

THE GIT

MOVES

FEARSOME RECORD

When you browbeat someone with your academic credentials...

A VERY EFFICIENT MONSTER

When you reduce someone to tears...

SILENCE!

COMPULSION 

When other people are talking and you demand silence...

THREATS

When you need to do someone else a favour to pay for a move...

MY DOOR IS ALWAYS CLOSED

COMPULSION 

No-one dares enter your office.

DRAG THEM DOWN

When you *scathe* someone...

QUESTIONS

- Who did you drive out of their office to make it *your* office?
- Who can get past your defences, every time?
- Which one of your students is untouchable? Why?

Advances

- Recover all burnout boxes.
- Gain a teaching assistant.
- Gain a move from your department playbook.
- Gain a move from your role playbook.
- Gain a move from a role or department playbook which no player is using.
- Improve an ability by +1. (Max +2)
- Gain an artefact with a minor magical effect.
- Gain a second Stuff choice from your department playbook.
- Improve one of your existing items in some way.

Name

Amin or Amina El-Hashem
 Charles or Meredith Grabbe
 Gerhardt or Katrin Schreier

Attitude

distant contempt
 scathing mockery
 belligerent shouting
 the Stare of Death

Bureaucracy



purchase order
red tape

Charisma



schmooze
scathe
teach

Research



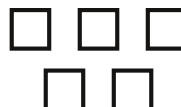
delve deeper
publish

Sorcery

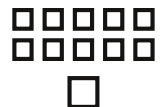


cast a spell

EXPERIENCE



TENURE



GIT MOVE DETAILS

FEARSOME RECORD

When you browbeat someone with your academic credentials, roll *scathe* +Research instead of +Charisma. You can also gain advantage on any *scathe* roll by marking a burnout box.

A VERY EFFICIENT MONSTER

When you reduce someone to tears, you can perform another TIME-CONSUMING action this week. You can only trigger this move once per week.

SILENCE!

COMPULSION 

When other people are talking and you demand silence, if you mark a burnout box, you get it. If you follow this up with a move that capitalises on the sudden quiet, you have advantage on that move.

At the MC's discretion, the Dean and entities of similar power may be unaffected by this move. If no-one is affected, the marked burnout box is refunded.

THREATS

When you need to do someone else a favour to pay for a move, you can choose to make the favour "I won't subject you to my ire." If you do, then the NPC will do what you want right now, but will return to complicate your life later.

This can potentially affect *red tape*, *schmooze*, *purchase order* and some other moves.

MY DOOR IS ALWAYS CLOSED

COMPULSION 

When in your office with the door closed, the only people who would dare interrupt you are the Dean or your head of department. Everyone else who needs to talk to you will have to wait outside, secure an invitation to enter, or catch you elsewhere.

DRAG THEM DOWN

When you scathe someone, they cannot choose to cringe or cower – instead they have access to the following option:

- Attack you, physically or verbally, right here and now.

THE NETWORKER

MOVES

WHO ARE ALL THESE PEOPLE?

Generate a crowd with 24 hours notice.

HELPFUL

Accumulate favours in advance.

ACTIVE SOCIAL LIFE

TIME-CONSUMING 

When you spend every night this week socialising...

PROFESSIONAL TIES

When you successfully *publish* a paper...

TELL ME EVERYTHING

COMPULSION 

When you spend time chatting and gossiping with someone...

COVER FOR ME?

Schmooze by flat-out asking for favours.

QUESTIONS

- Who's been digging into your social media accounts looking for something shameful? What have they found?
- You owe one of your students a favour. How did that happen?
- You've got dirt on an NPC in your department. Who? What is it?

Advances

- Recover all burnout boxes.
- Gain a teaching assistant.
- Gain a move from your department playbook.
- Gain a move from your role playbook.
- Gain a move from a role or department playbook which no player is using.
- Improve an ability by +1. (Max +2)
- Gain an artefact with a minor magical effect.
- Gain a second Stuff choice from your department playbook.
- Improve one of your existing items in some way.

Name

Govinda or Priya Chowdhury
Nobu or Kiku Takenaka
Liam or Emma Webb

Attitude

open and friendly
winning smile
in a lot of clubs
giant folder of blackmail

Bureaucracy



*purchase order
red tape*

Charisma



*schmooze
scathe
teach*

Research



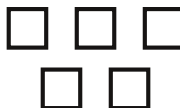
*delve deeper
publish*

Sorcery

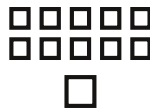


cast a spell

EXPERIENCE



TENURE



NETWORKER MOVE DETAILS


WHO ARE ALL THESE PEOPLE?

With 24 hours notice you can arrange for about a hundred people – vague acquaintances, friends of friends of friends, randoms from social media – to converge on a given spot at a given time. Once there they'll hang around for a few minutes or perform a brief flash-mob-like activity then disperse, unless there's something else going on to hold their interest.

HELPFUL

You can accumulate favours 'in advance' by doing good deeds for people, then use those favours to pay for the *schmooze*, *red tape*, and *purchase order* moves. You can hold at most one favour per person.

ACTIVE SOCIAL LIFE

TIME-CONSUMING 

When you spend every night this week socialising, roll +Charisma. On a 10+ you meet a friend of a friend who just happens to be able to offer significant assistance with a problem you're having. On a 7-9 you either meet a friend of a friend with a useful skill set that you don't need right now, or you meet someone with a perfect skill set for right now but who's a real asshole.

PROFESSIONAL TIES

When you successfully publish a paper, you can automatically bring in one of your NPC co-authors as a 'one-box' co-author on the next research topic you start.

TELL ME EVERYTHING

COMPULSION 

When you spend time chatting and gossiping with someone, roll +Charisma. On a hit they'll tell you a secret, either about themselves or someone else. You choose who, the MC will tell you what. On a 7-9, though, you have to give up a secret yourself in order to earn their confidence.

COVER FOR ME?

You can *schmooze* someone just by flat-out asking them for a favour. If you do this, you can only ever get a small favour out of them; the 10+ option to offer a trade and get a big favour is off the table.

THE POLITICIAN

MOVES

SUDDEN CONFERENCE

TIME-CONSUMING



When you want to disappear in a hurry...

WEATHERVANE

When something big is happening in administration or one of the departments...

WEAPONISED PAPERWORK

When you roll *red tape* to destroy your enemies...

TEFLON

When something bad is obviously, undeniably your fault...

BASTARD

Hold papers hostage.

THE ENEMY OF MY ENEMY

When someone is out to get you...

QUESTIONS

- You've got a rival with just as strong a power base as you. Who?
- The Dean hates you – you, personally – and wants you to fail. Why?
- You owe someone a big favour. Who are they, and what did they do for you?

Advances

- Recover all burnout boxes.
- Gain a teaching assistant.
- Gain a move from your department playbook.
- Gain a move from your role playbook.
- Gain a move from a role or department playbook which no player is using.
- Improve an ability by +1. (Max +2)
- Gain an artefact with a minor magical effect.
- Gain a second Stuff choice from your department playbook.
- Improve one of your existing items in some way.

Name

Oluwayemsi or Abeni Afolayan

Ramiro or Reina Medina

Jack or Karen Parish

Attitude

professional

shark-like

driven by demons metaphorical or literal

just waiting for that inevitable betrayal

Bureaucracy



purchase order
red tape

Charisma



schmooze
scathe
teach

Research



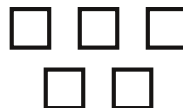
delve deeper
publish

Sorcery

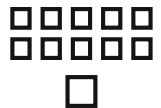


cast a spell

EXPERIENCE




TENURE



POLITICIAN MOVE DETAILS

SUDDEN CONFERENCE

TIME-CONSUMING 

When you want to disappear in a hurry, roll +Bureaucracy. On a 10+ you've managed to secure a place at a conference suitably far away. You'll be back next week, when the greater part of the trouble has blown over. On a 7-9 you've got your tickets but there's a problem; choose one:

- Your flight out is in 24 hours; you'll have to stall whatever's happening until you can escape.
- The conference is somewhere dangerous; you'll come back *hurt*. (If you're already *hurt*, you'll be straight off to the medical wing when you get back.)
- You didn't get away with it clean; take an ongoing disadvantage to all Bureaucracy moves until you successfully *teach* or *publish*.
- You'll need to do someone in admin a favour when you get back.

WEATHERVANE

When something big is happening in administration or one of the departments, you know about it. You can ask one question from the following list and the MC must give you a *full* answer. No secrets.

- Who's involved?
- What's happened so far?
- What's the next big move going to be?

WEAPONISED PAPERWORK

When you roll red tape to destroy your enemies, you can do so with advantage.

TEFLON

When something bad is obviously, undeniably your fault, make an excuse – any excuse – and nothing sticks. You'll come out of the whole thing smelling, if not of roses, then at least exactly the same way you usually smell. Individuals may remember what you did, but as far as the university is concerned you did nothing wrong.

This move works *once*. You can 'recharge' it by choosing to do so the next time you gain an Advance, in place of any other Advance.

HOSTAGE-TAKER

Any paper you are a co-author of cannot *publish* unless you allow it.

THE ENEMY OF MY ENEMY

When someone is out to get you, roll +Charisma. On a 10+ you find someone else who hates your enemy, and they're willing to help you out for nothing more than the satisfaction of thwarting their rival. On a 7-9 you still find an ally but choose one:

- They're willing to help you out, but are relatively powerless.
- They won't budge without you doing something for them first.
- Their enemies become your enemies.

THE ROCKSTAR

MOVES

The Rockstar gets *publish* or *perish* as a free bonus move.

■ PUBLISH OR PERISH

When you are the author or co-author of a successfully published paper...

□ INADVISABLE STIMULANTS

When you jack yourself up with excessive or dangerous stimulants...

□ BY THE LIGHT OF BURNING BRIDGES

When someone discovers just how thoroughly you've betrayed their trust...

□ TRAILBLAZING

Use *publish* or *perish* hold to start new research.

□ CUTTING EDGE TOOLS

When you make a *purchase order*...

□ APPLIED THEORY

When you *cast a spell*...

□ TALK THE TALK

When you *schmooze* or *scathe* a student or TA...

Advances

- Recover all burnout boxes.
- Gain a teaching assistant.
- Gain a move from your department playbook.
- Gain a move from your role playbook.
- Gain a move from a role or department playbook which no player is using.
- Improve an ability by +1. (Max +2)
- Gain an artefact with a minor magical effect.
- Gain a second Stuff choice from your department playbook.
- Improve one of your existing items in some way.

Name

Benoit or Mélisande Belmont
Theodore or Caroline King
Guanyu or Yahui Wen

Attitude

genuinely cool
mind like a razor
anarchist
fusion-powered ego

Bureaucracy

purchase order
red tape

Charisma

schmooze
scathe
teach

Research

delve deeper
publish

Sorcery

cast a spell

EXPERIENCE

TENURE

ROCKSTAR MOVE DETAILS

PUBLISH OR PERISH

When you are the author or co-author of a successfully published paper, hold 1. When one of your superiors tries to discipline you, spend this hold to get away with, at worst, a slap on the wrist.

You can never hold more than 1 for this move.

Whenever you would have to spend *publish or perish* hold, you can choose to mark a burnout box instead.

INADVISABLE STIMULANTS

When you jack yourself up with excessive or dangerous stimulants, you become *hurt* and gain 1 hold for *publish or perish*. If you were already *hurt* you are *taken out*, but not until the end of the scene (giving you a chance to spend that hold to achieve something before you're whisked off to the medical wing).

BY THE LIGHT OF BURNING BRIDGES

When someone discovers just how thoroughly you've betrayed their trust, you gain 1 hold for *publish or perish*.

TRAILBLAZING

You can spend hold from *publish or perish* to immediately start a new research topic.

CUTTING EDGE TOOLS

When you make a purchase order, you can spend hold from *publish or perish* after the roll to bump your success up one category: from a miss to a weak hit, or from a weak hit to a strong hit.

APPLIED THEORY

When you cast a spell, you can spend hold from *publish or perish* after the roll to bump your success up one category: from a miss to a weak hit, or from a weak hit to a strong hit.

TALK THE TALK

When you schmooze or scathe a student or TA, you do so with advantage.

QUESTIONS

- Who is jealous of your success?
- Who is trying to ride your coat-tails?
- What wildly irresponsible thing were you doing with the undergrads last weekend?

THE SLACKER

MOVES

BUSY DOING NOTHING

TIME-CONSUMING



When you take it easy for a week...

EVERYTHING I KNOW, I LEARNED BY DOING GROUP PROJECTS

When you are required to *teach* a class...

EXTRA CREDIT ASSIGNMENT

When you try to get your students to do something for you by disguising it as academic work...

SELF-INDULGENT

Take an extra fulfilment condition.

STRATEGIC INCOMPETENCE

When you try to get out of doing something for your superiors...

THE SORCERER'S APPRENTICE

Learn to do chores with magic.

QUESTIONS

- What piece of work haven't you started yet, despite the deadline being tomorrow?
- Who in your department is wise to your ways, and not very happy about them?
- Which one of your friends is tired of you letting them down?

Advances

- Recover all burnout boxes.
- Gain a teaching assistant.
- Gain a move from your department playbook.
- Gain a move from your role playbook.
- Gain a move from a role or department playbook which no player is using.
- Improve an ability by +1. (Max +2)
- Gain an artefact with a minor magical effect.
- Gain a second Stuff choice from your department playbook.
- Improve one of your existing items in some way.

Name

Ray or Lisa Keller
Premysl or Zita Sokol
An or Huan Xu

Attitude

checked out
crippling anxiety
way too many other irons in the fire
420 smoke weed erryday

Bureaucracy



*purchase order
red tape*

Charisma



*schmooze
scathe
teach*

Research



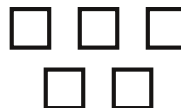
*delve deeper
publish*

Sorcery

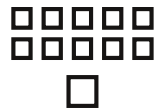


cast a spell

EXPERIENCE



TENURE



SLACKER MOVE DETAILS

BUSY DOING NOTHING

TIME-CONSUMING 

When you take it easy for a week, roll +Bureaucracy. On a 10+ choose two, on a 7-9 choose one:

- Recover a burnout box.
- You have an interesting thought; start a new research topic.
- Someone covers for you or fulfils one of your obligations, but now you owe them. You choose the obligation you just got out of, the MC chooses the person you're now indebted to.
- You overhear a secret, a promising rumour, or interesting fact. The MC will tell you what.

EVERYTHING I KNOW, I LEARNED BY DOING GROUP PROJECTS

When you are required to teach a class, you can instead assign a group project. If you do, this counts as an automatic 7-9 on *teach* without needing to roll.

EXTRA CREDIT ASSIGNMENT

When you try to get your students to do something for you by disguising it as academic work, roll +Charisma. On a 10+ you get all three, on a 7-9 choose two.

- They don't realise you're scamming them.
- They do it right.
- They do it fast.

SELF-INDULGENT

When you first take this move, choose a second fulfilment condition from your department. You get the benefits of both.

STRATEGIC INCOMPETENCE

When you try to get out of doing something for your superiors, tell the story of how badly you screwed it up last time and roll +Bureaucracy. On a 10+ they'll let you choose a different task instead. On a 7-9 they'll *assign* you a different task.

However the move turns out, you gain ongoing disadvantage to this move until you actually do something you were asked to do, within the deadline, to a reasonable standard.

THE SORCERER'S APPRENTICE

Your magical expertise expands to include animating objects, or automating or simplifying a tedious task.

THE FAKE

MOVES

The Fake gets *not actually a wizard* as a free bonus move.

■ NOT ACTUALLY A WIZARD

Magic? What magic?

□ RUNNING ON STRESS AND CAFFEINE

Upgrade misses to hits by marking burnout.

□ THE TRUTH

When you *delve deeper*...

□ TAKES ONE TO KNOW ONE

TIME-CONSUMING 

When you study someone and ask "What are they hiding?"...

□ OCCULTIST

TIME-CONSUMING 

When you take significant time setting out your occult paraphernalia...

□ JUST THIS SIDE OF PLAUSIBLE

COMPULSION 

When someone starts to wonder if you're really magical or not...

□ RESOURCEFUL

When you need an important but non-unique item...

Advances

- Recover all burnout boxes.
- Gain a teaching assistant.
- Gain a move from your department playbook.
- Gain a move from your role playbook.
- Gain a move from a role or department playbook which no player is using.
- Improve an ability by +1. (Max +2)
- Gain an artefact with a minor magical effect.
- Gain a second Stuff choice from your department playbook.
- Improve one of your existing items in some way.

Name

Temitope or Monifa Bankole

Simon or Rebecca Joiner

Surinder or Abhilasha Patil

Attitude

out of your depth

proving a point

on a mission

completely oblivious

Bureaucracy

purchase order
red tape

Charisma

schmooze
scathe
teach

Research

delve deeper
publish

Sorcery

cast a spell

EXPERIENCE

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TENURE

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FAKE MOVE DETAILS

NOT ACTUALLY A WIZARD

When you roll +Sorcery for any reason, mark experience and the move misses. You can trigger the cast a spell move by trying to cast a spell or use magic, even though you're guaranteed to fail. You are also limited in the department playbook moves you can take. See the book for details.

RUNNING ON STRESS AND CAFFEINE

You can mark a burnout box to turn a miss into a weak hit on any non-Sorcery move.

THE TRUTH

When you delve deeper, you roll with advantage.

TAKES ONE TO KNOW ONE

TIME-CONSUMING 

When you study someone and ask "What are they hiding?", roll +Research. On a 10+ you intuit something juicy about them that they'd rather you didn't know. On a 7-9 you still get your information but choose one:

- The information you learn isn't juicy. It's kind of tame.
- Your study draws unwanted attention from authority.
- They notice your interest, and realise that you're ferreting out their secrets.

OCCULTIST

TIME-CONSUMING 

When you take significant time setting out your occult paraphernalia, you can roll *cast a spell* +Research instead of +Sorcery, giving the magic an actual chance to hit.

JUST THIS SIDE OF PLAUSIBLE

COMPULSION 

When someone starts to wonder if you're really magical or not, roll +Charisma. On a 10+ they reject any doubts out of hand. Of course you can cast spells. On a 7-9 they're still mostly convinced, but they're either going to demand proof of your spellcasting from you or start monitoring you closely for signs of being a fake (MC decides which).

This move triggers even when you're not present.

RESOURCEFUL

When you need an important but non-unique item, roll +Bureaucracy. On a 10+ you have one either on your person or nearby and easily accessible. On a 7-9 choose one:

- You have one but it's TIME-CONSUMING to get.
- You have a sub-standard one.
- You know where you can get one, but it's not yours.

QUESTIONS

- What are you even doing at Pigsmoke?
- What are you even doing at Pigsmoke?
- Who knows your secret? And why don't they tell?

THE ALBATROSS

MOVES

COASTING

COMPULSION 

If you're the lead author on a successfully published paper, hold 1.

When you play up your previous contributions to your field to someone who might be interested...

VULTURE

When someone you can see misses a roll, gets humiliated, gets *hurt*, or marks a burnout box...

AND ALSO, I WAS THERE

When someone you know publishes a paper as a lead or contributing author...

GRANDILOQUENCE

COMPULSION 

When you use a lot of words to say absolutely nothing...

REFLECTED GLORY

COMPULSION 

When you take credit for or claim association with something which is nothing to do with you...

WORK-LIFE BALANCE

Make someone's life miserable until they do what you want.

Advances

- Recover all burnout boxes.
- Gain a teaching assistant.
- Gain a move from your department playbook.
- Gain a move from your role playbook.
- Gain a move from a role or department playbook which no player is using.
- Improve an ability by +1. (Max +2)
- Gain an artefact with a minor magical effect.
- Gain a second Stuff choice from your department playbook.
- Improve one of your existing items in some way.

Name

Chinonso or Gbemisola Baratunde
Chad or Kelly Spencer
Hugo or Fortunata Aldana

Attitude

smarm
easily overlooked
go big or go home
a smile that never reaches the eyes

Bureaucracy



*purchase order
red tape*

Charisma



*schmooze
scathe
teach*

Research



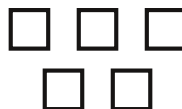
*delve deeper
publish*

Sorcery

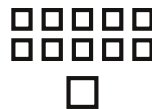


cast a spell

EXPERIENCE



TENURE



ALBATROSS MOVE DETAILS

COASTING

COMPULSION

If you're the lead author on a successfully published paper, hold 1.

When you play up your previous contributions to your field to someone who might be interested, spend 1 hold and roll +Charisma. On a hit the person you're talking to will do you a small favour. On a 7-9, it's wearing a bit thin. Choose one:

- Spend 1 additional hold.
- You'll have to do something for them first.
- Take disadvantage on this move until you're the lead author on a successfully published paper again.

If you cannot spend the required hold for this move, it automatically misses.

AND ALSO, I WAS THERE

When someone you know publishes a paper as a lead or contributing author, you can try to sneak your name onto the list of authors before they roll *publish*. If you do, any player character who is an author on the paper can mark a burnout box to stop you. If they don't, roll +Bureaucracy.

On a hit your name is on there. You gain all the benefits and consequences of the *publish* roll as if you were a co-author.

On a 7-9 there have been complications. You suffer an additional one of the 7-9 conditions of *publish* in addition to any other consequences of the roll.

GRANDILOQUENCE

COMPULSION

When you use a lot of words to say absolutely nothing, roll +Charisma. On a hit whoever you're talking to will grant you a small concession or favour right now, but later they'll realise you tricked them. On a 10+ choose one:

- They'll do you a big favour instead of a small one.
- They won't realise they've been tricked.

VULTURE

When someone you can see misses a roll, gets humiliated, gets hurt, or marks a burnout box, hold 1. Spend that hold to gain advantage on any roll. You can only hold a maximum of 1 for this move.

REFLECTED GLORY

COMPULSION

When you take credit for or claim association with something which is nothing to do with you, any player character directly involved with that thing can mark a burnout box to stop you. If they don't, roll +Charisma.

On a hit people believe you played a role in, are close to, or are otherwise connected to the thing. On a 10+ choose two, on a 7-9 choose one:

- You can leverage your new reputation into advantage on a single *purchase order* roll.
- People believe you played a major role in the thing.
- People extend you small boons like free drinks, conference (or party) invites, and other quality of life benefits.
- People refuse to believe any assertion that you *weren't* involved with the thing, unless backed by overwhelming evidence.

Anyone directly involved with the thing you're claiming to be a part of is unaffected by this move. They *know* you're talking rubbish.

WORK-LIFE BALANCE

Choose a target and tell them what you want them to do. Until they do it, up to once per scene you can:

- Insert yourself into any home or personal life scene that features the target.
- Insert one or more NPCs from the target's home or personal life into any work scene that they're in. These characters are still under the control of the MC, you just get to declare that they're there.

The insertion need not be physical: daydreams, inconvenient phone calls, even symbolic representations can all count. It *does* need to be plausible. Player character targets can mark a burnout box to negate your insertion if they don't want to deal with it.


QUESTIONS

- Who has been burned by your methods before?
- Who do you hold in such contempt that you would *never* attach yourself to them?
- Which recent high-profile failure did you mistakenly attach yourself to?

THE WORKHORSE

MOVES

LET'S BE RATIONAL

COMPULSION 

When you present someone with a reasoned conclusion supported by evidence...

THE EDUCATOR

TIME-CONSUMING 

When you give an NPC patient, one-on-one tuition over the course of a week...

MIDNIGHT OIL

When you roll *delve deeper*...

THIS IS MY LIFE NOW

When you react to something ridiculous, over-the-top, mind-bending, or appalling by rolling your eyes and getting on with things...

RAIN CHECK

When you abandon an important personal commitment...

DEPENDABLE

You can roll *schmooze* with Research instead of Charisma when talking to fellow academics...

Advances

- Recover all burnout boxes.
- Gain a teaching assistant.
- Gain a move from your department playbook.
- Gain a move from your role playbook.
- Gain a move from a role or department playbook which no player is using.
- Improve an ability by +1. (Max +2)
- Gain an artefact with a minor magical effect.
- Gain a second Stuff choice from your department playbook.
- Improve one of your existing items in some way.

Name

Arthur or Hildegard Stenger
Jamal or Ivory Nelson
Blair or Kim Palomer

Attitude

nobody special
so much tweed
distracted
one piece of flair

Bureaucracy



purchase order
red tape

Charisma



schmooze
scathe
teach

Research



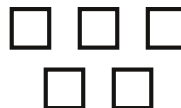
delve deeper
publish

Sorcery

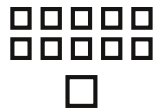


cast a spell

EXPERIENCE



TENURE



WORKHORSE MOVE DETAILS

LET'S BE RATIONAL

COMPULSION 

When you present someone with a reasoned conclusion supported by evidence, tell them what you want them to do about it and roll +Bureaucracy. On a 10+ they have to choose one:

- Do what you want.
- Reject your evidence, no matter how stupid it makes them look.
- Go off on you, *right now*.

On a 7-9 they have the additional options:

- Do something kind of like what you want.
- Do something unrelated that benefits you personally.

If your conclusion isn't supported by your evidence, this move automatically misses.

THE EDUCATOR

TIME-CONSUMING 

When you give an NPC patient, one-on-one tuition over the course of a week, roll +Charisma. On a hit, they understand what you're trying to explain. On a 7-9 choose one, on a 10+ choose three:

- They'll remember it when it comes time to take the test, display their knowledge, or otherwise put whatever you've taught them to use.
- Tell the MC something you'd like to know more about; turns out this person knows something about that! The MC will tell you what you learn from them.
- They'll do you a small favour in return.
- They won't come back to you next time they have a problem.

MIDNIGHT OIL

When you roll delve deeper, you can mark a burnout box to gain advantage.

THIS IS MY LIFE NOW

When you react to something ridiculous, over-the-top, mind-rending, or appalling by rolling your eyes and getting on with things, choose up to one:

- Choose a nearby NPC: they're inspired by your example to keep calm and carry on.
- Choose a nearby NPC: they're impressed by your calm and form a good opinion of you.
- You know something interesting and useful about whatever's happening. The MC will tell you what.
- Whatever's happening won't directly hurt you, or one other person or thing you name.

This move only works once per event.

RAIN CHECK

When you abandon an important personal commitment, you can perform another TIME-CONSUMING action this week. You can only trigger this move once per week.

DEPENDABLE

You can roll *schmooze* with Research instead of Charisma when talking to fellow academics. If you do, any favours they ask of you will involve you helping with their work.

QUESTIONS

- Who has roped you into most of the work on their latest project? What is it? Why are you helping?
- What part of your job do you hate the most? Why do you keep doing it?
- Who infuriates you with their ability to skate by on the minimum of effort?

LIFE AND DEATH

Name

Mortimer or Zoe Black
Husam or Suha Imani
Ichirou or Yuko Inoue

Eyes

black eyeliner
goggles
bug-eyed and intense
bloodshot

Style

lab coat
proper villain
BDSM accessories
wildly against type

Classroom

damp dungeon
spotless morgue
overgrown graveyard
monolithic black marble

FULFILMENT

Researcher

Regain one point of burnout whenever you are the main or co-author on a published paper.

Misanthrope

Regain one point of burnout whenever a student comes to you and you leave them miserable, terrified, or confused.

Necromancer

Regain one point of burnout whenever you cast a spell and choose to "make your solution someone else's problem."

MOVES

LIFESTEALER

When someone nearby becomes *hurt*...

FEEL MY POWER

Schmooze with Sorcery instead of Charisma.

LICH

Become immune to most sources of harm.

THE WALKING DEAD

Gain skeleton minions to fetch and/or fight for you.

DISSECTIONIST

When you *delve deeper* by slicing up a body...

PRIEST

Deliver sermons instead of *teaching*.

QUESTIONS

- Who recognised one of the bodies in your lab? What's the connection?
- Which of your students is flunking your class hard? Why is it important that they pass?
- Name and describe the undead creature on campus you've struck up a casual friendship with.

STUFF

BURNOUT



LIFE AND DEATH MOVE DETAILS

LIFESTEALER

When someone nearby becomes hurt, or goes from hurt to taken out, you can heal one step – from *taken out* to *hurt*, and from *hurt* to fine. You also roll +Sorcery when making the *hospital hospitality* move instead of +nothing.

FEEL MY POWER

You can roll *schmooze* +Sorcery instead of +Charisma if, instead of telling them what they want to hear, you play up your powerful dark magic.

LICH

You have traded in your mortal life for a better version: an eternal existence as an intelligent skeleton, or perhaps a corpse inlaid with runes of silver. You are now invulnerable to most sources of harm, although you can still be hurt by magic, certain occult rituals, and massive overkill from mundane sources.

THE WALKING DEAD

You have many skeleton and zombie servants which respond to your verbal commands. They function effectively as a single NPC, but cannot be *hurt* except by attacks that would destroy many at once. If they are *hurt* or taken out you can replace them with a few hours' work and a source of fresh bodies.

When you send them to fetch something, roll +Sorcery. On a 10+ they come back with it as quickly as possible. On a 7-9 they either come back quickly with something that isn't quite right, or they come back with the right thing but take much longer to return.

When you have them fight for you, roll *adventuring* +Sorcery instead of +nothing. If you are *hurt* as a result of the move, you can opt to have your army of the dead *hurt* instead.

DISSECTIONIST

When you delve deeper by slicing up a body, on a hit hold 1. Spend 1 hold to get advantage on your next *teach* roll so long as your class touches upon what you discovered while delving. You cannot spend more than 1 hold per *teach* roll.

PRIEST

When you are called upon to *teach*, you may instead deliver a sermon. If you do so, you recover one burnout in addition to any other effects of the move, but you take ongoing disadvantage to future *teach* rolls. This penalty lasts until you score a hit on a *teach* roll.

TEACHING ASSISTANT

Your teaching assistant can specialise in *adventuring*, *delve deeper*, or *cast a spell*.

If you want, your teaching assistant can be *undead*. The particular kind of undead creature is up to you, but it will affect their activities in the fiction; vampires can't come out during the day, for example.

MINDBENDING

Name

Said Singh or Kanti Kaur
Eli or Leah Meyer
Gyeong or Seung-Min Yi

Eyes

elaborate makeup
unblinking stare
solid colour
shifty

Style

shaven-headed ascetic
high-collared vizier
crystals and incense
stage magician

Classroom

new age meditation room
faux Shaolin temple
it's all stolen
"You see what I want you to see."

FULFILMENT

Vizier

Regain one point of burnout whenever someone follows your advice and gets into trouble.

Puppetmaster

Regain one point of burnout whenever you make someone else solve one of your problems.

Self-Denying

Regain one point of burnout whenever you *cast a spell* and choose the option to become *hurt*.

MOVES

LIKE A BOOK

When you try to read someone's mind...

ILLUSIONIST

 COMPULSION

Alter people's perceptions subtly or blatantly.

HYPNOSIS

When you *teach*...

COMPEL OBEDIENCE

 COMPULSION

When you assail someone with the full might of your mental powers...

HANDWAVE

 COMPULSION

When you tell someone what you want them to believe...

CHARM OFFENSIVE

Option to auto-succeed on *schmooze*.

QUESTIONS

- Who is highly resistant (or immune) to your mind control? Do you (or they) know why?
- Who is convinced you're constantly adjusting their perceptions? Are you actually?
- Which of your students is scheming to put your techniques to work... *on you*?

STUFF

BURNOUT



MINDBENDING MOVE DETAILS

LIKE A BOOK

When you try to read someone's mind, you stare at them in an unnerving and obvious manner. Also, roll +Sorcery. On a 10+ you can ask two of the following questions, on a 7-9 one. On a miss, they can ask a question of you.

You can ask extra questions by allowing the target to ask them of you first, on a one-for-one basis.

- What are you thinking right now?
- What do you think of _____?
- Who or what do you value?
- How could I get you to _____?

Players whose characters are affected by this move must answer honestly!

ILLUSIONIST

COMPULSION 

When you blatantly overwrite someone's perception of reality with something else, they experience what you want them to experience but they know it's not real.

When you subtly bend someone's perceptions, roll +Sorcery. On a 10+ they notice nothing amiss and mistake your illusions for reality. On a 7-9 choose one:

- They're fooled, but only for a moment.
- They massively overreact to what you show them.
- Later, they'll think back and realise a) what you did and b) that it was you that did it.
- Feedback bends your perceptions. Take ongoing disadvantage to all Sorcery rolls until you get a chance for a proper rest of several hours.

TEACHING ASSISTANT

Your teaching assistant can specialise in *purchase order* or *schmooze*.

Any teaching assistant you gain is *dominated*. They cannot keep secrets from you or act against your will, provided a) your commands are not blatantly self-destructive and b) they know what your will is.

HYPNOSIS

When you teach, you can roll +Sorcery instead of +Charisma. On a hit you can choose to instil a post-hypnotic suggestion in all, some, or one of your students instead of marking experience.

COMPEL OBEDIENCE

COMPULSION 

When you assail someone with the full might of your mental powers, roll +Charisma. On a 10+ they do exactly what you demand or become *hurt*. On a 7-9 they can avoid becoming *hurt* by doing something kind of like what you demanded, or by following the letter of your demand rather than the spirit.

P.S. This is not a subtle power. The target knows what you did and that it was you who did it.

HANDWAVE

COMPULSION 

When you tell someone what you want them to believe, roll +Charisma. On a hit they believe exactly that, but only for a few minutes. On a 7-9, when the illusion fades they remember what you did.

CHARM OFFENSIVE

Instead of rolling for *schmooze* you can choose to mark a burnout box and assume you got a 7-9 result.

FORESIGHT

Name

Roderick or Aisling MacNechtan
Stavros or Zinovia Panagiotis
Abdur-Rashid or Raniya Zaman

Eyes

piercing eyes
faraway stare
blindfold
one big, one small

Style

long grey robes
future fashions
stars and moons
assorted dramatic portents

Classroom

a giant orrery or telescope
shadows and candlelight
many, many clocks
the right place at the right time

FULFILMENT

Smug

Regain one point of burnout whenever someone rejects your instructions, and suffers as a result.

Doomed

Regain one point of burnout whenever you predict the worst and it happens.

Cryptic

Regain one point of burnout whenever you miss on a *teach* roll.

MOVES

PORTENTOUS

Find things to study any time, anywhere.

VISIONS

When you mark a burnout box...

FORTUNE TELLER

Pay favours with predictions of the future.

FATALIST

When you miss a roll, before the MC tells you what happens...

SIGHT BEYOND SIGHT

When you want to know what's going on elsewhere...

FATESPINNER

When you meddle with someone's destiny...

QUESTIONS

- Who has the heaviest weight of destiny upon them?
- What omens have accompanied the start of the new academic year? What do they mean?
- Make a prediction about the way things are going to go.

STUFF

BURNOUT



FORESIGHT MOVE DETAILS

PORTENTOUS

By studying omens and portents you can *delve deeper* on any topic, even when you don't have a specific thing to study.

VISIONS

When you mark a burnout box, you receive a vague and confused vision of the future. The MC will tell you what you see; gain advantage to the next roll you make when acting on your vision.

FORTUNE TELLER

When you *schmooze* someone, the 'payment, favour, or bribe' can include an optimistic prediction of their future. If the prediction does not come true, further *schmooze* attempts against that person are made with disadvantage until you successfully predict their future.

FATALIST

When you miss a roll, before the MC tells you what happens, you can mark a burnout box in order to treat the move as if you rolled a 7-9.

SIGHT BEYOND SIGHT

When you want to know what's going on elsewhere, roll +Sorcery. On a 10+ your visions are clear; tell the MC who or what you are spying on, and you can see and hear what's happening as if you were there. On a 7-9 choose one:

- The visions are vague and cryptic.
- Someone detects, discovers, or notices your spying.
- You see something other than what you wanted; the MC will tell you what.

FATESPINNER

When you meddle with someone's destiny, enact the correct ritual and roll +Bureaucracy. On a 10+ hold 3, on a 7-9 hold 1. Spend that hold one-for-one to trigger the following events.

- An object or role, meant for the destined person, enters the story. (You choose the object or role.)
- The destined person is confronted by a situation relevant to their destiny. (You frame the situation.)
- The destined person makes a decision or choice that carries them closer to their destiny. (This is a **COMPULSION**.)
- You can't store more than 3 hold for this move at any one time, spread among up to three people.

TEACHING ASSISTANT

Your teaching assistant can specialise in *red tape*, *delve deeper*, or *purchase order*.

Any teaching assistant you gain has a powerful *destiny*. Tell everyone what it is; anything which will stop them from achieving this destiny will fail, immediately or eventually. They may also possess strange attributes, an adorable pet, a comedy sidekick, a tragic backstory, and/or anything else that typically attends someone for whom Fate has plans.

ELEMENTS (SPECIFICALLY _____)

Name

Peter or Diana Aristide
Agni or Saraswati Bandyopadhyay
Anwar or Shula El-Ghazzawy

Eyes

wide eyes
intense eyes
glowing eyes
eyes of an element-related colour

Style

wildly impractical
all one colour
intricate embroidery
less clothing, more body modification

Classroom

lots of your element
lots of symbolism related to your element
scarred by unleashed energy
outside

FULFILMENT

Unleashed

Regain one point of burnout whenever you *cast a spell* and choose to have the magic affect far more than you intended.

Monomaniac

Regain one point of burnout whenever you *delve deeper* on a mystery related to your element.

I Have A Hammer

Regain one point of burnout whenever a student comes to you and you convince them that your element is the solution to their problem.

MOVES

APPLIED POWER

You can roll *adventuring* +Sorcery instead of +nothing..

AVATAR

When you try to compel the cosmic principle of your element to do something for you...

PRACTICAL DEMONSTRATION

Teach with Sorcery instead of Charisma. Some drawbacks.

OPINIONATED

When you *publish*...

EXPERT

When you *delve deeper* on a matter related to your element...

101 THINGS TO DO WITH [ELEMENT]

Broaden the applications of your magic.

QUESTIONS

- Who in the Department of Elements is your primary rival? What do they think of you?
- What did you damage the last time you unleashed your magic?
- What was the really stupid thing you did right before term started?

STUFF

BURNOUT



ELEMENTS MOVE DETAILS

APPLIED POWER

You can roll *adventuring* +Sorcery instead of +nothing.

AVATAR

When you try to compel the cosmic principle of your element to do something for you, say what you want to happen and roll +Charisma. On a 10+ you get what you want. On a 7-9 you still get what you want but pick one:

- It's TIME-CONSUMING and the effects won't show up until next week.
- You need to do something else for the cosmic principle first.
- Backlash makes you *hurt*.

PRACTICAL DEMONSTRATION

You can roll *teach* +Sorcery instead of +Charisma. If you do so, hold 1. When you have 3 hold, lose all hold and choose one:

- Something important is damaged or destroyed. The MC will tell you what.
- Someone gets *hurt*. If it isn't you, the MC gets to choose who.
- Disciplinary proceedings and paperwork; fill in one burnout box.

OPINIONATED

When you publish, you can choose to make the paper a targeted debunking, rebuttal, or obloquy. If you do, roll +Charisma instead of +Research but you will always gain an enemy in addition to any other results.

EXPERT

When you delve deeper into a matter related to your element, you can ask one more question than usual. This grants one question even on a miss.

101 THINGS TO DO WITH [ELEMENT]

The following things are now considered part of your magic's areas of expertise: impressing people with displays of power, destruction or tight control of your element, survival when immersed in your element, communication with your element.

In addition, you can treat things which are emblematic or symbolic of your element as if they were your element.

TEACHING ASSISTANT

Your teaching assistant can specialise in *adventuring*, *teach*, or *cast a spell*.

Your teaching assistant always has a different elemental focus to you.

ALCHEMY

Name

Giorgio or Antonia Bandoni
Jamaar or Shanice Jackson
Jianhong or Xue Pan

Eyes

avaricious stare
slightly unfocused
one weird eye
goggles

Style

lab coat
dripping with gold and jewels
a million pockets and pouches
every stain tells a story

Classroom

laboratory (scientific)
laboratory (weird)
'interesting' rocks
a giant cauldron right in the middle

FULFILMENT

Scientist

Regain one point of burnout whenever you are the main or co-author on a published paper.

Greed

Regain one point of burnout whenever you acquire a substantial material treasure.

Experimental

Regain one point of burnout whenever you miss on a *delve deeper* roll.

MOVES

SELF-SUFFICIENT

When you decide to create something you need...

BIONIC

You totally asked for this.

TECHNOMANCY

Use magic to interact with computers and machines.

I'VE GOT WHAT YOU NEED

When you spend time brewing and transmuting to get practical, pragmatic goods...

PLAYING THE GAME

Got nothing? *Publish* anyway!

MINTED

When you use your money to solve a problem or remove an obstacle...

QUESTIONS

- Who is enraged by the amount of stuff you're expensing to the department?
- Which of your students is blatantly cheating? Why are you letting it slide?
- What was the last thing you made that went dreadfully wrong?

STUFF

BURNOUT



ALCHEMY MOVE DETAILS

SELF-SUFFICIENT

When you decide to create something you need, tell everyone what you're making and roll +Research. On a 10+ you've made it and it works. On a 7-9 you still make it, but choose one:

- It's got some unwanted side effects.
- It needs a rare ingredient or component that you'll have to work to get hold of.
- It'll be TIME-CONSUMING to make.
- Someone else wants it, and will go to great lengths to get it.

BIONIC

Instead of going to the medical wing, you can repair yourself with an obvious magical graft or prosthetic. You are fully healed. In addition, this replacement is better than your baseline body: gain advantage on any rolls where the graft or prosthetic would improve your performance.

You can take this move in advance, in case you ever require treatment in the medical wing, or you can take it at any time instead of rolling *hospital hospitality* and skip your next Advance.

I'VE GOT WHAT YOU NEED

When you spend time brewing and transmuting to get practical, pragmatic goods, roll +Research. On a 10+ hold 3, on a 7-9 hold 1. Spend 3 hold to compel an NPC to do you a big favour as if you had rolled 10+ on *schmooze* and bribed them. Spend 1 hold to compel an NPC to do you a small favour as if you had rolled 7-9 on *schmooze* and bribed them.

TEACHING ASSISTANT

Your teaching assistant can specialise in *delve deeper* or *purchase order*.

If you want, your teaching assistant can be a *construct*. Constructs get a free bonus specialisation in *adventuring* and have many other advantages over flesh-and-blood teaching assistants (not least that they don't need to sleep) but can't pass for human.

PLAYING THE GAME

You can *publish* even if you don't have anything new to publish a paper about. If you do, take ongoing disadvantage to *publish* rolls until you successfully publish some original research.

MINTED

When you use your money to solve a problem or remove an obstacle, roll +nothing. On a 10+ the problem or obstacle goes away. On a 7-9 the problem goes away, but choose one:

- It's only gone temporarily.
- Someone notices you flash the cash, and is now after your wealth.
- You're a little less flush; gain ongoing disadvantage with this move until you find a new source of capital.

On a miss the problem still goes away, but it cost more than you thought. You can't use this move again until you do something to reinvigorate your fortunes. (A long stretch of downtime will also work if you spend some of it working on your portfolio.)

TECHNOMANCY

The following things are now considered part of your magic's areas of expertise: interacting with computers and machinery, programming, and surfing the internet.

CALLING, BINDING, AND SEALING AWAY

Name

Adam or Astrid Solomon
Nicolas or Genevieve Sergeant
Javier or Mercedes Espinoza

Eyes

eyes that have seen too much
eyes that want to see more
slit pupils or an unusual colour
cool sunglasses hiding something terrible

Style

seductive like a flame
bookish nerd
dress to impress
every scar is a mistake I'll never make again

Classroom

inlaid summoning circles
a library of forbidden knowledge
chains, spikes, bound demons
aggressively normal

FULFILMENT

Bureaucrat

You can make a *purchase order* for the recovery of burnout. If you get it, recover one point of burnout.

Cultist

Regain one point of burnout whenever a student comes to you and you convince them to take up worship of or bargaining with extraplanar entities for power.

Servant

Regain one point of burnout whenever you perform a service for an extraplanar entity and it gets you into trouble.

MOVES

DEVIL IN THE DETAILS

When you are disciplined for your actions...

EXTRAPLANAR TUTOR

When you *delve deeper*...

PROMISES OF POWER

Teach with Sorcery instead of Charisma. Some drawbacks.

THERE ARE RULES

When you *cast a spell* on, at, or using an extraplanar creature...

BINDING PROMISE

When you roll *schmooze*...

MIND-BLASTING KNOWLEDGE

When you *publish*...

QUESTIONS

- You are beholden to an extraplanar patron. What is it, and what does it want from you?
- Who is a bastion of purity, yet still manages to keep up with you?
- Which of your students has made a Very Bad Deal? And with what?

STUFF

BURNOUT



CABSA MOVE DETAILS

DEVIL IN THE DETAILS

When you are disciplined for your actions, explain how, technically, what you've done isn't against the rules and roll +Bureaucracy. On a 10+ you're right, and they can't touch you – at least, not here, not now, and not for this. On a 7-9 you make a compelling case; you get away with it, but the powers that be are out to get you now. Take ongoing disadvantage to all Bureaucracy rolls until you suffer the consequences for something you did.

EXTRAPLANAR TUTOR

You have made contact with a putatively friendly inhabitant of another plane, which possesses great storehouses of knowledge. Give it a name and a description or title.

When you delve deeper, you can choose to ask one additional question even on a miss, but in order to do so you'll have to do something for your extraplanar tutor first. The MC will tell you what it wants.

PROMISES OF POWER

You can roll *teach* +Sorcery instead of +Charisma if you exhort your students to inadvisable bargains with dark powers.

THERE ARE RULES

When you cast a spell on, at, or using an extraplanar creature, you can roll +Bureaucracy instead of +Sorcery.

TEACHING ASSISTANT

Your teaching assistant can specialise in any **two** of *cast a spell*, *delve deeper*, *red tape*, or *scathe*.

Any teaching assistant you gain is *corrupt* – either an actual extraplanar entity, or in service to one. You are most definitely second on your TA's list of priorities, and should always be at least a little concerned about what's first.

BINDING PROMISE

When you roll schmooze, the target will accept a promise of future service instead of a payment, favour, or bribe. If they call in this promise, you must fulfil the letter of the agreement or mark two burnout boxes.

You can also use *binding promise* when you make an agreement with a player character: if they hold up their end of the agreement (to the letter, as usual) then you must hold up yours or mark two burnout boxes. If both of you agree, you can dissolve the promise with a handshake.

MIND-BLASTING KNOWLEDGE

When you publish, you can choose to make the content of your paper mind-blasting. If you do, gain advantage on the *publish* roll and hold 1. When you hold 3, lose all hold and choose one of the following:

- Someone important has read your mind-blasting work and is going to do something inadvisable as a result.
- You have attracted the attention of a rival scholar of the forbidden, occult investigators, an alien intelligence, or something else bad. This is in addition to any enemies you may make as a result of the publish roll.
- Something terrible has made its way into the world through a crack caused by your work.
- You accidentally put together some important details; mark two burnout boxes.

The MC will fill in any further details.

PARAVETERINARY MEDICINE

Name

Abraham or Vivian Falkner
Vahid or Shahnaz Charmchi
Semyon or Felicia Cojocar

Eyes

world-weary eyes
faraway eyes
slit pupils
eyepatch

Style

torn clothes and scratches
tweed jacket with elbow patches
skins, furs, and hides
exotic stains

Classroom

tangled woodland
pristine surgery
taxidermy everywhere
mud

FULFILMENT

Liberator

Regain one point of burnout whenever a creature you allowed to run free causes chaos, disruption, or harm.

Breeder

Regain one point of burnout whenever you successfully create a new hybrid species.

Fluffy

Regain one point of burnout when you get *hurt* by an animal or creature.

MOVES

FURRY FRIEND

Gain an animal companion.

FIELD EXPERIENCE

You can roll *adventuring* +Research instead of +nothing if there is a creature involved.

TWITCHER

You can trigger the move *a small, incestuous world* by going looking for rare animals or creatures on campus.

ELBOW DEEP

When you *teach*...

BOTANIST

Gain plant magic as well as animal magic.

THE NAKED APE

When you use animal behavioural theory or tricks to persuade a person to do something for you...

QUESTIONS

- Which of the creatures you're responsible for is sick?
- Which of the creatures you're responsible for is missing?
- What creature has been spotted on campus that you would give your eyeteeth to capture?

STUFF

BURNOUT



PARAVETERINARY MEDICINE MOVE DETAILS

FURRY FRIEND

When you command your animal companion to help you out, if it's plausibly able to do so it will. Roll +Charisma.

On a 10+ it does what you ask, either accomplishing a task or giving you advantage on a suitable roll. On a 7-9 choose one:

- It does exactly as you ask, but you gain disadvantage with this move until you give it some sort of bribe or treat.
- It does almost exactly what you want, but not quite: it gets a critical detail wrong (time, place, target), draws too much attention, or damages something important.
- It doesn't do anything like what you asked, and does something else helpful instead. The MC will choose what, but should bear in mind that the animal should be actually helpful – just maybe not with *this* thing, right now.

(This move is abridged to fit here. There are more details in the main book.)

FIELD EXPERIENCE

You can roll *adventuring* +Research instead of +nothing if there is a monster, beast, creature, or animal involved. Tell everyone the (brief) story of where you learned this particular trick.

BOTANIST

Your magic expertise expands to include interacting with, transforming, or animating plants.

TEACHING ASSISTANT

Your teaching assistant can specialise in the moves *schmooze*, *scathe*, or *adventuring*.

If you want your teaching assistant can also be *inhuman*: a part-human creature like a satyr or a mermaid, or some other intelligent creature which can't blend in on a crowded street. Inhuman TAs can't pass for human, and so are limited in what they can get up to, but they can grant advantage on any *delve deeper* roll related to their species or natural habitat.

TWITCHER

You can trigger the move *a small, incestuous world* by going looking for rare animals or creatures on campus (in addition to the normal method). If you go poking around in places you're not supposed to be you can roll with advantage.

If you score a hit, you find a rare or interesting beastly as well as anything else that happens.

ELBOW DEEP

When you teach, you can choose to hold a hands-on participation session where you invite ('invite') your students to perform the most unpleasant tasks you can think of. If you do so, gain advantage on the teach roll and hold 1. When you hold 3 for this move, lose all hold and choose one:

- A careless student gets hurt by one of the creatures.
- One of the creatures gets hurt by a careless student.
- A dangerous creature escapes.
- You receive enough complaints that your head of department calls you to task.

THE NAKED APE

When you use animal behavioural theory or tricks to persuade a person to do something for you, roll +Charisma. On a 10+ they do it. On a 7-9 you learn an immediate need or want of theirs; if you do that, they'll do what you want. On a miss you look like an idiot, as well as whatever the MC says.

The effects of this move fade after about 5-10 minutes if the target remains distracted, or instantly if the target stops and thinks about what they're doing.

ARTEFACTS AND RELICS

Name

Hector or Gemma Salazar
Rasim or Ozma Al Farsi
Archer or Erika Benson

Eyes

faraway eyes
alert eyes
techno-goggles
one squinty eye (loupe optional)

Style

right out of the 1950s
khakis and dust
carpenter's toolbelt
bearer of at least one curse

Classroom

full of esoterica
full of tools
dig site
in the shadow of something huge and ominous

FULFILMENT

Dusty

Regain one point of burnout whenever you complicate your life by refusing to use something new or innovative.

Revisionist

Regain one point of burnout whenever you convince someone that their (true) knowledge of history is in fact false.

Hoarder

Regain one point of burnout whenever you successfully add another artefact to your collection. Mark a burnout box whenever you use an artefact from your collection.

MOVES

You get *foci* as a free bonus move.

Foci ■

You've got three artefacts.

IT BELONGS IN A MUSEUM... □

When you covet a unique and precious item in the possession of another department...

HISTORY REPEATS ITSELF □

When you offer someone advice based on historical precedent...

WEALTH BY LEVEL □

When you hit up one of your shady contacts to sell them an artefact...

TOMB RAIDER □

Roll *adventuring* +Sorcery instead of +nothing whenever you're breaking and entering..

TOOLED UP □

Adjust one of your foci.

HANDS-ON □

When you enchant or create an artefact for a specific purpose...

QUESTIONS

- Who used to own one of your foci? What were they using it for?
- Which very important relic has gone missing from the department stores? Why is that bad?
- What did you bring back from the last dig you were on?

STUFF

BURNOUT



ARTEFACTS AND RELICS MOVE DETAILS

IT BELONGS IN A MUSEUM, SPECIFICALLY MY MUSEUM

When you covet a unique and precious item in the possession of another department, roll +Bureaucracy. On a 10+ you have a solid claim; the Dean's office will back your attempts to take control of it. On a 7-9 you have something *resembling* a claim – the Dean's office will stay neutral if you try to take control of the item.

HISTORY REPEATS ITSELF

When you offer someone advice based on historical precedent, tell them what happened last time someone tried this and roll +Research. On a 10+ your recounting contains useful truths: the next roll they make in pursuit of this goal gains advantage.

On a 7-9 it's a little more complex: they can still gain advantage on the roll but it will require something valuable, something dangerous to acquire, or something humiliating. (The MC will tell you what.) If they meet this condition, they gain advantage.

On a 6- you're wrong wrong wrong.

WEALTH BY LEVEL

When you hit up one of your shady contacts to sell them an artefact, roll +Charisma. On a 10+ they'll meet you within 48 hours to trade you the artefact for a selection of used, non-sequential banknotes or something equally valuable. On a 7-9 they'll still meet you, but choose one:

- The meet won't be until next week.
- You can't get quite what you were angling for.
- The meet attracts unwanted attention.

TEACHING ASSISTANT

Your teaching assistant can specialise in *adventuring*, *delve deeper*, or *teach*. They share your departmental disadvantage on *cast a spell* but don't have any foci to help them out unless you arrange for them to acquire some.

If you like, your teaching assistant can be an *ancient relic*. (Technically your teaching assistant is the person who carts the relic around, but it's the relic which has all the talent.) A relic can speak or otherwise communicate, and possesses deep reserves of historical and sorcerous knowledge. On the other hand they can't operate independently and struggle in regular society. They also tend to be coveted by others.

TOMB RAIDER

Roll *adventuring* +Sorcery instead of +nothing whenever you're breaking and entering.

TOOLED UP

Either gain an additional focus when you take this move, or remove the drawback from one of your existing foci. You can take this move as many times as you like.

HANDS-ON

When you enchant or create an artefact for a specific purpose, tell the MC what you're trying to achieve. The MC will say "yes, you can do that..." then add 1–4 qualifiers from the following list:

- It's going to be huge and immobile.
- It's going to take one or more *time-consuming* actions.
- You'll need some rare ingredient(s).
- You'll need to dismantle or disenchant some other artefact to make it work.
- You'll need help from someone.
- It's going to be expensive.
- The best you can do is a lesser version: unreliable, limited, or temporary.
- It's going to be dangerous to use.