

Murder

A Game About Crows



By Michael Wenman

Our Ways

Humans are stupid.

Maybe there are a few of them who are clever in their own ways, but on the whole they don't know much about the world of the spirits, they don't know what happens to them after they die, they don't even understand the damage they are doing to the world they live in.

Most of the other intelligent Animals wrote them off as a lost cause centuries ago, in a few more centuries they'll wipe themselves out. Only a few of us still care about them; but the Dogs have become too close, forgetting their sacred protective duties, the Cats have always had agendas of their own, the Rats have lost their way and many of the wild Beasts are scared to walk into the great canyons of steel and glass.

As one of the few old races at home in the cities and the wild, we are still able to do what is necessary. We might not be able to restore the balance, but we can stop it getting too far out of control. By imparting wisdom to the living, and bringing back the dead, we can help the humans get things right. This is still their world, even if they are killing it, but through bringing back the dead ones willing to make a change, imparting wisdom to the ones willing to listen, and leaving the right hints for the inquisitive, we can channel the humans into making the changes that might just save us all.

What do we do?

As Crows it is our responsibility to use the gifts we were given to fix the things that we can. We are many, but so are the problems in the world; we are clever, but the problems we face cannot be dealt with on our own.

We gather in groups called Murders, an old term with an original meaning that has been lost to the mists of time. We use our beaks, claws, wings and the discarded waste of humanity to solve the problems in the world.

Sometimes that waste is simple pieces of string, abandoned shiny glass, lost photographs or sharp pieces of scrap metal; sometimes that waste is the lost people who have been trodden on while others have trampled them in humanity's quest for consumer happiness or corporate greed. The waste that we use in our eternal quest to restore balance could be anything in between.

Every Murder of Crows has a holding, a chosen territory where they keep the balance. A holding may be home to other Animals, it may cover areas considered stable by the humans, or it may cover contested grounds or war zones.

We don't care for the boundaries or labels placed down by others, we simply restore the balance where-ever it may be required.

How things Begin

To play a game of murder, each player needs to create a Crow. This is a simple procedure defined later in the text (on page XX).

A group of players needs a few things beyond their Crows in order to play the game. First, they need a standard set of dominoes. Second, they need a decent pile of paper scraps, at least a dozen scraps per player (a page or two torn up should suffice). Third, they need a pile of coins or tokens. Finally, they need copies of the pages found at the end of this book (one copy of page XX for the group, and one copy of page XX for each player). It is assumed that players will be seated at a table for this game, and the text makes reference to this (though some group may choose to play in a different arrangement).

Throughout the game, the dominoes are used for resolving conflicts in a strategic manner, the scraps of paper are used to monitor changes to the Crows and the events in their surroundings.

At the start of play, each player chooses four of their scraps of paper. Each of these has a different thing written on it, and defines a scene.

The first piece of paper defines a symptom scene. This is the way a problem manifests in the world, it is the hook for stories to be told later during the game. Write the name of a quality that may not be used when dealing with this symptom.

Example Symptoms: Homeless humans are disappearing, the surface of the river is turning to sludge, the food supply is getting scarce, or the spirits have stopped talking.

The second piece of paper defines a treasure scene. This is an object that might be used to solve a problem in the world. The treasure doesn't need to be related to the symptom, in fact it is probably better if the treasure is completely unrelated (as this makes for more interesting story possibilities when the combinations arise later). Write the name of a quality that may not be used when dealing with this treasure.

Example Treasures: A rusted metal canister, a pair of dirty sneakers, a charred file of papers, a battered number-plate, or a computer disc.

The third piece of paper defines the cause to a problem. Just like the previous two, this can be virtually anything and it need not be linked to the symptoms or treasures. Such Problem causes could be social, spiritual, chemical, environmental, or anything else that you could imagine. Try to keep the descriptions vague enough to provide a wide variety of story options, but descriptive enough to create challenging scenarios. Write the name of a quality that may not be used when dealing with this cause.

Example Causes: Trying to get that extra bit of money to appease the shareholders, the actions that need to be taken in the name of vigilante justice, making things safe for the new arrivals, a new technology with unexpected side effects, or the ramifications of a political revolution.

The fourth piece of paper defines a character. This is the person behind the problems, an antagonist who must be dealt with before the problems will go away and the balance will be restored. Defining this character takes a bit more effort.

Defining an antagonist requires four steps.

First the nature of the antagonist is defined; antagonists may be humans, they may be other Animals who have lost their way in the world. This is basically like choosing the faction of a Crow.

With this in mind comes the second step, defining the qualities of the antagonist. Humans and most animals can't fly, so their Wing quality would have a value of zero. Antagonists may then spread twelve points across their six qualities; minimum of one point must be applied to each (except Wing, as noted), and a maximum of four points may be applied to each.

Next give the antagonist a talent, some kind of edge that makes them special. During the first few games, just choose one of the basic Crow talents, but during later games you might start to feel a bit more creative and a group might even come up with a list of talents specifically available to antagonists in their holding.

Finally, apply a motivational goal to the antagonist. Why are they doing what they are doing? We don't know what they are doing yet, so it is probably a good idea to leave the motivation pretty open.

Example Antagonist 1:

Mr Harris (Human).

Wing 0, Claw 3, Beak 2, Plumage 2, Eyes 3, Shadow 2.

Talent - Peck (This actually reflects a pistol possessed by Mr Harris and his common tactic of shooting pesky things like Crows that might annoy him).

Mr Harris has lost his son and isn't thinking straight.

Example Antagonist 2:

Rodrigo the Fruitbat (Fruitbat)

Wing 2, Claw 1, Beak 3, Plumage 2, Eyes 1, Shadow 3.

Talent - Swarm (Fruitbats often swarm in huge numbers)

Rodrigo and his nest have lost their home, their arrival has caused disruptions to the holding.

Once these pieces of paper have been written, they are Shuffled by type and placed in piles at the centre of the table.

Finally before play can commence, each player should take three more pieces of paper, on these are written the names of junk, rubbish and miscellaneous other stuff that might prove useful in some way. The things written should be small enough for a Crow to carry in their claws or in their beak. These are placed on the groups central sheet in the area marked "Trinkets in the Holding".

Example Trinkets: A piece of string, a glass shard, a rusted key, a working watch, a discarded battery, a hunk of cheese, a bone, dog tags, a lead sinker, a shiny coin, a pizza crust, or a mobile phone.

With these in place, the game is ready to begin.

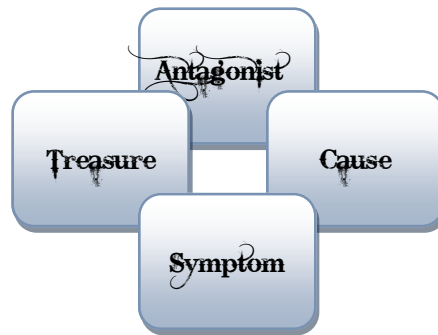
How things Progress

Murder is a game about investigating, determining the right thing to do, and then having the courage to do it.

Everything that a crow does is a step toward solving a puzzle, and every puzzle solved gives them more respect in the eyes of the spirits and their peers.

At the start of play, there are a number of issues bubbling away beneath the surface of the Holding. If these issues are not resolved, they will get worse. A single player steps up to take the role of the Murderer, this player is in charge of the Murderer's Stash, and they are basically the master of ceremonies for the events about to take place. The first time the Murderer is chosen, it could be done randomly, otherwise the role could be given to the player who has the most experience with running games of this type.

The Murderer creates a series of scene piles determining the stories currently in the holding. Each scene pile consists of a symptom, a treasure, a cause and an antagonist, they are laid out in an overlapping diamond.



The Murderer should have a number of these piles equal to the number of players (including themselves).

The Murderer places four tokens at the middle of each pile. They then gather a number of additional tokens depending on the difficulty of the game they are planning to run. For easy games (such as the first one), they'd gather two tokens per player. For most games they'd gather three or four tokens per player. For hard games they'd gather five or more tokens per player.

The Murderer randomly flips a single symptom to start the proceedings, they then describe how this symptom manifests in the world and how the Crows find out about it.

Each non-Murderer draws a domino for their Crow to determine who acts first. Some Crows may have special talent that allow them to draw an additional domino, or somehow modify the value on their domino. The Crow with the highest end on their domino goes first (resolve ties by referring to the number on the other end of the domino).

When it is a crow's turn, they start by declaring a stance. This determines the quality they will be using for the scene. They may then choose to investigate any revealed scene, or may choose to reveal a new scene.

The first time a Crow engages a scene pile, look at the quality on the card. If the Crow's stance matches this quality, the Crow draws a single domino. If the Crow is in a different stance, they may draw a number of dominoes equal to their stance (this is called their hand). The Murderer draws a number of dominoes equal to the pile of tokens at the centre of the pile (initially four).

If any other Crows wish to assist in engaging this scene, they also draw a number of dominoes equal to the stance they are using.

The engaging Crow and the Murderer place a single domino down from the hands they have drawn. It must be faced with one end towards themselves and the other end directed at their opponent. The value on the closer end is considered the defensive score, the value pointed toward the opponent is considered the offensive score.

The Murderer describes the scene, the engaging crow (and any assistant) describes their intentions and their first action.

If the engaging Crow has a higher offensive score than their opponent's defensive score, they player may describe how their action affects the scene and may either apply a negative trait to their opponent, or draw an extra domino. Similarly, if the opponent has a higher offensive score than the engaging Crow's defensive score, the Murderer may apply a negative trait or draw an extra domino. Depending on the dominoes placed, it is quite possible for both sides to gain this benefit, or neither.

Once the first dominoes are placed, compare the size of domino hands. Whoever has the largest hand may place an additional domino onto the table, forming a chain with either the engaging Crow or the Murderer. This is done by placing ends together with matching numbers in the traditional method of dominoes. The player placing the domino must describe the actions undertaken.

If the new chain causes one sides offensive score to be higher than the other sides defensive score, the offensive party may draw an additional domino or apply a negative trait to the defender. They must describe how this affects the scene (whether through an advantage gained or a penalty inflicted). Move around the table clockwise, providing the opportunity for every participating player to place dominoes onto one chain or the other.

Once everyone has had the chance to place a domino, the cycle begins anew.

The cycle of domino placement only stops once every player on the table has had the chance to place a domino and has passed on their opportunity.

This ends the scene, and the fallout is resolved.

To determine a scene's fallout, consult each sides final offensive and defensive scores.

		Defensive Score						
Offensive Score		0	1	2	3	4	5	6
	0	-	-S	-S	-L	-L	-S -L	-S -L
	1	+S	-	-S	-S	-L	-L	-S -L
	2	+S	+S	-	-S	-S	-L	-L
	3	+L	+S	+S	-	-S	-S	-L
	4	+L	+L	+S	+S	-	-S	-S
	5	+S +L	+L	+L	+S	+S	-	-S
	6	+S +L	+S +L	+L	+L	+S	+S	-

+S: Gain a short term positive effect.

+L: Gain a long term positive effect.

-S: Gain a short term negative effect.

-L: Gain a long term negative effect.

As a result of a scene's events, a Crow may earn short term or long term effects, these effects could be positive or negative.

A positive effect could be a trinket picked up during the course of the scene, a spiritual blessing or an ally gained due to the events that have just unfolded. A negative effect could be a spiritual curse, a physical injury, or perhaps some kind of notoriety earned due the actions of the scene. Each player chooses the result for their opponent (eg. The player of the engaging crow chooses the results applied to the story plot, while the Murderer chooses the results applied to the engaging crow). The important thing to remember is that these effects need to reflect the events that have just occurred, and they will be a part of the character for future scenes.

If an engaging Crow gains a trinket from the actions of the scene, they draw a random trinket from those in the Holding. If it is a short term bonus, the trinket can be used once before it is broken; if it is a long term bonus, it can be used once per scene until the end of the session (as long as the payer can justify how it is useful). A Crow may only ever possess 3 trinkets at one time (one per claw and one in their beak), any others must be stored in the Murder's stash.

Using Talents, Traits and Trinkets

Crows are ingenious, and they have a variety of tricks at their disposal.

Any time they place a domino, they may declare that they are using a talent, a trait or trinket. Each of these may be used up to once per scene. When a trait or trinket is used, the player must justify how it benefits their Crow, then they immediately gain the opportunity to apply a negative trait to their opponent or draw a domino (if their action gives them a

higher offensive score than their opponent's defense, they gain an extra domino AND apply a negative trait. They do NOT gain the same advantage twice).

When a talent is used, a Crow gain special effects as defined by the talent; each has a success effect and a sacrifice effect. A talent's success effect triggers if the Crows defensive score is higher than their opponent's offense, it's sacrifice effect triggers if the Crow's offensive score is lower than the opponent's defensive score. The trigger is calculated the moment the domino is placed on the table.

In this way, if a crow is lucky, they might place a domino in such a way that their offense is higher than their opponents defense (thus gaining the usual benefit of a redraw or application of a negative trait), and also have a higher defense score than their opponent (thus gaining the benefit of the talent).

If a crow is very unlucky, they might place their domino in such a way that their defense is lower than their opponents offense (and thus allow their opponent to gain a redraw, or suffer a negative trait to themselves), and also have a lower offense score than their opponent's defense (thus suffering the sacrifice of the talent). If a smart crow was in this second situation, they would probably be wiser to either not throw down a domino at all, or simply hold off on using their talent.

A Bit More about Helping Out

When a Crow helps out one of their allies, they get the chance to add their own dominoes to the chains on the table. They don't make chains of their own. Acting as an assistant in a scene means temporarily playing second fiddle.

If an assistant adds a domino to the engaging Crow's chain (whether for the good or bad), they must describe how this manipulates the events around the engaging Crow. If the result eaves the Crow with a higher offensive score than the opposing defense, the assistant may then describe how their action causes problems to the enemy, or gets the engaging Crow closer to their agenda. If an assistant applies their domino to the opposing chain, they must describe how they are manipulating the world around the enemy (or the objective), and similarly they must describe the effects of the action of they have made an offense score higher than an opposing defense score.

Another important thing to note is that once a Crow has decided to help out, they become a potential target. If a Crow assists either side in a conflict, either party may choose to apply negative traits onto them rather than each other. For this reason, many Crows choose to defer their help in a situation until the acting parties have resolved all their other options.

Other Effects Regarding Stories

The Murderer has a pile of tokens at their disposal to up the ante when things are looking too easy for the Crows. They may use these tokens at any time; discarding a single token allows them to do one of the following things.

1. Immediately draw an extra domino (regardless of hand size).
2. Apply an additional negative trait to a target.
3. Cause an applied negative trait to be applied to all Crow's present.

Positive and negative traits may be applied to stories. Any time this is done, a single token is added to the central pile (if a positive trait was applied), or removed from the pile (if a negative trait was applied).

Moving On

If an engaging Crow finishes a scene with a lower offense score than the scene's defense, the scene remains unsolved (another scene will have to take place to resolve this part of the storyline). If an engaging Crow finishes a scene with a higher offense score than the scene's defense, cross out the scene information in pencil and mark the name of the Crow on it.

Once a scene is resolved, a connected scene may be engaged.

Once the symptom has been successfully investigated, either the Treasure or the problem may be flipped and engaged.

Within a given story, each scene has a banned quality. If the second scene revealed in a story pile has a different banned quality, then neither quality may be used in this story. Similarly, at later points in the story when three scenes have been revealed, none of the qualities described are available to the engaging Crow(s). The Crows are forced to use the other quality stances at their disposal.

Rests

At any time, a Murder of Crows may call a rest. All of the crows need to be in agreement that a rest is necessary.

Once a rest is called, all short term traits are discarded from Crows (whether positive or negative), stories have their short term negative traits discarded only, then all unresolved stories have a single token added to their piles.

End Game

Once an antagonist has been revealed, a Crow has the chance to end this particular storyline by confronting the person responsible.

If the Treasure and the Cause have been resolved, the Murderer chooses a stance for the antagonist, and the two parties go head to head. In this type of scene, the Crow and the Antagonist face off against one another in a final conflict; such a conflict could be an argument, a fight or a test of wills.

If either the Treasure or the Cause are still unresolved, the antagonist may draw on the tokens from the middle of the

Pile in addition to those granted by the stance they are using.

It needs to be noted that antagonists are limited in their chosen stances, much the same as crows are. If an antagonist choose a stance that has been banned for their story, they may only draw a single domino.

Once an antagonist has been bested, they are removed from play along with their storyline.

How do we Learn?

During the course of resolving issues, things are learned by Crows. Sometimes they gain new allies, sometimes they master new tricks, and sometimes they improve in status among their peers.

Evolving Qualities

Crows change over time. Gradually becoming better at the things they focus on, while losing strength in their areas they neglect. At the start of each scene (when a crow chooses their stance), make a note of the quality stance chosen.

At the end of the game, tally up the stances. The quality stance used most often may be increased by 1 (up to a maximum of 6), or a permanent positive trait is linked to it (this works like any other trait, allowing a single card redraw during any scene when the stance is employed). If you chose to gain the positive trait, give it an atmospheric name and describe how it could be used. The player whose Crow resolved the most scenes may improve their top two qualities in this manner.

The quality stance used least often may be decreased by 1 (to a minimum of 1), or a permanent negative trait is linked to it. A permanent negative trait earned in this manner may be used by an opponent to gain a free card redraw if they can justify how it applies in a given situation (as long as the linked stance is currently being used).

Learning Talents

During the course of play, a crow may choose to watch their allies to earn talents from them, or seek out teachers to learn new talents.

A Crow's role allows them to learn talents from elders. At the end of any session, either choose a talent with the role's relevant quality type and mark it in pencil (such a talent is understood), or ink in a penciled talent (this has now been mastered and may be used normally).

Any time they watch a talent being used, they may play a single domino once it is their turn again. This domino must be played on the user of the talent being learnt. If the domino results in the user's offensive score being higher than the target's defensive score, the talent is understood (pencil it in on your character). If you can manage to do this a second time, you have mastered the talent (ink it in, and you can use it from the start of the next session). One talent may be earned this way per session.

Crows may steal talents in this way from allies and enemies, and some players may choose to give their enemies powers purely for the opportunity of stealing them for their own uses.

Once a Crow has mastered a range of basic talents, they may ascend to advanced talents. Crows do not learn these talents from others, they must learn them from their own experience. A crow must possess two different basic talents as a prerequisite for an advanced power, but as long as they know these two talents they may automatically start the process of learning the more formidable talent technique.

If a Crow chooses to learn an advanced talent, they forego the opportunity to learn a basic talent from their role. Instead they spend the first session penciling in the advanced technique, and the second session inking it.

Since the Murderer's Crow had the chance to meditate for the entire period of the story, they have been at one with the spirit world and they return to play in the next session with a degree of enlightenment. They automatically begin play in the next session with any talent of their choice.

New Murderer

Once the first game session has concluded, the player whose Crow resolved the most scenes takes on the role of the murderer.

The old murderer's crow returns to play for the new session.

Who We Are

There are crows and there are Crows. They are not Us, We are not them. Those called crows (with a lower case 'c') are intelligent, they use crude tools, they live off the refuse of man and carrion, they have thrived in the world, but they live only in the waking world. Those called Crows (with a capital 'C') bear all these traits, but they are also able to fly between the three worlds of living, dead and dreams.

Like the crows, Crows gather in groups called Murders, usually no more than half a dozen members overseeing a region of human habitation, perhaps a cluster of towns, a small city or a sector of a large city (such a region is called the Murder's Holding).

A Murder of Crows may not like one another, but they tolerate one another's existence. They may have been born in the area, or they may have answered a call from the far corners of the world.

A single Crow is defined in six ways; by their faction, their role, their qualities, their traits, their talents and their relationships. Choosing a faction and a role is a quick decision, and these lay out the structure for the other aspects of a Crow. The faction provides a left hand card, the role provides a right hand card; each half provides an agenda and a talent, their combination provides a range of qualities.

Once the two halves are chosen, a Crow increases a single quality of their choice by a single level. They then gain an additional talent of their choice, and a single trinket.

The Crow is ready to



Crow Factions

The left hand template defines the factions of Crow across the world.

A Murder might consist of a single faction, but it is far more likely for a Murder to contain members of two or more factions. The winds carry Crows far around the world, and there is no reason why a crow with a certain cultural background shouldn't be found far from their cultural home.



Cloudstalker

Wing *

Claw **

Beak *

Plumage **

Eyes *

Shadow *

Talent: Call of the Dark

Task: Reveal weakness in the corrupt or unjust.

Mur

Questing

Wing *

Claw **

Beak *

Plumage **

Eyes **

Shadow *

Talent: Rejuvenation

Task: Help a member of the restless dead.

Mur

Gutter

Wing *

Claw *

Beak **

Plumage *

Eyes **

Shadow *

Talent: Spirit Sight

Task: Provide knowledge to a worthy non-Crow.

Mur

Orphan

Wing *

Claw *

Beak *

Plumage *

Eyes *

Shadow *

Talent: Choose One.

Task: None.

Bonus: Increase a single quality by 1.

Mur

Roles of a Crow

The right hand template defines a Crow's place in their society and their murder.

It is typically suggested that each member of a murder holds a different role, because there are a wide variety of issues that a murder must face. If a murder is too heavily focused to a specific quality, then the others will suffer and a holding will be hard to maintain.

Highflyer

* * Wing

* Claw

* Beak

* Plumage

* Eyes

* Shadow

Talent: Choose a Wing Talent.

Task: Rescue the Fallen.

der

Scrapper

* Wing

* * Claw

* Beak

* Plumage

* Eyes

* Shadow

Talent: Choose a Claw Talent.

Task: Defend those Weaker.

der

Stormcaller

* Wing

* Claw

* * Beak

* Plumage

* Eyes

* Shadow

Talent: Choose a Beak Talent.

Task: Inspire Hope.

der

Sage

- * Wing
- * Claw
- * Beak
- * * Plumage
- * Eyes
- * Shadow

Talent: Choose a Plumage Talent.

Task: Lead the Flock.

der

Seer

- * Wing
- * Claw
- * Beak
- * Plumage
- * * Eyes
- * Shadow

Talent: Choose an Eyes Talent.

Task: Reveal the Truth.

der

Inkwing

- * Wing
- * Claw
- * Beak
- * Plumage
- * Eyes
- * * Shadow

Talent: Choose a Shadow Talent.

Task: Investigate Mysteries.

der

Crow Talents

Basic: Basic talent may only be employed while your Crow is in the indicated stance. In most cases their effects are immediately activated as soon as they are declared and a domino is placed on the table.

Caw (Cronies) – Allies rush to your aid.

Success: Refresh your hand to full size as new allies arrive.

Sacrifice: Lose your voice.

Call of the Dark (Guile) – You speak to the shadows.

Success: Refresh your hand to full size as shadows lengthen.

Sacrifice: Your presence causes bad reactions in those around you.

Cloud Reading (Sensitivity) – You can read the signs of the sky.

Success: Cause your opponent to randomly discard half of their hand (rounding up the remaining number of dominoes).

Sacrifice: You become confused.

Communion (Cronies) – You share a telepathic bond to your allies.

Success: As long as you are assisting, you may place two dominoes down this turn.

Sacrifice: Lose your ability to hear.

Divebomb (Aerobatics) – Some call you suicidal.

Success: You deal a second penalty to your opponent with this strike.

Sacrifice: Suffer an injury to body.

High Altitude Flight (Aerobatics) – The sky's the limit.

Success: A better perspective of the situation allows you to refresh your hand.

Sacrifice: Lose your nerve.

Messenger (Aerobatics) – Your path is hard to follow.

Success: Cause your opponent to randomly discard half of their hand (rounding up the remaining number of dominoes).

Sacrifice: Lose your direction.

Peck (Combat) – You can occasionally deal a devastating strike.

Success: Cause your opponent to randomly discard half of their hand (rounding up the remaining number of dominoes).

Sacrifice: Hurt your beak, trouble talking and squawking.

Pinpoint (Sensitivity) – You know where to strike and when.

Success: Refresh your hand to full size as you see your opponent's weakness.

Sacrifice: Loss of concentration/take damage to mind.

Rejuvenation (Cronies) – You can call on the healing winds

Success: An ally immediately discards half of their penalty traits (round down).

Sacrifice: Suffer an injury to soul.

Shadowplay (Guile) – You have mastered dark arts of persuasion.

Success: Cause your opponent to randomly discard half of their hand (rounding up the remaining number of dominoes).

Sacrifice: You are temporarily afflicted by bad luck.

Shiny Magnet (Sensitivity) – You know where to look for the right toys and trinkets.

Success: You may look draw a random trinket from a trinket pile of your choice.

Sacrifice: You are blinded.

Sense Death (Sensitivity) – You know when people will pass over to the other side.

Success: You deal a second penalty to your opponent with this strike.

Sacrifice: You are haunted by a persistent ghost/take damage to soul.

Spirit Sight (Sensitivity) – Your mastery of the spirit world filters into the physical.

Success: As long as you are assisting, you may place two dominoes down this turn.

Sacrifice: You are haunted by a persistent spirit/take damage to soul.

Swarm (Cronies) – In times of need, you have allies always willing to help out.

Success: You deal a second penalty to your opponent with this strike.

Sacrifice: You lose an ally.

Advanced: Advanced talents may be employed at any time.

In most cases their effects are immediately activated as soon as they are declared and a domino is placed on the table.

Stealing the Ferryman's Coins

(Sense Death + Shiny Magnet)

People leave valuable things around, and you've learnt how to find them.

Success: You may reveal any treasure without confronting the scene.

Sacrifice: You are cursed by the stolen object.

Plunge into the Underworld

(Divebomb + Spirit Sight)

You have mastered the art of stepping instantly into the realms of the dead.

Success: You may escape the current scene immediately without resolution.

Sacrifice: You plunge into the wrong underworld and miss your next scene in the attempt to get out.

Greet the Sun

(Caw + Rejuvenation)

The warmth of the sun brings strength to the Murder.

Success: You may remove a single negative trait from every Crow on the table.

Sacrifice: You are blinded or burnt by the sun.

Write the Sky

(High Altitude Flight + Messenger)

You can leave sky trails for those who know how to look.

Success: Until the next rest, everyone increases their allies quality by 1.

Sacrifice: You take damage from sky spirits.

Strategic Weakness

(Call of the Dark + Pinpoint)

You know what evil lurks in the hearts of men and Animals.

Success: If you are successful in this scene, gain an additional

Long Term positive trait.

Sacrifice: You reveal a weakness of your own.

Lightning Strike

(Cloud Reading + Divebomb)

As long as there is a storm, you can call on the elements.

Success: If you inflict a penalty with this domino, instead inflict three negative traits.

Sacrifice: You take damage from the lightning.

Snatch

(Peck + Spirit Sight)

It seems that nothing is beyond your grasp.

Success: If you are successful in this scene, gain an additional

Long Term positive trait.

Sacrifice: You are caught between the mortal and spirit worlds and miss your next scene trying to get out.

Call the Bright Things

(Caw + Shiny Magnet)

Fireflies and other luminous beings are your friends.

Success: If you are successful in this scene, you may give a trinket to every other Crow on the table.

Sacrifice: You are blinded by so many bright things.

Communicate with Man

(Caw + Communion)

Like a reverse Dr Doolittle.

Success: If you are unsuccessful in this scene, you may avoid a long term penalty trait.

Sacrifice: You draw the attention of others.

Speak to the Restless

(Communion + Sense Death)

Those beyond the shroud sometimes talk to you.

Success: You may refresh your hand if your opponent has the "dead" trait.

Sacrifice: You have the touch of death on you.

Announcement

(Caw + Messenger)

When you call, all listen

Success: All Crows on the table may add a domino to their hands.

Sacrifice: Your call is overheard by undesirables.

Storm Summoning

(Call of the Dark + High Altitude Flight)

You may call the clouds and make them angry.

Success: You may cause storms in the area and this allows the possibility of other powers.

Sacrifice: You dispel any clouds in the area.

Restore the Restless

(Rejuvenation + Shadowplay)

Success: You may apply the dead trait to any antagonist, this allows other powers to become available.

Sacrifice: Your restoration has driven the restless one insane/amnesiac.

Poisoned Beak

(Peck + Shadowplay)

You are capable of rapid and deadly strikes.

Success: As long as you are assisting, you may place two dominoes down per action until the end of the scene.

Sacrifice: You suffer ill effects from the shadow poison.

The Dark Spear

(Divebomb + Shadowplay)

Your body is a weapon.

Success: If you inflict a penalty with this domino, instead inflict three negative traits.

Sacrifice: Your claws shatter.

Writing in the Sand

(Communion + Peck)

You leave useful markings for your allies.

Success: Any allies who had not declared their intentions to join the scene may now draw a hand of dominoes.

Sacrifice: You lose the ability to read.

Augury

(Cloud Reading + Pinpoint)

You have mastered the arts of reading the future from the clouds.

Success: You may prevent your opponent from putting down a domino during their turn.

Sacrifice: Make a reading, the GM will twist this into a negative effect.

Locate Trinkets and Treasure

(Pinpoint + Shiny Magnet)

Anything can be found eventually.

Success: You may search through any trinket pile to withdraw a trinket of your choice.

Sacrifice: Treasure turns out not to be what you expected.

Trinkets in the Holding

This is where you place all the trinkets neither currently in the possession of a crow, nor in the Murder's stash.

A single copy of this sheet may be printed and shared by all players during a game.

Trinkets in the Stash

This is where you place all the trinkets neither currently in the possession of a crow, nor in the Holding.

Traits

This is where you place all the traits currently influencing your Crow.

Duplicate copies of this sheet may be printed
for use by each player during a game.

Personal Trinkets

This is where you place all the trinkets in your Crow's possession.



Murder

A Game About Crows

Written for the February Ronnies

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