn	5. Strength	5. Repairs
6. Climbing	6. Intimidating	6. Stubborn	6. First Aid

JOHN WATERS
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THE DANDY LION WINE

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ROSE ISLAND!

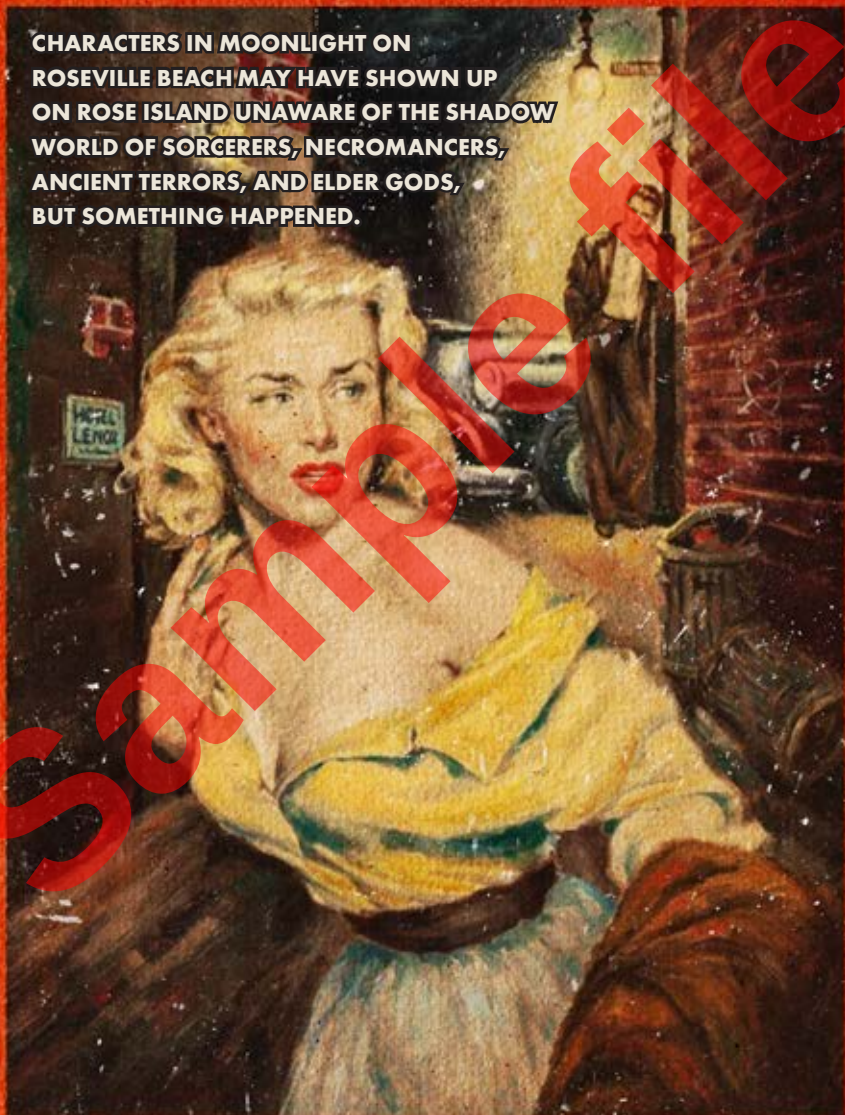



BI
BOB'S
COUNTRY
BUNKER
"we got both kinds"
AT THE CORNER OF VISTA AND HARBOR

Strange Events

on Rose Island

CHARACTERS IN MOONLIGHT ON
ROSEVILLE BEACH MAY HAVE SHOWN UP
ON ROSE ISLAND UNAWARE OF THE SHADOW
WORLD OF SORCERERS, NECROMANCERS,
ANCIENT TERRORS, AND ELDER GODS,
BUT SOMETHING HAPPENED.



Each housemate chooses one of the following strange experiences. Discuss with the player sitting to your left what exactly the two of you saw.

THE MONOLITH

The two of you saw a strange bronze monolith. It was always right behind you somehow—you never saw it move. Agree where the two of you last saw it before it disappeared, then roll 1d6 each. On a 4+, choose a Skill: **Stubborn, Strength, Subterfuge**. On a 3-, you start the game with a **Scare**: you always feel like you're being watched.

THE STRANGE FIGURE

The two of you were approached by a shadowy figure that hissed your names and ran away. Say how you might recognize the figure if you saw it again, then roll 1d6 each. On a 4+, choose a Skill: **Intimidating, Sneaky, Running**. On a 3-, you start the game with a **Trouble**: you're looking out for someone who was injured by the fleeing figure.

THE LIGHTS IN THE HARBOR

You two were walking the Toklas trail between Roseville Beach and Pinewood Harbor when you saw strange, colorful lights in the sky over Odd Island in the harbor. Name a person in town (a resident, **Trouble**, or **Ally**) who was walking near you—they insist they didn't see the lights. Then roll 1d6 each. On a 4+, add an **Ally**: an odd but helpful person who says they're from Odd Island, and who won't tell you their name, but is often there when you need help. On a 3-, you start the game with a new **Trouble**: someone is clearly watching you—write "The Silent Observer" under "People I'm Hiding From" on your character sheet.

SHARK PEOPLE?

Walking on the beach one night, you both saw shark-like creatures attack a stranger. Name and describe the person you saved, driving the shark-creatures away, then roll 1d6 each. On a 4+, start the game with an **Ally**: the stranger is well informed about Rose Island's strange happenings. On a 3-, you start the game with a **Trouble**: you're looking after the person you saved.

THE STARRY FORM IN THE DUNES

You and your housemate saw a glimmering figure in the dunes west of town one night. Say what you thought you heard as it called out to you, then roll 1d6 each. On a 4+, choose a Skill: **Running, Sneaky, or Strength**. On a 3-, you start the game with an **Injury**: something that makes it hard for you to get around. You don't remember how you got the injury—you just woke up in the marshy, forested dunes with it.

are YOU a SELF-MADE MAN?

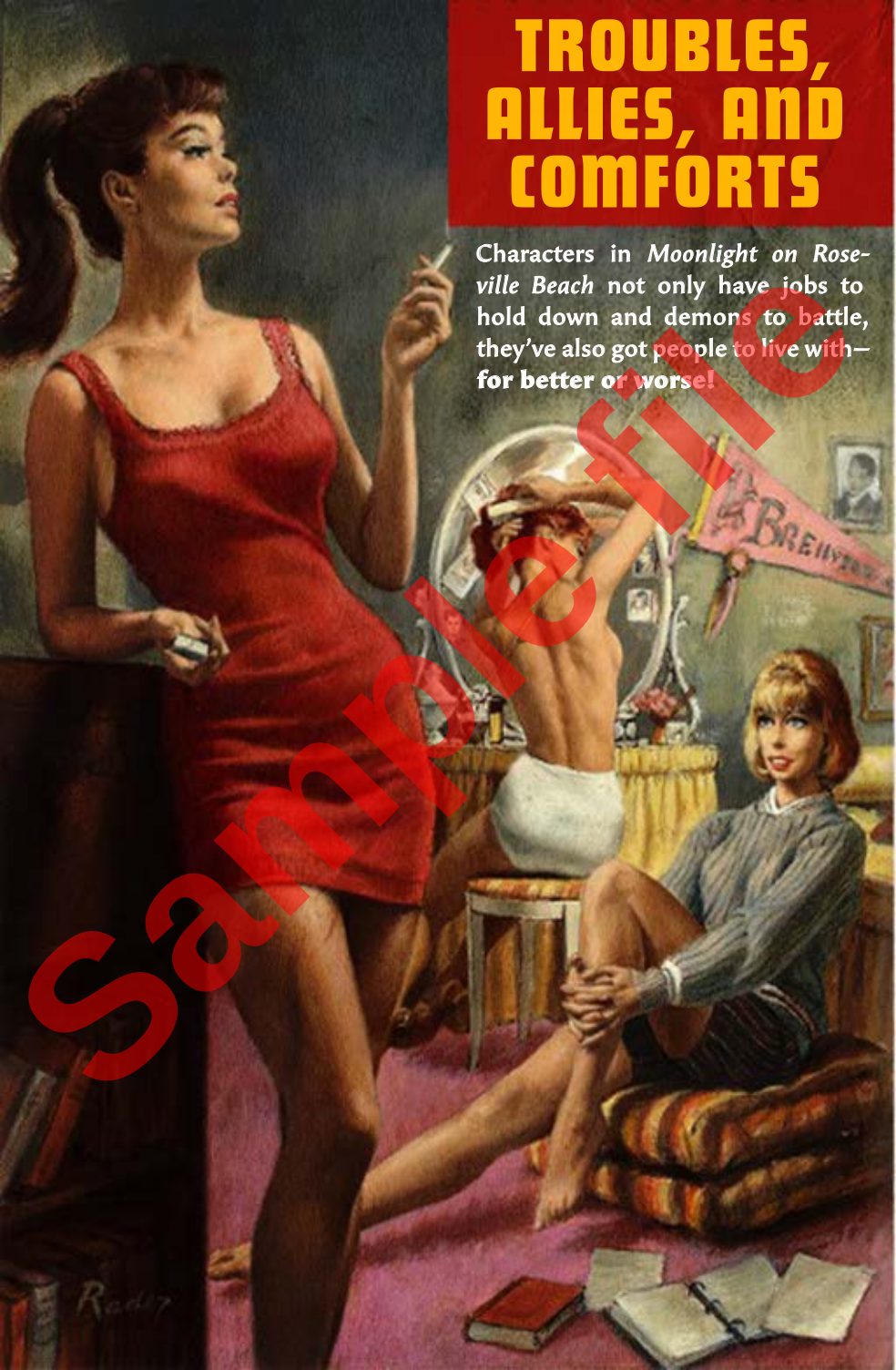
DR. AIDEN'S HORMONE CLINIC



WALK-INS AVAILABLE

TROUBLES, ALLIES, AND COMFORTS

Characters in *Moonlight on Roseville Beach* not only have jobs to hold down and demons to battle, they've also got people to live with—for better or worse!



TROUBLES

Your origin story will usually give you a **Trouble** of some sort: Someone You're Hiding From, Someone You're Trying to Impress, Someone You Owe, or Someone Relying on You. Troubles always have a chance of showing up: if you don't want that particular Trouble showing up in-game, choose a different one.

More Trouble! Choose a **Trouble** in any of the categories above and write it on your character sheet, in addition to the Troubles you discovered in character creation.

ALLIES

Allies are folks who have some skill, experience, knowledge, or supplies. They're good folks to know. When you write down an Ally's name, add what kind of tasks they're helpful with, and what your relationship is with them—boss, coworker, crush, fling, friend, rival, or something else.

More Allies! Choose an **Ally** you know and are willing to rely on and write their name on your character sheet, in addition to any Allies you discovered in character creation.

COMFORTS

With everything you've seen and learned since arriving in Roseville Beach, it's hard to keep going without some sources of comfort and solace. Each character names three Comforts, in any combination of the following categories:

- **The Special Place.** A place where you go to pull yourself together.
- **The Special Memento.** Something you keep in your room that reminds you of another person, time, or place.
- **The Special Person.** A friend, lover, or mentor who you go to when things are tough. This can be a housemate or someone else on the island.



THE QUEER LOOK IN
THE MAN'S EYES GAVE
ME CHILLS.

"Look me up any time
you're around," HE SAID.
"You know they call me
'Lucky' Pierre for a reason."



"Don't mind Pierre,"
THE WELL-DRESSED
GIRL WHISPERED.

"He's just accustomed
to getting his way. Stick
with me, kid...it pays to
be a friend of Dorothy
in this town."

EQUIPMENT & THE BUNGALOW

WHEN characters are out investigating mysteries, they're assumed to have anything they would normally have for what they'd normally do (go to work, hang out on the beach, go on a date). In addition, when they need it, they have up to three small pieces of simple equipment they know how to use (a flashlight, a screwdriver, a flask, lockpicks). If they're carrying a bag or backpack, they can carry four more small items.

THE BUNGALOW

When necessary, characters can return to their **bungalow** for supplies. The bungalow is assumed to have groceries and beach gear on-hand (towels, umbrellas, sunblock). For anything else (a full repair kit, common power tools, specific kitchen supplies, camping gear), the bungalow has a **Supply** rating.

Supply Check: when you attempt to get supplies from your bungalow, roll 1d6. If the number is equal to or less than the bungalow's **Supply** rating, they find the item. If it's higher than the Supply, they find something else that will do in a pinch, and their Supply goes down by 1. When the Supply reaches 0, they can't return to the bungalow for equipment again. Even if something was there before, it's been borrowed, misplaced, or lost.

At the start of each session, reset the bungalow's Supply to its maximum value and choose one thing the housemates have a lot of on hand right now (camping gear, costumes, stage props, medical supplies, painting supplies, plumbing tools, occult tomes). When the housemates have a lot of something on hand, they roll twice, taking the better result, when they check their Supply for that type of item.

OTHER EQUIPMENT

Things That Don't Exist Yet.

No one has equipment that didn't exist in 1979 (mobile phones, DVD players, laptops). Personal computers are very rare, and personal Internet is even rarer (and requires using a phone line). The Sony Walkman is only available in Japan.

No Cars on Rose Island. Roseville Beach, like all the towns on Rose Island, is a very compact town with boardwalks and sandy paths instead of roads. The wealthier towns have beach patrols with a Jeep or two, and most of the businesses have golf carts for bringing supplies in from the harbor, but there are no cars on most of the island.

Weird Supplies. Of course, Roseville Beach exists in a stranger version of our own world. If player characters want to find eldritch grimoires, alien technology, or arcane artifacts, they can call on their contacts, skills, and backgrounds—possibly in risky ways.

Guns. While nothing prevents characters from having or using guns, very few residents have them. The town (and the island) are fairly small, and guns are loud. The sound of gunfire usually leads to someone calling the Mainelin County police—and that never ends well.



BUNGALOW (PLAYERS CHOOSE ONE IN FIRST SESSION)	SUPPLY
Everyone has their own room. There are two indoor baths and an outdoor shower. It's close to the beach and the center of town. There's a VCR in the den, and one phone on the kitchen wall.	3
Everyone has their own room. There's a shared bath and an outdoor shower. It's a bit of a walk to both the beach and the center of town. There's a TV with spotty reception and a phone on the wall in the hallway.	4
Everyone's sharing rooms. There's a shared bath. It's a hike to get almost anywhere else in town. There's no phone and the TV antenna is broken.	5

INVESTIGATING MYSTERIES

WHEN you investigate the mysteries of Roseville Beach (natural or supernatural), the GM accurately describes what you observe, what you perceive, and what you know in the current situation—though sometimes your perception will be limited by obfuscation, illusion, or trickery. If you want to dig deeper, describe what you are searching for in your environment or your memory, and ask the GM an open-ended question based on what you're seeing, or what you might figure out based on your **Background, Skills, Troubles**, or prior adventures.

ACTION AND DICE

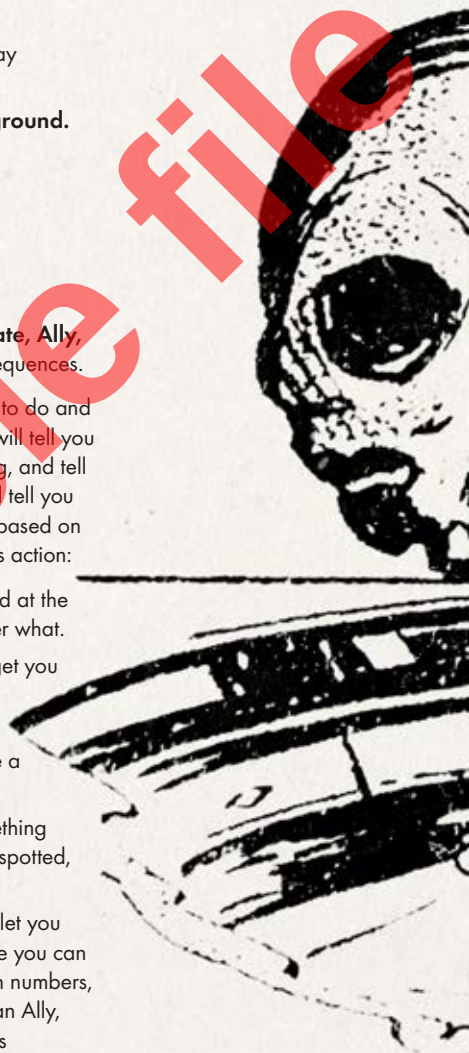
ONLY risky actions provoke rolls. When you head into danger knowing what you're facing, you gather a pool of dice and roll.

When you build a dice pool, select one d6 for being a sleuth. Then add one d6 to the pool for each of the following:

- You aren't **Injured** or **Scared** in a way that inhibits what you're doing.
- You have at least one relevant **Background**.
- You have a relevant **Skill**.
- You have a second relevant **Skill**.
- This is a golden opportunity.
- An **Ally** or other NPC is helping you (the **Ally** is also at risk).
- You are acting to protect a **Housemate**, **Ally**, **Trouble**, or **Comfort** from dire consequences.

Begin by telling the GM what you want to do and what you're trying to accomplish. They will tell you if it's possible, confirm what you're doing, and tell you if a roll is needed. If so, the GM will tell you which of the following tables to roll on, based on what kinds of risks you're taking with this action:

- **Goal.** You're always trying to succeed at the Goal, so place one die here no matter what.
- **Injured.** If what you're doing could get you hurt, place a die on the Injured table.
- **Scared.** If what you're doing could expose you to something scary, place a die on the Scared table.
- **Clue.** Any time you think there's something more to learn than you have already spotted, you can add a die to the Clue table.
- **Trouble.** After you roll, the GM may let you roll a **Trouble Die**. This is a bonus die you can roll if the original roll has too few high numbers, but it will mean a Trouble shows up—an Ally, Comfort, or Roseville Beach resident is now in danger.





If the GM tells you there are more risks than you have dice for, you might want to adjust your plan.

Roll your dice pool and choose which of the individual dice to assign to the risks you're taking. For each one, check your assigned result against the appropriate table below to see what the outcome is. If you don't have enough dice for all of the assigned risks, treat any risks with no die as a result of 1 instead.

If the results are especially dire, you can also roll a **Trouble** die.

GOAL

Every roll risks failure. Assign one of the dice you rolled to the Goal.

- 6 You achieve your goal.
 - 4-5 You make progress on your goal, but it's taking longer than you thought. Or you succeed with unforeseen consequences, possibly including Injuries or Scares.
 - 3- It's not working, or it's taking too long! The GM announces some unforeseen dangers, threats, or consequences—possibly including Injuries or Scares.
-

INJURED

To avoid injury or physical harm as part of your action, assign one of the dice you rolled to Injury.

- 4+ You succeed without getting yourself, your housemates, or Allies Injured.
 - 3- You, an Ally, or a housemate is injured. If someone was assisting you, they also suffer an Injury.
-

SCARED

To avoid being spooked, frightened, or scared as part of your action, assign a die to Scared.

- 5+ You succeed without frightening yourself, your housemates, or your allies.
 - 4- You and anyone assisting you is Scared.
-

CLUES

If you suspect there's something more you could learn or discover in this situation, you can assign a die to Additional Clues.

- 4+ The GM tells you what you discover, learn, or realize. If the GM can't tell you something you don't already know, you can place the die elsewhere, instead.
 - 3- You don't discover any additional clues.
-

THE TROUBLE DIE

If you need an extra die to roll, you can opt to risk Trouble in addition to the other risks on this action. Add one die to your pool, but you'll have to assign a die to the Trouble table in addition to any other risks.

- 4+ One of your Troubles (or a housemate's Trouble) will show up this session. Or you will find an Ally or Comfort unavailable, or in need of help.
- 2-3 One of your Troubles (or a housemate's Trouble) hinders your investigation or escalates problems. Or an Ally or Comfort is placed at risk.
- 1 An Ally, Trouble, Comfort, or Roseville Beach resident is in imminent trouble, or is doing something that puts others in trouble.



GETTING ASSISTANCE

If an Ally or other NPC assists you, you can add a die to your pool (as noted above). However, if you suffer any consequences, they suffer them as well.

If one of your housemates helps you, they can add one die to the pool, or two if they have an applicable background or skill. When they do, they also risk any consequences you risk for this action.

USING MAGIC

MAGIC is almost always risky—when you work any magic that has any meaningful effect on events or on the world, you roll. Magic rolls work the same way as other action rolls, but use the table below to build your dice pool instead, gaining 1 die for each of the following:

- You aren't Spooked in a way that inhibits your magic.
- Your origin story is Witch, Familiar, or Stranger.
- You have the sorcery skill.
- You draw on a word of power to cast your spell (one for each word of power employed).
- You're willing to take an inconvenient amount of time to work the spell.
- At least one friend who has the sorcery skill helps you.
- You have the help of three or more other friends who do not have the sorcery skill.
- You have a spellbook, grimoire, or similar arcane source to guide your casting.
- You cast the spell at a special or sacred time (sunrise, midnight, moonset, the turn of the tide, midsummer night).
- You cast the spell in a special or sacred place (a sacred grove, in the waves as a tide comes in).

All magic workings risk **Scares**, and anything intended to harm someone or something else risks **Injury**. In addition, magical workings must also assign one die to **Control**.

ROLL	RESULT OF MAGICAL WORKINGS
5+	You do not lose control of your magic working.
2–4	The magic is beyond your control. The GM will say how you lose control of the power—treat dice on the Scared and Injured tables as 1s, though the participants in the working can determine which of them are Scared or Injured based on the effects. Alternatively, there could merely be significant property damage.
1	The energies, spirits, or visions you summon are beyond your control. The GM may move dice from other tables to the Injured and Scared tables as they see fit, or treat them as 1s, and determine who is affected by each injury and scare. Property may also be damaged (often very badly).