Incomplete Adventurer

Additional Playbooks for Dungeon World

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Introduction

Incomplete Adventurer is a collection of playbooks that build upon, reinterpret, and love (with their whole heart) the original Dungeon World playbooks (if you've never played Dungeon World before, you totally should). Some of the playbooks inside are conversions of fantasy archetypes from other popular tabletop role-playing games. Some claim more distant or esoteric lineage. All together, that means that they might not each be appropriate for every game of Dungeon World. That just means that we encourage everyone at the table to talk about what they hope for their game, and how they would like to play it. Many of these playbooks were designed from that perspective - that the games we play, Dungeon World among them, are most fun and meaningful when everybody is involved in the conversation and feels comfortable and can make themselves heard.

To use these playbooks, simply print them out and bring them to your game of Dungeon World. Or take a move from them when you level up. Or let them inspire GM characters in the world. Notes are included after each playbook to let you know what we were thinking for some of the potentially ambiguous or weird moves, but we're not there for your game - the text is there for your table to interpret.

The full text of Incomplete Adventurer is released under a Creative Commons Attribution license (CC-BY) - that means, if you see something you like, steal it. If you see something you want to change, tinker away. Just tell everyone where you got it from (and also we'd love to see what you make!).

The Alchemist

Other people might know how to shoot fireballs from their fingertips, or slice a man in half, lengthwise, or the right way to jostle that mechanism so you're not crushed to death by some deathtrap left by maniacs miles underground. That's fine. Those people have their uses. But you, Alchemist, know something they don't. Lots of things, probably, but one thing very important. You know that a change is coming. You know that there will be a time when it's not might, not magic, not monsters that rule Dungeon World. You know.

You know, because you carry the future with you wherever you go. One day, when you've catalogued the known effects of this and that reagent, when you've sussed out the phlogistons from the oxygens, when you've learned all there is to learn, when that day comes, it will be you, at the forefront, leading the way into a gleaming, glorious world of truth, of beauty, of scientific progress.

If only they hadn't buried all those secrets deep down below the earth. Bottle those plans, Alchemist. They'll be worth their weight in gold one day.

The Alchemist Name: Look Human: Hermes, Albertus, Ramon, Lille, Simone, Ostanes, Nicolas, Mary **CLOTHES**: Stained, Heavy-duty, Fine, or _ Gnome: Fizzlecup, Bubbledob, Lemons, Quirk, Zimmerzag, Cary, Pumpkin EYES: Tired, Manic, Bright, or _ Elf: Agathodae, Lasgale, Eowyr, Telenwe, Nandori, Amrothin, Uwon, Celegin HAIR: Greasy, Singed, Hat, or HANDS: Dirty, Burnt, Gloved, or_ Alignment Assign to your stats: 16 (+2), 15 (+1), 13 (+1), 12 (+0), 9 (+0), 8 (-1) □ Good Directly aid another with your knowledge or skill. ■ Neutral Strength: Weak □ -1 Intelligence: Stunned 🗆 -1 Endanger yourself in the name of inquiry. ☐ Chaotic Break the barriers that keep you from progress. **Dexterity:** Shaky 🗆 -1 Wisdom: Confused □ -1 **Starting Moves** Constitution: Sick -1 Charisma: Scarred -1 Formula Book HP Max: HP: You're a scientist, and you always record your experiments. The result is your formula book, which has what you need to know to recreate those experiments Max HP = 6 + Constitution and their effects. In addition to healing potion experiments, choose two: ■ **Healing elixirs and salves**. These experiments heal 1d6 damage ☐ **Explosives**: these experiments are *explosive*, *loud*, and *dangerous* Damage: D6 + Armor: ☐ **Combustibles**: these experiments are *fiery* and *dangerous* Tags: ☐ **Acids and bases**: these experiments are *dissolving* and *dangerous* ☐ **Plant growth**: These experiments grow *large* and *entangling* plants ☐ **Endotherms**: these experiments are *freezing* and *dangerous* Background ☐ **Electrochemicals**: these experiments are *electric* and *dangerous* You can prepare simple mixtures or experiments of these types without a roll ☐ Human at the cost of one alchemical reagent each and a little quiet time. When you look for rare reagents in a new land, ask the GM what rare materials can be found here. They'll tell you, but it's up In The Mix (INT) to you to find them. When you **concoct a solution on the fly** out of your alchemical materials, 🖵 Gnome spend one reagent, tell the GM what kind of effect you are trying to produce from up to two kinds of experiments from your Formula Book, and roll+INT. On When you enter civilized society, you can find someone to a 10+, Choose three. On a 7-9, choose one. honor the tinker's tradition. Tell the GM what you have to barter • Nothing of value is lost or ruined. and they'll give you an offer. Take it or don't. • The effects are confined to their intended target. ☐ Elf • There are no unintended side effects. • The experiment gains or loses the dangerous tag. When you accentuate your elven senses with alchemical materials, mark off one alchemical reagent, and your senses are **Gather Reagents** attuned to magic as though you had cast Detect Magic Almost everything in the world holds alchemical utility. When you spend uninterrupted time scrounging for useful stuff, about an hour or so, you find at least three uses of alchemical reagents, an abstraction of alchemical items. The GM gets final say on if you're in an appropriate place to find things. Renaissance Person You're learned in the arts and sciences. When you **meet a fellow expert**, tell Bonds them how you learned of their exploits, what you thought of their book, or when you used their discoveries. They'll return the favor. I have a lot of work to do, teaching ___ Homebrewing really works. is a great test subject! I should get them involved in When you head to your lab with exotic ingredients (rare gems, ancient seeds, etc), hoping to brew just the right thing, tell the GM what you're trying to my work. accomplish. The GM will tell give you one to four of the following conditions: is almost as volatile as some of my reagents! We • It's going to take days/weeks/months don't mix well. • You'll need a test subject, _____ would be perfect _, and their hard won I have a lot of respect for • You'll need a lot of money knowledge. Maybe I can get them to teach me. has the last ingredient

• The effects will be unstable and temporary

You'll have to sacrifice the item _
It's going to taste very, very bad

with my potions or secrets.

I'm not sure I trust

Gear	Coin:	Load: /
You know that it matters to start with the right ingredients: Your Formula Book (1 weight) and basic Lab Materials (1 weight) Alchemical Reagents (6 uses, 0 weight), Uses left: a goblin's ear, some fungus, weird liquids - anything vaguely interesting, and more can always be found.	(100 coin = 1 w	eight) (Your Load is 12+STR)
Leather Armor (1 armor, worn, 1 weight) Dungeon Rations (5 uses, ration, 1 weight), Uses left: 9 Coins		
Choose up to two: Mace (close, 1 weight) Dagger (hand, 1 weight)		
□ Ragged bow (near, 2 weight) & Bundle of arrows (3 ammo, 1 weight), Ammo left: □ □ □ Choose one more:		
□ Two healing potions (0 weight), □ Adventuring gear (5 uses, 1 weight), Uses left: □ □ □ □ □ & Antitoxin (0 weight)	:	:
Advanced Moves (Level 2+)		
☐ Mixomancer Choose a spell of level 3 or below. You add that spell to your formula book as an experiment you can recreate with In The Mix. The GM will tell you what special reagents you need. ☐ Internal Alchemy	☐ Polyjuice Potion Add Transforming experiments to your fo this kind transform targets in part or in wh studied closely. While transformed, creatur spend to make an animal move. When that their original form.	ole into any animal you have res have 1 hold that they may
When you drink an alchemical liquid , choose a stat. You take +1 ongoing to rolls using that stat until the liquid wears off. The GM will choose a stat, too; you take -1 ongoing to rolls using that stat for the same duration.	☐ Now We're Cooking Choose two more kinds of experiments to	add to your Formula Book.
☐ Roguelike Gain the Thief move Poisoner. You can recreate your chosen poison. In addition, you add Poison experiments to your formula book - these experiments are poisonous and dangerous.	☐ Hops, Barley, And Everything Add Alcohol experiments to your formula intoxicating. When you Carouse with a keg get +1 to that roll. In addition, you've added can mark one reagent to include an experi	book. These experiments are g of your homemade ale, you d your special ingredients - you
☐ Transmutation You have begun the art of perfecting base metals into a purer form. When you head to the lab with metal of poor quality, rare resources, and plenty of time, you can transmute those materials into Coin or other useful metals. The GM will tell you who's interested in acquiring your services.	to the brew. Arcanobabble When you confuse, bluff, or obscure using roll+INT. On a 10+, your audience is baffled a 7-9, they call your bluff or aren't entirely continuous what you're talking about.	and inclined to believe you. On
☐ Hello, Nurse Your healing experiments heal 1d8 damage.	☐ Volatile Under Pressure Your explosive experiments deal 1d8 dama	age.
Advanced Moves (Level 6+)		
Chemistry Wizard Requires: Mixomancer Choose a spell of level 7 or below. You add that spell to your formula book as an experiment you can recreate with In The Mix. Your GM will tell you what rare reagents you'll need to craft it, and how dangerous it is to do so.	☐ Biovisionary You've learned how to bottle some of life's life you can brew: ☐ Plants ☐ Animals ☐ Zombies	essence. Choose what kind of
 ☐ Physics Lessons When you Volley, you can use INT instead of DEX. When you Volley with a thrown weapon, it gains the forceful tag. ☐ Doctor, Doctor 	☐ Clones When you create life in your lab , roll +INT and come out on top. Your new being will of few weeks. On a 10+, everything went according to new being. On a 7-9, something's not quite your greation and the GM will then tell your greation and the GM will then tell your greation.	come to life soon, or maybe in a ording to plan - describe your right. Share a detail about
Requires: Hello, Nurse Your healing experiments cure one debility in addition to healing damage. Also, your healing experiments are never dangerous, even when combined with other experiments.	your creation and the GM will then tell you Potionblood Replaces: Internal Alchemy You've consumed a lot of strange liquids in	your time, and all that has
☐ Get Out Of The Kitchen Requires: Now We're Cooking Along with the final two experiments, create a new experiment, working with your GM, and add all three to your formula book.	altered your body chemistry. Poisons don't bonus and penalty imposed from Internal you exude strange substances from the inflict the effects of that liquid on those you	Alchemy change to +/-2. When liquids you drink, you can
☐ Magnum Opus The first time you head to the lab, wielding the alchemical secrets you've discovered after taking this move, you build a prototype of something the world has never seen. Tell the GM what your groundbreaking device does and how it works. They'll tell you what you need to perfect your invention.	☐ Explosion Elemental Replaces: Volatile Under Pressure Your explosive experiments deal 1d10 dam dangerous, loud, forceful, and messy. In add you can make larger explosives, such as m damage to buildings or small towns.	ition, with the right reagents,

The Alchemist

• Formula Book.

• The Alchemist should start at level 1 with three kinds of experiments: Healing potions and two others of their choice.

• In The Mix

The intention of this move is to let the Alchemist get a little creative within the bounds of their experiments. When they want to make something alchemical happen, this is the move they should roll, with one exception - if it's an attack/throwing a vial, it's probably a Volley (unless the target is close enough to easily hit), and their attack gains the appropriate tags. Rolling+INT is meant to signal creativity/planning/intention in a way beyond "I throw to hit them". For that reason, it's possible to do some weird things - does an electrochemical healing experiment zap people to heal them? Does an endothermic plant grow icicles or does it grow a big snowman? All of these results are acceptable to me, but the GM gets final say. Importantly, nearly each kind of experiment is *dangerous*.

• Gather Reagents

This move guarantees that the Alchemist will get reagents when they go out looking, without a roll. It does not protect them from the dangers of being in a place where alchemical materials can be found - those dangers might still need to be defied, for example.

Homebrewing

- If the Alchemist wants to do something not covered by In The Mix, they can always turn to homebrewing.
- Polyjuice Potion, Roguelike, and Hops, Barley, and Everything Gnarly
 - These moves have fairly straightforward effects on their own, but also add complexity and options to In The Mix - again, what a poisonous combustion experiment does is open to interpretation.
- Mixomancer and Chemistry Wizard
 - These moves make individual spells replicable with In The Mix, but always require special material components to use something more than just standard alchemical reagents.

Biovisionary

Like all ritual-like effects, this requires a little more input from the player, and exactly how
to bottle life essence to create life in the lab is something the GM will need to provide input
on.

Potionblood

Picking up this move means that the Alchemist can exude liquids now! It's just a thing they can do. It might be through their palms, or maybe their spit or even their blood.

The Berserker

Maybe you've heard that there's a secret to being angry. You don't have a secret. There's only the truth others are too afraid to admit. That anger is nothing more or less than a weapon. Like a sword, in your hands it can cut through flesh. Like a sword, sometimes it's hard to tell if you wield it or it wields you.

That's okay. When you're knee deep in the steaming guts of a goblin horde, you don't need to know who's in control. Only that their obnoxious screams stoke the fires of your rage.

Maybe it frightens the rest of them. You don't hear them complaining in the heat of battle. And hey, who'd want to tell you to calm down?

Nobody. Stay angry, berserker.

The Berserker Look Name: BODY: Maimed, muscular, weathered, or_ **Human:** Errp, Bruce, Ragnar, Odin, Syrese, Lancelot, Audie, Ajax, Layla, Logan, Lugh Half-Orc: Grog, Korugar, Mugeg, Mek'Daw, Ootonir, Ubi-me, Bugul, Temugh, Zurgo EYES: Lively, furious, sunken, or HAIR: Bald, shaggy, braided, or **CLOTHES**: Tattered leathers, bloodstained furs, rusted armor pieces, Alignment Assign to your stats: 16 (+2), 15 (+1), 13 (+1), 12 (+0), 9 (+0), 8 (-1) □ Lawful Go to any lengths to ensure justice is done. ☐ Neutral Stunned 🗆 -1 Strength: Weak □ -1 Intelligence: Use means other than anger to solve a problem. ☐ Chaotic Take reckless action for selfish reasons. **Dexterity:** Shaky 🗆 -1 Wisdom: Confused □ -1 **Starting Moves** Constitution: Sick -1 Charisma: Scarred -1 Short Fuse HP Max: HP: You have a legendary temper. It's not exclusively aggravated by the options below, but choose two triggers that really get your goat. Max HP = 16 + Constitution Challenge □ Injustice ☐ Pain Damage: D10 + Armor: Confusion ☐ Insecurity Tags: ■ Surprise Background Whenever something makes you angry, mark 1 Fury. If it's one of your triggers, mark 2 Fury. ☐ Human Rage (CON) Your anger problems made it difficult for you to find a niche in When you reach 3 Fury, if you're not already raging, you enter a ferocious organized society. When you first arrive in a settlement, the GM and terrible rage. Roll+CON. On a hit mark an additional fury and take +1 will tell you what makes you angry about it. ongoing to all rolls you make with STR, DEX or CON. On a 7-9, your rage makes □ Orc you reckless and short-sighted: whenever you deal damage while raging the GM will tell you what collateral damage you invoke. On a 6-, lose 1 Fury in Your blood runs with ferocious ancestry. You may choose to addition to whatever the GM says. While raging, you have additional armor enter your rage when you reach 2 fury. equal to your CON. Lose 1 Fury every time you deal damage. When you have 0 □ Dwarf Fury, your rage ends and you mark a debility of your choice. When you wield an improvised weapon of stone or metal, it Can I Kick it? deals +2 damage when it breaks. When you heedlessly power through a physical obstacle, roll+STR. On a hit take 1d6 damage, mark 1 Fury, and the obstacle is destroyed. On a 7-9, take an additional 1d6 damage or the GM puts you in a spot, your choice. Improvised Weaponry Even the most mundane of objects is a weapon in your capable hands. When you pick up an object not normally considered to be a weapon, the GM will tell you what tags it has while you wield it. When you deal damage with an improvised weapon, roll 1d4. On any result other than a 1, it breaks. **Bonds** Sun's Getting Real Low out of danger forever, but I will try. When you spend time doing something that calms you down, lose 1 Fury. If may be weak, but their potential is astounding! anyone who has a bond with you helps you, lose an additional Fury. If losing I have seen the fire that lurks in ______'s heart - I will show them Fury this way ends your rage, you don't mark a debility.

I can't keep _____ out of danger forever, but I will try. ____ may be weak, but their potential is astounding! I have seen the fire that lurks in _____ 's heart - I will show them how to use it. _____ needs to express their emotions or they're going to explode.

Gear	Coin: Load: /
You start with: Dungeon rations (5 uses, ration, 1 weight), Uses left: Healing potion (1 use, 0 weight)	(100 coin = 1 weight) (Your Load is 13+STR
Choose your arms: □ Brass Knuckles (touch, precise, 1 weight) □ Battle Axe (close, 1 weight)	
Choose two: Ragged bow (near, 1 weight)	
& Ammo (3 ammo, 1 weight), Ammo left: 🗆 🗅 🗅	
□ Shield (+1 armor, held, 1 weight) □ Adventuring gear, (5 uses, 1 weight), Uses left: □ □ □ □ □ □ 11 coin (0 weight)	
	::::
Advanced Moves (Level 2+)	
☐ Half-Orc You gain the Orc Background move if you took the Human one at character creation and vice versa. You may only select this as your first	☐ Improv Workshop When you roll to see if your improvised weapon breaks, it only breaks if you roll a 4.
advancement. You Mad?	☐ Ancestral Guardian
When you goad an enemy into making a reckless, angry action , roll+CHA. On a hit they make a critical mistake in an effort to spite or	The spectre of an ancient warrior of your bloodline guards you in your fury. While raging, you have +1 armor. When you command the guardian to protect an ally , you may transfer this bonus to them.
smite you and you take +1 forward against them. On a 7-9, your cool tactics cool your blood, lose 1 Fury.	☐ Animal Totem
☐ Mindless Killing Machine When you are afflicted by fear, mind control, or enchanting magic,	Choose an animal that you mimic when you rage. Work with the GM to write an animal move, as detailed in the Druid playbook. Spend 1 Fury to make that move while raging
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.	□ Undying One
□ I'm The Juggernaut, Buddy	You mark an additional Fury when you rage, even on a 6-, and you can spend all your fury while raging to heal 1d6 for each fury spent.
When you use Can I Kick It? while raging, you take +1 forward on a hit and take no damage on a 10+. Red-Blooded When you deal damage, you deal additional damage equal to your current Fury. This triggers before you lose Fury for dealing damage if you are raging.	☐ Bloody Mess When you roll a 12+ on Hack and Slash while raging, roll your damage
	twice and use the best result. Premeditated Murder
	Choose a move from the Fighter, Thief, or Barbarian playbooks.
Advanced Moves (Level 6+)	
□ Red Mist	☐ Herald Of The Storm
Replaces: Bloody Mess When you roll a 12+ on Hack and Slash while raging, roll your damage twice and add the results together.	Your anger is one of the forces of the universe. Choose a tag to describe the forces or elements that radiate from you while you rage. When a creature stands too close to you while you're raging, they take 1d6 damage every few seconds until they leave.
☐ Can't Keep A Mad Man Down Requires: Undying One	☐ Lycanthropy Is A Strong Word
When you reach 0 hit points while raging , you may choose not to roll your Last Breath. If you do, you stay alive until your rage ends. When your rage ends, make your Last Breath, except roll 3d6 and use the worst two results.	Requires: Animal Totem When you rage your form changes to honor and emulate your animal totem. Describe what form you take to your GM, and they will give you three animal moves - you can spend 1 Fury while raging to make those moves.
Steam Vent While raging, you may spend 1 Fury to deal 1d6 damage to an enemy in	☐ Prop Comedy
the near range. Pariah	Requires: Improv Workshop When you pick up an improvised weapon , you tell the GM one tag that it has - they'll tell you about any other tags.
When you make yourself the target of a community's hatred, mark 3	□ Riastrad
Fury. The GM will tell you who you've spared or saved from a similar fate.	When you reach 5 or more fury , your body twists into a hideous, monstrous form. You deal +1d6 damage in this form and can distinguish
☐ Maw of Chaos While raging, your mouth is a weapon with the tags hand, messy, and 2	friend from foe only with great effort.
piercing. If this attack would kill someone, you may consume them and heal 1d10 damage.	☐ Pre-Premeditated Murder Requires: Premeditated Murder
near ta to damage.	Choose another move from the Fighter, Thief, or Barbarian playbooks.

The Berserker

• Short Fuse

 Ultimately, the trigger is up to the player, but the GM should confer about how to interpret the trigger - if pain is the trigger, does emotional pain count? Do paper cuts or splinters?

• Orc Background

• The Orc background allows the Berserker a choice about whether they'd like to enter a rage upon hitting 2 Fury. If they choose not to and then later hit 3 Fury, they enter a rage immediately.

Half-Orc

• When you take this advanced move, If you chose the Human background move at character creation, you get the Orc background move. If you chose the Orc background move at character creation, you get the Human background move.

• Ancestral Guardian

• The Guardian only appears while the Berserker is raging, and disappears (along with the bonus) after the rage ends.

• Mindless Killing Machine

• An example of how this might work in play: A vampire has charmed the Berserker, and commands them to turn against their companions. The Berserker instead opts to attack some of the vampire's thralls nearby. After the thralls are slain, the vampire retreats, but not before giving the Berserker one last suggestion - destroy their enchanted weapon. There are no enemies left in sight, but the Berserker is still charmed; they have the option to accept the suggestion or attack something of the GM's choice.

• Herald of the Storm

This move's damage trigger has a high likelihood of catching player characters - in those cases where the spotlight is on the Berserker and other characters are close enough to get hit, they take damage and then would be given an opportunity to escape when they get the spotlight again, before the damage triggers multiple times (unless they're restrained or otherwise made vulnerable).

The Gunslinger

Let's be brief. Everyone's heard the myths, right? Someone storms the heavens, steals fire, a new weapon of unfathomable power, and the world will never be the same. A few people laugh, a few people cry. Most are silent. But perhaps one person among them realizes exactly what it is that is happening.

That's enough fancy philosophizing. In the real world, some people are going to die. Some people are going to live. You hold the difference in your hands. Except, maybe it doesn't feel so much like a difference, just something dangerous. Hope you're feeling lucky.

The Gunslinger Look Name: Name: Millie, John, Annie, Leon, Mathilda, Lirianne, Keanu, Billy, Liberty, Nisha, Angel BODY: Lithe. Honed. Beaten. or Epithet: Blondie, Deadeye, Pilgrim, Kid, Starbuck, Marshall, Doc, Leaden, Boss, Sundown EYES: Weary, Piercing, Distant, or HAIR: Dirty and unkempt, Military cut, Fashionable hat, or **CLOTHES**: Leather duster, Crisp shirt, Weathered cloak, or _ Alignment Assign to your stats: 16 (+2), 15 (+1), 13 (+1), 12 (+0), 9 (+0), 8 (-1) □ Lawful Bring justice and order to those who lack it. ☐ Neutral Strength: Weak □ -1 Intelligence: Stunned 🗆 -1 Avoid or defuse entanglement or obligation. ☐ Chaotic Fight to free yourself or others from the powerful. **Dexterity:** Shaky 🗆 -1 Wisdom: Confused □ -1 **Starting Moves** Constitution: Sick -1 Charisma: Scarred -1 The Gun HP Max: HP: Through invention, theft, or luck, you are in possession of a unique weapon of incredible power: a gun. Its potential as a killing weapon will change the world. Max HP = 6 + Constitution Who else has one? ☐ No one: But everyone who hears about it wants one. When you **wield your gun** in a new place in front of new eyes, advance the clock. As the Damage: D6 + Armor: hour grows late, guns proliferate through the world. ☐ Your rival: Maybe you're chasing them; maybe they're after you; maybe Tags: you're looking for each other. Whenever you make a name for yourself, word gets out and advance the clock. As the hour grows late, your rival enacts their agenda and grows powerful. Background ☐ Your enemies: Maybe you're on the run, or maybe you're hunting them down. When you **confront your enemies or their deeds**, advance the ☐ Human clock. As the hour grows late, your enemies are bolstered and appear in You've been a little of everywhere, and you don't tend to stay more and more places. anywhere long. When you **Undertake a Perilous Journey**, you ☐ The Outsiders: Maybe you stole it from them. Maybe you were one of roll 3d6 and use the highest two dice. The GM might ask what them. Whenever you **learn something new about the world**, advance you've heard about this place that helped you get by. the clock. As the hour grows late, the Outsiders' agenda is brought to □ Gnome bear and they will reach out to you. You're an itinerant tinkerer. Add the tag experimental to your gun. **High Noon** Whenever you have the time and materials, you can change As you act in the world and become a part of its problems, your clock that tag to whatever you'd like, with the GM's approval. advances. In addition to the trigger from The Gun, the GM can advance your clock whenever the fiction demands. As your clock approaches 12 noon, You're patient, like stone. After you **Cool Down**, the next time the your past and your enemies are catching up to you. At 6 and after, you deal clock would advance, it doesn't. and take +1 damage. At 9 and after, attacks made with your gun are dangerous. At 12, you treat any hit under 12+ as though you had rolled a 7-9. Cool Down (WIS) When you lay low or forsake violence for a time to cool off, roll+WIS. On a 10+, you step back the clock by six hours. On a 7-9, by three. On a 6-, you step back one hour in addition to whatever the GM says Firearms Proficiency **Bonds** When you deal damage with your gun, you deal +1d6 damage. When you doesn't have what it takes to survive out here. That's shoot someone who's at your mercy, they die.

When you deal damage with your gun, you deal +1d6 damage. When you shoot someone who's at your mercy, they die. Bullet Time (DEX) When you dodge enemy fire, roll+DEX. On a 7-9, choose one. On a 10+, choose two. • You avoid the attack entirely • You learn the enemy's position and take +1 forward against them • You push an ally out of harm's way Bonds _____ doesn't have what it takes to survive out here. That what I'm here for. _____ thinks they're a pretty hot shot - maybe we'll see about that. I sleep with one eye open when _____ 's around. I think I've heard the law's out for _____.

Gear	Coin: Load: /
You have your gun. What else do you need? Your Gun: Rifle (+1 damage, near, far, two-handed, reload, 2 weight) Blunderbuss (close, near, two-handed, forceful, reload, 2 weight) Two Pistols (near, 6 magazine, reload, 1 weight) Leather Armor (1 armor, worn, 1 weight) Dungeon Rations (5 uses, ration, 1 weight), Uses left: □ □ □ Fistful of Bullets (3 ammo, 0 weight), Ammo left: □ □ □ Choose one: Dagger (hand, 1 weight) Two Healing Potions (0 weight) 14 coins Antitoxin (0 weight) & Halfling Pipeleaf (6 uses, 0 weight) Uses left: □ □ □ □	(100 coin = 1 weight) (Your Load is 6+STR)
Advanced Moves (Level 2+)	
☐ Shoot First	□ Pistols at Dawn
You're never caught by surprise. When an enemy would get the drop on you, you get to act first instead.	When you challenge someone to a duel and they're interested , advance the clock, show up at the appointed place and time, then roll+DEX. On a 10+, tell the GM whether or not they survive. On a 7-9, they
☐ Dusty Henry When you Parley, intimidating someone who's seen you do violence firsthand , you may use DEX instead of CHA. On a 9-, advance the clock.	get a shot in but your aim was better. On a 6-, you don't die but you might wish you had.
 □ From Dungeon World With Love When you surprise an enemy and reveal your gun, you may deal your damage or roll+CHA. On a 7-9, choose one. On a 10+, choose two. • They reveal one secret (you may suggest the topic) • You don't have to fire a warning shot • They just let you leave • They're especially frightened, impressed, or enamored (GM's choice) □ Pressure Cooker At 8 and later, your gun has the tags fiery, messy, and forceful. □ Hi Ho, Silver Take a move from the Ranger class list. 	☐ Gun Kata When you wield your gun in close combat, it is also a weapon with the tags precise and hand. ☐ Hawkeye When you Take Watch, you roll twice and take the better result. ☐ Gunsmith With time and materials, you can make guns and ammunition. When you have access to machinist's tools, you can impart a magical enchantment from an item to your gun or modify its tags (working with the GM). ☐ Magic Bullet Attacks with your gun have 2 piercing against magical, ethereal, fae, lycanthropic, and other strange creatures' armor.
Advanced Moves (Level 6+)	
□ I Kill With My Heart When you steel your resolve and commit your heart and mind to kill, you may erase one of your bonds to treat any roll as though you had rolled a 10 (including damage rolls). That bond is gone forever, and your maximum number of bonds is decreased by one. □ In The Crosshairs When you Discern Realities, you can choose to forgo asking one of your questions to shoot something in the scene immediately. □ The Sunset The first time the clock strikes 12 after taking this move, your final showdown approaches. When the dust settles and we see who's left standing, you'll be left with a choice - leave, and never return, or hang up your gun, pick a new class, and stay, just a while longer. □ Akimbo	□ I Know Kung Fu Requires Gun Kata When you get a 12+ on Bullet Time, you can choose to deal your damage to someone at hand, close, near, or far for free □ Shot the Sheriff Gain the Paladin move I Am The Law but your gun and badge are your authority, and you become the protector of a small settlement (make sure it's on the map). Discuss with the GMs what tags it should have. Whenever you protect your settlement, advance the clock. □ Bulletproof When your clock is at 12, you have +1 armor and an additional +2 armor versus bullets. □ And Away Requires Hi Ho Silver
While you wield a gun in each hand, you can choose to split any damage you deal between two targets.	Requires Hi Ho, Silver Take another move from the Ranger class list.

The Gunslinger

- Guns, Bullets, Reload, and Ammo
 - O The tag *reload* just means that loading the gun isn't trivial whereas an arrow can quickly be pulled and then drawn with a bow, the process is more involved with a gun (or, for that matter, anything with the *reload* tag). Reloading a gun does not mark off ammo although selecting to mark off 1 ammo, such as for the 7-9 choice in Volley, might indicate that a gun might need to be reloaded

High Noon

A clock is provided on the second page on which to keep track of the hour. For more
discussion on and examples of excellent uses of clocks, please see Apocalypse World and/or
Blades in the Dark.

Cool Down

• As the clock grows late, the window is likely closing on the narrative circumstances in which the Gunslinger can trigger this move.

• In The Crosshairs

O This does mean on a 10+ that the Gunslinger can just immediately shoot three things in the scene. However, this isn't the Volley move/the move intentionally doesn't direct the player to "deal their damage". That's a likely outcome, but the GM decides if it makes sense in the moment. It could, for example, trigger Firearms Proficiency and be shooting someone at the Gunslinger's mercy, or maybe the target dodges out of the way.

• Dusty Henry

• In case it's not clear, the threat of violence is the leverage.

Magic Bullet

Of GM gets final say on whether or not a creature's armor would be pierced by armor if it doesn't explicitly appear on the list, but the effect is meant to be widely applicable.

• I Kill With My Heart

Exactly how many bonds a character can have as their maximum is left for the GM and player to decide. For the purposes of this playbook, I assumed it to be around five. After a bond is erased, if they have any "room" for bonds left, the Gunslinger can write a new bond with the ally if they would like, but erasing bonds via this move does not grant XP and erasing a bond for this move might also imply a serious change in the Gunslinger's relationship with a person, although players are free to interpret this how they wish.

Akimbo

• With this move, whenever the Gunslinger deals damage, first they roll to see exactly how much damage they are doing and then they choose how to split that up (if they would like to split it up at all). Damage does not have to be divided evenly.

• Shot the Sheriff

 This move is intended to work a little bit like the Compendium Class Landed Gentry, although not necessarily with as much baggage - just the narrative impetus that sometimes you'll be needed to protect your settlement.

The Merchant

In Dungeon World, it pays to be pragmatic. And hey, you just happen to be an expert on both - getting paid and being pragmatic, that is. Now, it might not seem like you're best suited for the dirty, lethal work that so much of adventuring seems to be. That work needs doing, sure, and you're grateful to all of your companions. But, no, to the entrepreneurial mind, adventuring is so much more! Finding rare and valuable treasures and resources is only the immediate reward - think of the untapped markets, crying out for goods and services! Think of the unexplored trade routes! Think of the proprietary rights!

So let those murderers, fighters, and thieves sneer and laugh.

They won't be laughing once the coin starts pouring in. After you take your share, of course.

The Merchant Look Name: Human: Shylock, Merlinus, Marco, Woolman, Apu, Metcalfe, Hooper, Geezil, Ea-nasir BODY: Tall, spindly, rotund, or Dwarf: Urabar, Guldin, Dorspear, Bomick, Jovrirra, Norammock, Thergi **EYES**: Suspicious, welcoming, greedy, or _ Halfling: Shinepurse, Skipson, Linus, Maebrix, Ellie, Ariara, Ulsire, Rosbyn, Xodak **CLOTHES**: Simple, regal, extravagant, or MARK OF WEALTH: Gold pocket watch, fur coat, sapphire ring, or _ Alignment Assign to your stats: 16 (+2), 15 (+1), 13 (+1), 12 (+0), 9 (+0), 8 (-1) ☐ Good Help a person in need with your wealth or wares. Lawful Strength: Weak □ -1 Intelligence: Stunned 🗆 -1 Keep your word in a deal or bargain. □ Evil Gain wealth at someone else's expense. Confused 🗆 -1 Shaky 🗆 -1 Wisdom: **Dexterity: Starting Moves** Constitution: Sick -1 Charisma: Scarred -1 It's A Free Market (CHA) **HP Max:** HP: When you set up your cart in a safe location to sell your wares, roll+CHA. On a 10+ choose 2 of the effects below. On a 7-9, choose 1. On a miss, gain Max HP = 6 + Constitution 2d4 coin in addition to whatever the GM says. • You bustle and bargain with reckless abandon and your goods fly off the shelves; gain 4d4 coin. Damage: D6 + Armor: • You encounter another wealthy figure who offers you an interesting Tags: • The community is happy with your presence; gain 1d4 coin. That's My Specialty! Background Choose a type of item from the list below. In addition to general wares such as food, clothing, and gear, you sell a selection of the type of item listed. ☐ Human □ Armor You're familiar with a wide range of people and places. You speak ■ Weapons an additional language of your choice. ☐ Books and Scrolls ☐ Ingredients and Poultices □ Dwarf □ Exotic Sundries You're a hardy traveler used to carrying a heavy burden. You ☐ Tools and Parts have +2 to your load. When you pull something from your inventory that you'd likely have in **stock**, spend up to 9 coin and roll+increment of 3 coins spent. On a hit, you ☐ Halfling have exactly the thing. On a 10+, you recoup 3 coins worth of expenses. You're easygoing and easier to talk to; communities are never unhappy with your presence. Careful Appraiser (INT) When you spend time examining an object, roll+INT. On a 10+ you may ask the GM 3 of the questions below. On a 7-9, ask one. When was this object made? • What is this object's likely purpose? • What is the most important thing about this object? • How much could this item be sold for to the right person? • Who would want to buy this item and why? An Eye For Weakness (STR) When you attempt to sunder a defenseless or vulnerable handheld **Bonds object,** roll+STR. On a 10+, you've found the weakest part of the object and to protect my wares. break it. On a 7-9, you break it, but choose one-• It takes longer than expected owes me a substantial debt, and I will not leave • It's dangerous to destroy

• It's only partly broken - it could be fixed without a lot of effort.

Gear	Coin: Load: /
You start with: A Wooden Cart, hand-pulled, with load equal to your Strength. 30 coin Shield (+1 armor, held, 1 weight)	(100 coin = 1 weight) (Your Load is 6+STR
Dungeon Rations (5 uses, ration, 1 weight), Uses left: □ □ □ □ □ □ Choose one: □ Hammer (close, 1 weight) □ Staff (reach, 1 weight)	
Choose one wondrous item you've received in your travels: Monsieur Montgomery's Healing Elixir (0 weight, 3 uses, heal 15 HP) A Silver Cravat that can turn water into wine. (1 weight)	
 □ Portable Feast (1 charge, ration, 1 weight, rechargeable) □ A pair of crystal spectacles that can read any language. (0 weight) 	:0000000:0000000
Advanced Moves (Level 2+)	
☐ Silver-Tongued When someone accuses you of lying , you may take -1 forward against them and assuage their immediate concerns until your actions prove the matter. ☐ Cold-Fingered	Quarter-Master Chef You gain the specialty "Expensive Food and Drink." Additionally, when you serve as quartermaster for a perilous journey, there is always enough food for everyone even on a miss (this does not mean you can't lose rations).
☐ Gold-Fingered When you gain coin through sales or moxie, gain extra coin equal to your level plus your CHA.	☐ Mr. Or Mrs. Smith When you have enough time, enough coin, and access to a forge, you can make weapons and armor. When you do, you can add or remove one tag
 ☐ One Fell Blow When you attempt to sunder your opponent's arms or armor, roll+STR. On a hit you find the item's breaking point: the victim deals -1d6 damage or takes -1 armor. On a 7-9, choose one: You become injured in the process The item you broke it with also breaks 	from the item. The GM will tell you how much it costs. Spell-Trained Eye Add the question "Is there anything magical about this object, and if so what?" to your list of questions for careful appraiser.
 It's Not A Syndicate When you Recruit hirelings to your business, you take +1 if you make your business practices known, and you can always pay your hirelings' 	☐ Trade Network When you put out word to the merchant caravans 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.
cost in coin. Descripting Is A Negotiation When you offer a violent creature something it desperately wants, roll+CHA. On a hit, they'll stop fighting. On a 7-9 they demand more than you originally offered.	☐ Store Security When you defend your wares or an item valuable to you, you always get +1 hold, even on a 6 Additionally, you can spend hold to prevent passing harm from damaging the item.
Advanced Moves (Level 6+)	
☐ Oregon Trail You upgrade your cart to a full-blown wagon. It has a load of 40 and requires at least one animal to pull it.	☐ Everything Must Go All items in your possession become weapons with the tags <i>thrown</i> and <i>near</i> .
Amateur Enchanter Requires: Mr. Or Mrs. Smith AND Spell-Trained Eye When you discover a magical effect with Careful Appraiser, you may add it to your list of enchantments. When making or modifying armor or weapons in the forge, you may use rare materials to bestow an	☐ It's Not A Shakedown Requires: It's Not A Syndicate When you use hirelings to intimidate potential buyers when you sell your wares, you may treat a 7-9 as a 10+. Every time you do this, your reputation as a criminal will grow.
enchantment from your list. The GM will tell you what you need. I Break It, You Buy It Requires: One Fell Blow AND Everything is a Negotiation When you sunder an enemy's arms or armor in the heat of battle, you may Parley with them and offer to fix their weapons at cost. On a 10+, you convince them to stop fighting and give you their arms to fix. On a 7-9, they stop fighting, but refuse to give you their gear and are either angry or fearful of you.	☐ Trust The Midas Touch When you attempt to turn a nonliving object to gold with your bare hands, roll+WIS. On a hit, it becomes beautifully gilded. Primarily metal objects quintuple in value, and the value of non-metallic objects increases tenfold. On a 7-9, the power lingers in your being: the GM gets 1 hold to spend to turn anything you touch with your bare skin to gold. ☐ Action Archeologist
The Iron Banker When you legitimize a political power with your wealth, you are repaid with interest and in political clout. The GM will tell you who you've offended, infuriated, or caught the interest of.	Choose one of the following as an additional specialty: magical artifacts, enchanted jewelry, potions and potables, or cursed objects. The GM will tell you about ways to reliably acquire goods of your new speciality. Lieutenant Warbucks
The Invisible Hand When you invest your coin to create change, spend 100 coin and roll + extra 100s of coin spent. On a 10+, your investment bears fruit. On a 7-9, the GM will offer you a worse outcome, hard bargain, or ugly choice.	When you take advantage of growing tensions and sell to both sides, name the factions and what you'll be supplying them with and roll+CHA. On a 10+, choose two. On a 7-9, choose one. • You are going to be very, very, rich. • Your supply is safe from harm and danger • Your duplicity goes unnoticed by both sides.

The Merchant

- It's A Free Market
 - It can be assumed that, if the Merchant does not take the final option, that whatever else they might be, the community is not happy that the Merchant is there.
- That's My Speciality!
 - O Spending 0 coin would allow the Merchant to roll+0, if they so choose. Spending 3 coins grants a +1 bonus, 6 coins a +2, and 9 coins (the maximum) +3. On a 10+, the Merchant gains 3 coins back, even if they didn't spend any.
- One Fell Blow
 - The move trigger doesn't include necessarily that the Merchant uses some tool or the like to break the arms or armor, but the fiction likely demands it. On a 7-9, breaking the arms or armor barehanded has a pretty grim interpretation for the option "the item you broke it with also breaks".
- Store Security
 - The additional hold option is a slightly different version of the Defend option "redirect an
 attack from a thing you defend to yourself" the Store Security option to prevent passing
 harm doesn't block a deliberate attack, but can be used to protect items from ambient
 dangers.
- Mr. or Mrs. Smith
 - Neither this move nor we endorse the gender binary or any normative statements about gender.
- It's Not A Syndicate
 - It can be a syndicate if the Merchant wants it to be.
- The Iron Banker
 - The GM will also say how much coin is required to bankroll a regime.
- The Invisible Hand
 - The effect is a little like the Wizard's Ritual. Any change is possible, with deep enough pockets and enough time.
- Lieutenant Warbucks
 - The factions don't have to be at war with each other (yet), but there should be some conflict between them that the Merchant can point to (and exploit).

The Monk

Look, it's not all, "wuxia dragon punch" and "ninja-style jutsu", okay? Sure, sometimes you've been known to leap up and then climb a sheer cliff wall. There was that time when you did divert that Kobold's spear with one-hand and knocked him and all his buddies in the river. And everyone remembers how you punched directly through the archduke's chest when you found out he was responsible for slaughtering countless innocent lives. That's not what it means to be you. You're so much more.

They don't see that moment of quiet contemplation. They don't see the years of study, of practice, of failing. They don't see that it's the truth that lights your path, that draws your breath, that moves your hand.

They will.

The Monk Name: Name: Xuanzang, Vardha, Kong-sang, Akeha, Junfan, Cheng, Zu, Sun Li, Korra, Tenzin Alignment ■ Neutral Resolve conflict peacefully. Lawful Follow your monastic code without compromise. □ Good Endanger yourself or give something up to help those in need. **Starting Moves** Martial Art (DEX) When you use an opponent's melee attack against them, roll+DEX. On a 10+, you accurately and deftly deflect the attack. You can choose to take no damage, or to deal your damage and take their damage-1d6. On a 7-9, choose • You dodge the attack, but lose your position or footing. • You and your opponent each deal your damage -1d4 • You take the enemy's attack but bring them out of position or into danger, take +1 forward against them Unencumbered, Unharmed So long as you are below your Load and neither wear armor nor carry a shield, take +1 armor. **Monastic Code** You are a student on the path to enlightenment, a scholar of the way. Choose what you believe is the key to right action. The first time each session you offer someone advice pertaining to your code, that person takes +1 forward to follow your advice, and if they act on it, you both mark 1 XP. ☐ Relinquishment of all material attachments ☐ Strict adherence to rigorous ethics ☐ Discovery and openness to experience ☐ Complete mastery of your martial art ☐ Creation of and participation in a more perfect society ☐ Unceasing critical examination of philosophic texts Choose one of these to start with:

EYES: Piercing, Wandering, Calm, or_ BODY: Thin, Tense, Muscular, or_ ROBES: Plain, Heavy, Colorful, or HANDS: Clean, Calloused, Wrinkled, or_ Assign to your stats: 16 (+2), 15 (+1), 13 (+1), 12 (+0), 9 (+0), 8 (-1) Stunned 🗆 -1 Strength: Weak □ -1 Intelligence: Confused 🗆 -1 Shaky 🗆 -1 Wisdom: **Dexterity:** Sick □ -1 Constitution: Charisma: Scarred -1 **HP Max:** HP: Max HP = 6 + Constitution Damage: D8 + Armor: Tags: Background □ Disciple You're a learned student of philosophy, having spent most of your life in a monastery. When ethics, truth, or beauty is your leverage, you may Parley using WIS instead of CHA. Hermit You're a wanderer, a distant traveler who has spent most of your life in solitary contemplation. When you spend time in **quiet** meditation, the GM will tell you something pertinent to your current situation or location, or tell you that you already know everything there is to know. They might ask you how your meditation revealed this to you. **Bonds** 's ways and beliefs, but they are seriously misguided. They must be shown the truth. _ is brash and foolish - I must teach them patience and wisdom. is also on the true path, and I appreciate their insight.

___'s strength, and they will fear mine.

I fear

Look

When you are unarmed and wield your Martial Art, your body is a weapon

Choose a weapon to wield with your Martial Art and a tag: hand, close, reach,

forceful, or precise. When you use your Martial Art, that weapon gains that

■ Lethal Weapon

tag forward.

with *hand* range and 1 *piercing*.

The Way of Steel

Gear	Coin: Load: / _	
You try to travel light: A Token of your monastery or your travels, describe it:	(100 coin = 1 weight) (Your Load is 6+S	TR)
Dungeon Rations (5 uses, ration, 1 weight), Uses left: Adventuring Gear (5 uses, 1 weight), Uses left: 1 coin		_
Choose a weapon, if you want one:		—
□ Sword (close, 1 weight) □ Staff (close, two-handed, 1 weight)		_
☐ Sickle (hand, 1 weight)		
□ Spear (reach, thrown, near, 1 weight)		
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Advanced Moves (Level 2+)		
☐ Perfect Technique When you wield your Martial Art and roll a 12+ you find your enemy's weakness and strike true. You can choose to deal your damage or temporarily stun your target.	☐ Deeply Spiritual /s Gain the Druid move Spirit Tongue. When you spend time in contemplation of an animal spirit, you become familiar with that	
	☐ Student Of The Four Ways	
☐ Fulcrum, Meet Lever When you deal damage with your Martial Art, your attack gains the forceful tag.	Choose one element that you can shape (earth, wind, water, or fire). When you bend that element to your will , roll+WIS. On a 10+, it does you command, taking the shape and movement you desire for a time. On a 7-9 the effect is short-lived and weak, lasting only a moment.	
☐ On The Move When you defy a danger caused by movement (maybe falling off a narrow bridge or gracefully dancing past an armed guard) take +1.	☐ Dodgy While you can move freely, you have +1 armor.	
☐ The Eye Of The Storm When you Discern Realities during combat, you take +1.	☐ Padawan When you Recruit , on a hit you'll always find someone who wants to be your student and whose cost is in line with your Monastic Code.	į
□ Closed Fist		
Mutually exclusive with Open Palm When you use violence to defend or prove your monastic code, you deal +1d4 damage.	☐ Open Palm Mutually exclusive with Closed Fist While you refuse to retaliate with violence in accordance with your monastic code, you take +1 ongoing to Parley, Defend, and Aid/Interference	e.
Advanced Moves (Level 6+)		
☐ I Do All My Own Stunts	□ Nature's Pupil	
When you perform superhuman feats of athleticism or agility (jump to the top of a building, run on top of water, etc), roll+STR or DEX as appropriate. On a 10+, it happens. On a 7-9, the GM will introduce a complication or worse outcome.	Requires Deeply Spiritual When you combine your Martial Art with the lessons of an animal spirit you've studied, on a hit you can make a move of an animal whos spirit you've studied (instead of any other option).	se
☐ Return Fire	☐ The Auatar	
You can deflect ranged attacks with your Martial Art . You can still choose to deal your damage when you deflect ranged attacks. Ammo and other ranged shots you wield gain the <i>thrown</i> , <i>near</i> tags.	Requires: Student of the Four Ways You can shape all four elements. When you bend the elements to you will, on a 12+, you can shape multiple elements at once.	r
☐ The Buddha's Palm	☐ The Circle Is Complete	
When you strike with forbidden force , roll+STR. Your blow creates shockwaves, rends earth and sky, and destroys buildings. Everyone and everything in the area takes damage as appropriate. On a 10+, your application of this dangerous technique is flawless. On a 7-9, the effect is out of control, and collateral damage is intense. On a 6-, no mortal body was meant to wield such power.	Requires: Padawan When you have taught your student everything you know, it's time to retire. Go create a new school, wander the world, or simply live a peace existence. Write up a new sheet for your student. They become a character at any level less than or equal to yours, and of any class except that they have the Monastic Code move.	ful
☐ Like Flowing Water	☐ Journey To The West	
When you redirect an enemy's melee attack to another closeby creature , roll+DEX. On a 10+, the attack is fully redirected, and a target of your choice takes the attacker's damage. On a 7-9, both you and your target take damage.	When you Undertake a Perilous Journey to a destination you've new been before , on a 10+, you find a skilled and friendly traveler on the way who's interested in your quest.	
☐ Like Solid Iron	One With Nothing	•
When you strike a powerful stance and Defend , you can roll+WIS instead of CON. For as long as you have hold this way, you can't move or be moved except by supernatural means, and you have +2 armor.	When you empty your mind and embrace the end of the self, erase on bond permanently and hold 3 emptiness. Spend 1 emptiness to describ your perfect reaction to danger and defy it as though you had rolled a 10+. When you have no bonds and no emptiness, you become a GM character.	

The Monk

Martial Art

 In a sense, this is a more specific Defy Danger move with the option of dealing damage on a success, but to trigger it, the Monk must explain how they use the attack as an opening - it doesn't automatically trigger whenever the Monk is about to take damage, especially at ranges outside the Monk's reach.

• Lethal Weapon

• Notice that this does not make the Monk's body a weapon for Hack & Slash purposes - it is up to the GM if an unarmed monk can trigger Hack & Slash in the moment.

• The Way of Steel

 Conversely to Lethal Weapon, using Martial Art can make your weapon more effective for Hack & Slash.

• Closed Fist and Open Palm

• Once you have taken one of these moves, you can not take the other.

• Return Fire

 Just as Martial Art doesn't automatically trigger when the Monk defies the danger of a melee attack, so too for Return Fire. In order to deal damage with Return Fire, the Monk must be able to throw or shoot the ranged shot back.

Deeply Spiritual

 This move allows the Monk to talk to animals from their native land, and also gives a specific condition (spend time in meditative contemplation) to learn how to speak to additional animals.

• Nature's Pupil

• This opens up animal moves, such as the Druid has access to when Shapeshifted (e.g. trample them, escape to the air, drag them to the ground, etc).

• Journey to the West

 Although a possible outcome is that the traveler you meet on the way would want to become your hireling, it is not guaranteed.

One With Nothing

• Like other moves that use bonds as resources, the intention here is that there is some maximum number of bonds (set by the GM and player) and that erasing that bond for the purpose of this move indicates that you have one fewer bond for the rest of time. Erasing a bond for this move also implies a serious change in the Monk's relationship with a person, although players are free to interpret this how they wish.

The Necromancer

Of all the truths of Dungeon World, this one is easy - things die. Pretty much everything dies, although there are some exceptions. You'd like to be one of those, but let's not get ahead of ourselves. Here's another truth - Death is useful. Most people don't think about that one, but it's on your mind pretty much daily. So the rest of the world can't appreciate just a little extra utility. So having an undead labor force would "destabilize the free market" and "totally gross everyone out". You don't get to mastery of the necromantic art without stepping on and probably looking at a few severed toes.

Much better to be out here, in the thick of it, raising the dead and plaguing the living who dare to get in your way. You've seen the look your companions give you, that fear mixed with disgust and if we're being honest probably a little awe.

Who can blame them? Life's too short to fight over things like that.

The Necromancer □ □ □ □ □ □ □ □ (Next level at _+current level) Look Name: Human: Thu, Eric, Amy, Victor, Anita, Tom, Rhas, Raven, Alex, Rochelle EYES: Icy, Bloodshot, Empty sockets, or _ BODY: Hunched, Shriveled, Fat, or Revenant: Strahd, Vecna, Palawa, Khosatral, Limdul, Jarad, Kena, Sylvanas, HAIR: Bone white, Waist-length, Damp, or _ **ROBES**: Tattered, Pristine, Hideous, or _ Alignment Assign to your stats: 16 (+2), 15 (+1), 13 (+1), 12 (+0), 9 (+0), 8 (-1) 🗆 Evil Gain power at any cost. ☐ Neutral Strength: Weak □ -1 Intelligence: Stunned 🗆 -1 Resolve a misunderstanding about undeath. Confused 🗆 -1 **Dexterity:** Shaky 🗆 -1 Wisdom: **Starting Moves** Sick □ -1 Constitution: Charisma: Scarred -1 **Undead Horde HP Max:** HP: Life is fickle, but the dead can serve you forever. You have a group of undead at your beck and call, maybe five zombies or so. Your horde has these tags; Max HP = 6 + Constitution puny, stupid, slow, hungry, undead. It deals damage equal to its size. You can't control too many undead at once, but up to ten should be no problem. Choose a base Damage: D4 + Armor: ☐ +2 Meat, +1 Brains, +1 Guts ☐ +1 Meat, +2 Brains, +1 Guts Tags: ☐ +1 Meat, +1 Brains, +2 Guts Choose one strength: Background ☐ They're vicious: +1 damage ☐ They're quick: *mobile* instead of *slow* ☐ Your magic makes them anathema to life: poisonous ☐ Human ☐ They're smart: capable instead of stupid Death is like any problem - it's meant to be solved. When you Choose one weakness: **Spout Lore** about anything related to the penumbra of death, ☐ They're constantly sloughing off biomass: *leaky* roll twice and take the better result. ☐ They're noisy: *loud* ☐ Revenant ☐ They can't distinguish friend from foe: *uncooperative* ☐ Your magic robs them of their idiosyncrasies: *predictable* You wield the power of death like it's a part of you - it is. When Death offers you or someone with whom you have a bond a Command bargain, you can give a counteroffer. If Death doesn't take it, When you command your undead horde to you'll have to take what you can get. • overwhelm a foe with numbers or fight many enemies, roll+Meat • throw their bodies at a problem or obstacle, roll+Meat • move or act with skill or speed, roll+Brains • regain focus or resist interference, roll+Brains • protect you or something else, roll+Guts • withstand danger or damage, roll+Guts On a 10+, your command is executed effectively. On a 7-9, it happens, but they get into trouble or you lose one of them, your call. Reanimate (INT) When you call out to one or more dead bodies with your necromantic **Bonds** power, roll+INT. On a 10+, a handful of them arise, ready to join your undead horde. On a 7-9, only one or two are strong enough to move. On a 6-, you still Unfortunately, is much more useful to me alive. get one undead thing in addition to whatever the GM says. has a very good body, but, uh, I'm not interested. Mortician (INT) Although, if I could get a better look at their muscular structure... When you have **time and safety with a dead body**, roll+INT. On a 7+, you _ isn't willing to do what it takes. Good thing I'm here learn the cause of and approximate time of death. On a 10+, you learn to show them how it's done. something useful or valuable about the body or cause of death, the GM will I have a good source of dead things thanks to tell you what. I'm pretty sure finds me and my art repellent. I should Across That Far Shore show them the beautiful side of death. When you take your Last Breath, it's not your first time catching a glimpse of

the Black Gate. Death greets you as an old friend, bitter rival, ex-lover, or hated enemy. You always add your CON to last breath rolls, but on a 10-11

you count that result as a 7-9.

Gear	Coin:	Load: /
You can't take it with you, but for now you still carry: Your Necromantic Rites (books, scrolls, engraved tablets,) Dungeon Rations (5 uses, ration, 1 weight), Uses left: □ □ □ □ □ 6 Coins Choose your defenses:	(100 coin =	1 weight) (Your Load is 6+STR)
□ Bag of Books (5 uses, 1 weight), Uses left: □ □ □ □ □ □ □ □ □ □ □ Leather Armor (1 armor, worn, 1 weight) Choose your weapon: □ Knife (hand, 1 weight)		
□ Staff (close, two-handed, 1 weight) Choose one □ Healing Potion (0 weight)		
□ Antitoxin (0 weight)	:	:
Advanced Moves (Level 2+)		
Spellbook Of The Dead You gain the Spellbook, Prepare Spells, and Cast a Spell Wizard moves. When you select this move, treat yourself as a Wizard of level 1 for using spells. Every time you gain a level thereafter, increase your	☐ Consume Soul When you take damage, you may choo your Undead Horde. The damage is neg number of your horde are reduced to p	ated, but a commensurate
effective Wizard level by 1. Speak with Dead and Animate Dead are Wizard spells for you. Turn To Me	☐ Grow The Horde Add +1 to Meat, Brains, or Guts, your chatag (with the GM's permission).	oice, and give your horde a new
When you wield the arcane energy of unlife towards a nearby mindless undead creature, roll+INT. On a 10+, it becomes part of your horde, and whatever hold anyone had on it is yours. On a 7-9, you can command the creature, but its loyalty is questionable; take -1 to Command. Put 'Em In Stitches	☐ Touch Of The Grave When you touch a living creature, skir lifeforce, roll+CON. On a 10+, you deal 1 On a 7-9, you deal damage, but your sou	d8 damage, and take +1 forward.
When you sew flesh together , you can heal an ally of 4 damage, or give your horde a touch-up - you take +1 forward to Command them.	your choice. Good Help Is Hard To Find Your Undead Horde gains two ranks in a	a hireling skill of your choice
 ☐ Makes The Dream Work When you command your undead to work together with the living on an objective, take +1 to Command. ☐ Ghost Buster You can see spirits and ghosts. Your and your horde's attacks rend the souls of spirits and other undead creatures, piercing their armor. 	They can only serve as a hireling by worl Blood Ritual Gain the Wizard move Ritual. To use it, creature, of size or importance equal to	king together. you must sacrifice a living
Advanced Moves (Level 6+)		
□ Necronomicon Requires: Spellbook Of The Dead All your magic spells carry with them the rot and decay of negative energy. When you cast a spell, on a 10-11, you may choose from the 7-9 list. If you do, you may choose one of the effects below. On a 12+, you may choose one of these effects for free:	☐ Plaguebringer When you have time, arcane materials, a part of the land to be anathema to life grow sick or waste away in a few days, a undead horde is stronger there, and wh take +1.	e. Living creatures avoid it and and and plant life cannot grow. Your
 The spell sickens, withers, or drains its target of life The spell creates a zone wherein the undead are strengthened 	☐ Deadly Dead When your undead horde deals damage	ge , they deal an additional d6
The Doctor's Monster Requires: Put 'Em in Stitches	damage.	
When you stitch together a golem out of several corpses and bring it miraculously to life, roll +INT. It's alive - whip up a new character at level 1. On a 10+, choose two. On a 7-9, choose one, and the GM adds a detail. On a 6-, the creature escapes, bearing your name and a grudge. • You've implanted several valuable experiences. The golem is level 2 and chooses a move from any class. • They're intelligently designed. Increase two stats by 1. • They have a useful, nonhumanoid addition: They have a useful, nonhumanoid addition:	☐ Thy Name Is Legion When you reanimate a great mass of remains of a battlefield, a full graveyard hp, rounded up, and roll +INT. On a 10+ army, and your hold is strong - they can On a 7-9, you get most of the bodies up than a simple directive will prove difficuin groups.	, or a mausoleum, pay half of your , you have reanimated a small be easily commanded as a unit. and walking, but imparting more
 They don't hate you - write a bond with your golem. Soul Summons When you reanimate a recently dead corpse, you can instead conjure an incorporeal undead, such as a shade, ghost, or shadow. The attacks of these creatures commonly ignore armor. 	When you storm the Black Gate to resigne into Death's domain and come bar Death will always remember. On a 7-9, you do not escape unscathed - the GM of from you, or what else you brought bac soul eternal, but the Gate was open, for	ck with what you sought - but you return with that soul, but will tell you what Death took k. On a 6-, Death claims your

The Necromancer

• Undead Horde

Likely the most important feature of the Horde is its size (given by the tag *puny* at start). The GM sets the limits on how many undead can be controlled at once. The primary inspiration for this move comes from Apocalypse World, in which gangs don't roll to deal harm. Citing rules for when several monsters deal damage, the damage the horde deals to a single target is equal to the number of undead attacking that target, but it might be appropriate for the horde to do more or less damage at the GM's discretion.

Command

• If the Necromancer wants the horde to do something that's not covered by this list of options, it's up to the GM if the horde does it at all.

• Spellbook of the Dead

 Starting as a Wizard level one means that the Necromancer learns three first level spells when they take this move.

Consume Soul

• Exactly how many undead are destroyed is up to the GM.

• Good Help is Hard to Find

• Exactly what working together means is up to interpretation, but if you have only one undead working for you, it probably can't happen.

Ghost Buster

• The armor piercing only applies to armor that represents the intangibility of the spirit or other related creature. If the spirit has other armor for whatever reason, perhaps a poltergeist is inhabiting a suit of armor, or a spirit is encased in stone, the GM might decide that some of that armor is not pierced.

Blood Ritual

• In effect, the sacrifice becomes an additional requirement that the GM imposes for the Ritual. The GM has final say on what kind of sacrifice will suffice.

• To Hell and Back

• What circumstances actually permit the Necromancer to travel to the Black Gates is left as a conversation between the GM and the players.

The Olympian

These people you travel with - who are they to you? Your team? Your competitors? How many companions have you gone through this way? Do they complain that you're better than them? You are. You can't help being blessed with holy power. Do they remark that this all seems like a game to you? It is. If it's a game, that means it's a competition. And if it's a competition, that means you can win.

You intend to win. Call it a compulsion, or divine mandate, or sportsmanship, if you want. But winning is why you're here. Sure, it sounds a little petty, but that's pretty in character for gods and legends. One day, you'll prove you deserve your place among them.

The Olympian Name: Look BODY: Chiseled, lean, huge, or Human: Maximus, Diana, Horatio, Daphne, Xena, Zangief, Leonidas, Genevieve, Gregor **EYES**: Bright, determined, fierce, or Aasimar: Gilgamesh, Xerxes, Mercuria, Heracles, Orion, Lazarus, Calgieva, Luna CLOTHES: Colorful, practical, minimal, or BEST FEATURE: Dazzling smile, incredible musculature, gorgeous hair, _ Alignment Assign to your stats: 16 (+2), 15 (+1), 13 (+1), 12 (+0), 9 (+0), 8 (-1) ☐ Good Help those less fortunate by your victories. ☐ Neutral Stunned 🗆 -1 Strength: Weak □ -1 Intelligence: Put competition before anything else. ☐ Chaotic Break the rules of the game in order to win. **Dexterity:** Shaky 🗆 -1 Wisdom: Confused □ -1 **Starting Moves** Constitution: Sick -1 Charisma: Scarred -1 God's Gift To Men And Women HP Max: HP: Your very existence is touched by divine power, and everything you compete for is in the name of that divinity. Give your god a name, and choose your Max HP = 8 + Constitution deity's domain: ☐ Disciplined Strength ☐ Tempests and Oceans Damage: D10 + Armor: ☐ Forbidden Knowledge □ Victory Tags: ☐ Love and Compassion Background **Born A Champion** When you stake your god's favor in a competition against others, hold 2. Human You may spend hold to reroll up to two dice (one hold per die) and use the Your god has guided your life since you were born, and if you result. If you lose the competition despite your godly boon, you may not stake reach out for advice you often find yourself pushed in the right your favor again until you appease your god in light of their domain. direction. You start with the move Divine Guidance from the Cleric playbook. Game On! (CHA) When you incite an enemy to compete against you, roll+CHA. On a 10+, Aasimar they accept your challenge and make one rule of their own. On a 7-9, they're Your divine favor runs deep, as one of your parents is a god. You spurred to compete but name a different challenge. may spend hold of any kind to claim a boon from your parent to aid you in competition. Be warned; relying too heavily on your Thrower parent may change their opinion of you. When you **Volley with a thrown weapon**, you may roll+STR instead of +DEX. Additionally, all thrown weapons on your person gain the far or forceful tags, vour choice. Runner (CON) You cannot be caught on foot, and cannot be outrun in any footrace. When you pursue someone on unchallenging terrain, roll+CON. On a 10+, you run them down and may choose to stop them, at the cost of engaging them. On a 7-9 you still catch them, but to do so you enter an endurance race that takes you far from your allies. Bonds would make an excellent rival in competition! is unpracticed, untested, and unready, which is

would make an excellent rival in competition! ______ is unpracticed, untested, and unready, which is exactly why I've taken them under my wing! ______ is a bad sport. They need to learn to love the game. I strived to live up to ______ 's legend long before we met. It's nice to have ______ around to take care of all the little things I can't be bothered to deal with.

Gear	Coin:	Load: /
You start with:		= 1 weight) (Your Load is 8+STR)
A Victory Medal . Name the event your medal is in:		
Choose your arms: □ Club (close, 1 weight)		
☐ Padded Knuckles (touch, precise, 1 weight)		
Choose your projectile: 3 Javelins (thrown, near, reach, 1 weight)		
☐ 2 Shot Puts (<i>thrown, near, messy,</i> 1 weight)		
□ 10 Throwing Daggers (thrown, near, 1 weight) Choose your defenses:		
☐ Wool Uniform (0 armor, <i>worn</i> , 1 weight) & Steel Shield (+1 armor, 1		
weight) Leather Gear (1 armor, 1 weight)	:	:
Advanced Moves (Level 2+)		
☐ Ain't No Mountain High Enough	☐ Herculean Task	
You can use Runner on any kind of terrain.	When you undertake a superhuman	
□ Zero To Hero	to accomplish. Herculean tasks are alw impose one to four of the following cor	mplications-
When you you Bolster through intense training, choose one: • You learn something important and useful about a topic of your	The best you can do is a lesser, sm You'll brook in the process.	
choice, the GM will tell you what.	You'll break in the procesYou'll need help from	55
 You obtain an important or useful weapon or item. You mark 1 XP, or 2 XP if you trained for a month or more. 	First you'll need toIt's going to take a lot of money	
□ Log Tosser	 It's going to take days/weeks/mon 	
When you Volley something immensely heavy , roll your damage twice	When you accomplish a herculean ta	sk , mark one Labor.
and take the best result.	☐ Romance Epic	
☐ The First Avenger	When you declare your quest to find appear before you and grant you a visi	
When you wield a shield, it has the tags <i>thrown</i> and <i>near</i> . When you Volley with a shield , on a 10+ the shield deflects off of the enemy and	☐ Are You Not Entertained?	
back to your hand. When you throw your shield in an ally's defense,	When you fight or compete for an au	dience, choose one:
you may select an option from Defend as though you had spent 1 hold.	You rile up, influence, or charm theYou impress a person of power o	
☐ Gae Bolg	 You come out unscathed or with 	
Sharp or barbed weapons you throw have the tags <i>dangerous</i> and 2 <i>piercing</i> .	☐ And Enkidu Too	
☐ On A Mission From God	Write a bond with one character (with t	
Choose a move from the Cleric or Paladin playbooks that isn't a	character is your sworn companion. The On! When the two of you issue a challe	
spellcasting move.	take the best result.	
Advanced Moves (Level 6+)		
	☐ Baldur's Heart	
☐ The Man, The Myth, The Legend When you enter a settlement for the first time, roll+Labor. On a hit,	While you wear no armor, you have 3 a	
the GM will tell you about a past exploit that has become a legend here. On a 10+, the people of the settlement are direct beneficiaries of the	weakness that can always pierce your a Champion's Champion	armor - the GM will tell you it.
events of your past.	When you stake your god's favor in a co	ompetition against others, you get
☐ Even The Divine Emperor Was There!	3 hold, and when you reroll dice this wa	
When you Carouse after glorious victory , take +1 and the gods will join you in celebration. They're also implicated in any consequences you may	keep.	
incur.	☐ Ascent To Olympus Requires 12 Labor	
□ Thunder And Lightning	If you would take your Last Breath , y	ou instead may choose to die. You
When you conjure divine energy , roll+STR. On a hit, you summon crackling energy in your hands or on your person, brimming and ready	are honored in the heavens as a demig Any playbook that chooses you as their	, .
to be wielded. On a 10+ hold 3, on a 7-9 hold 1. You may spend hold	your character sheet.	asily may start with a move nom
1-for-1 to do one of the following:Volley, and on a hit deal your damage and stun an enemy.	☐ Apotheosis	
 Deal 1d4 damage to a creature that just dealt damage to you. 	The first time you spend time in praye	
 Hack & Slash, and on a hit deal your damage+1d4. Deal your damage to all enemies within a few dozen feet of you. 	taking this move, you gain a physical fe	ature emplematic of your deity.
, <u> </u>	Soul Man Paguiras: On a Mission from God	
	Requires: On a Mission from God Choose another move from the Cleric of	or Paladin playbooks that isn't a

spellcasting move.

The Olympian

- Game On!
 - The rule proposed can be interpreted very widely by the GM; persons of importance might ask for a year to prepare, or obviously weaker rivals might declare the Olympian must compete with one arm tied behind their back, for example.
- Herculean Task, The Man, The Myth, The Legend, and Ascent to Olympus
 - Although these moves list specifically ways or rewards for acquiring Labor, other tasks might also be narratively appropriate. Slaying a particularly nasty hydra, for example.
- The First Avenger
 - O Specifically, this means that when the Olympian throws their shield in an ally's defense, they can select; to redirect an attack from the thing they defend to themselves; to halve the attack's effect or damage; to open up the attacker to an ally giving that ally +1 forward against the attacker; or to deal damage to the attacker equal to the Olympian's level. If the Olympian has any moves that add further options, they can instead choose to do one of those also. The Olympian can do this in lieu of Defending any other way this isn't rolling to Defend and then selecting an additional option. Importantly, the two halves of this move don't mix the Olympian doesn't Volley their shield to Defend, so it can't come back to them, even if the GM requires a roll to Defy Danger when throwing the shield to Defend and the Olympian rolls a 10+.
- Romance Epic
 - This move doesn't force characters to fall in love with the Olympian. Consent can't be overruled, even by divine mandate.
- Zero to Hero
 - In order to obtain the option selected, the onus is on the Olympian to describe how their training makes that selection possible.
- The Man, The Myth, The Legend
 - The 10+ result implies a positive effect. Even if, in the long run, the Olympian regrets their labor or it had disastrous consequences, in the instance that triggered the 10+ result, the community has benefited from that labor.

The Oracle

What does it look like, the path to the future? Is it uncountable threads, awaiting your meddling touch? Is it a tree, branching into paths for you to climb? Or maybe it's a fire, burning away the impossible unwritten ways forward until only the inevitable is left. The future looms, terribly close and just out of reach. For everyone but you.

But don't let their words of awe or hushed terror deceive you. It's a curse. It's always been a curse. Seeing the little betrayals. Their deaths. Your failures. Maybe this time will be different. Reach out your hand, try to grasp it. It's all there waiting for you, Oracle.

The Oracle	Level:	XP:
Name:		Look
Human: Cassandra, Tiresias, Agnes, Jonah, Ezekiel, Nostradamus, Salaza Elf: Javyvyre, Zaor, Leiscencia, Llamaryl, Erlathan, Rubrae, Festrus, Morpl Centaur: Rodaestus, Drecowarn, Plysonos, Vivral, Zetoteus, Vremaenon,	heria,	EYES: Plercing, kind, empty, or CLOTHES: Humble, antiquated, elaborate, or SKIN: Wrinkled, tattooed, unblemished, or
Alignment		Assign to your stats: 16 (+2), 15 (+1), 13 (+1), 12 (+0), 9 (+0), 8 (-1)
Good Steer fate towards the greater good, no matter the cost.		STR • INT •
☐ Neutral Act dispassionately to enforce fate's decree.		Strength: Weak 🗆 -1 Intelligence: Stunned 🗅 -
☐ Chaotic Sow dissent using your precognition.		DEX • WIS •
		CON CHA Confused
Starting Moves		Constitution: Sick -1 Charisma: Scarred -
Mark Of The Cursed		
Your very existence on this world is marred with malicious methods physical form reflects that. Your curse colors your precognitical fects their domain of influence. ☐ Charred and blackened hands		HP Max: HP: Max HP = 8 + Constitution
 Domain: Sacrifice, Toil, and Pride Elaborate ritual scarring Domain: Pacts, Blood, and Despair 		Damage: D4 + Armor:
 A horrid stench Domain: Pestilence, Corruption, and Disgust A searing brand 		Background
 Domain: Hatred, Industry, and Ambition Hideous patches of scales Domain: Cruelty, Treasure, and Greed 		☐ Human
Manifest Destiny (INT)		You understand that we read the future in order to change it. When you receive a vision from your curse , you take +1
When you attempt to manipulate the strands of fate, roll+INT. On a 10+, hold 3. On a 7-9, hold 2, but you've changed the pattern - give the GM 1 hold to spend. On a 6-, hold 1, and watch as the strands of fate begin to unravel. Spend hold 1-for-1 on the following: • Show a character a vision of their future success, describe what they see.		forward when acting on the answers. □ Elf Your lifespan has surpassed dozens of generations. You select two locations for Old Soul.
 They take +1 forward. Force a creature to suffer a glimpse of a horrible future you what they see. They take +2 damage the next time Cause the passage of time to briefly repeat on itself; require the result. 	e, the GM will tell they suffer harm.	☐ Centaur Mysticism and precognition run in your blood. When you roll a 10+ on Manifest Destiny, hold 4, and when you roll a 7-9, the GW holds 2.
That Three-Eyed Raven (WIS)		
When you embody your curse to the extreme, you are strand potent vision of something yet to come. The GM will tell see. Roll+WIS. On a 10+ the GM will give you a rough idea of and what can be done to change it. On a 7-9, choose only or	l you what you when it will occur	
Old Soul		Bonds
Regardless of how old you look, you have been alive for a lot type of location below. When you first enter a location of y you may ask the GM for one important fact about it. The GM when and why you were last here □ Cities and Settlements	our chosen type,	I have seen that has a terrible fate in store has come to me in a time of desperation, but I can see nothing for them.
☐ Kingdoms and Countries ☐ Realms and Dimensions ☐ Dungeons, Ruins, and Castles ☐ Forests, Mountains, and Valleys		I must show that they are not in control of their own destiny. I accidentally altered the trajectory of's life, and no I must restore it to balance.
☐ Lakes, Oceans, and Seas		

No Rest For The Wicked

few hours.

You do not need to sleep. You can **Recover** when you merely meditate for a

year	Coin: Load: /
You start with: A Focus for reading the future, describe it:	(100 coin = 1 weight) (Your Load is 6+STR
Dungeon Rations (5 uses, <i>ration</i> , 1 weight), Uses left: Goins Choose one:	
□ Staff (reach, 2-handed, 1 weight) □ Club (close, messy, 1 weight) Choose two:	
☐ 3 Healing Potions & 2 Antitoxins	
□ 10 coins □ Shield (+1 armor, 1 weight)	
	:
Advanced Moves (Level 2+)	
☐ Sixth Sense	□ Not On My Watch
When you attempt to contact resident spirits for guidance , roll+INT. On a 10+, you see a brief vision or hear a phrase that is directly relevant to your question. On a 7-9, your connection with the spirit world is	When you take watch and can read the stars , treat a miss as if it were a 7-9.
meager, they can only use the surrounding environment to give you a vague clue or hint.	☐ It's A Living When you set up shop and read fortunes in a settlement, roll+CHA. Or
 One Jump Ahead Add the following option to Manifest Destiny: You see danger coming before it can strike and step safely out of 	a 10+, a crowd quickly gathers and you gain 2d8 coin. On a 7-9, you only tell a few fortunes and cause no buzz around the town, gain 1d6 coin. On a miss, an unsatisfied customer returns to demand that you fix the situation they have gotten themselves in by following your advice.
harm's way.	□ Doomsayer
☐ Cursed Strength Your mark allows you to invoke terrible power. Write a move with your GM that relates directly to your curse. Your GM will tell you the cost of	When you prophecy impending doom , you may use that as leverage to Parley using WIS instead of CHA. On a 7-9, that creature asks for proof.
this move.	☐ Grizzled Veteran This move describes your past. You can't have more than 2 moves that do this
Cursed Touch When you touch a greature to inflict a fraction of your curse upon	Choose a move from the Fighter playbook. Increase your damage die to d6
When you touch a creature to inflict a fraction of your curse upon them , roll+WIS. On a 10+, the creature is marred with a physical mark of your curse, and is compelled to act in the worst way, according to an aspect of your curse's domain. On a 7-9, the curse holds, but the two of you are now bound together by your mark: whenever the one of you takes damage, the other takes damage equal to your WIS.	☐ Born Of Smoke And Ash This move describes your past. You can't have more than 2 moves that do this Choose a move from the Immolator playbook. Increase your damage die to d6.
□ Called It	□ Criminal Record
When you begin each session, make a prediction about what will come to pass. When your prediction comes to pass , if it goes well for you, take +1 ongoing to act on your vision. If it goes poorly, mark XP.	This move describes your past. You can't have more than 2 moves that do this Choose a move from the Thief playbook. Increase your damage die to d6.
Advanced Moves (Level 6+)	
☐ Herald of the Apocalypse	☐ Never Tell Me The Odds
Requires: Doomsayer When you cast a prophecy of impending doom , choose a type of doom from the following: famine, war, pestilence, or death and roll+INT. On a 10+ your prophecy will come to pass, sentencing the land of your	When you attempt a feat with an infinitesimal chance of success , roll. On a 10+, you succeed and then some, surmounting what seemed to be impossible odds. On 9-, you've gambled with fate and lost, you suffer disastrous consequences and put your very life at risk.
choice to an unimaginable fate. On a 7-9, the GM chooses 1 restriction listed below.	☐ Cursed Soul
 It will not happen for a long time. It can be readily reversed with divine magic or ritual. It will last no longer than a few months. 	Requires: Cursed Strength OR Cursed Touch You are your curse. When you meditate in a location (a settlement, a district of a city, a collection of tribes), you may bind an aspect of your curse to the land. Tell the GM how it makes people behave, and the GM
Looper	will tell you how long it will last.
Requires: One Jump Ahead When you Manifest Destiny, on a 12+, the next 1d4 times danger would strike, you avoid it.	☐ I'm Gettin' Too Old For This Sh*t Requires: Grizzled Veteran
□ I See Dead People	Choose another move from the Fighter playbook. You get +1 armor.
Replaces: Sixth Sense You can detect, see and communicate freely with all spirits and ghosts. However, be warned: spending too much time with the dead will only further distance you from the living.	☐ Visions In The Flames Replaces: Born Of Smoke And Ash Choose another move from the Immolator playbook. Increase your damage die to d8.
☐ A Turn For The Worse	☐ Long Rap Sheet
When you manipulate chaos to bring disaster upon a creature , roll+WIS. On a 10+, you successfully turn the environment against that creature and they find themselves in immediate peril. On a 7-9 you or your companions get caught up in the fallout of the chaos.	Requires: Criminal Record Choose another move from the Thief playbook. You're also familiar with Cities and Settlements for the purposes of Old Soul.

The Oracle

- Human Background
 - The vision from the Oracle's curse could be a vision as described in That Three Eyed Raven, or could be from another source as it comes up in the narrative.
- Manifest Destiny
 - The 7-9 result gives the GM 1 hold to spend on the options for this move.
- That Three Eyed Raven
 - Determining what embodying the curse to the extreme means is up to the GM and the Oracle.
- Called It
 - This move does not give the Oracle the power to impose future events on the fiction, but instead flag and/or guess what will happen next.
- Grizzled Veteran, Born of Smoke and Ash, and Criminal Record
 - These moves each fill in some of the Oracle's past life. The Oracle can have two of these moves at most.
- Doomsayer
 - The prophecy, of course, could be a lie.
- Never Tell Me The Odds
 - The trigger for this move is general, like the trigger for Defy Danger. It's possible that a more specific move might trigger instead, but the case might be also that there is not even the slightest chance of success in those instances, this move could not trigger. That said, there are a lot of improbable things that can happen.

The Paragon

Here we are. Here *you* are, standing at the ready, unwavering, tall, proud, etc. You've heard it all before. They've lauded you, awarded you, maybe even built you a statue. Yours is the glory, yours is the honor, yours will be the victory.

None of that matters.

What matters is that here, now, you're here, a champion of your people, ready to defend them all against the evils this world has to throw at them, to take up arms, to beat back against the darkness, to eke out civilization, to make a society amidst the chaos and struggle that is Dungeon World.

Why? Paragon, what about them is worth it? When you look around, do you see what's worth protecting? Or are you alone, one figure, armored in virtue, in kindness, in strength.

Maybe it's enough.

The Paragon Name: Look Human: Kormir, Hayda, Keiran, Xian, Arajah, Bastion, Titus, Cassandra, Renault, Hadrian EYES: Kind, Austere, Weary, or Dwarf: Brosca, Oghren, Tiza, Cathela, Varric, Durgen, Branka, Caridin, Fairel, Rheza HAIR: Close cropped, Carefully braided, Long and free, or _ BODY: Strong, Built, Lithe, or VOICE: Commanding, Calm, Booming, or Alignment Assign to your stats: 16 (+2), 15 (+1), 13 (+1), 12 (+0), 9 (+0), 8 (-1) ☐ Good Stand with and fight for the weak and oppressed. □ Lawful Weak □ -1 Stunned □ -1 Strength: Serve the state before the citizen. Shaky 🗆 -1 Confused 🗆 -1 **Starting Moves** Sick -1 Scarred -1 **Principled HP Max:** HP: You are the champion of a culture or people. Put them on the map and tell us about them and what they believe. You embody a virtue important to your Max HP = 9 + Constitution culture - choose one below or write your own. Compassion Faith Damage: D10 + Armor: ☐ Justice □ Rigor Tags: □ Patience □ Inquiry Background Whenever you take action that exemplifies your virtue or someone tells you how your action inspired them, take 1 Virtue. When you are compelled ☐ Human to **Aid or Interfere** by your virtue, take +1 to the roll. You can have a You're a seasoned warrior and leader. When you **Discern** maximum of 3 Virtue at once. **Realities in a dangerous situation**, take +1. **Righteous Retribution** □ Dwarf When you strike at a foe in the name of your virtue or culture, you can You're older and tougher than stone. When you Defend an ally, spend Virtue 1-for-1 to increase your roll. you take +1 armor forward. **Inspiring Presence** Aasimar When you rally your allies with a shout, roll+Virtue. On a 7-9, you spend one You're an envoy of the divine, come to the world to work their Virtue and choose one. On a 10+, you still spend one Virtue but choose two: cause. Name a type of creature - **Righteous Retribution** always • An ally heals 1d6 damage triggers against that type of creature. An ally takes +1 forward and +1d4 damage forward • A foe is rattled, enraged, or impressed, GM's choice. Stand For Something (CHA) When you appeal to a GM character's better nature in light of your virtue, offer them proof of your sincerity and roll+CHA. On a 10+ they'll bite, and they'll accept what you've offered or tell you what else they'd like. On a 7-9 they're interested, but want to argue. Armored **Bonds** You ignore the *clumsy* tag on armor you wear. has stood beside me in battle - their virtue is unquestionable. I will join them to fight for what is right. 's ways are strange to me, but I enjoy their tales. I hope to learn more and understand them better.

cared a little more, they would be an

is the very picture of virtue. They must be protected at

's abilities, but their beliefs are

outstanding citizen. I will show them how to act.

indefensible. I will make them see the truth.

If only

all costs.

I might respect

Gear	Coin: Load: /
You carry with you:	(100 coin = 1 weight) (Your Load is 9+STR)
A Symbol of your culture, describe it Scale Mail (2 armor, <i>worn</i> , <i>clumsy</i> , 3 weight) Dungeon Rations (5 uses, <i>ration</i> , 1 weight), Uses left: □ □ □ □	
4 coins Choose your preferred position on the battlefield: Up close and personal; Axe (close, 1 weight), & Shield (+1 armor, 1 weight)	
☐ A little distance is helpful; 3 Spears (reach, thrown near, 1 weight each) ☐ I want to be able to see everything; Hunter's Bow (near, far, 1 weight) & Bundle of Arrows (3 ammo, 1 weight), Ammo left: ☐ ☐ ☐	
Choose one: Adventuring Gear (5 uses, 1 weight), Uses left: Two Healing Potions (0 weight) Bandages (3 uses, slow, 0 weight) & Antitoxin (0 weight)	:0000000:0000000
Advanced Moves (Level 2+)	
☐ Virtuous Intervention When you Aid or Interfere while embodying your virtue, on a hit, your target takes +2 or -3 respectively.	☐ Battlefield Leader When you step back and direct your allies, roll+INT. On a 10+, choose two. On a 7-9, choose one, but your enemies are wise to your tactics.
☐ Pack Tactics When you mark a foe for your allies, all your allies take +1 damage forward to their next attack against your target.	 An ally may make a Hack & Slash and treats a hit as a 7-9 An ally may make a Volley and treats a hit as a 7-9 An ally takes +1 armor forward An ally deals +1d4 damage forward
☐ I Fight For My Friends When you leap to Defend an ally, you may spend virtue 1-for-1 to increase your roll and you take the brunt of the danger in their stead, even	□ Shake It Off When you shout words of encouragement, spend 1 Virtue and an ally of your choice that can hear you clears a debility.
on a miss. Your ally takes +1 forward when acting on the chance you gave them. Dangerous At Any Distance	Gain the Paladin move Quest. In addition to whatever vows the GM assigns you, you must also always act in accordance to your virtue to
Take a move from the Fighter or Ranger class lists that isn't a multiclass move.	retain your boons. Spearhead
☐ Ambassador When you serve as a bridge between your culture and another, roll+CHA. On a 10+ you each learn something interesting and valuable about the other and come away with a strong sense of solidarity. On a 7-9, you communicate your best intentions but make some kind of gaffe that's sure to be remembered.	When you lead your allies in virtuous action , those who follow your lead take +1 forward.
	☐ Right Hand Man When you are outgunned , outmanned , outnumbered , or outplanned , you have +1 armor ongoing.
Advanced Moves (Level 6+)	
☐ The Art of War	□ Living Ideal
When you form a plan of attack to lead an army into battle , roll+INT. On a 10+, ask the GM two questions from the list. On a 7-9, ask one question, and the GM will tell you of an unfortunate complication. You and your allies take +1 forward when acting on the information. • What feature of the terrain can be used to our advantage? • Where might we find additional allies? • What stratagem is our enemy likely to use? • Who leads our enemy, and what do they want?	When you epitomize your virtue in action and get a 12+, you shine with radiant light. Creatures are cowed, acquiesce with your requests, flee in terror, or fly into a rage, as appropriate. There Are Always Trumpets When you sound the horns of battle, everyone knows it's time to fight. Roll+CHA. On a 10+, choose two. On a 7-9, choose one. • The enemy believes you are the most important threat and ignores
☐ And My Axe You take +1 to Recruit . When you Recruit, on a 10+ you always find a capable and skilled hireling whose cost is aligned with your virtue.	 your allies. Your allies rally and deal +1d4 damage while they can see or hear you. You and your allies brace for battle and take +1 armor ongoing.
☐ Dire Wolf Pack	☐ Here Comes The General
Replaces: Pack Tactics When you mark a foe for your allies , all your allies take +1 forward to their next attack on your target, and deal +1d4 damage on that attack.	Replaces: Right Hand Man While you and your allies are outgunned , outmanned , outnumbered , or outplanned , you all have +1 armor ongoing, and your allies take +1 ongoing to Aid.
Only A Flesh Wound	☐ Tactical Eye
Replaces: Shake It Off When you shout words of encouragement , spend 1 Virtue and each ally that can hear you clears a debility, heals 1d4 damage, breaks free of some restraint, or temporarily ignores the effects of disease or poison.	When you Discern Realities while in battle , you may use your INT in place of your WIS. On a 12+ you may ask any three questions related to the combat, not limited by the list.
□ Its Own Reward	□ Battlefield Master
Take an additional virtue. Your maximum Virtue increases to 4. Members of your culture recognize you as a hero and will treat you as such until proven otherwise	Requires Battlefield Leader When you step back and direct your allies , you may have them make any move of their choice, not just Hack and Slash or Volley, and on a 12+, allies you direct this way don't treat their roll of 10+ as a 7-9.

The Paragon

• Principled

- Exactly what counts as a virtue is culturally determined. If the Paragon wants a strange virtue, that's fine, but the GM might ask to hear more about their culture. This move has two triggers: one is for helping (or interfering with) other people, and grants a +1 to the Aid/Interfere roll. The other is for taking action on your own, embodying the chosen virtue, and grants 1 Virtue, a special kind of hold. It's possible that they don't both trigger if you're aiding or interfering
- Other player characters can absolutely tell the Paragon how they were inspired by the Paragon's actions. This won't grant the Paragon 1 Virtue unless they're telling the truth, though.

• Stand for Something

This move does not guarantee that other people will share your opinion of your virtue, and it does not depend on their recognition of that virtue of a virtue at all. Another way of thinking about it is that for the Paragon, their Virtue is always leverage for Parley, except that there's explicitly room for the GM character to disagree about what that virtue is or means or if it even matters at all.

Battlefield Leader and Battlefield Master

The intention of these moves is to let the Paragon help make several things happen simultaneously, and change narrative positioning to make those things possible. Although they can "command" player characters to do things, players have final say of course on if their character follows through.

• Pack Tactics and Dire Pack Tactics

Marking a foe can be metaphorical, such as shouting a command, or it can be physical, such
as striking them with a sword and getting everyone's attention. Only one foe can be marked
this way at a time.

• There Are Always Trumpets

To be clear, the horns of battle can be metaphorical, if the GM approves. Some kind of prop
is likely necessary, but waving a battle standard or playing a flamethrower guitar could
conceivably suffice.

The Psion

You've seen it. When your mind awoke, when you peeked beyond, when you turned from the here and now to the imminent, ultimate forever, you saw something there.

It saw you too.

And now you run around the world, reading people's thoughts and lifting things up with your brain. So it sounds a little crazy, definitely. None of the rest of them are ready to hear it, obviously. They haven't seen what you've seen. You'll just have to introduce the truth to them slowly. That's okay. There are few things as malleable as a mind. And you already know what they're thinking.

Name: Human: Joelle, Uri, laldabode, Jace, Teferi, Mitra, Baral, Circe, Kydele, Matilda Aberrant: Quori, Shuggora, Illith, Slaadi, Aboleth, Elan, Ixita, Phaerimm, Morkoth Githzerai: Amith, Izera, Dak, Baarya, Zomm, Olavya, Artonai, Thoun, Lezin Alignment Neutral Exercise restraint with someone's mind or privacy. Good Help another resolve inner turmoil or overcome personal limits. Euil Wield another's hidden fears or secrets against them.

Starting Moves

The Psion

Read Thoughts (WIS)

When you **read someone's surface thoughts**, roll+WIS. On a 7+, ask 1 question from below. On a 10+, the GM will tell you what else you learn.

- What do they want here?
- What are they afraid of?
- What are they thinking right now?

Conjure Illusions (INT)

When you **flood a creature's mind with illusory perceptions**, roll+INT. On a hit, they're distracted, enraged, or afraid, your call. On a 7-9, the effect is fleeting - they'll catch on to you and your tricks soon.

Telekinesis

You can move small, handheld, or especially light objects with your mind. When you **Volley** by throwing an object with your mind this way, it has *near* range and you can roll+INT.

Telepathy

You can communicate mind-to-mind with intelligent creatures who can understand a language. When you **take the time to calmly Discern Realities**, you become aware of nearby minds, although not their exact positions.

Mental Bastion

You are always aware when someone is interfering with your mind, even through magical means, and you take +1 to defy mental dangers

Look	
EYES: Distant, Wide, Sunken, or BODY: Scrawny, Glamored, Chubby, or CLOAK: Tattered, Fine, Strange, or AURA: Gentle presence, Gloomy weight, Bri.	
Assign to your stats: 16 (+2), 15 (+1),	
STR •	INT •
Strength: Weak □ -1	Intelligence: Stunned 🗆 -1
DEX •	WIS •
Dexterity: Shaky □ -1	Wisdom: Confused □ -1
CON •	CHA •
Constitution: Sick □ -1	Charisma: Scarred □ -1
Damage: D4 + Tags:	Armor:
Background	
Through sheer force of will, you've no bridge the material and the astral. We someone else with a powerful aut from Read Thoughts for free.	Vhen you first meet
Aberrant Your psyche has been irrevocably al outer realms. At the end of each ses harmed by your connection to alien	ssion, if you were hindered or
□ Githzerai	
You come from a tradition of monas Conjure Illusions , on a hit you may instead of distracting, enraging, or for	choose to calm your target
_	

Bonds	
I opened my mind to _	and I'm trying to help them
forget.	
and I sh	are a personal mental connection that I
must learn more abou	t.
I tried to look into	's mind once I still need to
make it up to them.	
I can't get	out of my thoughts. One day I'll work up
the courage to talk to	them.

Gear	Coin: Load: /
Why bother with the material? Yours is the perfect realm of noumena eternal:	(100 coin = 1 weight) (Your Load is 5+STR)
2 Coins Dungeon Rations (5 uses, <i>ration</i> , 1 weight), Uses left: □ □ □ □ □	
Choose one: Graff (close, two-handed, 1 weight)	
□ Dagger (hand, 1 weight)	
Choose two: Adventuring Gear (5 uses, 1 weight), Uses left: □ □ □ □ □	
□ 11 coins	
☐ Healing Potion (0 weight)	
	:
Advanced Moves (Level 2+)	
□ F=ma	□ Illusion Palace
You can move heavier objects with your mind, such as conventional	When you Conjure Illusions , you can create detailed illusory structures
weapons. When you attack with a sharp or heavy weapon , increase	or terrain. Creatures aren't so much afraid or enraged as they are baffled
your damage to d6.	or confused by this effect. This affects all creatures who can see these illusions, unless you make exceptions.
Memory Agent You're skilled at reading the memories of willing subjects. You can	☐ Expanded Psionics
always Aid or Interfere with a player's move that relies on memory or	Pick a spell of your level or below from any class list. You can cast that
knowledge - but on a miss, you see something in their memories or psyche that you shouldn't have.	spell with INT, as the Cast a Spell move. You Prepare Spells by meditating for an hour or more.
☐ Third Eye Unblind	□ Soul Knife
When you open your mind to the astral plane , your senses are briefly	When you manifest your aura into a weapon, roll+CHA. On a hit, your
attuned to psychic energy. You can perceive ghosts, auras, recent	aura becomes a weapon with hand and 3 uses. While wielding this
impressions, and other similar phenomena.	weapon, you can use INT to Hack & Slash and Volley, and you increase your damage to d6. On a 7-9, choose another tag. On a 10+, choose two.
Overmind When you reach out to the collective unconscious , roll+WIS. On a 10+,	closethrown, near
you get a clear vision of the past, present, or future through the minds of	• 1 piercing
the world. On a 7-9, the vision is hazy, unclear, or confusing.	• radiant
Mind Delve	□ Sandman
When you dive deep into a vulnerable creature's psyche , roll+INT. On a 10+, choose one. On a 7-9, you still choose one, but the GM will offer	When you enter a sleeping person's dream , roll+INT. On a 7-9, hold 1. On a 10+, hold 3. Spend hold 1-for-1 on the following while the dream
you a worse outcome, hard bargain, or ugly choice. • Your minds switch bodies for one day	lasts (you lose all hold when the dream ends). On a miss, the dream ends,
You learn a powerful secret	and they wake up angry, frustrated, or agitated, and know you're to blame.
 You incept an idea deep in their subconscious They forget a recent memory, idea, or thought. 	 You shape the dreamscape to your will You add +1 to any roll by exerting control over the dream
They to recent memory, taca, or chought	The dreamer reveals a hidden hope, fear, desire, or plan
Advanced Mayor (Loyal C.)	
Advanced Moves (Level 6+)	
□ E=mc²	□ Timey-Wimey, Wibbly-Wobbly
Requires: F=ma Your mental control over matter now expands to energy. When you hurl	When you cast yourself through time , tell the GM your destination and roll+INT. On a 10+, you're there and then, with whatever consequences
the fundamental forces of the universe, roll+INT. On a hit, your target	that means. On a 7-9, the travel wasn't perfect. You wind up somewhere a
takes 1d10 damage. On a 7-9, it's out of control - the GM will tell you what else is hit or how you're caught in the blowback.	little bit different, or something else has come with you, GM's choice.
☐ Aura Blade	☐ Phantasmal Killer When you Conjure Illusions , at your discretion, those illusions can take a
Requires: Soul Knife	terrifying form. These illusions can deal d6 damage until dispelled or
While wielding your aura weapon, increase your damage to d8. You can choose from these additional tags: <i>messy</i> , <i>reach</i> , <i>forceful</i> , +1 damage.	seen through. When you convince a creature that your illusions are attacking them , roll+INT. On a 10+, the illusions deal damage and the
☐ Thrall	creature is terrified. On a 7-9, the illusions deal damage, but either you or
When you enthrall a weak minded creature , roll+CHA. On a 10+, they	your illusions come under close scrutiny, your choice.
are yours to command and become a hireling with cost "Mind Control".	☐ Mind Grind
On a 7-9, as above, but the control isn't perfect - they have an additional cost related to their old life.	Requires: Mind Delve When you dive deep into a vulnerable creature's psyche, on a 12+,
□ Illusory Armor	choose a memory, personality trait, or other mental construct. Your target gains or loses that thing.
While your illusions persist, you have +2 armor.	
☐ Complete Psionics	☐ Cthulhu Ftaghn When you wield alien power not meant for mortal minds, roll+INT. On
Requires: Expanded Psionics	a 10+, portals open, minds shatter, and you see things beyond
Pick another spell of your level or below from any class list. You can cast that spell too.	comprehension, at your call. On a 7-9, you can't be sure if you're wielding the power or if it wields you.

The Psion

- Telepathy
 - You must be able to calmly discern realities to note the presence of other minds.
- Mental Bastion
 - This awareness of mental meddling does not, unfortunately, necessarily transmit any
 information about who is doing the meddling, how they are doing it, or where they might
 be.
- Conjure Illusions
 - The illusions conjured this way aren't typically apparent to anyone except the creature the Psion has targeted.
- Illusion Palace
 - O Illusions conjured with this additional choice *do* appear in the perceivable world, although the Psion can choose to allow some creatures to automatically see through these illusions.
- Third Eye Unblind
 - This move trigger might be the start of a Discern Realities roll, but it doesn't require the Psion to be Discerning Realities to see ghosts.
- Expanded and Complete Psionics
 - Unlike other Prepare Spells moves, the Psion does not need any object or divine persona to meditate on. Just finding a peaceful, centered experience for an hour works.
- Phantasmal Killer
 - O Just like Hack & Slash doesn't trigger every time a player describes swinging their weapon, Phantasmal Killer's damage-dealing move won't necessarily trigger whenever the Psion describes how their illusions terrify and attack a creature. For instance, some creatures might not be very easy to frighten, or might not be scared of death.
- Cthulhu Ftaghn
 - Unlike the inspiration from the Immolator, there's no guidance here for what happens on a
 6-. Go nuts.
- Timey-Wimey, Wibbly-Wobbly
 - The trigger for this move exists in a sort of liminal space there's intentionally no additional requirements or boundaries to the time travel, so the way the trigger is worded can support the interpretation that the Psion can do this whenever they choose. It's up to the GM and the players to decide if the Psion can simply cast themselves through time at will, or if it costs or requires anything.
- Thrall
 - Mind control as a cost works like any other cost when the Psion orders the hireling and gets a 7-9, it's likely the hireling will require their cost (mind control) to be paid, soon. If it's been awhile since they received mind control, the hireling takes -1 ongoing to loyalty like for other costs.

The Runepriest

Behind you, you can hear them arguing again - always, again and again, it's the same thing. The same words. Step back, listen. Do you hear it? The pattern, the code, the language, the words?

Words have power. That's obvious to anyone who's lied or read a good book. Words are the force that move the civilized world. But even out here, you know that words change the world. Do you hear it yet? The scuffling of a goblin's foot is a word. The crackling fire of a dragon is a word. The divine will of the gods is a word. Step back. Listen.

You hear it. And when you are ready, will you speak?

The Runepriest Look Name: Dwarf: Durga, Khazad, Nain, Galenica, Telchar, Rachel, Annika, Sigrun, Reveka BODY: Strong, Light, Hunched, or _ **Human:** Cypress, Abraham, Andel, Hob, Carmine, Elise, Ysold, Morgan, Uri EYES: Sharp, Glasses, Cloudy, or Halfling: Dunstan, Rose, Ivy, Aubrey, Finnegan, Gaddock, Brigid, Cenn, Merry **CLOTHES**: Scholar's robes, Holy habit, Common garb, or _ HANDWRITING: Blocky, Delicate, Messy, or_ Alignment Assign to your stats: 16 (+2), 15 (+1), 13 (+1), 12 (+0), 9 (+0), 8 (-1) Neutral Learn a truth of the gods or their language. □ Good Strength: Weak □ -1 Intelligence: Stunned 🗆 -1 Resolve conflict peacefully through words. **Dexterity:** Shaky 🗆 -1 Wisdom: Confused □ -1 **Starting Moves** Constitution: Sick -1 Charisma: Scarred -1 Words Of Power (WIS) HP Max: HP: You have studied the divine language that created the world, and have learned two runes. Max HP = 6 + Constitution ☐ Fire ■ Water ☐ Earth Damage: D6 + Armor: ☐ Sky Shield Tags: ☐ Life Death When you inscribe a rune you know onto an object and will it to power, Background roll+WIS. On a hit, say what property aligned with that rune you instill upon the object for a time; a shield inured to Death could protect against spirits, a horn Dwarf imbued with Water pours freely, an arrow inscribed with Sky might fly on its Stonework is simple for you. When you inscribe a rune into own. The strength of the effect depends on the strength of the material and stone, take +1. method of inscription. On a 10+, the effect lasts until the rune is defaced or the magic of the material runs out. On a 7-9, the effect is fleeting, dangerous, or ⊔ Human weak, your choice. You're a scholar and explorer. When you **Spout Lore about or in** the presence of ancient runes or ruins, take +1. Cast A Spell (WIS) When you release a spell you've prepared, roll+WIS. On a 10+ the the spell is ☐ Halfling successfully cast and you may cast the spell again later. On a 7-9 the spell is Although you serve all divinity, you are especially close to one cast, but choose one: god. Choose a god. You gain the Cleric move **Divine Guidance**. • You draw unwelcome attention or put yourself in a spot. The GM will tell Your God's Petition is related to the runes you know. vou how. • The spell disturbs the fabric of reality as it is cast; take -1 ongoing to cast a spell until the next time you Prepare Spells. • After it is cast, the spell is forgotten. You cannot cast the spell again until you Prepare Spells. Lexicon You have mastered several spells, made of smaller words of power, and inscribed them in your lexicon. You start out with three first level spells. **Bonds** Whenever you gain a level, you inscribe a new spell of your level or lower. Your lexicon is 1 weight. __ of the truth, maybe actions If words can't convince Prepare Spells I've studied closely the work of ____ When you spend uninterrupted time (an hour or so) in quiet contemplation of your lexicon, you: each other a thing or two. • Lose any spells you already prepared. 's faith is commendable, but mistaken. I can correct • Prepare new spells chosen from your spellbook whose total levels don't them.

exceed your own level +1.

and I will write our names in history.

Gear	Coin: Load: /
You carry these but the words weigh more heavily: Your Lexicon (1 weight) Chainmail (1 armor, 1 weight) Dungeon Rations (5 uses, ration, 1 weight), Uses left: 5 coins Choose your hammer:	(100 coin = 1 weight) (Your Load is 8+STR)
□ Maul (close, two-handed, +1 damage, 3 weight) □ Warhammer (close, 1 weight) Choose two: □ Bag of Books (5 uses, 1 weight), Uses left: □ □ □ □ □	
☐ Healing Potion (0 weight) ☐ Adventuring Gear (5 uses, 1 weight), Uses left: ☐ ☐ ☐ ☐ ☐	::::
Advanced Moves (Level 2+)	
☐ Fire And Brimstone When you incite the faithful to action by their beliefs, speak the relevant precept of their faith and roll+CHA. On a 10+, it catches, and your congregation will follow your will. On a 7-9, a number of them agree, but some of the flock have other ideas. ☐ The Good Word When you heal someone with magic, they are healed of an additional 1d6 damage.	☐ Tongue And Hands Of The Runekeeper Your spoken and written words transcend language. ☐ 95 Theses When you write someone a pointed note, letter, or missive, roll+CHA. On a hit, you've made yourself understood. Your recipient will challenge you, do as you say, or ignore you at obvious peril. On a 10+ they take it to heart - if they don't act on your words, they are filled with doubt, insecurity or regret.
☐ Well Read Gain the Bard move Bardic Lore with the Gods and their Servants speciality and one other speciality of your choice.	☐ Interjection When you Aid or Interfere by your words, you take +1, but anyone who can hear you will know you are implicated.
☐ Rune Savant You learn another Word of Power.	☐ Linguist Choose a spell from any class list. You can cast that spell as though it were one level lower.
 ☐ Empower When you Cast a Spell, on a 10+, you have the option from choosing from the 7-9 list. If you do, you choose one of these effects as well The spell's effects are doubled The spell's targets are doubled 	 ☐ Wordsmith When you have access to a forge and holy instruments, you can inscribe Words of Power on weapons, armor, and other objects permanently. The GM will tell you the effect produced.
Advanced Moves (Level 6+)	
 ☐ The Wise Man's Fear When you speak aloud someone's true name (you must know it, first), roll+WIS. On a hit, you grasp their very essence and can do with them as you will. On a 7-9, choose one: Their God/s, masters, peers, and/or servants are angered. Their soul resists, and your hold is not strong. 	☐ Enshrine When you mark a storied place with a Word of Power, it becomes a place of power. Name the divine force to whom this place will be attuned. The GM will tell you who or what else is interested and/or to whom this place used to belong
You bind their name and fate to your own.	☐ Ghost Writer
☐ Hear My Voice You may speak aloud your Words of Power to work divine effect instead	When you have time, safety, and the appropriate arcane materials, you can inscribe your Words of Power on a soul, yours or someone else's. The GM will tell you the effect produced.
of scribing them Rune Master Requires: Rune Savant	☐ The Rest Is Silence When an ally passes through the Black Gate , their name becomes a Word of Power for you.
Working with the GM, write your own Word of Power. To Edit, Divine When you rewrite the divine script, tell the GM what facet of the world you're trying to change and what words you're doing it with, then Roll+WIS. On a 10+, choose one. On a 7-9, both. Your handwriting is unmistakable, and the gods will come find you. Your revision leads to additional unforeseen changes, the GM will tell you what.	 ☐ Runic Power Replaces: Empower When you Cast a Spell, on a 10-11, you have the option from choosing from the 7-9 list. If you do, you 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 You add the effects of one of your Words of Power to the spell

Runepriest Spells

1st Level Spells

☐ Detect Alignment

1st Level - Known: 🗆

When you cast this spell choose an alignment: Good, Evil, Lawful, or Chaotic. One of your senses is briefly able to detect that alignment. The GM will tell you what here is of that alignment.

□ Doom

1st Level - Known: □

You speak a word of ill omen and consign a creature to its fate. The next move against that creature rolls 3d6 and takes the highest

☐ Healing Word

1st Level - Known: □

By this holy word are you healed. You or one ally within earshot heals 1d6 damage.

☐ Heat/Chill Metal

1st Level - Ongoing - Known: □
At your touch, a piece of metal becomes unbearably hot or cold. Held items are likely abandoned. Larger objects are uncomfortable to be around. While this spell is ongoing, you take -1 to cast a spell.

☐ Shield of Faith

1st Level - Ongoing - Known: □
One ally you touch is bolstered. While the spell is ongoing, that ally has +2 armor, and you take -1

to cast a spell.

□ Rune of Protection

1st Level - Ongoing - Known: ☐
You walk the pattern of a rune in the ground around an area. Until you prepare spells again, you are alerted when any creature that wishes you harm enters the area, and any such creatures take 1d4 damage when they enter the area.

3rd Level Spells

☐ Zone of Truth

3rd Level - Ongoing - Known: □
After you cast this spell, you mark the boundary of a small area. Within this area, you are alerted of any un- or partial-truths told. Weaker minded creatures find it incredibly difficult to lie. While this spell is ongoing, you take -1 to cast a spell.

□ Scourge

3rd Level - Ongoing - Known: □

At your cry, you mark 1d4 creatures as scourge and anathema. Those creatures deal -1 damage while the spell is ongoing, and your allies take +1 ongoing against them. While this spell is ongoing, you take -1 to cast a spell

□ Command

3rd Level - Known: 🖵

You speak a one word command to a creature that can hear and understand you. The creature obeys to the best of its ability for a brief time or refuses and is temporarily stunned.

□ Identify

3rd Level - Known: □

Touch an object or creature. You learn what magic effects are currently being worked on it or creature or what enchantments it has.

☐ Shibboleth

3rd Level - Ongoing - Known: □

Choose any number of creatures. For as long as this spell is ongoing, creatures you didn't choose can't understand words spoken by whoever you chose, even by magical means. While this spell is ongoing, you take -1 to cast a spell

Runepriest Spells

5th Level Spells

☐ Flamestrike

5th Level - Ongoing - Known: □
A column of divine flame erupts upwards from a target nearby. All creatures in the area take 2d6 damage. This damage ignores armor. While the spell is ongoing, the column persists, and you take -1 to cast a spell.

□ Calm

5th Level - Ongoing - Known: □
2d4 creatures of the GM's choice are made calm. They will refrain from violence, although their disposition towards you does not change. This spell lasts until any one of those creatures is attacked or takes damage. While this spell is ongoing, you take -1 to cast a spell

□ Golem

5th Level - Ongoing - Known: ☐ Inscribe a rune of your choice in some substance. That substance becomes a golem that will follow your directions. Treat it as a character with access to the basic moves and a +1 in all stats. It has HP equal to your level. Additionally, choose 1d6 of these traits.

- It's tough it has 3 armor
- It's talented one of its stats has a +2 modifier
- It's especially resistant to magic
- It's powerful +1 damage and forceful
- Its substance is malleable and adaptive
- It isn't slow

The golem lasts until it is reduced to 0 HP or you end the spell. While the spell is ongoing, you take -1 to cast a spell.

□ Antimagic Field

5th Level - Ongoing - Known: □
As you cast this spell, walk the perimeter of an area. As long as you stay within that boundary, spells and magical effects cannot persist in the enclosed field. Magical effects end or are severely dampened. Spells cast outside the field have no effect inside the field. Spells cast within the field automatically fail. While this spell is ongoing, you can't cast a spell.

■ Word of Great Healing

5th Level - Known: 🗖

By this holy word are you healed. You or one ally within earshot heals 3d6 damage

7th Level Spells

Archon's Aura

7th Level - Ongoing - Known: □ A golden, shining crown appears above your head, radiating divinity while this spell is ongoing. Attacks made against you and your allies deal -1d6 damage until the spell ends. Weak willed, ignorant, or evil creatures are compelled to flee, cower, or fight. While this spell is ongoing, you take -1 to cast a spell.

☐ Greater Mending

7th Level - Known: 🗖

You inscribe a few runes on an inanimate object and it is repaired, like new, to its original form. If you write these runes in blood on a living thing, they heal 3d8 damage.

□ Portal

7th Level - Ongoing - Known: ☐
You etch a few words, no more than your level, on a surface describing your destination, and a portal to that location appears on that surface. The portal can be one- or two-way at your discretion, although

the exit portal is not visible. The portal lasts for up to a day, although you can end it at any time. If you cast this spell again while you have a portal active, that earlier portal closes.

☐ Celestial Bolt

7th Level - Known: 🗖

Divine energy bursts forth from you, filling the immediate area. All those found wanting take 2d8 damage. This damage pierces armor.

□ Etherealness

7th Level - Ongoing - Known: 🗆

You turn intangible and pass into the boundary between worlds. While you are ethereal, you can't be perceived by or be interacted with by material things, unless they have been enchanted in some way. However, you also cannot affect in any way non-ethereal entities. While this spell is ongoing, you can't cast a spell.

9th Level Spells

□ Power Word Stun

9th Level - Known: 🖵

You speak the word of stillness, and all creatures that hear you cannot move. The effect ends when any affected creature takes damage, or you end the spell

☐ Divine Word

9th Level - Known: 🗖

You speak the word of creation, the word that made the world. Creatures and things in the area that are anathema to the divine are remade to be more pleasing.

□ Summon Angel

9th Level - Ongoing - Known: 🗆

You speak the word of calling and summon a denizen of the astral plane, a servant of some deity. It will fight for you or do as you command so long as it finds you worthy or until death (yours or its). You can have only one angel summoned at a time. While this spells is ongoing, you take -1 to cast a spell.

☐ True Knowing

9th Level - Known: 🗆

You speak the word of knowing and touch a person or object. You learn everything that person knows, or knew if they are dead. If you touched an object this way, you see or experience events from that object's perspective to learn the relevant information.

□ Profane Word

9th Level - Known: 🗖

You speak the word of destruction that foretells the end of days. A non-living thing of your choice is removed from existence

The Runepriest

- Words of Power
 - There is intentional vagueness about what kind of effects are allowable, but especially the
 power level should be decided in conversation between player and GM. The function of the
 rune might work best when combined with an object that works symbolically, but that's left
 out of the move text intentionally.
- Tongue and Hands of the Runekeeper
 - This means that any creature or entity that understands any language will understand the Runepriest's words, written or spoken.
- Interjection
 - Aid or Interfere will still only trigger when appropriate if the Runepriest's advice or other words aren't appropriate to aid (or interfere), then the move doesn't happen.
- Fire and Brimstone
 - The Runepriest must provide the GM with the precept of faith/widely held belief to which they are appealing.
- 95 Theses
 - In order for the move to trigger, the note does have to get back to its target somehow but of course, it doesn't have to be the same note. The pope doesn't need to read the very letter you nail to the door, but can read someone's report about it.
- Ghostwriter
 - O Arcane materials is included here mostly with the intention to ask the player to describe how they are writing something metaphysically but also to color how many words of power one soul can hold/whether a soul can hold more than one or even one word of power without being destroyed. I should hope it goes without saying that inscribing multiple words of power is likely *dangerous* (if possible at all).
- The Wise Man's Fear
 - You can't say someone's true name that you don't know.
- The Rest is Silence
 - GM gets final say about what kind of power the new rune holds, but it is likely in some way related to the deceased's powers and deeds in life.
- Spells
 - Doom
 - As written, this does nothing for GM characters and messes with the Barbarian's Herculean Appetites. For the first fix, the GM can interpret what fiction effect the spell might have that empowers a GM character against another character. For the Barbarian, if Herculean Appetites triggers, their player can choose to roll a third die, either a d6 or d8, but their final total must include a d6 and a d8.
 - Shibboleth
 - This spell can conflict with Tongue and Mouth of the Rune Keeper this spell supersedes that move.
 - Celestial Bolt
 - Found wanting by the Divine, that is. Especially devout or divinely beloved creatures might take no damage from this spell.
 - Summon Angel
 - The extraplanar creature is summoned believing the Runepriest to be worthy the Runepriest's actions or words might convince the creature otherwise.

The Seeker

When was it that you made that wrong turn? An hour back by the waterfall? Or did you go into the wrong cave? Or was it even earlier, before that? The others look to you to guide them - of course they do. But you can't help but feel a little bit lost, maybe. As much a creature of the spirits as you are a child of the land. Adrift between two worlds. Which one feels like home?

Look ahead. Check your map. Talk to the spirits that live here.

Your path goes forwards, not back. So maybe you're a little lost right now. You're only lost so long as you don't know what you're looking for.

And if anybody can find something, it's you, Seeker. Get looking.

The Seeker ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ (Next level at _+current level) Look Name: **Dwarf:** Depala, Xotoa, Hodar, Aelfar, Boldrid, Greta, Dim, Sram, Werda, Ginko, Ashitaka BODY: Scarred, Agile, Toned, or EYES: Haunting, Darting, Knowing, or Elf: Nissa, Elohiir, Thelian, Sevala, Maralen, Emmara, Throndir, Celeborn, Ominifis HAIR: Beautifully braided, Wildly tangled, Practical and short, or **CLOTHES**: Muddy leathers, Practical gear, Ritual garb, or _ Alignment Assign to your stats: 16 (+2), 15 (+1), 13 (+1), 12 (+0), 9 (+0), 8 (-1) ■ Neutral Discover a powerful secret of the land. ☐ Chaotic Strength: Reclaim a piece of civilization for the wild. □ Good Create balance between spirits and people. **Dexterity: Starting Moves** Constitution: Cartographer (WIS) **HP Max:** When you ask directions from a spirit of the land, pull out your map and roll+WIS. On a 7+, the spirit is helpful or interested, and tells you the location Max HP = 8 + Constitution of something valuable or important to you or it. On a 10+, choose one from below to add to the map - the GM will tell you the details and what the spirit Damage: D6 + • A safe place to make camp nearby • A shortcut invisible to mortal eyes Tags: A hidden cache of supplies • A place of power On a 6-, a spirit will still appear to give you directions, but there will be some complication - the GM will tell you what.

When you first travel to a land, the spirits there will mark a corruption or

When you touch something that doesn't belong to this world or has been marked by the spirits, roll+CON. On a hit, things of lesser power are eradicated, and those of greater power are dampened or weakened. On a 7-9, you are tainted by what you touched: either take a debility or suffer the spirits'

You see the spirits in the sand, the sea, the stone - you can see, talk to, and understand the spirits that reside in the land, such as spirits of inanimate

You're talented at traversing dangerous locales. When you **Defy Danger using** your adventuring gear, such as ropes, hooks, nets, or the like, you and any

Background

Dwarf

You are bonded to the spirits of the stone. You always know the direction to the nearest mountain, and spirits will always reveal to you the locations of caves and tunnels.

HP:

Weak □ -1

Shaky 🗆 -1

Sick -1

Stunned 🗆 -1

Confused □ -1

Scarred -1

Intelligence:

Wisdom:

Charisma:

Armor:

🗆 Elf

	rits of the forest, and they will always u sacrifice something to them.
	G
Bonds	
I've heard tales of them.	's travels - it's an honor to guide

I've heard tales ofthem.	's travels - it's an	honor to guide
	nature, and I will be tl	neir friend as
well. A powerful spirit once whis	spered to me of	If I follow
them, perhaps I will learn r		II I I I I I I I I I I I I I I I I
	natural - they must cha	nge, or the world
will change them.		

Seek And Destrou

Naturalize (CON)

displeasure, your choice. **Breath Of The Wild**

Explorer

unnatural presence on your map.

objects or created by events or powerful magic.

allies that also make use of your gear take +1.

Gear	Coin: Load: /
Here's what you've found so far:	(100 coin = 1 weight) (Your Load is 10+STR
Cartographer's Tools (1 weight) Leather Armor (1 armor, worn, 1 weight)	
Dungeon Rations (5 uses, <i>ration</i> , 1 weight), Uses left: □ □ □ □	
Adventuring Gear (5 uses, 1 weight), Uses left: Choose your weapon:	
☐ Hunter's Bow (near, far, 1 weight)	
& Bundle of Arrows (3 ammo, 1 weight), Ammo left: □ □ □ □ □ 3 Spears (<i>reach, thrown, near</i> 1 weight)	
Choose one □ Poultices and Herbs (2 uses, slow, 1 weight), Uses left: □ □	
& Halfling Pipeleaf (6 uses, 0 weight), Uses left: 🗖 🗖 🗖 🗖 🗖	
□ Adventuring Gear (5 uses, 1 weight), Uses left: □ □ □ □ □ □ □ & Dungeon Rations (5 uses, 1 weight), Uses left: □ □ □ □ □	:0000000:0000000
☐ Bundle of Arrows (3 ammo, 1 weight), Ammo left: ☐ ☐ ☐	
& 7 coins	
Advanced Moves (Level 2+)	
☐ Steel Forest	□ Spirit Binding
When you shoot a barrage of shots and call upon a spirit of the earth	When you bind a spirit of the land to a piece of ammunition and
you may spend any amount of ammo. For each point of ammo spent, a steel barbed tree erupts from the ground where your shots fall.	shoot , use a piece of ammo and roll+DEX. On a 10+, the spirits help you strike true - deal your damage and choose one. On a 7-9, the spirits are
☐ All Mapped Out	uncooperative or angry. Deal your damage, choose one below, and the GM chooses one from the Volley 7-9 list as the spirits bend you to their
When you undertake a perilous journey through a location on your	will.
map, you and each ally who follows the map take +1.	 Vines sprout from the hit and entangle the target A strong gust accompanies your shot and blows your target back
☐ Fey Binding	 The earth around your target roils and becomes treacherous
When you touch two objects or creatures and bind them to the same spirit , you may release the spirit to have the two swap locations	The shot curves around obstacles to hit your target
☐ Deep Delver	Ghostcall
When you ask directions from a spirit of a dungeon or other deep dark	When you call out to and provoke a creature's spirit , roll+WIS. On a 10+, they are agitated and move to where they think you last were, and
place, on a hit they give you a map of the layout, tunnels, and traps found inside.	you take +1 forward against them. On a 7-9, they're enraged, frightened, or just unpredictable. On a 6-, your call awakens something in their spirit.
□ Second Sight	□ DIY
When you see through your spirit's eyes to Discern Realities, on a hit, you can see the brief past through its effects on the spirit world and ask	You can create grappling hooks, ropes, or arrows out of even the
"What happened here recently?" for free - the GM will answer as a nearby	slimmest of natural materials. When you spend an hour in the wilderness scrounging for materials , you create your choice of a Spear
spirit.	(reach, thrown near, 1 weight), an Adventurer's Gear (2 uses, 1 weight) or 3 uses of Ammo (1 weight).
□ To Boldly Go	□ Wanderlust
Once per session, when you go somewhere not on your map , take +1 forward and you may ask a question from the Discern Realities list for	Take a move from the Druid or Ranger class list.
free.	- and a more normanic and a manifest diese nou
Aduanced Moves (Level 6+)	
□ Spirit Form	□ Terraformer
When you shed your body to walk as your spirit , roll+WIS. On a 10+,	When you offer something of unparalleled value to the spirits, take out
hold 3. On a 7-9, hold 2. On a miss hold 1 in addition to whatever the GM says. While in spirit form, you can spend 1 hold to make spirit moves,	your map and write in what the spirits change for you.
such as the below: • Entirely avoid nonmagical damage	☐ Banishment When you give over an object or creature from another plane to the
Attack or touch someone or something's spirit	spirits, it is banished to whence it came.
□ Soulpiercer	☐ Harmonic Convergence
Requires: Spirit Binding	When you create perfect balance between the spirits and people of a
Your spirit-bound shots have 2 <i>piercing</i> .	land, you create a place of power where the boundary between worlds is looser, and spirits and people may come and go as they please.
☐ Ghostly Aid When you Recruit in a place where the spirits are strong , on a hit, at	□ Draining Touch
least one spirit offers to be your hireling.	When you channel vitality through a spirit of life or death , touch a
□ Wheel Of Sun And Moon	living thing and roll+CON. On a 10+, you call forth a spirit; whatever you touched is drained for 1d6 damage and a target of your choice heals an
When you take your Last Breath , you may choose to bind your spirit to	equal amount. On a 7-9, the spirit siphons some of the life force for itself
the world instead of passing on to death's realm. Your spirit persists as a spirit of the land.	your target heals only half of the damage inflicted.
☐ Homesick	☐ Guardian Spirit When you Defend, you take ±1 if you are defending comothing the spirits
Requires Wanderlust	When you Defend , you take +1 if you are defending something the spirits hold dear and you can spend 2 hold at once to materialize a spirit of the
Take another move from the Druid or Ranger class list.	land to protect what you are protecting.

The Seeker

• Breath of the Wild

O Distinguished from the Druid's Spirit Tongue - this doesn't necessarily let you speak to animals, not even animals with souls. It's possible that an animal's soul, if it's important enough, might become a spirit of the land. Otherwise, the spirits that the Seeker speaks to are likely more abstract representations or belong to important geographical features.

• Cartographer

• Although the Seeker gets to dictate what geographical feature is added to the map, any other details are up to the GM's discretion.

• Spirit-Bound Shot

• This move can fail to trigger if the GM rules that there are truly no spirits nearby or at hand.

• Deep Delver

• While the spirit can mark the location of traps on your map, there's no guarantee that the spirit can tell you about the trap's trigger or contents.

Banishment

• The GM might require that the object or person is given over to a spirit of sufficient magnitude, meaning this move might not trigger for just any old spirit.

• Harmonic Convergence

• Determining perfect balance is highly dependant on both the spirit and living communities of the area.

Spirit Form

 The listed moves are not an exhaustive list of spirit moves the Seeker might have access to while in Spirit Form. The GM and the Seeker can confer on what other moves make sense for spirits to have in the world.

The Sorcerer

Dungeon World has rules, someone told you once. Rules much grander, more beautiful, more real than any laws we know. Did they phrase it like a challenge? Or do you just break axioms of metaphysics for fun? Other people have to study their whole lives to even start to conceptualize the facets of the universe that you mold to your whim. But hey, I guess nobody said life was fair.

But what's really not fair is the kind of reputation you develop for doing this kind of thing. So sometimes you don't get it quite right and you demolish the emperor's orchard. Twice. Whatever. Or when the sacred crown you found just disappeared because you accidentally unraveled some of reality, you guess. Or you shot fireballs out of your eyes and everyone thought that was gross

These are just some of the side effects people have got to learn to accept. And, honestly, if you've already broken all the rules of magic, I'm sure changing peoples' minds should be no problem.

The Sorcerer □ □ □ □ □ □ □ □ (Next level at _+current level) Look Name: BODY: Gnarled, Strange, Wiry, or _ Human: Hecate, Abaris, Medea, Solomon, Chandra, Storm, Rey, Eshu, Nkisi, Taishiyao Genasi: Khotta, Mariz, Almalik, Fuqtu, Vanri, Sha-karn, Son-liin, Arjun, Barqan, Yb'Tayyar EYES: Haunting, Clear, Wild, or_ HAIR: Stylish, Bizarre, Decorated hat, or ROBES: Patched, Embroidered, Ostentatious, or_ Alignment Assign to your stats: 16 (+2), 15 (+1), 13 (+1), 12 (+0), 9 (+0), 8 (-1) ☐ Chaotic Use magic without a plan or thought for the consequences. ☐ Neutral Stunned 🗆 -1 Strength: Weak □ -1 Intelligence: Discover something about a magical mystery. □ Good Directly aid another with your magic. Dexterity: Shaky 🗆 -1 Wisdom: Confused □ -1 **Starting Moves** Constitution: Sick -1 Scarred -1 Magical Soul HP: HP Max: Magic is a part of you, it's every part of you. You are a font of arcane power everflowing. Working with the GM, write the source of this magical power and Max HP = 4 + Constitution pick three tags that describe what your magic is like (e.g. chaotic, fiery, angelic could describe a sorcerer whose soul had been touched by the divine). Damage: D4 + Armor: Write your choices here: Tags: Then, pick a set of actions: ☐ Your magic is blunt, forceful, and direct. Background Use your magic power to push or pull, impress, or break ☐ Your magic is subtle, tricky, and perceptive Use your magic power to hinder or confuse, veil, or detect 🖵 Human ☐ Your magic is defensive, physical, and helpful When you **Meltdown**, you take +1 forward to your next move. Use your magic power to protect or bolster, heal, or augment ☐ Your magic is creative, transformative, and commanding 🖵 Genasi Use your magic power to shape or alter, control, or conjure Your soul has been touched by unfiltered elemental magic. You get an additional elemental tag for your Magical Soul. Create A Spell (CHA) When you release your magic power, describe what you're trying to do using your magical tags and an action, then roll+CHA. On a 10+, it happens. Work out what that means with the GM. If it sounds like your spell should deal damage, deal your damage. On a 7-9, it still happens but you take 1 spike and your magic puts you or somebody else in a spot, the GM will tell you how. Meltdown When you get your third spike, mark xp, then roll 1d8 to determine what your pent up magical energy wreaks. The GM will tell you what happens. 1. Pure magical chaos, centered on you. 2. Your magic seeps into the environment, giving it your tags and *dangerous*. 3. One of your tags is corrupted, making it dangerous to use that tag to **Create a Spell** until the next time you **Meltdown**. 4. Your magic creates an entity with one or more of your soul's tags. **Bonds** 5. You take a debility of the GM's choice. Until you clear it, anyone you touch gets that same debility. __ thinks I'm dangerous. Maybe they're right. 6. One person present is permanently marked by your magic. I've hurt ___ with my magic before. 7. Spells and magic items (including your own) react violently to you. knows a lot - perhaps they can tell me about my 8. You take 1d10 damage and get 3 *magical* armor that lasts for one day. magic. 's soul has also been touched by magic and I will find Metamagic out why. You can feel the threads of magic, the weaves of arcane power that tie the

world together. You can pluck them like strings. Pick one praxis you know: ☐ **Targets:** your magic can target specific things instead of general areas. ☐ **Duration:** your magic can last for up to an hour, instead of only seconds.

When you describe a spell you're creating, you can add one or more praxes that you know. The first one is free, but you take -1 to **Create a Spell** for each

☐ **Range:** your magic can act at a *near* distance instead of *close*.

□ **Potency:** your magic deals +1d4 damage.

praxis after the first.

I can't help showing off in front of _____!

yeur	Colli Loud /
You start with these items: Dungeon Rations (5 uses, ration, 1 weight), Uses left: 5 coins Choose your defenses:	(100 coin = 1 weight) (Your Load is 8+STR)
 □ Leather Armor (1 armor, worn, 1 weight) □ Bag of Books (5 uses, 1 weight), Uses left: □ □ □ □ ② Healing Potions (0 weight) 	
Choose your weapon: Ritual Dagger (hand, 1 weight) Staff (close, two-handed, 1 weight) Choose one:	
□ Adventuring Gear (5 uses, 1 weight), Uses left: □ □ □ □ □ □ □ □ Healing Potion (0 weight) □ 12 coins	:0000000:0000000
Advanced Moves (Level 2+)	
☐ Nuclear-Powered While you have at least 1 spike, you deal +1d4 damage and have +1 armor.	☐ Paradox Lost When you miss a roll, you can take 1 spike to treat that roll as though you had rolled a 7-9. You can't use this move again until you Meltdown.
☐ Spellsense You're never caught by surprise by a spell or magic effects, and you take +1 to Defy Dangers that are magical in nature. ☐ Use Magic Item When you activate or wield an enchanted or magical item, you can choose to have its effects maximized; it then runs out of power.	 ☐ Push It You can power up your spells beyond normal limits. When you push yourself to Create a Spell, take a debility of your choice to upgrade one metamagic praxis. Targets: push yourself to target up to three things. Duration: push yourself to have a spell last for up to a day. Range: push yourself to work magic at the edge of your perception. Potency: push yourself to deal +2d4 damage.
☐ Unearthed Arcana Write another tag or add another set of actions for your Magical Soul	☐ Metametamagic You learn another metamagic praxis.
☐ The Color Of Magic When you Spout Lore about magic or those who wield it, take +1.	☐ You Need A Teacher
☐ Arcane Initiate Pick one spell of any level below your own. You can recreate that spell with Create a Spell, but you must choose one of your tags to color the spell. You can choose to use metamagic when you create that spell.	With their player's permission, choose another character. They become your mentor. Write a bond with them about that. They'll write a bond about how they think you should be using your powers. At the end of each session, if your mentor is impressed with you, take 1 xp. When your mentor Aids you and rolls a 10+ you clear 1 spike.
Advanced Moves (Level 6+)	
□ A Mystery Wrapped in an Enigma When you Parley with a magical or extraplanar entity, you can always leverage your Magical Soul (the chance to study it, be invested with its power, wield it on their behalf, etc). The GM will tell you exactly what they want. □ Soulform When you let your inner light take outer form, you get 3 hold and temporarily become a creature of pure arcane energy. Spend 1 hold to make a basic move as though you had rolled a 10+ and describe how one or more of your soul's tags let you succeed. When you run out of	You count as a place of power for the purpose of Rituals and other moves. Tell the GM who's interested in your power, and they'll tell you about someone else who's also interested. When someone taps into your magical power, roll+CON. On a 10+, you're fine and even have a little extra to spare - if someone was making a roll based on your power, they take +1. On a 7-9, you take 2 spikes, but hold it together. ☐ The Sorcerer's Apprentice When you pass on your Magical Soul to a willing recipient, they lose any other levels and moves and become a Sorcerer at level 1, with your
hold, you fall unconscious.	tags and actions for your Magical Soul . You also lose your Sorcerer moves and levels, and may pick a new class.
□ Sorcerer Supreme Requires: Unearthed Arcana Write another tag and pick another set of actions for your Magical Soul. □ Catastrophe You don't Meltdown until your fourth spike. When you vent pent-up magical energy, spend any number of spikes, then roll+spikes spent. On	 □ Spell Eater When you absorb an ongoing magic spell or effect, roll+CON. On a 10+, you completely absorb the spell's energy and are healed of 1d8 damage. On a 7-9, you heal 1d4 damage and choose one: You must bear the brunt of the spell to absorb it. You absorb most of the spell, but some remains.
a hit, you explode with pure force in line with your Magical Soul's tags. Everyone and everything in the area takes damage as appropriate. On a 10+, you're safe from harm. You still automatically Meltdown as soon as you get your fourth spike.	☐ Amateur Expert Take a move from the Bard, Immolator, or Wizard class lists.
□ Blast Zone	☐ No Mere Conjurer When you demand recognition, respect, or attention for your
You know the metamagic praxis of Scale . Spells you create can affect entire rooms. If you have Push It, you can push yourself to have your spell affect an area the size of a small structure or building.	incredible magic powers, roll+CHA. On a 10+, everyone present has their eyes on you. Take +1 forward to the next spell you create in front of them. On a 7-9, everyone still stops to watch, but someone present either thinks disfavorably of you or you draw other negative attention. GM's choice.

The Sorcerer

Magical Soul

O The tags should be broad descriptors, rather than, say, *close* or *readn*. They don't describe how or what you do so much as color what happens when you do it, or the power through which you do it. The sets of actions are intended to be limiting but also a source of creativity. If one of your tags is *earthen*, you could alter the Fighter's armor to be rocky and hard, or you could alter a stone wall to be porous to water. If one of your tags is *fiendish*, you could control a goblin with your devilish magic to fight for you or control a sea of hellfire to part.

• Create a Spell

The player and GM should be clear about the stakes and the intended effects of the spell before the roll. A spell description includes one tag, one action, and any number of metamagic praxes. The "instead of" clauses of Metamagic are meant to be instructive for this move. Without applying the "targets" praxis from Metamagic, any spell the Sorcerer creates runs the risk of affecting additional and unintended people, even before it spirals out of control, for example.

• Metamagic

• Adding metamagic makes a spell more complicated, and so adds a stacking penalty to the roll.

Meltdown

• Many of these options have been left intentionally open to combine Dungeon World's narrative first approach with a wild-magic kind of randomness.

• Push It

The Sorcerer can push themselves multiple times in one roll - e.g., if they would like to work magic at the edge of their perception and have that magic last for one day, they could take both the Scarred and the Sick debilities to do so (as long as they had not already taken those debilities). Note that if Scarred is taken, the penalty to CHA will apply to the roll to Create a Spell.

• Use Magic Item

 Cursed magic items being maximized might mean that the curse lingers for a long while, perhaps indefinitely. Otherwise, the maximization might still be dangerous, but is probably beneficial to the Sorcerer.

Catastrophe

Automatically here means that if the Sorcerer ever has the maximum number of spikes, they
cannot ask to have retroactively triggered Catastrophe or etc - as soon as the Sorcerer gets
their last spike, they make the Meltdown move.

• Magic Battery

• If The Sorcerer has somehow come into a move that requires a place of power, they can use themselves if they have this move.

• A Mystery Wrapped in an Enigma

• The entity/GM character in question still chooses exactly what they want out of the Sorcerer's magical soul - the leverage is the soul, and however that might be interesting to the GM character is left to the GM to decide.

The Spellblade

Stop me if you've heard this one before. A young hero, full of promise, wields the magical blade and slays the dragon. Sound familiar? What they don't tell you is how much work it is. Spare a thought for all these people who just don't get it. It's not that while they were all at the tavern you were studying the blade. It's not just that you wanted it more. It's that you stay awake at night, running over the forms in your head. It's that you learned how to summon forth magical power and then thought to yourself "what if I did this with a sword, too". It's that when your arms were too sore from training, you took out some metamagical treatises and read as much as you could.

So yeah, you could say you're a little driven. But that's the way it goes - the winners write the history books, and you've always wanted to be an author. You'll make sure the rest of them get a footnote, at least.

The Spellblade Name: Human: Aragon, Baelor, Musashi, Joan, Shae, Zvzax, Ouemora, Athenae Construct: Copper, Argent, Bottle, Oak, Patience, Strength, Cherry, Anchor Elf: Denethor, Ithilien, Gisha, Ylyndar, Elryc, Arwen, Galadriel, Hrontir, Vanue Alignment ☐ Good Give up personal wealth or power for the greater good. ☐ Neutral Defeat a powerful personal foe. □ Evil Choose glory, fame, or power over compassion. **Starting Moves** Arcane Legacy You are part of a tradition, one thread of a weave in the tapestry of the world. Choose the nature of your arcane legacy ☐ **Prophetic**: Tell the GM a line from the prophecy - they'll tell you another. ☐ **Bestowed**: Name your mentor and write a bond with them. ☐ **Ancient**: Add your legacy's ancestral home to the map. ☐ **New**: Name at least one person or institution who is interested in you. Choose your legacy's organization ☐ **Military**: You can spend 1 Sword Magic hold to keep a few foes busy in melee. ☐ **Scholarly**: You can spend 1 Sword Magic hold to expose an enemy's weakness or vulnerability. ☐ **Secretive**: You can spend 1 Sword Magic hold to make someone or something invisible temporarily. □ **Self-taught**: You can spend 1 Sword Magic hold to prove yourself stronger, tougher, or more dangerous than expected. Sorcerous Blade When you **spend uninterrupted time with a nonmagical sword**, about an hour or so, you turn mere metal into a medium for your arcane art - a Sorcerous Blade. When you Hack & Slash with your sorcerous blade, you deal +1 damage. When you concentrate for a moment, you can summon the blade to your hand. You deal -1d6 damage with any other weapon. Sword Magic (INT) When you blend swordplay and spellcasting on the battlefield, roll+INT. On a 10+, hold 3. On a 7-9, hold 2, and your technique is flawed, putting you in danger or a spot, the GM will tell you how. On a 6-, you still hold 1 in addition

to whatever the GM says. You lose all hold when you break form or make another move. Spend hold 1-for-1 to do any of the following:

- Deal your damage to an enemy within *near* range, with spell or blade.
- Take away an enemy's advantage or give an advantage to an ally.
- Sunder an enemy's armor- they take -1 armor ongoing.
- Force a change of location (2 hold and you can choose the location).
- Aid or Interfere with someone, even at a *near* distance.

When you spend hold for this move, describe how your swordplay or spellcasting makes it happen, and the GM will ask or tell you who takes advantage of the opening you make.

Make History

The first time each session (your call) when you make yourself a part of something bigger than you, a legendary story, powerful magic, history in the making, etc, roll. On a 7-9, choose one. On a 10+, two. Whatever you choose, you become entangled, entwined, and implicated in whatever's happening.

- You and any of your allies get the attention of whoever you'd like.
- You make an opening, and your allies take +1 ongoing while acting on it.
- You learn a connection between what's going on and another faction or event - declare it, and the other players will declare who knows more.

	Next level at _+current level
Look BODY: Lithe, Musclebound, Broken, or	
EYES: Stormy, Steely, Haunted, or HAIR: Styled, Wild, Bald, or _ SWORD: Etched, Ornate, Battle-scarre	
Assign to your stats: 16 (+2), 15	(+1), 13 (+1), 12 (+0), 9 (+0), 8 (-1)
STR •	INT •
Strength: Weak □ -1	Intelligence: Stunned -
DEX Shaky -1	Wisdom: Confused
CON •	CHA •
Constitution: Sick □ -1	Charisma: Scarred 🗆 -
Damage: D10 +	Armor:
Tags:	
Background	
Background Human Tales of your legend are already	beginning to spread. When you one who's heard of you has a job
Background Human Tales of your legend are already enter a new settlement, some for you. Construct You might now pursue your ow weapon of war. When you Spou	one who's heard of you has a job on goals, but you were made as a of Lore or Discern Realities
Background Human Tales of your legend are already enter a new settlement, some for you. Construct You might now pursue your ow	n goals, but you were made as a st Lore or Discern Realities 1. eathing. When you focus with the sattuned to magic, and will
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Background Human Tales of your legend are already enter a new settlement, some for you. Construct You might now pursue your ow weapon of war. When you Spou about war or its history, take to be some gravitate gently towards magic it gravitate gently towards magic it spellcraft. Or both.	n goals, but you were made as a at Lore or Discern Realities 1. Eathing. When you focus with nes attuned to magic, and will tems.

Bonds
I could teach a thing or two about swordplay. Or
spellcraft. Or both.
is a trusted companion - they deserve a place in the
epics, with me.
and I are no strangers to mortal danger and great
adventure. I want to work together to seek our fortune.
I appreciate's efforts, but we're clearly not cut from
the same cloth. I can show them how it's done.
If I'm not careful, might turn out to be even more
famous than me.

Gear	Coin: Load: /
O muse, tell me - what did they carry with them? Your Sorcerous Blade (close, 1 weight), describe it or don't:	(100 coin = 1 weight) (Your Load is 9+STR
Choose your armor: Leather Armor (1 armor, worn, 1 weight) Shield (+1 armor, 1 weight) Choose two: 20 coins Dungeon Rations (5 uses, ration, 1 weight), Uses left:	
□ Adventuring Gear (5 uses, 1 weight), Uses left: □ □ □ □ □ □ □ □ □ Two Healing Potions (0 weight)	:0000000:0000000
Advanced Moves (Level 2+)	
☐ Sword Dancing You take +1 to Defy Danger when duelling, dancing, or anything else	☐ Mage Armored Armor you wear loses the <i>clumsy</i> tag. You can bond to your armor in the
relying on impeccable footwork or graceful bladework. You add the following option to Sword Magic: • Dance or dodge gracefully out of harm's way with perfect form. Sword Ritual You can bond to magical swords. When you take your sorcerous blade to a place of power and perform the ancient rites, your blade takes	same way as your weapon, and summon it with a snap of your fingers. Spell Pierce When you attempt to counter an arcane spell that would otherwise affect you, pierce it with your blade and roll+INT. On a 10+ the effects of the spell are halved. On a 7-9, you bear the brunt of the spell, but its effects on your allies are halved.
on some of the enchantment of that place. The GM will tell you what enchantment has been bestowed, or what else you'll need to obtain the enchantment. Sword And Sworcery	☐ History Has Its Eyes On You Whenever you learn something important about magic or power , you get 1 Destiny. When you Make History , you roll+Destiny and then lose all accumulated Destiny.
Take a move from the Fighter class list that isn't a multiclass move. Sword Of Truth When you clash blades, steel to steel with someone, you may ask their player a question from the list below. They will answer you truthfully, even if they otherwise would not. They may then ask you one question	☐ War Wizard You gain the Spellbook, Prepare Spells, and Cast a Spell Wizard moves. When you select this move, treat yourself as a Wizard of level 1 for using spells, however, you start with only one first level spell known. Every time you gain a level thereafter, increase your effective Wizard level by 1.
from the same list (which you must answer truthfully). • Whom do you serve? • Why are you here? • What compels you to wield the sword? • Where and with whom did you train?	☐ Stormbringer When you work your Sword Magic , on a 12+ you shake the earth and rend the skies. You may immediately add something to or remove something from the environment.
Advanced Moves (Level 6+)	
The Sword In The Stone Requires: Sword Ritual When you perform your Sword Ritual, you may tell the GM the enchantment you are attempting to bestow. Enchantments are always possible, but the GM will give you one to four of the following conditions	☐ Bloodthirster When you slay a foe with your Sorcerous Blade, you heal 1d8 hp. ☐ Spell Rupture Requires: Spell Pierce
It's going to take days/weeks/months First you must You'll need help from	When you pierce a spell with your Sorcerous Blade and roll 12+, the spell is countered and has no effect.
 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 disenchant to do it 	☐ Mage Knight Requires: Mage Armored When you work your magic art and Defend one of your companions, or a hit, your magic grants your ally +2 armor forward.
☐ The Hero Of This Story When you flamboyantly enter a settlement where people have heard of your epic deeds, roll+CHA, and you learn what that settlement thinks is the most important threat or obstacle. On a 10+, the citizenry fawn over and flock to you. On a 7-9, your arrival is still met with awe, and you are held responsible for everything that has come to pass in recent history.	☐ Sidekick When you Recruit hirelings, you can always find someone who's trained as both an Adept and Warrior. If you take them on as your sidekick, they start with 4 loyalty. When you die or retire, they take up your sword. ☐ Not Throwing Away My Shot Requires: History Has its Eyes On You
☐ Combat Caster Requires: War Wizard	While you have no Destiny, you have +1 armor. Whenever you get Destiny, take +1 forward.
When you bond with your sorcerous blade , you may instill a spell you know of 5th level or below into your sword. When you work your Sword Magic, you may spend 1 hold to cast the spell immediately, whereupon it is released from your blade, no roll required. Once it is cast this way, you must bond again to store a new spell. You can't store more than one spell this way at a time.	☐ Might And Magic Requires: Sword and Sworcery Take another move from the Fighter class list that isn't a multiclass move.

The Spellblade

• Sorcerous Blade

• It doesn't have to be a sword. Swords hold a lot of symbolic weight, but it doesn't have to be a sword.

Sword Magic

O This move is intended to work both in a reactive capacity (e.g., when the GM describes what is happening, the Spellblade can say "Aha! I spend one hold to do -") but it can also be used purely proactively (e.g. when this move triggers, the Spellblade uses their hold to immediately produce an effect). This move requires more narrative justification than Hack & Slash however, and many things can cause the Spellblade to lose hold prematurely (including making any other move or perhaps the result of someone making a move against the Spellblade). In addition, the Spellblade explicitly can't choose two options at once - as soon as the Spellblade spends hold to make a choice, the spotlight shifts to someone else. This move is based heavily off of the move Neutralize from Fraser Simon's excellent game The Veil.

Make History

- The Spellblade has final say about what kind of events this move will trigger for, but often the trigger works requires other people (or events that other people are responsible for).
- For the first option, if any allies choose that they'd like someone's attention, they can choose whose they'd like, even if their choice is different than the Swordmage's.
- For the last option, the Swordmage declares the nature of the connection and who or what
 it's between, and the other players (including the GM) decide who would know more.
 Players are allowed to select their own character.

Stormbringer

• GM's discretion, but think of the Barbarian's move Smash! and how much freedom that gives the player.

• The Hero Of This Story

On a 7-9, "held responsible" doesn't mean that the Swordmage is believed to have perpetrated everything, but that they are personally accountable, through their action or inaction, for what is going on.

The Summoner

There are worlds beyond this one. Worlds frightening to behold, inhabited by terrible creatures of incredible power. And when you call, they answer. When you look around the campfire, do you see companions? Or are your true friends somewhere else, out beyond the stars, across a different kind of space entirely?

It just figures that while you're out here, tackling extra-, inter-, and outer-planar threats that you'd have to deal with all the mundanities of the prime material, like the jealousy of your fellow travellers, or the difficulties of transporting the heavy ruins of ancient magical temples. "Just summon some big monster" they always cry, as if you didn't tell them that the chaos demons of the abyss would sooner crush their skulls and magic items and the ruins into tiny pebbles than lift a big rock. Oh well. That's why they need you.

The Summoner Look Name: Elf: Janos, Sandevv, Nithenoel, Osonia, Cyithrel, Vesperr, Aell, Ellaryll HAIR: Coiffed, curling, cascading, or Dwarf: Skagguki, Yokkaek, Ustibella, Rurragar, Khedgraes, Drufeline, Fotrunri, **EYES**: Captivating, empty, speckled, or Human: Ash, Joey, Gaige, Orson, Rydia, Yuna, Mandrake, Rinne, Ptolemy ROBES: Aberrant, Plain, Shimmering, or **PLANAR MARK**: Runic brand, sealed bracelet, cryptic tattoo, or _ Alignment Assign to your stats: 16 (+2), 15 (+1), 13 (+1), 12 (+0), 9 (+0), 8 (-1) ☐ Good Treat another as an equal. Lawful Strength: Weak □ -1 Intelligence: Stunned 🗆 -1 Honor the wishes of one of your summons. □ Evil Establish dominance over an inferior being. **Dexterity:** Shaky □ -1 Wisdom: Confused □ -1 **Starting Moves** Constitution: Sick -1 Charisma: Scarred -1 **Tethered Plane** HP Max: HP: You are connected to another realm with binding magic. Choose a plane from the list below. You can summon beings from this realm, and they will show Max HP = 4 + Constitution you at least a semblance of attention. You can speak with denizens of your tethered plane. ☐ The Four Elemental Planes Damage: D4 + Armor: ☐ The Abyss, pit of demons ☐ Valhalla, hall of fallen warriors Tags: ☐ Celestia, mountain of godly champions ☐ Mechanus, clockwork kingdom of law ☐ Carceri, six demiplanes of eternal prison Background ☐ Feyhedge, the thorny ethereal wilds ☐ Pandemonium, endless maze of chaos and shapeshifters ☐ Elf Your people run deep with the magic of the forests. You can Come Forth! (INT) summon eidolons of the Feyhedge in addition to your tethered When you incant for a few minutes over a ritual circle, roll+INT and you summon an eidolon from your tethered plane. Treat this eidolon as a character you control with 1 HP per level you have, +0 to each stat, access to ■ Dwarf all the basic moves, and 1 hold that it can spend to make a move related to its When you carve your ritual circle into stone, your eidolons are plane. It uses your damage die. It doesn't have an alignment - instead it has a summoned with +1 HP per level you have. drive, related to its plane of origin. On a 10+, you choose its drive and it has +2 to a stat of your choice and an additional hold (2 hold total). On a 7-9, the GM 🖵 Human chooses its drive, and you pick a stat it has +1 in and the GM will choose a stat Your powerful magical connection was thrust upon you, and you it has -1 in. On a 6-, you still summon an eidolon in addition to whatever the have never been to your tethered plane. When you first meet a GM says. When the eidolon runs out of HP, it disappears, whisked back to magical being, ask them one question about your plane, and your tethered plane. You can have only one eidolon at a time - if you already they will answer it truthfully. have an eidolon at your command in this plane of existence, this move won't Whence You Came! (WIS) When you banish a weakened or vulnerable creature to its native plane, roll+WIS. On a 10+, the creature is sent back to its plane of origin. On a 7-9, it's banished, but it takes something with it. Bonds Mundane Conjuration (INT) When you bring forth a nonliving, nonmagical object no heavier than reflected across the planes - they have yourself, roll+INT. On a hit, the object appears in a location of your choice an vital role to play in the multiverse, and I will be their guide. within a few feet of you. On a 10+, choose two. On a 7-9, choose one. 's astounding ignorance means I have one more • It's exactly what you wanted thing to worry about on this world. It doesn't come from somewhere close and I will travel to other worlds after we conquer · Nothing else comes with it

this one.

the material.

I've come to depend on ______'s expertise in the affairs of

I've promised to scour the planes for something for

Gear	Coin: Load: /	
You carry these artifacts of the prime material: Tools to make summoning circles; describe them: Dungeon Rations (5 uses, ration, 1 weight), Uses left:	(100 coin = 1 weight) (Your Load is 7+STR)	
□ Seeing stone (1 use, 1 weight): the GM will tell you what you briefly see of the coming future.	::	
Advanced Moves (Level 2+)		
□ Esper Crash You take +1 to banish your eidolon, and your eidolon is always vulnerable to you. When you banish your eidolon, it deals its damage to everything in the area, even on a miss. □ Let's Make a Deal When you strike a deal of servitude with a powerful being, roll+CHA. On a 10+ they agree to be summoned in a future time of aid. On a 7-9, they will require you to aid them before they aid you. □ Vivid Storyteller When you bring a character to life by reading a passage aloud, you may trigger Come Forth! and roll+CHA instead of INT. □ Power Word: Summon You can trigger the move Call Forth by just whispering a few words of incantation.	 ☐ Harder Better Faster Stronger When you summon an eidolon, choose 1d4. It's large; it deals +1d4 damage It's well-equipped; it deals +1 damage and has +1 armor It has a strong connection to this world; it has +2d4 HP It's powerful; +2 hold ☐ Evocation Specialist When you unleash the primal energies of your tethered plane, roll+WIS. On a 10+ choose two. 7-9, choose one. The effect you desire comes to pass You avoid paying your plane's price You retain control ☐ Secondary School You gain the Cast a Spell, Prepare Spells, and Spellbook moves from the Wizard playbook. When preparing spells, treat your Wizard level as your level divided by two, rounded up. 	
Advanced Moves (Level 6+)		
And Make It Double! You can summon two eidolons with one use of Come Forth!	☐ Unshackled When you sever the planar magic binding an eidolon to you, they are	
□ Link Between Worlds When you open a portal between this world and your tethered realm, roll+INT. On a 10+ the portal is open long enough for a group of creatures to make it through. On a 7-9 the portal is unstable, and could close at any time.	freed to pursue their own agenda. They become a GM character, and you can never summon them again with Come Forth. Well Connected Working with the GM, create a legendary planar entity with special moves and assign it these stats: +3, +2, +1, +1, 0, -1. On a 12+ with Come Forth,	
☐ Arcane Conjuration You can summon magical items with Mundane Conjuration. Ignore the word nonmagical in the trigger text for Mundane Conjuration.	you summon that entity for free. On an 10-11, you may choose to offer something to the entity in order to summon it.	
☐ Otherworldly Traveler When you first travel to a world, plane, or dimension to which you've never been, you get 3 expertise. Spend expertise 1-for-1 to increase a roll by 1. You can only spend 1 expertise per roll.	Requires: Secondary School You now prepare spells as though you were a Wizard of one level below your actual level. You prepare spells of the Summoning school as though they were two levels lower.	
Requires: Power Word: Summon When you Defy Danger by calling out to your plane for help, roll+CHA, and you summon a planar entity to avoid the danger - the GM will tell you who or what.	☐ Tetherer When you have time , arcane materials , and a safe space in a plane , you may tether yourself to that plane, and summon eidolons from it with Come Forth! The GM will tell you who is angered or interested in this tether.	

The Summoner

• Come Forth!

- This move is a little dense. To summarize, when an eidolon is summoned, it's treated as a character, it can spend hold to make a special move related to its nature and its plane, and it has a drive that determines how it acts.
- On a 10+, the eidolon has two hold, +2 to one stat of the summoner's choice, +0 to every other stat, and the Summoner chooses the eidolon's drive.
- On a 7-9, the eidolon has one hold, +1 to one stat of the summoner's choice, -1 to one stat of the GM's choice, +0 to every other stat, and the GM chooses the eidolon's drive.
- On a 6-, an eidolon is still summoned, has one hold, and the GM can make a move. That move might include changing what stats the eidolon has or anything else about the eidolon, or the GM can choose to make any of their other moves.
- The eidolon does not disappear when it runs out of hold, but only when it runs out of HP.

• Mundane Conjuration

This allows the Summoner to summon objects from the material plane. Anything
inanimate, nonmagical, and not too large is fair game, but this move won't take pieces of an
object - the Summoner can't tunnel through rock, for example, by summoning pieces of
earth out one at a time.

• Let's Make a Deal

• This move doesn't require that the powerful entity is summoned via Come Forth!, although that's certainly an option, especially if the entity has ties to the Summoner's tethered plane.

Secondary School and Master's Degree

O Secondary School and Master's Degree both change the way the Summoner's effective Wizard level is determined. Secondary School first sets the Summoner's effective Wizard level to be equal to their Summoner level divided in half, and rounded up. Master's degree sets the Summoner's effective Wizard level to be one less than their Summoner level. Ex: at level 7, a Summoner with Secondary School has an effective Wizard level of 4, but a level 7 Summoner with Master's Degree has an effective Wizard level of 6.

• 9-1-1

• The entity summoned this way is not necessarily treated as a character the Summoner controls (although it might or might not be a familiar eidolon). How it behaves and what moves it has access to is entirely up to the GM, but success on the Defy Danger roll does still imply that the threat does not come to bear (against the Summoner).

The Turncloak

They say the deepest level of hell is reserved for betrayers. By some accounts, it's a desolate, frozen wasteland, so cold and dark as to be entirely removed from even the thought of warmth. Its inhabitants are trapped there, perfectly still and utterly alone, forever.

You don't lose a lot of sleep about it. It's hard enough being a traitor. Even the good guys want you dead. And besides, you've got better things to do than worry about eternal damnation.

For one, you're still in the process of enacting your great betrayal, the kind that gets written about in all caps. And two, one of these assholes keeps kicking mud on your bedroll, so that's gotta stop. Even sounds like someone might be planning to put a knife in your back.

Honestly, you can think of worse fates. And hey, maybe you'll have some company in the afterlife after all.

The Turncloak □ □ □ □ □ □ □ □ (Next level at _+current level) Look Name: Names: Sev, Theon, Deagol, Farash, Hara, Grima, Judas, Vesper, Breq, Abberkam, Zog, Hester EYES: Shifty, Bright, Angry, or **Epithet:** the Coward, the Rat, the Quisling, the Exile, the Moron, the Sick, the Liar, the Waste BODY: Strong, Hobbled, Average, or CLOTHES: Cloaked, Armored, Tattered, or MARK: Clipped ear, Branded arm, Facial scar, or _ Alignment Assign to your stats: 16 (+2), 15 (+1), 13 (+1), 12 (+0), 9 (+0), 8 (-1) ☐ Good Fight viciously against the forces that would hurt or oppress people. ☐ Chaotic Strength: Weak □ -1 Intelligence: Stunned 🗆 -1 Destroy or disrupt the laws and structures that enable evil. Revel in betrayal or violence you commit. Confused 🗆 -1 **Dexterity:** Shaky 🗆 -1 Wisdom: **Starting Moves** Sick □ -1 Constitution: Scarred -1 **Traitor** HP Max: HP: You used to work for the enemy. Write a bond with them. It's tense. Who are they, whose dungeons you'll delve to enact your revenge? Max HP = 7 + Constitution ☐ A cabal of mages, wielding profane magyck ☐ The regime of a tyrant, backed by an impressive military force ☐ The secret manipulators who plot behind the scenes Damage: D8 + Armor: ☐ A force of nature or something beyond it, unknowable and terrible Tags: Write your bond here: Background When you **resolve a bond with your enemy**, you still get 1 xp but you may Returned choose to not erase it and write another one, angering or frightening your Your former masters brought you back from the dead. They'll live to regret companions as you are drawn deeper and tied closer to the enemy. that. When you consume living flesh or lifeforce, you get 1 hold (max 3). Spend hold 1-for-1 to take -1d4 damage, move with unnatural quickness, Relevant Experience or give Death a counteroffer. Take a starting move from any playbook that nobody else has. That move is 🖵 Marauder related to your time working for the enemy - when you use it, you risk You used to be in the enemy's armed forces. When you order around a revealing your villainous past to all present. character who fears the enemy's power, they do what you say or flee. Write your move here: Brute Your masters used you for your size and strength, not your brains. You have +6 HP. When you break something too big for everyone else, the GM will tell you what it will cost in terms of time and HP. ☐ Scoundrel You're sneaky and crafty. When you discover a trap's trigger and try to disarm it, choose an item to sacrifice and roll+DEX. On a 10+, you lose the item and disarm the trap. On a 7-9, you bear the brunt of the trap but disarm it. Wormtongue When you use your villainous past to infiltrate, deceive, or confuse, roll+Bonds you have with the enemy. On a 10+, your past comes through in a big way and they're deceived for as long as they don't learn anything else Bonds about you. On a 7-9, you get by mostly, but things have changed - you'll need to offer additional proof of your allegiance or past or suffer their suspicion. I can tell doesn't trust me. They're smart. has been fighting even longer than I have. If they Underhanded

While you have one hand free, your melee attacks are dirty and 1 piercing.

Everyone's first bond with you is *tense*. You can choose whenever you write a bond whether it's *tense*. *Tense* bonds are subtracted for **Aid** rolls. When

anyone resolves a tense bond, they get an extra xp, or at any time they can

erase that bond to take +1 forward and screw over whoever it was with.

Untrustworthy

is here, but they'd better stay

lost something dear to the enemy. Sad,

want it, they've got my support.

I don't even know why ___

but not really my problem.

out of my way.

I know that

The last I heard, someone's got it out for

Gear	Coin: Load: /	
You tried, but you couldn't leave it all behind: Dagger (hand, 1 weight) Hide Armor (1 armor, worn, 1 weight) Dungeon Rations (5 uses, ration, 1 weight), Uses left: 3 Coins	(100 coin = 1 weight) (Your Load is 8+STR)	
Choose two:		
☐ Sword (close, 1 weight) ☐ Ragged Bow (near, 1 weight)		
& Bundle of Arrows (3 ammo, 1 weight), Ammo left: □ □ □ □ Stolen Plans (3 uses, 0 weight), Uses left: □ □ □ (spend stolen plans to take +1 forward to Spout Lore about or Defy Danger related to your enemy) □ A Valuable Trinket (0 weight, worth 15 coin to an interested party)		
□ Adventuring Gear (5 uses, 1 weight), Uses left: □ □ □ □ □	:0000000:0000000	
Advanced Moves (Level 2+)		
☐ Beyond Good And Evil Take a second alignment. You can get experience at the end of session	☐ A Dark Army of Thine Own You take +1 to order your hirelings.	
for both. If anyone asks you your alignment, you can tell them either or both.	☐ The Master's Tools You have +1 armor versus the forces of your enemy	
☐ Twist The Knife Whenever you deal damage with a <i>close</i> or <i>hand</i> weapon, you deal +1d4 damage for each bond you have with the enemy.	☐ I Don't Have Friends Choose someone you have a bond with - you get their background move.	
□ Beastmaster	□ Undercover Agent	
With the GM, pick a monster of the enemy to become your pet. It mostly follows its instincts, but you can order it as though it were a hireling.	When you fool your enemies with a clever disguise , roll+Bonds with the enemy. On a 7+, no one suspects a thing. On a 10+, your disguise is so	
☐ Strong Ask	convincing that you can throw it off later to utterly surprise and stun everyone who's fooled.	
When you reach out to a GM character who's questioning their loyalty or in need of another option, roll+CHA. On a hit, your suggestion sounds palatable - they'll follow your lead or act as you wish for now. On a 7-9, they'll need something from you to guarantee your sincerity.	☐ Saboteur When you interfere with or otherwise spoil your enemy's plans , roll+Info. Each stolen plan or relevant secret you spend counts as 1 Info.	
☐ Behind Enemy Lines Whenever you Take Watch or Undertake a Perilous Journey in hostile territory, you roll 3d6 and take the highest two.	On a 10+, those plans are in shambles, setting the enemy back in a big way, and you have the perfect opening to exploit immediately. On a 7-9, you'll have to choose between doing damage to the enemy or getting our cleanly.	
Advanced Moves (Level 6+)		
☐ Secret Stairs Of Minas Morgul When you look for the secret way in, roll+DEX. On a hit, you find it and can get in the back way. On a 10+, choose one: • It'll stay open for a return trip	☐ Whoever Fights Monsters Whenever you and your allies defeat a monster, the GM will give you one of that monster's tags. Spend a tag to make a move related to that tag, and you surprise everyone around you with your ferocity or cruelty.	
It's only a little dangerousThere's something powerful or useful hidden there too	□ Revengeance	
☐ We'll Tear Down The House Replaces: The Master's Tools	Whenever you roll a miss or suffer a debility , you take +1 forward against whatever or whoever you think is to blame.	
You have +1 armor, and an additional +1 armor versus the forces of your enemy.	☐ I Have Family Replaces: I Don't Have Friends You have the background moves of each ally you have a bond with.	
□ Zealous Convert	9	
Pick an alignment. You deal +1d6 damage versus creatures of that alignment.	☐ Nemesis System Whenever your enemy leaves you for dead , you can choose to let them escape and you survive with a nasty scar or other souvenir (the GM will let	
Decisionist	you know). You both take +1 forward versus the other.	
When you choose between your companions and revenge or other selfish concerns, roll+total bonds you have with your allies or with your enemies, depending on your choice. On a 7-9, erase all the bonds from the side you didn't choose, and you get an equal amount of hold. Spend hold 1-for-1 to take increase a roll by 1 or make a move related to the bond that generated the hold. On a 10+, there's still no going back, but you keep your bonds, get hold equal to the number of bonds you have from the side you chose, and take something with you from the side you didn't choose.	☐ There When It Counts When you show up to rescue one of your allies who's in danger alone, roll+bonds with that ally and you appear in that scene. On a 10+, you're there. On a 7-9, there's a complication - something or someone comes with you or you had to leave something behind, your choice.	

The Turncloak

• Traitor

The usual guidelines for bonds applies - they should be grounded both in a shared history and an idea of what action or behavior is implied The GM and player should discuss how many bonds the Turncloak can have at maximum, both with the enemy and with their allies. It is my official suggestion that at three bonds with the enemy, the Turncloak is in so deep as to be repulsive to essentially everyone.

• Relevant Experience

O Just like when you take a starting move through a multiclass move, you get all the related moves/the moves that make that move work. The chosen move introduces complications can everyone who works for the enemy do this? Could only the Turncloak, making them especially visible and their return highly sought?

Underhanded

One hand free means it can't be holding a shield, weapon, or anything else. The *dirty* tag refers to unfair, surprising tactics.

Scoundrel Background

Each Turncloak background imitates loosely some other moves that can be widely applicable. The Scoundrel's specifically is meant to accomplish something similar to the Thief's Trap Expert/Tools of the Trade, but the Turncloak will have to say what item they are sacrificing to disarm the trap. It's a little less proactive, but can work almost like a specific Defy Danger and can trigger whenever the Scoundrel activates a trap, even by accident.

Beastmaster

O In addition to the regular features of a monster (like its tags, damage, instincts, and moves) the beast should have a loyalty score if it ever needs to be ordered around. It feels thematically appropriate that even the beast could turn on the Turncloak, but if it's ever gone for good, the Turncloak should have the option of getting a new pet or exchanging this move.

Nemesis System

O Since Dungeon World doesn't have a Harm move like many other PbtA games, the Last Breath move can color just how bad it gets for the Turncloak, but having this move means that lasting death is probably off the table (think "He's only mostly dead" a la Princess Bride). If the Turncloak is felled by a foe but the other PCs remain, this move gives the Turncloak the power to decide if that foe escapes automatically. Lastly, "your enemy" is an expansive category - as long as the person that leaves the Turncloak for dead is aligned in some way with the Turncloak's enemy faction, this move could trigger.

Decisionist

On the one side is the new life they've been making, represented by the bonds with their allies. On the other is the life they left behind, represented by the bonds with the enemy. This move triggers when the Turncloak finally picks, once and for all, even/especially symbolically which means more to them. The partial success (7-9) suggests that it isn't easy, or at least costs the Turncloak something. The full success means that the Turncloak might have left one life behind, but continues to carry that life experience, for now anyway.

The Verdant

It's beautiful. I don't know if any of the rest of them think so, but you know that the world, Dungeon World, is beautiful. Sure, it's filled with monsters and tyrants, the bad guys, whatever. Sure, sometimes it's easy to forget.

The rest of them might not have ever known it to begin with.

Look at them - gripping their weapons, gathered around the fire,

huddled for warmth. The world will beat the snot out of you. It's so hard
to remember sometimes.

But you can feel something growing, even all the way down here. You can feel the beating heart of the world, and that's all that it takes to remind you.

What's beautiful is that it's alive. It's up to you to keep it that way.

The Verdant _____ Look Name: Elf: Taeros, Daelwyn, Curufin, Thranduil, Finarfin, Galadriel, Nimrodel, Mithrellas, Oropher EYES: Emerald, Moss, Forest, or Sylvari: Leuri, Makinoi, Caithe, Ronan, Ventari, Amaranda, Faolain, Magda, Trahearne BODY: Lean, Twiggy, Tall, or Myconid: Agaricus, Boletus, Gomphus, Calbovista, Pleurotus, Russula, Terfezia, Suillus HAIR: Leaves, Thorns, Branches, or SKIN: Birchbark, Rosy, Gnarled, or_ Alignment Assign to your stats: 16 (+2), 15 (+1), 13 (+1), 12 (+0), 9 (+0), 8 (-1) ☐ Good Give life or hope to the downtrodden. □ Neutral Enforce the natural cycle of life and death. ☐ Chaotic Uproot a piece of civilization that oppresses living things. **Starting Moves** Channel Lifeforce (CON) When you wield the energy of life itself while connected to the

You heal a nearby living thing of 2d4 damage.Plants burst forth from the ground to do your bidding.

Attune

When you **quietly meditate**, even for only a few minutes, in a place you can feel the lifestream, you regain your connection to it.

lifestream, roll+CON. On a hit, choose one. On a 7-9, your connection to the lifestream is weakened; either take 1d6 damage to draw on your own vitality, or take -1 ongoing to **Channel Lifeforce** until the

Green Thumb (WIS)

next time you **Attune**.

When you **shape plant life into the form you desire,** roll+WIS. On a 10+, the plants are healthy, and grow or contort into the desired shape. On a 7-9, the plants do as you command, but you have exhausted their vitality; the effect before they wither or retreat is fleeting.

Plant Whisperer

You speak the Sylvan tongue, the language of the trees and plants. You can understand and converse with plant life.

Vine Whip (STR)

When you **command the local flora to attack**, you may have them Hack & Slash as appropriate against all enemies in range, using your damage die.

21V		4		
Strength: Weak □ -1	Intelligence: Stunned	⊒ -1		
DEX •	WIS •			
Dexterity: Shaky □ -1	Wisdom: Confused	⊒ -1		
CON •	CHA C			
Constitution: Sick □ -1	Charisma: Scarred	⊒ -1		
HP Max: HP = 8 + Constitution):			
Damage: D4 + Armor:				
Background				
Background				
☐ Elf The sap of the elder trees flow you Parley with plant life, you		en		
☐ Elf The sap of the elder trees flow	ou take +1. ape plant life with Green			
☐ Elf The sap of the elder trees flow you Parley with plant life, you ☐ Sylvari You are a plant. When you sh	ou take +1. ape plant life with Greenelf. you consume decaying			
☐ Elf The sap of the elder trees flow you Parley with plant life, you ☐ Sylvari You are a plant. When you she Thumb, you can shape yours ☐ Myconid You are a mushroom. When you she a mushroom when you she all 1d4 dam	ou take +1. ape plant life with Greenelf. you consume decaying			
☐ Elf The sap of the elder trees flow you Parley with plant life, you Sylvari You are a plant. When you sh Thumb, you can shape yours ☐ Myconid You are a mushroom. When you are a mushroom. When you can shape yours to biomatter, you heal 1d4 dam connection to the lifestream.	ou take +1. ape plant life with Greenelf. you consume decaying			

needs my help to grow strong, and they will have it. is a menace to all living things! I must curb their

_ to keep all things in balance

's name; they must have

Bonds

destructive ways.

I love working with

The spirits of the world sing ___

an important role to play in the world's chorus

Gear	Coin: Load: /
You start with:	(100 coin = 1 weight) (Your Load is 5+STR)
Some small living thing , describe it:	
Leather Armor (1 armor, worn, 1 weight) 1 Healing Potion (0 weight)	
Choose your walking stick	
☐ Staff (close, two-handed, 1 weight) ☐ Shillelagh (close, 2 weight)	:00000000:0000000
Advanced Moves (Level 2+)	
☐ Make Your Garden Grow	☐ Hard Ground Makes Strong Roots
When one of your allies would take their Last Breath , you may erase any bonds you had to each other, then both write a new bond with each	The damage you heal with Channel Lifeforce increases to 2d6.
other. If you do, that ally returns to life with 1d6 hp. If either of the two of	□ Bullet Seed
you ever ceases to have a bond with the other, your ally takes their Last Breath as usual. You can't use this move more than once per ally.	When you command plants you've grown or shaped to attack at range you may have them Volley against all enemies in range. On a 7-9, instead of
□ Growth Mindset	choosing any other option, they deal -1d6 damage.
When you spend time serenely with a living thing , you may ask their player "what do you need in order to grow or thrive?" - they'll tell you the	☐ Sharp Thorns When you attack with thorns, branches, roots, or plants you control,
truth, even if the character does not know or would otherwise keep this	increase your damage die to d6.
hidden.	Poison luy
☐ Flowerchild You gain the Druid move Shapeshifter , and can shapeshift into plants	You gain the Thief move Poisoner . Attacks made by plants you've grown or shaped can apply this poison at your discretion, either with their touch
you have studied closely or talked to. You can also shapeshift into animals you study closely, but these forms are still made of plants.	or by being ingested as the poison indicates.
□ Living Off The Land	The Green Knight You gain the Paladin move Lay on Hands, and armor you wear loses the
When you Undertake a Perilous Journey and serve as quartermaster	clumsy tag.
in a land with growing things, you roll twice and take the better result. On a 10+, everyone replenishes one ration with the natural bounty you	☐ Giant Growth
produce.	 When you Channel Lifeforce, you can choose from this additional option: A plant or willing creature grows to <i>large</i> size for a short time.
Advanced Moves (Level 6+)	
☐ Shepherd Of The Forest	☐ Lion Turtle Style
Requires: Flowerchild When you Shapeshift into the towering form of a treant, for as long as	When you Channel Lifeforce , on a 12+ you may sever or restore a living thing's connection to the supernatural.
the form persists, you are a <i>large</i> creature, your arms become long	□ Plants Vs Enemies
branches with <i>reach</i> and <i>forceful</i> , and your skin becomes hard bark, granting you +2 armor.	When you Defend, surrounded by plants , you get +1 hold even on a miss.
☐ The Hedge And The Heart	You may spend hold on these additional options: • Your plants bat all enemies in range aside or to the ground.
When you summon, create, or shape plant life with any of your moves,	 Your plants deal damage to all enemies in range equal to your level.
you may summon the magical plants of the Faewild. The thorns and barbs of these plants tear through mind and magic, piercing armor and ripping	Your plants entangle and grab all enemies in range. Itie Finds A Way.
apart spells. They're less effective against mindless, nonmagical entities.	Life Finds A Way When you tap into life's wellspring to overcome an imminent danger,
Animate Object When you touch an inanimate chieft (a rock, a sword, a plant) and impart	you lose your connection to the lifestream and treat a miss on Defy Danger, yours or another's, as a 7-9. Tell the GM what helpful adaptation
When you touch an inanimate object (a rock, a sword, a plant) and impart your vital connection, you lose your connection to the lifestream and the	you grew to deal with the threat.
object comes to life and does as you command. Treat it as a character with +1 to each stat, 1 HP, your damage, and access to only the basic moves. It	☐ Seeds Of Peace
has 1d4 additional qualities, that you select from below.	When you come to a community to mediate a conflict , roll+WIS. On a 10+, your words take root - as time passes, your ideas will flower. On a 7-9,
 It has +2 instead of +1 to one stat It's not mindless 	the idea is sound, but the environment is harsh - you'll need to tend to it to
 It deals 1d8 damage instead of using your damage die. Its bond to the lifestream is strong: +2 HP for each level you have 	help it grow. On a 6-, the community is not swayed by your superficial words and angered at your intrusion.
Its borid to the inestream is strong. *2 The for each reveryou have Its inanimate shape makes it difficult to hurt: 3 armor	□ Oasis
☐ Deep Roots	When you restore life to a desolate place , roll+CON. On a hit, the land
When you plant yourself amongst your allies , root yourself to the ground and roll+Bonds you have between those allies. On a 10+, plants	turns lush and green. On a 10+, you've made a safe haven, protected from intruders. When you and your allies lay down to rest in your oasis, you
erupt from the earth to Aid your allies - they each take +1 and heal 1d4	each cure one debility, and everyone takes +1 to Take Watch.
damage if they accept your aid. On a 7-9, your allies still take +1 but you expose yourself to danger, retribution, or cost.	☐ Plantstep
enpose yearsen to danger, realization, or cost	When you mark a tree or other large plant with your power, you can return to that location immediately by touching another plant of related species.

The Verdant

• Channel Lifeforce

The healing and plant growth can happen at some distance, but it's up to the GM to
decide what's reasonable. The Verdant's ability to grow plants of a specific kind or
specific utility is limited - so again, it's up to the GM to decide if the plants have any
special quality.

Attune

• There very well might be some places in the world where the lifestream (whatever you decide it to be) cannot be felt (and therefore, places where this move cannot trigger).

• Vine Whip

• To Hack & Slash with plants, since they can't typically move, they will need to be close to or surrounding someone.

• Plant Whisperer

• The plants might not "speak" back to the Verdant, but they can communicate intelligibly about the kinds of things that plants would know about.

• Make Your Garden Grow

• Erasing and then replacing a bond does not trigger the second part of the move - the ally only takes their last breath if, after resolving a bond, there is no replacement.

• Flowerchild

• The animal clause is here but The Verdant and GM will have to confer about how to closely study animals.

• The Hedge And The Heart

• Less effective does not necessarily mean "less effective than entirely mundane plants". Mindless can refer to non-sapient creatures, machines, or constructs.

• Animate Object and Life Finds A Way

 Both of these moves include in their trigger that the Verdant loses their connection to the lifestream, so these moves can't trigger unless the Verdant is first connected to the lifestream, and then loses that connection to trigger the move.

The Warlock

You'd think it'd be enough. There are so many paths to power. If you've got the backbone, the Gods offer strength, divinity, you know - the works. For the less faithful, there's always wizardry, the price of which is only to study (and study, and study). Hell, even the fighter has seized power - all you need is a weapon and the courage to use it.

It wasn't enough. Surprise, surprise. And so, you've come to me, asking for just a little bit more. Warlock, they'll call you. Betrayer, pact-maker. I just want to warn you that it won't necessarily be pretty. And, of course, there's a price. But what *aren't* you willing to pay for a little more power?

Don't bother answering - I think I already know.

The Warlock Look Name: Name: Faust, Flemeth, Tharia, Canas, Ewan, Ouondi, Chandrian, Mairon, Lucifer EYES: Crazed, Haunted, Glittering, or Patron: Melkor, Orcus, Uskglass, Xorom, Glaurung, Giygas, Caiphon, Oona, Zhaitan ROBES: Bizarre, Tattered, Fashionable, or VOICE: Whispering, Rambling, Quavering, or PRESENCE: Darkly terrifying, Manic and wild, Crowned in eerie light, or_ Alignment Assign to your stats: 16 (+2), 15 (+1), 13 (+1), 12 (+0), 9 (+0), 8 (-1) ■ Neutral Reach a mutually beneficial agreement. Lawful Strength: Weak □ -1 Intelligence: Stunned □ -1 Uphold a bargain to the letter. Make another suffer in your stead. Shaky 🗆 -1 Wisdom: Confused □ -1 **Dexterity: Starting Moves** Constitution: Sick -1 Scarred -1 **Patron HP Max:** HP: You are bound, by word and by deed, to a powerful and mysterious entity which grants you spells. Give your patron a name, and choose what kind of Max HP = 4 + Constitution entity they are. ☐ The Fiend, ambitious and traitorous ☐ The Fae, capricious and remorseless Damage: D6 + Armor: ☐ The Alien, ancient and inscrutable ☐ The Vestige, forgotten and vengeful Tags: ☐ The Light, blinding and unforgiving ☐ The Dragon, avaricious and aloof Background ☐ The Machine, cold and calculating ☐ The Chaos, loud and violent Stranger Cast A Spell (CHA) You might be of any race, but you've left behind your old life in When you release a spell granted you by your patron, roll+CHA. On a 10+, search of arcane secrets and great power. At the end of each the spell is cast and you may cast the spell again later, hail your dread lord. On session, the GM will ask you something about your patron, a 7-9, the spell is cast but choose one: what you've done in their service, or what you left behind. If you • You draw unwanted attention or put yourself in a spot, the GM will tell answer them, mark XP. • The spell distances you from your patron or warps the fabric of reality; take -1 ongoing to cast a spell until the next time you petition. • After it is cast, the spell is revoked by your patron. You cannot cast it until the next time you petition and are granted it. **Petition** When you spend uninterrupted time (an hour or so) in rapt obeisance to your patron, you: • Lose any other spells granted you. Are granted new spells by your patron whose total level don't exceed your own level+1. • Prepare all your cantrips, which never count against your limit. **Oblation Bonds** When time passes, your patron will make their desires known to you (ex. an enemy's head, forbidden secrets, wealth and riches, etc). When you offer your patron something they want, they confer upon you a boon (perhaps a slight

Bonds ______ is an enemy to my patron, and must be converted. My patron has whispered to me of ______, and the destiny I must protect them from. ______ has a secret, and I will learn it. _____ and I are contractually bound.

of the ended spell to one enemy you can see.

nature. Say thank you.

Eldritch Blast

enchantment, useful item, or pertinent information) related to your patron's

When you **end an ongoing spell immediately** and use the energy of its dissipation to blast a foe, the spell ends, and you deal your damage + the level

Gear	Coin:	_ Load: /
You have been given these gifts: A Totem or Relic granted by your patron (1 weight), describe it Leather Armor (1 armor, worn, 1 weight) Dungeon Rations (5 uses, ration, 1 weight), Uses left: □ □ □ □ □ Choose one:	(100 coin =	1 weight) (Your Load is 6+STR)
□ Ritual Dagger (hand, 1 weight), & Adventuring Gear (5 uses, 1 weight) Uses left: □ □ □ □ □ Longsword (close, +1 damage, 2 weight) Choose two: □ Two Healing Potions (0 weight) □ Bag of Books (5 uses, 1 weight), Uses left: □ □ □ □ □		
☐ 13 coins ☐ Antitoxin (0 weight)	:0000000	:
Advanced Moves (Level 2+)		
□ Empowered Patronage When you Cast a Spell, on a 10+, you can go into debt with your patron to empower the spell. Choose the effect you ask for below, and your patron will offer you a deal: • The spell's effects are doubled • The spell's targets are doubled □ The Dark Art Of The Deal	☐ The Stars Are Aligned You gain the Wizard move Ritual. To use it, you must be in a place of power attuned to your patron. ☐ Familiar Your patron grants you a familiar, a small, magical being through which you can channel your spells. The GM controls it but it follows your orders When you Cast a Spell, you may choose to cast it as though it originated	
When you use your power to seal a pact between you and another character, you both write a bond with the other. When either of you pursues their end of the bargain, they take +1 forward. If either of you ever breaks their word, they take d10 damage and a debility of the other's choice. □ Eyes And Ears Of The Rune Keeper	from your familiar. If your familiar ever of your patron, if you are in good standing, Pierce The Veil When you Discern Realities and try to additional question from the list, even of your patron, and give you a debility.	it reappears. peek beyond, you may ask one
You can read all writing and comprehend all spoken language. Cloak Of Shadows While you have at least one spell of first level or higher still granted you, you have +2 armor. Euoke Aspect When you conjure some of the power of your patron to work magic via their domain, roll+CHA. On a 10+, choose 2. On a 7-9, choose 1. The effect you desire comes to pass. You avoid paying your patron's price. You retain control.	 ☐ Cult Acolyte When you Recruit hirelings to the serve for each that is true, to a maximum of +3 • Your patron has a presence in the ace • You've secretly been spreading the • You let on that there are powerful ace On a hit, you will always get at least one service of your patron. 	3: area. word of your patron. arcane secrets to be learned.
	☐ Forbidden Knowledge Choose a spell from another class's play own. It is a warlock spell for you - you m Petition your patron.	
Advanced Moves (Level 6+)		
☐ Greater Empowered Patronage Replaces: Empowered Patronage When you Cast a Spell, on a 10+ you can go into debt with your patron to empower your spell. Choose the effect you ask for below, and your patron will cut you a deal. On a 12+, you choose one for free: • The spell's effects are doubled • The spell's targets are doubled ☐ Cult Master	☐ Power Grab When you take the time and the arcar patron's rites and rituals, you can attune When you Petition your patron in a plathey will grant you a boon if they are ple ☐ Tear The Veil Replaces: Pierce the Veil	e a place of power to your patron. ace of power attuned to them, eased with you.
Requires: Cult Acolyte You take +1 to command your hirelings. Your hirelings always accept the successful Oblation of your patron as payment.	When you Discern Realities and try to additional question from the list, even or your patron, and will tell you what you've universe. On a 12+ you may ask any que	n a miss. The GM will answer as e disturbed in the fabric of the
☐ Apotheosis The first time after taking this move that you spend time in contemplation of your patron, choose a mark emblematic of them or their domain (a third eye that sees all, fiendish wings, tough scales) - you are granted that	When you Cast a Spell and miss , you me spell and then have it revoked, at the cost	
feature permanently. Dreadful Whispers When you whisper words not meant for mortal ears to a creature at hand, roll+CHA. On a 10+, they go mad and enact your master's bidding. On a 7-9, their mind still reels, but you've heard too much as well - you are stunned and confused, and also mark both those debilities.	☐ Very Familiar Requires: Familiar Your familiar can hold one spell to cast land patron, choose a spell of 3rd level or low condition, using a number of words equis held in your familiar until the trigger caspell is cast no roll required, or until your	ver, then describe a trigger al to your level. The chosen spell ondition is met, whereupon the

Warlock Spells

Cantrips

You prepare all of your cantrips every time you Prepare Spells without having to select them or count them toward your allotment of spells.

☐ Fire Splash

Cantrip

You hurl a mote of fire at a creature or object in reach, which takes 1d4 damage. Especially flammable objects are likely to catch fire.

☐ Minor Illusion

Cantrip

You create an illusory sound or small image that lasts for a little less than a minute. Particularly alert or intelligent creatures can see through the illusion if they pay careful attention.

□ Message

Cantrip

One intelligent creature you touch has a simple thought of your choice. Weak willed creatures might believe it to be their own.

1st Level Spells

Armor of Agathys

1st Level - Abjuration - Ongoing You are surrounded by a protective magical frost. While the spell is ongoing, you have +1 armor, enemies who attack you in melee take 1d4 damage, and you take -1 to cast a spell.

☐ Hex

1st Level - Necromancy - Ongoing
With a flick of your fingers, a grim shadow
lingers over a creature of your choice. That
creature becomes weak and tired and deals
-1d4 damage until they can shake off the
effect. In addition, while the spell is ongoing,
you and your allies take +1 ongoing against
the creature and you take -1 to cast a spell.

□ Detect Magic

1st Level - Divination

One of your senses is briefly attuned to magic. The GM will tell you what here is magical.

☐ Misty Step

1st Level - Conjuration

You are briefly engulfed in silver mist, then teleport a *near* distance to a destination you can see.

□ Cloud of Daggers

1st Level - Conjuration - Ongoing You summon a swarm of flashing blades of force in a small area. While the spell is ongoing, creatures that pass through the cloud take 1d6 damage, and you take -1 to cast a spell.

☐ Hellish Rebuke

1st Level - Evocation

Cast this spell immediately after you take damage. Searing flames engulf the enemy that hit you, dealing damage equal to the damage you suffered.

☐ Puppet

1st Level - Enchantment

Impossibly thin, subtle strings extend from your fingers to a nearby creature, which then moves in the direction of your choice, as fast as you want, for a few seconds. You can instead choose to force the creature to make one more complicated motion, but then the spell ends.

3rd Level Spells

☐ Dispel Magic

3rd Level - Abjuration Choose a spell or magic 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.

□ Gaseous Form

3rd Level - Transmutation - Ongoing
Touch a willing creature - they, and their
carried items, transform into a misty cloud.
They can fly slowly and move through small
holes or cracks, can't make any moves, and
can end the spell at any time. While this spell
is ongoing, you take -1 to cast a spell (unless
you are transformed, in which case you can't
cast a spell).

□ Animate Dead

3rd Level - Necromancy - Ongoing
You invoke a hungry spirit to possess a
recently-dead body and serve you. This
creates a zombie that follows your orders to
the best of its limited abilities. Treat the
zombie as a character, but with access to only
the basic moves. It has a +1 modifier for all
stats and 1 HP. The zombie also gets your
choice of 1d4 of these traits:

- It's talented. Give one stat a +2 modifier.
- It's durable. It has +2 HP for each level you have.
- It has a functioning brain and can complete complex tasks.
- It does not appear obviously dead, at least for a day or two.

The zombie lasts until it is destroyed by taking damage in excess of its HP, or until you end the spell. While this spell is ongoing you take -1 to cast a spell.

☐ Crown of Madness

3rd Level - Enchantment - Ongoing
A twisted crown of jagged iron appears on the head of a humanoid creature you can see, and their eyes glow with madness. While charmed this way, the creature will run to attack the creature closest to it. While this spell is ongoing, you can't cast a spell.

■ Black Tentacles

3rd Level - Conjuration - Ongoing You summon 2d4 writhing tentacles in an area, with 2 HP each. The tentacles make movement difficult and you can command them to Hack & Slash at a creature entangled by them, using your CHA in place of your STR. While this spell is ongoing, you take -1 to cast a spell.

Warlock Spells

5th Level Spells

☐ Acid Rain

5th Level - Conjuration

You draw acrid liquid into the clouds above and have it rain down in a concentrated area (a small field, a town square, a large house). All creatures suffer ugly burns and take 1d8 damage that pierces armor. Structures and objects caught in the deluge are damaged as well

☐ Mass Suggestion

5th Level - Enchantment - Ongoing
You suggest a reasonable and not obviously harmful activity and magically influence up to 12 creatures of the GM's choice who can hear and understand you. Creatures that can't be charmed are immune to this effect. The effect lasts for one day, until the activity is completed, or until you or an ally damages one of the affected creatures.

□ Dream

5th Level - Enchantment - Ongoing
You shape the dreams of a creature known to
you and that is on the same plane of
existence as you. The next time that creature
falls asleep, you or an ally enters that dream,
can converse with the dreamer, and can
shape the environment and events of the
dream. The messenger can leave the dream
at any time, ending the spell. The messenger
can instead appear as a nightmare - if so, the
dreamer takes 2d6 damage that ignores
armor, and the spell ends early as they wake
up, restless. The dreamer can recall the
dream with perfect clarity. While this spell is
ongoing, you can't cast a spell.

□ Blight

5th Level - Necromancy

You drain the life and moisture from a living thing that you touch. Deal 3d4 damage to them. This damage ignores armor. Nonmagical plants are immediately killed.

□ Eyebite

5th Level - Necromancy - Ongoing Your eyes become an inky black void. While this spell is ongoing, if you look into a creature's eyes, that creature does one of the following, your choice:

- Falls into a light sleep
- Flees in panic, terrified of you
- Is sickened and weak
- Can no longer see you for the duration of the spell

While this spell is ongoing, you can't cast spells.

☐ Contact Other Plane

5th Level - Divination

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. Your communication can be cut off at any time by you or the creature you contacted.

7th Level Spells

Finger of Death

7th Level - Necromancy

You point, and a jet of negative energy pierces a creature at your command. Deal 2d8 damage to that creature. This damage ignores armor.

□ Chain Lightning

7th Level - Evocation

You conjure a bolt of lightning that jumps from target to target. The first target takes 2d6 damage, then the lightning jumps to another creature, and deals that damage-1. This process repeats until the spell would deal no damage or would have to jump to a creature already damaged.

☐ Plane Shift

7th Level - Conjuration - Ongoing
You and up to eight willing creatures who
have linked hands are teleported to a
different plane of existence. You can specify a
target in general terms, or if you know the
correct sequence, to a specific teleportation

☐ Flesh to Stone

7th Level - Transmutation - Ongoing
At your touch, a creature made of flesh turns
to stone. For as long as the spell is ongoing,
the creature is petrified and you take -1 to
cast a spell.

☐ Feeblemind

7th Level - Enchantment - Ongoing
Look at a creature - you rend its mind with
terrible power, shattering its intellect and
personality. While this spell is ongoing, the
creature cannot cast spells, use complex items,
understand language, or even communicate in
any intelligible way. It can still identify its
friends, follow them, and take up arms in their
defense. The spell ends if you leave their
presence. While this spell is ongoing, you take -1
to cast a spell.

9th Level Spells

Power Word Kill

9th Level - Necromancy Speak aloud a creature's true name you know and this word of power - that creature dies if it can hear you.

☐ Astral Projection

9th Level - Necromancy - Ongoing You and any willing creatures you hold hands with leave your bodies behind and project your souls into the Astral Plane. The material body you leave behind doesn't need food or air and doesn't age. You are connected to your material body by way of a silver chain. The chain is extremely difficult to destroy, but if the chain is ever severed, you immediately take your last breath. The astral body you assume is identical to your original body, and you have astral copies of your equipment. If you teleport to another plane, your body is immediately teleported to you and you may choose to re-enter it. Otherwise, each creature may choose to end the effect whenever they choose.

☐ Imprisonment

9th Level - Abjuration - Ongoing You magically restrain a creature. You choose the mode of imprisonment, and the condition, if any, that would end the spell.

- Burial: the creature is entombed far beneath the earth in an impenetrable sphere.
- Chains: the creature is restrained by heavy chains that cannot be moved by any means.
- Walled Prison: the creature is trapped in a tiny demiplane, warded against teleportation. The demiplane can be a labyrinth, tower, or other structure of your choice.
- Minimization: the creature is shrunk and trapped in a gem or similar object, that is indestructible while the spell persists.
- Slumber: The target falls asleep and can't be awoken.

If you cast this spell again while a creature is imprisoned, that creature is immediately freed. You may choose to end the spell at any time

☐ Planar Incursion

9th Level

You open a portal to your patron's realm - although the effect is not lasting, an aspect of their power is brought into the world, and enacts their agenda. The spell ends before long, but can only be ended early by your patron.

☐ Rift of Ruin

9th Level - Conjuration - Ongoing You tear a rift in space, the size of a small town, creating a pit into another dimension. Creatures and structures take damage as appropriate from falling into the pit or simply from the pit's chaotic energies. While the spell is ongoing, you can't cast a spell.

The Warlock

Patron

The list here is not exhaustive, nor are the traits associated with those patrons necessarily the traits for the Warlock's patron. The Warlock has final say on their patron and their patron's traits at character creation, but afterwards the GM assumes the patron as one of their characters.

Oblation

• The boon can be anything the GM sees fit - a magical item, a follower, an additional temporary spell, etc. The Warlock can ask for a specific boon, or perhaps even Parley if they have leverage and a reliable way of communicating with their patron.

• The Dark Art Of The Deal

• The bond created with this move works like any other bond - it counts for Aid/Interfere, and it can be resolved and then erased for XP. If one of the bonds is erased, for any reason, the rest of the move (taking +1 forward for pursuing the goal, taking damage for breaking their word) no longer triggers. If either party breaks their word, that might be grounds for resolving the bond.

• Empowered Patronage

• The Warlock may of course refuse the deal if the terms are not to their liking. If the deal is refused, the spell is not empowered.

• Eyes And Ears Of The Rune-Keeper

• This move does let the Warlock understand any written or spoken language, but it must in fact be a language. Mad ramblings, animal barks or calls, and other language-approaching words or sounds probably don't count.

• Non-Euclidian Casting

• While the Warlock is not in their right mind, the GM and Warlock should both confer about how that character acts, but the GM has final say.

Warlock Spells

o Gaseous Form

■ The Warlock can transform themselves with this spell. They retain the agency to end the spell at any time, even while they're a gas.

o Eyebite

■ The spell works as soon as eye contact is established. The creature on the other end of the spell might not realize immediately that they made eye contact with the Warlock, but the Warlock does need to be able to see their eyes, so the range at which this spell takes effect is constrained that way.

Acid Rain

■ This spell might not require clouds to already be above when the spell takes place, but casting the spell inside might be tricky.

Chain Lightning

■ The damage roll happens once. Each creature the lightning bolt jumps to takes progressively 1 less damage.