

# DUNGEON WORLD

## QUICK START PACK

*Simplified basic playbooks for quick and easy-to-learn  
One-shots or mini campaigns of Dungeon World*

*Including rules for both players and gamemaster  
and tools for both world and adventure creation with no prep*

*A complete experience in one pack!*

For use with the role-playing game Dungeon World, by Sage LaTorra and Adam Koebel



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## INTRODUCTION

Dungeon World is a world of fantastic adventure. A world of magic, gods and demons, of good and evil, law and chaos. Brave heroes venture into the most dangerous corners of the land in search of gold and glory.

Adventurers take many shapes in Dungeon World. Some are near-invincible beasts of battle encased in iron armor. Others are more mysterious, conjuring up and wielding the mighty forces of magic. Treasure and glory are sought by a holy cleric, a tricky thief, a mighty paladin, and more.

It isn't all easy heroics and noble bravery, though. Every time the ranger guides his friends through the ancient woods there are a hundred things waiting to bite his head off. Slaving hordes of goblin troops, maybe. Or is this the Cursed Wood, where dwells the Gray Witch? Or the throngs of hateful dead, looking to drag a meaty corpse back to their lair? Scary, sure, but there's treasure, too. More gold and jewels and magic lost to man have fallen between the cracks in the world than you can imagine. Who better to retrieve it than a band of stalwart heroes?

You and your friends are those heroes. You go where others can't—or won't. There are monstrous things lurking in the world. Are you ready to face them?

### *So, why play Dungeon World?*

First, to see the characters do **amazing things**. To see them explore the unexplored, slay the undying, and go from the deepest bowels of the world to the highest peaks of the heavens. To see them caught up in momentous events and grand tragedies.

Second, to see them **struggle together**. To gather as a party despite their differences and stand united against their foes, or to argue over treasure, debate battle plans, and join in righteous celebration over a victory hard-won.

Third, because **the world still has so many places to explore**. There are unlooted tombs and dragon hoards dotting the countryside just waiting for quick-fingered and strong-armed adventurers to discover them. That unexplored world has plans of its own. Play to see what they are and how they'll change the lives of our characters.

### *What's Dungeon World like to play?*

Playing Dungeon World is all about finding out what happens when your characters encounter dangerous and exciting monsters, strange ruins, and unusual people on their quest for gold and glory. It's a conversation between the players and the GM—the GM tells the players what they see and hear in the world around them and the players say what their characters are thinking, feeling, and doing. Sometimes those descriptions will trigger a move—something that'll cause everyone to stop and say “time to roll the dice to see what happens.” For a moment everyone hangs on the edges of their seats as the dice clatter to a stop. Tension and excitement are always the result, no matter how the dice land.

To play Dungeon World, you'll need to gather a few friends. Choose one person to be the Game Master (GM); they take the GM playbook and two GM sheets. Everyone else will be a player, taking the role of the characters in the game (we call these the player characters or PCs). As you play, the players say what their characters say, think, and do. The GM describes everything else in the world.

Everyone at the table will need something to write with and some six-sided dice. Two dice is the minimum but two dice per player is a good idea. You'll also need some special dice: four-sided, eight-sided, and ten-sided.

This quick-start pack contains the basic rules of Dungeon World in abbreviated form, designed to facilitate ease of learning of core concepts, especially for new players. The playbooks included here are modified to get characters created as quickly as possible by omitting certain features more relevant to long-term play. While these characters are designed with one-shot sessions in mind, they can easily be adapted for longer play. The goal is to help new players become comfortable with Dungeon World; its rules, its conventions, and its style.

## GETTING STARTED

To begin, select one of the eight provided playbooks, whichever one catches your eye. Then perform the steps under “Start here”, detailed as follows:

- Give your character a name, and choose options under Look to describe your appearance (or make up some of your own)
- Choose one of the listed backgrounds, which will give you bonuses to two of the six stats: Strength (STR), Dexterity (DEX), Constitution (CON), Intelligence (INT), Wisdom (WIS), and Charisma (CHA). Record these bonuses in the appropriate boxes in the sheet. Your background will also give you an additional piece of gear, record this in the Gear section.
- Choose one of your six stats, and add 1 to it as a personal specialty. Choose another of the six stats, and subtract 1 from it as a personal weakness. This may give you a stat of -1, that's fine! Set any stats that have not been modified to zero.
- Choose any other options that your playbook may require, such as the fighter's signature weapon or the thief's poison.

When you are done, read the “How to Play” heading on the back of your sheet. This section will also give you some questions to think about in the next phase: building the world together.

To begin with everyone on similar footing, we will assume that the characters all come from the same hometown, and the story will unfold near it. Your characters will know each other, and while they might not always get along like best friends, they should at least be civil with one another and have motivation to work together for a common goal, even if they have their own motivations for pursuing these goals. If it helps, you can act each other questions to better understand how your characters relate to one another. At this point, you may wish you answer the questions you have under Bonds, which will establish the shared past between your characters. It is not necessary to answer them all right now; you can save some for later.

The questions on your playbooks will give you starting points to begin describing your hometown and the lands around it. Perhaps your home is a rough mining camp, a sleepy island port, or an idyllic place hidden deep in a forest. If you think of other questions to ask other players, feel free to do so, especially questions that will build the relationships you have with one another. Perhaps you'd like to tell us about the last adventure you had together; that's a great way to build both the world and your group. The GM will come up with more questions as well. The answers you give will weave together this new world.

Next, the GM will ask questions that establish the premise of the situation, what your characters are doing and why. These questions will connect your characters to the threat or opportunity that you are facing. Lost ruins, monstrous hordes, and towers of evil wizards all make for good premises, but each character will have their own stake in the action. The GM's questions will also help them create the opposition you will face on your adventure. When you have enough details, the GM will give you a tense situation, one that requires you to act, and ask, “What do you do?” The action begins here.

Your playbook provides you with a list of your moves, as well as a reference of basic moves on the reverse side of the sheet that everyone can do. This may seem like a lot of information, but you don't have to learn it all at once. Remember, Dungeon World is about having a conversation. Don't think of your moves as buttons to push to accomplish something, nor are these moves your only options in any situation. Rather, moves are the way the game rules react to your actions in the story. When you describe your character carefully creeping across a shaky suspension bridge, the GM will tell you to Defy Danger. Now it's time to roll the dice, and see what happens. Focus on the fiction. Do you want to Hack and Slash that goblin? Say how you attack it. The GM will help you to notice when your actions trigger a move. In general: **to do it, do it**. There are some additional special moves on the back of this page, but don't worry about them just yet. They'll come up in due time.

## EQUIPMENT

A good adventure usually ends with a reward, whether fame, favors, or fortune. Wealth in Dungeon World is measured in coin: the currency of the realm. It's good pretty much everywhere.

After an adventure or at a break in the action, the characters may wish to refill their backpacks and quivers. The following is a list of items that will typically be available for purchase:

<b>Short Bow</b>	<i>15 coins</i>
A common bow with a short but respectable range.	
<b>Long Bow</b>	<i>60 coins</i>
A bow of exceptional craftsmanship, capable of much greater range.	
<b>Bundle of arrows (3 ammo)</b>	<i>1 coin</i>
<b>Throwing knife</b>	<i>1 coin</i>
<b>A simple weapon</b>	<i>2 coins</i>
Clubs, staves, and daggers. How lethal they are depends on the skill of the one wielding it.	
<b>A martial weapon</b>	<i>8 coins</i>
Swords, axes, warhammers, spears, and maces. Try to stick the pointy bits in your enemies.	
<b>Leather armor (1 armor)</b>	<i>10 coins</i>
Boiled to make a rigid but lightweight cuirass. A good bit of armor often means the difference between life and death in Dungeon World.	
<b>Chainmail (2 armor)</b>	<i>50 coins</i>
More protection, but heavy and tough to move around with. Take -1 ongoing to all rolls while wearing this armor, unless you have the Armored move.	
<b>Shield (+1 armor)</b>	<i>15 coins</i>
Increases your armor by 1 when worn upon your arm.	
<b>Adventuring gear (5 uses)</b>	<i>20 coins</i>
Adventuring gear is a collection of useful mundane items such as chalk, poles, spikes, ropes, etc. When you rummage through your adventuring gear for some useful mundane item, you find what you need and mark off a use.	
<b>Bandages (3 uses)</b>	<i>5 coins</i>
When you have a few minutes to bandage someone else's wounds, heal them of 4 damage and expend a use.	
<b>Poultices and herbs (2 uses)</b>	<i>10 coins</i>
When you carefully treat someone's wounds with poultices and herbs, heal them of 7 damage and expend a use.	
<b>Healing potion</b>	<i>50 coins</i>
When you drink an entire healing potion, heal yourself of 10 damage or remove one debility, your choice.	
<b>Bag of books (5 uses)</b>	<i>10 coins</i>
When your bag of books contains just the right book for the subject you're Spouting Lore on, consult the book, mark off a use, and take +1 to your roll.	
<b>Antitoxin</b>	<i>10 coins</i>
When you drink antitoxin, you're cured of one poison affecting you.	
<b>Dungeon rations (5 uses)</b>	<i>3 coins</i>
Salted meats, dried fruit, and hardtack. Don't forget to drink plenty of water.	

Within Dungeon World are many lost artifacts and magical items. These typically cannot be bought with coin, but instead must be found or earned.

Magic items are for you to make for your game. When making your own magic items, keep in mind that these items are *magical*. Simple modifiers, like +1 damage, are the realm of the mundane—magic items should provide more interesting bonuses.

## SPECIAL MOVES

Special moves are moves that come up less often or in more specific situations. They're still the basis of what characters do in Dungeon World—particularly what they do between adventures. Introduce them as they are needed during the flow of the conversation.

### Last Breath

When you're **dying**, you catch a glimpse of what lies beyond the Black Gates of Death's Kingdom (the GM will describe it). Then roll (just roll, +nothing—yeah, Death doesn't care how tough or cool you are). \*On a 10+, you've cheated Death—you're in a bad spot but you're still alive. \*On a 7-9, Death himself will offer you a bargain. Take it and stabilize or refuse and pass beyond the Black Gates into whatever fate awaits you. \*On 6-, your fate is sealed. You're marked as Death's own and you'll cross the threshold soon. The GM will tell you when.

### Make Camp

When you **settle in to rest**, consume a ration. If you're somewhere dangerous decide who will keep watch as well. When you wake from at least a few uninterrupted hours of sleep, heal damage equal to half your max HP.

You usually make camp so that you can do other things, like prepare spells or commune with your god, or just get some sleep. Whenever you stop to catch your breath for more than an hour or so, you've probably made camp.

Staying a night in an inn or house is making camp, too. Regain your hit points as usual, but only mark off a ration if you're eating from the food you carry, not paying for a meal or receiving hospitality.

### Undertake a Perilous Journey

When you **travel through hostile territory**, choose one member of the party to act as trailblazer, one to scout ahead, and one to be quartermaster. Each character with a job to do rolls+WIS. \*On a 10+:

- The trailblazer reduces the amount of time it takes to reach your destination (the GM will say by how much).
- The scout will spot any trouble quick enough to let you get the drop on it.
- The quartermaster reduces the number of rations required by one.

\*On a 7-9, each role performs their job as expected: the normal number of rations are consumed, the journey takes about as long as expected, no one gets the drop on you but you don't get the drop on them either.

You can't assign more than one job to a character. If you don't have enough party members, or choose not to assign a job, treat that job as if it had been assigned and the responsible player had rolled a miss.

Distances in Dungeon World are measured in rations. A ration is the amount of supplies used up in a day. Journeys take more rations when they are long or when travel is slow. A perilous journey is the whole way between two locations. You don't roll for one day's journey and then make camp only to roll for the next day's journey, too. Make one roll for the entire trip.

This move only applies when you know where you're going. Setting off to explore is not a perilous journey. It's wandering around looking for cool things to discover. Use up rations as you camp and the GM will give you details about the world as you discover them.

### Supply

When you **go to buy something with coin on hand**, if it's something readily available in the place you're in, you can buy it at market price. If it's something special, beyond what's usually available here, or not mundane, roll+CHA. \*On a 10+, you find what you're looking for at a fair price. \*On a 7-9, you'll have to pay more or settle for something that's not exactly what you wanted, but close. The GM will tell you what your options are.

### Recover

When you do **nothing but rest in comfort and safety**, after a day of rest you recover all of your HP. After three days of rest you remove one debility of your choice. If you're under the care of a healer (magical or otherwise) you heal a debility for every two days of rest instead.

## GAMEMASTER'S RULES

This sheet isn't for the other players, it's for you, the Dungeon World GM. It's not just advice or optional tips and tricks on how best to play. These are your procedures. These are your rules.

The material on these sheets is taken from the GM chapter of *Dungeon World*. (pages 159-174, 180-182) New GMs should review these rules before playing, while veteran GMs may still find them to be helpful references to consult.

Running a game of *Dungeon World* means following a framework created by three things you have as a GM: Your **agenda** is what you set out to do when you sit down at the table. Your **principles** are the guides that keep you focused on that agenda. Your **moves**—the GM moves, dungeon moves, monster moves, etc—are the concrete, moment-to-moment things you do to move the game forward. These are detailed on the second GM sheet; read them over before you begin play and keep them by your side, especially the list of moves. When you're having trouble deciding what happens next, look at the list of moves and principles to get some ideas.

When you sit down at the table as a GM you do these things:

**Describe the world:** First and foremost, you describe the immediate situation around the players at all times. This is how you start a session, how you get things rolling after a snack break, get back on track after a great joke: tell them what the situation is in concrete terms. The situation around them is rarely "everything's great, nothing to worry about." They're adventurers going on adventures—give them something to react to.

Use detail and senses to draw them in. The situation isn't just an orc charging you, it's an orc painted in blood swinging a hammer and yelling bloody murder. You can leverage a lack of information, too. The sound of clattering armor and shuffling feet, for instance.

When you describe the situation, always end with "What do you do?" *Dungeon World* is about action and adventure! Portray a situation that demands a response.

**Follow the rules:** This means your GM rules, sure, but also keep an eye on the players' moves. It's everyone's responsibility to watch for when a move has been triggered, including you. Stop the players and ask if they mean to trigger the rules when it sounds like that's what they're doing.

Part of following the rules is making moves. Your moves are different than player moves and we'll describe them in detail in a bit. Your moves are specific things you can do to change the flow of the game.

**Exploit your prep:** At times you'll know something the players don't yet know. You can use that knowledge to help you make moves. Maybe the wizard tries to cast a spell and draws unwanted attention. They don't know that the attention that just fell on them was the ominous gaze of a demon waiting two levels below, but you do.

"Prep" can mean a wide variety of resources. You might have brought a dungeon or other location to the game, already mapped out, or you may have a cast of characters, and know all their motivations. Or perhaps you simply decided something was true and now you are acting on that information. You can also ask the players about their characters' lives and histories, and add those details to your prep.

There are no rules for assigning *ad hoc* modifiers to the players' rolls for more difficult tests. Instead of raising the difficulty, raise the stakes by making harder moves. A failed move against a dragon will hurt a lot more than a failed move against a goblin.

Likewise, you can put obstacles in the characters' way. The charming gaze of a vampire or the incredible speed of a master swordsman may mean that you have to Defy Danger just to get into striking range.

## BUILDING THE WORLD

Building a whole world with almost no preparation can seem like a daunting task. It requires trust in your fellow players, and a willingness to come out of your shell and let go of your own preconceived notions. *Dungeon World* works best when everyone contributes, and the important stuff happens at the table, and not in the GM's head.

To begin with, *ask questions*. Each playbook has a list of starting questions to get players thinking about their characters' place in the world. Every answer they give you is an element that they would like added to the game, so use as many as possible.

A good way to make your world seem more real and connected is by making a map, both of your village and the local area around it. Grab a blank piece of paper and take turns add features to it to make a map of your village. Every player (including the GM) then draws one or two buildings or features of the village on the map, at least one of which should be relevant to someone they know in the village. For example, if a character is an apprentice blacksmith, they can draw a smithy. The new building should also introduce the NPC that the character is connected to. Don't forget to name your village!

For the area map, start with the location of the village in the center of the sheet, then each player draws one or two features on the map. These can be parts of the terrain, an interesting ruin, a natural landmark, or even a distant town. The GM can also suggest an overarching theme that ties everything together. For example, there may be an evil cult at work in the area, an aggressive neighbor is bent on conquest of the area, or the village's defenses may have been devastated during a recent raid.

Once you have a map and some connections to the world, you should have a good idea of the status quo of the village. Adventure hasn't come knocking just yet, but there are rumbles of thunder in the distance. Now it's time to start shaking these foundations. How have things changed, recently, and for the worse? Perhaps there are rumors that the undead horde is on the march, or many of the village's able-bodied men have recently fallen ill or been killed in a battle. Relate the situation back to the characters to give them each something that makes this danger personal, and finish by presenting a tense situation that requires action.

As your players are filling in their map, you should be looking over your own Gamemaster playbook. Here, you'll find a list of prompts to fill that will give you the basic structure of an adventure. Some of them you may already be able to fill, other you may need to press for more information. You can answer a few in secret yourself, and keep them as surprises to be revealed in play. Once you have enough details, take a short break, give people time to stretch their legs while you answer the questions under the "prep the dungeon" move, and get ready for the action to begin.

## NEXT STEPS

By the end of your first session, you should have the seed of a world to explore with plenty of blanks left on the map, as well as some potential threats that need to be defeated. While these quick-start characters are designed for one-shots or short campaigns, they can easily keep going for as long as you wish just as they are. If you would like your characters to be able to grow in power as your campaign progresses, you can do so.

The rules for experience points and character advancement have been purposefully left out of this quick-start to cut down on complexity, but they're easy enough to add into the game. Alternatively, you can award the characters an advancement at certain milestones, such as at the end of the session. We have included advance cards with different options for each class to choose when they advance, in the style of advanced moves.

If you are having difficulty improvising details, just go with whatever seems the most likely or obvious to you at the moment. What seems obvious to you may seem brilliantly original to others.



# PLAYING THE GAME

Your role during character creation is threefold: help everyone, ask questions, and take notes. When a player makes a choice—particularly for their bonds—ask them about it. Get more detail. Think about what these details mean. Look for interesting facts established by the characters' bonds, moves, classes, and descriptions and ask about those things. Be curious! When someone mentions the demons that slaughtered their village, find out more about them. After all, everything they give you is fuel for future adventures.

Also pay attention to the players' questions. When mechanical questions come up answer them. When questions of setting or fiction come up your best bet is to turn those questions around. When a player says, "Who is the King of Torsea," say, "I don't know. Who is it? What is he like?" Collaborate with your players. Asking a question means it's something that interests them so work with them to make the answers interesting. Don't be afraid to say, "I don't know" and ask them the same questions. Work together to find a fantastic and interesting answer.

If you've come to the table with some ideas about stuff you'd like to see in the world, share them with the players. Their characters are their responsibility and the world is yours—you've got a lot of say in what lives in it. If you want the game to be about a hunt for the lost sorcerer-race of aeons past, say so! If the players aren't interested or they're sick to death of sorcerers, they'll let you know and you can work together to find some other way. You don't need pre-approval for everything but making sure everyone is excited about the broad strokes of the world is a great start.

Once everyone has their characters created you can take a deep breath. Look back over the questions you've asked and answered so far. You should have some notes that will point you towards what the game might look like. Look at what the players have brought to the table. Look to the ideas that have been stewing away in your head. It's time for the adventure to begin!

Start the session with a group of player characters (maybe all of them) in a tense situation. Use anything that demands action: outside the entrance to a dungeon, ambushed in a fetid swamp, peeking through the crack in a door at the orc guards, or being sentenced before King Levus. Ask questions right away—"who is leading the ambush against you?" or "what did you do to make King Levus so mad?" If the situation stems directly from the characters and your questions, all the better.

Here's where the game starts. The players will start saying and doing things, which means they'll start making moves. For the first session you should watch especially carefully for when moves apply, until the players get the hang of it. Often, in the early sessions, the players will be most comfortable just narrating their actions—this is fine. When a move triggers, let them know. Say, "It sounds like you're trying to..." and then walk them through the move. Players looking for direction will look to their character sheet. When a player just says "I Hack and Slash him" be quick to ask, "How?" or "With what?" Sometimes they may try to do something that doesn't trigger any of their moves. That means they are likely looking to you to see what happens next, so make one of your moves.

**Establish details, describe:** All the ideas and visions in your head don't really exist in the fiction of the game until you share them, describe them, and detail them. This is the time to establish the basics of what things look like, who's in charge, what they wear, what the world is like, and what the immediate location is like. Describe everything, but keep it brief enough to expand on later. Use a detail or two to make a description really stand out as real.

**Ask questions:** You're using what they give you, right? What if you need more? That's when you draw it out by asking questions. Poke and prod about specific things. Ask for reactions: "What does Lux think about that?" "Is Avon doing something about it?"

If you ever find yourself at a loss, pause for a second and ask a question. Ask one character a question about another. When a character does something, ask how a different character feels or reacts. Questions will power your game and make it feel real and exciting. Use the answers you find to fill in what might happen next.

**Leave blanks:** It's one of your principles, but it's especially true during the first session. Every blank is another cool thing waiting to happen; leave yourself a stock of them.

**Look for interesting facts:** There are some ideas that, when you hear them, just jump out at you. When you hear one of those ideas, just write it down. When a player mentions the Duke of Sorrows being the demon he bargained with, note it. That little fact is the seed for a whole world.

**Help the players understand the moves:** You are likely the one most familiar with the game, while the players may just be getting their first taste, so it's up to you to help them if they need it. The fact is, they likely won't need it much. All they have to do is describe what their character does; the rules take care of the rest.

The one place they may need some help is remembering the triggers for the moves. Keep an ear out for actions that trigger moves, like attacking in melee or consulting their knowledge. After a few moves the players will likely remember them on their own.

**Give each character a chance to shine:** As a fan of the heroes (remember your agenda?) you want to see them do what they do best. Give them a chance at this, not by tailoring every room to their skills, but by portraying a fantastic world (agenda again) where there are many solutions to every challenge. Give the Bard someone to talk to, and give the Thief chances to be sneaky.

**Introduce NPCs:** NPCs bring the world to life. If every monster does nothing more than attack and every blacksmith sets out their wares for simple payment the world is dead. Instead give your characters, especially those that the players show an interest in, life (principles, remember?) Introduce NPCs but don't protect them. The recently deceased Lord of Goblins is just as useful for future adventures as the one who's still alive.

Remember that Dungeon World is all about the fiction, not numbers. Don't go out of your way to trigger moves, whether you're a player or the GM. Taking a quick glance around a room isn't Discerning Realities, and asking someone nicely for a favor without any leverage is not Parley. If a player move doesn't trigger, and everyone is looking to you to see what happens next, it's time to make a GM move.

Sooner or later blades are drawn and blood is shed. When this happens the players are likely to start hacking and slashing, volleying, and defending. Think about more than just the exchange of damage. Monsters might be trying to capture the characters or protect something from them. Understand what the fight is about, what each side wants and how that might affect the tide of battle.

No self-respecting monster just stands still for their beating. Combat is a dynamic thing with creatures moving in and out of range, taking cover, and retreating. Sometimes the battlefield itself shifts. Have your monsters take action that the players will react to. Make sure you're making use of moves beyond deal damage, even in a fight. This includes monster moves too, so when your goblin orkaster is summoning something beyond its control, you can make the move "pour forth magical chaos".

Make sure everyone has a chance to act, and that you know where each player is during the chaos of combat. If you would find it helpful, sketch a map of a complex battle location so that everyone knows just what's happening and can describe their actions appropriately.

If you're stumped as to what happens next, look to your principles and do what seems like would most be most obvious to you. Paradoxically, that obvious thing may, to everyone else, seem original and brilliant.

If you have enjoyed this quick-start pack, please consider purchasing the full game of Dungeon World, by Sage LaTorra and Adam Koebel, available at your friendly local game store or online at [drivethrurpg.com](http://drivethrurpg.com).

# AGENDA

Your agenda describes the things you aim to do at all times while GMing a game of Dungeon World:

**Portray a fantastic world:** Dungeon World is all about guts, guile, and bravery against darkness and doom. It's about characters who have decided to take up a life of adventure in the hopes of some glorious reward. It's your job to participate in that by showing the players a world in which their characters can find that adventure. Without the player characters the world would fall into chaos or destruction—it might still even with them. It's up to you to portray the fantastic elements of that world. Show the players the wonders of the world they're in and encourage them to react to it.

**Fill the characters' lives with adventure:** This means working with the players to create a world that's engaging and dynamic. Adventurers are always caught up in some kind of world-threatening danger—encourage that kind of action in the game.

Adventures should never presume player actions. A good adventure portrays a setting in motion—someplace significant with creatures big and small pursuing their own goals. As the players come into conflict with that setting and its denizens, action is inevitable. It's your job to honestly portray the repercussions of that action.

**Play to find out what happens:** You're sharing in the fun of finding out how the characters react to and change the world you're portraying. You're all participants in a great adventure that's unfolding. Don't plan too hard—the rules of the game will fight you.

Everything you say and do at the table exists to accomplish these three goals and no others. Things that aren't on this list aren't your goals. You're not trying to beat the players, test their ability to solve complex traps, or kill their characters (though monsters might be). You're not here to give them a chance to explore your finely crafted setting and you're most certainly not here to tell everyone a planned-out story.

# PRINCIPLES

Your principles are your guides. Often, when it's time to make a move, you'll already have an idea of what makes sense. Consider it in light of your principles and go with it, if it fits.

**Address the characters, not the players:** This means that you don't say: "Tony, is Dunwick doing something about that wight?" Instead, you say: "Dunwick, what are you doing about the wight?" Speaking this way keeps the game focused on the fiction and not on the table.

It's important to the flow of the game, too. If you talk to the players you may leave out details that are important to what moves the characters make. Since moves are always based on the actions of the characters, you need to think about what's happening in terms of those characters—not the players portraying them.

**Ask questions and use the answers:** Part of playing to find out what happens is explicitly not knowing everything, and being curious. If you don't know something, or you don't have an idea, ask the players and use what they say.

Think about time when asking questions: ask about what came before, what is true now and what might happen in the future. Ask the Cleric about the gods, ask the Wizard about magic, then switch it up—maybe the Thief has some ideas about the gods, too?

**Be a fan of the characters:** Think of the players' characters as protagonists in a story you might see on TV. Cheer for their victories and lament their defeats. You're not here to push them in any particular direction, merely to participate in the fiction that features them and their actions.

**Begin and end with the fiction:** Everything you and the players do in Dungeon World comes from, and leads to, fictional events. When a player makes a move, they describe their character taking action. Then you apply the rules and get a fictional effect. When you make a move it always comes from the fiction.

**Draw maps, leave blanks:** Dungeon World exists mostly in the imaginations of the people playing it; maps help everyone stay on the same page. You won't always be drawing them yourself, but any time there's a new location described, make sure it gets added to a map.

When you draw a map, don't try to make it complete. Leave room for the unknown. As you play you'll get more ideas and the players will give you inspiration to work with. Let the maps expand and change.

**Embrace the fantastic:** Magic, strange vistas, gods, demons, and abominations—the world is full of mystery and magic. Embrace that in your prep and in play. Think about "the fantastic" on various scales. Think about floating cities or islands crafted from the corpse of a god. Think about village wise-men and their spirit familiars, or the statue that the local bandits touch to give them luck. The characters are interesting people, empowered by their gods, their skill at arms, or by mystical training. The world should be just as engaging.

**Give every monster life:** Monsters are fantastic creatures with their own motivations, whether simple or complex. Give each monster details that bring it to life: smells, sights, sounds—enough to make it real. But don't cry when it gets beat up or overthrown, that's what the players' characters are supposed to do!

**Make a move that follows:** When you make a move, what you're actually doing is taking an element of the fiction and bringing it to bear against the characters. Your moves should always follow from the fiction. They help you focus on one aspect of the current situation and do something interesting with it. When it's your turn to say something, ask yourself: "What's going on? What move makes sense here?" Then describe what happens in the fiction as an event.

**Name every person:** Anyone and everyone that the players speak with has a name. They probably have a personality and goals or opinions too, but you can figure that out as you go. Start with a name. The rest can flow from there.

**Never speak the name of your move:** There is no quicker way to ruin the consistency of Dungeon World than to tell the players what move you're making. Your moves are prompts for you, not things you say directly.

You never show the players that you're picking a move from a list. You know the reason the slayers dragged Omar away was because you made the "put someone in a spot" move, but you show it to the players as a straightforward outcome of their actions, since it is.

**Think dangerous:** Everything in the world is a target. You're thinking like an evil overlord: no single life is worth anything and there is nothing sacrosanct. Everything can be put in danger, everything can be destroyed. Nothing you create is ever protected. Whenever your eye falls on something you've created, think how it can be put in danger, fall apart or crumble. The world changes. Without the characters' intervention, it changes for the worse.

**Think offscreen too:** Just because you're a fan of the characters doesn't mean everything happens right in front of them. Sometimes your best move is in the next room, or another part of the dungeon, or even back in town. Make your move elsewhere and show its effects when they come into the spotlight.

There are no combat turns, rounds, initiative or order. You don't "go into combat". The GM sets up a situation, the players respond, moves are triggered and resolved as necessary. Think of it like a movie battle scene, switching between characters as needed. Any player can jump in (or be asked what they do) at any time, as long as it makes sense in the fiction.

# MOVES

You make a move when:

- Everyone looks to you to find out what happens.
- The players give you a golden opportunity.
- They roll a 6 or less (a miss).

Each move is something that occurs in the fiction of the game—they aren't code words or special terms. "Use up their resources" literally means to expend the resources of the characters, for example.

Never speak the name of your move (that's one of your principles). Make it a real thing that happens to them: "As you dodge the hulking ogre's club, you slip and land hard. Your sword goes sliding away into the darkness. You think you saw where it went but the ogre is lumbering your way. What do you do?"

No matter what move you make, always follow up with "What do you do?" Your moves are a way of fulfilling your agenda—part of which is to fill the characters' lives with adventure. When a spell goes wild or the floor drops out from under them adventurers react or suffer the consequences of inaction.

When making a move, keep your principles in mind. In particular, never speak the name of your move and address the characters, not the players. Your moves are not mechanical actions happening around the table. They are concrete events happening to the characters in the fictional world you are describing. What you say is what happens. You never need to touch the dice.

Note that "deal damage" is a move, but other moves may include damage as well. When an ogre flings you against a wall you take damage as surely as if he had smashed you with his fists.

Generally when the players are just looking at you to find out what happens next, you make a **soft move**; one without immediate, irrevocable consequences. That usually means it's something not all that bad, like revealing that there's more treasure if they can just find a way past the golem (offer an opportunity with cost). It can also mean that it's something bad, but they have time to avoid it, like having the goblin archers loose their arrows (show signs of an approaching threat) with a chance for them to dodge out of danger. Soft moves are often the result of a 7-9 roll.

**Hard moves**, on the other hand, have immediate consequences. Dealing damage is almost always a hard move, since it means a loss of HP that won't be recovered without some action from the players. A soft move ignored becomes a golden opportunity for a hard move. If the players do nothing about the hail of arrows flying towards them it's a golden opportunity to use the deal damage move. When you have a chance to make a hard move you can opt for a soft one instead if it better fits the situation. Sometimes things just work out for the best.

Remember, Dungeon World is a conversation, and your moves are designed to keep the conversation going. "Nothing happens" is not an appropriate response to a 6- roll.

To choose a move, start by looking at the obvious consequences of the action that triggered it. If you already have an idea, think on it for a second to make sure it fits your agenda and principles and then do it. Let your moves snowball. Build on the success or failure of the characters' moves and on your own previous moves. If your first instinct is that this won't hurt them now, but it'll come back to bite them later, great! That's part of your principles (think offscreen too). Make a note of it and reveal it later, when the time is right.

**Deal damage:** When you deal damage, choose one source of damage that's fictionally threatening a character and apply it. In combat with a lizard man? It stabs you. Triggered a trap? Rocks fall on you. Consult the source of the danger to find out how much damage

Most damage is based on a die roll. When a player takes damage, tell them what to roll. You never need to touch the dice. If the player is too cowardly to find out their own fate, they can ask another player to roll for them.

**Give an opportunity that fits a class' abilities:** The thief disables traps, sneaks, and picks locks. The cleric deals with the divine and the dead. Every class has things that they shine at—present an opportunity that plays to what one class shines at.

It doesn't have to be a class that's in play right now though. Sometimes a locked door stands between you and treasure and there's no thief in sight. This is an invitation for invention, bargaining, and creativity. If all you've got is a bloody axe, doesn't every problem look like a skull?

**Offer an opportunity, with or without cost:** Show them something they want: riches, power, glory. If you want, you can associate some cost with it too, of course.

Remember to lead with the fiction. You don't say, "This area isn't dangerous so you can make camp here, if you're willing to take the time." You make it a solid, fictional thing and say, "Helferth's blessings still hang around the shattered altar. It's a nice safe spot, but the chanting from the ritual chamber is getting louder. What do you do?"

**Reveal an unwelcome truth:** An unwelcome truth is a fact the players wish wasn't true: that the room's been trapped, maybe, or that the helpful goblin is actually a spy. Reveal to the players just how much trouble they're in.

**Separate them:** There are few things worse than being in the middle of a raging battle with blood-thirsty owlbeats on all sides—one of those things is being in the middle of that battle with no one at your back.

Separating the characters can mean anything from being pushed apart in the heat of battle to being teleported to the far end of the dungeon. Whatever way it occurs, it's bound to cause problems.

**Put someone in a spot:** A spot is someplace where a character needs to make tough choices. Put them, or something they care about, in the path of destruction. The harder the choice, the tougher the spot.

**Show a downside to their class, race, or equipment:** Just as every class shines, they all have their weaknesses, too. Do orcs have a special thirst for elfen blood? Is the cleric's magic disturbing dangerous forces? The torch that lights the way also draws attention from eyes in the dark.

**Show signs of an approaching threat:** This is one of your most versatile moves. "Threat" means anything bad that's on the way. With this move, you just show them that something's going to happen unless they do something about it.

**Tell them the requirements or consequences and ask:** This move is particularly good when they want something that's not covered by a move, or when they've made a move and missed. They can do it, sure, but they'll have to pay the price. Or, they can do it, but there will be consequences. Maybe they can swim through the shark-infested moat before being devoured, but they'll need a distraction. Of course, this is made clear to the characters, not just the players: the sharks are in a starved frenzy, for example.

**Turn their move back on them:** Think about the benefits a move might grant a character and turn them around in a negative way. Alternately, grant the same advantage to someone who has it out for the characters. If Ivy has learned of Duke Horst's men approaching from the east, maybe a scout has spotted her, too.

**Use a monster, danger, or location move:** Every monster in an adventure has moves associated with it, as do many locations. A monster or location move is just a description of what that location or monster does, maybe "hurl someone away" or "bridge the planes." If a player move (like hack and slash) says that a monster gets to make an attack, make an aggressive move with that monster.

**Use up their resources:** Surviving in a dungeon—or anywhere dangerous—often comes down to supplies. With this move, something happens to use up some resource: weapons, armor, healing, spells, time, whatever. You don't always have to use it up permanently. A sword might just be flung to the other side of the room, not shattered.

NAME

LOOK

**Start here:** Choose a name, looks, and background for your character.

Mark the extra gear and bonuses to your stats that your background gives you.

Add +1 to one stat of your choice, and -1 to another stat of your choice.

Any stats that did not receive a modifier start at +0.

Write the names of your fellow adventurers in your bonds.

Knowing Eyes, Fiery Eyes, or Joyous Eyes

Fancy Hair, Wild Hair, or Stylish Cap

Finery, Traveling Clothes, or Poor Clothes

Fit Body, Well-fed Body, or Thin Body

WEAK -1	SHAKY -1	SICK -1	STUNNED -1	CONFUSED -1	SCARRED -1
STR	DEX	CON	INT	WIS	CHA
DAMAGE		D6		ARMOR	
				HP	
				CURRENT MAX 16	

## BACKGROUND

☐ HISTORIAN

+2 CHA, +1 WIS, starts with bandages (3 uses)

You're the town's unofficial record-keeper and storyteller.

Poring over the village's histories and lore has taught you much, though your knowledge tends to be folk wisdom rather than academic. What field of knowledge does the village specialize in?

You're very well-studied. Choose a second area of expertise for Bardic Lore.

☐ WANDERING MINSTREL

+2 CHA, +1 CON, starts with adventuring gear (5 uses)

You roam the land in search of stories of heroism to share, and earn your keep telling your stories and singing your songs in taverns and inns. Perhaps you'll find some new stories here.

What are your favorite stories to tell for an audience?

Your arcane art is strong. When you use Arcane Art, choose two effects instead of one.

☐ SWASHBUCKLER

+2 CHA, +1 DEX, starts with leather armor (1 armor)

You're a dashing rogue, adept at both swordplay and magic.

With a quick smile and an even quicker blade, you're the finest swordsman in the land! You've had plenty of adventures, but something—or someone—keeps you coming back here. What is it?

You begin with a duelist's rapier instead of a short sword. When you **Hack and Slash with a duelist's rapier**, you roll with +DEX instead of +STR, and you also take +1 armor forward.

## STARTING MOVES

## ARCANE ART

You know the secrets of infusing music with magical power. When you **weave a performance into a basic spell**, choose an ally and an effect:

- They are healed of 1d8 damage
- They take +1d4 forward to damage
- Their mind is shaken clear of one enchantment
- The next time someone successfully assists the target with aid, they get +2 instead of +1

Then roll+CHA. \*On a 10+, the ally gets the selected effect. \*On a 7-9, your spell still works, but you draw unwanted attention or your magic reverberates to other targets affecting them as well, GM's choice.

## BARDIC LORE

Your studies have made you an expert on a subject. Choose an area of expertise:

- |   |  |
|---|--|
| <input type="checkbox"/> Spells and Magicks                 | <input type="checkbox"/> The Planar Spheres      |
| <input type="checkbox"/> The Dead and Undead                | <input type="checkbox"/> Legends of Heroes Past  |
| <input type="checkbox"/> Grand Histories of the Known World | <input type="checkbox"/> Gods and their Servants |
| <input type="checkbox"/> A Bestiary of Creatures Unusual    |  |

When you **first encounter an important creature, location, or item (your call) covered by your Bardic Lore**, you can ask the GM any one question about it; the GM will answer truthfully. The GM may then ask you what tale, song, or legend you heard that information in.

## CHARMING AND OPEN

When you **speak frankly with someone**, you can ask their player a question from the list below. They must answer it truthfully, then they may ask you a question from the list (which you must answer truthfully).

- Whom do you serve?
- What do you wish I would do?
- How can I get you to \_\_\_\_\_?
- What are you really feeling right now?
- What do you most desire?

## GEAR

You begin with:

Dungeon rations (5 uses)

A unique or magical musical instrument, describe it!

A short sword

Leather armor (1 armor)

## BONDS

Who have you adventured with before? \_\_\_\_\_

Who have you heard stories of before meeting them in person? \_\_\_\_\_

Who has trusted you with a secret? \_\_\_\_\_

Whose adventures are you writing a ballad or story about? \_\_\_\_\_

Who doesn't trust you, and with good reason? \_\_\_\_\_

Who is most often the butt of your jokes? \_\_\_\_\_

## THE BARD



## BASIC MOVES

### Hack and Slash

When you **attack an enemy in melee**, roll+STR. \*On a 10+ you deal your damage to the enemy and avoid their attack. At your option, you may choose to do +1d6 damage but expose yourself to the enemy's attack. \*On a 7-9, deal your damage to the enemy and the enemy makes an attack against you.

### Volley

When you **take aim and shoot at an enemy at range**, roll+DEX. \*On a 10+ you have a clear shot—deal your damage. \*On a 7-9, choose one (whichever you choose you deal your damage):

- You have to move to make the shot, placing you in danger of the GM's choice
- You have to take what you can get: -1d6 damage (minimum 1)
- You have to take several shots, reducing your ammo by one.

### Defy Danger

When you **act despite an imminent threat or suffer a calamity**, say how you deal with it and roll. If you do it...

- ...by powering through, +STR
- ...by getting out of the way or acting fast, +DEX
- ...by enduring, +CON
- ...with quick thinking, +INT
- ...through mental fortitude, +WIS
- ...using charm and social grace, +CHA

\*On a 10+, you do what you set out to do; the threat doesn't come to bear.

\*On a 7-9, you stumble, hesitate, or flinch: the GM will offer you a worse outcome, hard bargain, or ugly choice.

### Defend

When you **stand in defense of a person, item, or location under attack**, roll+CON. \*On a 10+, hold 3. \*On a 7-9, hold 1. So long as you stand in defense, when you or the thing you defend is attacked you may spend hold, 1 for 1, to choose an option:

- Redirect an attack from the thing you defend to yourself
- Halve the attack's effect or damage
- Open up the attacker to an ally, giving that ally +1 forward against the attacker
- Deal 1 damage to the attacker

### Spout Lore

When you **consult your accumulated knowledge about something**, roll+INT. \*On a 10+ the GM will tell you something interesting and useful about the subject relevant to your situation. \*On a 7-9 the GM will only tell you something interesting—it's on you to make it useful. The GM might ask you "How do you know this?" Tell them the truth, now.

### Discern Realities

When you **closely study a situation or person**, roll+WIS. \*On a 10+ ask the GM 3 questions from the list below. \*On a 7-9 ask 1. Take +1 forward when acting on the answers.

- What happened here recently?
- What is about to happen?
- What should I be on the lookout for?
- What here is useful or valuable to me?
- Who's really in control here?
- What here is not what it appears to be?

### Aid or Interfere

When you **help or hinder someone you have a bond with**, roll+Bonds with them. \*On a 10+ they take +1 or -2, your choice. \*On a 7-9 you also expose yourself to danger, retribution, or cost.

### Parley

When you **have leverage on an NPC and manipulate them**, roll+CHA. Leverage is something they need or want. \*On a 10+, they do what you ask if you first promise what they ask of you. \*On a 7-9, they will do what you ask, but need some concrete assurance of your promise, right now.

## HOW TO PLAY

Dungeon World is a game of adventure fantasy. You'll play an adventurer in a dangerous world. Maybe you fight for glory, or for profit, or for good or evil, or out of loyalty to your friends. You'll decide that here at the table, and the adventure will emerge around your decisions. Your characters already have some history one another, so we can get right into the action. This shared history is represented in the Bonds on your sheet. The gamemaster (GM) will ask you questions about where your character is from, what the world is like, and what they are doing. Your answers will shape the world and your adventure. We play to find out what happens.

Playing Dungeon World means having a conversation; somebody says something, then you reply, maybe someone else chimes in. Players take turns in the natural flow of the conversation, which always has some back-and-forth. The GM says something, the players respond. The players ask questions or make statements, the GM tells them what happens next. The conversation works best when we all listen, ask questions, and build on each other's contributions.

Sometimes, the GM may tell you that your actions have triggered a move, such as Defy Danger. To make a move, roll two six-sided dice and add the indicated ability from your sheet.

- If the total is 10 or higher, you've achieved a strong hit; you've succeeded at your task.
- If the total is between 7 and 9, it's a weak hit; a success that comes at some cost. Perhaps there's a downside to your action, or you don't get everything you wanted.
- If the total is 6 or less, it's a miss; your attempt has gone poorly, and the GM can now make their move against you.

Some moves may say "take +1 forward." That means to take +1 to your next move roll (not damage). The bonus can be greater than +1, or even a penalty, like -1. The bonus may also apply to a specific condition, such as taking +1 the next time you use your armor, or +1d4 the next time you deal damage. Some moves may give you "hold." Hold is currency that allows you to make some choices later on by spending the hold as the move describes. Hold is always used on only the move that generated it.

Your Hit Points (HP) determines how much stamina you have, and much punishment you can take before you fall. When you take damage, subtract it from your HP. If you have armor, reduce the damage taken by your armor value. When your HP reaches zero, you are out of action and maybe dead.

If you have adventuring gear, you may mark off a use to find some mundane but useful item, such as chalk, rope, a torch, or something similar.

If you have bandages, when you have a few minutes to bandage someone else's wounds, heal them of 4 damage and mark off a use.

As the Bard, you're the most charming member of the team. You may be called upon to do the public speaking or negotiation. You also have a wealth of knowledge that can give your team useful clues about the dangers they face, and you know a few magical songs to support them in battle. Be sure to read the Aid Another and Parley moves on this sheet.

Our story will begin in or near your hometown. You may not necessarily hail from this village, but you should have something that connects you to it. You and your fellow players will build the town and the surrounding areas together as part of the game. The GM will ask you questions about your backstory, such as defining people, places, or events. Your answers will become lore.

Some questions which you should consider for building your world:

- How are outsiders accepted here, and where might they come from?
- What is the nearest settlement to the village? How are they different, and what is the relationship with them like?
- Where is the farthest you've been from here, and what keeps you coming back here?
- What recent event has shaken the status quo?

## NAME

## LOOK

**Start here:** Choose a name, looks, and background for your character.  
Mark the extra gear and bonuses to your stats that your background gives you.  
Add +1 to one stat of your choice, and -1 to another stat of your choice.  
Any stats that did not receive a modifier start at +0.  
Write the names of your fellow adventurers in your bonds.

Kind Eyes, Sharp Eyes, or Sad Eyes  
Tonsure, Strange Hair, or Bald  
Flowing Robes, Habit, or Common Garb  
Thin Body, Knobby Body, or Flabby Body

WEAK -1	SHAKY -1	SICK -1	STUNNED -1	CONFUSED -1	SCARRED -1
STR	DEX	CON	INT	WIS	CHA
DAMAGE		D6		ARMOR	
				HP	
				CURRENT MAX 16	

## BACKGROUND

### THE DAWNING LORD

+2 WIS, +1 STR, starts with adventuring gear (5 uses)

You follow the god of the sun, who represents righteous order and civilization. You petition your god by proving yourself in combat. Why has your deity or order sent you here?  
The light of the Dawning Lord strikes down the undead. When you Turn Undead, on a hit you also deal your damage to one undead creature you can see.

### THE EARTH MOTHER

+2 WIS, +1 CHA, starts with poultices and herbs (2 uses)

You follow the goddess of the earth and healing. You petition your goddess by offerings of nature's bounty. What do you usually offer? What do you offer on special occasions?  
The Earth Mother helps you to heal those in need. When you **heal someone, either by magic or administering a healing item (like poultices and herbs)**, you heal an extra 1d4 HP.

### THE MOON GODDESS

+2 WIS, +1 INT, starts with a bag of books (5 uses)

You follow the goddess of night and mystery. You petition your goddess by acquiring secret knowledge and whispering them to her. What types of secrets does your goddess prefer to deal in? Your goddess has imparted to you secret magical knowledge. Choose an effect from the Wizard's list of effects under Cast a Spell, and add it to your list for Cast a Spell.

## STARTING MOVES

### CAST A SPELL

Your faith and your deity have granted you miraculous powers that most people call magic. When you **cast a holy spell**, choose one of the following effects:

- You conjure a sacred light that will follow you around, as long as you wish.
- You heal an ally you touch of 1d8 HP.
- A corpse you touch answers any three questions you ask it, to the best of the knowledge it had in life and the knowledge it gained in death.
- The weapon you hold while casting this spell does +1d4 damage until the next time you cast a spell.
- A target you can see is filled with supernatural fear of you, and will react accordingly, until the next time you cast a spell.

Then roll+WIS. \*On a hit, the spell is cast successfully. \*On a 7-9, choose one:

- You draw unwelcome attention or put yourself in a spot. The GM will tell you how.
- The spell strains your devotion—take -1 to cast a spell until the next time you pray. This penalty is cumulative each time you take it.
- After it is cast, your deity revokes it. You cannot cast the spell again until the next time you pray.

When you **spend uninterrupted time (an hour or so) in quiet prayer to your deity**, you remove any of the above penalties and recover all of your lost spells.

### TURN UNDEAD

When you **hold your holy symbol aloft and call on your deity for protection**, roll+WIS. \*On a hit, so long as you continue to pray and brandish your holy symbol, no undead may come within reach of you. \*On a 10+, you also momentarily daze intelligent undead and cause mindless undead to flee. Aggression breaks the effects and they are able to act as normal. Intelligent undead may still find ways to harry you from afar. They're clever like that.

### DIVINE GUIDANCE

When you **petition your deity according to the precept of your religion**, you are granted some useful knowledge or boon related to your deity's domain. The GM will tell you what.

## GEAR

You begin with:  
Dungeon rations (5 uses)  
Your holy symbol, describe it!  
A mace  
Blessed vestments (1 armor)

## BONDS

Who has your deity ordered you to convert to your faith? \_\_\_\_\_  
Who needs your protection to keep them safe? \_\_\_\_\_  
Who has proven themselves to you with their goodness? \_\_\_\_\_  
Who doesn't respect your deity or your faith? \_\_\_\_\_

# THE CLERIC

## BASIC MOVES

### Hack and Slash

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Your Hit Points (HP) determines how much stamina you have, and much punishment you can take before you fall. When you take damage, subtract it from your HP. If you have armor, reduce the damage taken by your armor value. When your HP reaches zero, you are out of action and maybe dead.

If you have poultices and herbs, when you carefully treat someone's wounds with poultices and herbs, heal them of 7 damage and mark off a use.

If you have a bag of books, when you are Spouting Lore you may mark off a use to find a useful book and take +1 to the roll.

As the Cleric, you bring holy power to the team. Your spells bolster and heal your allies in combat, or they may be used to hold your foes at bay. Your connection with your deity may also offer you insights into the dangers you may face, or the divine favor you need.

Our story will begin in or near your hometown. You may not necessarily hail from this village, but you should have something that connects you to it. You and your fellow players will build the town and the surrounding areas together as part of the game. The GM will ask you questions about your backstory, such as defining people, places, or events. Your answers will become lore.



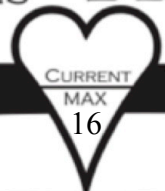
Some questions which you should consider for building your world:

- What god or gods are worshipped here, yours or others, and how?
- What legends of the gods or divine forces linger around here?
- What do the people avoid or simply not do because they are scared of evil?
- What is there a dire need for in the village, right now?

NAME LOOK 

**Start here:** Choose a name, looks, and background for your character.  
 Mark the extra gear and bonuses to your stats that your background gives you.  
 Add +1 to one stat of your choice, and -1 to another stat of your choice.  
 Any stats that did not receive a modifier start at +0.  
 Write the names of your fellow adventurers in your bonds.

Wise Eyes, Wild Eyes, or Haunting Eyes  
 Furry Hood, Messy Hair, or Braided Hair  
 Ceremonial Garb, Practical Leathers, or Weathered Hides  
 Tell:

WEAK -1	SHAKY -1	SICK -1	STUNNED -1	CONFUSED -1	SCARRED -1
STR	DEX	CON	INT	WIS	CHA
DAMAGE 		ARMOR 		HP 	

## BACKGROUND

☐ GREEN FAITH

+2 WIS, +1 CHA, starts with poultices and herbs (2 uses)  
 Your family keeps the old ways of the ancestors, and have raised you in this faith of spirits and nature. Why do they hold onto these old beliefs? Do they need to keep this a secret?  
 Your are initiated into the mysteries by your faith. When you **spend time in a place, making note of its resident spirits and calling on the spirits of the land**, roll+WIS. You will be granted a vision of significance to you, your allies, and the spirits around you. \*On a 10+ the vision will be clear and helpful to you. \*On a 7-9 the vision is unclear, its meaning murky. \*On a miss, the vision is upsetting, frightening, or traumatizing; the GM will describe it and you take -1 forward.

☐ SPIRIT'S CALL

+2 WIS, +1 DEX, starts with adventuring gear (5 uses)  
 The spirits of the wild have deliberately sought you out to mark you as theirs, and you have felt them calling to you in your dreams. What was their initiation like? What does they know about you that you don't?  
 Changing your shape comes naturally to you. When you change your shape, you get +1 hold, even on a miss.

☐ MARKED

+2 WIS, +1 CON, starts with hide armor (1 armor)  
 You were born with your Tell showing plainly for all to see. For this, you were left upon the ancient altar in the wilderness. An elder druid took you in and taut you their craft. Despite being outcast, your mentor has asked you for forgive the villagers and use your gift to help them. How do you accomplish this?  
 You understand the connectedness between men and beasts. When you **mark an animal (with mud, dirt, or blood)**, you can see through that animal's eyes as if they were your own, no matter what distance separates you. Only one animal at a time may be marked in this way.

## STARTING MOVES

## SHAPESHIFTER

You learned your magic in a place whose spirits are strong and ancient, and they've marked you as one of their own. No matter where you go, they live within you and allow you to take their shape. Choose three of the following animal forms you may shapeshift into, and choose a Tell—a physical attribute that marks you as a Druid. It may be an animal feature like antlers or leopard's spots or something more general: hair like leaves or eyes of glittering crystal. Your Tell remains no matter what shape you take.

- ☐ **Wolf** (*Track by scent, Hamstring the weak, Call the pack*)
- ☐ **Owl** (*Spot something far away, Strike from above, Fly away silently*)
- ☐ **Squirrel** (*Climb to safety, Hide something for later, Snatch something shiny*)
- ☐ **Bear** (*Maul them, Lumber through a hazard, Shrug off small nuisances*)
- ☐ **Stag** (*Run tirelessly, Move gracefully through danger, Listen to the Wild*)
- ☐ **Serpent** (*Venomous bite, Sneak through silently, Lie in wait*)
- ☐ **Cat** (*Pad silently, Leap and balance with great agility, Miraculously survive*)

When you **call upon the spirits to change your shape**, roll+WIS. \*On a 10+, hold 3. \*On a 7-9, hold 2. \*On a miss, hold 1 in addition to whatever the GM says; Nature demands a heavy price for her favors. You and your possessions meld into a perfect copy of that animal's form. You have any innate abilities and weaknesses of the form, like claws, wings, or venomous fangs. You still use your normal stats but some moves may be harder to trigger—a squirrel will find it difficult to Hack and Slash an ogre.

Each form has three moves associated with it. Spend a hold to make one of your form's moves; no roll is necessary, you just make that move. If a move would deal damage, use your own damage die. When you're out of hold, you return to your natural form. At any time, you may spend all your hold and revert to your natural form.

## BY NATURE SUSTAINED

The powerful energies of life flowing through you sustain your body. You do not need to eat or drink, though you can if you want. You don't need to carry any dungeon rations.

## SPIRIT TONGUE

The grunts, barks, chirps, and calls of the creatures of the wild are as language to you. You can speak with and understand animals, as well as closely study them and Parley with them as if they were people.

## GEAR

You begin with:  
 A token of the land, symbolizing your connection with Nature, describe it!  
 A spear

## BONDS

Who smells more like prey than a hunter to you?

Who have the spirits warned you is in danger?

Who have you shared secret rites of the Land with?

Who have you formed a blood-bond with?

## THE DRUID



## BASIC MOVES

### Hack and Slash

When you **attack an enemy in melee**, roll+STR. \*On a 10+ you deal your damage to the enemy and avoid their attack. At your option, you may choose to do +1d6 damage but expose yourself to the enemy's attack. \*On a 7-9, deal your damage to the enemy and the enemy makes an attack against you.

### Volley

When you **take aim and shoot at an enemy at range**, roll+DEX. \*On a 10+ you have a clear shot—deal your damage. \*On a 7-9, choose one (whichever you choose you deal your damage):

- You have to move to make the shot, placing you in danger of the GM's choice
- You have to take what you can get: -1d6 damage (minimum 1)
- You have to take several shots, reducing your ammo by one.

### Defy Danger

When you **act despite an imminent threat or suffer a calamity**, say how you deal with it and roll. If you do it...

- ...by powering through, +STR
- ...by getting out of the way or acting fast, +DEX
- ...by enduring, +CON
- ...with quick thinking, +INT
- ...through mental fortitude, +WIS
- ...using charm and social grace, +CHA

\*On a 10+, you do what you set out to do; the threat doesn't come to bear.

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### Defend

When you **stand in defense of a person, item, or location under attack**, roll+CON. \*On a 10+, hold 3. \*On a 7-9, hold 1. So long as you stand in defense, when you or the thing you defend is attacked you may spend hold, 1 for 1, to choose an option:

- Redirect an attack from the thing you defend to yourself
- Halve the attack's effect or damage
- Open up the attacker to an ally, giving that ally +1 forward against the attacker
- Deal 1 damage to the attacker

### Spout Lore

When you **consult your accumulated knowledge about something**, roll+INT. \*On a 10+ the GM will tell you something interesting and useful about the subject relevant to your situation. \*On a 7-9 the GM will only tell you something interesting—it's on you to make it useful. The GM might ask you "How do you know this?" Tell them the truth, now.

### Discern Realities

When you **closely study a situation or person**, roll+WIS. \*On a 10+ ask the GM 3 questions from the list below. \*On a 7-9 ask 1. Take +1 forward when acting on the answers.

- What happened here recently?
- What is about to happen?
- What should I be on the lookout for?
- What here is useful or valuable to me?
- Who's really in control here?
- What here is not what it appears to be?

### Aid or Interfere

When you **help or hinder someone you have a bond with**, roll+Bonds with them. \*On a 10+ they take +1 or -2, your choice. \*On a 7-9 you also expose yourself to danger, retribution, or cost.

### Parley

When you **have leverage on an NPC and manipulate them**, roll+CHA. Leverage is something they need or want. \*On a 10+, they do what you ask if you first promise what they ask of you. \*On a 7-9, they will do what you ask, but need some concrete assurance of your promise, right now.

## HOW TO PLAY

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If you have adventuring gear, you may mark off a use to find some mundane but useful item, such as chalk, rope, a torch, or something similar.

If you have poultices and herbs, when you carefully treat someone's wounds with poultices and herbs, heal them of 7 damage and mark off a use.

As the Druid, you command the forces of nature. Your abilities to change your form make you capable of filling many different roles within the team, but you must use the powers responsibly, or Nature may exact a heavy price from you.

Our story will begin in or near your hometown. You may not necessarily hail from this village, but you should have something that connects you to it. You and your fellow players will build the town and the surrounding areas together as part of the game. The GM will ask you questions about your backstory, such as defining people, places, or events. Your answers will become lore.

Some questions which you should consider for building your world:




- How do you help other people in the village, and how do they treat you for it?
- What significant or unusual natural features are nearby?
- What important spirits linger near the village?
- Why is there unrest in the spirit world right now?

NAME

LOOK

**Start here:** Choose a name, looks, and background for your character.  
Mark the extra gear and bonuses to your stats that your background gives you.  
Add +1 to one stat of your choice, and -1 to another stat of your choice.  
Any stats that did not receive a modifier start at +0.  
Write the names of your fellow adventurers in your bonds.

Hard Eyes, Dead Eyes, or Eager Eyes  
Wild Hair, Shorn Hair, or Battered Helm  
Calloused Skin, Tanned Skin, or Scarred Skin  
Built Body, Lithe Body, or Ravaged Body

WEAK -1	SHAKY -1	SICK -1	STUNNED -1	CONFUSED -1	SCARRED -1
STR	DEX	CON	INT	WIS	CHA
DAMAGE		ARMOR		HP	
					

BACKGROUND

**BEARER**

+2 STR, +1 CHA, starts with healing potion  
Sometimes you wield a weapon, sometimes it wields you.  
Whether by destiny or the will of the gods, your signature weapon has chosen you as its wielder. Together, you will do great things, even if that means you'll never lead a normal life.  
What manner of spirits reside in your weapon? What do they want?  
When you **consult the spirits that reside within your signature weapon**, they will give you an insight relating to the current situation, and might ask you some questions in return, roll+CHA. \*On a 10+, the GM will give you good detail. \*On a 7-9, the GM will give you an impression.

**RETIRED ADVENTURER**

+2 STR, +1 WIS, starts with adventuring gear (5 uses)  
You left behind a life of bloodshed and a name that mothers used to scare their children. That was years ago. For whatever reason, the people here took you (back?) in and treat you like one of their own. And while you hoped to live in peace, it doesn't always work out that way. What was your last adventure?  
You keep a cool head in combat. When you **Discern Realities while in battle**, take +1.

**SCION**

+2 STR, +1 CON, starts with bandages (3 uses)  
Your signature weapon is an old family heirloom, wielded famously by someone in your line, either recently or in ages past. What do you know of the legend of your ancestor? Does your name still carry that fame—or infamy?  
Heroism is in your blood. When you **Defend**, you get +1 hold, even on a miss.

STARTING MOVES

**BEND BARS, LIFT GATES**

When you use **pure strength to destroy an inanimate obstacle**, roll+STR. \*On a 10+, choose 3. \*On a 7-9, choose 2.

- It doesn't take a very long time
- Nothing of value is damaged
- It doesn't make an inordinate amount of noise
- You can fix the thing again without a lot of effort

**SIGNATURE WEAPON**

You own a unique weapon that has extraordinary abilities. Tell us how you came to own your weapon! Choose your weapon, and add it to your list of gear:

- ☐ **Crom Faeyr**, the ancient hammer of dwarven kings, and its companion shield. When you **strike an enemy with this weapon**, it knocks them back with a clap of thunder, and the shield grants you +1 armor while you are using it.
- ☐ **Meofainn**, the terrible battle-axe bathed in the heart-blood of a dragon. The damage this weapon inflicts is particularly destructive, ripping both people and things apart with its cruel edge. When you **deal damage with this weapon**, roll your damage die twice, and take the better result.
- ☐ **Ironfang**, the ornate spear of the greatest chieftain the northern clans have ever known. When you **throw Ironfang in battle**, you make the Volley move with STR instead of DEX, and after you throw it, it returns to your hand by magic. (You can't select to reduce ammo when you Volley with a thrown weapon.)
- ☐ **Sindarin**, the graceful elven blade that shines like the crescent moon. The uncanny sharpness of this blade ignores the enemy's armor, and it glows when goblins and their kin are near.
- ☐ **Bielgrim**, the greatsword of a legendary knight. This weapon can always sense the taint of darkness or chaos, and reacts in its presence. When you **strike a creature of darkness or chaos with Bielgrim**, it ignites with holy fire; you either deal +1d4 damage or suppress one of its unnatural powers, your choice.

**ARMORED**

You're used to wearing heavy armor, and it doesn't slow you down or make you clumsy. You can wear chainmail and heavier armor without penalty.

GEAR

You begin with:  
Dungeon rations (5 uses)  
Your signature weapon  
Chainmail armor (2 armor)  
A dagger

BONDS

Who have you sworn to protect from harm, and why? \_\_\_\_\_

Who owes you their life, and why? \_\_\_\_\_

Who do you worry about surviving the coming danger? \_\_\_\_\_

Who do you need to toughen up if they want to survive? \_\_\_\_\_

THE FIGHTER

## BASIC MOVES

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- ...by powering through, +STR
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- ...through mental fortitude, +WIS
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If you have adventuring gear, you may mark off a use to find some mundane but useful item, such as chalk, rope, a torch, or something similar.

If you have bandages, when you have a few minutes to bandage someone else's wounds, heal them of 4 damage and mark off a use.

If you have a healing potion, when you drink it, heal yourself of 10 damage or remove one debility, your choice.

As the Fighter, you're the best at martial combat. Your signature weapon is the strongest weapon around, and you wear the heaviest armor. Your job is to be on the front lines of battle, facing danger head-on. Be sure to read the Hack and Slash and Defend moves on this page.

Our story will begin in or near your hometown. You may not necessarily hail from this village, but you should have something that connects you to it. You and your fellow players will build the town and the surrounding areas together as part of the game. The GM will ask you questions about your backstory, such as defining people, places, or events. Your answers will become lore.




Some questions which you should consider for building your world:

- What was the most significant battle to happen near here long ago?
- What fight made your reputation?
- ...But what aspects of it are people less keen to discuss?
- Who do people look to for leadership in times of crisis?

NAME LOOK 

**Start here:** Choose a name, looks, and background for your character.  
 Mark the extra gear and bonuses to your stats that your background gives you.  
 Add +1 to one stat of your choice, and -1 to another stat of your choice.  
 Any stats that did not receive a modifier start at +0.  
 Write the names of your fellow adventurers in your bonds.

Kind Eyes, Fiery Eyes, or Glowing Eyes  
 Helmet, Styled Hair, or Bald  
 Worn, Fancy, or Bloodstained Holy Symbol  
 Fit Body, Bulky Body, or Thin Body

WEAK -1	SHAKY -1	SICK -1	STUNNED -1	CONFUSED -1	SCARRED -1
STR	DEX	CON	INT	WIS	CHA
DAMAGE 		ARMOR 		HP 	

## BACKGROUND

☐ FAITH MILITANT

+2 STR, +1 CHA, starts with healing potion

You are a member of the military arm of a religious organization. The common people look to you as their shield against the forces of evil. Why have you been sent here, and what do you expect to find?

You have a keen sense for the taint of evil. When you **pray for guidance, even for a moment, and ask, "What here is evil?"** the GM will tell you, honestly.

☐ ANOINTED

+2 CHA, +1 STR, starts with bandages (3 uses)

Though you are a knight, you consider yourself a member of the faith first and foremost. You prefer the small chapel in your hometown to the great cathedrals of your order. What is it that keeps you here?

Your faith is powerful. When you **heal someone with Lay on Hands**, you heal an extra +1d4 damage, which is never transferred to you.

☐ SHERIFF

+2 STR, +1 CON, starts with adventuring gear (5 uses)

You keep order around here and protect the town from outside threats. As the hand of a local lord or other authority figure, everyone knows you've the might to back up your words. Who do you serve?

You let your reputation do your talking for you. When **dealing with people who know you or your reputation**, you roll for I Am The Law with STR instead of CHA.

*You also get this move, regardless of background:*

## ARMORED

You're used to wearing heavy armor, and it doesn't slow you down or make you clumsy. You can wear chainmail and heavier armor without penalty.

## STARTING MOVES

## I AM THE LAW

When you **give an NPC an order based on your divine authority**, roll+CHA. \*On a hit, they choose one:

- Do what you say
- Back away cautiously, then flee
- Attack you

\*On a 10+, you also take +1 forward against them. \*On a miss, they do as they please and you take -1 forward against them.

## LAY ON HANDS

When you **touch someone else, skin-to-skin, and pray for their well-being**, roll+CHA.

\*On a 10+, you heal them of 1d8 damage, or remove a disease from them. \*On a 7-9, they are healed, but the damage or disease is transferred to you.

## QUEST

When you **dedicate yourself to a mission through prayer and ritual cleansing**, state what you set out to do:

- Slay \_\_\_\_\_, a great blight on the land
- Defend \_\_\_\_\_ from the iniquities that beset them
- Discover the truth of \_\_\_\_\_

Then choose up to two boons:

- An unwavering sense of direction to \_\_\_\_\_
- Invulnerability to \_\_\_\_\_ (e.g., edged weapons, fire, enchantment, etc.)
- A mark of divine authority
- Senses that pierce lies
- A voice that transcends language
- A freedom from hunger, thirst, and sleep

The GM will then tell you what vow or vows is required of you to maintain your blessing:

- Honor (forbidden: cowardly tactics and tricks)
- Temperance (forbidden: gluttony in food, drink, and pleasure of the flesh)
- Piety (required: observance of daily holy services)
- Valor (forbidden: suffering an evil creature to live)
- Truth (forbidden: lies)
- Hospitality (required: comfort to those in need, no matter who they are)

## GEAR

You begin with:  
 Dungeon rations (5 uses)  
 A long sword  
 Chainmail armor (2 armor)  
 A shield (+1 armor)

## BONDS

Whose misguided behavior endangers their very soul? \_\_\_\_\_

Who has stood by you in battle and can be trusted completely? \_\_\_\_\_

Who is the bravest soul you know? \_\_\_\_\_

Whose beliefs do you respect, even if they aren't the true way? \_\_\_\_\_

## THE PALADIN



## BASIC MOVES

### Hack and Slash

When you **attack an enemy in melee**, roll+STR. \*On a 10+ you deal your damage to the enemy and avoid their attack. At your option, you may choose to do +1d6 damage but expose yourself to the enemy's attack. \*On a 7-9, deal your damage to the enemy and the enemy makes an attack against you.

### Volley

When you **take aim and shoot at an enemy at range**, roll+DEX. \*On a 10+ you have a clear shot—deal your damage. \*On a 7-9, choose one (whichever you choose you deal your damage):

- You have to move to make the shot, placing you in danger of the GM's choice
- You have to take what you can get: -1d6 damage (minimum 1)
- You have to take several shots, reducing your ammo by one.

### Defy Danger

When you **act despite an imminent threat or suffer a calamity**, say how you deal with it and roll. If you do it...

- ...by powering through, +STR
- ...by getting out of the way or acting fast, +DEX
- ...by enduring, +CON
- ...with quick thinking, +INT
- ...through mental fortitude, +WIS
- ...using charm and social grace, +CHA

\*On a 10+, you do what you set out to do; the threat doesn't come to bear.

\*On a 7-9, you stumble, hesitate, or flinch: the GM will offer you a worse outcome, hard bargain, or ugly choice.

### Defend

When you **stand in defense of a person, item, or location under attack**, roll+CON. \*On a 10+, hold 3. \*On a 7-9, hold 1. So long as you stand in defense, when you or the thing you defend is attacked you may spend hold, 1 for 1, to choose an option:

- Redirect an attack from the thing you defend to yourself
- Halve the attack's effect or damage
- Open up the attacker to an ally, giving that ally +1 forward against the attacker
- Deal 1 damage to the attacker

### Spout Lore

When you **consult your accumulated knowledge about something**, roll+INT. \*On a 10+ the GM will tell you something interesting and useful about the subject relevant to your situation. \*On a 7-9 the GM will only tell you something interesting—it's on you to make it useful. The GM might ask you "How do you know this?" Tell them the truth, now.

### Discern Realities

When you **closely study a situation or person**, roll+WIS. \*On a 10+ ask the GM 3 questions from the list below. \*On a 7-9 ask 1. Take +1 forward when acting on the answers.

- What happened here recently?
- What is about to happen?
- What should I be on the lookout for?
- What here is useful or valuable to me?
- Who's really in control here?
- What here is not what it appears to be?

### Aid or Interfere

When you **help or hinder someone you have a bond with**, roll+Bonds with them. \*On a 10+ they take +1 or -2, your choice. \*On a 7-9 you also expose yourself to danger, retribution, or cost.

### Parley

When you **have leverage on an NPC and manipulate them**, roll+CHA. Leverage is something they need or want. \*On a 10+, they do what you ask if you first promise what they ask of you. \*On a 7-9, they will do what you ask, but need some concrete assurance of your promise, right now.

## HOW TO PLAY

Dungeon World is a game of adventure fantasy. You'll play an adventurer in a dangerous world. Maybe you fight for glory, or for profit, or for good or evil, or out of loyalty to your friends. You'll decide that here at the table, and the adventure will emerge around your decisions. Your characters already have some history one another, so we can get right into the action. This shared history is represented in the Bonds on your sheet. The gamemaster (GM) will ask you questions about where your character is from, what the world is like, and what they are doing. Your answers will shape the world and your adventure. We play to find out what happens.

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Sometimes, the GM may tell you that your actions have triggered a move, such as Defy Danger. To make a move, roll two six-sided dice and add the indicated ability from your sheet.

- If the total is 10 or higher, you've achieved a strong hit; you've succeeded at your task.
- If the total is between 7 and 9, it's a weak hit; a success that comes at some cost. Perhaps there's a downside to your action, or you don't get everything you wanted.
- If the total is 6 or less, it's a miss; your attempt has gone poorly, and the GM can now make their move against you.

Some moves may say "take +1 forward." That means to take +1 to your next move roll (not damage). The bonus can be greater than +1, or even a penalty, like -1. The bonus may also apply to a specific condition, such as taking +1 the next time you use your armor, or +1d4 the next time you deal damage. Some moves may give you "hold." Hold is currency that allows you to make some choices later on by spending the hold as the move describes. Hold is always used on only the move that generated it.

Your Hit Points (HP) determines how much stamina you have, and much punishment you can take before you fall. When you take damage, subtract it from your HP. If you have armor, reduce the damage taken by your armor value. When your HP reaches zero, you are out of action and maybe dead.

If you have adventuring gear, you may mark off a use to find some mundane but useful item, such as chalk, rope, a torch, or something similar.

If you have bandages, when you have a few minutes to bandage someone else's wounds, heal them of 4 damage and mark off a use.

If you have a healing potion, when you drink it, heal yourself of 10 damage or remove one debility, your choice.

As the Paladin, you wield both martial prowess and holy power. You have high damage and good armor, along with powerful support abilities that heal your allies or give you miraculous abilities. Your place is to be on the front lines against the forces of evil. Be sure to read the Hack and Slash and Defend moves on this page.

Our story will begin in or near your hometown. You may not necessarily hail from this village, but you should have something that connects you to it. You and your fellow players will build the town and the surrounding areas together as part of the game. The GM will ask you questions about your backstory, such as defining people, places, or events. Your answers will become lore.




Some questions which you should consider for building your world:

- What authority, religious or secular, rules over these lands?
- Who granted you knighthood, and why?
- How have you lived up to your vows? How have you failed?
- What great evil has this region faced before?

NAME LOOK 

**Start here:** Choose a name, looks, and background for your character.  
Mark the extra gear and bonuses to your stats that your background gives you.  
Add +1 to one stat of your choice, and -1 to another stat of your choice.  
Any stats that did not receive a modifier start at +0.  
Write the names of your fellow adventurers in your bonds.

Wild Eyes, Sharp Eyes, or Animal Eyes  
Hooded Head, Wild Hair, or Bald  
Cape, Camouflage, or Traveling Clothes  
Lithe Body, Wild Body, or Sharp Body

WEAK -1	SHAKY -1	SICK -1	STUNNED -1	CONFUSED -1	SCARRED -1
STR	DEX	CON	INT	WIS	CHA
DAMAGE 		ARMOR 		HP 	

## BACKGROUND

☐ RAISED BY WOLVES

+2 DEX, +1 CON, starts with *poultices and herbs* (2 uses)  
Okay, maybe not *literally*... but you've always gotten along better with animals than people, and you prefer a life in the wilds. What keeps you connected to the village?  
You enjoy a strong bond with your companion. Choose an extra training for your animal companion.

☐ FORESTER

+2 DEX, +1 WIS, starts with *extra bundle of arrows* (3 ammo)  
You are a protector of the great wilderness. You patrol the surrounding lands, sometimes hunting game, occasionally guarding against bandits or dangerous animals. What threat most often needs your attention?  
You've mastered the art of camouflage. When you **keep still in natural surroundings**, enemies never spot you until you make a movement, and when you **strike with a ranged weapon from hiding**, your first shot never gives away your position.

☐ WARDEN

+2 WIS, +1 DEX, starts with *adventuring gear* (5 uses)  
You have devoted yourself to hunting the unnatural things that skulk in the darkness and the wilds, and you're hot on the trail of something around here. What troubling or ominous signs have you found so far?  
Your intuition helps you to face danger in the wilderness. When you **Spout Lore about a monster**, you roll with +WIS instead of +INT, and on a hit, you take +1 forward when acting on the information you recall.

## STARTING MOVES

## HUNT AND TRACK

When you **follow a trail of clues left behind by passing creatures**, roll+WIS. \*On a hit, you follow the creature's trail until there's a significant change in its direction or mode of travel. \*On a 10+, you also choose one of the following:

- Gain a useful bit of information about your quarry, the GM will tell you what
- Determine what caused the trail to end

## CALLED SHOT

When you **attack a defenseless or surprised enemy at range**, you can choose to deal your damage, or name your target and roll+DEX:

- **Head:** 10+: As 7-9, plus your damage. 7-9: They do nothing but stand and drool for a few moments.
- **Arms:** 10+: As 7-9, plus your damage. 7-9: They drop anything they're holding.
- **Legs:** 10+: As 7-9, plus your damage. 7-9: They're hobbled and slow moving.

## ANIMAL COMPANION

You have a supernatural connection with a loyal animal. You can't talk to it per se, but it *almost* always acts as you wish it to. Name your animal companion and choose one:

- ☐ **Wolf:** Ferocity +2, Cunning +1, 1 Armor, Instinct +1
- ☐ **Hawk:** Ferocity +2, Cunning +2, 0 Armor, Instinct +1
- ☐ **Great Cat:** Ferocity +1, Cunning +2, 1 Armor, Instinct +1
- ☐ **Bear:** Ferocity +3, Cunning +1, 1 Armor, Instinct +2

Choose as many strengths as its ferocity:

*Fast, burly, huge, calm, adaptable, quick reflexes, tireless, camouflage, ferocious, intimidating, keen senses, stealthy*

Choose as many weaknesses as its instinct:

*Flighty, savage, slow, broken, frightening, forgetful, stubborn, lame*

Your animal companion is trained to fight humanoids. Choose as many additional trainings as its cunning: *hunt, search, scout, guard, fight monsters, perform, labor, travel*

When you **work with your animal companion on something it's trained in...**

- ...and you attack the same target, add its ferocity to your damage
- ...and you track, Discern Realities or Parley, add its cunning to your roll
- ...and you take damage, add its armor to your armor
- ...and someone interferes with you, add its instinct to *their* roll.

## GEAR

You begin with:  
Dungeon rations (5 uses)  
Leather armor (1 armor)  
A spear  
A long bow  
A bundle of arrows (3 ammo)

## BONDS

Who have you guided through the wilderness before?

Who has proven to be a friend of nature?

Who needs you to teach them about life in the wilds?

Who has the *least* respect for nature?

## THE RANGER

## BASIC MOVES

### Hack and Slash

When you **attack an enemy in melee**, roll+STR. \*On a 10+ you deal your damage to the enemy and avoid their attack. At your option, you may choose to do +1d6 damage but expose yourself to the enemy's attack. \*On a 7-9, deal your damage to the enemy and the enemy makes an attack against you.

### Volley

When you **take aim and shoot at an enemy at range**, roll+DEX. \*On a 10+ you have a clear shot—deal your damage. \*On a 7-9, choose one (whichever you choose you deal your damage):

- You have to move to make the shot, placing you in danger of the GM's choice
- You have to take what you can get: -1d6 damage (minimum 1)
- You have to take several shots, reducing your ammo by one.

### Defy Danger

When you **act despite an imminent threat or suffer a calamity**, say how you deal with it and roll. If you do it...

- ...by powering through, +STR
- ...by getting out of the way or acting fast, +DEX
- ...by enduring, +CON
- ...with quick thinking, +INT
- ...through mental fortitude, +WIS
- ...using charm and social grace, +CHA

\*On a 10+, you do what you set out to do; the threat doesn't come to bear.

\*On a 7-9, you stumble, hesitate, or flinch: the GM will offer you a worse outcome, hard bargain, or ugly choice.

### Defend

When you **stand in defense of a person, item, or location under attack**, roll+CON. \*On a 10+, hold 3. \*On a 7-9, hold 1. So long as you stand in defense, when you or the thing you defend is attacked you may spend hold, 1 for 1, to choose an option:

- Redirect an attack from the thing you defend to yourself
- Halve the attack's effect or damage
- Open up the attacker to an ally, giving that ally +1 forward against the attacker
- Deal 1 damage to the attacker

### Spout Lore

When you **consult your accumulated knowledge about something**, roll+INT. \*On a 10+ the GM will tell you something interesting and useful about the subject relevant to your situation. \*On a 7-9 the GM will only tell you something interesting—it's on you to make it useful. The GM might ask you "How do you know this?" Tell them the truth, now.

### Discern Realities

When you **closely study a situation or person**, roll+WIS. \*On a 10+ ask the GM 3 questions from the list below. \*On a 7-9 ask 1. Take +1 forward when acting on the answers.

- What happened here recently?
- What is about to happen?
- What should I be on the lookout for?
- What here is useful or valuable to me?
- Who's really in control here?
- What here is not what it appears to be?

### Aid or Interfere

When you **help or hinder someone you have a bond with**, roll+Bonds with them. \*On a 10+ they take +1 or -2, your choice. \*On a 7-9 you also expose yourself to danger, retribution, or cost.

### Parley

When you **have leverage on an NPC and manipulate them**, roll+CHA. Leverage is something they need or want. \*On a 10+, they do what you ask if you first promise what they ask of you. \*On a 7-9, they will do what you ask, but need some concrete assurance of your promise, right now.

## HOW TO PLAY

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- If the total is 10 or higher, you've achieved a strong hit; you've succeeded at your task.
- If the total is between 7 and 9, it's a weak hit; a success that comes at some cost. Perhaps there's a downside to your action, or you don't get everything you wanted.
- If the total is 6 or less, it's a miss; your attempt has gone poorly, and the GM can now make their move against you.

Some moves may say "take +1 forward." That means to take +1 to your next move roll (not damage). The bonus can be greater than +1, or even a penalty, like -1. The bonus may also apply to a specific condition, such as taking +1 the next time you use your armor, or +1d4 the next time you deal damage. Some moves may give you "hold." Hold is currency that allows you to make some choices later on by spending the hold as the move describes. Hold is always used on only the move that generated it.

Your Hit Points (HP) determines how much stamina you have, and much punishment you can take before you fall. When you take damage, subtract it from your HP. If you have armor, reduce the damage taken by your armor value. When your HP reaches zero, you are out of action and maybe dead.

If you have adventuring gear, you may mark off a use to find some mundane but useful item, such as chalk, rope, a torch, or something similar.

If you have poultices and herbs, when you carefully treat someone's wounds with poultices and herbs, heal them of 7 damage and mark off a use.

As the Ranger, you're the best in the wilderness. Your bow allows you to attack enemies at a distance, and your animal companion can provide some great support for you. Your part of the team is to find tracks and paths through the wilderness, and take out enemies at a distance. Be sure to read the Volley move on this page.

Our story will begin in or near your hometown. You may not necessarily hail from this village, but you should have something that connects you to it. You and your fellow players will build the town and the surrounding areas together as part of the game. The GM will ask you questions about your backstory, such as defining people, places, or events. Your answers will become lore.

Some questions which you should consider for building your world:

- What wild frontier is closest to the village?
- How did you meet your animal companion?
- What was the most dangerous thing you ever tracked or hunted?
- What is the nearest danger that lurks near the village? (Don't describe it exactly, just the signs or impressions you've found so far.)

NAME

LOOK

**Start here:** Choose a name, looks, and background for your character.

Mark the extra gear and bonuses to your stats that your background gives you.

Add +1 to one stat of your choice, and -1 to another stat of your choice.

Any stats that did not receive a modifier start at +0.

Write the names of your fellow adventurers in your bonds.

Shifty Eyes, Cunning Eyes or Criminal Eyes

Hooded Head, Messy Hair, or Cropped Hair

Dark Clothes, Fancy Clothes, or Common Clothes

Lithe Body, Knobby Body, or Flabby Body

WEAK -1	SHAKY -1	SICK -1	STUNNED -1	CONFUSED -1	SCARRED -1
STR	DEX	CON	INT	WIS	CHA
DAMAGE		ARMOR		HP	
D8				CURRENT MAX 16	

## BACKGROUND

### ☐ LIFE OF CRIME

+2 DEX, +1 STR, starts with healing potion

You've left the big city after a... *colorful* life. The people here have taken you (back?) in, but the past always seems to come back to haunt you. Who or what did you leave behind?

You're a professional. When you **Spout Lore** or **Discern**

**Realities about criminal activities**, take +1.

### ☐ "EXPERT TREASURE HUNTER"

+2 DEX, +1 WIS, starts with adventuring gear (5 uses)

You fancy yourself to be a treasure hunter after that one lucky time you explored that old ruin. The story about that curse is probably just superstition anyway. What did you find, both good and bad?

You have a nose for loot. When you **Discern Realities**, you may also ask, "Is there treasure here, and if so, where?" for free.

### ☐ TRICKSTER

+2 DEX, +1 CHA, starts with 1 extra use of your chosen poison

You've got a silver tongue and a reputation for bending the rules and causing mischief. Sure, you might have gotten chased out of a pantry or two, but you've never gone too far, and you use your talents for good when you can. Who is your favorite foil in the village?

You're well-connected in the community. When you **ask your connections about something you want or need**, roll+CHA.

\*On a 10+, someone has it, just for you. \*On a 7-9, you'll have to settle for something close or it comes with strings attached, your call.

## STARTING MOVES

### TRAP EXPERT

When you **spend a moment to survey a dangerous area**, roll+DEX. \*On a 10+, hold 3.

\*On a 7-9, hold 1. Spend your hold as you walk through the area to ask these questions:

- Is there a trap here and if so, what activates it?
- What does the trap do when activated?
- What else is hidden here?

### TRICKS OF THE TRADE

When you **pick locks or pockets or disable traps**, roll+DEX. \*On a 10+, you do it, no problem. \*On a 7-9, you still do it, but the GM will offer you two options between suspicion, danger, or cost.

### BACKSTAB

When you **attack a surprised or defenseless enemy with a melee weapon**, you can choose to deal your damage or roll+DEX. \*On a 10+ choose two. \*On a 7-9 choose one.

- You don't get into melee with them
- You deal your damage+1d6
- You create an advantage, granting +1 forward to you or an ally acting on it
- Reduce their armor by 1 until they repair it

### POISONER

You've mastered the care and use of a poison. Choose a poison from the list below; that poison is not dangerous for you to use, and when you **have time, material, and safety to brew**, you can make more of it. Note that some poisons are applied, meaning you have to carefully apply it to the target or something they eat or drink. Touch poisons just need to touch the target; they can even be used on the blade of a weapon.

- ☐ **Oil of Tagit** (applied): the target falls into a light sleep
- ☐ **Bloodweed** (touch): the target deals -1d4 damage ongoing until cured
- ☐ **Goldenroot** (applied): the target treats the next creature they see as a trusted ally, until proven otherwise
- ☐ **Serpent's Tears** (touch): Anyone dealing damage to the target rolls twice and takes the better result.

## GEAR

You begin with:

Dungeon rations (5 uses)

3 throwing knives

A set of lockpicks

Leather armor (1 armor)

A short sword

3 uses of your chosen poison

(Note that your throwing knives are not the same as ammo; when you throw them, you can't choose to mark off ammo on a 7-9.

Once you throw a knife, it's gone until you can recover it.)

## BONDS

Who have you stolen something from before? \_\_\_\_\_

Who has your back when things go wrong? \_\_\_\_\_

Who has worked with you on a con before? \_\_\_\_\_

Who knows incriminating details about you? \_\_\_\_\_

# THE THIEF



## BASIC MOVES

### Hack and Slash

When you **attack an enemy in melee**, roll+STR. \*On a 10+ you deal your damage to the enemy and avoid their attack. At your option, you may choose to do +1d6 damage but expose yourself to the enemy's attack. \*On a 7-9, deal your damage to the enemy and the enemy makes an attack against you.

### Volley

When you **take aim and shoot at an enemy at range**, roll+DEX. \*On a 10+ you have a clear shot—deal your damage. \*On a 7-9, choose one (whichever you choose you deal your damage):

- You have to move to make the shot, placing you in danger of the GM's choice
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- You have to take several shots, reducing your ammo by one.

### Defy Danger

When you **act despite an imminent threat or suffer a calamity**, say how you deal with it and roll. If you do it...

- ...by powering through, +STR
- ...by getting out of the way or acting fast, +DEX
- ...by enduring, +CON
- ...with quick thinking, +INT
- ...through mental fortitude, +WIS
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- Halve the attack's effect or damage
- Open up the attacker to an ally, giving that ally +1 forward against the attacker
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Some moves may say "take +1 forward." That means to take +1 to your next move roll (not damage). The bonus can be greater than +1, or even a penalty, like -1. The bonus may also apply to a specific condition, such as taking +1 the next time you use your armor, or +1d4 the next time you deal damage. Some moves may give you "hold." Hold is currency that allows you to make some choices later on by spending the hold as the move describes. Hold is always used on only the move that generated it.

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If you have adventuring gear, you may mark off a use to find some mundane but useful item, such as chalk, rope, a torch, or something similar.

If you have a healing potion, when you drink it, heal yourself of 10 damage or remove one debility, your choice.

As the Thief, you're the sneakiest. Your allies will count on you to deal with the dangerous traps and locks that bar your path. While you may not be strong in a face-to-face fight, if you can get the drop on your foe to Backstab them, you can really do some damage. You will need to rely on your cunning to succeed in the dungeon. Be sure to read the Volley move on this page.

Our story will begin in or near your hometown. You may not necessarily hail from this village, but you should have something that connects you to it. You and your fellow players will build the town and the surrounding areas together as part of the game. The GM will ask you questions about your backstory, such as defining people, places, or events. Your answers will become lore.




Some questions which you should consider for building your world:

- What opportunity is there for excitement or treasure nearby that most people are afraid of attempting?
- Who do you know outside of here that holds a grudge against the village, and why?
- Who is someone that you are certain you can trust?
- What's the most valuable thing in the village, and where's it hidden?

NAME LOOK 

**Start here:** Choose a name, looks, and background for your character.  
Mark the extra gear and bonuses to your stats that your background gives you.  
Add +1 to one stat of your choice, and -1 to another stat of your choice.  
Any stats that did not receive a modifier start at +0.  
Write the names of your fellow adventurers in your bonds.

Haunted Eyes, Sharp Eyes, or Crazy Eyes  
Styled Hair, Wild Hair, or Pointed Hat  
Worn Robes, Stylish Robes, or Strange Robes  
Pudgy Body, Creepy Body, or Thin Body

WEAK -1	SHAKY -1	SICK -1	STUNNED -1	CONFUSED -1	SCARRED -1
STR	DEX	CON	INT	WIS	CHA
DAMAGE 		ARMOR 		HP 	

## BACKGROUND

☐ ANTIQUARIAN

+2 INT, +1 WIS, starts with bag of books (5 uses)

You are self-taught but untried, learning magic from a few ancient tomes. How did you get them? Around here, you're the village know-it-all, or perhaps their assistant.

You never call up what you can't put down. Add the following option to Cast a Spell:

- You counter a spell or ritual that is being cast, or dispel a magical effect present.

☐ FAE FOUNDLING

+2 INT, +1 DEX, starts with healing potion

You were found as an infant beneath the ancient standing stones near the village. Some of the villagers were kind enough to take you in to raise you as their own. How are you different or otherwise marked, compared to other people?

You have a natural gift with magic. You do not need to cast a spell to ask the GM what here is magical; you can just ask them whenever you like, without rolling.

☐ PACT

+2 INT, +1 CHA, starts with antitoxin

You learned magic by swearing allegiance to someone—or something—else. Who are they? What do you owe them? What is their place of power like?

Your patron controls a place of power, which they will let you use if you ask nicely, and if you ask for help on a project, they usually will support you. Of course, you may have to convince them to help you first.

*You also get this move, regardless of background:*

## ENCHANTER

When you **have time and safety to study a magic item**, you may ask the GM what it does; they will answer you truthfully.

## GEAR

You begin with:  
Dungeon rations (5 uses)  
Your spellbook, describe it!  
A staff

## STARTING MOVES

## CAST A SPELL

You possess a magical book of spells that contains arcane words of magical power. When you **cast a magical spell**, choose one of the following effects:

- You conjure a magical light that will follow you around, as long as you wish.
- The GM will tell you what here is magical.
- You or an ally you touch becomes invisible, until the next time they make an attack or you cast another spell.
- Bolts of pure magic spring from your fingers; deal 2d4 damage to one target.
- The person (not beast or monster) you touch while casting this spell counts you as a friend until they take damage or you prove otherwise.
- You perform a minor trick of true magic, such as making cosmetic changes to an object you touch, or creating a simple, but crude and obvious illusion.

Then roll +INT. \*On a hit, the spell is cast successfully. \*On a 7-9, choose one:

- You draw unwelcome attention or put yourself in a spot. The GM will tell you how.
- The spell disturbs the fabric of reality as it is cast—take -1 to Cast a Spell until the next time you study. This penalty is cumulative each time you take it.
- After it is cast, the spell is forgotten. You cannot cast the spell again until the next time you study.

When you **spend uninterrupted time (an hour or so) in quiet contemplation of your spellbook**, you remove any of the above penalties and recover all of your forgotten spells.

## RITUAL

When you **draw on a place of power to create a magical effect**, tell the GM what you're trying to achieve. You can accomplish just about anything with a ritual, but the GM will give you one to four of the following conditions:

- It's going to take days/weeks/months
- First you must \_\_\_\_\_
- You'll need help from \_\_\_\_\_
- It will require a lot of money
- The best you can do is a lesser version, unreliable and limited
- You and your allies will risk danger from \_\_\_\_\_
- You'll have to sacrifice \_\_\_\_\_ to do it

## BONDS

Whose destiny have you foreseen? \_\_\_\_\_ What did you see?

Who do need to teach about how magic really works? \_\_\_\_\_

Who is keeping a secret from you? \_\_\_\_\_

## THE WIZARD

## BASIC MOVES

### Hack and Slash

When you **attack an enemy in melee**, roll+STR. \*On a 10+ you deal your damage to the enemy and avoid their attack. At your option, you may choose to do +1d6 damage but expose yourself to the enemy's attack. \*On a 7-9, deal your damage to the enemy and the enemy makes an attack against you.

### Volley

When you **take aim and shoot at an enemy at range**, roll+DEX. \*On a 10+ you have a clear shot—deal your damage. \*On a 7-9, choose one (whichever you choose you deal your damage):

- You have to move to make the shot, placing you in danger of the GM's choice
- You have to take what you can get: -1d6 damage (minimum 1)
- You have to take several shots, reducing your ammo by one.

### Defy Danger

When you **act despite an imminent threat or suffer a calamity**, say how you deal with it and roll. If you do it...

- ...by powering through, +STR
- ...by getting out of the way or acting fast, +DEX
- ...by enduring, +CON
- ...with quick thinking, +INT
- ...through mental fortitude, +WIS
- ...using charm and social grace, +CHA

\*On a 10+, you do what you set out to do; the threat doesn't come to bear.

\*On a 7-9, you stumble, hesitate, or flinch: the GM will offer you a worse outcome, hard bargain, or ugly choice.

### Defend

When you **stand in defense of a person, item, or location under attack**, roll+CON. \*On a 10+, hold 3. \*On a 7-9, hold 1. So long as you stand in defense, when you or the thing you defend is attacked you may spend hold, 1 for 1, to choose an option:

- Redirect an attack from the thing you defend to yourself
- Halve the attack's effect or damage
- Open up the attacker to an ally, giving that ally +1 forward against the attacker
- Deal 1 damage to the attacker

### Spout Lore

When you **consult your accumulated knowledge about something**, roll+INT. \*On a 10+ the GM will tell you something interesting and useful about the subject relevant to your situation. \*On a 7-9 the GM will only tell you something interesting—it's on you to make it useful. The GM might ask you "How do you know this?" Tell them the truth, now.

### Discern Realities

When you **closely study a situation or person**, roll+WIS. \*On a 10+ ask the GM 3 questions from the list below. \*On a 7-9 ask 1. Take +1 forward when acting on the answers.

- What happened here recently?
- What is about to happen?
- What should I be on the lookout for?
- What here is useful or valuable to me?
- Who's really in control here?
- What here is not what it appears to be?

### Aid or Interfere

When you **help or hinder someone you have a bond with**, roll+Bonds with them. \*On a 10+ they take +1 or -2, your choice. \*On a 7-9 you also expose yourself to danger, retribution, or cost.

### Parley

When you **have leverage on an NPC and manipulate them**, roll+CHA. Leverage is something they need or want. \*On a 10+, they do what you ask if you first promise what they ask of you. \*On a 7-9, they will do what you ask, but need some concrete assurance of your promise, right now.

## HOW TO PLAY

Dungeon World is a game of adventure fantasy. You'll play an adventurer in a dangerous world. Maybe you fight for glory, or for profit, or for good or evil, or out of loyalty to your friends. You'll decide that here at the table, and the adventure will emerge around your decisions. Your characters already have some history one another, so we can get right into the action. This shared history is represented in the Bonds on your sheet. The gamemaster (GM) will ask you questions about where your character is from, what the world is like, and what they are doing. Your answers will shape the world and your adventure. We play to find out what happens.

Playing Dungeon World means having a conversation; somebody says something, then you reply, maybe someone else chimes in. Players take turns in the natural flow of the conversation, which always has some back-and-forth. The GM says something, the players respond. The players ask questions or make statements, the GM tells them what happens next. The conversation works best when we all listen, ask questions, and build on each other's contributions.

Sometimes, the GM may tell you that your actions have triggered a move, such as Defy Danger. To make a move, roll two six-sided dice and add the indicated ability from your sheet.

- If the total is 10 or higher, you've achieved a strong hit; you've succeeded at your task.
- If the total is between 7 and 9, it's a weak hit; a success that comes at some cost. Perhaps there's a downside to your action, or you don't get everything you wanted.
- If the total is 6 or less, it's a miss; your attempt has gone poorly, and the GM can now make their move against you.

Some moves may say "take +1 forward." That means to take +1 to your next move roll (not damage). The bonus can be greater than +1, or even a penalty, like -1. The bonus may also apply to a specific condition, such as taking +1 the next time you use your armor, or +1d4 the next time you deal damage. Some moves may give you "hold." Hold is currency that allows you to make some choices later on by spending the hold as the move describes. Hold is always used on only the move that generated it.

Your Hit Points (HP) determines how much stamina you have, and much punishment you can take before you fall. When you take damage, subtract it from your HP. If you have armor, reduce the damage taken by your armor value. When your HP reaches zero, you are out of action and maybe dead.

If you have a healing potion, when you drink it, heal yourself of 10 damage or remove one debility, your choice.

If you have a bag of books, when you are Spouting Lore you may mark off a use to find a useful book and take +1 to the roll.

If you have antitoxin, you may drink it to cure yourself of one poison afflicting you.

As the Wizard, you're the master of the arcane. While you might be weak in hand-to-hand combat, your spells and knowledge will make you a match for any danger. With a Ritual, you can accomplish anything, though you may need some help to achieve your goals. Be sure to read the Spout Lore move.

Our story will begin in or near your hometown. You may not necessarily hail from this village, but you should have something that connects you to it. You and your fellow players will build the town and the surrounding areas together as part of the game. The GM will ask you questions about your backstory, such as defining people, places, or events. Your answers will become lore.

Some questions which you should consider for building your world:

- What ancient relic or mystical feature unique to the village has "always been there"?
- How do the people of the village view magic?
- What makes a place a "place of power" to you for your rituals?
- What dire omen or portent has been revealed to you?

## AGENDA

- Portray a fantastic world
- Fill the characters' lives with adventure
- Play to find out what happens

## PRINCIPLES

- Draw maps, leave blanks
- Address the characters, not the players
- Embrace the fantastic
- Make a move that follows
- Never speak the name of your move
- Give every monster life
- Name every person
- Ask questions and use the answers
- Be a fan of the characters
- Think dangerous
- Begin and end with the fiction
- Think offscreen, too

## MOVES

- Use a monster, danger, or location move
- Reveal an unwelcome truth
- Show signs of an approaching threat
- Deal damage
- Use up their resources
- Turn their move back on them
- Separate them
- Give an opportunity that fits a class' abilities
- Show a downside to their class, race, or equipment
- Offer an opportunity, with or without cost
- Put someone in a spot
- Tell them the requirements or consequences and ask

## DUNGEON MOVES

- Change the environment
- Point to a looming threat
- Introduce a new faction or type of creature
- Use a threat from an existing faction or type of creature
- Make them backtrack
- Present riches at a price
- Present a challenge to one of the characters

### You make a GM move when...

- Everyone looks to you to find out what happens
- The players give you a golden opportunity
- They roll a 6 or less

After every move you make, always ask, *"What do you do?"*

## FIRST SESSION GOALS

- Establish details, describe
- Use what they give you
- Ask questions
- Leave blanks
- Look for interesting facts
- Help the players understand the moves
- Give each character a chance to shine
- Introduce NPCs

## ADVENTURE SETUP

When you **speak of the dangers that lurk in the wild**, ask questions to establish the following details, but keep one or two to answer yourself as surprises:

- The danger that threatens the village
- Who leads them, and what makes them special or unusual (Use this answer to write a location move for their lair)
- What they want (Choose an established person, place, or thing) and why they want it
- What else is involved or at stake, that might cause a distraction, a moral quandary, make it personal, or complicate things
- An established NPC who has already become involved, and how
- What pushes the characters to act
- The location of their lair (Choose an established place)
- A valuable treasure kept in their lair

## PREP THE DUNGEON

When you **prep the dungeon**, answer the following prompts about places and things within the dungeon, using what has been established above:

- What guards the entrance, or otherwise prevents entry?
- What remains of this place from before?
- How does the terrain change as you explore?
- What mystery, puzzle, or foe cannot be defeated with violence?
- How can things go wrong, or become more complicated?
- What unwelcome truth or hint of further trouble awaits discovery?

When you **introduce a new location**, describe a notable impression and ask one of your players to describe a notable impression too:

- Sources of light
- A notable feature that fits the dungeon's theme or history
- Ambient sounds
- Moisture and smell of the air
- Natural hazards

# THE GAME MASTER



# MONSTERS

We have included a sample of monsters on the supplemental GM sheets for your use. More monsters can be found in the Dungeon World rulebook. To make a new monster on the fly, use one of these templates to start:

- It appears as a horde (6 or more): 3 HP, 0 Armor, d6 damage
- It appears as a small group (3-5): 6 HP, 1 armor, d8 damage
- It appears by itself, or a leader: 12 HP, 2 Armor, d10+2 damage

Give each monster an instinct that describes what it wants, a move to describe its favorite tactics, and another move that shows or describes why it is especially dangerous.

If the monster has any of these properties, give them the listed tags or apply the listed modifiers to the monster's stats:

- It doesn't have organs or discernible anatomy: amorphous, +1 armor, +3 HP
- It's as smart as a human or thereabouts: intelligent
- It's kept alive by something beyond simple biology: +4 HP
- It's armaments are vicious and obvious: +2 damage
- It wields spells and magic: magical, write a move about its spells
- Armor doesn't help with the damage it deals (due to magic, size, etc.): ignores armor
- It possesses exceptional strength or endurance: +2 damage, +2 HP, or both

Remember your principles: give every monster life, think dangerous, and begin and end with the fiction. Make your monsters smart and proactive, not just punching bags full of HP. A razor boar that does numbers for damage doesn't feel like a threat. A razor boar that cuts through armor like paper and can mangle limbs with its tusks as it chases the party through the forest will. Likewise, a monster that just sits there waiting for the PCs to come and vanquish it isn't dangerous. Like any other NPC, monsters have desires and instincts. Act on them to make them feel more real.

**Goblin** Horde, Small, Intelligent, Organized  
Spear (d6 damage) 3 HP 1 Armor

Elves say they're the dwarves' fault, dredged up from a hidden place beneath the earth. Dwarves say they're bad elvish children, taken away at birth and raised in the dark. The truth of the matter is that goblins have always been here and they'll be here once all the civilized races have fallen and gone away. They just breed too quickly to exterminate.

*Instinct:* To multiply

- Charge!
- Call more goblins
- Retreat and return with (many) more

**Goblin Orkaster** Solitary, Small, Magical, Intelligent, Organized  
Acid orb (d10+1 damage, ignores armor) 12 HP 0 Armor

Oh lord, who taught them magic?

*Instinct:* To tap power beyond their stature

- Unleash a poorly understood spell
- Pour forth magical chaos
- Use other goblins for shields

**Ogre** Group, Large, Intelligent  
Club (d8+5 damage) 10 HP 1 Armor

In days when men were merely dwellers-in-the-mud with no magic to call their own, they split in two: one camp left their caves and the dark forests and built the first city to honor the gods. The others, a wild and savage lot, retreated into darkness. They grew, there. In the deep woods a grim loathing for their softer kin gave them strength. They found dark gods of their own, there in the woods and hills. Ages passed and they bred tall and strong and full of hate. We have forged steel and they match it with their savagery. We may have forgotten our common roots, but somewhere, deep down, the ogres remember.

*Instinct:* To return the world to darker days

- Destroy something
- Fly into a rage
- Take something by force

**Iron Golem** Group, Large, Construct  
Metal fists (d8+5 damage) 10 HP 3 Armor

A staple of the enchanter's art. Iron is a misnomer, though. These guardians are crafted of any metal, really: steel, copper, or even gold, in some small cases. Unceasing watchdog, stalwart defender, the iron golem lives to serve, following its orders eternally.

*Instinct:* To serve

- Follow orders implacably
- Use a special tool or adaptation, built-in

**Skeleton** Horde  
Slam (d6 damage) 7 HP 1 Armor

Dem bones, dem dry bones.

*Instinct:* To take the semblance of life

- Act out what it did in life
- Snuff out the warmth of life
- Reconstruct from miscellaneous bones

**Bandit** Horde, Intelligent, Organized  
Dirk (d6 damage) 3 HP 1 Armor

When times are tough, what else is there to do but scavenge a weapon and take up with a clan of nasty men and women? Highway robbery, poaching scams and cons and murder most foul but we've all got to eat, so who can blame them? Then again, there's evil in the hearts of some and who's to say that desperation isn't a need to sate one's baser lusts?

*Instinct:* To rob

- Steal something
- Demand tribute

**Bandit King** Solitary, Intelligent, Organized  
Trusty knife (d10+2 damage) 12 HP 1 Armor

Better to rule in hell than serve in heaven. *Instinct:* To lead

- Make a demand
- Extort
- Topple power

**Cave Rat** Horde, Small  
Gnaw (d6 damage 1 piercing) 7 HP 1 Armor

Who hasn't seen a rat before? It's like that, but nasty and big and not afraid of you anymore. Maybe this one was a cousin to that one you caught in a trap or the one you killed with a knife in that filthy tavern in Darrow. Maybe he's looking for a little ratty revenge.

*Instinct:* To devour

- Swarm
- Rip something (or someone) apart

**Troll** Solitary, Large  
Club (d10+3 damage) 20 HP 1 Armor

*Special Qualities:* Regeneration

Tall. Real tall. Eight or nine feet when they're young or weak. Covered all over in warty, tough skin, too. Big teeth, stringy hair like swamp moss and long, dirty nails. Some are green, some gray, some black. They're clannish and hateful of each other, not to mention all the rest of us. Near impossible to kill, too, unless you've fire or acid to spare—cut a limb off and watch.

In a few days, you've got two trolls where you once had one. A real serious problem, as you can imagine.

*Instinct:* To smash

- Undo the effects of an attack (unless caused by a weakness)
- Hurl something or someone

**Ghoul** Group  
Talons (d8 damage, 1 piercing, messy) 10 HP 1 Armor

Hunger. Hunger hunger hunger. Desperate clinging void-stomach-emptiness hunger. Sharp talons to rend flesh and teeth to tear and crack bones and suck out the so marrow inside. Vomit up hate and screaming jealous anger and charge on twisted legs—scare the living flesh and sweeten it ever more with the stink of fear. Feast. Peasant or knight, wizard, sage, prince, or priest all make for such delicious meat.

*Instinct:* To eat

- Gnaw off a body part
- Gain the memories of their meal

## BARD ADVANCES

### ☐ IMPROVED ABILITY

Increase one of your stats by 1, to a maximum of +2.

### ☐ EXPERIENCED

Choose a second background from your sheet; you gain the move associated with that background (but not the stat bonuses or extra gear).

### ☐ A LITTLE HELP FROM MY FRIENDS

When you **successfully Aid someone**, you take +1 forward as well.

### ☐ BAMBOOZLE

When you **Parley with someone**, on a hit you also take +1 forward against them as well.

### ☐ MULTICLASS DABBLER

Choose a move from a playbook that no one else is using; you can use that move as if it were one of your own.

### ☐ MASTERED ABILITY

Increase one of your stats by 1, to a maximum of +3.

## DRUID ADVANCES

### ☐ IMPROVED ABILITY

Increase one of your stats by 1, to a maximum of +2.

### ☐ EXPERIENCED

Choose a second background from your sheet; you gain the move associated with that background (but not the stat bonuses or extra gear).

### ☐ RED OF TOOTH AND CLAW

While you are in an appropriate animal form (something dangerous), your damage die is increased to d8.

### ☐ THING-TALKER

You see the spirits in the sand, the sea and the stone. You may now apply your Spirit Tongue to inanimate natural objects (plants and rocks) or creatures made thereof, as well as animals.

### ☐ FORMCRAFTER

When you shapeshift, choose a stat; you take +1 to all rolls using that stat as long as you remain you remain shapeshifted. The GM will choose a stat too; you take -1 to all rolls using that stat as long as you remain shapeshifted.

### ☐ MASTERED ABILITY

Increase one of your stats by 1, to a maximum of +3.

## CLERIC ADVANCES

### ☐ IMPROVED ABILITY

Increase one of your stats by 1, to a maximum of +2.

### ☐ EXPERIENCED

Choose a second background from your sheet; you gain the move associated with that background (but not the stat bonuses or extra gear).

### ☐ INVIGORATE

When you **heal someone**, the next time they deal damage, they deal +2 damage.

### ☐ EMPOWER

When you cast a spell, on a 10+ you choose and option from the 7-9 list. If you do, you may choose one of these effects as well:

- The spell's effects are doubled
- The spell's targets are doubled

### ☐ DIVINE INTERVENTION

When you Commune, lose any hold you already had on this move, then hold 1. Spend this hold when you or an ally takes damage to call on your deity; they intervene with an appropriate manifestation (a sudden gust of wind, a lucky slip, a burst of light) and negate the damage.

### ☐ MASTERED ABILITY

Increase one of your stats by 1, to a maximum of +3.

## FIGHTER ADVANCES

### ☐ IMPROVED ABILITY

Increase one of your stats by 1, to a maximum of +2.

### ☐ EXPERIENCED

Choose a second background from your sheet; you gain the move associated with that background (but not the stat bonuses or extra gear).

### ☐ SCENT OF BLOOD

When you Hack and Slash an enemy, your next attack against that same enemy deals +1d4 damage.

### ☐ IRON HIDE

You get +1 armor at all times.

### ☐ ARMOR MASTERY

When you **make your armor take the brunt of damage dealt to you**, the damage is negated but you must reduce the armor value of your armor or shield (your choice) by 1. If the reduction leaves the item with 0 armor, it is destroyed.

### ☐ MASTERED ABILITY

Increase one of your stats by 1, to a maximum of +3.

## PALADIN ADVANCES

### ☐ IMPROVED ABILITY

Increase one of your stats by 1, to a maximum of +2.

### ☐ EXPERIENCED

Choose a second background from your sheet; you gain the move associated with that background (but not the stat bonuses or extra gear).

### ☐ SETUP STRIKE

When you Hack and Slash, choose an ally; their next attack against your target does +1d4 damage.

### ☐ STAUNCH DEFENDER

When you Defend, you get +1 hold, even on a miss.

### ☐ HOLY POWER

When you **begin a quest**, choose either +1 armor or +1d4 damage. You get that bonus as long as you are still on the quest.

### ☐ MASTERED ABILITY

Increase one of your stats by 1, to a maximum of +3.

## THIEF ADVANCES

### ☐ IMPROVED ABILITY

Increase one of your stats by 1, to a maximum of +2.

### ☐ EXPERIENCED

Choose a second background from your sheet; you gain the move associated with that background (but not the stat bonuses or extra gear).

### ☐ CHEAP SHOT

When you deal damage with Backstab, deal an additional +1d6 damage.

### ☐ ENVENOM

You can apply even complex poisons with a pinprick. When you **apply a poison that's not dangerous for you to use to your weapon**, it is delivered by touch instead of applied.

### ☐ SHOOT FIRST

You're never caught by surprise. When **an enemy would get the drop on you**, you get to act first instead.

### ☐ MASTERED ABILITY

Increase one of your stats by 1, to a maximum of +3.

## RANGER ADVANCES

### ☐ IMPROVED ABILITY

Increase one of your stats by 1, to a maximum of +2.

### ☐ EXPERIENCED

Choose a second background from your sheet; you gain the move associated with that background (but not the stat bonuses or extra gear).

### ☐ BLOT OUT THE SUN

When you Volley, you may spend ammo before rolling. For each point of ammo spent, you may choose an extra target to hit with your attack. Roll once for the move, and deal your damage to every target on a hit.

### ☐ WILD EMPATHY

You can speak with and understand animals. If you have leverage, you can Parley with them too.

### ☐ DIRE BEAST

Your animal companion gets +2 Ferocity and +1 Instinct.

### ☐ MASTERED ABILITY

Increase one of your stats by 1, to a maximum of +3.

## WIZARD ADVANCES

### ☐ IMPROVED ABILITY

Increase one of your stats by 1, to a maximum of +2.

### ☐ EXPERIENCED

Choose a second background from your sheet; you gain the move associated with that background (but not the stat bonuses or extra gear).

### ☐ EMPOWER

When you cast a spell, on a 10+ you choose an option from the 7-9 list. If you do, you may choose one of these effects as well:

- The spell's effects are doubled
- The spell's targets are doubled

### ☐ LOGICAL

When you **use strict deduction to analyze your surroundings**, you can Discern Realities with +INT instead of +WIS.

### ☐ EXPANDED SPELLBOOK

Choose an effect from the Cleric's Cast a Spell list of effects, and add it to your list of effects for Cast a Spell.

### ☐ MASTERED ABILITY

Increase one of your stats by 1, to a maximum of +3.

These advanced moves can give your characters some customization as they grow and gain experience. We've formatted them so you can cut each sheet into four cards.

To use these cards, print them about and take the card associated with your class. You gain one of the advanced moves when the GM tells you.



# RITE OF PASSAGE

The following is a scenario to be used with the Dungeon World Quick Start pack. It shows how a group of players can build an adventure for themselves through leading questions and collaboration, with only a simple premise as preparation. This scenario will guide you through the process, offering questions based upon the playbooks each character selects to create a world custom made for you.

To begin, the gamemaster will set the stage and tone of the game by giving the central premise of the scenario. The gamemaster should read or paraphrase the following:

*“Tragedy has struck our home. The warriors of our village, our source of strength, are broken. Through battle, deceit, or plague, we find ourselves near-defenseless now. So many of our brave men and women now lie dead, or may be shortly. In this dark hour, we turn to you, the next generation of heroes.”*

*“Already summer has begun to fade, and the omens point to a difficult winter. Without leaders for our village, we will not survive. There is no time to waste. Young as you are, you must go forth on your rite of passage immediately. A long and dangerous journey through the wilds awaits you, and we have no guide to spare. Prepare yourselves for this ordeal, and may you all return home safely.”*

Next, as a group, decide on the nature of this calamity. What has caused the deaths or disappearances of so many of the village’s able-bodied adults?

Choose one of the following or make up your own:

- A nearby rival rode forth in force to steal our herds. Though we beat them back, the cost was terrible.
- A plague has spread through our home like wildfire, slaying the adults but miraculously sparing the children.
- Our liege lord has demanded that everyone who can fight must march with him to face a great army, far across the land.
- Omens of doom have appeared in the sky. All the people we can spare have set out in search of answers or refuge for when the doom strikes.

Each player should now, in turn, make the following statement, filling in the blank with whatever they think is appropriate: *“Without \_\_\_\_\_, we won’t survive the winter.”* The gamemaster should write down these responses, as they will be very valuable in the future. These truths should also be represented on the map. When a new truth about the world is revealed, add it to the map. You can also do this in reverse; draw something interesting on the map and say what it represents.

Each player should also, in turn, describe a person who is no longer with them, having been taken by the calamity. This may be a parent, older sibling, mentor, or even a romantic interest. Whatever the choice, they are now gone. Ask each player one thing that person taught them and what they did *not* teach them. Coping with this loss will be a part of this story.

In Dungeon World, there's a line between what the players are responsible for and what the GM is responsible for. The players are in charge of their characters: what they do and say, what they think, feel, and believe. The GM is responsible for the world: the environment, the NPCs, the dangers and the discoveries.

When engaging in worldbuilding, either formally before the action starts or during play by prompting a player to supply a detail, this line can be blurred. When the GM asks Avon's player about the threat to the characters' home village, it puts the player in the position of doing something normally within the GM's responsibility: making up details about the world.

The trick is to **address the characters, not the players**. Rather than asking the player to say what is happening, ask the character to make up the details of what is happening from their frame of reference. The details come from the character's experiences: what they know, what they feel, or what they have done before.

Keeping this premise in mind, each player should now select one of the eight character playbooks, whichever catches their eye. As they fill them out, keep in mind that these characters are as of yet untried; they may have faced some danger before, but never on their own. They may be apprentices of the person in their backgrounds, instead of that role themselves, such as a Paladin selecting the Sheriff background. The characters know each other, and while they might not always get along like best friends, they should at least be civil with one another.

After everyone has made their characters, the group will work together to create their world, in wide brushstrokes. Each player will get a chance to answer a question or two, based upon the playbook they have chosen. This exercise is intended to create some context as to the nature of your world, but it is deliberately designed to give just enough to get the story going. Remember, ask questions and use the answers, and draw maps, leave blanks. If something interested gets raised in the course of your conversation, invite the person who came up with that idea to draw it on the map. If you like, you can make two maps: one of the world, and one of the village itself, including the characters’ homes.

- **Bard:** Who is most likely to exchange tall tales about myths and legends of the land? How are these stories kept?
- **Cleric:** How are the gods worshipped around here? What makes the worship around here unique?
- **Druid:** What unusual natural feature nearby is home to powerful spirits? Do people go there? Why or why not?
- **Fighter:** How are warriors in the village trained, and for what purpose?
- **Paladin:** What scar of great evil marks the land, though long since defeated? What happened there?
- **Ranger:** What dangerous wildlands must you cross to reach your goal, and what beasts hunt there that threaten people?
- **Thief:** What nearby village holds a grudge against us, and why?
- **Wizard:** What ruins are there of ancient civilizations nearby? What magics linger there?

It is now time to prepare for the characters’ rite of passage. The characters will, as a group, travel out into the wilds alone. Going around the table, ask each player to answer one of the following questions:

- Where out in the wilds are children of the village initiated into adulthood?
- What history does the village have with this place that makes it special?
- Why don’t people go there usually?
- What makes the trip so dangerous?
- How are the initiates ritually prepared before they leave?
- Once you reach this place, what do you need to do for your initiation?
- What is the initiation supposed to test about you?
- How do you prove you’ve succeeded?

The answers to these questions will be used to make your first adventure.

Now that you know where you are going, review the “Undertake a Perilous Journey” move, and ask who will take each of the three roles: the trailblazer, the scout, and the quartermaster. The site is approximately two days away, so each player should mark off two rations during the journey. This is your chance to further set the mood and tone of the adventure; the characters are young and untried, going off into the wilds with relatively poor preparation. Think of what may go right, or wrong. If you need an idea for what can happen, just pick one of your GM moves. For example, you can “show signs of an approaching threat” by hinting that one of the dangers suggested during your prep is coming due sooner than they would have liked. Try not to take up too much time, or use up too much of their resources just yet. There’s still an entire adventure ahead.

If you want some of the details of worldbuilding to be done at this step too, now is a good time to ask the characters some more details about what they do and what they know (see the sidebar to the left). For example, you might ask what they bring with them on the journey that reminds them of home, and what they have lost. This is a chance to reinforce the theme of the adventure and set the tone for what is to come.

For this adventure, we will be using the “five-room dungeon” model. This is a framework used to create simple yet rewarding dungeons with a variety of challenges. While the name specifies “rooms”, this does not mean that your dungeon will have exactly five rooms. Think of them instead as pinch-points in the story or encounters that must be dealt with to advance. Likewise, it is not necessary to have each room go in order linearly. Dungeons are more interesting when they branch and offer choices. Neither does it mean that there are literal “rooms” between the characters and their goal. Each room can instead be part of the environment; an outdoor complex spanning miles of terrain that must be passed to complete the rite of passage. Despite the linear nature of this model, you should still strive to give the characters as much agency as you can.

Don't be shy about giving out information. If it's something that is easily observable or that the characters would reasonably be aware of, tell them. If it would take more investigation, then they may be triggering Discern Realities. The players can't make informed choices without enough information. If they ask clever questions, reward them with good answers.

The approach to a problem should not be the only one, as that takes away choices. How to deal with each obstacle should involve the players making meaningful decisions. Prep a situation, and give the characters lots of options as to how they want to approach it.

### Room 1: The Guardian

There's a reason why people don't come to this place. Something actively keeps people away from the entrance to this site where young warriors seek their rite of passage. This is also a chance to establish the mood and theme of your site, so dress it up with care.

- The entrance is trapped
- There's multiple entrances, but only one is correct
- The entrance requires a special key or ceremony: "speak friend and enter"
- A guardian was deliberately placed at the entrance
- A hidden ambush waits in the shadows

### Room 2: The Puzzle

After overcoming the guardian, present the characters with a trial that cannot be solved with steel. This keeps problem solvers in your group happy and breaks the action up for good pacing. This room can be a puzzle, a test of skill, or require some clever roleplaying to pass. Change up the gameplay compared with the challenge of the previous room, and give another character a chance to shine. Be sure to allow for multiple solutions to prevent the game from stalling. You can also plant hints in the entrance about how to proceed.

- Recessed basins must be filled with water, according to runes carved on the wall
- Someone else is here, not hostile but not yet friendly either
- A spirit must be convinced to let them pass
- Mad ghosts taunt the characters, though they can give a clue if appeased
- A brazier on the altar must be lit with a certain flame, in accordance with legend
- The way forward is hidden in such a way that only someone from the PCs village will know where to look
- The terrain is hazardous, requiring courage or ingenuity to cross

### Room 3: The Setback

The next room should be something that builds tension or ups the stakes. Something goes wrong, or something unexpected happens. Perhaps there's a fork in the road or some other kind of difficult choice to make. It may also sap the characters' resources for the big battle ahead, which is fine too. This is a good time to present a challenge to a character that hasn't gotten involved yet. If your players prefer a certain type of action, such as combat, you can give them another taste of it, but don't make it straightforward.

- A relatively weak monster uses a tactical advantage to harry the characters
- There's another monster here, but it will only attack if disturbed--for example, by opening its sarcophagus in search of loot

- This room is a red herring from a forked path that punishes those who go the wrong way or fall into temptation
- You've found the goal...but it isn't real, it's just another trap.
- Reveal a betrayal
- A side-route offers valuables, but at a price

### Room 4: The Climax

This is it, the big moment. This is the main and final conflict before the reward. Go all out with this one, digging deep into your bag of tricks to make this a dramatic fight. Push the characters to their limit to make them dig deep too. Include something for everyone.

- Mix up the terrain, don't make it a flat, empty room
- The boss has some minions
- There's time pressure from some impending doom
- The environment is changing or dangerous, such as crumbling floors or collapsing ceilings
- The boss is nigh-invulnerable, unless the characters exploit a weakness they learned in the previous rooms
- The boss has a hostage or some other kind of leverage, such as threatening to destroy the item the characters are here for

### Room 5: The Payoff

At last, the challenge has been overcome, and the characters are ready to complete the ritual of initiation. Give them time to bask in their success and feel that rush of accomplishment and you describe them fulfilling their goal. You can also callback to some of what was created during the worldbuilding phase to make the victory more meaningful. This does not, however, mean that there's nothing left here. You can introduce or foreshadow more dangers ahead, or leave a mystery unsolved, but those will be for next time. Don't negate their victory, but you can make it a touch bittersweet.

- There's evidence of rival having been here before
- A clue suggests the fate of the lost adults of the village
- The true meaning of the legends of this place is revealed--and it's not what the characters expected
- The Boss defeated in Room 4 is revealed to be a minion of a much larger threat, now alerted
- The Boss defeated in Room 4 was paid to ambush the characters by someone in the village who would prefer the characters not make it back alive
- The characters are supposed to have sponsors present, ask what tokens of their missing loved ones they bring instead

After a long, hard adventure, your group should hopefully be good and ready to go home. The return home offers a chance to celebrate, but it also highlights the gap that comes from having the characters' loved ones being still absent. Take some time to have the PCs adjust back to their old (new?) lives, and play up the mundane details. But also highlight how things have changed, and the impacts of the characters' actions. A Hero's Journey is a transformative affair, after all. Will there be pushback from other people within the village?

This of course is not necessarily the end of the story. All those dangers discussed during the worldbuilding are beginning to rumble in the distance, and now there will be some hard choices as to how they will survive this winter. Now recognized as adults, the characters are empowered to make more decisions. Again, showing them the impact of their actions on their home will make them care much more. Perhaps as a result of their decisions, someone else in the village dies, or a rival group tries to take over authority from the characters. Established dangers that are disregarded eventually come knocking on the door. There's still places on the map that need to be filled in and explored too. Offer more information, more choices, and more impact, and you can have a campaign that lasts a long time.

# DUNGEON WORLD

## LORE AND LORDS PACK

*Seven new base classes for Dungeon World*  
*the Monk,*  
*the Shaman,*  
*the Vampire,*  
*the Trickster,*  
*the Hunter,*  
*the Dark Knight,*  
*and the Berserker*  
*and a new Compendium Class, the Professional*

For use with the role-playing game Dungeon World, by Sage LaTorra and Adam Koebel



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# THE MONK

Other people may think that steel and sorcery are what it takes to win a battle. But you know better. Without focus and discipline, even the sharpest blade will not strike true, and the strongest armor is but dead weight. It is the clarity of your thought and the execution of your will that wins a fight.

For a lifetime, you have trained yourself to the peak of martial perfection. Your body and your mind are your weapons. You've trained them to an edge as fine as any knife. Your fist strikes with the force of a spiked mace, and your quickness is a finer armor than steel plate. Your body flows like water, receding away from danger, striking back with the force of a tidal wave, and then comes to rest as serene as a still pool.

Breathe in, tranquility. Breath out, perfect action.

While others may rely on steel or magic to survive in the dungeon, the monk hardens his body into a weapon, and hones his skills to survive. But there is more to the monk than just punching things. The Monk can become a master of stealth and infiltration, or his insights can bring peace to conflicts and reveal secrets that men have hidden away.

# THE HUNTER

The dungeon is a dangerous place for the unwary. Deadly beasts lurk in every cave and behind every tree. To others, they are threats to their homes and lives. But to you, these monsters are your prey.

What does it mean to hunt something that hunts you? To pit yourself against monsters armed with only your wits and your bow? You know how they think, how they move. Set your traps, string your bow, and take aim. When they come for you, you'll be ready for them.

You always get your mark.

The Hunter is a variant on the ranger class, eschewing the classic animal companion in favor of traps and a greater focus on the bow. To be successful, the hunter will have to think ahead and set his traps to catch or weaken his prey. His hunting abilities make him adept at planning and strategy to take down even the most fearsome of monsters.

For a variant ranger, we've included a compendium class version that can be taken at level 1.



# THE VAMPIRE

You used to have a normal life. Maybe you were a common farmer, or perhaps a bored noble looking for romance. Then one night you met a pale stranger. On that night, everything changed. He took your life, but he gave you something else in exchange.

Your eyes are opened to a new world now. A world of danger and secrets. You're a hunter now, and people are your prey. What will you do? If you play it smart, you could live forever. Will you make yourself king, or be a kingmaker instead? But how long can you conceal your true nature from your friends? What will happen if you're exposed? And what of the hunger that resides deep in your soul... How long can you keep it at bay?

How far will you go to get what you want?

The Vampire draws inspiration from both classic as well as modern stories from the horror genre. Predator, manipulator, and shade, the Vampire brings an air of menace with his supernatural powers over blood and the night.

# THE TRICKSTER

There's too many rules in the world. Everywhere you go, people are telling you what you can and can't do, making idle threats if you don't behave. Who needs that? You're a free spirit. There's never been a situation you couldn't charm your way out of. You're better off without all those pesky rules.

Cunning is your sword, deception your armor. But when those fail, you've still got friend with steel armor to hide behind. Nice guys, but still beholden to a world of rules. They need your help to settle the fights that can't be won with violence. A few clever words and careful manipulation can open doors better than a battering ram.

Trust me.

The Trickster is a variant on the thief class. Instead of using poison and sneak attacks, the Trickster is a more socially-oriented rogue. His honeyed words can get the party out of--or into--the tightest of jams. Deceit, manipulation, and dirty tricks are the Trickster's arsenal.

# THE SHAMAN

Close your eyes. Do you hear the call? The longing that comes from the deep forest, from the open sea, from the mighty mountains? You see it when you dream, but you know that it isn't a dream. You have been there, to the lands far beyond the horizon. The Mists part from you, and the mysteries of the Otherworld await.

You speak to the world with your heart. The world is out of balance. You can feel it in the ground, smell it in the air. The people need an advocate, someone who can speak with the spirits. Someone to bring nature's blessing to them, and drive away forces that would do evil.

Open your eyes. Bring back the balance.

The Shaman is designed to fill the need for a more nature-oriented cleric or a more caster-oriented druid. While the Shaman borrows from each, his trademark ability of spirit speaking gives him his own niche to fill. Depending on how you shape him, the Shaman can be a mystical warrior, a master of the elements, or a potent healer of both body and soul.

# THE DARK KNIGHT

You remember when life was good to you. You had a true love, good friends, a sense of duty and purpose. You did what was right by your lord, and you were granted respect in turn. Then one day, it all came crashing down. Your life was shattered, either by violence or by betrayal. Maybe you survived the fall, or maybe you didn't.

But you're not going to take this injustice quietly. In your darkest hour, you forged a pact with Death. He would give you the power to right this terrible wrong, but he warned that you would pay for it, many times over. But you don't care. Not even Death will stop you. You won't stop. You can't stop. Woe to those who stand in your path.

Who will come out ahead in this deal?

Only your conscience and your new allies keep you from going over the edge. You were a hero once. Are you still one now?

The Dark Knight is a variant on the Fighter playbook. A fearsome warrior driven by a burning passion, the Dark Knight has entered into a deal with Death for one of his terrible weapons. He has great power, but that power comes with a price. When you use Death's power, he'll want something in return.

# THE BERSERKER

Too many men in Dungeon World fear danger and combat. The sight of spilled blood makes them tremble, and they would rather negotiate than fight back. But to you, war and violence are your friends. The anticipation of battle inflames you like nothing else can.

A fire burns within your heart. Something in your blood boils. Your muscles harden like iron, and a red haze comes over your vision. When swords are crossed, there's no rational thought left within you. Only fury. Only destruction.

The dungeon calls to you. Fierce foes will test you like a forged blade, tempered within the fires of your boundless rage. You will show no mercy, and expect none in return. You will throw yourself into the abyss and emerge on the other side triumphant, bathed in the blood of those who would stand against you... Or you will fall in a glorious battle, still clutching your weapon until you breathe your last.

The land will tremble at your passing.  
Valhalla awaits.

The Berserker's strength is his mighty rage and bloodlust, granting him superhuman physical prowess at the cost of his sanity for a little while. What will happen when he calls upon this terrible fury?

# THE PROFESSIONAL

So, you've made it back. You've returned from where few men dare to tread, bearing wounds, treasures, and stories. The people of this town are starting to look up to you. Some would even follow you. Well, maybe not back into the dungeon again, but to put all that gold you've won to good use. Build a new tavern, or a temple. You know, some place you can settle down. For a while, at least.

The Professional is a throwback to the days of old-school Dungeons & Dragons, when high-level characters became lord of keeps or guilds. It is based strongly off of the Landed Gentry compendium class, though the flavor has been changed to make the character a businessman rather than a lord, and the moves are optimized to maximize both player choices and plot hooks. Thieves' guilds, taverns, temples, and shops can all be created using this compendium class.

# NAME

# LOOK

*Dwarf:* Abhin, Daniki, Aras, Mavi, Kala, Qatji, Fehri, Baichi  
*Human:* Li, Kaze, Tara, Jade, Sakura, Konrad, Fei, Drake, Ji-dan, Chizu

Wise Eyes, Eager Eyes, or Deep Eyes  
 Shaved Head, Long Braid, or Headband  
 Monk's Robe, Martial Arts Uniform, or Loose Clothing  
 Toned Body, Tattooed Body, or Graceful Body

Assign these scores to your stats: 16 (+2), 15 (+1), 13 (+1), 12 (+0), 9 (+0), 8 (-1)

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
WEAK -1	SHAKY -1	SICK -1	STUNNED -1	CONFUSED -1	SCARRED -1
STR	DEX	CON	INT	WIS	CHA

DAMAGE

D8

ARMOR

HP

CURRENT

MAX

YOUR MAX HP IS 8+CONSTITUTION

## ALIGNMENT

Your alignment is **Lawful**. Your Alignment move is superseded by your Monk's Path requirement; you use that instead to mark XP at the end of the session.

## STARTING MOVES

### KI FOCUS

When you **take some time to meditate and focus your inner strength**, set your Ki to 3. Your maximum Ki is 3. You may spend 1 Ki to gain one of the following effects:

- Deal +1d4 damage forward, once per attack
- Roll with an incoming attack, taking +3 armor forward
- Break an inanimate object no larger than yourself with a powerful yet precise blow
- Use the ability granted by your Monk's Path

You cannot gain or use Ki if you are wearing any armor, including shields.

## RACE

### ☐ HUMAN

When you **observe an enemy's fighting style**, ask the GM how much damage they do.

### ☐ DWARF

You ignore the forceful tag on any attacks made against you.

### MARTIAL ARTIST

Your body itself is a weapon. Name your style of martial arts! Your unarmed strikes have a range of hand and the precise tag.

You can always make unarmed strikes against creatures with dangerous forms—such as fire elementals, iron golems, or creatures covered in spikes—without Defying Danger from these natural defenses.

## BONDS

Fill in the names of your companions in at least one:

Though \_\_\_\_\_'s ways are different than mine, I can still learn much from them.

\_\_\_\_\_ is troubled, and needs my help to find inner peace.

I have taught \_\_\_\_\_ a secret of my order.

My master would not approve of me traveling with \_\_\_\_\_.

### MONK'S PATH

You follow a strict path of discipline to focus your inner strength on your journey to enlightenment. Give your order a name, and choose a path from the list on the third page. Each path gives you an additional move, a way to mark XP, and a restriction. When you **violate your path's restriction**, lose 1 Ki and take -1 forward.

### WIRE FU

When you **perform an act of uncanny agility, balance, or coordination**, roll+DEX. \*On a 10+ choose one. \*On a 7-9 choose two.

- The action requires some of your focus, spend 1 Ki
- You expose yourself to danger or retribution, or you wind up somewhere you didn't intend to be
- Your action causes some unintended collateral damage or change to the environment
- You strain yourself, take -1 ongoing to all DEX moves until you take a few minutes to stretch and limber up



## GEAR

Your load is 6+STR. You start with dungeon rations (5 uses, 1 weight) and a mark or token of your monastic order, describe it! Choose two:

- ☐ Monk's staff (close, precise, two-handed, 1 weight)
- ☐ Bandages (3 uses, slow, 0 weight)
- ☐ Adventuring gear (5 uses, 1 weight)
- ☐ Antitoxin (0 weight)
- ☐ 3 shuriken (thrown, near, 0 weight)

## ADVANCED MOVES

When you gain a level from 2-5, choose from these moves.

### ☐ AWAKENING

When you **contemplate your surroundings to see the truth in things**, you may Spout Lore with WIS instead of INT.

### ☐ BE LIKE WATER

Add these to the list of deeds you can spend Ki to perform:

- Flow around a missile attack, preventing all of the damage
- Slip free from anything physically restraining you

### ☐ EMPTY HAND STYLE

When you **Hack and Slash with an unarmed strike**, on a 10+ you may also move your foe somewhere within your reach, knock them down, or pin them in place.

### ☐ ENLIGHTENMENT

When you meditate, the GM will give you a useful insight into a problem at hand. Take +1 forward when you act on this information.

### ☐ MONKEY MOVES

When you **try to get inside of a foe's reach, no matter their size**, take +1 to the attempt and +1 armor forward.

### ☐ ONE HUNDRED PATHS

You have learned much from studying other paths to enlightenment. When you gain this move, choose a second Monk's path. You may use that path's special ability by spending 1 Ki. Note that this does not give you that path's restriction or extra ability to mark XP.

### ☐ PRESSURE POINTS

Weapons you wield with the precise tag, including your unarmed strikes, gain +piercing equal to your WIS.

### ☐ SHINOBI

You are preternaturally silent, and will never make any noise unless you choose to. You never need to Defy Danger to act quietly.

### ☐ STONE GUARD

While you hold Ki, you have 2 armor.

### ☐ WIND WALKER

When you use Wire Fu, on a 10+ you do not need to choose from the list, and on a 7-9 you choose only one from the list.

When you gain a level from 6-10, choose from these moves or the level 2-5 moves.

### ☐ CHAKRA

When you **manipulate the flow of ki within your own body**, take a debility of your choice and gain 1 Ki, up to your maximum.

### ☐ DAIROKKAN

When **something hidden threatens you**, the GM will give you a warning in the form of a hunch about where the danger lurks, but not necessarily its nature.

### ☐ INNER PEACE

When you meditate, set your Ki to 4 instead of 3. Your maximum Ki is 4.

### ☐ FLOWING DEFENSE

When you **use flowing movements and quick reflexes to turn an attack back upon itself**, you may Defend with DEX instead of CON.

### ☐ KIRIN STRIKES

When you **meditate while holding a magical weapon**, you may drain the magic from the weapon. When you make an unarmed strike, you may imbue that attack with the effects of the drained weapon. You may only have one effect at a time, draining a new weapon replaces the one you had before.

### ☐ MOUNTAIN GUARD

*Replaces: Stone Guard*

You have 2 armor. While you hold Ki, you have 4 armor instead.

### ☐ NERVE STRIKE

*Requires: Pressure Points*

When you **Hack and Slash with a precise weapon (including an unarmed strike)**, on a 12+ you disrupt your foe's ki, disabling one of his limbs or senses in addition to dealing your damage.

### ☐ ONE THOUSAND PATHS

*Requires: One Hundred Paths*

When you gain this move, choose a third Monk's path. You may use that path's special ability by spending 1 Ki.

### ☐ PATH MASTERY

You have attained the rank of master among your order, and will be recognized as such. You may use the master move of your Monk's Path.

### ☐ RISING PHOENIX

You don't take your Last Breath so long as you hold Ki. If you take damage while at 0 HP, lose 1 Ki instead.

## □ PATH OF CHARITY

You must reject as many worldly possessions as possible. Your Load is reduced to 4+STR, and you begin play with only one piece of gear from the list. You may never own or use a piece of gear that costs more than five coins, and you may never possess more than ten coins worth of wealth or equipment.

When you **speak with simple wisdom as you Parley and spend 1 Ki**, you roll with WIS instead of CHA, and on a hit you get to ask their player one question, which they must answer truthfully. You still require leverage to Parley as usual.

At the end of the session, if you **donated a significant amount of wealth or valuables to a worthy charity**, mark XP.

## □ PATH OF PURITY

You must keep yourself fastidiously clean at all times. Whenever you or your clothing becomes dirty, you must cleanse yourself at the next available opportunity, no matter how inconvenient. Additionally, you may not touch or be touched by members of the opposite sex.

When you **chant sacred prayers aloud and spend 1 Ki**, you may Turn Undead as if you were a Cleric, and this ability also affects spirits. On a 10+, the spirit is driven away or forced out of a person it possesses.

At the end of the session, if you **ritually cleansed and purified a sacred place**, mark XP.

## □ PATH OF PEACE

You can never kill another living being. You may not attack an enemy unless you are attacked first, and even then you must only subdue them, not slay them. You cannot eat meat unless you have no other option.

When you **Hack and Slash with an unarmed strike**, on a hit you may spend 1 Ki to disable one of your foe's weapons or stun them for several moments instead of dealing damage.

At the end of the session, if you **calmed a fight without anyone dying**, mark XP.

## □ PATH OF TRUTH

You can never tell any lies. This includes bluffing, stating half-truths with the intent to deceive, exaggerating, telling white lies, and so on. This does not prevent you from remaining silent if you'd rather not say something.

When you **Defy Danger to act despite fear, an enchantment, or an illusion and spend 1 Ki**, you automatically succeed as if you had rolled a 10+.

At the end of the session, if you **helped someone come to terms with an unpleasant or difficult truth**, mark XP.

## □ PATH OF THE DRAGON

You can never refuse a challenge or retreat from battle. If someone challenges you to a fight, you must accept, even if your foes outnumber you or are clearly much stronger.

When you **shout with great force as you Hack and Slash with an unarmed strike and spend 1 Ki**, your attack has reach range, deals +1d6 damage, and gains the forceful tag. Remove the option "deal +1d6 damage forward, once per attack" from the Ki Focus list; this move replaces it.

At the end of the session, if you **defeated someone stronger than yourself without help**, mark XP.

## □ PATH OF MIRRORS

You can never use any magical objects, even healing potions, nor may you willingly permit yourself to be the subject of a magical spell or effect.

When you **Defy Danger from a magical effect**, on a hit you may spend 1 Ki to turn the magic back upon itself, describe how.

At the end of the session, if you **destroyed a magical object of some significance or gave it to a temple for safekeeping**, mark XP.

## □ PATH OF SHADOWS

You must keep your face covered at all times. You cannot meditate in the presence of any light brighter than a single candle. While you are standing in direct sunlight, you cannot spend Ki.

You can see clearly in even total darkness. When you **step into a patch of deep shadow and spend 1 Ki**, you can step out of another one that you can see. The whole of you must step through, with all that you carry.

At the end of the session, if you **killed a foe without being detected**, mark XP.

## MASTER PATH MOVES

When you take the move *Path Mastery*, you may use the following special move associated with your Monk's Path:

**Path of Charity:** When you **enter a friendly steading**, a local temple will provide you and your party with free food, shelter, and medical care for as long as you stay, within reason.

**Path of Purity:** When you use your sacred prayers to turn the undead or a spirit, on a hit you also deal your damage to the target, ignoring armor.

**Path of Peace:** No sentient being will ever attack you unless you do something to provoke them.

**Path of Truth:** When **someone in your presence tells a lie**, you will always detect it.

**Path of the Dragon:** Your unarmed strikes gain the fiery tag.

**Path of Mirrors:** While you **hold a magical object in your hands**, any powers that it has are suppressed for as long as you hold it.

**Path of Shadows:** When you **hide in shadows or darkness**, you cannot be detected by any means until you reveal yourself.



# MONK PATHS

NAME 

LOOK

*Elf:* Thrandir, Elrosine, Aranwe, Celion, Dambrath, Lanethe, Mariel, Xarai*Human:* Jonah, Halek, Brandon, Emory, Shrike, Nora, Diana, Eli, Wulf*Orc:* Kargek, Mordrog, Rashka, Gorthul, Throdok, Balchak, Harga

Wild Eyes, Sharp Eyes, or Animal Eyes

Hooded Head, Wild Hair, or Bald

Cape, Camouflage, or Traveling Clothes

Lithe Body, Wild Body, or Sharp Body

Assign these scores to your stats: 16 (+2), 15 (+1), 13 (+1), 12 (+0), 9 (+0), 8 (-1)

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
■ WEAK -1	■ SHAKY -1	■ SICK -1	■ STUNNED -1	■ CONFUSED -1	■ SCARRED -1
STR	DEX	CON	INT	WIS	CHA

DAMAGE

ARMOR

HP

CURRENT  
MAX

YOUR MAX HP IS  
8+CONSTITUTION

ALIGNMENT

☐ **CHAOTIC**

Free someone from literal or figurative bonds.

☐ **GOOD**

Endanger yourself to combat an unnatural threat.

☐ **NEUTRAL**

Help an animal or spirit of the wild.

STARTING MOVES

**HUNT AND TRACK**When you **follow a trail of clues left behind by passing creatures**, roll+WIS. \*On a 7+, you follow the creature's trail until there's a significant change in its direction or mode of travel. \*On a 10+, you also choose 1:

- Gain a useful bit of information about your quarry, the GM will tell you what
- Determine what caused the trail to end

**CALLED SHOT**When you **attack a defenseless or surprised enemy at range**, you can choose to deal your damage or name your target and roll+DEX.

- Head \*10+: As 7-9, plus your damage \*7-9: They do nothing but stand and drool for a few moments.
- Arms \*10+: As 7-9, plus your damage \*7-9: They drop anything they're holding.
- Legs \*10+: As 7-9, plus your damage \*7-9: They're hobbled and slow moving.

**TRAPPER**When you **set a trap**, spend one of your traps and describe how you set it, then choose two effects from the following list:

- The trap deals your damage to the target.
- The target is ensnared, and cannot escape until it breaks the trap. Strong monsters can break out of the trap more quickly.
- The trap sets off a loud alarm. No matter where you are, you'll hear it or be able to sense when it goes off.
- The target's leg is crippled; its ability to run is impaired until the injury is healed.

When **a monster stumbles upon your trap**, roll+WIS. \*On a 10+, you get both effects. \*On a 7-9, you get one, your choice.

RACE

☐ **ELF**

When you undertake a perilous journey through wilderness whatever job you take you succeed as if you rolled a 10+.

☐ **HUMAN**

When you make camp in a dungeon or city, you don't need to consume a ration.

☐ **ORC**

Your traps always deal 1d4 damage as an additional effect.

BONDS

Fill in the names of your companions in at least one:

I have guided \_\_\_\_\_ before and they owe me for it.

\_\_\_\_\_ is a friend of nature, so I will be their friend as well.

\_\_\_\_\_ has no respect for nature, so I have no respect for them.

\_\_\_\_\_ does not understand life in the wild, so I will teach them.



THE HUNTER

LEVEL XP

## GEAR

Your load is 11+STR. You start with dungeon rations (5 uses, 1 weight), leather armor (1 armor, 1 weight), Hunter's bow (near, far, 1 weight), bundle of arrows (3 ammo, 1 weight) and 3 traps (1 weight each). Choose three:

- ☐ Short sword (close, 1 weight)
- ☐ Spear (reach, 1 weight)
- ☐ Adventuring gear (5 uses, 1 weight)
- ☐ Bandages (3 uses, 0 weight)
- ☐ Antitoxin (0 weight)
- ☐ Bundle of arrows (3 ammo, 1 weight)

*Traps cost 3 coins and have 1 weight*

## ADVANCED MOVES

**You may take this move only if it is your first advancement.**

### ☐ HALF-BLOOD

Somewhere in your lineage lies mixed blood and it begins to show its presence. You gain the human starting move if you are an elf or an orc. If you are human, you gain the elf or orc starting move.

**When you gain a level from 2-5, choose from these moves.**

### ☐ BLOT OUT THE SUN

When you Volley, you may spend extra ammo before rolling. For each point of ammo spent you may choose an extra target. Roll once and apply damage to all targets.

### ☐ CAMOUFLAGE

When you **keep still in natural surroundings**, enemies never spot you until you make a movement.

### ☐ FAMILIAR PREY

When you **Spout Lore about a monster**, you roll with WIS instead of INT.

### ☐ FOLLOW ME

When you **Undertake a Perilous Journey** you can take two roles. You make a separate roll for each.

### ☐ IMPROVED TRAPS

When you set a trap, add the following to the list of trap effects:

- The trap also affects anyone close to the target.
- The trap moves the target a short distance.

### ☐ MAN VS. WILD

When you **Make Camp in the wilderness or in a dungeon**, you can scavenge materials to make one trap for free.

### ☐ A SAFE PLACE

When you **set the watch for the night**, everyone takes +1 to Take Watch.

### ☐ TACTICAL EYE

When you Discern Realities, add these options to the list of questions:

- What is my best escape route?
- Where is my best cover?
- Which of my allies is the most vulnerable?

### ☐ TRICK SHOT

When you **make an improbable bow shot with an unusual effect**, describe what you want to happen and roll +DEX. On a 10+, the GM tells you one thing you have to do to pull off the shot. On a 7-9, up to three things.

- Spend some time lining up the shot
- Get into a vulnerable position
- Spend 1 ammo
- Sacrifice or endanger something important

**When you gain a level from 6-10, choose from these moves or the level 2-5 moves.**

### ☐ ADAPTATION

When you **observe a place or monster**, the GM will tell you a move associated with them. When **that move is used against you for the first time**, roll+WIS. \*On a hit, you avoid, resist, or otherwise negate the move. \*On a 10+, you turn the move back on itself.

### ☐ BLACK ARROW

When you **know your target's weakest point**, your arrows ignore armor.

### ☐ BULL'S-EYE

When you Volley, on a 12+ you also damage your target's arms, legs, or head as if you had made a Called Shot.

### ☐ HUNTER'S MARK

When you **draw an enemy's blood**, you may declare that enemy to be your quarry. Your attacks and traps deal +1d4 damage against the quarry, and when you Track your quarry you cannot get a 6-, treat that as a 7-9. You may have only one quarry at a time.

### ☐ HUNTER'S PREY

*Replaces: Familiar Prey*

When you **Spout Lore about a monster**, you roll with WIS instead of INT, and on a 12+, in addition to the normal effects, you may ask the GM any one question about the subject.

### ☐ NATURAL CUNNING

Get one move from the druid or thief class. Treat your level as one lower for choosing the move.

### ☐ OBSERVANT

When you Hunt and Track, on a success you may also ask one question about the creature you are tracking from the Discern Realities list for free.

### ☐ STRIDER

*Replaces: Follow Me*

When you **Undertake a Perilous Journey** you can take two roles. Roll twice and use the better result for both roles.

### ☐ TERRAIN ADVANTAGE

Choose a land from the druid's Born of the Soil list, adding "the Great City" to the list. While you are in your chosen land you take +1 ongoing to Hunt and Track and Trapper.

### ☐ TRAP MASTERY

*Requires: Improved Traps*

When you set a trap, choose three options instead of two. When the trap is sprung, on a 10+ you get all three options, on a 7-9 you choose two, and on a 6- you still choose one.



NAME 

LOOK

Names: Ambrose, Anton, Angelique, Donovan, Kurt, Ruby, Trevor, Virgil, Lucius, Ophelia, Selena, Virgil, Vanessa, Crane, Deidre, Sonja, Valentine

Deep Eyes, Piercing Eyes, Yellowed Eyes  
Slick Hair, Silvery Hair, Scarred Scalp  
Out-of-style Finery, Torn Clothing, Stolen Clothing  
Gaunt Body, Corpulent Body, Commanding Posture

Assign these scores to your stats: 16 (+2), 15 (+1), 13 (+1), 12 (+0), 9 (+0), 8 (-1)

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
<input type="checkbox"/> WEAK -1	<input type="checkbox"/> SHAKY -1	<input type="checkbox"/> SICK -1	<input type="checkbox"/> STUNNED -1	<input type="checkbox"/> CONFUSED -1	<input type="checkbox"/> SCARRED -1
STR	DEX	CON	INT	WIS	CHA

DAMAGE

ARMOR

HP

CURRENT  
MAX

YOUR MAX HP IS  
8+CONSTITUTION

## ALIGNMENT

☐ **LAWFUL**

Coexist with mortals without harming them or their community.

☐ **CHAOTIC**

Spread fear through a community.

☐ **EVIL**

Feed on the innocent and helpless for your own pleasure.

## BACKGROUND

Choose your race. Then choose how you became a vampire.

☐ **ANCIENT VAMPIRE**You've been undead for quite some time. When you **Spout Lore about times long past**, take +1.☐ **ACCURSED VAMPIRE**

You've become a vampire by a curse. Choose a tell for your curse, this counts as another weakness for determining the maximum Blood you can hold:

- ☐ Animals become noticeably agitated by your presence
- ☐ Food and drink sour at any table you are seated at
- ☐ Those standing next to you feel an unexplainable chill
- ☐ Plants wither and die when you walk by

☐ **RECENTLY TURNED**

Your appearance can never become monstrosly inhuman. Additionally, you may call upon the elder vampire who sired you for assistance, and he'll help you... for a price.

## BONDS

Fill in the names of your companions in at least one:

\_\_\_\_\_ knew my sire, they speak for him in his stead.

I have tasted \_\_\_\_\_'s blood, and I want more!

\_\_\_\_\_ knows how I am vulnerable, and is not afraid to use it against me.

## STARTING MOVES

**NOSFERATU**

You are a vampire! You do not age, nor do you need to breathe. You start with the following two weaknesses:

- Instantly slain by a wooden stake to the heart
- Repulsed by and vulnerable to fire and sunlight

You may also choose up to three additional weaknesses:

- ☐ Mirrors repel you; you do not cast a reflection
- ☐ Repulsed by and vulnerable to garlic
- ☐ Repulsed by and vulnerable to silver
- ☐ Repulsed by and vulnerable to holy symbols and places
- ☐ Cannot cross running water, and destroyed by drowning
- ☐ May only feed upon people of your own race

When you are **reduced to 0 hit points**, unless you were utterly annihilated or killed by a weakness you turn into mist and return to your last safe resting place and gain 1 Hunger.**APEX PREDATOR**When you **feast on the blood of a living person**, hold 2 Blood if you leave them alive or if they are already weakened, or hold 3 Blood if you kill a healthy person. The maximum Blood you can hold is equal to the number of weaknesses you have.When you **hunt for a victim in a steading**, roll+DEX if you use stealth or aggression, or roll+CHA if you use guile or charm. \*On a 10+, you find someone you can feed from undisturbed. \*On a 7-9, you still find a victim, but choose one:

- You only hold 1 Blood
- Someone catches you in the act
- You leave behind incriminating evidence

**THE BLOOD IS LIFE!**

When you make camp, spend 1 Blood or gain 1 Hunger. You do not recover HP when you make camp or rest; you must spend Blood.

You can spend 1 Blood to:

- Make your next melee attack messy, forceful, or deal +1d4 damage
- Heal yourself for 2d4 HP
- Resist a weakness for a short time
- Reduce your Hunger by 1

The GM can spend 1 Hunger to:

- Make you attack the nearest or weakest creature
- Make you drain someone's blood completely when you are feeding
- Make your appearance monstrosly inhuman for a while
- Run in terror from a weakness



THE VAMPIRE

LEVEL XP

## GEAR

Your load is 7+STR. Choose your armament:

- ☐ Wicked sharp knife (hand, 1 weight)
- ☐ Ornate rapier (close, precise, 1 weight)
- ☐ Long scythe (reach, two-handed, 2 weight)

Choose two:

- ☐ An old family heirloom worth 10 coins
- ☐ Bag of books (5 uses, 2 weight)
- ☐ A written promise of a favor owed to you by another vampire
- ☐ Archaic armor (1 armor, 1 weight)

## ADVANCED MOVES

When you gain a level from 2-5, choose from these moves.

### ☐ ASPECT OF THE BAT

Your senses are very sharp. You can sense the approximate location of invisible creatures and navigate even in complete darkness.

### ☐ BEAST-BLOOD

You may spend 1 Blood to take the shape of a wolf or a bat, just as if you had used the druid's Shapeshifter move. You always get 3 hold, no roll is needed.

### ☐ BLOOD BOND

When you **feed some of your blood to a willing NPC and spend 1 Blood**, they become your thrall. You may treat them as a hireling, with Loyalty equal to your CHA, one skill equal to your INT, and Cost: their master's blood.

### ☐ BLOOD FRENZY

While you hold zero Blood, you take +1 ongoing to Hack and Slash and deal +1d4 damage.

### ☐ CHILDREN OF THE NIGHT

When you **make eye contact with a predatory animal**, you can speak with and understand them, and you can spend 1 Blood to give them a simple telepathic command, which they will obey to the best of their ability.

### ☐ CLOAK OF NIGHT

When you **vanish into the shadows or fog**, enemies never spot you until you draw attention to yourself or leave your cover.

### ☐ FANG AND CLAW

You may grow and retract claws from your fingers at will (hand, +1 damage, messy).

### ☐ LORD OF THE DEAD

You may spend 1 Blood to cast the cleric spell Animate Dead, no roll is needed. Your created zombie has one additional trait from the list, and you also ignore the ongoing effect from the Animate Dead spell.

### ☐ MESMERIZE

When you **gaze deeply into a person's eyes**, spend 1 Blood and roll+CHA. \*On a 10+, choose 2. \*On a 7-9, choose 1:

- They treat you as a friend until you prove otherwise
- They run in terror
- They give you something they hold
- They truthfully answer one question

### ☐ VAMPIRIC RESILIENCE

While you are **not in the presence of any of your weaknesses**, gain +2 armor.

When you gain a level from 6-10, choose from these moves or the level 2-5 moves.

### ☐ BLOOD POWER

The maximum Blood you may hold is increased by one.

### ☐ BLOODY KILLER

*Requires: Fang and Claw*

When you **Hack and Slash with your claws**, on a 12+ you gain 1 Blood.

### ☐ DIABLERIE

Gain the *Ritual* move from the wizard playbook. Any ritual you perform will have the cost "Spend some Blood" in addition to whatever the GM says.

### ☐ DREAM-SPEAKER

You may visit the dreams of anyone whose blood you have tasted and communicate with them over any distance this way. If they are your thrall, you can compel them to obey you.

### ☐ ENTRANCE

*Requires: Mesmerize*

When you use Mesmerize, you get one additional choice, even on a 6-. Add the following choices to the list:

- You plant a false memory in their minds; they will remember it as if it really happened
- They forget that you were ever there

### ☐ FOR THE DEAD TRAVEL FAST

When you **use the shadows to travel to your destination or escape pursuit**, roll+DEX. \*On a 10+, choose 2. \*On a 7-9, choose 1:

- You get there unseen or lose your pursuers
- You get there much quicker than it would normally take
- You leave nothing that could be traced back to you or your friends

### ☐ MACHIAVELLI

When **someone is plotting against you**, you'll know it, though you can't necessarily tell how. At the end of a session, if during this session you dismantled the machinations of a powerful rival, mark XP.

### ☐ MIST FORM

*Requires: Beast-Blood*

You may use the Beast-Blood move to transform into a cloud of mist.

### ☐ OBFUSCATE

*Requires: Cloak of Night*

You may spend 1 Blood to deepen the local shadows or summon a small bank of fog, perfect for vanishing into.

### ☐ SOUL REAVER

When you **drain a person's blood and kill them**, hold 1 additional Blood, and that person can never be resurrected, nor can their spirit be contacted.

NAME 

LOOK

*Halfling:* Felix, Rook, Mouse, Sketch, Trixie, Robin, Omar, Brynn, Bug, Puck  
*Human:* Sparrow, Shank, Jack, Marlow, Dodge, Rat, Pox, Humble, Farley, Reynard

Shifty Eyes, Twinkling Eyes, or Sharp Eyes  
 Hooded Head, Messy Hair, or Stylish Hat  
 Gaudy Clothes, Fancy Clothes, or Plain Clothes  
 Lithe Body, Knobby Body, or Quick Body

Assign these scores to your stats: 16 (+2), 15 (+1), 13 (+1), 12 (+0), 9 (+0), 8 (-1)

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
<input type="checkbox"/> WEAK -1	<input type="checkbox"/> SHAKY -1	<input type="checkbox"/> SICK -1	<input type="checkbox"/> STUNNED -1	<input type="checkbox"/> CONFUSED -1	<input type="checkbox"/> SCARRED -1
STR	DEX	CON	INT	WIS	CHA

DAMAGE		ARMOR		HP		YOUR MAX HP IS 6+CONSTITUTION
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ALIGNMENT

☐ GOOD

Use trickery to help people when the law cannot.

☐ CHAOTIC

Expose corruption or hypocrisy with your tricks.

☐ EVIL

Con people out of their valuables.

STARTING MOVES

**SILVERTONGUE**

When you **use lies, bluster, or deception to avoid suspicion or get out of trouble**, roll+CHA. \*On a hit, your lies are believed, for now. \*On a 10+, also choose one:

- You direct their attention or suspicion to somewhere else
- Your deception will go unchallenged until they see or hear some proof
- You cover your friends as well

**SOCIAL ENGINEERING**

When you **spend some time scouting a local community for easy marks and opportunities**, roll+CHA. \*On a 10+, hold 3. \*On a 7-9, hold 2. \*On a 6-, hold 1, and the GM holds 1. You may spend this hold to call in a favor; you can ask someone to do a simple, non-dangerous task for you, and they'll do it. The GM may spend his hold at any time to introduce a person hostile to you, suspicious of you, or whom you owe big time.

You cannot extract favors from anyone who is outwardly hostile to you or suspicious of you. Other players are always suspicious of you, since they know you're the Trickster.

**SMOKE BOMB**

When you **have time and safety to prepare a few tricks**, you can manufacture up to three smoke bombs. Each has 1 weight, and is dangerous for anyone except you to use. When you **throw a smoke bomb at a hard surface**, roll+DEX. \*On a hit, a cloud of smoke bursts forth, briefly blinding and causing a coughing fit in anyone caught in the cloud, except you. \*On a 7-9, choose 1:

- Someone you didn't intend also gets caught in the smoke
- The smoke will only last a few moments
- A person of the GM's choice is unaffected

RACE

☐ HUMAN

When you **spend some time trading gossip in a community**, roll+CHA. \*On a hit, you learn of an interesting opportunity nearby. \*On a 10+, you can also start a rumor of your own; it will spread like wildfire.

☐ HALFLING

When you **perform a sleight of hand upon an unwary or distracted mark**, you succeed and no one's the wiser. If you're subject to scrutiny, roll+DEX. \*On a 10+, you succeed and no one's the wiser. \*On a 7-9, you succeed *or* no one's the wiser, your choice.

BONDS

Fill in the names of your companions in at least one:

\_\_\_\_\_ has my back when things go wrong.

\_\_\_\_\_ knows a secret about me that could be embarrassing if it was let loose.

\_\_\_\_\_ has helped me run a con before.

I know a secret about \_\_\_\_\_, but he doesn't know that I know.



THE TRICKSTER

LEVEL XP

## GEAR

Your load is 9+STR. You start with dungeon rations (5 uses, 1 weight) and three smoke bombs (1 weight each). Choose your weapons:

- ☐ Short sword (close, 1 weight) and 3 throwing knives (thrown, near, 0 weight)
- ☐ Rapier (close, precise, 1 weight)
- ☐ Ragged Bow (near, 2 weight), a bundle of arrows (3 ammo, 1 weight), and a dagger (hand, 1 weight).

Choose two:

- ☐ Adventuring gear (5 uses, 1 weight)
- ☐ Leather armor (1 armor, 1 weight)
- ☐ 12 counterfeit coins
- ☐ Halfling pipeleaf (6 uses, 0 weight)

## ADVANCED MOVES

When you gain a level from 2-5, choose from these moves.

### ☐ CONCEALMENT

Your smoke bombs never affect you; you can always see clearly within the smoke and your actions are unimpaired within it.

### ☐ CONFIDENCE TRICK

When you **make small talk with someone**, you can spend a hold from Social Engineering to ask them a question; they'll answer it truthfully in the form of a slip of the tongue or their body language giving it away, but they'll be aware that they gave up that information.

### ☐ DEEP POCKETS

Any items that you carry that could fit in the palm of your hand (including your smoke bombs) are so well concealed on you that they will never be found unless you are completely stripped and searched.

### ☐ DISTRACTING SHOT

When you Volley, on a 10+ you may draw your target's attention elsewhere instead of dealing damage.

### ☐ ESCAPE ARTIST

When you **try to slip free of anything physically restraining you**, roll+DEX. \*On a hit, you're free. \*On a 10+, choose one:

- You take a parting shot at your captor, deal your damage
- You make it easier for someone else nearby to escape
- You take a little souvenir with you, the GM will tell you what

### ☐ LAMENTABLE BELABORMENT

When you **sow mistrust and discord among your foes**, roll+CHA. \*On a 10+, they're confused and will take some time to argue and sort things out. \*On a 7-9, they're still confused, but not for very long.

### ☐ LEGERDEMAIN

Gain a spellbook containing all wizard cantrips. You may learn, memorize, and cast cantrips, illusions, and enchantments as if you were a wizard of your level-1, using CHA instead of INT to cast the spell.

### ☐ NEW TRICKS

If you are human, gain the halfling starting move. If you are a halfling, gain the human starting move.

### ☐ SMOKESCREEN

When you **Hack and Slash someone caught in your smoke bomb**, on a hit, choose one:

- You steal something from them. Now it's yours!
- You deal +1d6 damage
- Reduce their armor by 1 until they repair it

### ☐ SNEAKY

Gain a move from the thief playbook.

When you gain a level from 6-10, choose from these moves or the level 2-5 moves.

### ☐ CHEAT DEATH

When you **take your Last Breath**, Death will always offer you a bargain, even on a 6-. If you don't keep your end of it, you'll still live, but Death will claim your soul the next time you are reduced to 0 HP.

### ☐ FLASHBANG

When you create a smoke bomb, you may instead create an incendiary smoke bomb, which also deals your damage to one person caught in the effect on a hit, and may start fires when thrown.

### ☐ GRIFTER

*Requires: Confidence Trick*

When you use Confidence Trick, your mark will not realize they gave away their information.

### ☐ HONEYED WORDS

When you use Social Engineering you get +1 hold, even on a miss.

### ☐ INSTIGATOR

*Requires: Lamentable Belaborment*

When you use Lamentable Belaborment, on a 10+ the argument also gets a little violent; one of the affected targets deals their damage to another. You choose both parties.

### ☐ PANTS ON FIRE

When a move has another player (including the GM) ask you a question about your character, you can answer however you like (honestly or not).

### ☐ SMOKE AND MIRRORS

*Requires: Smokescreen*

When you **Hack and Slash someone caught in your smoke bomb**, on a 10+ choose two options from Smokescreen instead of one, and add the following options to Smokescreen list:

- You draw their full attention to you
- You direct their attack into someone/thing else

### ☐ TRUST ME

When you use Silvertongue, on a 10+, choose two options from the list, and on a 7-9, choose one option.

### ☐ VANISHING TRICK

When you **throw one of your smoke bombs at your feet**, you may instantly move from where you are to somewhere else in sight or in reach. The smoke cover will make it seem like you just disappeared; you won't be spotted unless you're out in the open or draw attention to yourself.

### ☐ VERY SNEAKY

Gain a move from the thief playbook.



NAME 

LOOK

*Dwarf:* Andalen, Larelel, Morak, Halgmar, Garm, Beyla, Rakham, Yara*Human:* Semil, Falken, Tanika, Dungarth, Brey, Arando, Celad, Halmir*Orc:* Erishnar, Corug, Mirak, Garuk, Prinai, Ranak, Zuakka, Sulha

Wise Eyes, Distant Eyes, or Colorless Eyes

Long Braids, Furry Hood, or Antlered Hood

Rugged Leathers, Animal Hides, or Elaborate Body Designs

Assign these scores to your stats: 16 (+2), 15 (+1), 13 (+1), 12 (+0), 9 (+0), 8 (-1)

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
<input type="checkbox"/> WEAK -1	<input type="checkbox"/> SHAKY -1	<input type="checkbox"/> SICK -1	<input type="checkbox"/> STUNNED -1	<input type="checkbox"/> CONFUSED -1	<input type="checkbox"/> SCARRED -1
STR	DEX	CON	INT	WIS	CHA

DAMAGE

ARMOR

HP

CURRENT  
MAX

YOUR MAX HP IS  
6+CONSTITUTION

## ALIGNMENT

☐ GOOD

Help people to live in harmony.

☐ NEUTRAL

Resolve a disturbance in the balance.

☐ CHAOTIC

Reclaim a place or important object for the natural world.

## STARTING MOVES

## TRANCE

When you **spend some time opening your mind to the mysteries of the Otherworld**, you lose any spells already prepared and prepare new spells of your choice whose total levels don't exceed your own level+1, and none of which is a higher level than your own level. You may choose from any spell on the Shaman spell list. You also prepare all of your rites, which never count against your limit.

## CAST A SPELL

When you **call forth a spell you've prepared**, roll+WIS. \*On a 10+, the spell is successfully cast and you do not forget the spell—you may cast it again later. \*On a 7-9, the spell is cast, but choose one:

- You draw unwelcome attention or put yourself in a spot. The gamemaster will tell you how.
- The spell disturbs the Mists as it is cast—take -1 ongoing to cast a spell until the next time you Trance.
- After it is cast, the spell is forgotten. You cannot cast the spell again until you Trance again.

Note that maintaining spells with ongoing effects will sometimes cause a penalty to your roll to cast a spell.

## SECOND SIGHT

You are sensitive to the spirit world. When you **are in the presence of an influential or important spirit**, the GM will let you know. When you **open your senses to the Mists to interact with a spirit**, roll+CHA. \*On a 10+, ask the GM three questions from the list below. \*On a 7-9, ask one:

- Where exactly are any spirits residing?
- What is the nature of the spirits present?
- How is the spirit influencing the material world?
- What could I offer this spirit that it wants or needs?

Regardless of the roll, you may communicate with any spirit you open your senses to, and Parley if you have leverage as usual. Some spirits may be unwilling to talk, or not have much to say.

## WIDDERSHINS

When you **bind a spirit with rituals or incantations**, roll+CHA. \*On a hit, you banish the spirit from this place, force it from its host, or put a restriction on it. \*On a 7-9, the spirit will retaliate against you in exchange. You can dispel your bindings whenever you wish, but the spirit will then be free to do as it pleases.

## RACE

☐ DWARF

When you **are dealing with spirits of earth, stone, or mountains**, take +1 to Second Sight and Widdershins.

☐ HUMAN

Choose a wizard spell. You may prepare and cast that spell as if it were a shaman spell.

☐ ORC

Aspect of the Wolf is a rite for you.

## BONDS

Fill in the names of your companions in at least one:

The spirits have spoken to me of \_\_\_\_\_; they have a strange destiny that I will play a part of.

\_\_\_\_\_ does not believe in the spirit world, but I will make them listen.

\_\_\_\_\_ is out of balance, and a danger to themselves and others. I will help them.

I have sworn a covenant with \_\_\_\_\_, the spirits have witnessed it.



THE SHAMAN

LEVEL XP

## GEAR

Your load is 7+STR. You start with dungeon rations (5 uses, 1 weight) and a trinket that helps you commune with the spirit world. Describe it!

Choose your armament:

- ☐ Staff (close, two-handed, 1 weight)
- ☐ Spear (close, thrown, near, 1 weight)
- ☐ Worn bow (near, 2 weight), bundle of arrows (3 ammo, 1 weight), and dagger (hand, 1 weight)

Choose your defenses:

- ☐ Hide armor (1 armor, 1 weight)
- ☐ Poultices and herbs (2 uses, 1 weight)

Choose one:

- ☐ Adventuring gear (5 uses, 1 weight)
- ☐ Halfling pipeleaf (6 uses, 0 weight)
- ☐ Antitoxin (0 weight)

## ADVANCED MOVES

When you gain a level from 2-5, choose from these moves.

### ☐ COVENANT

When you use Widdershins, on a 10+, choose one:

- The spirit can never return to this world after you banish it
- The spirit will honor any agreement you make with it.

### ☐ THE CYCLE AND THE PATH

When you cast a spell you ignore the first -1 penalty from ongoing spells.

### ☐ THE OLD WAYS

When you cast a spell, on a 10+ you have the option of choosing an option from the 7-9 list. If you do, you may choose one of these as well:

- The spell's effects are doubled
- The spell's targets are doubled

### ☐ ONE WITH NATURE

Gain a non-multiclass move from either the druid or ranger class list. Treat your level as one lower for choosing the move.

### ☐ PARTING THE VEIL

When someone **takes their Last Breath in your presence**, they take +1 to the roll.

### ☐ SHAMAN'S INTUITION

When you Discern Realities or use Second Sight, hit or miss, you may also ask, "What here is out of balance?" for free.

### ☐ SPIRITUAL HEALER

When you **heal someone else**, add your level to the amount healed.

### ☐ STORMSTRIKE

When you **imbue your weapon with primal power**, forget a spell (not a rote) you have memorized and choose one of the following. Your weapon gains that effect as long as you wield it, until you use this ability again or until you Trance.

- Your weapon gains the fiery tag and deals +1d4 damage
- Your weapon mystically shields you, granting +2 armor
- Your weapon gains the forceful tag
- You attack with this weapon with WIS instead of the usual stat

### ☐ TOUCH THE EMPYREAN

Choose a spell. You are granted that spell as if it was one level lower.

### ☐ WELL OF WISDOM

When you **listen to the whispers of the spirits**, you may Spout Lore with WIS instead of INT.

When you gain a level from 6-10, choose from these moves or the level 2-5 moves.

### ☐ ABJURE

When you **attack a spirit, ghost, or extra-planar entity**, you deal +1d6 damage, and if it is reduced to zero HP, it is henceforth barred from appearing on the material plane in any form. It can still be encountered in spiritual visions and on other planes, just not your world.

### ☐ GROUNDING

When you **resist an enchantment cast upon you**, treat a 6- as a 7-9 result.

### ☐ THE MASK AND MIRROR

*Replaces: The Cycle and the Path*

When you cast a spell you ignore up to two -1 penalties from ongoing spells.

### ☐ MOONDANCE

While **your bare skin is bathed in moonlight**, the effects of your spells are maximized.

### ☐ NATURALIST

Gain a non-multiclass move from either the druid or ranger class list. Treat your level as one lower for choosing the move.

### ☐ SECRETS OF THE OTHERWORLD

*Replaces: The Old Ways*

When you cast a spell, on a 10-11 you have the option of choosing an option from the 7-9 list. If you do, you may choose one of these effects as well. On a 12+ you get to choose one of these effects for free:

- The spell's effects are doubled
- The spell's targets are doubled

### ☐ SHAMAN'S INSIGHT

When you use Second Sight, choose one more option, even on a 6-, and on a 12+, you may ask the spirit one question, and it will answer truthfully.

### ☐ SPIRIT CALLING

When you **perform a ritual to summon a spirit**, name a spirit you wish to summon, either by name or a type of spirit. It will be brought before you, and you may immediately make the Widdershins move against it before it can act.

### ☐ STORM, EARTH, AND FIRE

*Requires: Stormstrike*

When you use Stormstrike, choose two options instead of one.

### ☐ TOUCH THE FIRMAMENT

*Requires: Touch the Empyrean*

Choose a spell in addition to the one you picked for Touch the Empyrean. You are granted that spell as if it was one level lower.

# ROTES

Every time you trance, you gain access to all of your rotes without having to select them or count them toward your allotment of spells.

## □ GUIDANCE

ROTE

A symbol of the elements appears before you and gestures towards the direction or course of action the spirits would have you take then disappears. The message is through gesture only; your communication through this spell is severely limited.

## □ SPIRIT SERVANT

ROTE

You summon a minor invisible spirit that can do nothing but carry items. It has Load 3 and carries anything you hand to it. It cannot pick up items on its own and can only carry those you give to it. Items carried by a spirit servant appear to float in the air a few paces behind you. A spirit servant that takes damage or leaves your presence is immediately dispelled, dropping any items it carried.

# FIRST LEVEL SPELLS

## □ ASPECT OF THE WOLF

LEVEL 1

ONGOING

A person you touch is imbued with a small amount of wild energy. Choose one of the following effects to grant while this spell is ongoing:

- They can see perfectly in total darkness
- Their sense of smell and hearing is greatly enhanced
- They become more fierce, dealing +1 damage ongoing

While this spell is ongoing you take -1 ongoing to cast a spell.

## □ DREAMSIGHT

LEVEL 1

Cast this spell over a sleeping person, and you can see what they are dreaming about, as well as the nature of any influences upon their mind.

## □ FLAMES OF WRATH

LEVEL 1

ONGOING

While this spell is ongoing, you may conjure a small orb of flame in your hands whenever you like (thrown, near, 1 piercing), and you take -1 to cast a spell.

## □ SACRED CIRCLE

LEVEL 1

As you cast this spell, you walk the perimeter of an area. As long as you stay within that area you are alerted whenever someone acts with malice within the circle (including entering with harmful intent). Anyone who receives healing within the circle heals +1d6 HP. The spell ends when you leave the area.

## □ HEALING TOUCH

LEVEL 1

Your touch halts bleeding and eases pain. Heal an ally you touch of 1d6 damage.

## □ RISING MISTS

LEVEL 1

ONGOING

Name a location you can see. It is completely blanketed in thick fog that prevents anyone from seeing further than a foot in front of them. While this spell is ongoing, the fog will not dissipate and cannot be blown away by wind, and you take -1 to cast a spell.

# THIRD LEVEL SPELLS

## □ FORESEE

LEVEL 3

Cast this spell as you gaze into a pool of water, and you will receive a portent from the spirit world. The GM will reveal an impending danger that threatens the land. You will also learn something useful about how you can interfere with the danger's dark outcomes.

## □ ENTANGLE

LEVEL 3

ONGOING

Roots and vines constrict painfully around the lower body of one target you can see, preventing them from moving their legs. While this spell is ongoing you take -1 ongoing to cast a spell.

## □ GLAMOUR

LEVEL 3

ONGOING

You create an illusion that changes one part of something or someone you can see: its appearance, sound, or smell. While this spell is ongoing you take -1 to cast a spell.

## □ ELEMENTAL BLESSING

LEVEL 3

ONGOING

A person you touch receives a blessing of the elements. Choose one:

- Fire will not burn them or their possessions
- They may walk upon water as if it were solid ground
- They may breathe safely in any environment, even underwater or in toxic fumes
- Their skin hardens like stone, giving them +1 armor

While this spell is ongoing you take -1 ongoing to cast a spell.

## □ SILENCE AND STILLNESS

LEVEL 3

The winds of magic grow still in your presence. Choose a spell or magical effect in your presence, it ceases to function as long as you remain nearby.

## □ WHISPERING WIND

LEVEL 3

You summon a spirit of the winds to carry a short message to a person of your choice. The spirit will also carry back a short reply.



# SHAMAN SPELLS

## FIFTH LEVEL SPELLS

### □ PURIFY

LEVEL 5

Your touch removes a poison or disease from a person or object.

### □ SUMMON ELEMENTAL

LEVEL 5

ONGOING

You conjure an elemental servitor to assist you. Treat it as your character, but with access to only the basic moves. It has +1 modifier for all stats, 1 HP, and does 1d8 damage. The elemental also gets your choice of 1d4 of these traits:

- It has +2 instead of +1 to one stat
- It's not reckless
- It's bond to your plane is strong: +1 HP for each level you have
- It has some useful secondary ability

The elemental remains on this plane until it dies or you dismiss it. While this spell is ongoing you take -1 to cast a spell.

### □ CHAIN LIGHTNING

LEVEL 5

A bolt of lightning springs from your fingertips, striking your target and everyone nearby for 2d6 damage, ignoring armor.

### □ LIFE TOUCH

LEVEL 5

Life energy fills the person you touch, healing them of 3d6 damage.

### □ SIGHT BEYOND SIGHT

LEVEL 5

Name a person, place, or thing you want to learn about. You will receive a vision of the subject, as clear as if you were there.

### □ SPIRITS OF THE WILD

LEVEL 5

ONGOING

You call upon the power of an animal spirit to aid you. Name the animal. While this spell is ongoing, you gain the use of one of that animal's abilities and take -1 to cast a spell.

## SEVENTH LEVEL SPELLS

### □ CONTROL WEATHER

LEVEL 7

Wish for rain—or sun, wind, or snow. Within a day or so, your wish will be granted. The weather will change according to your will and last a handful of days.

### □ MASTERFUL GLAMOUR

LEVEL 7

ONGOING

You create a complex illusion that affects all senses. The illusion can move if you are around to direct it, or you may program it to move under certain conditions, and it may exist independently of other objects. While this spell is ongoing you take -1 to cast a spell.

### □ WILD HUNT

LEVEL 7

Name a person or creature you wish to hunt. Spiritual wolves will seek them out, no matter where they hide. While this spell is ongoing, when you lift your head and howl to the sky, the wolves will howl back, telling you which direction your target lies. Additionally, when you deal damage to the target, you deal an additional +1d6 damage as the wolves join in the attack. The spell lasts until you dismiss it, your target is killed, or until you cast it again.

### □ TRUE SEEING

LEVEL 7

ONGOING

Your vision is opened to the true nature of everything you lay your eyes on. You pierce illusions and see things that have been hidden. The GM will describe the area before you ignoring any illusions and falsehoods, magical or otherwise. While this spell is ongoing you take -1 to cast a spell.

### □ REBIRTH

LEVEL 7

The Mists breath new life into a person you touch. They are restored to full health, any poisons or diseases are cured, debilities are healed, and even lost limbs are regrown.

### □ SPIRIT LODGE

LEVEL 7

You cast a ward upon a specific location that prevents creatures of a certain type from entering that area. The location must have clearly-defined boundaries, though you can pace out a circle or other space and mark it with chalk, sand, etc. Name what kind of creature is barred from entry when you place the ward.

## NINTH LEVEL SPELLS

### □ CATAclysm

LEVEL 9

The Mists bring the unnatural weather of your choice to pass. Rain of blood or acid, meteor storms, wind that can carry away buildings, or any other weather you can imagine: ask and it shall come.

### □ RECLAMATION

LEVEL 9

The earth reclaims a person that you touch, turning them to stone.

### □ COMMUNE WITH NATURE

LEVEL 9

You attune yourself to a location and the earth answers you. Spirits of this location will answer any three questions you pose to them. Anything the land can know, it will tell you.

### □ EARTHQUAKE

LEVEL 9

ONGOING

A location you can see begins to shake violently. The earth heaves and shudders, tearing itself asunder for miles around. While this spell is ongoing, you take -1 to cast a spell.

### □ MAELSTROM

LEVEL 9

A powerful whirlwind gathers you and your allies up, whisking you away to a destination of your choice.

### □ RENEWAL

LEVEL 9

A burst of cleansing energy fills the area, removing any corrupting influences on either the land or a person of your choice. Curses, blights, and debilities are all ended by this spell.

# SHAMAN SPELLS

NAME 


LOOK

Names: Emma, Tristan, Erik, Dean, Shelley, Grant, Horatio, Cecil, Catherine, Edmund, Leonardo, Annette, Connor


Hollow Eyes, Penetrating Eyes, Sharp Eyes  
Wavy Hair, Ash-White Hair, Closed Visor  
Pale Body, Taut Body, Scarred Body  
Horned Helmet, Spiked Armor, Great Cloak

Assign these scores to your stats: 16 (+2), 15 (+1), 13 (+1), 12 (+0), 9 (+0), 8 (-1)


STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
<input type="checkbox"/> WEAK -1	<input type="checkbox"/> SHAKY -1	<input type="checkbox"/> SICK -1	<input type="checkbox"/> STUNNED -1	<input type="checkbox"/> CONFUSED -1	<input type="checkbox"/> SCARRED -1
STR	DEX	CON	INT	WIS	CHA



DAMAGE



ARMOR



HP

YOUR MAX HP IS 10+CONSTITUTION

ALIGNMENT

☐ NEUTRAL

Increase your reputation while working to fulfill Death's task to you.

☐ EVIL

Make a bloodbath of your foes.

BACKGROUND

Choose any race. Then choose what's so important to you that you would take up the dark blade for it.

☐ LOVE

Add the following Bond: \_\_\_\_\_ reminds me of my true love; I'll protect them.

☐ DUTY

Add the following option to Road to Perdition:

- Cast Visions Through Time, as the wizard spell; Death will show you where you're needed most.

☐ HONOR

Choose a hated type of enemy, such as goblins, traitors, or nobles. When you **strike a deathblow with your dark blade against your chosen enemy**, heal 1 HP.

BONDS

Fill in the names of your companions in at least one:

\_\_\_\_\_ is the voice of my conscience; they keep me from going too far, though I may resent them for it sometimes.

\_\_\_\_\_ gives me hope for a better tomorrow.

I have seen Death's mark upon \_\_\_\_\_; something terrible is in store!

STARTING MOVES

## DARK BLADE

Death has given you a bladed weapon of terrible power, describe it! Your weapon will always have a shadowy aura around it; anyone who sees it will know that it's a weapon of darkness. Your weapon has 2 weight, close range, and the messy tag. Choose one more feature for your weapon:

- ☐ Sharp. +1 piercing.
- ☐ Heavy. Add forceful and +1 weight.
- ☐ Ancient. Take +1 to Spout Lore about spirits or the lands beyond the Black Gate
- ☐ Mystical. Glows in the presence of one type of creature, your choice.
- ☐ Long. Add reach and two-handed.

Choose what Death has tasked you with in exchange for this weapon. When you **fulfill**

**Death's task**, hold 3 Torment. Your maximum Torment is 3.

- ☐ Extinguish some of the world's light or beauty
- ☐ Help the dead or dying pass on
- ☐ Remove stagnation so rebirth can occur
- ☐ Punish those who defy Death's order

## ARMORED

You ignore the clumsy tag on armor you wear.

## ROAD TO PERDITION

When you **draw upon the unholy power in your dark blade**, choose one of the following effects:

- Don the visage of death, terrifying a target you can see as if you cast the Cause Fear spell for as long as you focus your attention on them
- Plunge your blade into a corpse, its spirit will answer any three questions you pose to it to the best of the knowledge it had in life and the knowledge it gained in death
- Summon supernatural darkness into an area you can see, until you use this move again or dismiss it

...then roll+CHA. \*On a hit, you achieve your desired effect. \*On a 7-9, either spend 1 Torment or lose HP equal to the higher of the two dice rolled, ignoring armor.



THE DARK KNIGHT

LEVEL   
XP



## GEAR

Your Load is 10+STR. You start with your dark-bladed weapon (2 weight), dungeon rations (5 uses, 1 weight), and a memento of someone important to you, describe it!

Choose your defenses:

- ☐ Chainmail (1 armor, 1 weight) and adventuring gear (5 uses, 1 weight)
- ☐ Black scale armor (2 armor, clumsy, 3 weight)

Choose one:

- ☐ Shield (+1 armor, 2 weight)
- ☐ Antitoxin (0 weight) and bandages (3 uses, slow, 0 weight)
- ☐ 10 coins

## ADVANCED MOVES

When you gain a level from 2-5, choose from these moves.

### ☐ CONVICTION

When you **lose HP from using Road to Perdition**, you lose HP equal to the lower of the two dice rolled instead.

### ☐ DEAD EYES

When you **fix someone with your cold, hard stare**, roll+CHA. \*On a 10+, get both effects. \*On a 7-9, choose one.

- They flinch or hesitate
- You learn something about their true nature, the GM will tell you what

### ☐ DOOM BLADE

Choose an additional feature for your dark blade.

### ☐ FLASH OF STEEL

Gain a non-multiclass move from the fighter playbook.

### ☐ HELL'S GATE

When you **deal damage with your dark blade**, you may spend 1 Torment. If you do, deal +1d4 damage.

### ☐ INTERROGATOR

When you **have a private chat with an NPC**, roll+CHA. \*On a 10+, ask them two questions, which they will answer truthfully. \*On a 7-9, ask one question. Regardless of the result, the NPC will not want anything to do with you ever again.

### ☐ RAVEN'S FEAST

Add the following effect to Road to Perdition:

- Fire a pulse of dark energy from the blade, dealing 1d6 damage to a target within near range.

### ☐ REBUKE UNDEAD

When your **voice resonates with the land of the dead**, roll+CHA. \*On a 10+ any mindless undead near you are cowed into submission for a while, and you may command them to do your bidding. \*On a 7-9 the undead will not approach you, but neither will they obey you.

### ☐ UNSTOPPABLE

You can never become weakened or sickened, and you ignore the forceful tag on any attacks made against you.

### ☐ VITAL TRANSFER

When you **touch someone and channel stolen life energy into them**, you can spend 1 Torment to heal them of 1d6 damage, as many times as you like, as long as you have Torment to spend. You can use this ability on yourself if you wish.

When you gain a level from 6-10, choose from these moves or the level 2-5 moves.

### ☐ BLACK MAGIC

Add the following effect to Road to Perdition:

- Cast Animate Dead, Trap Soul, or Contagion, as per the cleric spells. While any of these spells are ongoing you cannot use Road to Perdition

### ☐ CLASH OF STEEL

Gain a non-multiclass move from the fighter playbook.

### ☐ COMMAND UNDEAD

*Requires: Rebuke Undead*

You may use Rebuke Undead against intelligent undead. They cannot be commanded, but a successful roll convinces them to help you for a while.

\*On a 7-9, there's a price, the GM will tell you what.

### ☐ DEATH'S DEPUTY

When you **fulfill Death's task**, hold 4 Torment instead of 3. Your maximum Torment is 4.

### ☐ HELL'S DOMINION

*Replaces: Hell's Gate*

When you **deal damage with your dark blade**, you may spend 1 Torment. If you do, deal +1d8 damage.

### ☐ LAST RESORT

While **your HP is equal to or less than your CHA or 1**, whichever is higher, take +1 ongoing to all moves except Last Breath.

### ☐ NO REST FOR THE ANGRY DEAD

When you **take your Last Breath**, you may spend Torment after rolling. For each Torment spent, add 1 to the roll, up to a maximum final result of 7.

### ☐ SANGUINE BLADE

When you **Hack and Slash with your dark blade**, on a 12+ in addition to dealing your damage you also heal 1d6 HP.

### ☐ VITAL INFUSION

*Requires: Vital Transfer*

When you use Vital Transfer, you heal 2d6 damage per Torment spent instead.

### ☐ YOUR WORST NIGHTMARE

*Requires: Unstoppable*

Choose a target of your obsession, either a person or an object. You always know which direction your target is relative to you, and when you deal damage to your target, deal an additional +1d4 damage. If your target is killed or destroyed, you may choose a new target the next time you Make Camp.

NAME 

LOOK

*Dwarf:* Rogi, Varrak, Dain, Balgan, Torhad, Fragh, Luda, Jaril, Gima*Human:* Bjorn, Calder, Astrid, Hertha, Leif, Sigrid, Torben, Markul, Ulf, Ragnar*Orc:* Lorik, Kashnak, Fragar, Tragg, Rukor, Hragdush, Perchi, Kibuna, Gresha, Datinai

Wild Eyes, Beady Eyes, or Cruel Eyes


Shaved Head, Twin Braids, or Messy Hair

Crude Hides, Rugged Leathers, or Half-Naked


Bushy Beard, Elaborate Tattoos, or Ritual Scars

Assign these scores to your stats: 16 (+2), 15 (+1), 13 (+1), 12 (+0), 9 (+0), 8 (-1)


STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
<input type="checkbox"/> WEAK -1	<input type="checkbox"/> SHAKY -1	<input type="checkbox"/> SICK -1	<input type="checkbox"/> STUNNED -1	<input type="checkbox"/> CONFUSED -1	<input type="checkbox"/> SCARRED -1
STR	DEX	CON	INT	WIS	CHA



DAMAGE



ARMOR



HP

YOUR MAX HP IS 12+CONSTITUTION

ALIGNMENT

☐ NEUTRAL

Uphold your personal code of honor, regardless of the danger to yourself.

☐ CHAOTIC

Cause trouble with your short temper.

☐ EVIL

Make a brutal example of someone to terrify others.

STARTING MOVES

**BERSERKER RAGE**When you **work yourself into a violent, howling frenzy**, roll+CON. \*On a hit, hold 3 rage. \*On a 7-9, choose a drawback as well. \*On a 6-, hold 2 rage and the GM chooses a drawback. You may spend 1 rage to:

- Add the forceful, messy, or stun tag to an attack
- Perform a feat of near superhuman strength
- Halve the effects from a mundane physical attack
- Terrify someone you can see, as if you had cast the Cause Fear spell with yourself as the subject
- Ignore the effects of all of your debilities for a short time

If a drawback was chosen, it affects you the next time your rage is reduced to zero:

- You gain a debility, chosen by the GM
- You cannot use this move again until you rest for a while
- You injure an ally or break something dear to you while raging, chosen by the GM, but you won't notice until the rage ends.

Your maximum rage is 3. While you hold rage, when you make a move that does not use STR or CON, or you take an action requiring subtlety, finesse, thinking or discussion, lose 1 rage. You cannot use this move while wearing armor.

**BLOODLUST**When you **slay a foe**, if you used Berserker Rage at any point during this fight, gain +1 rage.**TERRIFYING REPUTATION**When you **enter a steading**, rumors about your fury may precede you (your call). If so, tell the GM what people heard. They'll act accordingly, maybe by barring their doors, asking for your help, or testing your strength.You never make the Outstanding Warrants move; the local guards and magistrates are too intimidated to try anything unless things are *really* getting out of hand.

RACE

☐ DWARFChoose a specific type of foe, such as demons, goblin-kin, dragon-kin, or undead. When you **use Berserker Rage in a fight against your chosen foe**, take +1.☐ HUMANWhen you **Parley with someone who has witnessed you raging**, you may roll with STR instead of CHA.☐ ORC

Your teeth and claws are dangerous enough to be used as weapons (hand, messy).

BONDS

Fill in the names of your companions in at least one:

\_\_\_\_\_ is surprisingly tough for their kind, they have earned my respect.

I will push \_\_\_\_\_ to be harder, or I will break them.

\_\_\_\_\_ is always making me angry, they'd better watch themselves, or else!

I have shared songs of glorious battles with \_\_\_\_\_.



THE BERSERKER

LEVEL XP

## GEAR

Your Load is 10+STR. You start with dungeon rations (5 uses, 1 weight).

Choose your weapon:

- ☐ Sharp long sword (+1 damage, close, 2 weight)
- ☐ Hefty warhammer (forceful, close, 3 weight)
- ☐ Massive battle axe (reach, +1 damage, two-handed, 2 weight)

Choose your defenses:

- ☐ Steel-rimmed shield (+1 armor, 2 weight)
- ☐ Healing potion (0 weight)

Choose two:

- ☐ Adventuring gear (5 uses, 1 weight)
- ☐ A valuable trinket or heirloom worth 10 coins
- ☐ 3 throwing axes (thrown, near, 1 weight)
- ☐ Poultices and herbs (2 uses, 1 weight)
- ☐ Keg of dwarven stout (4 weight)

## ADVANCED MOVES

When you gain a level from 2-5, choose from these moves.

### ☐ BATTLE-SCARRED

When you Make Camp, you may describe a scar you gained in your last fight. If you do, heal an extra 1d6 HP.

### ☐ BLOOD, DEATH, AND VENGEANCE!

When you **see an ally fall in battle**, take +1 ongoing against the foe that took them down, until you slay that foe or find a new target for your revenge.

### ☐ COLLATERAL DAMAGE

When you **Hack and Slash while you hold rage**, on a hit, deal damage equal to your STR to another target within your reach. You must deal this damage if it is at all possible to do so, even if the only other target nearby is an ally.

### ☐ DESTRUCTIVE RAGE

When you **Hack and Slash while you hold rage**, on a hit you may spend 1 rage to also break their weapon or reduce their armor by 1.

### ☐ RUNECASTER

When you **cast the carved bones to divine the future**, roll+WIS. \*On a hit, the GM will reveal the details of a grim portent to you--a dire event that will come to pass without your intervention. \*On a 10+, the GM will also tell you something useful about how you can interfere with the grim portent's dark outcomes. \*On a 6-, you see something unfortunate in your future.

### ☐ SAVAGE WARRIOR

Gain a non-multiclass move from the barbarian or druid playbooks.

### ☐ SONGS OF GLORY

Gain the *Bardic Lore* move and take the "Legends of Heroes Past" area of expertise.

### ☐ TEMPERED SPIRIT

When you use Berserker Rage, on a 7-9 you can choose to hold 2 rage instead of 3. If you do, you don't choose a drawback.

### ☐ WAR PAINT

When you **ritualistically mark your bare skin with terrifying designs**, gain 2 armor as long as you wear these markings.

### ☐ WOLF'S FEROCITY

When you spend rage, deal +1d4 damage forward.

When you gain a level from 6-10, choose from these moves or the level 2-5 moves.

### ☐ ANGER MANAGEMENT

Your maximum rage is now 4. When you use Berserker Rage, on a 12+ you hold 4 rage.

### ☐ BEAR'S FEROCITY

*Replaces: Wolf's Ferocity*

When you spend rage, deal +1d8 damage forward.

### ☐ EINHERJAR

When you Carouse, add your CON to the roll, and on a 12+ you may choose as many options as you like.

### ☐ GUARDIAN TOTEM

You may spend 1 rage to make a spell targeting you have no effect.

### ☐ HERALD OF WAR

When you **blow a mighty note on your brazen horn and spend 1 rage**, roll+CON. \*On a 10+, choose two. \*On a 7-9, choose one. \*On a 6-, choose one anyway, but your action will have some unintended side effects.

- Your allies shake off any fear and deal +1d4 damage forward
- An important enemy is distracted, shaken, or loses focus
- Your enemies are stricken with fear, and may rout if pressed hard
- The earth trembles, damaging a nearby structure
- A celestial servant of war will assist you for a while

### ☐ INVINCIBLE RAGE

While you hold rage, you stay fighting even at zero HP, and you do not take your Last Breath until you lose all of your rage. When you take damage while you are at zero HP, lose 1 rage.

### ☐ LUCID RAGE

You don't lose rage when you Discern Realities or Defy Danger with WIS.

### ☐ PRIMAL WARRIOR

Gain a non-multiclass move from the barbarian or druid playbooks.

### ☐ UNBOWED, UNBENT, UNBROKEN

*Replaces: Battle-Scarred*

When you Make Camp, you may describe a scar you gained in your last fight. If you do, heal an extra 1d6 HP or a debility.

### ☐ VANDAL

When you Discern Realities, on a hit, you may also ask, "Who or what here is most vulnerable to me?" for free, in addition to your other questions.

# THE PROFESSIONAL

When you **rise to a position of prominence within your community and acquire a commercial property**, the next time you level up you may choose to gain this move:

## ☐ OPEN FOR BUSINESS

You now have a base of operations, such as a guildhall, temple or a shop. Describe it! Add your new establishment to one of the steadings on the map. Your home will include a reasonably safe place for you to stay and store your stuff. Choose two tags for your home:

- ☐ **Safehouse:** Your base is either well hidden or well protected. No one will bother you when you're hiding out in there.
- ☐ **Labor Pool:** You have a reliable source of specialized help available for hire. When you **Recruit from your organization**, you cannot get a 6-, treat that as a 7–9.
- ☐ **Resources:** You have access to equipment relevant to your profession. When you **purchase something through your organization**, take +1 to the Supply roll, and the cost is reduced by 20%.
- ☐ **Rumormill:** Lots of interesting information passes through your establishment. When you **listen to the problems of the people**, the GM will tell you of at least one opportunity within your home stading or the areas surrounding it.
- ☐ **Prestige:** Your organization is well known and therefore you are too. Add the tag Guild or Personage (you) to your stading.
- ☐ **Clout:** Members of your society enjoy some kind of social privilege that other commoners do not have. Describe it, and why you have it.
- ☐ **Skilled:** Your organization has people with exceptional skills, such as blacksmithing or alchemy. Add the Craft tag to your stading, and access to these artisans is readily available to you.
- ☐ **Library:** You have access to a large stockpile of information. While **you have access to your Library**, take +1 ongoing to Spout Lore.
- ☐ **Profitable:** Your organization is very profitable. When you **spend a week tending to your business and putting your estates in order**, you gain 1D6 x your level in coins. If you spend a month, gain 3D6 x your level in coins instead.

The GM will also give your home one complication:

- ☐ **Need:** Your base needs a steady supply of a certain resource. Fulfilling that need is your responsibility.
- ☐ **Duty:** You have sworn an oath of fealty or support to someone else. Expect them to make demands of you.
- ☐ **Enemy:** Someone influential holds a grudge against you, or people of your profession.
- ☐ **Hated:** Your profession is unpopular among other people. Best keep it a secret, or suffer the consequences.
- ☐ **Danger:** Your base suffers a recurring threat. Perhaps it is a popular target for monsters, or fights break out frequently there. You'll have to deal with these troubles, or your base will suffer.

Note that any tags on your base, including the Clout tag, cannot fully relieve the burden of your complication.

If you have the move Open for Business, these count as class moves for you; you can choose from them when you level up:

## ☐ ENTREPRENEUR

Your organization is growing! Add another tag to your base. You may take this move multiple times. Each time you do, add a new tag to your base.

## ☐ GUILDMASTER

*Requires: Entrepreneur*

You are now a leader among your organization. Your lodgings become much nicer. Add either the Prestige tag or the Profitable tag to your home.

Additionally, when you **spread your influence into another town**, choose a nearby stading and delete a tag from your current base of operations. You now have a satellite location in the chosen stading, which gains the deleted tag. The GM will also add a complication to the new base.

## ☐ UNION

*Requires: Guildmaster*

When you take this move, add one tag of your choice to every base you control.

# THE HUNTER

The dungeon is a dangerous place for the unwary. Deadly beasts lurk in every cave and behind every tree. To others, they are threats to their homes and lives. But to you, these monsters are your prey.

What does it mean to hunt something that hunts you? To pit yourself against monsters armed with only your wits and your bow? You know how they think, how they move. Set your traps, string your bow, and take aim. When they come for you, you'll be ready for them.

When you have **successfully hunted and slain a legendary beast**, the next time you level up you may choose to gain this move:

## ☐ TRAPPER

When you **set a trap**, spend one of your traps and describe how you set it, then choose two effects from the following list:

- The trap deals your damage to the target.
- The target is ensnared, and cannot escape until it breaks the trap. Strong monsters can break out of the trap more quickly.
- The trap sets off a loud alarm. No matter where you are, you'll hear it or be able to sense when it goes off.
- The target's leg is crippled; its ability to run is impaired until the injury is healed.

When a **monster stumbles upon your trap**, roll+WIS. \*On a 10+, you get both effects. \*On a 7-9, you get one, your choice.

If you are the Ranger, you may take this move at level 1 instead of Animal Companion. If you do, you cannot take the moves Man's Best Friend, Well-Trained, Special Trick, or Unnatural Ally. You also begin play with 3 traps (1 weight each).

If you have the move Trapper, these count as class moves for you; you can choose from them when you level up:

## ☐ IMPROVED TRAPS

When you set a trap, add the following to the list of trap effects:

- The trap also affects anyone close to the target.
- The trap moves the target a short distance.

## ☐ TRAP MASTERY

*Requires: Improved Traps*

When you set a trap, choose three options instead of two. When the trap is sprung, on a 10+ you get all three options, on a 7-9 you choose two, and on a 6- you still choose one.

## ☐ CAMOUFLAGED POSITION

When you **strike with a ranged weapon from hiding**, your first shot never gives away your position.

## ☐ BLACK ARROW

When you **know your target's weakest point**, your arrows ignore armor.

## ☐ HUNTER'S MARK

When you **draw an enemy's blood, or they draw yours**, you can track them anywhere. No matter where they go you can always find them, without rolling.

## ☐ TACTICAL EYE

When you Discern Realities, add these options to the list of questions:

- What is my best escape route?
- Where is my best cover?
- Which of my allies is the most vulnerable?



# DUNGEON WORLD

## WAR AND WONDERS PACK

*Seven new base classes for Dungeon World*  
*the Beast,*  
*the Warlord,*  
*the Mask Master,*  
*the Gunslinger,*  
*the Warlock,*  
*the Fool,*  
*and the Villager*  
*and new rules for investigation, exploration, and mental stress*

For use with the role-playing game Dungeon World, by Sage LaTorra and Adam Koebel



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# THE BEAST

The wastelands and far places of Dungeon World teem with dangerous beasts. You should know, you're one of them.

Humans and their kind think that theirs is the only civilization that matters, staying in their haughty castles. They grow soft, afraid of the unknown and what is unlike their own little world. They fear you for what you represent; your sharp fangs or your predator's eyes, the markings of one whose lineage is that of a monster.

For untold generations, your people have thrived far beyond human civilization, where the weak die and the strong survive. Your instincts and claws are as sharp as any blade, and serve you better than any armor.

Whether a wandering nomad or a would-be warrior, you've left your home in search of more beyond your ancestral lands. Among other such adventurers, you've found a sort of acceptance, a new pack among these "civilized" folk. When you return, you will be a legend among your kind, bearing gold, wisdom, and the taken fangs of your foes.

A different take on the barbarian, the Beast is a character that is either inhuman or half-human, their blood mixed with that of a monster race, such as arakkoa, minotaur, or half-ogre. Your heritage is the source of your prowess, in the form of moves taken from your monstrous ancestors.

# THE WARLORD

How many battles have you seen? Ten? A hundred? You've probably lost count.

Most people think that war is chaotic or uncontrollable. But you know better. You can feel the ebb and flow of the battlefield in your fingertips. You can see in someone's eyes when they will stand firm, and when they will rout. When you smell blood and steel in the air, your voice booms like thunder to stir the spirit.

In times of war, you can be counted on to keep a cool head. You've survived battles that anyone else would have written off as a lost cause. Your tactical advice and commanding presence has turned the tide of a war. No armchair general are you; you lead from the front and by example. War comes as naturally to you as breath.

If war is Hell, then you're the devil himself.

The Warlord is a skilled fighter, proficient in combat tactics and strategy. They are leaders both on and off the battlefield, rallying their followers to great acts of valor.

# THE MASK MASTER

Have you ever wished you were someone else? What if you could change who you were?

A mask is a most useful tool in your hands. When you put on a mask, you take on a whole new persona. The mask makes you strong. It gives you confidence, it gives you power. Why, with the right mask, you could be anything... except yourself, of course.

Maybe you've forgotten who you used to be, or you're hiding something terrible under that mask. Whatever it is, you're not willing to settle for a life of mundanity. Maybe you need something to believe in, maybe you want more of the fame and glamour. Perhaps out in the world, you'll find out the truth about yourself.

A master of theatricality, mystique and imitation, the Mask Master conceals their identity behind their magical masks. The Mask Master has the ability to duplicate the abilities of their allies, or switch up their own powers as needed by the masks they wear.

# THE GUNSLINGER

There are legends of long-lost weapons of incredible power and danger. Some say they summon the thunder of the gods to strike down even the most heavily armored of knights. Perhaps only a few master craftsman in the world can make them, or the technology has been forgotten, and the few remaining weapons in existence are well-hidden. Either way, you have chosen to make one of these awesome weapons your own. How will you change the world with your gun? How will your gun change you?

To carry a gun is not only a symbol of power, but one of responsibility as well. To be a gunslinger requires not only a steady mind, but a steady heart. Anyone can learn how to shoot a gun. In your hands, your gun is more than a weapon. It's a way of life. To master yourself is to master your gun.

The Gunslinger is a fighter whose weapon of choice is a firearm. A powerful weapon in its own right, but one capable of even more when wielded with conviction and certainty. The Gunslinger keeps to a code of honor to steady their aim and perform amazing feats with their gun.

# THE WARLOCK

Forgotten lore abounds in Dungeon World. Cults of ancient gods or powerful beings from beyond reality lurk everywhere, until they are put down by the forces of law. The altars to these old ones are forgotten, but they are far from powerless.

A wealth of power awaits someone bold or foolhardy enough to let one of these beings into their souls. You are the conduit for one of them. No years of study or prostration before a mortal priest for you. You've taken things into your own hands. You are the eyes, voice, and hands of a being of godlike power, and in return for your service, they have let a bit of that power into your hands.

The old ones promise much for your service, but demand much in return. It's okay though. You're still in control of the deal.

... For now.

Like the cleric, the warlock enjoys a relationship with a being of divine or near-divine power. Unlike the cleric, the relationship between warlock and patron is much more intimate, so much so that patron may reach out into the world through the warlock. Demon princes, arch-fey, and elder beings from beyond reality are all potential patrons for the warlock.

# THE FOOL

This all started as one big joke to you. "Go off and explore the world," they said. "It'll be fun," they said. You left your perfectly good life behind you to take your chances out here, and now you're hip deep in terrible danger.

But that doesn't get you down. You can still be a hero. You've got big dreams, and the good fortune and courage to pursue them. Maybe not the skills, but hey, can't have everything, right? You've got your friends to watch your back. They keep you out of the worst of the trouble, and you help them keep their perspective on things. With a smile on your face and a song in your heart, things will turn out okay, eventually.

Hey, what does this thing do?

The Fool is one who succeeds through luck, often times in spite of themselves. They have great aspirations, but fate or happenstance loves to throw them surprises. Whether accidental hero, unwilling hero, or just comic relief, you can never count the Fool out. They always seem to find a way to beat the odds.

# THE VILLAGER

Hero? Oh no, no. You're not a hero. You're just a normal person. Thank the gods.

Adventures are terrible, dangerous things. People who go on adventures come back maimed or wrong in the head, and that's if they come back at all. Staying in the village is much better. You've got a relatively safe, if unexciting life here.

You've lived in the village all your life, or at least most of it. You've got roots here; family, friends, a steady job. You know, responsibilities. There's turnips to be planted, a fence to be mended, a little sister to look after, meals to be cooked...

... Okay, maybe you could use a little excitement.

The Villager is a nascent or potential hero, suitable for a prequel game or a "level zero" adventure. A party of Villagers may mature into a full-fledged adventuring group. While weak to start with, the Villager is designed to be easy to learn and quick to pick up and play. Since the playbook grows with you, it makes a good introduction to Dungeon World.

The playbook is based upon a previous edition of the Villager for Dungeon World by Jason Morningstar.

We've included some new moves intended to promote player authorship while simultaneously removing the need for GM prep. Based on John Wick's idea of a "Dirty Dungeon", they reward the players for introducing dangers while giving the GM license to twist things around, and they can create some interesting complications. We have also included rules for events or monsters that may control or manipulate the minds of your characters.

Few toys are as ingenious or as rewarding as the ones that let us create new things, and role-playing games like *Dungeon World* exemplify these traits for me. I am deeply grateful to my colleagues in the DW G+ group for their advice, critiques, and support over the last year.

Special thanks go to Johnstone Metzger and his excellent book *Class Warfare*, without which these new playbooks would never be possible, and Jeremy Strandberg for his help in formulating many of these new moves.



NAME 

LOOK


Names: Kornelius, Akah, Natokh, Jagara, Willa, Nayda, Hurrick, Char, Sauro, Addicus, Mongo, Ta-She, Zaxx

Golden Eyes, Slit Pupils, or Bulging Eyes  
Short Fur, Leathery Hide, or Tanned Skin  
Crude Leathers, Tattered Robes, or Elaborate Body Designs  
Hunched Body, Willowy Body, or Lean Body

Assign these scores to your stats: 16 (+2), 15 (+1), 13 (+1), 12 (+0), 9 (+0), 8 (-1)


STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
■ WEAK -1	■ SHAKY -1	■ SICK -1	■ STUNNED -1	■ CONFUSED -1	■ SCARRED -1
STR	DEX	CON	INT	WIS	CHA

DAMAGE




D8

ARMOR



HP



CURRENT  
MAX

YOUR MAX HP IS  
10 + CONSTITUTION

## ALIGNMENT

☐ GOOD

Endanger yourself to combat an unnatural threat.

☐ NEUTRAL

Teach someone the ways of your people.

☐ CHAOTIC

Eschew a convention of the civilized world.

## BACKGROUND

☐ WARRIOR

Your damage die is a d10, and choose one of the following tags to add to your natural weapons from Fight Like a Beast: messy, forceful, or precise.

☐ HUNTER

Add either "Track by scent" or "Move silently" to your list of heritage moves. This does not count towards your maximum number of heritage moves.

☐ COUNSELOR

You may be a Beast, but you're not uncivilized. When you Parley, you roll with WIS instead of CHA.

☐ NOMAD

You've travelled the wide world over. When you **arrive in a steading**, ask the GM about any important traditions, rituals, and so on, they'll tell you what you need to know.

## BONDS

Fill in the names of your companions in at least one:

\_\_\_\_\_ thinks I am a monster; I'll prove them wrong.

\_\_\_\_\_ wouldn't last a day in the wild without me; I'll teach them how to survive.

I owe \_\_\_\_\_ a debt of blood that I have yet to repay.

## STARTING MOVES

**BEAST-BLOODED**

Your heritage includes the blood of a beast or a monster. Describe your species, appearance, and cultural heritage, choosing anything or any combination of things that sounds interesting to you. Choose up to three heritage moves to start with, based on the monster moves that best match your heritage. Then choose a method of how you honor your heritage:

- ☐ Acquiring lost knowledge and technology
- ☐ Proving your might or superiority
- ☐ Guarding or purifying the natural world
- ☐ Enforcing your people's code of honor
- ☐ Obeying your elders
- ☐ Venerating your ancestors or ancestral deity

When you **gain a new appreciation for your heritage**, add a new heritage move or change an existing one, up to a maximum of three.

**BLOOD AND TRADITION**

At the **beginning of a session, or when you honor your heritage**, roll+CON. \*On a 10+, hold 4. \*On a 7-9, hold 3. \*On a 6-, hold 2, in addition to whatever the GM says. Spend a hold to make a heritage move; no other roll is necessary, you just make that move.

**FIGHT LIKE A BEAST**

Your horns, fangs, claws, or talons are lethal weapons with a range of hand.

**KING OF THE JUNGLE**

You can speak with and understand animals, and even closely study them and Parley with them as if they were people. When you **exert your will over a wild animal**, roll+WIS. \*On a 10+, the animal will perform one simple task for you before departing, to the best of its ability. \*On a 7-9, the animal will either run away or attack you, your choice.

## HERITAGE MOVES

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THE BEAST

LEVEL XP

## GEAR

Your load is 8+STR. You start with dungeon rations (5 uses, 1 weight) and an item that symbolizes your heritage, describe it! Choose your armament:

- ☐ Spear (reach, thrown, near, 1 weight) and hunting knife (hand, 1 weight)
- ☐ Makeshift club (close, 2 weight) and adventuring gear (5 uses, 1 weight)

Choose one:

- ☐ Antitoxin
- ☐ Poultices and herbs (2 uses, 1 weight)
- ☐ Hide armor (1 armor, 1 weight)

## ADVANCED MOVES

When you gain a level from 2-5, choose from these moves.

### ☐ EYE OF THE TIGER

When you **mark an animal** (with mud, dirt, or blood), you can see through that animal's eyes as if they were your own, no matter what distance separates you. Only one animal at a time may be marked in this way.

### ☐ FAIR FORM

With a bit of a disguise, such as a hooded cloak, you are able to hide your heritage and pass as a member of another race, as long as you don't use your heritage moves or draw attention to yourself.

### ☐ FORAGER

When you **Make Camp in the wilderness**, you and one other person don't need to consume a ration.

### ☐ NIGHT-EYES

You can see clearly in the faintest of light; even starlight is enough for you.

### ☐ PACK LEADER

Choose a second way you can honor your heritage.

### ☐ PATHFINDER

You know places in the wilderness where secret paths lie unseen. When you **travel by a hidden path through the wilderness**, roll+WIS. \*On a hit, it leads you where you want. \*On a 7-9, choose a difficulty:

- Others find the way who did not know it before
- The journey takes much longer than it seemed to
- The way is long and hard; each person who takes it must mark the debility weak
- You encounter some danger upon the road

### ☐ PREDATORY INSTINCT

When you use a heritage move, take +1d4 damage forward or +2 armor forward.

### ☐ SAVAGE BEAST

Gain a non-multiclass move from the barbarian or ranger playbooks.

### ☐ SHARP SENSES

When you **Discern Realities about a location**, add these questions to the list:

- How could I be accepted by the people here?
- How could I best attract attention here?
- What here is a source of evil?
- Where could I best hide around here?

### ☐ TARZAN

When you **use a heritage move to evade harm or avoid an obstacle**, you may also bring someone else along with you safely.

When you gain a level from 6-10, choose from these moves or the level 2-5 moves.

### ☐ AKELA

When you use King of the Jungle, on a 12+ the animal will either tag along with you and assist you for a while, in its own way, or you may command it to perform a very dangerous task for you.

### ☐ ANCIENT HERITAGE

You may now have up to five heritage moves.

### ☐ AWAKENED BLOOD

Choose another type of creature that has contributed to your heritage. When you change your heritage moves, you may take moves from this new heritage, if you wish. When you take this move, you may change one of your existing heritage moves to a move from your new heritage.

### ☐ BLOODY ROAR

While you **are afflicted by fear, mind control, or enchanting magic**, you may ignore the effect as long as you attack the closest enemy in sight. If you have no enemies in sight, the GM chooses who you attack.

### ☐ DIRE BEAST

Gain a non-multiclass move from the barbarian or ranger playbooks.

### ☐ I AM THE TIGER

*Requires: Eye of the Tiger*

When you **touch and animal and push your thoughts into its mind**, roll+WIS. \*On a hit, you can read the animal's mind and memories, reliving its past and seeing what it has seen. \*On a 7-9, you have trouble separating these memories from your own, and you exhibit some aspects of the animal's behavior for a while after you break the link.

### ☐ KILLER INSTINCT

*Replaces: Predatory Instinct*

When you use a heritage move, take +1d8 damage forward or +4 armor forward.

### ☐ MONSTER BLOOD

When you roll for Blood and Tradition, you get +1 hold, even on a 6-.

### ☐ NATURAL MEDICINE

*Requires: Forager*

When you **have time to gather supplies in the wilderness**, you can prepare a poultice that will heal one debility next time you Make Camp.

### ☐ NOSE FOR TROUBLE

When **something hidden threatens you**, the GM will give you a warning in the form of a hunch about the nature of the danger, but not necessarily where it lurks.

NAME 


LOOK

*Orc:* Garadh, Krogar, Argard, Morkrull, Tek'ra, Dagra, Sanuki, Brizara, Crask  
*Fear-drinker,* Hell-walker, Bone-crusher, Storm-hammer, Axe-bearer, Wolf-hacker  
*Dwarf:* Dalthar, Bolfostr, Garrund, Hagol, Mordria, Naldina, Chalunni, Kila, Ardred  
*Human:* Darius, Shingen, Marcus, William, Simon, Jeanne, Alianor, Catherine, Elizabeth


Hard Eyes, Weary Eyes, or Sharp Eyes  
 Plumed Hat, Horned Helmet, or Eyepatch  
 Military Uniform, Furred Mantle, or Worn Finery  
 Scarred Body, Bulky Body, or Lean Body

Assign these scores to your stats: 16 (+2), 15 (+1), 13 (+1), 12 (+0), 9 (+0), 8 (-1)


STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
■ WEAK -1	■ SHAKY -1	■ SICK -1	■ STUNNED -1	■ CONFUSED -1	■ SCARRED -1
STR	DEX	CON	INT	WIS	CHA



DAMAGE



ARMOR



HP

YOUR MAX HP IS 10+CONSTITUTION

ALIGNMENT

☐ **LAWFUL**

Choose honor over personal gain.

☐ **NEUTRAL**

Defeat a worthy opponent.

☐ **EVIL**

Kill a defenseless or surrendered enemy.

RACE

☐ **DWARF**

You ignore the clumsy tag on any armor you wear.

☐ **ORC**

Add the following option to War Leader, and you may use this option once per battle without spending hold:

- Fall upon the enemy in a violent, howling frenzy

☐ **HUMAN**

Hirelings under your command have +1 Loyalty.

BONDS

Fill in the names of your companions in at least one:

\_\_\_\_\_ has stood by me in battle and can be trusted completely.

\_\_\_\_\_ doesn't think before they act, and it's always causing me trouble.

I met \_\_\_\_\_ in the last war, but we weren't exactly on the same side.

I've seen \_\_\_\_\_ turn the tide of a battle before.

\_\_\_\_\_ isn't suited for battle; I'd better keep an eye on them.

STARTING MOVES

**WAR LEADER**

You can rally warriors to your banner at any time there are suitable people available for you to recruit or lead. When you **rally a war-band together**, they will fight for you for one battle, though they will demand a cut of any loot in exchange. The war-band's strength, equipment, and bearing will be proportionate to the quality of the warriors available, as well as your level.

When you **lead your war-band into battle**, roll+CHA. \*On a 10+, hold 3. \*On a 7-9, hold 2. \*On a 6-, hold 1 anyway, but there will be hell to pay afterwards. Over the course of the fight, spend a hold to make your war-band:

- Make a strong assault
- Stand firm against a strong assault
- Make an organized retreat
- Show mercy to their defeated enemies
- Hold fast despite fear or danger
- Restore discipline and form ranks after a lapse or break

After the battle, assuming your war-band is still fit for duty, you may spend a hold to call them together and follow you into another battle. If you don't, they disperse afterwards.

**TACTICIAN**

When you **use your knowledge of tactics, discipline, and strategy on the battlefield**, describe how you accomplish one of the following:

- Create an advantage; you or an ally takes +1 forward when you exploit it
- Disengage from melee with one enemy
- Avoid a hazard on the battlefield without Defying Danger
- Block a blow meant for you or someone else nearby, you take half damage
- Shake off the effects of fear, confusion, or being stunned

Then roll+WIS. \*On a 10+ you do it, no problem. \*On a 7-9 you still get your desired effect, but you also expose yourself to danger, retribution, or cost.

**ALL FOR ONE, AND ONE FOR ALL**

When you **Aid an ally in battle**, on a hit, in addition to giving them +1, choose one of the following:

- They take +1d4 damage forward
- They take +2 armor forward



THE WARLORD

LEVEL XP

## GEAR

Your load is 11+STR. You start with dungeon rations (5 uses, 1 weight), chainmail (1 armor, 1 weight) and a melee weapon of your choice (close, 1 weight). Choose three:

- ☐ Adventuring gear (5 uses, 1 weight)
- ☐ Dagger (hand, 1 weight) and 5 coins
- ☐ Shield (+1 armor, 2 weight)
- ☐ Healing potion
- ☐ Bandages (3 uses) and 5 coins
- ☐ War horse

## ADVANCED MOVES

When you gain a level from 2-5, choose from these moves.

### ☐ BATTLEFIELD STRATEGY

When you **Spout Lore** about a military unit or situation you have **observed**, you may roll with WIS instead of INT. The first person acting on your information takes +1 forward.

### ☐ CALL TO ARMS

When you Recruit, also pick options equal to your CHA. \*On a 10+ all of them are true. \*On a 7-9 only one of them is true, GM's choice. \*On a 6- none of them are true:

- You may Carouse in town before leaving without spending coins
- Any hirelings you recruit have the cost "blind patriotism" instead of their usual cost.
- One hireling you recruit gets an additional skill point
- You requisition a piece of equipment from the locals

### ☐ CRUSADER

Gain a non-multiclass move from the paladin playbook, except *Quest*.

### ☐ FLANKING MANEUVER

When you **Aid an ally in battle**, on a hit, you give them both options from All For One, And One For All.

### ☐ FOR THE CAUSE

When you rally a war-band, the GM will tell you something they will accept in lieu of a cut of any loot: either vengeance, glory, renown, or the greater good.

### ☐ HOLD THE LINE

While you are **standing side by side with your allies on the front lines of battle**, you may Defend with CHA instead of CON.

### ☐ RECONNAISSANCE

When you **send your war-band to scout a dangerous place for you**, you may Discern Realities about the place as if you were there.

### ☐ STENTORIAN VOICE

You can give Aid to anyone who can hear you with inspiring words, strategic advice, or grisly threats, as long as you are within shouting distance.

### ☐ TACTICAL EYE

When you **survey a battlefield or dangerous environment**, ask the GM two of the following questions. The GM will answer truthfully.

- Is there a trap or ambush here, and if so, where?
- Where is the best place to make a defensive stand?
- Where is the best place to attack from?
- What here is the biggest threat to me?

### ☐ WATCH DUTY

When you **organize your camp's defenses**, everyone takes +1 to Take Watch.

When you gain a level from 6-10, choose from these moves or the level 2-5 moves.

### ☐ DRILL SERGEANT

As long as you're around, no NPCs under your command will have discipline problems. A hard glare or a sharp rebuke from you will snap them back into line or banish any fear from them, and your war-band will never rout on your watch.

### ☐ FIELD LOGISTICS

When you Undertake a Perilous Journey, everyone takes +1 to their roles.

### ☐ FINGERSPITZENGEFÜHL

When you use Tactician, on a hit you may also immediately ask one question from the Discern Realities list.

### ☐ LORDLY CALIBER

When you use War Leader, you get +1 hold, even on a miss, and add the following choices to the list:

- Bring magical support to a situation
- Fight and die to the last without fear

### ☐ PARAGON

Gain a non-multiclass move from the paladin playbook, except *Quest*.

### ☐ RECONNAISSANCE-BY-FORCE

*Requires: Reconnaissance*

When you use Reconnaissance, on a hit, the war-band provides an additional service for you; choose one:

- They make the enemy break formation or reveal a vulnerability
- They make a hidden enemy or threat reveal itself
- They distract, lure away, or sabotage the first foe they encounter

### ☐ SHIELD WALL

*Requires: Hold the Line*

You and all allies in your presence get +1 hold when they Defend, even on a 6-.

### ☐ TACTICAL COMMANDER

When you use Tactician, you may apply your chosen effects to your war-band instead of you, as long as you are present to command them.

### ☐ TURN THE TABLES

Add the following options to Tactician:

- Escape from a dangerous position
- Lure or push an enemy into a bad position for them

### ☐ WAR STORIES

When you **share tales of glorious battles with your comrades**, lose any hold on this move and roll+CHA. \*On a 10+, hold 3. \*On a 7-9, hold 2. \*On a 6-, hold 1 anyway, but there will be trouble when it is spent. Anyone may spend a hold from this move to immediately make the Tactician move, rolling for it as usual with their own WIS and taking +1 to the roll.

NAME 

LOOK

Names: Helena, Valentine, Lucille, Campbell, Diego, Bruce, Percy, Marguerite, Basil


Clay Masks, Wooden Masks, or Paper Masks

Turban, Hooded Mantle, or Feathered Hat


Garish Clothing, Voluminous Robes, or Mismatched Clothing

Assign these scores to your stats: 16 (+2), 15 (+1), 13 (+1), 12 (+0), 9 (+0), 8 (-1)


STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
■ WEAK -1	■ SHAKY -1	■ SICK -1	■ STUNNED -1	■ CONFUSED -1	■ SCARRED -1
STR	DEX	CON	INT	WIS	CHA



DAMAGE



ARMOR



HP

CURRENT MAX

YOUR MAX HP IS 7+CONSTITUTION

## ALIGNMENT

☐ GOOD

Help someone else while protecting your anonymity.

☐ NEUTRAL

Earn recognition for your skills.

☐ CHAOTIC

Upset the status quo.

## STARTING MOVES

## MASKS FOR ALL OCCASIONS

You possess several masks that grant you—and only you—special abilities while you wear them. Each mask in your possession has 1 weight. Donning a mask takes several seconds of uninterrupted concentration, and you may only wear one mask at a time.

Choose three masks from the list:

- ☐ **Iron Mask:** You have 3 armor, but you also get -1 to all WIS and CHA rolls.
- ☐ **Death Mask:** Undead creatures ignore you unless you draw attention to yourself, and you may cast the Wizard spell *Speak With Dead* by spending 1 HP.
- ☐ **War Mask:** Your damage die is d10.
- ☐ **Mystic Mask:** You can see and interact with spirits of any kind. They can sense this, and will be more inclined to appear before you.
- ☐ **Demon Mask:** When you **make eye contact with someone**, they feel fear and will react accordingly as long as you keep staring at them, as per the spell *Cause Fear* with you as the subject.
- ☐ **Plague Mask:** When you **use an item that restores HP**, either on yourself or someone else, the item heals additional HP equal to your level.
- ☐ **Blank Mask:** When you **hide amongst a crowd or act inconspicuous**, no one will notice you unless you draw attention to yourself.
- ☐ **Dashing Mask:** When you would *Defy Danger*, you may roll with CHA instead of what the GM tells you.

While you are not wearing a mask or anything covering your face, your confidence is shattered; take -1 ongoing to all moves until you put on a mask again.

## MIMIC

When you *Make Camp*, choose a person you have at least one Bond with and gain hold equal to the number of Bonds you have with them. When you **witness that person perform a move**, you may spend 1 hold to immediately perform that move as well, even if they are using a move that you don't have. If you mimic a move that would require you to spend some other kind of hold, you spend HP instead of hold, 1-for-1.

## INSCRUTABLE

The masks you wear have their own identity. Any actions you take while wearing a certain mask will be attributed to that mask, and only that mask. No one will recognize your true identity if you wear a different mask.

Additionally, you never make the *Outstanding Warrants* move, and any attempts to read your mind or snoop on your location automatically fail.

## BACKGROUND

Yeah, right! Like you'd ever let anyone know about the real you. Who you were and where you're from doesn't matter now, it's all about the masks for you.

Instead, privately tell the GM one thing about yourself that you must keep a secret. When **that secret is revealed to everyone**, you must retire this playbook and choose a new one, starting over again from level 1. You keep your gear but nothing else.

## BONDS

Fill in the names of your companions in at least one:

I tried being like \_\_\_\_\_ once, but I got into a lot of trouble.

I wish I was as brave as \_\_\_\_\_.

\_\_\_\_\_’s power makes me a little envious, so I mimic them whenever I can.

If I help \_\_\_\_\_ accomplish their goal, maybe I'll find out the truth about myself too.

My acting skills can fool anyone... except \_\_\_\_\_.



THE MASK MASTER

LEVEL XP



## GEAR

Your Load is 10+STR. You start with dungeon rations (5 uses, 1 weight) and your masks (1 weight each). Choose your armament:

- ☐ Mace (close, 1 weight) and wooden shield (+1 armor, 1 weight)
  - ☐ Staff (close, two-handed, 1 weight) and enchanted robes (1 armor, 1 weight)
  - ☐ Ragged bow (near, 2 weight) and bundle of arrows (3 ammo, 1 weight)
- Choose one:
- ☐ Halfling pipeleaf (6 uses, 0 weight)
  - ☐ Adventuring gear (5 uses, 1 weight)
  - ☐ Two bandages (3 uses each, 0 weight)

## ADVANCED MOVES

When you gain a level from 2-5, choose from these moves.

### ☐ BEHIND THE MASK

When you **engage someone in conversation**, you can ask their player a question from the list below. They must answer it truthfully, then they may ask you a question from the list. If you lie, you cannot use this move on them ever again. If you tell the truth, you can.

- What are your present intentions?
- What do you most desire?
- What do you not want me to know?
- What do you want from me?

### ☐ DOPPELGÄNGER

When you **craft and wear a mask in the guise of another specific person whom you have studied closely**, you create a disguise of that person. When you **put your disguise to the test**, roll+CHA. \*On a 10+, only that person's most intimate associates can tell it's you. \*On a 7-9, only those who do not know the person are fooled.

### ☐ GRAND DEBUT

When you **make a spectacular entrance while wearing a mask**, roll+CHA. \*On a 10+, choose three options from the list below. \*On a 7-9, choose two. \*On a 6-, choose one, in addition to whatever the GM tells you.

- Someone desires to meet you later, the GM will tell you who
- Someone becomes infatuated with you, the GM will tell you who
- Someone will give you a gift, the GM will tell you who

### ☐ IDENTITY CRISIS

Donning a mask takes only a moment for you now.

### ☐ IMPRESARIO

You never have to spend money to Carouse, and you roll with CHA instead of coins spent. If there is already a gathering happening, you may Carouse without having returned triumphant.

### ☐ IMPROV

When you use Mimic, you get +1 hold.

### ☐ MASQUERADE

Gain an additional mask from the list.

### ☐ METHOD ACTOR

When you don a mask, choose a stat: you take +1 ongoing to rolls using that stat until you remove the mask. The GM will also choose a stat: you take -1 ongoing to rolls using that stat until you remove the mask.

### ☐ SUPPORTING ACTOR

When you Aid Another, on a 10+ you upstage them; choose an extra effect:

- Your Aid gives +2 instead of +1
- Any consequences from their move affect you instead of them

### ☐ UNDERSTUDY

Gain a non-multiclass move from a playbook no one else is currently using.

When you gain a level from 6-10, choose from these moves or the level 2-5 moves.

### ☐ BEYOND THE MASK

*Requires: Behind the Mask*

When you use Behind the Mask, you may also ask "How are you vulnerable to me?" Your subject may not ask this question of you.

### ☐ CLONE

*Replaces: Doppelgänger*

When you **craft and wear a mask in the guise of another specific person whom you have studied closely**, you look just like them. Your actions may give you away, but anyone who does not know the person intimately will be fooled by your appearance. When you **meet someone who is intimately associated with the person you are impersonating**, roll+CHA. \*On a 10+, they are fooled, even by strange behavior, until you give yourself away for certain. \*On a 7-9, they are suspicious of you.

### ☐ CURTAIN CALL

*Requires: Grand Debut*

Instead of choosing one of the options from the list, you may choose a member of the audience. The GM will choose how they react from the list.

### ☐ ENCORE

When you Mimic a move, you can use that move again by spending another hold, until the next time you Make Camp.

### ☐ MIRRORMASK

When an **enemy's move makes you Defy Danger**, on a 12+ not only do you defy the danger, you may also immediately use that move against your enemy, without rolling or spending hold from Mimic.

### ☐ PERFORMANCE ARTIST

When you Mimic a move and need to roll for it, you roll with CHA instead of the usual stat.

### ☐ POKER FACE

When you **tell a lie or a half-truth**, it will be accepted as fact by anyone who does not have a history with you. As long as no one reveals hard evidence to the contrary, anything you say will be accepted as open honesty.

### ☐ SUPER SWING

Gain a non-multiclass move from a playbook no one else is currently using.

### ☐ THEATER GAMES

*Requires: Supporting Actor*

Add the following option to the Supporting Actor list:

- You immediately Mimic their move without spending hold

### ☐ TWO-FACED

You may wear two masks at once, gaining the benefit of both at the same time.

NAME 

LOOK

*Human:* Hugh, Rowan, Clifton, Anne, Kitty, Nancy, Marion, Rose, Vincent  
*Dwarf:* Thorek, Mordin, Alric, Kenric, Kionna, Gottra, Sifna, Bazri  
*Gnome:* Alston, Nolvri, Belton, Cogstrom, Sarabolt, Gelena, Tidget, Meriline

Blue Eyes, Cold Eyes, or Eye-patch  
 Bandanna, Black Mask, or Bad-Ass Hat  
 Long Coat, Old Military Uniform, or Foreign Clothes  
 Lean Body, Grizzled Body, or Long Shanks

Assign these scores to your stats: 16 (+2), 15 (+1), 13 (+1), 12 (+0), 9 (+0), 8 (-1)

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
WEAK -1	SHAKY -1	SICK -1	STUNNED -1	CONFUSED -1	SCARRED -1
STR	DEX	CON	INT	WIS	CHA

DAMAGE

ARMOR

HP

CURRENT  
MAX

YOUR MAX HP IS  
8+CONSTITUTION

ALIGNMENT

☐ **LAWFUL**

Bring a criminal to justice.

☐ **NEUTRAL**

Solve someone else's problem without getting emotionally invested.

☐ **EVIL**

Make a profit off of someone else's misery.

STARTING MOVES

**THIS IS MY BOOM-STICK!**

You own a unique firearm. Only you can use this gun; it will not function for anyone else. Your gun has 2 weight, and the following tags: near, ignores armor, loud and reload.

Choose two upgrades for your gun:

- ☐ Buckshot: Add messy
- ☐ Double-Barreled: Add forceful
- ☐ Incendiary: Add the fiery tag, and your shots can start fires
- ☐ Longarm: Add far range and two-handed, +1 weight
- ☐ Full Metal Jacket: +1 damage
- ☐ Compact: -1 weight, and your gun is small enough that you can conceal it on your person, though it will still be found if you are searched
- ☐ Bayonet: You can Hack and Slash with your gun at a range of close, rolling with DEX instead of STR

RACE

☐ **HUMAN**When you **kill a monster with the Large, Huge, Intelligent, or Terrifying tags**, gain +1 Aim, but only once per kill.☐ **DWARF**When you **make a sacrifice or put yourself in danger to save someone else**, gain +1 Aim.☐ **GNOME**When you **seek out excitement despite the danger to yourself**, gain +1 Aim.**GUNSLINGER'S OATH**

Choose up to three tenets of your personal code of honor:

- ☐ Never leave a comrade behind.
- ☐ Always keep your sworn word.
- ☐ Always protect the weak.
- ☐ Always show courage in the face of danger.
- ☐ Always avenge a slight or dishonor.
- ☐ Always assist anyone in distress if it is within your power to do so.
- ☐ Never accept a reward for any help that you give.
- ☐ Never let a \_\_\_\_\_ live.

As long as you keep true to your oath, your gun will fire true for you. **You begin play with 1 Aim.** Your maximum Aim is equal to the number of tenets of your Gunslinger's Oath. If you **break your oath**, reduce your Aim to 0, and while you have 0 Aim, you take -1 ongoing to any rolls that involve using your gun.

**TRICK SHOT**

When you **go for an improbable shot with an unusual effect**, describe what you want to happen and roll+Aim. \*On a 10+, choose one thing you have to do to pull off the shot.

\*On a 7-9, choose one, and the GM chooses one:

- Reduce your Aim by 1 (you may not choose this option if you have 0 Aim)
- Spend some time lining up the shot
- Get into a vulnerable position
- Sacrifice or endanger something important

AIM: 

BONDS

Fill in the names of your companions in at least one:

I once had \_\_\_\_\_ in my sights, but I let them live.

I made a promise to \_\_\_\_\_ that I haven't yet kept.

\_\_\_\_\_ doesn't have what it takes to get the job done.

\_\_\_\_\_ is my lover, or was, or would have been, or... it's complicated.



THE GUNSLINGER

LEVEL XP

## GEAR

Your load is 9+STR. You start with dungeon rations (5 uses, 1 weight), your gun (2 weight), and a bag of bullets (3 ammo, 1 weight). Choose three:

- ☐ A bag of bullets (3 ammo, 1 weight)
- ☐ Leather armor (1 armor, 1 weight)
- ☐ Bandages (3 uses, slow, 0 weight)
- ☐ Adventuring gear (5 uses, 1 weight)
- ☐ Long knife (hand, 1 weight)
- ☐ Antitoxin (0 weight)
- ☐ 6 coins

*(A bag of bullets costs 4 coins, comes with 3 ammo and has 1 weight. If a bag of bullets ever gets soaked in water, lose 1 ammo from it.)*

*Choose a look for your gun:*

- ☐ Gears, clockwork, and steam
- ☐ Eldritch machinery
- ☐ Sleek and well-made
- ☐ Old and well-worn
- ☐ Fancy and ornate

## ADVANCED MOVES

When you gain a level from 2-5, choose from these moves.

### ☐ BIG DAMN HERO

When you **go above and beyond the call of duty to uphold your Gunslinger's Oath**, gain +1 Aim.

### ☐ GUNSMITH

Choose an additional upgrade for your gun.

### ☐ LISTEN UP, YOU PRIMITIVE SCREW-HEADS!

When you **dramatically fire your gun into the air and spend 1 ammo**, you may Parley with +Aim instead of CHA.

### ☐ MANHUNTER

Gain a non-multiclass move from the ranger playbook.

### ☐ MYSTERIOUS STRANGER

When you make the Outstanding Warrants move, you may have the results of your roll apply to one of the other players instead of yourself.

### ☐ QUICK DRAW

You're never caught by surprise. When an enemy would get the drop on you, you get to act first instead. You can draw and fire your gun in the blink of an eye.

### ☐ SCATTERSHOT

When you Volley with your gun, you may spend extra ammo before rolling. For each point of ammo spent you may choose an extra target. Roll once and apply damage to all targets.

### ☐ SILVER BULLETS

When you **have time and materials to fashion special bullets**, describe what kind of bullets you want to make and roll+INT. \*On a 10+, the GM chooses one from the following list. \*On a 7-9, the GM chooses up to three.

- You only get 1 ammo (otherwise, you get 3 ammo)
- You'll need an additional material beyond what you have now
- You need help or someone else's expertise to make it
- The best you can do is a lesser version, unreliable and limited

### ☐ STEADY HAND

When you make a Trick Shot, on a 12+ you succeed beyond all expectation. Choose nothing from the list.

### ☐ THOUSAND-YARD STARE

When you **fix someone with your cold, hard stare**, roll+CHA. \*On a 10+, you get both effects. \*On a 7-9, choose one.

- They flinch or hesitate.
- You learn something about their true nature. The GM will tell you what.

When you gain a level from 6-10, choose from these moves or the level 2-5 moves.

### ☐ BULLETPROOF

When you **take damage or suffer serious harm**, you may lower your Aim by 1 to prevent that damage or otherwise evade the harm. You may not use this move if you have 0 Aim.

### ☐ BULLET TIME

*Requires: Quick Draw*

When you **Defy Danger with your quick reflexes** you cannot get a 6-, treat that as a 7-9 result.

### ☐ BUSHWHACKER

Gain a non-multiclass move from the ranger playbook.

### ☐ DEAD MAN'S TRIGGER

Nothing can make you drop your gun, but it can still be forcibly taken from you. When you are reduced to zero HP, you may immediately fire your gun one final time before you take your Last Breath, even if you have no ammo.

### ☐ EAGLE EYE

When you Discern Realities, ask one additional question, even on a 6-, and add these options to the list of questions:

- What is my best escape route?
- Where is my best cover?
- Which of my allies is the most vulnerable?

### ☐ THE FACE OF MY FATHER

Your maximum Aim is increased by 1.

### ☐ LONG SHOT

Add reach and far to your gun's ranges. If your gun already has far, add *really* far instead.

### ☐ MORE DAKKA!

When you deal damage with your gun, you may deal additional damage equal to your Aim. If you do, that gunshot is very, *very* loud.

### ☐ SEMPER FIDELIS

*Requires: Big Damn Hero*

When you **Defy Danger while acting to uphold your Gunslinger's Oath**, you cannot get a 6-, treat that as a 7-9 result.

### ☐ WANDERLUST

You always know the way back to the nearest stabling. When you act on this knowledge the GM will give you a choice of a long, safe path or a shorter, more dangerous path. When you arrive at your destination, if anything has changed since your last visit, you spot it right away.

NAME 

LOOK

*Human:* Talon, Simon, Seifer, Marlowe, Alistair, Riley, Zada, Lyra, Pamela, Mercy*Elf:* Kindroth, Ardreth, Belanor, Azariah, Syndra, Xaniel, Neryani*Tiefling:* Aranmir, Zerrias, Erdos, Garmon, Lewala, Sarissa, Shadani, Daborys

Inky-Black Eyes, Glowing Eyes, or Blindfold


Unkempt Hair, Tattooed Scalp, or Deep Hood

Meticulously Groomed, Alien Robes, or Corpulent Body


Missing Shadow, Chilling Skin, or Conspicuous Mark

Assign these scores to your stats: 16 (+2), 15 (+1), 13 (+1), 12 (+0), 9 (+0), 8 (-1)


STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
<input type="checkbox"/> WEAK -1	<input type="checkbox"/> SHAKY -1	<input type="checkbox"/> SICK -1	<input type="checkbox"/> STUNNED -1	<input type="checkbox"/> CONFUSED -1	<input type="checkbox"/> SCARRED -1
STR	DEX	CON	INT	WIS	CHA



DAMAGE



ARMOR



HP

YOUR MAX HP IS 6+CONSTITUTION

## ALIGNMENT

☐ **LAWFUL**

Strike a bargain with someone, and keep your end of it.

☐ **NEUTRAL**

Increase your patron's influence among mortals.

☐ **EVIL**

Gain power or prestige for yourself at someone else's expense.

## STARTING MOVES

**PACT**

You have made a pact with a powerful being from beyond your reality that desires more influence in your world. In exchange, it has given you power. Fill in the following blanks: "My patron is \_\_\_\_\_, master of the domain of \_\_\_\_\_, known among mortals as the \_\_\_\_\_. It appears in my visions as \_\_\_\_\_, and has marked me with \_\_\_\_\_. Its desire for this world is to \_\_\_\_\_, and I am its agent in this.

**INVOCATION**

When you **roll for another move while invoking the power of your patron**, you may choose options equal to your WIS or less and then tell the other players:

- ...how your patron's domain manifests itself on earth.
- ...what your patron asks for in return.
- ...how your patron empowers your action.
- ...why your patron has taken an interest in this affair.

\*On a 10+, all that you say is true. \*On a 7-9, the GM chooses one statement to be false, the others are true. \*On a 6-, no guarantees.

**CAST A SPELL**

When you **unleash a spell granted to you by your patron**, roll+CHA. \*On a 10+, the spell is successfully cast and your patron does not revoke the spell, you may cast it again.

\*On a 7-9, the spell is cast, but choose one:

- After you cast it, the spell is revoked. You cannot cast the spell again until you commune and have it granted to you.
- You draw unwelcome attention or put yourself in a spot. The GM will tell you how.
- Your casting warps your mind—take -1 ongoing to cast a spell until the next time you commune.

Note that maintaining spells with ongoing effects will sometimes cause a penalty to your roll to cast a spell.

**COMMUNE**

When you **spend uninterrupted time (an hour or so) in a trance to hear the will of your patron**, you:

- Lose any spells already granted to you.
- Are granted new spells of your choice, whose total levels don't exceed your own level+1, and none of which is a higher level than your own level.
- Prepare all of your rites, which never count against your limit.

## RACE

☐ **ELF**

You can see clearly in darkness, including magical darkness.

☐ **HUMAN**

You are immune to any effects that would control or manipulate your mind, including fear.

☐ **TIEFLING**

Brimstone is a rote for you, and deals +1 damage.

## BONDS

Fill in the names of your companions in at least one:

My patron greatly desires \_\_\_\_\_'s soul.

\_\_\_\_\_ thinks they call the shots around here, but they're wrong.

I have learned something of \_\_\_\_\_'s deepest desires.

I need help from \_\_\_\_\_ to achieve my patron's goals.

## GEAR

Your load is 7+STR. You start with dungeon rations (5 uses, 1 weight) and a mark placed upon you by your patron. Describe it! Choose three:

- ☐ Carved ritual staff (close, two-handed, 1 weight)
- ☐ Sacrificial dagger (hand, 1 weight)
- ☐ Antitoxin
- ☐ Bag of books (5 uses, 2 weight)
- ☐ Enchanted robes (1 armor, 1 weight)
- ☐ A suitable sacrifice or offering that will please your patron, describe it!
- ☐ The name of someone else that worships your patron in another steading

## ADVANCED MOVES

When you gain a level from 2-5, choose from these moves.

### ☐ ELDER SIGN

When you **attempt to banish a creature from another plane of existence**, roll+WIS. \*On a hit, it may not approach you further unless you allow it to (or you let your guard down). \*On a 10+, if it lacks an anchor in this world, it must return to whence it came.

### ☐ FORBIDDEN KNOWLEDGE

When you **pray to your patron for knowledge**, you may Spout Lore with WIS instead of INT, though you may get more than you bargained for...

### ☐ MISTER NICK

At the end of the session, if someone else willingly yielded to temptation or committed an act of betrayal as a result of your actions, mark XP.

### ☐ THE POWER FLOWS THROUGH ME

When you **fulfill your patron's desire**, you are granted some useful knowledge or boon related to one of your patron's domains. The GM will tell you what.

### ☐ SANDMAN

When you **touch a sleeping person**, you can see what they are dreaming about, as well as the nature of any influences upon their mind.

### ☐ SERPENT'S TONGUE

When you Parley with someone, on a 10+ you also learn something about their true nature or what they desire most, the GM will tell you what. Take +1 forward when you act on this information.

### ☐ THE STARS ARE RIGHT

When you **perform a ritual to summon a monster from beyond this world**, say what it's for, one thing it is, and one thing it is not. Then roll+WIS, and find out what comes through. \*On a 10+, both. \*On a 7-9, choose one or the other:

- It fulfills its purpose and leaves without incident
- It's perfect for the job

\*On a 6-, it isn't what you said it is, but it *is* what you said it is *not*.

### ☐ THAUMATURGY

Gain a non-multiclass move from the cleric playbook.

### ☐ THINGS MAN WAS NOT MEANT TO KNOW

Add the following choices to Invocation:

- ...what secret knowledge your patron reveals to you.
- ...who is briefly stunned by horrifying visions.

### ☐ WOLF AMONG THE FLOCK

While you **are not using any of your powers**, your true nature is concealed. Anyone who examines you, either physically or magically, will believe you to be mundane and harmless, as long as you don't obviously threaten them or start using your powers again.

When you gain a level from 6-10, choose from these moves or the level 2-5 moves.

### ☐ CHAOS MAGIC

When you cast a spell, you can choose to double the spell's effects or double the number of targets affected, but you must also choose one:

- The land around you is warped or tainted, the GM describes how
- The spell has additional, unwanted effects
- You must shed your own blood, take 1d6 damage, ignoring armor

### ☐ DARK AVATAR

When you choose options for Invocation, you may also choose to take on the likeness of your patron, describe it! Anyone witnessing your acts will react accordingly. This manifestation lasts until you stop channeling your patron's power.

### ☐ DORIAN GREY

When you gain this move, choose a vessel to store your soul in. While the vessel is intact you are unkillable; you automatically get a 10+ on Last Breath, and any taint, burdens, or judgments upon your soul affect the vessel instead. When your vessel is destroyed, you die instantly, no Last Breath.

### ☐ EMPOWERED PACT

Add an additional desire and domain to your Pact.

### ☐ HELLFIRE

Your Brimstone spell now conjures the black fires of Hell. This fire does not burn with heat and ignores armor, scorching the soul itself. Even creatures normally immune to fire are harmed by this type of flame, but creatures without souls are not.

### ☐ MYSTICAL PUPPET STRINGS

When you **use magic to control a person's actions**, they have no memory of what you had them do and bear you no ill will.

### ☐ NIGHTMARE

*Requires: Sandman*

When you **touch a sleeping person**, you may also plant a post-hypnotic suggestion in their minds; they will carry out your command at a convenient time when they awaken, as long as it does not directly endanger them.

### ☐ REVELATIONS

When you **fulfill your patron's desire**, you may also ask the GM any one question. The GM will answer truthfully. You or your allies take +1 forward when acting on the answer.

### ☐ SERPENT'S GUILF

*Requires: Serpent's Tongue*

When you Parley with someone, on a 12+ you may ask their player one question, which they must answer truthfully.

### ☐ THEURGY

Gain a non-multiclass move from the cleric playbook.



## ROTES

Every time you Commune, you gain access to all of your rites without having to select them or count them toward your allotment of spells.

### ☐ CORPSE WHISPERS RITE

Cast this spell when you touch a corpse. You experience that person's last moments of life through one of their senses—you see what they saw or hear what they heard, for example.

### ☐ CONTRACT RITE

When you sign a contract you have cast this spell upon, you are mystically notified if the other party breaks it.

### ☐ UNSEEN SERVANT RITE *ONGOING*

You conjure a simple invisible construct that can do nothing but carry items. It has Load 3 and carries anything you hand to it. It cannot pick up items on its own and can only carry those you give to it. Items carried by an unseen servant appear to float in the air a few paces behind you. An unseen servant that takes damage or leaves your presence is immediately dispelled, dropping any items it carried. Otherwise the unseen servant serves you until you end the spell.

## FIRST LEVEL SPELLS

### ☐ BRIMSTONE LEVEL 1 *ONGOING*

A burst of magical flame flies from your hands. Deal 2d4 damage to one target within near range.

### ☐ TERRORIZE LEVEL 1 *ONGOING*

Choose a target you can see and a nearby object. The target is afraid of the object so long as you maintain the spell. Their reaction is up to them: flee, panic, beg, fight. While this spell is ongoing you take -1 to cast a spell. You cannot target entities with less than animal intelligence (magical constructs, undead, automatons, and the like).

### ☐ SPEAK WITH DEAD LEVEL 1

A corpse converses with you briefly. It will answer any three questions you pose to it to the best of the knowledge it had in life and the knowledge it gained in death.

### ☐ TRUST IN ME LEVEL 1 *ONGOING*

The person (not beast or monster) you touch while casting this spell counts you as a friend until they take damage or you prove otherwise.

### ☐ RING OF GYGES LEVEL 1 *ONGOING*

Touch an ally; nobody can see them. They're invisible! This spell persists until the target attacks or you dismiss the effect. While this spell is ongoing, you can't cast another spell.

### ☐ THE URGE LEVEL 1

You touch someone and create an urge in them—escape, greed, hunger, sexual desire, or thirst, for example. You choose the urge, but they react of their own free will. The urge fades after a few hours.

## THIRD LEVEL SPELLS

### ☐ ARISE! LEVEL 3 *ONGOING*

You summon forth a servant of your patron, which aids you as best it can. Describe it! Treat it as your character, but with access to only the basic moves. It has +1 modifier for all stats, 1 HP, and uses your damage dice. The monster also gets your choice of 1d4 of these traits:

- It has +2 instead of +1 to one stat.
- It has some useful extra ability, the GM will tell you what.
- It's not reckless.
- Its bond to your plane is strong: +2 HP for each level you have.

The creature remains on this plane until it dies or you dismiss it. While the spell is ongoing you take -1 to cast a spell.

### ☐ DISJUNCTION LEVEL 3

Choose a spell or magical effect in your presence; this spell rips it apart. Lesser spells are ended, powerful magic is just reduced or dampened so long as you are nearby.

### ☐ BLOODFURY LEVEL 3 *ONGOING*

Supernatural bloodlust fills the veins of a person you touch. When the target deals damage in melee, they roll their damage twice and take the better result. This spell ends when the target does anything besides attack mindlessly.

### ☐ NIGHTFALL LEVEL 3 *ONGOING*

Choose an area you can see: it's filled with supernatural darkness and shadow. While this spell is ongoing you take -1 to cast a spell.

### ☐ CHAOS BLAST LEVEL 3

A burst of dark energy surges from the ground underneath your target, inflicting 2d6 damage which ignores armor to the target and everyone nearby.

### ☐ MIMIC LEVEL 3 *ONGOING*

You take the form of someone you touch while casting this spell. Your physical characteristics match theirs exactly but your behavior may not. This change persists until you take damage or choose to return to your own form. While this spell is ongoing you can't cast spells.



## WARLOCK SPELLS

## FIFTH LEVEL SPELLS

### ☐ TRAP SOUL

LEVEL 5

You trap the soul of a dying creature within a gem. The trapped creature is aware of its imprisonment but can still be manipulated through spells, parley, and other effects. All moves against the trapped creature are at +1. You can free the soul at any time but it can never be recaptured once freed.

### ☐ CHILL OF THE VOID

LEVEL 5

With a snap of your fingers, the temperature in a location you can see plummets below freezing. Crops die, animals flee, and people who aren't protected may suffer frostbite if they remain in the cold. The temperature and weather does not return to normal for the remainder of the day, unless you wish it to.

### ☐ CONTACT OTHER PLANE

LEVEL 5

You send a request to another plane. Specify who or what you'd like to contact by location, type of creature, name, or title. You open a two-way communication with that creature. You or the creature you contacted can cut off your communication at any time.

### ☐ SOLOMON'S SEAL

LEVEL 5

Cast this spell upon a location with clearly defined boundaries, or a circle marked with chalk, paint, or blood. Then name a type of creature; the spell prohibits that type of creature from entering or leaving the specified area.

### ☐ DIVINATION

LEVEL 5

Name a person, place, or thing you want to learn about. Your patron grants you visions of the target, as clear as if you were there.

### ☐ PESTILENCE

LEVEL 5

ONGOING

Choose a creature you can see. Until you end this spell, the target suffers from a disease of your choice. While this spell is ongoing you take -1 to cast a spell.

## SEVENTH LEVEL SPELLS

### ☐ STAR GATE

LEVEL 7

ONGOING

You open a gateway to another dimension or plane of existence. You can pass through this gate, either entering this other location or passing through it to get to another place in your present dimension. You can bring a number of others with you equal to your level, if they are willing, or you can send one target of your choice that you touch through, by themselves.

### ☐ MINDSHATTER

LEVEL 7

ONGOING

Psychic trauma overwhelms a target you can see, reducing their intelligence and personality to that of an animal. While under the effect of this spell, they are unable to speak, understand language, or do anything else involving higher thought or willpower. While this spell is ongoing you take -1 to cast a spell.

### ☐ THE SIGHT

LEVEL 7

ONGOING

You see all things as they truly are. This effect persists until you tell a lie or dismiss the spell. While this spell is ongoing you take -1 to cast a spell.

### ☐ DOMINATE

LEVEL 7

ONGOING

Your touch pushes your mind into someone else's. You gain 1d4 hold. Spend one hold to make the target take one of these actions:

- Give you something they hold.
- Make a concerted attack on a target of your choice.
- Speak a few words of your choice.
- Truthfully answer one question.

If you run out of hold the spell ends. If the target takes damage you lose 1 hold. While the spell is ongoing you cannot cast a spell.

## NINTH LEVEL SPELLS

### ☐ FALSE WORLD

LEVEL 9

ONGOING

With a touch, you can put someone's body into an enchanted sleep and their mind into a false world that they believe is real. Until the spell is ended, they continue to live on in a world entirely of your creation, never knowing it is a lie and that their body lies sleeping somewhere else.

### ☐ PLAGUE

LEVEL 9

ONGOING

Name a city, town, encampment, or other place where people live. As long as this spell is active that place is beset by a plague appropriate to your deity's domains (locusts, death of the first born, etc). While this spell is ongoing you take -1 to cast a spell.

### ☐ HELLFIRE

LEVEL 9

You call down fire from the sky. Choose a specific area: everyone in that area takes 2d8 damage, which ignores armor.

### ☐ GATEWAY RUNES

LEVEL 9

This spell may be used to create two effects. The first effect is to place a gate rune upon a location. The second use of this spell transports yourself and a small handful of other people from one gate rune to another, no matter the distance between. When the spell is cast, you may only do one or the other, not both.



# WARLOCK SPELLS

NAME 




LOOK

Your character has the same name as you. What did you expect? You picked the Fool.

Bright Eyes, Innocent Eyes, Shifty Eyes  
Unkempt Hair, Bunny Hood, or The Most Awesome Hat Ever  
Mismatched Clothing, Plain Clothing, or Homemade Costume  
Gangly Body, Rotund Body, or Short Body

Assign these scores to your stats: 16 (+2), 15 (+1), 13 (+1), 12 (+0), 9 (+0), 8 (-1)

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
■ WEAK -1	■ SHAKY -1	■ SICK -1	■ STUNNED -1	■ CONFUSED -1	■ SCARRED -1
STR	DEX	CON	INT	WIS	CHA

DAMAGE
 

ARMOR

 HP
 

CURRENT  
MAX
 

YOUR MAX HP IS  
6 + CONSTITUTION

## ALIGNMENT

☐ GOOD

Give hope or cheer to someone who needs it.

☐ NEUTRAL

Accomplish something great in spite of yourself.

☐ CHAOTIC

Evade responsibility for the consequences of your actions.

## STARTING MOVES

## FOOL'S LUCK

When you Make Camp, set your Luck to 3. When you **roll and get a 6-**, you may lower your Luck by 1 to re-roll. Take the second result, and if it is a hit, explain how you succeeded only through sheer luck. When your Luck is zero, you may not lower it further.

## I'M ON AN ADVENTURE!

Gain a starting move from a playbook no one else is using. When you use that move, if you fail, after the GM makes their move, you can add a comical or embarrassing detail to your failure. Your move is still a miss, of course.

## COMIC RELIEF

When you **make everyone else laugh, including the GM**, take +1 forward. When **someone else Aids or Interferes with you**, they take +1.

When the **rest of the group ditches you or sets you up to die**, you will meet up with them again at the next available opportunity; describe how you improbably cheated certain death to rejoin them. Alternatively, you may choose to give up this character. If you do, the Fool will return again someday... but as a villain under the GM's control, looking for revenge.

## A VERY SPECIAL EPISODE

At the end of the session, each other player may tell you something they learned from you—a positive moral for everyone to take home and reflect upon. If they do, they mark XP.

## RACE

☐ DWARF

You hold your liquor like a pro. You can drink anyone under the table. *Anyone.*

☐ HUMAN

At the end of the session, if all of the other players mark XP from A Very Special Episode, you mark XP too.

☐ HALFLING

You have sticky fingers. When you **depart from a steading**, a small trinket "appears" in your pocket; the GM will tell you what you found.

## BONDS

Fill in the names of your companions in at least one:

\_\_\_\_\_ doesn't think I'm cut out for this life. I'll show them!

\_\_\_\_\_ is taking this all way too seriously.

\_\_\_\_\_ talked me into this adventure, which just goes to show who the real fool is.

\_\_\_\_\_ is a friend of a friend, so if they don't get me out of this mess, they're going to be in trouble!

Why does \_\_\_\_\_ never believe anything I tell them? ...Oh, right. That.



THE FOOL

LEVEL XP

## GEAR

Your load is 6+STR. You start with whatever you grabbed on your way out the door, choose three:

- ☐ A really interesting looking rock (thrown, near)
- ☐ A sturdy walking stick or cooking implement (close, 1 weight)
- ☐ A letter to you from someone important
- ☐ A packed lunch from your mom (ration, 1 use, 1 weight)
- ☐ A magic potion, though you don't know what it does
- ☐ An extra change of underclothes
- ☐ A map of a nearby dungeon

## ADVANCED MOVES

When you gain a level from 2-5, choose from these moves.

### ☐ CURLY SHUFFLE

When you **Hack and Slash while you're all fired up**, on a 10+, choose one in addition to dealing your damage:

- Your foe stumbles and is knocked flat on their face
- You snatch something from your foe in the confusion
- You open your foe up to someone else's attack instead of dealing damage

### ☐ HEY, WHAT DOES THIS DO?

When you **put yourself at risk to check something out**, ask the GM any one question related to the risks and roll+Luck. \*On a 10+, the GM will answer it, as clearly as the circumstances allow. \*On a 7-9, the GM will tell you what more you need to do to find the answer yourself.

### ☐ FOOL'S WISDOM

When you Spout Lore, don't roll. Instead, just blurt out the first thing that comes to mind. When the **truth of what you say is put to the test**, roll+INT. \*On a 10+, you were right, more or less. \*On a 7-9, you messed up or forgot a key detail.

### ☐ I THINK I'M GETTING THE HANG OF THIS

Gain a non-multiclass move from the playbook you chose for *I'm On An Adventure!* You may not choose a move that requires level 6 or higher.

### ☐ LOOK, A DISTRACTION!

When you Volley, on a 10+ you may draw your target's attention elsewhere instead of dealing damage.

### ☐ OOOH, SOMETHING SHINY

When you're **in the presence of something hidden and valuable**, you notice it right away.

### ☐ PARTY CRASHER

When you **brazenly stride into a place you're not supposed to be**, roll+CHA. \*On a 10+, your entrance goes unnoticed until you draw attention to yourself. \*On a 7-9, someone is already suspicious of you.

### ☐ SHORT ATTENTION SPAN

When you **take advantage of the fact that no one is paying attention to you to discreetly do something**, roll+DEX. \*On a hit, no one will notice what you did until you're no longer around. \*On a 10+, they won't even think to blame you unless you personally tell them you did it.

### ☐ TAKE ONE FOR THE TEAM

When you **take damage that was intended for someone else**, you get +1 Luck. You may not spend Luck to negate this damage.

### ☐ WAS THAT WRONG?

When you **do something so incredibly stupid that everyone else can only stare at you in disbelief**, you get +1 Luck. You'll probably need it soon.

When you gain a level from 6-10, choose from these moves or the level 2-5 moves.

### ☐ FOOL'S ERRAND

When you **con someone into taking an unwise or imprudent course of action**, roll+CHA. \*On a 10+, they are tricked, and don't realize the error of their ways until the consequences fall on them. \*On a 7-9, they're either not fooled for long, or they'll hold a grudge against you, GM's choice.

### ☐ FOUR-LEAF CLOVER

When you Make Camp, set your Luck to 4 instead of 3. When you take damage, you may lower your Luck by 1 to ignore it; describe the comedic, contrived, or outright miraculous circumstances that saved you from harm.

### ☐ I MEANT TO DO THAT

When you fail a move, you can choose to not mark XP. If you do, choose someone who will either stare at you dumbfounded or double over in uncontrolled laughter. Describe the epic failure of yours that causes them to react that way. You have to fail; if you spend Luck to succeed, this move is not triggered.

### ☐ IDIOT SAVANT

When you gain this move, pick one of the following moves: Hack and Slash, Volley, Defend, or Discern Realities. You may choose to make that move with +Luck instead of the usual stat from now on.

### ☐ MOSTLY HARMLESS

While you **show a friendly face and act charming**, anyone not already actively hostile to you will treat you as a friend until proven otherwise.

### ☐ NYUK NYUK NYUK

You may lower your Luck by 1 to deal 1d10 damage to an enemy. Describe how you embarrass, humiliate, or accidentally clobber them.

### ☐ POP GOES THE WEASEL

*Requires: Curly Shuffle*

When you **Hack and Slash while you're all fired up**, deal +1d4 damage.

### ☐ ROBIN GOODFELLOW

When you **publicly mock someone of higher social standing than you**, roll+CHA. \*On a hit, your audience takes it in good humor, and you avoid reprisal... for now. \*On a 10+, you may ask the subject of your mockery one question, which they must answer honestly and publicly.

### ☐ SHOULD I NOT HAVE DONE THAT?

*Requires: Was That Wrong?*

When you **draw unwanted attention or are put in a spot**, you can choose not to personally suffer the consequences. Someone or something else nearby, possibly your equipment but certainly not you, suffers the consequences instead.

### ☐ WOO WOO WOO

When you **Defy Danger by running around in an idiotic panic**, you roll with +Luck instead of whatever the GM says, and on a 12+ you turn the danger back on itself, describe the ridiculous circumstances that caused it.

NAME 

LOOK

**Start here:** Give your villager a name, and choose options for their look.

Choose a profession, and a tool associated with it, and a background.




Introduce yourself to your fellow players. You may then write one Bond with another villager, based upon first impressions or past history you have with them.

Mischievous Eyes, Angry Eyes, or Innocent Eyes

Messy Hair, Tied-back Hair, or Cropped Hair

Ragged Clothes, Carefully Mended Clothes, or Plain Clothes

Stout Body, Lanky Body, or Filthy Body

WEAK -1	SHAKY -1	SICK -1	STUNNED -1	CONFUSED -1	SCARRED -1
STR	DEX	CON	INT	WIS	CHA
DAMAGE 		ARMOR 		HP 	

## PROFESSION

You have a skill that you've learned and use to earn your keep around the village. How did you learn it? When you **put what you've learned in your profession to good use**, gain 1 goodwill.

*My profession in the village is:* \_\_\_\_\_

You have one tool that is relevant to your profession, not armor or a weapon more sophisticated than a knife or a staff. You have no coins, but luckily you live in a tightly connected community where a filling meal and warm bed are always available to you—provided you do your share.

## STARTING MOVES

### ASSIGNING STATS

You start with all of the basic moves. When you make a move with a stat for the first time, pick the modifier you wish for that stat: -1, +0, +1 or +2. You can have one -1, two +0, two +1, and one +2 stat. **You must have all six stats assigned before you can level up.**

### GOODWILL

Goodwill is earned by using your alignment and background. You can spend goodwill, 1 for 1, to add +1 to your roll during any move involving fellow villagers (including other PCs). You will also spend goodwill for the Life of Adventure move when you level up.

### BONDS

Add Bonds with your fellow would-be adventurers as you get to know them and have memorable experiences. Do you trust them? Do they owe you a debt? Do you know their secrets? Do you want to prove something to them? Do they need you to keep them safe? When you write a Bond, you may let the player whose character you just wrote a Bond with assign a modifier to one of your unused stats for you. If you let them do this, you gain 1 goodwill. **You must write at least two Bonds before you can level up.**

When you write a Bond with another character, you also gain one of the following advanced moves, up to a maximum of two:

- ☐ **Hometown Hero:** When you take this move, you immediately gain 2 goodwill.
  - ☐ **Martial Training:** Your damage die is now a d6.
  - ☐ **Toughness (Requires: CON+1 or higher):** Your maximum HP is now 10.
  - ☐ **Determined Defender:** When you Defend, you may spend goodwill as if it were hold.
  - ☐ **Faithful (Requires: WIS+1 or higher):** Describe a deity that you follow. When you **pray to your deity for guidance**, your deity tells you what it would have you do. If you do it, gain 1 goodwill.
  - ☐ **Healing Touch (Requires: Faithful):** When you **touch someone else, skin to skin, and pray for their well-being**, roll+WIS. \*On a hit, you heal them for 1d6 HP. \*On a 7-9, you also take a debility of your choice in exchange.
  - ☐ **Trap Finder:** Add "Is there a trap here and if so, what triggers it?" to the list of Discern Realities questions:
  - ☐ **Student (Requires: INT+1 or higher):** When you take this choice, the next time you Spout Lore, instead of rolling, you automatically take the 10+ result.
  - ☐ **Hocus Pocus (Requires: Student):** When you **weave a simple spell**, choose one of the following effects:
    - You create a small light to follow you around
    - You conjure a very simple illusion, affecting only one sense
    - A person you touch takes +1 armor forward
    - Deal 1d4 magical damage to a target you can see
- ...then roll+INT. \*On a 10+ the spell works for just as long as you need it. \*On a 7-9 things go a little awry, choose one:
- You cannot use the chosen effect again, cross it off the list
  - The spell doesn't work quite as you intended it to
  - You expose yourself to danger, retribution, or cost

## BACKGROUND

### ☐ LABORER

When you **put the good of your village before your own desires**, gain 1 goodwill.

### ☐ MILITIA

When you **fight for the honor of your village**, gain 1 goodwill.

### ☐ APPRENTICE

When your **knowledge aids the village in some important way**, gain 1 goodwill.

### ☐ KNAVE

When you **help the village while helping yourself**, gain 1 goodwill.

### ☐ STRANGER

When your **actions earn you the trust of the village**, gain 1 goodwill.

## BONDS



# THE VILLAGER

GOODWILL



## BASIC MOVES

### Hack and Slash

When you **attack an enemy in melee**, roll+STR. \*On a 10+ you deal your damage to the enemy and avoid their attack. At your option, you may choose to do +1d6 damage but expose yourself to the enemy's attack. \*On a 7-9, deal your damage to the enemy and the enemy makes an attack against you.

### Volley

When you **take aim and shoot at an enemy at range**, roll+DEX. \*On a 10+ you have a clear shot—deal your damage. \*On a 7-9, choose one (whichever you choose you deal your damage):

- You have to move to make the shot, placing you in danger of the GM's choice
- You have to take what you can get: -1d6 damage (minimum 1)
- You have to take several shots, reducing your ammo by one. (you cannot choose this option if you are using a thrown weapon)

### Defy Danger

When you **act despite an imminent threat or suffer a calamity**, say how you deal with it and roll. If you do it...

- ...by powering through, +STR
- ...by getting out of the way or acting fast, +DEX
- ...by enduring, +CON
- ...with quick thinking, +INT
- ...through mental fortitude, +WIS
- ...using charm and social grace, +CHA

\*On a 10+, you do what you set out to do; the threat doesn't come to bear.

\*On a 7-9, you stumble, hesitate, or flinch: the GM will offer you a worse outcome, hard bargain, or ugly choice.

### Defend

When you **stand in defense of a person, item, or location under attack**, roll+CON. \*On a 10+, hold 3. \*On a 7-9, hold 1. So long as you stand in defense, when you or the thing you defend is attacked you may spend hold, 1 for 1, to choose an option:

- Redirect an attack from the thing you defend to yourself
- Halve the attack's effect or damage
- Open up the attacker to an ally giving that ally +1 forward against the attacker
- Deal 1 damage to the attacker

### Spout Lore

When you **consult your accumulated knowledge about something**, roll+INT. \*On a 10+ the GM will tell you something interesting and useful about the subject relevant to your situation. \*On a 7-9 the GM will only tell you something interesting—it's on you to make it useful. The GM might ask you "How do you know this?" Tell them the truth, now.

### Discern Realities

When you **closely study a situation or person**, roll+WIS. \*On a 10+ ask the GM 3 questions from the list below. \*On a 7-9 ask 1. Take +1 forward when acting on the answers.

- What happened here recently?
- What is about to happen?
- What should I be on the lookout for?
- What here is useful or valuable to me?
- Who's really in control here?
- What here is not what it appears to be?

### Aid or Interfere

When you **help or hinder someone you have a bond with**, roll+Bonds with them. \*On a 10+ they take +1 or -2, your choice. \*On a 7-9 you also expose yourself to danger, retribution, or cost.

### Parley

When you **have leverage on an NPC and manipulate them**, roll+CHA. Leverage is something they need or want. \*On a 10+, they do what you ask if you first promise what they ask of you. \*On a 7-9, they will do what you ask, but need some concrete assurance of your promise, right now.

## HOW TO PLAY

Dungeon World is a game of adventure fantasy. Though you are just a humble villager now, a dangerous world of adventure is knocking at your door, and you will get your first taste of it here. The adventure and your destiny will emerge around the decisions you make.

Your characters already have some history one another, so we can get right into the action. This shared history is represented in the Bonds on your sheet. The gamemaster (GM) will ask you questions about where your character is from, what the world is like, and what they are doing. Your answers will shape the world and your adventure. We play to find out what happens.

Playing Dungeon World means having a conversation; somebody says something, then you reply, maybe someone else chimes in. Players take turns in the natural flow of the conversation, which always has some back-and-forth. The GM says something, the players respond. The players ask questions or make statements, the GM tells them what happens next. The conversation works best when we all listen, ask questions, and build on each other's contributions.

Sometimes, the GM may tell you that your actions have triggered a move, such as Defy Danger. To make a move, roll two six-sided dice and add the indicated ability from your sheet.

- If the total is 10 or higher, you've achieved a strong hit; you've succeeded at your task.
- If the total is between 7 and 9, it's a weak hit; a success that comes at some cost. Perhaps there's a downside to your action, or you don't get everything you wanted.
- If the total is 6 or less, it's a miss; your attempt has gone poorly, and the GM can now make their move against you.

## LEVELING UP

When everyone has assigned all their stats and written at least two Bonds, your adventuring group is ready to level up. To make the leap to first level, each of you must do the following:

- Embrace your heroic destiny. Leave your villager playbook behind. Consider your race and stats and then choose a new playbook to fill out.
- Gain a true name and a new, cooler look.
- Gain an alignment. Your companions vote on your alignment based on your chosen class and your past behavior. Ties are broken by the GM.
- Copy the stats you chose to your new playbook and assign appropriate ability scores: 16(+2), 15(+1), 13(+1), 12(+0), 9(+0), and 8(-1).
- Gain all the resources and abilities of a first-level character, including gear and class moves, but keep any Bonds you've already written. If you new class gives you more Bonds that what you've already written, write some more.
- Lose any villager abilities you may have acquired, including your profession and background.
- Tell the other players how you learned the basics of your class. The GM may ask you questions about your time in training.

Finally, make the following move:

When you **leave your home for a Life of Adventure**, spend all of your remaining goodwill and roll+goodwill spent. \*On a 10+, you enjoy a warm send-off. The village's hopes and dreams go with you, along with a small object of great sentimental value. \*On 7-9, choose one:

- You have unfinished business here that is likely to come find you wherever you go.
- You are leaving behind someone that needs you badly and can't survive without you.
- You are abandoning something precious to be claimed by a loathsome rival.
- You've been rejected by the village. You no longer belong here, and maybe never will.

\*On a 6- there can be no return. Grim portents accompany you.

## **TAVERN TALES**

When you **spend time swapping tales and sorting through information about a dangerous place you have yet to explore**, name a place you want to know more about, then spend at least 1 preparation and roll+preparation spent. \*On a hit, choose one from the list and tell us how you get it. \*On a 7-9, your information will be slightly off, out of date, or incomplete when you try to use it.

- You acquire part of a map, draw it out or otherwise present it to the group.
- You learn of a trap or similar hazard, describe it. When you encounter it, take +1 forward.
- You learn of a valuable treasure, describe it and where it's kept.
- You learn of a dangerous enemy or group in the area, describe and/or name them. When you encounter them, take +1 forward.
- You learn something useful about the area's history, layout, or politics, tell us what.
- You acquire something that will be particularly useful in there (a key, a password, etc.), tell us what you got.

\*On a 6-, choose one anyway, but don't describe it yet. Instead, ask the GM what it will cost you to gain that knowledge, and even then what you get will be slightly off, out of date, or incomplete when you try to use it.

*Examples:*

"Hey, isn't there supposed to be a passage here? It's on the map..."

"That trap? Oh, it wasn't a sliding blade, it's an alarm. You hear a growl coming from deeper within the dungeon."

"Oh yes, there's ogres. They're servants of the demon that's taken up residence deeper inside."

"Why yes, this is the tomb of the ancient king Dalboz. Did you remember to wear his colors so his undead servants wouldn't think you're tomb robbers and attack you?"

"Here's the secret door, right where the guy in the tavern said it would be. Anyone got the key? Because it's locked."

## **GUARD YOUR MIND**

When **something attempts to control or manipulate your mind**, roll+WIS. \*On a 10+, you shake it off. \*On a 7-9, choose one:

- You're stunned for a few moments while you shake it off.
- You feel a brief compulsion, take -1 forward to act against the source of the effect.

\*On a 6-, don't mark XP yet. Instead, give the GM a notecard with your character's name on it.

When **the GM hands you a notecard with your name on it**, read the command on the back (to yourself, don't discuss it with others). Then choose one:

- Do what it tells you to the best of your abilities, then mark XP and tear up the card.
- Drop to your knees, clutch your head, and the source of the command deals its damage to you, ignoring armor. Then tear up the card.

## **CIRCLES**

When you **declare that you know someone who can help you solve a task and have an unassigned Bond available**, describe that person and write a Bond describing your relationship with them. Then roll+CHA. \*On a hit, you can get help from your contact. \*On a 7-9, there's a catch, choose one and explain why this is:

- Your contact holds some enmity towards you, you owe him a debt, or his help will cost you.
- Reaching your contact will be inconvenient or dangerous.
- Your contact can't directly help you, but he can at least point you in the right direction.

\*On a miss, choose one from the list, and the situation will be worse than you expected when you reach your contact. Your contact may still be able to help you, but expect a steep cost.

When you **work with your contact to solve your problems**, you may resolve the Bond and mark XP as usual, or you may keep the Bond. If you use an established contact to seek help from, you can make this move again without needing an unassigned Bond, and add +Bond to the roll.

# DUNGEON WORLD

## SECRETS AND SORCERY PACK

*Seven new base classes for Dungeon World*  
*the Archaeologist,*  
*the Enchanter,*  
*the Spy,*  
*the Dragon Knight,*  
*the Guardian,*  
*the Reaper,*  
*and the Baron*  
*and new rules for stress and madness within the dungeon*

For use with the role-playing game Dungeon World, by Sage LaTorra and Adam Koebel



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## THE ARCHAEOLOGIST

Of all the treasures to be found in Dungeon World, what could be more valuable than knowledge? The ancient secrets that have lain hidden away under the earth in long-lost catacombs or forgotten temples to dead gods? The hidden places and knowledge can be brought back into the light once again.

You are at home equally among libraries and dungeons, and equally adept at drawing out the secrets from both. Panache is your weapon against the agents of the darkness, cunning your shield against deadly traps and dangerous passages. Ancient wisdom awaits your discovery in the deep and hidden places of the world, and you have the tools to discover it.

Of course, if you find some golden idol covered in jewels, that's good too. Just be ready to run when you grab it.

The Archaeologist specializes in both scholarly research and dungeon exploration. They are able to research key information about dungeons and lead expeditions through these most dangerous of places. Indiana Jones is an obvious touchstone to this class.

## THE ENCHANTER

The greatest of crafts is not in gold or gems, but in the power of magic itself. As elves shape supple wood and dwarves the hard stone, your artisanship is that of enchantments. Whether alchemist or artificer, your laboratory can pour forth magical wonders, limited only by your imagination. With a deft carving of magic runes you make a sword strike with the force of thunder, or a shield that can turn away flames.

But there is always more magic out there for your to experience. To truly master your craft, you must be willing to test yourself against the powers of magic that lie in the deepest of dungeons, and to study these ancient enchantments so yours will be greater. Your knowledge of arcane forces makes you a powerful, if bookish ally, to those who seek to plunder such treasures for themselves.

As the name suggests, the Enchanter deals in enchanted objects. Their skill is in both the creation and comprehension of magical things. The limits of what an enchantment is capable of is only the Enchanter's imagination and their willingness to invest their resources on the affair. In combat, the Enchanter wields a rune-empowered weapon to defend themselves.

# THE SPY

What fascinating secrets are exchanged right under the noses of the common folk! Who would have guessed that their neighbors hold membership in a secret order? They never gather openly, only trading notes through hollowed-out trees or clandestine gestures. What does it mean when the baker advertises sweet rolls one day and biscuits the next? Oh, you know. It means that he has the information on the duked you asked him to uncover for you.

Whether an agent of the state or the right hand of a criminal empire, the secrets of Dungeon World are your trade, trickled in from a network of informants and data handlers. You may not know who they are, but your network is everywhere, feeding you the information you need to do your job. Even the most closely guarded secrets can fall into your hands, and these will be the dagger with which you strike from the shadows.

Knowledge is power.

The Spy is a different take on the Thief, one who specializes in information gathering. A skilled rogue in their own right, the Spy takes a more social approach to the guile and stealth normally associated with the trade, relying on a network of informants to give them just the knowledge they need.

# THE DRAGON KNIGHT

The relationship between dragons and mortals is long and complex. Sometimes worshipped, often fought against, and always feared, no creature is more iconic of power and lordly might than the dragon. To those who have proven themselves worthy of forging a bond with a dragon, they become the most awe-inspiring of knights. Whether a bloody tyrant or a defender of the realm, someone riding a dragon into battle is a sight that will not soon be forgotten.

You are one of these chosen few, who bear the honor of bonding their immortal soul to that of a dragon. Dragon-fire flows in your veins, just as your valor links your new mount to you forever. You work in tandem with your dragon to overcome even the greatest of enemies, but the link between you is far from perfect. After all, dragons are not tractable creatures, and have a will of their own. How will the two of you learn to trust one another?

The Dragon Knight is the most awe-inspiring of mounted warriors, riding into battle atop a young dragon. The knight and their mount both influence one another, and maintaining a link of mutual respect and trust between the two is key to their success.

We've also included a compendium class version, if you prefer your dragon and knighthood to be earned through play.



## THE GUARDIAN

Terrible things lurk in every corner of Dungeon World. While there is no shortage of men who are willing to take up arms to fight against monsters, your conviction burns far greater than most. You know that the wickedness of a lone goblin pales in comparison to the cruelties that men can inflict upon one another.

There is a flame in your soul that cannot be extinguished. The fire within you can give warmth and comfort to your allies, but it can also be used to destroy. When faced with the outrages of the world, the fire in you rises like an inferno, empowering you to mete out justice at the point of a sword. Against evil and injustice, you are judge, jury, and executioner. To the ones you defend, not even the wrath of Hell itself can turn aside your shield.

Sometimes terrible things happen to good people. But you're not one of the good people. You're one of the terrible things.

The Guardian is both a defensive warrior and a passionate force of justice. More secular than the Paladin, the Guardian's power is in their conviction. When their righteous anger burns, they are a force to be reckoned with.

## THE REAPER

Death gets such a bad reputation. Everyone struggles in vain to hold off Death for just a few more precious moments. They don't understand Death like you do. Death is not a force to be feared, but to be celebrated and understood. When you face Death with your soul at ease, his secrets will open to you.

You do not worship Death, but you revere him, and perform services in his name to ease the suffering of the dearly departed. Whether psychopomp or exorcist, you are a trusted lieutenant in Death's service, keeping his estate in order against those who would despoil it or try to defy his judgment. Through your deeds, the restless dead of Dungeon World can finally be set to peace beyond the Black Gates.

But will you be ready when your time comes? What deals will Death make with you?

Like Death, the Reaper performs a valuable service, helping the dearly departed rest in peace while cleaning away any lingering spirits or undead which try to mar his order. The Reaper focuses more on the dead and the undead than the Cleric, and has a stronger set of tools to defeat or comfort the lost souls of Dungeon World.

# THE BARON

Through birthright or deeds, you are among the world's elite. You have earned the right to call yourself Lord over a stronghold, and the lands it protects. Backed by your party of loyal retainers, you are a shepherd to your people, guiding the growth of your lands and delivering justice to villains. Through your deeds and wisdom, a humble hamlet may grow into a mighty city.

But being a Baron is no life of idle luxury. Foes from both outside and within your walls seek to take what is rightfully yours. Ravening hordes and scheming rivals both covet your lands. When the walls of your stronghold shield your people against the darkness of Dungeon World, do they also keep close the one who would betray you, plotting your demise in the shadows?

Also, that butler you sent down into the wine cellar yesterday hasn't been seen since. You should probably look into that.

The Baron is Dungeon World's answer to Apocalypse World's Hardholder. The Baron begins with control of their own personal keep, and gives them the tools to grow and defend it as they see fit. However, this does not mean that the Baron is entitled to an unlimited safe haven! The stronghold is a magnet for both danger and intrigue. To maximize the stronghold's potential, the Baron must journey outside of their gates and face the threats to his lands head-on.

We've included a new set of rules for dealing with stress and horror that builds off of the Steel mechanics found in our previous publication. These rules deal with the long-term impacts of madness as well as the management of the stress that comes from diving headfirst into danger and unfathomable evil, making them suitable for games that deal with horror or insanity, or for groups that wish to explore the emotional impact that comes from dungeon crawling.

We've also included a compendium class version of the Baron for character who earn their strongholds the hard way.

For every story that we tell, the world gains that much more wonder. I remain grateful for the support of my colleagues in the Dungeon World G+ community, and the valuable advice and critiques they have given to help me refine and polish my ideas. Once again, I give due credit and thanks to Johnstone Metzger and Jeremy Strandberg in particular. I would also like to acknowledge Robert Doe, David Perry, and Andrea Serafini for their own contributions to this body of work, and all the players of Dungeon World around the world. This work is dedicated to you, and all stories that are yet to be told. Play to find out.

NAME 

LOOK

*Dwarf:* Garin, Daltri, Harrak, Rulin, Kaja, Brall, Nyssa, Gwillen*Halfling:* Bolger, Garret, Odo, Mellyn, Portia, Frega, Lirrin, Nelmi*Human:* Byron, Gertrude, Lawrence, Chapman, Fredrick, Morley, Virginia, Tatiana, Salah

Clever Eyes, Shrewd Eyes, or Glasses


Untidy Hair, Balding, or Wide-Brimmed Hat

Weathered Clothing, Scholarly Clothing, or Practical Clothing


Tanned Body, Rugged Body, or Portly Body

Assign these scores to your stats: 16 (+2), 15 (+1), 13 (+1), 12 (+0), 9 (+0), 8 (-1)


STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
<input type="checkbox"/> WEAK -1	<input type="checkbox"/> SHAKY -1	<input type="checkbox"/> SICK -1	<input type="checkbox"/> STUNNED -1	<input type="checkbox"/> CONFUSED -1	<input type="checkbox"/> SCARRED -1
STR	DEX	CON	INT	WIS	CHA



DAMAGE



ARMOR



HP

CURRENT MAX

YOUR MAX HP IS 6+CONSTITUTION

## ALIGNMENT

☐ GOOD

Prevent an artifact or secret knowledge from being used to hurt others.

☐ NEUTRAL

Discover long-lost knowledge or a culturally significant artifact or place.

☐ CHAOTIC

Leap into danger without a plan.

## STARTING MOVES

## ANTIQUARIAN

When you **closely examine an artifact or a piece of lost technology for the first time**, roll+INT. \*On a 10+, ask the GM three of the following questions. \*On 7-9, ask two. \*On a 6-, ask two anyway, but the GM will give you a false answer for one of them.

- Who created this object and how old is it?
- What is the purpose of this object, or what does it do?
- Who would find this object valuable?
- How is this object dangerous to me?
- How is this object activated?
- What has been done to or with it recently?
- What's wrong with it and how could it be fixed?

## RACE

☐ DWARF

When you use Antiquarian, the GM will always truthfully tell you who created the object and how old it is in addition to the move's other results, even on a miss.

☐ HALFLING

You can always ask the GM "Where's the best hiding place around here?" and get an honest answer.

☐ HUMAN

When you Make Camp, if you possess adventuring gear with less than 5 uses, gain 1 use of that adventuring gear.

## WHIP TRICKS

A whip is a powerful tool in your hands. You can use your whip to grab small, unattended objects within reach range and swing upon it like a grappling hook, all without Defying Danger.

You cannot Hack and Slash with your whip. Instead, when you **crack your whip at an enemy within reach**, roll+DEX. \*On a 10+, choose two. \*On a 7-9, choose one:

- You entangle one of their limbs, preventing them from using it as long as you keep your whip wrapped around them
- You avoid any retaliation or counterattack
- You move them to any place within reach range
- You knock them prone or off-balance; the next person who takes advantage of this takes +1 forward
- You make them drop an object they are holding

## BONDS

Fill in the names of your companions in at least one:

I need \_\_\_\_\_'s help to find a valuable treasure.

\_\_\_\_\_ may be the brawn of this group, but I'm the brain.

\_\_\_\_\_ joined me on my first expedition, and they're still willing to work with me after the... you know.

\_\_\_\_\_ thinks I take too many needless risks, but what do they know?

## RESEARCHER

When you **spend at least a full day researching old tomes, dusty maps, and bits of lore about a nearby location**, roll+INT. \*On a 10+, choose two from the list. \*On a 7-9, choose one. \*On a 6-, choose one anyway, but don't describe it yet. Instead, ask the GM what it will cost you or what you must do to gain that benefit.

- You find part of a map, draw it out or otherwise present it to the group.
- You learn of a trap or similar hazard, describe it and hold +1 preparation.
- You learn of a dangerous enemy or group in the area, describe and/or name them and hold +1 preparation.
- You learn of a valuable treasure, describe it and where it's kept.
- You learn something useful about the area's history, layout, or politics; tell us what.
- You gain something that will be particularly useful in there (a key, a password, etc.), tell us what you got.



THE ARCHAEOLOGIST

LEVEL XP

## GEAR

Your Load is 9+STR. You start with dungeon rations (5 uses, 1 weight), adventuring gear (5 uses, 1 weight) a whip (1 weight), and a map to someplace hidden, tell us where! Choose two:

- ☐ A bag of books (5 uses, 2 weight)
- ☐ Leather armor (1 armor, 1 weight)
- ☐ Bandages (3 uses), antitoxin, and a short sword (close, 1 weight)
- ☐ A hand crossbow (near, reload, 1 weight) and a pack of bolts (3 ammo, 1 weight)

## ADVANCED MOVES

When you gain a level from 2-5, choose from these moves.

### ☐ ACADEMIC REPUTATION

When you **Parley with someone who highly respects knowledge or history**, you may roll with INT instead of CHA.

### ☐ BOOKWORM

When you make the Research move, you get +1 preparation in addition to any of the move's other effects.

### ☐ DANGER SENSE

When you **take a moment to survey an area**, you may ask the GM "Is there an ambush or trap here?" If the answer is "yes", roll+INT. \*On a 10+, ask the GM three questions from the list below. \*On a 7-9, ask one.

- What will trigger the trap or ambush?
- What will happen once it's triggered?
- How could it be disarmed or thwarted?
- What else should I be on the lookout for?

### ☐ MOMENT OF INSIGHT

When **something supernatural makes you Defy Danger**, take +1 forward to Spout Lore about that threat.

### ☐ SIMON BELMONT

Add the following option to the Whip Tricks list:

- You deal your damage

### ☐ SLEUTH

When you Discern Realities, the GM will always tell you what happened here recently in addition to the move's other results, even on a miss.

### ☐ SNEAKY

Gain a move from the thief playbook.

### ☐ TREASURE HUNTER

When you **obtain a valuable treasure or artifact for the first time**, hold 2. Spend a hold to gain one of the following benefits:

- Take +1 forward to Defy Danger
- Deal +1d6 damage forward, no more than once per attack
- Heal yourself for 1d8 HP

### ☐ WELL-CONNECTED

When you **declare that you know someone who can help you solve a task**, describe that person and roll+CHA. \*On a hit, you can get help from your contact. \*On a 7-9, there's a catch, choose one and explain why this is:

- You owe them a debt, or their help will cost you
- Reaching them will be inconvenient or dangerous
- They're not exactly trustworthy or reliable
- They hold some enmity towards you

### ☐ WHIP MASTERY

When you use Whip Tricks, on a 12+ choose three options from the list.

When you gain a level from 6-10, choose from these moves or the level 2-5 moves.

### ☐ CAREFUL EXPLORER

When you Undertake a Perilous Journey, you always spot trouble in advance, as if you had taken the scout role and rolled a 10+. You can also take on a second job, roll for it as normal.

### ☐ INVESTIGATOR

*Requires: Sleuth*

When you Discern Realities, up to two of your questions can be anything, not limited by the list.

### ☐ MASTER LOOTER

*Requires: Treasure Hunter*

When you **obtain a valuable treasure or artifact for the first time**, hold 4 on Treasure Hunter instead of 2.

### ☐ MOLA RAM

When you **use a magical item and force it to obey your will**, instead of using its effects as written, roll+INT. \*On a 10+, you control the degree and extent of its effects. \*On a 7-9, you direct its effects, but choose one:

- You break it; it cannot be used again until it is fixed.
- You lose control, producing additional, unwanted effects.

### ☐ SOCIETY OF EXPLORERS

*Requires: Well-Connected*

When you make the Well-Connected move, on a hit your contact will also have some useful information for you; choose an option from the Researcher list for free once you have time to talk with them.

### ☐ PERFECT PLANNING

When you Defy Danger, you may spend 1 preparation to roll with INT instead of whatever the GM says.

### ☐ PROFESSOR

When you make the Antiquarian move, on a 12+ you may answer one of the questions yourself. Whatever you say, it is the truth.

### ☐ VERY SNEAKY

Gain a move from the thief playbook.

### ☐ WHIP PERFECTION

*Replaces: Whip Mastery*

When you use Whip Tricks, on a hit choose one additional option, and add the following options to the list:

- You snatch an object they held or were guarding. Now it's yours!

### ☐ WHY'D IT HAVE TO BE SNAKES?

When you **Spout Lore about a monster**, on a 12+, in addition to the normal effects, you may ask the GM any one question about the subject. Take +1 forward when acting on that information.

NAME 

LOOK

*Dwarf:* Andvare, Brokir, Silbar, Holda, Thora, Jari, Tongus, Clarana, Rosina, Zula*Elf:* Arathel, Barien, Xylinna, Sedana, Eredania, Nalthanis, Dalinna, Mahtan*Human:* Karn, Argus, Orland, Lucan, Erin, Jalane, Nerida, Cwenhild, Tania

Wise Eyes, Shrewd Eyes, or Curious Eyes

Pointy Hat, Neat Hair, or Velvet Hood




Formal Robes, Runed Robes, or Travelling Robes

Stained Fingertips, Glowing Tattoos, or Crystal Glasses

Assign these scores to your stats: 16 (+2), 15 (+1), 13 (+1), 12 (+0), 9 (+0), 8 (-1)

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
<input type="checkbox"/> WEAK -1	<input type="checkbox"/> SHAKY -1	<input type="checkbox"/> SICK -1	<input type="checkbox"/> STUNNED -1	<input type="checkbox"/> CONFUSED -1	<input type="checkbox"/> SCARRED -1
STR	DEX	CON	INT	WIS	CHA

DAMAGE		ARMOR		HP		YOUR MAX HP IS 4+CONSTITUTION
	D4			CURRENT MAX		

ALIGNMENT

☐ GOOD

Create something that helps someone else.

☐ NEUTRAL

Discover something about a magical mystery.

☐ EVIL

Gain power or influence for yourself at someone else's expense.

STARTING MOVES

**CRAFT ENCHANTMENTS**

You possess a kit of magical supplies and tools, which you use to place enchantments upon mundane objects. It can hold an amount of Stock equal to your WIS+3. When you **spend several hours in safety gathering and purifying reagents**, refill your Stock to its maximum.

When you **set out to enchant an object**, tell the GM what effect you want to accomplish and how you mark the object, then spend 1-3 Stock and roll+Stock spent. \*On a 10+, choose two. \*On a 7-9, choose one.

- The enchantment is permanent, as long as the mark remains whole and unmarred
- The enchantment does not have any known side effects
- The enchantment does not have any weird limitations

\*On a 6-, the item is cursed. The GM will tell you the nature of the curse, but only after it is too late.

A given object can hold only one enchantment, but you can always end any enchantment you create by erasing your markings. Any item you enchant always has at least 1 weight.

**ANALYZE DWEOMER**

When you **closely examine a magical object for the first time**, roll+INT. \*On a 10+, ask the GM three of the following questions. \*On 7-9, ask two. \*On a 6-, ask two anyway, but the GM will give you a false answer for one of them.

- What does this do?
- How is it activated?
- Who created this object and how old is it?
- Who used this object last?
- What has been done to or with it recently?
- What's wrong with it and how could it be fixed?

**RUNIC WEAPON**

When you **mark a melee weapon with runes of battle and spend 1 Stock**, choose one of the following options; the effect lasts until you erase your mark. The enchantment will only function for you; you can't enchant someone else's weapon in this way.

- ☐ Rune of the Sun: The weapon sheds light at your command, about the equivalent of a torch, and can affect insubstantial monsters as if they were solid.
- ☐ Rune of Thunder: Your weapon strikes like thunder, add the forceful tag.
- ☐ Rune of the Mountain: You may Defend with WIS instead of CON while you wield this weapon.
- ☐ Rune of Ice: Your weapon chills your foes to the bone, add the stun tag.
- ☐ Rune of the Moon: While you wield this weapon you get +1 armor, and an additional +2 armor against magic.

RACE

☐ DWARF

When you **enchant an object that you have made with your own hands**, take +1.

☐ ELF

When you enchant an object, your mark is invisible to anyone who isn't an elf.

☐ HUMAN

When you **duplicate an enchantment you have studied or made before**, you are refunded 1 Stock after rolling.

BONDS

Fill in the names of your companions in at least one:

\_\_\_\_\_ needs me to do the heavy thinking, and I need them to do the heavy lifting.

Ironically, \_\_\_\_\_ seems to have enchanted me.

I have enchanted something for \_\_\_\_\_ before, but it didn't work out well.



THE ENCHANTER

LEVEL XP

## GEAR

Your load is 7+STR. You start with dungeon rations (5 uses, 1 weight), a staff (close, 2-handed, 1 weight) and your enchanting tools (1 weight).

Choose two:

- ☐ Enchanted robes (1 armor, 1 weight)
- ☐ Poultices and herbs (2 uses, 1 weight)
- ☐ Bag of books (5 uses, 2 weight)
- ☐ Adventuring gear (5 uses, 1 weight)

### Describe your enchanter's tools:

- ☐ Made patiently by my own hands
- ☐ Passed down from my mentor, and my mentor's mentor...
- ☐ A gift or reward from someone important
- ☐ Stolen from a place of ancient power
  
- ☐ Many pouches of ground herbs, plants, and tree bark
- ☐ Bottles of carefully-mixed chemical compounds
- ☐ A wooden case of inks and brushes
- ☐ Jars of specially consecrated clays, paints and chalk
- ☐ A bag of crystals and semi-precious stones

STOCK:

## ADVANCED MOVES

When you gain a level from 2-5, choose from these moves.

### ☐ ADMIXTURE

While you **are in an appropriate laboratory or place of power**, when you roll+Stock spent, you are refunded 1 Stock after rolling.

### ☐ AFFINITY FOR MAGIC

When you Discern Realities, on a hit, you may ask the GM "What here is magical or enchanted?" in addition to your other questions.

### ☐ BATTLE ENCHANTER

When you **attack with your runic weapon**, your damage die is a d8.

### ☐ ENDURING MARK

When you create an enchantment, the markings you make will withstand the ravages of time and nature. Only someone deliberately acting to remove your mark can do so, and even then they take 1d6 damage of magical backlash when they do. This does not affect you willingly erasing your own mark, which you can always do without risk.

### ☐ HERMETIC CIRCLE

When you **draw a magical circle on the floor or ground and spend 1 Stock**, roll+INT. \*On a 10+, you get both effects. \*On a 7-9, choose one:

- Name a type of creature, they cannot enter or leave the circle
- No magic, save your own, can enter or leave the circle

### ☐ MAKER'S TETHER

When you **concentrate**, name an object you have enchanted. The GM will tell you approximately where it is, as long as the enchantment is still intact.

### ☐ RISKY ENCHANTMENT

When you craft an enchantment, you may choose to spend zero Stock. If you do, make the roll at -1.

### ☐ RUNIC EMPOWERMENT

Add the following runes to the Runic Weapon list:

- ☐ Rune of Doom: Name a type of monster, the weapon deals +1d6 damage to the chosen type
- ☐ Rune of Flame: Add the fiery tag

### ☐ SAGACITY

When you use Analyze Dweomer, the GM will always truthfully tell you what the object does, even on a 6-.

### ☐ WORLDLY SCHOLAR

When you **Parley with someone who highly respects knowledge or the arcane**, you may roll with INT instead of CHA.

When you gain a level from 6-10, choose from these moves or the level 2-5 moves.

### ☐ ENCHANTER'S SOUL

When you **have time and safety with a magic item in a place of power**, you can empower that item so that its effects are amplified the next time you use it. The GM will tell you exactly how.

### ☐ ENCHANTER'S WILL

When you **use a magical item and force it to obey your will**, roll+INT.

\*On a 10+, you control the degree and extent of its effects. \*On a 7-9, you direct its effects, but choose one:

- It is damaged and cannot be used again until repaired
- It slips out of your control, creating additional, unwanted effects

### ☐ ETERNAL MARK

*Replaces: Enduring Mark*

When you create an enchantment, the markings you make cannot be removed by anything short of magic, and even then the person dispelling your mark takes 2d6 damage of magical backlash. This does not affect you willingly erasing your own mark, which you can always do without risk.

### ☐ MASTER CRAFTSMAN

When you craft an enchantment, on a 12+ the GM will tell you one further thing you can do to perfect your enchantment. When you do it, you get the third option from the list.

### ☐ RUNIC MASTERY

*Requires: Runic Empowerment*

When you mark your weapon with runes, choose two runes instead of one.

### ☐ SOULFORGER

You may now enchant living objects, including people. Your subject must be either willing or restrained for you to enchant them.

### ☐ SPELLBREAKER

Add the following question to Analyze Dweomer:

- How can I remove or negate the magic on this object?

### ☐ TRICKY ENCHANTMENT

*Replaces: Risky Enchantment*

When you craft an enchantment, you may choose to spend zero Stock. If you do, make the roll at +0.

### ☐ WAR ENCHANTER

*Requires: Battle Enchanter*

When you **attack with your runic weapon**, you roll with WIS instead of the usual stat.

### ☐ WEALTH OF KNOWLEDGE

When you Spout Lore or use Analyze Dweomer, on a 12+, GM will also ask you a question about the subject. Whatever you answer, it is the truth.



NAME 


Like you'd ever let anyone know your real name! Choose a name from another playbook that no one else is using.

LOOK


Sharp Eyes, Shifty Eyes, or Monocle  
Hooded Head, Wide-Brimmed Hat, or Stylish Hair  
Dark Clothing, Nondescript Clothing, or Stolen Clothing  
Rotund Body, Lean Body, or Sexy Body

Assign these scores to your stats: 16 (+2), 15 (+1), 13 (+1), 12 (+0), 9 (+0), 8 (-1)


STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
<input type="checkbox"/> WEAK -1	<input type="checkbox"/> SHAKY -1	<input type="checkbox"/> SICK -1	<input type="checkbox"/> STUNNED -1	<input type="checkbox"/> CONFUSED -1	<input type="checkbox"/> SCARRED -1
STR	DEX	CON	INT	WIS	CHA



DAMAGE



ARMOR



HP

YOUR MAX HP IS 6+CONSTITUTION

ALIGNMENT

☐ EVIL

Eliminate a threat to your society or employer.

☐ CHAOTIC

Disrupt a power structure or organization.

☐ NEUTRAL

Break into a secure place without being detected.

BACKGROUND

Choose any race, then choose how you came to be a spy:

☐ CRIMINAL MASTERMIND

When you **spend hold from Network to ask if a trap or ambush is present and get an answer of "No"**, roll a d6. On a 3 or higher, the spent hold is refunded to you.

☐ STATE AGENT

Hirelings you Recruit have +1 Loyalty.

☐ PRIVATE INVESTIGATOR

When you Discern Realities, the GM will always tell you what happened here recently in addition to the move's other results, even on a miss.

BONDS

Fill in the names of your companions in at least one:

I know a dirty secret about \_\_\_\_\_, but they don't know it.

\_\_\_\_\_ has some ties to my organization or employer.

I've worked with \_\_\_\_\_ before on a job; they're trustworthy.

\_\_\_\_\_ is the most likely one to betray us, I'd better watch my back around them.

STARTING MOVES

## NETWORK

You have a group of informants and scouts who can trade information with you, describe who or what they are! Every steading will have at least one contact from your network for you to meet. When you **spend some time trading information with one of your contacts**, hold 2 plus your CHA. When you **consult your contact's intel**, spend a hold to ask the GM one of the following:

- What's the greatest danger here?
- Where is \_\_\_\_\_ hidden?
- Where could I best hide or blend in around here?
- Who can help me out around here?
- Is there a trap or ambush here, and if so, where?
- Where's my best way in, out, or through this place?
- Who does \_\_\_\_\_ serve?
- What does \_\_\_\_\_ most desire?
- How can I best serve my society or employer around here?

After meeting your contact, you must come up with some new information to pass on before you can meet then again and gain more hold from this move.

## SLEIGHT OF HAND

When you **pick locks or pockets, disarm a trap, or escape restraints**, roll+DEX. \*On a 10+ you succeed unnoticed, no problem. \*On a 7-9 you are still successful, but the GM will offer you two options between suspicion, danger, or cost.

## CLOAK AND DAGGER

You are trained to fight dirty. When you **attack a surprised or defenseless enemy with a melee weapon**, either deal your damage or roll+DEX. \*On a 10+ choose two. \*On a 7-9, choose one:

- You deal your damage, ignoring armor
- One of their limbs or senses of your choice is crippled for a few moments
- You disengage from combat before they can retaliate against you
- No one notices you make your attack, and your target doesn't make a sound



THE SPY

LEVEL XP

## GEAR

Your load is 9+STR. You start with dungeon rations (5 uses, 1 weight) and a set of thieves' tools (2 weight). Choose three:

- ☐ Rapier (close, precise, 1 weight)
- ☐ Stiletto (hand, 1 weight), which is never found even if you are searched
- ☐ 3 throwing knives (thrown, near, 0 weight)
- ☐ Leather armor (1 armor, 1 weight)
- ☐ Adventuring gear (5 uses, 1 weight)
- ☐ Antitoxin
- ☐ 10 coins

## ADVANCED MOVES

When you gain a level from 2-5, choose from these moves.

### ☐ ACQUISITION

When you **put out word to your contacts about something you want or need**, roll+CHA. \*On a 10+, someone has it, just for you. \*On a 7-9, you'll have to settle for something close or it comes with strings attached, your call.

### ☐ AGENT PROVOCATEUR

When you **spend some time trading gossip in a community**, roll+CHA. \*On a hit, you learn of an interesting opportunity nearby. \*On a 10+, you can also start a rumor of your own; it will spread like wildfire.

### ☐ BACKUP

While you are in a stading, you can spend a hold from Network to have an agent of your organization accompany you for one task. Treat them as a hireling with skill points equal to your level, loyalty equal to your CHA, and the cost, "service to our society". After completing your task, they leave you unless you spend another hold.

### ☐ BLACKMAILER

Add the following option to Network:

- What could I use as leverage against \_\_\_\_\_?

### ☐ DATA HANDLER

When you gain hold from Network, you gain 1 additional hold.

### ☐ IMPERSONATION

When you **disguise yourself as a specific person**, roll+CHA. \*On a 10+, only that person's most intimate associates can tell the difference. \*On a 7-9, only those who do not know the person are fooled.

### ☐ IN YOUR SHADOW

When you **follow or shadow someone**, roll+DEX. \*On a 10+, you find out exactly what they're up to without arousing suspicion. \*On a 7-9, it's either an impression of their doings or you can reveal yourself to learn more.

### ☐ INCOGNITO

When you **blend into a crowd or the shadows**, foes never spot you until you draw attention to yourself or leave your cover. You can move while remaining in your cover, but no faster than a leisurely walk.

### ☐ LICENSE TO KILL

When you **deal damage with a weapon with a range of hand or the precise tag**, deal +1d4 damage.

### ☐ SNEAKY

Gain a move from the thief playbook.

When you gain a level from 6-10, choose from these moves or the level 2-5 moves.

### ☐ BLACK OPS

When you use Cloak and Dagger, on a 12+ you get three choices from the list.

### ☐ ENIGMA

No force can make you betray your colleagues, not even Death itself. Any attempts to sry on your location, read your thoughts, or manipulate your mind fail.

### ☐ FADE AWAY

While you **stay still or act meek and unobtrusive**, even in broad daylight, people only notice you if they are looking for you specifically.

### ☐ FIELD AGENT

You can spend preparation as if it were hold on Network.

### ☐ MASTER IMPERSONATOR

*Replaces: Impersonation*

When you **disguise yourself as a specific person**, you look just like them. Your actions may give you away, but anyone who does not know the person intimately will be fooled by your appearance. When you **meet someone who is intimately associated with the person you are impersonating**, roll+CHA. \*On a 10+, they are fooled, even by strange behavior, until you give yourself away for certain. \*On a 7-9, they are already suspicious of you.

### ☐ SEALED FATE

Add the following option to Network:

- How is \_\_\_\_\_ vulnerable to me?

### ☐ SECRET STASH

You may spend a hold from Network to reveal a stash of useful equipment hidden nearby, the GM will tell you what you got.

### ☐ SOCIAL PSYCHOLOGY

When you Parley, on a hit you can ask their player a question from the Network list, they must answer it truthfully to the best of their knowledge. This information comes from a slip of the tongue or their body language giving it away. On a 10+ they don't notice that they gave up their information, on a 7-9 they do.

### ☐ VERY SNEAKY

Gain a move from the thief playbook.

### ☐ WEB OF CONTACTS

When you **put out word to your contacts that you want to meet with someone**, roll+CHA. \*On a 10+, someone can set up a meeting, with circumstances in your favor. \*On a 7-9, you can meet with them, but there are strings attached or the circumstances are less than ideal.

NAME 

LOOK

Names: Taya, Daine, Mallory, Shana, Ricard, Freya, Xaldin, Isabel, Minerva, Glenn

Golden Eyes, Wary Eyes, or Disdainful Eyes  
 Ornate Helmet, Winged Circlet, or Fiery Hair  
 Burnished Armor, Gilded Armor, or Crested Surcoat  
 Long Shanks, Regal Bearing, or Unblemished Body

Dragon Names: Brodahmik, Heyvkaal, Venahkrin, Centhylion, Frethiel, Benthylis,  
 Kenzodomu, Morokegos, Rovostraza, Strunvahlok, Tyraxes, Aurion

Assign these scores to your stats: 16 (+2), 15 (+1), 13 (+1), 12 (+0), 9 (+0), 8 (-1)

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
<input type="checkbox"/> WEAK -1	<input type="checkbox"/> SHAKY -1	<input type="checkbox"/> SICK -1	<input type="checkbox"/> STUNNED -1	<input type="checkbox"/> CONFUSED -1	<input type="checkbox"/> SCARRED -1
STR	DEX	CON	INT	WIS	CHA

DAMAGE

ARMOR

HP

YOUR MAX HP IS 8+CONSTITUTION

ALIGNMENT

☐ **LAWFUL**

Deliver justice to an evildoer.

☐ **GOOD**

Endanger yourself to protect someone weaker than you.

☐ **EVIL**

Gain wealth or power for yourself at someone else's expense.

STARTING MOVES

**HOW TO TRAIN YOUR DRAGON**

Your soul is linked with that of a young dragon, about the size of a horse. Give your dragon a name! As long as you treat your dragon with respect, it will *usually* obey you. Your dragon is capable of speech like a human. When you **whistle loudly for your dragon when it is not nearby**, it will quickly arrive at your side in dramatic fashion. When **your dragon dies**, so do you, and vice versa.

You have a stat called Link. Your Link is equal to your link stat, which depends on what kind of dragon you ride. Your Link can never be less than zero. When you **would reduce your Link below zero**, your dragon instead refuses to obey your orders for a while. Choose a cost; your dragon expects its cost to be paid regularly like a hireling's would. When you **pay your dragon's cost**, reset your Link to the value of your link stat.

- ☐ Gold and jewels
- ☐ The blood of its enemies, specify who or what they are
- ☐ Ancient knowledge and magics
- ☐ The cowering obeisance of mortals

Choose three moves for your dragon. When you **command your dragon to perform a move it knows**, roll+Link. \*On a 10+, the move is done, no problem. \*On a 7-9, the move happens, but there's either a consequence or limitation, or reduce your Link by 1. If a move would deal damage, roll your own damage die.

- |   |  |
|---|--|
| <input type="checkbox"/> Strike with fang and claw  | <input type="checkbox"/> Intimidate with a mighty roar           |
| <input type="checkbox"/> Belch forth elemental fury | <input type="checkbox"/> Harry from the air                      |
| <input type="checkbox"/> Scout from high above      | <input type="checkbox"/> Flap its wings to create a gust of wind |
| <input type="checkbox"/> Hunt or track by scent     | <input type="checkbox"/> Recall ancient lore                     |

DRAGON

Choose any race, then choose the type of dragon you ride:

☐ **CHROMATIC**

Link stat: +CON

Your dragon is no stranger to combat, and neither are you. When you Defend, take +1 armor forward.

☐ **METALLIC**

Link stat: +WIS

Your dragon is quite sociable, and so are you. You can write one extra Bond with your companions, giving you a total of four.

☐ **GEMSTONE**

Link stat: +INT

Your dragon will always accept crystals as payment of its cost.

BONDS

Fill in the names of your companions in at least one:

\_\_\_\_\_ was with me when I first met my dragon.

I've been burned by \_\_\_\_\_ before, if you know what I mean.

My dragon seems to like \_\_\_\_\_; they must be someone I can trust.

**DRAGONRIDER**

Your dragon is capable of flight, and can carry you and one passenger with it. When you **fly upon your dragon for a great distance or to someplace dangerous**, say where you are going and roll+Link. \*On a hit, you get where you need to be. \*On a 7-9, choose one.

- A threat is waiting for you when you arrive
- The ride exhausts or injures your dragon, and it cannot fly until it gets some rest
- Reduce your Link by 1
- It takes longer than you expected to get where you want

**VOICE OF FIRE**

When you **publicly impress yourself upon a group of people, by words or deeds**, roll+CHA. \*On a 10+ the GM chooses two NPCs present that you have impressed and a reaction. \*On a 7-9, the GM chooses one. \*On a 6-, you've attracted some unwanted attention.

- They back you up, stand by your side, or support your cause.
- They come to you with something they think you want, need or could use.
- They come to you with valuable information.



THE DRAGON KNIGHT

 LEVEL   
 XP

## GEAR

Your load is 10+STR. You start with dungeon rations (5 uses, 1 weight), chainmail (1 armor, 1 weight), and a symbol of the bond between you and your dragon, describe it! Choose your armament:

- ☐ Spear (reach, thrown, near, 1 weight) and shield (+1 armor, 2 weight)
- ☐ Recurve bow (near, 1 weight) and bundle of arrows (3 ammo, 1 weight)
- ☐ Halberd (reach, +1 damage, two-handed, 2 weight)

Choose one:

- ☐ Adventuring gear (5 uses, 1 weight)
- ☐ Broadsword (close, 1 weight)
- ☐ Poultices and herbs (2 uses, slow, 1 weight)
- ☐ Something that would satisfy your dragon's cost, tell us what!

Choose a look for your dragon:

Great Horns, Barbels, or Ridged Crest  
Sinuous Body, Powerful Body, or Spiny Body  
Shining Scales, Stony Scales, or Fine Scales

Choose strengths for your dragon equal to your Link:

*Swift, strong, quick reflexes, tireless, agile, ferocious, intimidating, keen senses, cunning*

Choose one weakness for your dragon:

*Flighty, headstrong, prideful, hot-tempered, vindictive, arrogant, easily distracted*

LINK:

## ADVANCED MOVES

When you gain a level from 2-5, choose from these moves.

### ☐ BATTLE STANDARD

You have a symbol of some kind that you use to inspire others—maybe not a literal standard, but something visible and obvious. When you **raise your standard in support of a cause**, anyone who joins that cause gains 1d6 temporary hit points until you lower your standard (by your own choice or not) or they turn away from your cause. Any damage they take must reduce these temporary hit points before being applied to their own hit points.

### ☐ DRAGON EYE

You can always see through your dragon's eyes as if they were your own, no matter the distance.

### ☐ FAERIE DRAGON

Your dragon can shrink itself to the size of a housecat or back to its normal size at your command, no need to roll. While in this small form your dragon cannot use any of its other moves. It can still fly, it just can't carry you.

### ☐ FÁFNIR

Treasure can never hide from you. When you **are in the presence of something hidden and valuable**, you spot it right away.

### ☐ FIERY CRUSADER

Gain a move of your level or lower from the paladin or immolator playbook.

### ☐ IGNITION

When you **draw dragon-wrath into your weapon**, the weapon gains the *fiery* tag as long as you wield it.

### ☐ MIGHTY CHARGE

When you **charge an enemy while riding your dragon**, your attack is forceful and deals +1d6 damage, but on a 7-9 you are also dismounted after the attack.

### ☐ TARGARYEN

Heat and flame can no longer harm you (though they can still burn or melt your possessions).

### ☐ WATCH HOW I SOAR

When you use Dragonrider, on a 10+ choose one of the following:

- You get there much quicker than you expected
- You get the drop on any danger waiting for you there

### ☐ WELL-TRAINED

Choose another move for your dragon from the list.

When you gain a level from 6-10, choose from these moves or the level 2-5 moves.

### ☐ BURNINATOR

When you **command your dragon to use a move that deals damage**, on a 10+ add two of the following tags to the attack: piercing 3, forceful, messy, area. On a 7-9, add one tag.

### ☐ CONFLAGRATION

*Requires: Ignition*

When you **draw upon the fire within your soul**, roll+Link. \*On a hit, you breathe fire; deal your damage to all creatures in the path of the flames. \*On a 7-9, you also either deal your damage to yourself (ignoring armor), or the flames get out of control.

### ☐ DRAGON HEART

When you Make Camp, hold 1. When you would reduce your Link, you may spend this hold instead of reducing your Link.

### ☐ GOLD STANDARD

*Requires: Battle Standard*

Those who join the cause you raise your standard for gain 2d6 temporary hit points, instead of 1d6.

### ☐ LOYAL UNTO DEATH

When **your dragon takes a blow that was meant for you**, the damage is negated, but reduce your Link by 1.

### ☐ MY ARMOR IS LIKE TENFOLD SHIELDS

While **you are riding your dragon**, you have armor equal to your Link.

### ☐ MY TEETH ARE SWORDS, MY CLAWS SPEARS

*Requires: Mighty Charge*

When you **deal damage while riding your dragon**, add your Link to the damage.

### ☐ PARAGON OF FLAME

Gain a move of your level or lower from the paladin or immolator playbook.

### ☐ THUNDERING VOICE

When you use Voice of Fire, on a 12+ you can instead choose one NPC specifically to impress. The GM chooses their reaction from the list.

### ☐ WYRM-TONGUE

You speak the language of dragons. Any creature of this world will understand what you say, and you can understand them.

NAME 


LOOK

*Dwarf:* Maran, Halnar, Donarak, Varas, Balgrim, Armeril, Skori, Kalna, Haegara  
*Human:* Wallace, Bertrand, Roger, Tomoe, Maeve, Emilia, Caterina, Halvard, Sigmund


Hard Eyes, Wary Eyes, or Eyepatch  
 Helmet, Bald, or Long Ponytail  
 Old Uniform, Tattered Clothing, or Rust-Stained Clothing  
 Scarred Body, Bulky Body, or Toned Body

Assign these scores to your stats: 16 (+2), 15 (+1), 13 (+1), 12 (+0), 9 (+0), 8 (-1)


STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
<input type="checkbox"/> WEAK -1	<input type="checkbox"/> SHAKY -1	<input type="checkbox"/> SICK -1	<input type="checkbox"/> STUNNED -1	<input type="checkbox"/> CONFUSED -1	<input type="checkbox"/> SCARRED -1
STR	DEX	CON	INT	WIS	CHA



DAMAGE



ARMOR



HP

YOUR MAX HP IS 10+CONSTITUTION

ALIGNMENT

☐ GOOD

Suffer or endure hardship so that someone else does not have to.

☐ LAWFUL

Fulfill a promise to protect someone during a dangerous journey or situation.

☐ CHAOTIC

Upstage, humiliate, or dethrone an unjust or evil authority figure.

STARTING MOVES

## I'LL BE THERE FOR YOU

When you **make a promise to protect someone**, they become your ward. You may only have one ward at a time. When you **Defend your ward**, you get the following benefits:

- You take +1 armor forward
- If you get a 6- on your Defend roll, treat it as a 7-9 instead
- Add the following option to Defend: "Give your ward an opportunity to escape a dangerous situation"

## PAYBACK TIME

Choose two things that make you burn with righteous anger when you encounter them:

- ☐ Bullying, slavery, and oppression
- ☐ Wanton cruelty and unnecessary suffering
- ☐ Injustice and inequality
- ☐ Cowardice, treachery, and selfishness
- ☐ Threats to your loved ones
- ☐ The despoiling of beauty and innocence
- ☐ Violence to children, animals, and the innocent
- ☐ Perversions of nature

When you **burn with righteous anger**, hold 3 Payback. When you **act on your anger**, spend a Payback to:

- Act despite pain, fear, or doubt
- Act suddenly and with conviction, catching your foe off-guard
- Add +1d6 damage and the forceful tag to your next attack
- Stand fast, keeping your position, stance, and course despite what befalls you
- Throw off the effects of being stunned, confused, or enchanted

When **there are no threats to you or your ward in sight**, lose all of your held Payback.

RACE

☐ DWARFChoose a specific type of foe, such as demons, goblin-kin, dragon-kin, or undead. When you **enter battle with your chosen foe**, you burn with righteous anger.☐ HUMAN

You're an experienced bodyguard. While you are Defending, you do not need to spend hold to redirect an attack from the thing you are defending to yourself; you just do it.

BONDS

Fill in the names of your companions in at least one:

\_\_\_\_\_ was one of my first wards, but things have changed between us since then.

I've saved \_\_\_\_\_'s life more than once.

\_\_\_\_\_ is always getting into trouble, I must protect them from themselves.

\_\_\_\_\_ has been on the wrong side of my wrath before.

## MAKE A STAND

When you **call out someone's villainous actions and demand they stand down**, roll+CHA. \*On a 10+, they choose one:

- Cease what they are doing and back off
- Focus their attention on you and attack, and you take +1 forward against them

\*On a 7-9, they can choose either of the above, or:

- Dissemble, stall, make excuses, defer to another, or argue the point



THE GUARDIAN

LEVEL XP



## GEAR

Your Load is 10+STR. You start with dungeon rations (5 uses, 1 weight), chain mail (1 armor, 1 weight), a shield, (+1 armor, 1 weight), and a melee weapon of your choice (close, 1 weight). Choose one:

- ☐ Adventuring gear (5 uses, 1 weight)
- ☐ Healing potion
- ☐ Antitoxin and bandages (3 uses)
- ☐ Keg of dwarven stout (4 weight)

## ADVANCED MOVES

When you gain a level from 2-5, choose from these moves.

### ☐ ARMORED

You ignore the clumsy tag on armor you wear.

### ☐ BASTION

When you **Defend someone you have a bond with**, you take +Bond armor forward. This is in addition to the armor bonus if they are your ward.

### ☐ BODYGUARD

When you **use your promise of protection as leverage**, you may Parley with CON instead of CHA, but on a hit they must become your ward until your promise is fully kept.

### ☐ BURNING BRIGHT

Choose a third thing that makes you burn with righteous anger.

### ☐ CRUSADER

Gain a non-multiclass move from the paladin playbook, except *Quest*.

### ☐ HELL'S GATE

When **your ward would take their Last Breath in your presence**, you may intercede with Death on their behalf. They will live for now, but Death will demand a favor or bargain from you in exchange.

### ☐ JUST BRING IT

When you use Make a Stand, if your foe attacks you, you also get +1 Payback.

### ☐ SHIELD BASH

When you **Hack and Slash while wielding a shield**, you may deal +1d6 damage. If you do, take -1 armor forward as well.

### ☐ SLEEP WITH ONE EYE OPEN

When you **stand watch for an entire night**, you always see anything approaching your camp in time to wake the camp and prepare a response, as if you had rolled a 10+ to Take Watch. However, doing this exhausts your vigilance; you lose the benefits of having a ward until you get a proper night's sleep, then you can choose a new ward.

### ☐ VIGILANT

Add these to the list of Discern Realities questions:

- How can I get my ward out of here?
- What here poses the greatest threat to my ward?

When you gain a level from 6-10, choose from these moves or the level 2-5 moves.

### ☐ AVENGING STRIKE

When you **spend a hold from Defend to deal damage**, you deal +1d4 damage and scar, mark, or diminish your target in some way, the GM will tell you how.

### ☐ BEACON OF HOPE

When you **make a stand against the darkness while in sight of your ward**, your ward holds 1 Payback, which they can spend just like you can.

### ☐ ETERNAL FLAME

If you are reduced to zero HP while you hold Payback, you keep fighting and don't take your Last Breath until you spend all your Payback. When you take damage when you are at zero HP, you lose 1 Payback.

### ☐ MIRROR SHIELD

While you **have a shield equipped**, add the following option to Defend:

- Redirect a spell or magical effect from the thing you defend to the ground, making it fizzle harmlessly

### ☐ PARAGON

Gain a non-multiclass move from the paladin playbook, except *Quest*.

### ☐ THE PEOPLE'S CHAMPION

*Requires: Just Bring It*

When you use Make a Stand, on a 12+ you fluster or intimidate your foe; you choose how they react from the list.

### ☐ SHIELD SLAM

*Replaces: Shield Bash*

When you **Hack and Slash while wielding a shield**, you deal +1d8 damage.

### ☐ SLEEP WITH BOTH EYES OPEN

*Replaces: Sleep With One Eye Open*

When you **stand watch for an entire night**, you always see anything approaching your camp in time to wake the camp and prepare a response, as if you had rolled a 10+ to Take Watch.

### ☐ RETRIBUTION

When you **have engaged a foe in melee and they break off or make an attack that doesn't include you**, you may deal your damage to them.

### ☐ YOU SHALL NOT PASS

Add the following option to Payback Time:

- Glare at an approaching enemy, stopping them dead in their tracks

NAME 

LOOK




Names: Nihlath, Myrkul, Azoth, Mordecai, Nija, Nihasa, Prosperine, Zente, Dante

Haunted Eyes, Dead Eyes, or Inky Black Eyes  
 Deep Hood, Bald, or Styled Hair  
 Tattered Robes, Heavy Cloak, or Funerary Attire  
 Bony Body, Pale Body, or Corpulent Body

Assign these scores to your stats: 16 (+2), 15 (+1), 13 (+1), 12 (+0), 9 (+0), 8 (-1)

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
<input type="checkbox"/> WEAK -1	<input type="checkbox"/> SHAKY -1	<input type="checkbox"/> SICK -1	<input type="checkbox"/> STUNNED -1	<input type="checkbox"/> CONFUSED -1	<input type="checkbox"/> SCARRED -1
STR	DEX	CON	INT	WIS	CHA

DAMAGE		ARMOR		HP		YOUR MAX HP IS 6+CONSTITUTION
				CURRENT MAX		

ALIGNMENT

☐ **LAWFUL**

Carry out a spirit's last request.

☐ **NEUTRAL**

Help someone to understand death or soothe their grief.

☐ **EVIL**

Exploit your power over death for personal gain.

STARTING MOVES

**UNDERTAKER**

When you **perform last rites over a recently dead or dying sentient creature**, you gain 1 Soul, and you may ask the deceased's player the following questions, they must answer you truthfully:

- What caused your death?
- What regret burdens your soul?

You may hold a maximum of 3 Soul. **You begin play with 2 Soul.**

RACE

Death doesn't care who or what you are. All are equal in his eyes. Choose any race you want, it doesn't matter.

**SOUL MAGIC**

You can cast any spell from the Reaper spell list of your level or lower without needing to prepare them first. When you **cast a Reaper spell**, roll+WIS. \*On a hit, the spell is successfully cast. \*On a 10+, choose a consequence from the list below. \*On a 7-9, choose two consequences.

- You spend 1 Soul
- The spell has other effects as well
- You may not cast this spell again until after the next time you Make Camp
- You draw attention to yourself or put yourself in a spot, the GM will tell you how

BONDS

Fill in the names of your companions in at least one:

One of \_\_\_\_\_'s ancestors gave me a message for them, but I'm waiting for the right time to give it to them.

I brought \_\_\_\_\_ back from Death's Door.

\_\_\_\_\_ fears the power I wield over souls. I will help them to understand.

\_\_\_\_\_ 's beliefs about the afterlife are wrong. I shall try to show them the truth.

**CASTIGATE**

When you **verbally rebuke an undead creature and spend 1 Soul**, roll+CHA. \*On a 10+, choose three. \*On a 7-9, choose one.

- You deal your damage to the target, ignoring armor
- You place a burden upon them, limiting their supernatural abilities
- The target may not come any closer to you, as long as you lock its gaze
- You may ask two questions from the Discern Realities list about the target

**DEATH LORE**

When you **first encounter an important creature, location, or item that pertains to spirits, the undead, or the afterlife**, you can ask the GM any one question about it; the GM will answer truthfully.

Additionally, when you **Spout Lore about spirits or the lands beyond the Black Gate**, you roll with WIS instead of INT.



THE REAPER

LEVEL XP

## GEAR

Your load is 6+STR. You start with dungeon rations (5 uses, 1 weight), two coins, and the tools you use to perform last rites, describe them! Choose two:

- ☐ Scythe (close, two-handed, 1 weight) and antitoxin (0 weight)
- ☐ Sacrificial dagger (hand, 1 weight) and bandages (3 uses, slow, 0 weight)
- ☐ Bag of books (5 uses, 2 weight)
- ☐ Healing potion

## ADVANCED MOVES

When you gain a level from 2-5, choose from these moves.

### ☐ ASHES TO ASHES

When you perform last rites, you may choose to turn the corpse you have used to ashes. That corpse can never be raised again, including as an undead, nor can its spirit be contacted in any way, short of direct intervention by Death himself.

### ☐ CANOPIC JARS

The maximum number of Soul you can hold is now 4.

### ☐ EXORCIST

You can now use Castigate on spirits and extra-planar creatures. When you do, add the following option to the Castigate list:

- You drive the target out of any person or object they are possessing, and prevent them from possessing anything else as long as you are present

### ☐ FERRYMAN

When you **Parley with ghosts and other intelligent undead**, you may offer the comfort of oblivion as leverage. If they accept, they depart this world for the one beyond the Black Gates.

### ☐ I SEE DEAD PEOPLE

You no longer have to roll to cast the spell Spirit Medium; you can just cast it whenever you like. Additionally, Spirit Medium no longer has an ongoing cost.

### ☐ PHANTOM GUARD

While you have at least one Soul, you have 2 armor.

### ☐ REVERENCE

Choose a spell from the cleric list. You may cast that spell as if it were one of your own.

### ☐ THE SCALES OF LIFE AND DEATH

When **someone takes their Last Breath in your presence**, they take +1 to their roll.

### ☐ SPIRITS OF KNOWLEDGE

When you **enter a new place**, the spirits of the dead will tell you a fact from the history of that location or something that has changed since you were there last.

### ☐ VITAL TRANSFER

When you **touch someone**, you can spend 1 Soul to heal them of 1d6 damage, as many times as you like, as long as you have Souls to spend. You can use this ability on yourself if you wish.

When you gain a level from 6-10, choose from these moves or the level 2-5 moves.

### ☐ CROSS THE VEIL

When you **step partially into the land of shadows and spend 1 Soul**, you turn yourself insubstantial. You can pass through solid objects, and mundane weapons will pass through you. You may still be repelled or harmed by magic or energy. Attacking or casting a spell ends this effect.

### ☐ DUST TO DUST

*Requires: Ashes to Ashes*

When you **reduce a living creature to zero HP**, you may turn its corpse to ashes, as per the Ashes to Ashes move. If you do, you instantly gain 1 Soul.

### ☐ EXPEL

*Requires: Exorcist*

When you deal damage with Castigate, deal +1d6 damage, and when you **reduce an undead, spirit, ghost, or extra-planar creature to zero HP**, it is henceforth barred from appearing on the material plane in any form. If the creature would be sent back beyond the Black Gates, Death will personally make sure it never leaves his domain again.

### ☐ GRIM REAPER

Any weapon you wield draws power from beyond the Black Gates. Your weapon can affect insubstantial creatures as if they were solid, and your attacks get +Soul piercing.

### ☐ MEMENTO MORI

When you **take your Last Breath**, take +Soul to the roll.

### ☐ PHANTOM ARMOR

*Replaces: Phantom Guard*

While you have at least one Soul, you have 3 armor.

### ☐ REST IN PEACE

You no longer need to spend Souls to use Castigate.

### ☐ SOUL MASTERY

When you cast a spell, on a 12+, choose no consequences.

### ☐ SPIRITS OF WARNING

When you **consult the spirits of those who died at your location**, roll+CHA. \*On a 10+, a spirit will guide you past danger, keep you from becoming lost, or show you something hidden. \*On a 7-9, a spirit will show you a danger, but no more than that.

### ☐ VITAL INFUSION

*Requires: Vital Transfer*

When you use Vital Transfer, you heal 2d6 damage per Soul spent instead.

## FIRST LEVEL SPELLS

### ☐ SPEAK WITH DEAD

LEVEL 1

A corpse converses with you briefly. It will answer any three questions you pose to it to the best of the knowledge it had in life and the knowledge it gained in death.

### ☐ SPOOK

LEVEL 1

ONGOING

Choose a target you can see and a nearby object. The target is afraid of the object so long as you maintain the spell. Their reaction is up to them: flee, panic, beg, or fight. While this spell is ongoing you take -1 to cast a spell. You cannot target entities with less than animal intelligence (magical constructs, undead, automatons, and the like).

### ☐ SPIRIT MEDIUM

LEVEL 1

ONGOING

While this spell is ongoing, you can detect and interact with ghostly, insubstantial, or extra-planar entities, and you take -1 to cast a spell. Any such creatures will be aware of you while this spell is ongoing, and more likely to interact with you.

### ☐ CORPSE LANTERN

LEVEL 1

You draw a spiritual lantern from beyond the Black Gates, which floats nearby you. It gives off no heat or sound and requires no fuel but is otherwise like a mundane lantern. You have complete control of the color of the lantern. The spell lasts until the next dawn.

## THIRD LEVEL SPELLS

### ☐ SÉANCE

LEVEL 3

Name the spirit you wish to contact (or leave it to the GM). You pull that creature through the planes; just close enough to speak to you. It is bound to answer any one question you ask to the best of its ability.

### ☐ SHROUD

LEVEL 3

ONGOING

Choose an area you can see: it's filled with supernatural darkness and shadow. While this spell is ongoing you take -1 to cast a spell.

## FIFTH LEVEL SPELLS

### ☐ GRIM VISIONS

LEVEL 5

Cast this spell and gaze into a reflective surface to see where Death thinks you are needed most right now. The GM will reveal the details of a grim portent to you—a bleak event that will come to pass without your intervention. They will then tell you something useful about how you can interfere with the grim portent's dark outcomes.

### ☐ UNHOLY BLIGHT

LEVEL 5

ONGOING

A swarm of vicious insects from beyond the Black Gates of Death fill the immediate area. Whenever a creature in the area takes damage it takes an additional, separate 1d4 damage, which ignores armor. This spell persists so long as you can see the affected area, or until you dismiss it.

## SEVENTH LEVEL SPELLS

### ☐ DEATH GRIP

LEVEL 7

Touch an enemy and strike them with the power from beyond the Black Gates, dealing 2d8 damage to them and 1d6 damage to yourself. This damage ignores armor.

### ☐ MARK OF DEATH

LEVEL 7

Choose a creature whose true name you know. This spell creates permanent runes on a target surface that will kill that creature, should they read them.

## NINTH LEVEL SPELLS

### ☐ FINAL JUDGMENT

LEVEL 9

The mindless undead creature you touch is destroyed and you steal its negative energy to heal yourself or the next ally you touch. The amount of damage healed is equal to the HP that the creature had remaining before you destroyed it.

### ☐ DOOM

LEVEL 9

Name a city, town, encampment, or other place where people live. Death will pay them a little “visit”, in the Biblical sense, during the next night.



# REAPER SPELLS

NAME 

LOOK

*Names:* Leofrick, Syrio, Favian, Beatrix, Cordelia, Kasper, Joren, Annette, Garnier, Maerwynn, Rhyannon, Eleanor

*Family Names:* Altard, Beaumont, Cline, Herzog, de Montfault, Lowe, Gaveston, Oberst, Perevel, Rostilav, Talbot, Volodier

Coronet, Fancy Hat, or Flowing Locks


Shrewd Eyes, Haughty Eyes, or Greedy Eyes

Ostentatious Clothing, Fashionable Clothing, or Military Dress


Rotund Body, Immaculately Groomed, or Graceful Body

Assign these scores to your stats: 16 (+2), 15 (+1), 13 (+1), 12 (+0), 9 (+0), 8 (-1)


STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
■ WEAK -1	■ SHAKY -1	■ SICK -1	■ STUNNED -1	■ CONFUSED -1	■ SCARRED -1
STR	DEX	CON	INT	WIS	CHA



DAMAGE



ARMOR



HP

YOUR MAX HP IS 8+CONSTITUTION

ALIGNMENT

☐ **GOOD**

Protect the lands you rule from evil.

☐ **EVIL**

Increase your fortunes at the expense of another.

☐ **NEUTRAL**

Increase the prestige of yourself or your stronghold.

STARTING MOVES

**MASTER OF YOUR DOMAIN**

You have claim to a stronghold and its surrounding lands. Describe it and give it a name, and place it on the map as a keep. Your stronghold begins with the following tags: Poor Prosperity, Shrinking Population, Guard Defenses, and Oath(protection for nearby lands). Take the Stronghold sheet and choose features for your stronghold on it, and the GM will then add Need(a resource of the GM's choice).

While **your stronghold is secure and you are present to rule it unchallenged**, at the start of the session, roll+CHA. \*On a 10+, choose two. \*On a 7-9, choose one.

- Gain 1 Surplus
- Gain a unit of any resource your stronghold produces
- Your stronghold is free from want or danger for the time being

**CASTLE BUILDER**

When you **endeavor to add or remove a feature to your stronghold** tell the GM what you're trying to achieve. The GM will give you one to four of the following conditions, when you meet them all, you get your desired change:

- You'll need help from \_\_\_\_\_
- You must spend some Surplus
- You must spend a unit of \_\_\_\_\_
- It will take weeks/months/years
- First you must \_\_\_\_\_
- You'll need to acquire \_\_\_\_\_
- You and your allies will risk danger from \_\_\_\_\_

**LOYAL RETAINERS**

You have a few (4-7) loyal retainers who will back you up, follow your orders, impress people, carry things, and help you conduct your business. Choose what type of people compose your retainers:

- ☐ **Noble Courtiers:** When they help you Parley, on a 10+, ask your subject a question; they must answer it truthfully.
- ☐ **Seasoned Warriors:** When they help you fight, your damage die is a d10.
- ☐ **Stalwart Guards:** When they help you fight, you get +1 armor.
- ☐ **Wise Scholars:** When they help you Spout Lore, you roll with CHA instead of INT.

Treat your retainers as a single hireling with skill points equal to your level+1, and the cost, "service to your stronghold". When you **command your retainers to do something like you would a hireling**, roll with CHA instead of Loyalty.

STRONGHOLD

☐ **CONQUEROR**

You seized your stronghold by force, and rule with an iron fist. When you **command your retainers or make the Master of Your Domain move**, roll with STR instead of CHA.

☐ **SCION**

Your family has held these lands for many generations. Your stronghold begins with 1 Surplus, and name a relative who holds a position of power in a nearby steading; they will usually be willing to aid you for a reasonable price.

☐ **CHAMPION**

You received this stronghold as reward for some prior service, and people are eager to join your banner. When you **recruit from your lands**, you automatically get a 10+ on the roll.

BONDS

Fill in the names of your companions in at least one:

\_\_\_\_\_ helped me get where I am today, and I owe them for it.

\_\_\_\_\_ is a great help to my stronghold. I always listen to their council.

I tolerate \_\_\_\_\_ for the service they bring, but I wouldn't trust them.

\_\_\_\_\_ 's family and mine have some history. I hope it doesn't cause us problems.



THE BARON

LEVEL XP



## GEAR

Your Load is 7+STR. You start with dungeon rations (5 uses, 1 weight), a melee weapon of your choice (close, 2 weight), a horse, and a signet ring identifying you as a member of the nobility, describe your emblem or coat of arms! Choose three:

- ☐ Chain mail (1 armor, 1 weight)
- ☐ Shield (+1 armor, 2 weight)
- ☐ Healing Potion
- ☐ Adventuring gear (5 uses, 1 weight)
- ☐ 1 Surplus
- ☐ Keg of dwarven stout (4 weight)

## ADVANCED MOVES

When you gain a level from 2-5, choose from these moves.

### ☐ BODYGUARDS

When you **Defend while accompanied by your retainers**, you get +1 hold, even on a miss.

### ☐ COUNCIL

When you **call a council at your stronghold and spend 1 Surplus**, ask the GM two of the following questions, they will answer truthfully:

- What is the greatest threat to my stronghold, right now?
- Who would be willing to trade \_\_\_\_\_ for \_\_\_\_\_ with me?
- Who holds influence in/with \_\_\_\_\_?
- What is the relationship between \_\_\_\_\_ and \_\_\_\_\_?

### ☐ EVERYONE WANTS SOMETHING

When you **Parley with someone or Discern Realities connected to them**, on a hit you can also ask the GM one of these questions; they will answer truthfully:

- What does this person *really* want from me?
- What does this person value most?
- What is the most valuable thing here?

### ☐ FESTIVAL

You may spend 1 Surplus to make the Carouse move, even if you haven't returned triumphant. If you do, roll+CHA instead of coins spent, and on a 12+ you can choose as many options as you like.

### ☐ HOLD COURT

When you **hold court and hear the problems of the people**, the GM will tell you of at least one opportunity within your stronghold or the areas surrounding it.

### ☐ LARGESSE

When you **bestow gifts to a person or group**, spend 1 Surplus and roll+CHA. \*On a 10+, they are impressed and feel the need to reciprocate. \*On a 7-9, they are merely impressed and treat you with respect. Not everyone in the community may feel this way, but the majority does. \*On a 6-, they remain superficially cordial at least, but you've attracted unwanted attention.

### ☐ STRATEGIST

Gain a non-multiclass move from the warlord playbook.

### ☐ TALENTED RETAINERS

Choose a second type of people that compose your retainers.

### ☐ VOICE OF AUTHORITY

Take +1 to order hirelings, including your retainers.

### ☐ WEALTHY ESTATES

When you **use your influence to acquire something unusual or expensive**, spend at least 1 Surplus and roll+Surplus spent. \*On a hit, it will be yours. \*On a 7-9, there will be strings attached.

When you gain a level from 6-10, choose from these moves or the level 2-5 moves.

### ☐ COURT INTRIGUE

When you **meet with someone for diplomatic affairs**, ask the GM two questions from the list below, they will answer truthfully:

- Is there an ambush waiting for me?
- What are they *really* feeling?
- What is my best way out of this?
- Who is watching?

### ☐ DEVOTED RETAINERS

*Requires: Voice of Authority*

You never need to roll to command your retainers; they will obey even the most dangerous of orders from you without hesitation.

### ☐ DIPLOMAT

When you **send a letter requesting a person's presence in your stronghold**, roll+CHA. \*On a 10+, they agree to visit with the expectation of hospitality. \*On a 7-9, they name some terms, meet them or they refuse.

### ☐ FANTASTIC ESTATES

*Requires: Wealthy Estates*

When you **use your influence to acquire something ridiculously rare or expensive**, spend at least 1 Surplus and roll+Surplus spent. \*On a hit, it will be yours. \*On a 7-9, there will be strings attached.

### ☐ FIELD MARSHAL

When you **organize your land's defenses against a threat**, your lands get +Defenses as long as you are present and involved.

### ☐ MASTERFUL STRATEGIST

Gain a non-multiclass move from the warlord playbook.

### ☐ METROPOLIS

When you gain this move, your stronghold immediately gets +Population, +Prosperity, or +Defenses, your choice, and add the following to the list of available features for your stronghold that you can add with Castle Builder:

- ☐ A mighty cathedral. Add Divine.
- ☐ A wizard and their tower. Name them and add Arcane.
- ☐ Ambassadors and craftsmen from far-distant lands. Add either Dwarven or Elven.

### ☐ SPOILS OF WAR

When you **return home triumphant after dealing with a threat to your stronghold**, you gain 1 Surplus.

### ☐ VERSATILE RETAINERS

Choose a move from another playbook. You may use this move as long as you are accompanied by your retainers.

### ☐ YOU WIN OR YOU DIE

*Requires: Council*

When you call a council, ask three questions instead of two, and add, "Can I trust \_\_\_\_\_?" and "Can I trust \_\_\_\_\_ to \_\_\_\_\_?" to the list of questions you can ask.

Name your stronghold: \_\_\_\_\_

**Describe your stronghold: (Choose at least one in each category)**

- ☐ Set atop a promontory overlooking the sea
- ☐ Lonely, hidden and remote among the forest or moors
- ☐ Guards a major crossroads, either man-made or natural
- ☐ Built around, atop, or inside something interesting
  
- ☐ Constructed in ancient times, yet well preserved
- ☐ Rebuilt from the ruins of a much older structure
- ☐ Fresh and modern architecture, but untried in a real war
- ☐ Notably unique in design or material
  
- ☐ Grim and foreboding, a gargoyle on every gutter
- ☐ A shining beacon of light, with graceful arches and soaring towers
- ☐ Stout and pragmatic, built for function rather than appearances
- ☐ Lavishly decorated with the most trendy of furnishings
  
- ☐ Bears the marks of assaults turned back
- ☐ Once a place of great wealth and commerce
- ☐ Has changed hands many times
- ☐ The site of a legendary mystical event
  
- ☐ Labyrinthine, with hidden passages and catacombs
- ☐ A fortified monastery or similar religious structure
- ☐ Steeped in intrigue and politics
- ☐ Haunted by ghosts or similar spirits
- ☐ Built by another race, either as slaves or inhabitants
- ☐ A patchwork of many different peoples and buildings
- ☐ Utilizes unique and unusual technology
- ☐ A forgotten history, full of secrets and riddles

**Choose three features for the lands your stronghold rules:**

- ☐ Sturdy walls and manned watchtowers. Add +Defenses.
- ☐ Skilled and seasoned warriors. Add +Defenses.
- ☐ A bustling trade port on a good harbor. Add Market.
- ☐ A person of exceptional skill. Describe them and add Craft.
- ☐ Hardworking and honest folk. Add either +Prosperity or +Population.
- ☐ Swift rivers and serene lakes, bringing fish and commerce. Add Trade(a neighboring steading) and +Prosperity.
- ☐ Rich farmland, dotted with manors. Add either +Population or Resource(crops).
- ☐ A vast forest and all the hamlets and game therein. Add either Resource(timber) or Resource(game).
- ☐ Mountains, hills, and all the wild clans that live there. Add either Resource(stone), Resource(iron) or Resource(horses).
- ☐ Sacred sites where the pilgrims come. Add Religion.
- ☐ A major highway leading to other nearby towns. Add Trade(a neighboring steading) and +Population.

**Choose one problem for your lands, and the GM chooses one as well:**

- ☐ Someone else wishes to claim your lands for themselves. Describe them and add Enmity.
- ☐ There are monsters roaming about unchecked. Describe them and add Blight.
- ☐ Your authority is weak, and discontent is rampant. Tell us why and add Lawless.
- ☐ You owe fealty, a debt, or support to someone else. Describe them and add Oath(your seigneur).
- ☐ Some sinister force lurks deep within a dungeon in your lands, perhaps under your stronghold itself! Describe what it is or where it lurks, but not both.
- ☐ Within your lands is a source of something wild, chaotic, or dangerous, which may attract unwanted attention from beyond your lands. Tell us what it is and what desires it, but not both.

**STRONGHOLD TAGS**

_____	Defenses	Oath (protection for nearby lands)
_____	Prosperity	Need ( _____ )
_____	Population	_____
_____		_____
_____		_____

**RESOURCES IN STOCK**

_____	_____
_____	_____
_____	<b>SURPLUS:</b> _____

Surplus is not necessarily coin, but also building materials, goodwill, political favors owed, and so forth. Resources may be turned into Surplus if you have a trading partner, or they can be used to build upgrades, or used as currency in negotiations with other steadings. In a pinch, you can turn 1 Surplus into 2d6 x your Charisma (the stat itself, not the modifier) in coins. You cannot turn coins into Surplus.

**NOTABLE FEATURES AND PERSONS**

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

**Your retainers are: (Fill in the blanks for at least four)**

- \_\_\_\_\_, who has served me the longest.
- \_\_\_\_\_, the most reliable.
- \_\_\_\_\_, the most cunning.
- \_\_\_\_\_, the most fearsome.
- \_\_\_\_\_, who bears \_\_\_\_\_.
- \_\_\_\_\_
- \_\_\_\_\_

**Retainer skills:** \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_



# THE STRONGHOLD

# THE DRAGON KNIGHT

When **your soul is bonded to the soul of a young dragon**, the next time you level up you may choose to gain this move:

## ☐ **HOW TO TRAIN YOUR DRAGON**

You are empathically bonded to a young dragon, about the size of a horse. As long as you treat your dragon with respect, it will *usually* obey you. Your dragon is capable of speech like a human. When you **whistle loudly for your dragon when it is not nearby**, it will quickly arrive at your side in dramatic fashion.

### **Choose a name for your dragon:**

Brodahmik, Heyvkaal, Venahkrin, Centhylion, Frethiel, Benthyllos, Kenzodomu, Morokegos, Rovostraza, Strunvahlok

### **Choose a look for your dragon:**

Great Horns, Barbels, or Ridged Crest  
Sinuous Body, Powerful Body, or Spiny Body  
Shining Scales, Stony Scales, or Fine Scales

### **Choose two strengths for your dragon:**

Swift, strong, quick reflexes, tireless, ferocious, intimidating, keen senses, agile, cunning

### **Choose one weakness for your dragon:**

Flighty, headstrong, prideful, hot-tempered, vindictive, arrogant, easily distracted

**Choose a cost;** your dragon expects its cost to be paid regularly like a hireling's would.

- ☐ Gold and jewels
- ☐ The blood of its enemies, specify who or what they are
- ☐ Ancient knowledge and magics
- ☐ The cowering obeisance of mortals

Choose three moves for your dragon. When you **command your dragon to perform a move it knows**, roll+CHA.

\*On a 10+, the move is done, no problem. \*On a 7-9, the move happens, but there's either a consequence or limitation. If a move would deal damage, roll your own damage die.

- ☐ Strike with fang and claw
- ☐ Belch forth elemental fury
- ☐ Scout from high above
- ☐ Hunt or track by scent
- ☐ Intimidate with a mighty roar
- ☐ Harry from the air
- ☐ Flap its wings to create a gust of wind
- ☐ Recall ancient lore

Your dragon is capable of flight, and can carry you and one passenger with it. When you **fly upon your dragon for a great distance or someplace dangerous**, say where you are going and roll+CON. \*On a hit, you get where you want to be. \*On a 7-9, choose one.

- A threat is waiting for you when you arrive.
- The ride exhausts or injures your dragon, and it cannot fly until it gets some rest.
- It takes longer than you expected to get where you want.

If you have the move How To Train Your Dragon, these count as class moves for you; you can choose from them when you level up:

## ☐ **DRAGON EYE**

You can always see through your dragon's eyes as if they were your own, no matter the distance.

## ☐ **FAERIE DRAGON**

Your dragon can shrink itself to the size of a housecat or back to its normal size at your command, no need to roll. While in this small form your dragon cannot use any of its other moves.

## ☐ **WELL-TRAINED**

Choose another move for your dragon from the list.

## ☐ **MIGHTY CHARGE**

When you **charge an enemy while riding your dragon**, your attack is forceful and deals +1d6 damage, but on a 7-9 you are also dismounted after the attack.

## ☐ **BURNINATOR**

When you **command your dragon to use a move that deals damage**, on a 10+ add two of the following tags to the attack: piercing 3, forceful, messy, area. On a 7-9, add one tag.

## ☐ **WYRM-TONGUE**

You speak the language of dragons. Any creature of this world will understand what you say, and you can understand them.

# THE BARON

When you **lay claim to a stronghold, either by birthright, conquest, or grant from someone else**, gain the following moves:

## LANDED

You have claim to a great hall and its surrounding lands. Describe it, and place it on the map as a keep. Your hall begins with the following tags: Poor Prosperity, Shrinking Population, Guard Defenses, Oath(protection for nearby lands) and Need(a resource of the GM's choice).

**Choose three features for the lands your stronghold rules:**

- ☐ Sturdy walls and manned watchtowers. Add +Defenses.
- ☐ Skilled and seasoned warriors. Add +Defenses.
- ☐ A bustling trade port on a good harbor. Add Market.
- ☐ A person of exceptional skill. Describe them and add Craft.
- ☐ Hardworking and honest folk. Add either +Prosperity or +Population.
- ☐ Swift rivers and serene lakes, bringing fish and commerce. Add Trade(a neighboring steading) and +Prosperity.
- ☐ Rich farmland, dotted with manors. Add either +Population or Resource(crops).
- ☐ A vast forest and all the hamlets and game therein. Add either Resource(timber) or Resource(game).
- ☐ Mountains, hills, and all the wild clans that live there. Add either Resource(stone), Resource(iron) or Resource(horses).
- ☐ Sacred sites where the pilgrims come. Add Religion.
- ☐ A major highway leading to other nearby towns. Add Trade(a neighboring steading) and +Population.

**Choose one problem for your lands, and the GM chooses one as well:**

- ☐ Someone else wishes to claim your lands for themselves. Describe them and add Enmity.
- ☐ There are monsters roaming about unchecked. Describe them and add Blight.
- ☐ Your authority is weak, and discontent is rampant. Tell us why and add Lawless.
- ☐ You owe fealty, a debt, or support to someone else. Describe them and add Oath(your seigneur).

- ☐ Some sinister force lurks deep within a dungeon in your lands, perhaps under your stronghold itself! Describe what it is or where it lurks, but not both.
- ☐ Within your lands is a source of something wild, chaotic, or dangerous, which may attract unwanted attention from beyond your lands. Tell us what it is and what desires it, but not both.

If you have the move Landed, these count as class moves for you; you can choose from them when you level up:

## ☐ HOLD COURT

When you **hold court and hear the problems of the people**, the GM will tell you of at least one opportunity within your lands.

## ☐ SPOILS OF WAR

*Requires: Hold Court*

When you **successfully deal with a problem in your lands set forth by the GM or successfully pursue an opportunity you heard about while holding court**, you may add another feature to your lands from the list.

## ☐ FIELD MARSHAL

When you **organize your land's defenses against a threat**, your lands get +Defenses as long as you are present and involved.

## ☐ CALL THE BANNERS

When you **recruit from your lands**, treat a 6- as if you had rolled a 7-9 instead.

## ☐ COURT INTRIGUE

When you **meet with someone for diplomatic affairs**, ask the GM two questions from the list below, they will answer truthfully:

- Is there an ambush waiting for me?
- What are they really feeling?
- What is my best way out of this?
- Who is watching?

# **STRESS AND HORROR** **RULES FOR DUNGEON** **WORLD**

## **I. PREFACE**

The following rules deal with incorporating stress and madness into your game, for groups interested in exploring a darker or grimmer Dungeon World. The material presented herein may be unsettling to some people. Please let courtesy and respect be your guide in dealing with disturbing things. Feel free to make use of the X-Card if things are getting too uncomfortable for you. (<http://tinyurl.com/x-card-rpg>)

To reflect the needs of a game about such things, add the following to your list of GM principles:

### **Address the characters' humanity**

Rarely do people return from adventures unscathed and unchanged. Events and actions take a toll on people. Sure, you may have emerged from the dungeon with the lich's treasure, but now you don't dare sleep at night. Because that's when you see the horrible things the lich's magic revealed to you, and you wake up screaming.

This principle emphasizes that a life of adventure also takes an emotional toll on a person. Achieving a goal will require a sacrifice. What price is too high? How far will you go to get what you want?

Reference Material, Suggested Reading, and Touchstones:

*Darkest Dungeon*: <http://www.darkestdungeon.com>  
*Deathtrap Dungeon World*, an article by Sersa Victory: <http://www.critical-hits.com/blog/2013/12/10/deathtrap-dungeon-world-part-1-gm-principles/>

## **II. STRESS**

The core of the new mechanic presented here is called Stress. Stress is an abstraction of the psychological fatigue and strain that comes from prolonged exposure to dangerous environments and the threat of sudden and imminent harm. Characters accrue Stress by encountering things that are either physically or emotionally painful, by wearing down their resolve over time, or by witnessing acts of horror. Coping with and removing Stress is key to survival.

All characters begin with zero Stress. This amount will wax and wane as the characters explore the dungeon, confront both literal and figurative demons, and find ways to cope with their experiences. Stress can never go below zero. While Stress normally accrues over time spent in the dungeon, it is not a direct threat to the characters until they encounter something that truly tests their nerve.

### **New basic move: Steel Yourself**

When you **steel yourself against extreme pain, stress or horror and power through**, roll+Stress.

\*On a 6-, you're okay for now. \*On a 7-9, choose one. \*On a 10-11, choose two.

- You flinch or hesitate from the fear or pain.
- Your nerves are rattled; take -1 forward when you act against the source of your fear.
- You gain 1 Stress.

\*On a 12+, gain 1 Stress, and choose a reaction from this list:

- Run screaming in terror until the threat is out of your sight.
- Drop whatever it is you're holding, and freeze in shock until someone or something snaps you out of it. Anything that happens around you goes unnoticed.
- Fly into an uncontrolled rage until the threat is gone. Expect collateral damage.
- Gain a Quirk of the GM's choice.

Note that for this move, you want to roll low. You do not mark XP on a 6- from this move.



Stress is primarily relieved by seeking solace in a vice or other activity that eases the tormented soul. There are many ways to accomplish this, but most people have some preference. When you create your character, choose your preferred solace from the following list:

- **Faith:** You prefer to seek solace through intense prayer or similar rituals. This may include penance, tithing, or self-flagellation.
- **Gambling:** You prefer to seek solace in games of chance or by taking risks.
- **Hedonism:** You prefer to seek solace with wild revelry or by indulging in the pleasures of the flesh.
- **Catharsis:** You prefer to seek solace by letting it pour out of you violently, perhaps in a fighting pit or through hours of harsh training or similar physical exertion.
- **Narcotic:** You prefer to seek solace with strong drink or some other drug that lets you forget your troubles.

#### ***New basic move: Seek Solace***

When you **spend an evening seeking solace to relieve Stress**, spend 3d6 coins and roll:

- +1 if you have someone to watch your back and confide in while you indulge
- +1 if you have a safe place to indulge that is firmly in your control
- +1 if you have just returned victorious
- +1 if you are indulging in your preferred solace
- -2 if you can't—or won't—pay the coin

\*On a hit, remove 2d4 Stress. \*On a 7-9, choose one or the other. \*On a 6-, both:

- You only remove 1d4 Stress instead
- Your actions cause some trouble, or draw unwanted attention

#### ***Examples of trouble:***

- You lost a lot of money at the gambling table, and now you owe someone.
- Something was stolen from you while you were passed out drunk.
- The priest won't grant you absolution until you do something for him first.

#### ***New auxiliary Stress moves:***

When you **fulfill your alignment goal or resolve a Bond at the end of a session**, you may remove 1 Stress instead of marking XP.

When you **Recover**, every two days you do nothing but rest in comfort and safety, you also remove 1 Stress.

When you **willingly and deliberately lose your cool while acting under stress**, remove 1d4 Stress and gain a Quirk of the GM's choice.

When **your Stress reaches 10**, it all becomes too much. You either go permanently, incurably mad or suffer a fatal heart attack. Either way, this is the end for you.

#### ***New GM move: Inflict Stress***

“Nothing like marching through freezing, rank stagnant water while your armor chafes and your heavy backpack cuts into your shoulders. Except maybe doing all of this surrounded by darkness that hides things that want to rend you limb from limb. Oh look, there go some half-eaten corpses floating by. Hey, I think I know one of those guys. Wonder if that will be me soon? And now the map has gotten wet and we can't read it anymore. Gods, I hate you all!”

Adventuring is full of all kinds of horrifying things that can take a toll on both body and mind. When the characters endure things that would make most normal people turn tail and run for home, inflict some Stress on them. For low intensity stressors over a prolonged period of time (a long march in the cold with little sleep, food, or comfort), or a sudden stressful event without a persistent threat (a trap suddenly harming someone), just tell them to gain 1 Stress. If the source of the stress is something more potent or an active danger that must be confronted, ask them to Steel Yourself, especially if the characters are trying to act in the face of the stress. Charging into battle against a monster with the *terrifying* tag is a good example of an action that would trigger Steel Yourself.

### **III. QUIRKS**

Quirks are the result of maladaptive responses to stress. The character has become slightly unhinged as a result of their experiences, and has acquired a way to deal with stress that is potentially harmful to them socially in the long term. When you acquire a Quirk, the GM will choose one from the list that they think is appropriate to the stress acting upon you.

A Quirk replaces your normal alignment move. Instead of gaining XP or relieving Stress at the end of the session from fulfilling your alignment, you gain this benefit when you fulfill your Quirk's goal. Quirks also have an additional downside: At the end of the session, if you did not fulfill your Quirk, you gain 1 Stress.

Quirks should ideally create tension or conflict between the characters, or get the character in trouble with the environment. They are not an excuse to disregard the group's social contract or behave in a manner that creates resentment between players. As a courtesy, please be mindful of your fellow players' enjoyment when acting on a Quirk.

A character can have multiple Quirks at once. If you do have multiple Quirks, you must fulfill them all to gain the end of session benefit of marking XP or relieving stress. If you have multiple Quirks that you did not fulfill at the end of the session, you gain 1 Stress for each Quirk that went unfulfilled. Having multiple Quirks can add up the Stress in a hurry.

Removing Quirks is a matter of GM discretion, but should involve some fairly significant confrontation of one's personal demons. Knowingly and willingly acting against your Quirk and paying a considerable price for doing so (at least 1 Stress, most likely more) is one possible way that Quirks can be removed.

Upon removal of all of a character's existing Quirks, their normal alignment move returns to play.

#### **List of Quirks**

**Gambler:** Take an inadvisable risk to acquire wealth.

**Compulsion:** Investigate something interesting while ignoring the obvious risks.

**Paranoia:** Refuse help from, or refuse to help an ally when you could have.

**Phobia:** Run away from or go to great lengths to avoid \_\_\_\_\_.

**Greed:** Take more than your fair share of the party's loot, or refuse to share your possessions with others.

**Withdrawal:** Avoid putting yourself in harm's way when you could have helped someone by doing so.

**Guilt:** Take on a responsibility you can't handle.

**Savage:** Reject the comforts that civilization offers when they would otherwise help you.

**Fearful:** Act preemptively against a possible source of harm.

**Hopeless:** Refuse to address an imminent threat.

**Selfish:** Choose short-term emotional comfort over the long-term benefit to your allies.

**Addiction:** Relieve stress by \_\_\_\_\_, regardless of the cost or convenience.

**Abusive:** Lash out at an undeserving ally.

**Masochistic:** Put yourself in a position where you will be physically injured.

**Gluttony:** Over-indulge in food, drink, or trappings of wealth to the point of extravagance or waste.

**Avarice:** Hoard possessions and wealth, and don't use them, even if they would be helpful.

**Megalomania:** Make others recognize your greatness.

## **IV. NEW MOVES**

The following advanced moves may be taken as part of the normal Level Up process:

### **New Barbarian advanced move: Gallows Humor**

When you **laugh boisterously in the face of certain doom**, everyone who can hear you takes -1 forward to Steel Yourself, including yourself. (This is a good thing, since you want to roll low for this move.)

### **New Bard advanced move: Inspiration**

When **anyone you have a Bond with Seeks Solace while in your company**, they remove +Bond additional Stress.

### **New Cleric advanced move: Absolution**

When you **cast a spell that heals HP**, roll 1d4. If the roll is higher than the amount healed, you also remove 1 Stress from the target.

### **New Druid advanced move: Athelas**

When you **use herbs and poultices**, you may remove 1 Stress from the target instead of healing HP.

### **New Fighter advanced move: Battle Trance**

While **you are actively in combat**, you never have to Steel Yourself.

### **New Paladin advanced move: Zeal**

While **you are standing on the front lines against the darkness**, everyone who can see you gets -1 ongoing to Steel Yourself, including yourself.

### **New Ranger advanced move: Therapy Pet**

Your animal companion always counts as someone to watch your back and confide in while you relieve stress.

### **New Thief advanced move: Den of Iniquity**

When you ask your contacts in the criminal underworld, they'll tell you of a place where you can relieve stress that is safe and firmly under your/their control.

### **New Wizard advanced move: Rationalist**

While **your Stress is less than or equal to your INT**, you take -1 to Steel Yourself.

If you prefer not to use the Stress mechanic but still want to be able to test your characters' steel, you can use this version of Steel Yourself instead:

When you **steel yourself against extreme pain, stress or horror and power through**, roll+WIS or CON, your choice. \*On a 10+, you hold it together, and may act as you please. \*On a 7-9, choose one.

- You flinch or hesitate from the fear or pain.
- Your nerves are rattled; take -1 forward when you act against the source of your fear.

\*On a 6-, choose a reaction from this list:

- Run screaming in terror until the threat is out of your sight.
- Drop whatever it is you're holding, and freeze in shock until someone or something snaps you out of it. Anything that happens around you goes unnoticed.
- Fly into an uncontrolled rage until the threat is gone. Expect collateral damage.
- Gain a Quirk of the GM's choice.

At the end of the session, if you did not fulfill your Quirk, take -1 ongoing to Steel Yourself for each Quirk unfulfilled until you finally accomplish the Quirk's requirement.