




Make Demands

Preparing the Plan	
Make demands on another player regarding the resolution of their upcoming plan. When you prepare this plan, target another plan on the public record that has yet to resolve. Explain why you're getting involved. Record your <i>Make Demands</i> so that it resolves right before the target plan.	 
Resolving the Plan	
Difficulty	The target plan's difficulty + the difference between you and the target player in power if they rank higher than you.
Pre-roll	Demand that the target player allows you to take charge of their upcoming plan. Explain why your character wants this and what they're doing to try to take control.
Make	You and the target player take turns choosing from these options, starting with the player higher on the power track: <ul style="list-style-type: none">I choose how many of the target's assets are leveraged for dice.I determine whether to keep or change the plan's original target.I keep any assets that are created or taken as a result of the planI perform the make, mar, or other resolution steps of the plan.
Mar	The target rebuffs your demand, and places one on you in return. They may immediately prepare <i>Make Demands</i> on one of your plans on the public record, or elect to <i>Make Demands</i> on the next plan you prepare.
Follow Scene	

FOCUS PLAYER: Set a scene of your character grappling with the demands of the people they surround themselves with.

Propose Decree

Preparing the Plan	
You plan to convene the council in order enact a new law that favors you in some way. When you prepare this plan announce the council meeting to your fellow players. Describe to them the decree you're drafting.	4 
Resolving the Plan	
Difficulty	Your rank on the power track.
Pre-roll	<ol style="list-style-type: none">State your drafted decree.The monarch and players above you on the power track may each be present. Other players may join by leveraging at least one asset. That asset will provide a die to help or interfere when the roll comes as normal.The monarch or the player who is highest on the power track among those present will be the signatory of the law.Convene the council to discuss the law. The signatory will call for the dice roll when they feel there is no new discussion to be had.
Make	The law goes into place after the signatory adds an addendum (a simple phrase with a <i>but</i> or <i>and</i>). Write the text of the law on a notecard, and place it under the Laws section of the public record. Create a resource asset to represent what you gain from the implementation of this law.
Mar	Each other player with a delegate in the council room may amend your law at will, in reverse power order. The signatory makes an addendum on the final law as they would in the case of a make. Write the text of the new law on a notecard, and place it under the Laws section of the public record. Do not create a new resource asset.
Follow Scene	

FOCUS PLAYER: Set a scene of your character interacting with one of the laws under the public record.

Exchange Courtiers

Preparing the Plan

Exchanging courtiers assures lasting alliances and understanding between members of the court. When you prepare this plan, target a peer asset under somebody's control that you would like to rule, and describe the preparations you are making to take them into your retinue.



Resolving the Plan

Difficulty The target player's status on the power track.

Pre-roll The target player indicates a peer in your retinue that would serve as a fair trade. If you accept, exchange peers without conflict. Otherwise, roll.

Make Take the targeted peer asset. Then, choose one of these options to indicate how the trade went. You may not select an option higher than the difference between your result and the difficulty.

0. *Messy* - The target player may break one of your assets.
1. *Legal* - Everything went according to plan.
2. *Willing* - The peer was in on the plan, update them to reflect that.

Mar The target player chooses one of these options. They may not select an option higher than the difference between your result and the difficulty.

1. *A Fair Trade* - The offered trade goes through.
2. *Riposte* - They take your peer, whom you may first break.
3. *Forfeit* - They take your peer.

Follow Scene

FOCUS PLAYER: Set a scene where your character must get their bearings in an unfamiliar situation.

Make War

Preparing the Plan

Few things change the realm quite like war. When you prepare this plan, name any number of players that you are declaring war against. You and your opponents may invite allies to each side of the war as well. Uninvited players may join on their own side of the war at their discretion.



All players involved in the war simultaneously reveal a die. The delay for this plan is equal to the average of the revealed dice, rounded up.

Resolving the Plan

Special Once the war begins, each player must pay the cost of battle every time the public record advances until the war is over. The cost is paid in reverse power order, one at a time.

Pay the Cost of Battle To pay the cost of battle, do one of the following for each opponent on a different side of the war as you:

- Break one of your assets.
- Leverage two of your assets.
- Do one of the above, then surrender unconditionally.
- Get all participants in the battle to agree to peace terms.

Surrender When you surrender unconditionally, you lose the war. Your opponents each get to take one asset of their choice from you.


Peace Terms Peace terms can be anything that active participants in the war agree to. You can exchange assets, or do anything else that makes sense. You may wish to violate the rules of the game, whether that's by immediately resolving plans that were not prepared (e.g. duel someone, propose a decree), patching up broken assets, or something else.

Remind any non-participants that disagree with the terms that they may immediately pay the cost of battle to enter the negotiations.

Follow Scene


FOCUS PLAYER: Set a scene that shows the impacts the war has on your character's life, if any such impacts exist.

Make Introductions

Preparing the Plan	
New blood spices up life at court. You plan to wield your influence to welcome new faces to the game. When you prepare this plan, state how many peers you wish to create and what you see as their role at court. You can add up to four new peers, but each one makes the plan more difficult.	3 
Resolving the Plan	
<i>Difficulty</i> 2 + 1 per each peer you plan to add (maximum 4).	
<i>Pre-roll</i>	Create new assets for each of the peers you plan to add. Only add their name for now.
<i>Make</i>	The new characters successfully arrive. Describe and introduce them to the table. New faces always arrive with new ideas and expertises, so describe what those are while adding marginalia to each new peer.
<i>Mar</i>	The new characters arrive, but not how you planned. Choose a different one of these options for each new peer: <ul style="list-style-type: none">• They arrive, but enter someone else's retinue instead. Hand the asset to that player.• They arrive into your retinue, but aren't who you thought they were. Choose another player to write their marginalia.• They are waylaid and will arrive delayed. Add their arrival to the public record in d6 days, at which point you can finish creating them.• Their journey was arduous. Write their marginalia, then break them.
Follow Scene	

FOCUS PLAYER: Set a scene of your character meeting somebody for the first time.

Seek Answers

Preparing the Plan	
Mingle with your contacts among the people, research in dusty old tomes, or speak with an expert. When you prepare this plan, describe your research methods and the topics you're looking into.	4 
Resolving the Plan	
<i>Difficulty</i> Your rank on the knowledge track.	
<i>Pre-roll</i>	Restate your methods of research, then describe one thing that you've learned while researching.
<i>Make</i>	Choose a number of these options equal to your result. You may select the same option multiple times: <ul style="list-style-type: none">• Describe a flaw in any resource asset that has been overlooked until now. Break that asset.• Declare something true about the world, so long as it doesn't contradict any truths already known to the table.• Ask a player a question, which they must respond truthfully to. Players above you on the knowledge track can veto the first question; ask another in its stead.• Ask a player to show you the underside of a specific one of their assets so that you may learn the secrets it keeps.
<i>Mar</i>	Choose a number of options from the make list equal to your result. Then, choose the first option from the make list ("Describe a flaw...") targeting your own resource assets a number of times equal to the difference between your result and the difficulty.
Follow Scene	

FOCUS PLAYER: Set a scene of your character learning something new.

Chronicle Histories

Preparing the Plan

You study the past in search of answers about your present situation. When you prepare this plan, describe the problem you're trying to solve by studying and recording the history of the realm.

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Resolving the Plan

Difficulty Your rank on the knowledge track, or the number of artifacts invoked in the pre-roll (whichever is higher).

Pre-roll Set a scene from the past. Describe which characters are there, be they peers we currently know, ancestors, or anybody else. Invoke a number of artifacts belonging to any players that you will be shedding light on.

Throughout the scene, choose a number of these equal to your result. Wrap the scene after making the final choice.

- Make**
- Break an invoked artifact.
 - Invoke another artifact and introduce it to the scene.
 - Cut to a moment in the present to showcase history's echo
 - Take total control over a moment of the scene, dictating what the characters do or adding some unseen twist. If you dictate a player characters' actions, they have final say over how their character acts; you may unselect this if you can't come to an agreement.

Mar During the scene, all players choose one option from the make list.

Follow Scene

FOCUS PLAYER: Set a scene that shows how a moment in your character's past shaped them into the person they are today.

Clandestinely Liaise

Preparing the Plan

When you prepare this plan, choose another player to arrange clandestine meetings with. Discuss briefly what it'll look like and which two peers are meeting in secret. Both players then take a die and set it to a face, then reveal. The average of the two dice rounded up is the delay of the plan.



Resolving the Plan

Together At Last Set the scene of the meeting. Where are you? What are you doing? Are you sharing a meal together, meeting under a bridge under the cover of night, or perhaps something more intimate?

The Secrets We Keep This meeting of yours is secret, but it will take work to keep it so. Each player chooses one of their assets to hold that secret and write the meeting on the underside of that asset.

Both players choose one of the following options to represent what they got out of this clandestine liaison:

- I look at one of your assets for secrets.
- I update your peer asset.
- I break your peer asset.
- I take a non-peer asset as a gift.
- I leverage one of your assets and take a die, which I may use on any one roll in the future.

When will I see you again? Repeat the *Preparing the Plan* step with one addition: if one player reveals no die, the meeting is called off.

Follow Scene

FOCUS PLAYER: Set a scene of your character doing something they'd prefer to keep secret.

Spread Propaganda

Preparing the Plan

You work with your contacts to spread propaganda that conveys a message you want the public to hear. When you prepare this plan, describe your methods and the message you're spreading. Are you distributing pamphlets? Giving sermons to crowded churches? Feeding talking points to town criers throughout the realm?

3


Resolving the Plan

Difficulty Your rank on the esteem track.

Pre-roll Summarize the message you want the public to take from your propaganda and describe again how you've been spreading it.

Make Your message sets society ablaze. Describe the changes that come from this, and create an artifact that embodies the shift in society that you have spurred.

Mar Your campaign is a total flop. Choose a number of these equal to the difference between the result and difficulty of the roll (you may select the same option multiple times):

- One of your peers leaves your retinue. Give them to another player.
- You have to keep your head down until this blows over. The next plan that you prepare shall not involve esteem.
- Word of your laughable ideas gets around. Break yourself.
- The player who leveraged the most assets to interfere with your roll spreads propaganda of their own. They may make a roll now as if they had prepared this plan.

Follow Scene

FOCUS PLAYER: Set a scene that shows your character confronting a new idea.

Spread Rumors

Preparing the Plan

You concoct rumors targeting the reputation of a specific asset around the table. When you prepare this plan, name the asset you'll be telling rumors about, and optionally write the rumor you'll be spreading on the underside of one of your assets if you'd like to keep it secret for now.

4


Resolving the Plan

Difficulty The target player's status on the esteem track if targeting a main character, or your rank in esteem if targeting any other asset.

Pre-roll State the rumor you plan to spread and explain how you're spreading it. Are you letting it slip in taverns among the people? Are you whispering it in ears around court?

Make Your rumor spreads like wildfire around the court, fundamentally changing the way people perceive your target. Write the rumor on a notecard and place it under the rumors section of the public record. Choose a number of options from this list equal to your result (you may select the same option multiple times):

- Break the target asset.
- Leverage the target asset.
- Take an asset from the target player with their consent. If they refuse, choose a different option.
- Hide yourself as the source of the rumor. Add it as a secret to one of your assets.
- Reveal yourself as the source of the rumor. Relish in its glory.

Mar Your attempt to spread the rumor backfires. The target player describes the rumor that spreads about you instead. They choose a number of options from the make list equal to the difference between your result and the difficulty of your roll.

Follow Scene

FOCUS PLAYER: Set a scene of your character engaging in the time-honored tradition of gossip.

Propose Duel

Preparing the Plan

You can solve many problems by meeting one-on-one. When you prepare this plan, announce who you challenge to a duel. Name the location and describe the type of duel you're proposing. Is this a duel of wits or arms? Are you putting your opponent on trial?



Resolving the Plan

Difficulty The target player's status on the esteem track.

Pre-duel Set the scene for the duel. Both duelists may elect any peers in their retinue to fight in their stead. The player with the highest status in esteem has initiative for the first bout.

Both players simultaneously reveal how many assets they'll stake. Players must stake at least one asset each, but cannot stake more than 1 + their status in esteem. Roll and tuck one die under each staked asset.

The player with initiative selects a staked asset and declares high or low. The responder selects an asset. Incorporate the selected assets and their marginalia into the scene. Then reveal the hidden dice and resolve the bout as follows:

- The Bouts*
1. If the dice match, set both aside. Swap initiative. Start a new bout.
 2. If the dice don't match, the high die wins if the player with initiative said high, and the low die wins if they said low.
 3. The winner of the bout gets both dice from that round as well as any that were set aside from previous tied bouts. Do not change the values on the dice. Swap initiative. Start a new bout.

The bouts end when one player runs out of staked assets. Resolve the plan with the normal dice roll procedure as though each player rolled dice they won in the bouts. Dice won by the preparer count as the dice pool of the preparer. Dice won by the opponent count as interference.

The Result On a make, take a number of your opponent's staked assets equal to your result. On a mar, your opponent may take a number of staked assets from you equal to the difficulty.

Both players then leverage all staked assets.

Follow Scene

FOCUS PLAYER: Set a scene that shows your character in a heated disagreement.

Host Festivity

Preparing the Plan

What's the point of all of this if we cannot revel in our victories amongst high society? When you prepare this plan, announce the type of social event you plan to host. Will you hold a gala or a ball? Will you rally your kitchens to throw a big feast, assemble a hunting party, or host a tournament?



Resolving the Plan

Difficulty The host's status in esteem.

All players may join as guests. The host details the event: where are you, and what sort of event is planned?

Set the scene and roleplay yourselves making your entrances and socializing amongst each other. At any point, each guest (host included) may make a dice roll as the actor, and choose one option from the make or mar list as applicable. They may instead announce that they are opting out of the roll. If there's ever a question of turn order, players may insist that players below them on the esteem track roll (or opt out) before them.

Each guest that rolls a make chooses one option from the make list, and may insist that the host choose one option from the mar list at any time.

Each guest that rolls a mar chooses one option from the mar list.

Before the event is over, the host may choose one option from the make list for each guest that either rolled a mar or opted out of rolling.

- Make*
- Spread a new rumor. Add it to a notecard under the public record.
 - Introduce a new peer. Place them in the center of the table. If they're still there at the end of the festivity, take them into your retinue.
 - Take a peer that's in the center of the table.
 - Challenge somebody to a duel. If they accept, resolve the *Propose Duel* plan immediately, skipping the delay.

- Mar*
- A rumor spreads about you. Add it to a notecard under the public record.
 - Get into a disagreement with one of your peers. Set them in the center of the table; a player may choose to take them with a make. If they remain in the center of the table at the end of this plan, you may break them to take them back into your retinue.
 - You must accept any duel challenges from players during the event.
 - Break yourself.

Follow Scene

FOCUS PLAYER: Set a scene of your character recovering from the events of this social occasion.

The Twelve Plans

Power Plans

MAKE DEMANDS

Demand to take control of another player's plan resolution. Before your target plan resolves, you roll dice to see how much, if any, of the plan you can take over.

PROPOSE DECREE

Bring a new law to the royal council to enact legal change in the realm. Your law will be the subject of a great debate but may greatly change the kingdom.

EXCHANGE COURTIERS

Take a member of another player's retinue into your own by taking a peer asset and putting it in your retinue. Roll well and you needn't have to send anybody back.

MAKE WAR

Declare war on one or more players at the table. Wars are a long drawn out affair. All involved players break assets every turn until peace terms can be agreed upon.

Knowledge Plans

MAKE INTRODUCTIONS

Introduce new characters to court by creating new peer assets. If you're not careful, your new peers will arrive broken, late, dishonestly, or into a rival's arms.

SEEK ANSWERS

Investigate truths and ask questions of the other players. You can find flaws in resource assets, invent new truths, pose questions to the table, or even discover secrets.

CHRONICLE HISTORIES

Explore a situation from history and connect it to the present. You'll set a scene of the past to learn how history's echo can be heard in our present times.

CLANDESTINELY LIAISE

Meet in secret to share a moment with another character. Learn their secrets, break and change them, or take their assets, then plan another meeting.

Esteem Plans

SPREAD PROPAGANDA

Spread new thought through the realm through pamphlets or sermons. If successful, your ideas will take hold in the world. If not, you'll be ridiculed all over.

SPREAD RUMORS

Spread rumors to damage another character's reputation. Describe how you're spreading these rumors, then sit back and hope it doesn't backfire.

PROPOSE DUEL

Go one-on-one in a battle of arms or wits to prove your point. Lay it all on the line; whoever comes out on top gets to take assets from the loser.

HOST FESTIVITY

Convene socially: throw a ball, host a dinner, go on a hunt. All players will arrive and attempt to seize the hearts and minds of the other guests.

Tips for Good Scenes

- Don't feel pressured to think of a super cool or novel idea for any given scene. It's often best to go with your first idea! Part of the fun of roleplaying games is the intersection of everyone's wildly varied creative inputs. Your first idea might never occur to the other players, so it'll be exciting to them, and the way they respond to it will be exciting to you.
- Describe a situation that interests you without thinking too hard about what its outcome may be; just drop characters into an interesting scenario and see what happens.
- Take a look at the upcoming plans on the public record. How is your character preparing for those to come to fruition? Introduce some scheme that your character has, of course, been working on the whole time that's going to make the resolution of one of those plans more interesting.
- Invoke the circled items from the tone-setting sheet.
- Invoke any assets that interest you and involve their marginalia.
- Invoke the senses. What do characters see? What do they smell, or hear? What can they taste or feel?
- Ask for help if you have an idea for what you want to show, but are unsure of how you want to show it.
- First person and third person are both valid ways to narrate your character's actions. Try them both! If you're more comfortable with one, see how the other one feels from time to time. It can also be fun to jump back and forth between them.
- When speaking as your character, it's totally fine to summarize what your character is trying to say. Sometimes it's fun to improvise a whole speech, but if you can't find the words, it's fine to just paraphrase.
- When it's your scene, push your agenda through your roleplaying. Try to get away with making big changes to the narrative. At any point, the other players can call for a dice roll if they think you've gone too far, so don't worry about the limits of what you can and can't do.
- When playing as a peer in somebody else's retinue, try to complicate their relationship! These characters have their own ambitions, so they don't have to always have their boss's interests in mind when they act.
- When playing as a peer that has already been portrayed by another player, don't fret about sticking directly to the characterization that the other player showed. These characters lead multi-faceted lives off-screen, so different portrayals can help enrich the character by showing their different sides.

In-Scene Rolls

While it may vary based on the play style of your group, the majority of scenes in *Uneasy Lies the Head* will not require a dice roll. Our characters wield a great deal of power and agency over the world around them. When they want something done, they can usually get it done.

There are two types of in-scene dice rolls: contested and uncontested. Contested rolls happen when a player in a scene attempts something that another main character would go to some length to prevent. Uncontested rolls happen when a player in a scene tries to do something simply above their station. Even nobles and monarchs have their limits, regardless of what they want you to think.

Anybody can call for an in-scene roll, but the whole table needs to help adjudicate it. The process is almost the same as resolving a plan, but the players themselves will collaborate to calculate the difficulty and set the make and mar results of the roll. Once everyone's on the same page about the stakes of the roll, you follow the normal dice roll procedure (p. 19).

The in-scene roll should not be taken lightly. The only thing that differentiates it from the resolution of a plan is that it happens instantly, so the stakes should be similarly high. You might make, take, or break assets (p. 26-27) as a result, and it should affect the story in a big way.

Don't call for a roll simply because the situation in a scene might be challenging or against your character's interests. Only call for a roll if one of the next two paragraphs apply.

When to Call For A Roll

Call for a contested roll when your main character would try to flex their power, knowledge, or esteem to interfere with the situation in the scene.

Call for an uncontested roll when you think a player's course of action pushes against the limits of their status in power, knowledge, or esteem.

Setting the Difficulty

Determine the roll's category between power, knowledge, and esteem.

For contested rolls, the difficulty is the status in power, knowledge, or esteem of the player who said they would interfere with the actor's action.

For uncontested rolls, the difficulty is the rank in power, knowledge, or esteem of the roll's actor.

Setting the Stakes

Before rolling, discuss the potential outcomes of a roll and collectively determine the make and mar results. Make sure that the mar result is at least as dramatic as the make. In the rare case that the outcomes aren't immediately obvious, make sure to take time to discuss with all players until you reach consensus with the table on the path forward.

If you can't reach consensus, take a break and try again after a quick snack. This may be a competitive game, but cooperation between players is of utmost importance.

Secrets

Players vs. Characters

Secrets don't have to be kept secret from the other players just because they are secret from the characters in the story. There's some delicious dramatic irony you can play into by letting your fellow players know your secrets and showing them what their character would have to do to learn about it. There's also some great joy in keeping a secret entirely to yourself, to be revealed at some future moment, or quietly writing secrets on your assets while nobody's looking.

When you write down a secret, it's up to you how much you want to divulge to your fellow players. As long as your secret meets the three conditions, you're good to go.

Uncovering Secrets

If you take or break an asset, you can look on its underside to learn any secrets it might be holding. When this happens, factor in the nature of both the asset and the secret to come up with an explanation of how your character came upon this knowledge. How do you react? If you want to keep secret the fact that you learned this secret, you'll need to write it on an asset as a brand new secret.

The underside of asset notecards can hold secrets. All characters have secrets, and many secrets can be discovered through play. In *Uneasy Lies the Head*, if you want to keep a secret hidden from the other main characters, choose one of your assets that's helping you keep the secret. Write the secret on the underside of that asset. Assets can hold any number of secrets, but it might be wise to spread them out.

Secrets can be anything. You might declare the events of a scene are secret. You might come up with a new fact that only your character knows. You might cook up some secret scheme that your character is working on. Anything can be a secret.

Some plans will ask you to create secrets. Otherwise, you can just make one any time you want, so long as three conditions are met:

1. The secret doesn't contradict anything that's been established in the story to this point.
2. The secret is something your character has the power or opportunity to know and/or make true.
3. The secret doesn't take away agency from another player character or dictate their actions; you'll need to get buy-in to involve them in your secrets.