

THE CURSED KNIGHT



A DUNGEON WORLD PLAYBOOK BY
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NAME

LOOK

Human: Fenrir, Tristan, Job, Yehudah, Brutus, Faust, Lazarus, It

Elf: Elohiir, Sharaseth, Hasrith, Shevaral, Cadeus, Eldar, Kithracet, Thelian

Feral Eyes, Clear Eyes, World-Weary Eyes

Wild hair, Hooded Head, Ritual Tattoos

Piecemeal Armor, Shining Armor, Excessively Spiky Armor

Scarred Body, Muscular Body, Monstrous Body

Assign these scores to your stats: 16 (+2), 15 (+1), 13 (+1), 12 (+1), 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
MAXYOUR MAX HP IS
8+CONSTITUTION

ALIGNMENT

STARTING MOVES

☐ GOOD

Endanger yourself to protect another.

☐ CHAOTIC

Give in to your desires.

☐ EVIL

Prove your power over others.

RIP AND TEAR!

When you invest some of your dark power into a mighty strike, roll +str. On a 10+, deal your damage and add two of the following tags to your attack: forceful, messy, area. On a 7-9, same, plus the enemy makes an attack against you and you gain 1 urge. On a miss, gain 2 urge in addition to any other outcomes.

BREAK FREE

If a move would cause you to exceed your maximum urge or if you take damage while at your maximum urge, roll +con. On a 10+, choose one. On a 7-9, choose one and the GM chooses one.

- Lash out at an ally
- Corrupt something or someone else
- Break something important

PURIFY

When you take several hours to meditate, lose all urge. Your maximum urge is 3.

THE NATURE OF THE BEAST

Some force or entity has a hold on you. Choose its nature:

- Bestial: You can smell the fear of those around you.
- Demonic: add 'cut a deal with your demon' to the options for Break Free and all moves that replace it.
- Curse: You possess a weapon with (close, +2 damage, 1 weight), describe it. If you are ever separated, your cursed weapon can be called to your hand at will.
- Unliving: If a move tells you to mark off a ration, ignore it.

In addition, choose how your curse inconveniences you:

- Pariah: Your curse is obvious to those around you, and whenever something bad happens you always seem to be the first one blamed.
- Battle Rage: All Break Free rolls are made at -1.
- Bloodthirst: Gain 1 urge whenever you allow an enemy to live.
- Bane: Some material, symbol, or type of person burns you on contact for 1d8 damage and, in sufficient quantity, can force you to flee its presence. Consult with your GM.

Area tag: This attack sweeps a wide radius, striking every enemy within range.

RACE

☐ HUMAN

When you roll a 12+ on Rip and Tear! or its replacers, you may additionally dismay, awe, or terrify a lesser opponent.

☐ ELF

When you meditate using Purify or its replacers, you may additionally count as having used the Bolster move for one week.

BONDS

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

_____ knows something about my past that I'd prefer to keep hidden.

_____ is wise to fear me

Intentionally or not, I've caused great trouble for _____

I am sworn to protect _____.

_____ stood up for me when no one else would.



THE CURSED KNIGHT

LEVEL

XP

Gear

Your load is 8+strength. You start with dungeon rations (5 uses, 1 weight). Choose one from each of the following:

- ☐ Predator's Armor (1 armor, worn, 1 weight)
- ☐ Destroyer's Armor (2 armor, worn, 3 weight)

- ☐ Battle Axe (close, 1 weight) and Spiked Gauntlet (hand, +1 armor, 1 weight)
- ☐ Monk's Staff (Stun, close, reach, 2 weight)
- ☐ Rending Claws (hand, 2 piercing, 0 weight)

- ☐ A scroll of forbidden knowledge (0 weight)
- ☐ A precious memento (0 weight)
- ☐ Proof of your guilt or innocence (0 weight)

Advanced Moves

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

☐ HUNTER'S INSTINCT

Add your current urge to your damage.

☐ BONDS OF SILVER

Replaces: Break Free

You possess an item that helps restrain your 'condition.' If a move would cause you to exceed your maximum urge or if you take damage while at your maximum urge, roll +con. On a 10+, choose one. On a 7-9, choose two. On a miss, you are rendered temporarily unconscious:

- Lash out at an ally
- Corrupt something or someone else
- Break something important
- Lose 1d6 hit points, ignores armor.
- Suffer a debility of your choice.

☐ DARK PASSAGE

When you step into one shadow and out another that you can see, roll +con. On a 10+, you get through easily. On a 7-9, same, but gain 1 urge. On a miss, gain 2 urge in addition to other outcomes.

☐ QUELL THE SPARK

When you drain life force from a dying foe, roll +con. On a 10+, you gain 2d6 hit points. On a 7-9, you gain 2d6 hit points and 1 urge. On a miss, you gain 2 urge and something you didn't want.

☐ SCATTER BEFORE ME!

Replaces: Rip and Tear!

When you invest some of your dark power into a mighty strike, roll +str. On a 10+, deal your damage and add three of the following tags to your attack: forceful, messy, area, +1d4 damage. On a 7-9, same, plus the enemy makes an attack against you and you gain 1 urge. On a miss, gain 2 urge in addition to any other outcomes.

☐ INHUMAN RESILIENCE

You may gain 1 urge in place of spending hold to defend.

☐ BLOODHOUND

When you track a living creature whose blood you have tasted, roll +wis. On a 10+, choose 1. On a 7-9, choose 2.

- They know you're coming
- It takes a long time to catch the trail
- The trail leads through somewhere inconvenient

☐ SATE THE BEAST

When you kill a living being, you may reduce your urge by 1. Once you have taken this move, you cannot take Starve The Beast.

☐ STARVE THE BEAST

If a move tells you to gain 2 urge, gain 1 instead. Once you have taken this move, you cannot take Sate The Beast.

☐ RIDE THE WAVE

When you would be forced to use Break Free or any of its replacements, you may instead forgo rolling to enter a berserker rage which lasts until you exhaust yourself. In this state, add half your urge rounded up to armor and you must defy danger to distinguish friend from foe. If you would gain additional urge in this state, you must immediately make the Break Free (or replacer) move.

☐ MULTICLASS DABBLER

Get one move from another class. Treat your level as one lower for choosing the move.

☐ MAJESTY

Your maximum urge is 4.

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

☐ KILLER'S INSTINCT

Replaces: Hunter's Instinct

Add twice your current urge to damage.

☐ DARK ASCENSION

Replaces: Majesty

Your maximum urge is 5.

☐ APEX PREDATOR

When you open your senses to their fullest capacity, roll +wis. On a 10+, you can track enemies at near range by heartbeat. On a 7-9, same, but gain 1 urge. On a miss, gain 2 urge in addition to any other outcomes

☐ BONDS OF WILL

Replaces: Bonds of Silver

If a move would cause you to exceed your maximum urge, roll +con. On a 10+, you defy the beast and may lose 1 urge. On a 7-9, choose one. On a miss, mark a debility for every stat (if you cannot do this, you are instead rendered temporarily unconscious):

- Lash out at an ally
- Corrupt something or someone else
- Break something important
- Lose 1d6 hit points, ignores armor.
- Suffer a debility of your choice.

☐ RIDE THE HURRICANE

When you would be forced to use Break Free or any of its replacements, you may instead forgo rolling to enter a berserker rage which lasts until you exhaust yourself. In this state, add half your urge rounded up to armor and you must defy danger to distinguish friend from foe. If you would be forced to make the Break Free (or replacer) move in this state, don't.

☐ DEATH RAGE

While you are at your maximum urge, being reduced to 0 hit points does not make you take a Last Breath until battle ends.

☐ QUENCH THE SPARK

Replaces: Quell The Spark

When you drain life force from a dying foe, roll +con. On a 10+, you gain 3d6 hit points and take +1 forward. On a 7-9, you gain 3d6 hit points and 1 urge. On a miss, you gain 2 urge and something you didn't want.

☐ DIE! DIE! DIE!

Replaces: Scatter Before Me!

When you invest some of your dark power into a mighty strike, roll +str. On a 10+, deal your damage and add three of the following tags to your attack: forceful, messy, area, +2d4 damage. On a 7-9, same, plus the enemy makes an attack against you and you gain 1 urge. On a miss, gain 2 urge in addition to any other outcomes.

☐ SAVAGE SILHOUETTE

Requires: Dark Passage

When you step into one shadow and out another that you can see, roll +str. On a 10+, you leap from the shadows with murderous intent and deal your damage to a nearby enemy. On a 7-9, same, but your target makes an attack against you and you gain 1 urge. On a miss, gain 2 urge in addition to any other outcomes.

☐ MULTICLASS INITIATE

Get one move from another class. Treat your level as one lower for choosing the move.