

DUNGEON WORLD

WAR AND WONDERS PACK

Seven new base classes for Dungeon World

the Beast,

the Warlord,

the Mask Master,

the Gunslinger,

the Warlock,

the Fool,

and the Villager

and new rules for investigation, exploration, and mental stress

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



Written by Peter Johansen. Version January 24, 2017

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THE BEAST

The wastelands and far places of Dungeon World teem with dangerous beasts. You should know, you're one of them.

Humans and their kind think that theirs is the only civilization that matters, staying in their haughty castles. They grow soft, afraid of the unknown and what is unlike their own little world. They fear you for what you represent; your sharp fangs or your predator's eyes, the markings of one whose lineage is that of a monster.

For untold generations, your people have thrived far beyond human civilization, where the weak die and the strong survive. Your instincts and claws are as sharp as any blade, and serve you better than any armor.

Whether a wandering nomad or a would-be warrior, you've left your home in search of more beyond your ancestral lands. Among other such adventurers, you've found a sort of acceptance, a new pack among these "civilized" folk. When you return, you will be a legend among your kind, bearing gold, wisdom, and the taken fangs of your foes.

A different take on the barbarian, the Beast is a character that is either inhuman or half-human, their blood mixed with that of a monster race, such as arakkoa, minotaur, or half-ogre. Your heritage is the source of your prowess, in the form of moves taken from your monstrous ancestors.

THE WARLORD

How many battles have you seen? Ten? A hundred? You've probably lost count.

Most people think that war is chaotic or uncontrollable. But you know better. You can feel the ebb and flow of the battlefield in your fingertips. You can see in someone's eyes when they will stand firm, and when they will rout. When you smell blood and steel in the air, your voice booms like thunder to stir the spirit.

In times of war, you can be counted on to keep a cool head. You've survived battles that anyone else would have written off as a lost cause. Your tactical advice and commanding presence has turned the tide of a war. No armchair general are you; you lead from the front and by example. War comes as naturally to you as breath.

If war is Hell, then you're the devil himself.

The Warlord is a skilled fighter, proficient in combat tactics and strategy. They are leaders both on and off the battlefield, rallying their followers to great acts of valor.

THE MASK MASTER

Have you ever wished you were someone else? What if you could change who you were?

A mask is a most useful tool in your hands. When you put on a mask, you take on a whole new persona. The mask makes you strong. It gives you confidence, it gives you power. Why, with the right mask, you could be anything... except yourself, of course.

Maybe you've forgotten who you used to be, or you're hiding something terrible under that mask. Whatever it is, you're not willing to settle for a life of mundanity. Maybe you need something to believe in, maybe you want more of the fame and glamour. Perhaps out in the world, you'll find out the truth about yourself.

A master of theatricality, mystique and imitation, the Mask Master conceals their identity behind their magical masks. The Mask Master has the ability to duplicate the abilities of their allies, or switch up their own powers as needed by the masks they wear.

THE GUNSLINGER

There are legends of long-lost weapons of incredible power and danger. Some say they summon the thunder of the gods to strike down even the most heavily armored of knights. Perhaps only a few master craftsmen in the world can make them, or the technology has been forgotten, and the few remaining weapons in existence are well-hidden. Either way, you have chosen to make one of these awesome weapons your own. How will you change the world with your gun? How will your gun change you?

To carry a gun is not only a symbol of power, but one of responsibility as well. To be a gunslinger requires not only a steady mind, but a steady heart. Anyone can learn how to shoot a gun. In your hands, your gun is more than a weapon. It's a way of life. To master yourself is to master your gun.

The Gunslinger is a fighter whose weapon of choice is a firearm. A powerful weapon in its own right, but one capable of even more when wielded with conviction and certainty. The Gunslinger keeps to a code of honor to steady their aim and perform amazing feats with their gun.

THE WARLOCK

Forgotten lore abounds in Dungeon World. Cults of ancient gods or powerful beings from beyond reality lurk everywhere, until they are put down by the forces of law. The altars to these old ones are forgotten, but they are far from powerless.

A wealth of power awaits someone bold or foolhardy enough to let one of these beings into their souls. You are the conduit for one of them. No years of study or prostration before a mortal priest for you. You've taken things into your own hands. You are the eyes, voice, and hands of a being of godlike power, and in return for your service, they have let a bit of that power into your hands.

The old ones promise much for your service, but demand much in return. It's okay though. You're still in control of the deal.

... For now.

Like the cleric, the warlock enjoys a relationship with a being of divine or near-divine power. Unlike the cleric, the relationship between warlock and patron is much more intimate, so much so that patron may reach out into the world through the warlock. Demon princes, arch-fey, and elder beings from beyond reality are all potential patrons for the warlock.

THE FOOL

This all started as one big joke to you. "Go off and explore the world," they said. "It'll be fun," they said. You left your perfectly good life behind you to take your chances out here, and now you're hip deep in terrible danger.

But that doesn't get you down. You can still be a hero. You've got big dreams, and the good fortune and courage to pursue them. Maybe not the skills, but hey, can't have everything, right? You've got your friends to watch your back. They keep you out of the worst of the trouble, and you help them keep their perspective on things. With a smile on your face and a song in your heart, things will turn out okay, eventually.

Hey, what does this thing do?

The Fool is one who succeeds through luck, often times in spite of themselves. They have great aspirations, but fate or happenstance loves to throw them surprises. Whether accidental hero, unwilling hero, or just comic relief, you can never count the Fool out. They always seem to find a way to beat the odds.

THE VILLAGER

Hero? Oh no, no. You're not a hero. You're just a normal person. Thank the gods.

Adventures are terrible, dangerous things. People who go on adventures come back maimed or wrong in the head, and that's if they come back at all. Staying in the village is much better. You've got a relatively safe, if unexciting life here.

You've lived in the village all your life, or at least most of it. You've got roots here; family, friends, a steady job. You know, responsibilities. There's turnips to be planted, a fence to be mended, a little sister to look after, meals to be cooked...

... Okay, maybe you could use a little excitement.

The Villager is a nascent or potential hero, suitable for a prequel game or a "level zero" adventure. A party of Villagers may mature into a full-fledged adventuring group. While weak to start with, the Villager is designed to be easy to learn and quick to pick up and play. Since the playbook grows with you, it makes a good introduction to Dungeon World.

The playbook is based upon a previous edition of the Villager for Dungeon World by Jason Morningstar.

We've included some new moves intended to promote player authorship while simultaneously removing the need for GM prep. Based on John Wick's idea of a "Dirty Dungeon", they reward the players for introducing dangers while giving the GM license to twist things around, and they can create some interesting complications. We have also included rules for events or monsters that may control or manipulate the minds of your characters.

Few toys are as ingenious or as rewarding as the ones that let us create new things, and role-playing games like Dungeon World exemplify these traits for me. I am deeply grateful to my colleagues in the DW G+ group for their advice, critiques, and support over the last year.

Special thanks go to Johnstone Metzger and his excellent book *Class Warfare*, without which these new playbooks would never be possible, and Jeremy Strandberg for his help in formulating many of these new moves.

NAME




LOOK

Names: Kornelius, Akah, Natokh, Jagara, Willa, Nayda, Hurrick, Char, Sauro, Addicus, Mongo, Ta-She, Zaxx

Golden Eyes, Slit Pupils, or Bulging Eyes
Short Fur, Leathery Hide, or Tanned Skin
Crude Leathers, Tattered Robes, or Elaborate Body Designs
Hunched Body, Willowy Body, or Lean Body

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

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

DAMAGE  ARMOR  HP  CURRENT MAX YOUR MAX HP IS 10+CONSTITUTION

ALIGNMENT

- GOOD**
Endanger yourself to combat an unnatural threat.
- NEUTRAL**
Teach someone the ways of your people.
- CHAOTIC**
Eschew a convention of the civilized world.

STARTING MOVES

- BEAST-BLOODED**
Your heritage includes the blood of a beast or a monster. Describe your species, appearance, and cultural heritage, choosing anything or any combination of things that sounds interesting to you. Choose up to three heritage moves to start with, based on the monster moves that best match your heritage. Then choose a method of how you honor your heritage:
- Acquiring lost knowledge and technology
 - Proving your might or superiority
 - Guarding or purifying the natural world
 - Enforcing your people's code of honor
 - Obeying your elders
 - Venerating your ancestors or ancestral deity

When you **gain a new appreciation for your heritage**, add a new heritage move or change an existing one, up to a maximum of three.

BACKGROUND

- WARRIOR**
Your damage die is a d10, and choose one of the following tags to add to your natural weapons from Fight Like a Beast: messy, forceful, or precise.
- HUNTER**
Add either "Track by scent" or "Move silently" to your list of heritage moves. This does not count towards your maximum number of heritage moves.
- COUNSELOR**
You may be a Beast, but you're not uncivilized. When you Parley, you roll with WIS instead of CHA.
- NOMAD**
You've travelled the wide world over. When you **arrive in a steading**, ask the GM about any important traditions, rituals, and so on, they'll tell you what you need to know.

BLOOD AND TRADITION
At the **beginning of a session, or when you honor your heritage**, roll+CON. *On a 10+, hold 4. *On a 7-9, hold 3. *On a 6-, hold 2, in addition to whatever the GM says. Spend a hold to make a heritage move; no other roll is necessary, you just make that move.

FIGHT LIKE A BEAST
Your horns, fangs, claws, or talons are lethal weapons with a range of hand.

KING OF THE JUNGLE
You can speak with and understand animals, and even closely study them and Parley with them as if they were people. When you **exert your will over a wild animal**, roll+WIS. *On a 10+, the animal will perform one simple task for you before departing, to the best of its ability. *On a 7-9, the animal will either run away or attack you, your choice.

BONDS

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

_____ thinks I am a monster; I'll prove them wrong.

_____ wouldn't last a day in the wild without me; I'll teach them how to survive.

I owe _____ a debt of blood that I have yet to repay.

HERITAGE MOVES

GEAR

Your load is 8+STR. You start with dungeon rations (5 uses, 1 weight) and an item that symbolizes your heritage, describe it! Choose your armament:

- Spear (reach, thrown, near, 1 weight) and hunting knife (hand, 1 weight)
- Makeshift club (close, 2 weight) and adventuring gear (5 uses, 1 weight)

Choose one:

- Antitoxin
- Poultices and herbs (2 uses, 1 weight)
- Hide armor (1 armor, 1 weight)

ADVANCED MOVES

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

EYE OF THE TIGER

When you **mark an animal** (with mud, dirt, or blood), you can see through that animal's eyes as if they were your own, no matter what distance separates you. Only one animal at a time may be marked in this way.

FAIR FORM

With a bit of a disguise, such as a hooded cloak, you are able to hide your heritage and pass as a member of another race, as long as you don't use your heritage moves or draw attention to yourself.

FORAGER

When you **Make Camp in the wilderness**, you and one other person don't need to consume a ration.

NIGHT-EYES

You can see clearly in the faintest of light; even starlight is enough for you.

PACK LEADER

Choose a second way you can honor your heritage.

PATHFINDER

You know places in the wilderness where secret paths lie unseen. When you **travel by a hidden path through the wilderness**, roll+WIS. *On a hit, it leads you where you want. *On a 7-9, choose a difficulty:

- Others find the way who did not know it before
- The journey takes much longer than it seemed to
- The way is long and hard; each person who takes it must mark the debility weak
- You encounter some danger upon the road

PREDATORY INSTINCT

When you use a heritage move, take +1d4 damage forward or +2 armor forward.

SAVAGE BEAST

Gain a non-multiclass move from the barbarian or ranger playbooks.

SHARP SENSES

When you **Discern Realities about a location**, add these questions to the list:

- How could I be accepted by the people here?
- How could I best attract attention here?
- What here is a source of evil?
- Where could I best hide around here?

TARZAN

When you **use a heritage move to evade harm or avoid an obstacle**, you may also bring someone else along with you safely.

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

AKELA

When you use King of the Jungle, on a 12+ the animal will either tag along with you and assist you for a while, in its own way, or you may command it to perform a very dangerous task for you.

ANCIENT HERITAGE

You may now have up to five heritage moves.

AWAKENED BLOOD

Choose another type of creature that has contributed to your heritage. When you change your heritage moves, you may take moves from this new heritage, if you wish. When you take this move, you may change one of your existing heritage moves to a move from your new heritage.

BLOODY ROAR

While you **are afflicted by fear, mind control, or enchanting magic**, you may ignore the effect as long as you attack the closest enemy in sight. If you have no enemies in sight, the GM chooses who you attack.

DIRE BEAST

Gain a non-multiclass move from the barbarian or ranger playbooks.

I AM THE TIGER

Requires: Eye of the Tiger

When you **touch and animal and push your thoughts into its mind**, roll+WIS. *On a hit, you can read the animal's mind and memories, reliving its past and seeing what it has seen. *On a 7-9, you have trouble separating these memories from your own, and you exhibit some aspects of the animal's behavior for a while after you break the link.

KILLER INSTINCT

Replaces: Predatory Instinct

When you use a heritage move, take +1d8 damage forward or +4 armor forward.

MONSTER BLOOD

When you roll for Blood and Tradition, you get +1 hold, even on a 6-.

NATURAL MEDICINE

Requires: Forager

When you **have time to gather supplies in the wilderness**, you can prepare a poultice that will heal one debility next time you Make Camp.

NOSE FOR TROUBLE

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

NAME




LOOK

Orc: Garadh, Krogar, Argard, Morkrull, Tek'ra, Dagra, Sanuki, Brizara, Crask
 Fear-drinker, Hell-walker, Bone-crusher, Storm-hammer, Axe-bearer, Wolf-hacker
Dwarf: Dalthar, Bolfostr, Garrund, Hagol, Mordria, Naldina, Chalunni, Kila, Ardred
Human: Darius, Shingen, Marcus, William, Simon, Jeanne, Alianor, Catherine, Elizabeth

Hard Eyes, Weary Eyes, or Sharp Eyes
 Plumed Hat, Horned Helmet, or Eyepatch
 Military Uniform, Furred Mantle, or Worn Finery
 Scarred Body, Bulky Body, or Lean Body

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

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

DAMAGE  ARMOR  HP  CURRENT MAX YOUR MAX HP IS 10+CONSTITUTION

ALIGNMENT

- LAWFUL**
Choose honor over personal gain.
- NEUTRAL**
Defeat a worthy opponent.
- EVIL**
Kill a defenseless or surrendered enemy.

STARTING MOVES

WAR LEADER
 You can rally warriors to your banner at any time there are suitable people available for you to recruit or lead. When you **rally a war-band together**, they will fight for you for one battle, though they will demand a cut of any loot in exchange. The war-band's strength, equipment, and bearing will be proportionate to the quality of the warriors available, as well as your level.

When you **lead your war-band into battle**, roll+CHA. *On a 10+, hold 3. *On a 7-9, hold 2. *On a 6-, hold 1 anyway, but there will be hell to pay afterwards. Over the course of the fight, spend a hold to make your war-band:

- Make a strong assault
- Stand firm against a strong assault
- Make an organized retreat
- Show mercy to their defeated enemies
- Hold fast despite fear or danger
- Restore discipline and form ranks after a lapse or break

After the battle, assuming your war-band is still fit for duty, you may spend a hold to call them together and follow you into another battle. If you don't, they disperse afterwards.

TACTICIAN

When you **use your knowledge of tactics, discipline, and strategy on the battlefield**, describe how you accomplish one of the following:

- Create an advantage; you or an ally takes +1 forward when you exploit it
- Disengage from melee with one enemy
- Avoid a hazard on the battlefield without Defying Danger
- Block a blow meant for you or someone else nearby, you take half damage
- Shake off the effects of fear, confusion, or being stunned

Then roll+WIS. *On a 10+ you do it, no problem. *On a 7-9 you still get your desired effect, but you also expose yourself to danger, retribution, or cost.

ALL FOR ONE, AND ONE FOR ALL

When you **Aid an ally in battle**, on a hit, in addition to giving them +1, choose one of the following:

- They take +1d4 damage forward
- They take +2 armor forward

RACE

- DWARF**
You ignore the clumsy tag on any armor you wear.
- ORC**
Add the following option to War Leader, and you may use this option once per battle without spending hold:
 - Fall upon the enemy in a violent, howling frenzy
- HUMAN**
Hirelings under your command have +1 Loyalty.

BONDS

Fill in the names of your companions in at least one:
 _____ has stood by me in battle and can be trusted completely.

_____ doesn't think before they act, and it's always causing me trouble.

I met _____ in the last war, but we weren't exactly on the same side.

I've seen _____ turn the tide of a battle before.

_____ isn't suited for battle; I'd better keep an eye on them.



THE WARLORD

LEVEL
 XP

GEAR

Your load is 11+STR. You start with dungeon rations (5 uses, 1 weight), chainmail (1 armor, 1 weight) and a melee weapon of your choice (close, 1 weight). Choose three:

- Adventuring gear (5 uses, 1 weight)
- Dagger (hand, 1 weight) and 5 coins
- Shield (+1 armor, 2 weight)
- Healing potion
- Bandages (3 uses) and 5 coins
- War horse

ADVANCED MOVES

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

BATTLEFIELD STRATEGY

When you **Spout Lore** about a military unit or situation you have **observed**, you may roll with WIS instead of INT. The first person acting on your information takes +1 forward.

CALL TO ARMS

When you **Recruit**, also pick options equal to your CHA. *On a 10+ all of them are true. *On a 7-9 only one of them is true, GM's choice. *On a 6- none of them are true:

- You may Carouse in town before leaving without spending coins
- Any hirelings you recruit have the cost "blind patriotism" instead of their usual cost.
- One hireling you recruit gets an additional skill point
- You requisition a piece of equipment from the locals

CRUSADER

Gain a non-multiclass move from the paladin playbook, except *Quest*.

FLANKING MANEUVER

When you **Aid an ally in battle**, on a hit, you give them both options from All For One, And One For All.

FOR THE CAUSE

When you rally a war-band, the GM will tell you something they will accept in lieu of a cut of any loot: either vengeance, glory, renown, or the greater good.

HOLD THE LINE

While you are **standing side by side with your allies on the front lines of battle**, you may Defend with CHA instead of CON.

RECONNAISSANCE

When you **send your war-band to scout a dangerous place for you**, you may Discern Realities about the place as if you were there.

STENTORIAN VOICE

You can give Aid to anyone who can hear you with inspiring words, strategic advice, or grisly threats, as long as you are within shouting distance.

TACTICAL EYE

When you **survey a battlefield or dangerous environment**, ask the GM two of the following questions. The GM will answer truthfully.

- Is there a trap or ambush here, and if so, where?
- Where is the best place to make a defensive stand?
- Where is the best place to attack from?
- What here is the biggest threat to me?

WATCH DUTY

When you **organize your camp's defenses**, everyone takes +1 to Take Watch.

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

DRILL SERGEANT

As long as you're around, no NPCs under your command will have discipline problems. A hard glare or a sharp rebuke from you will snap them back into line or banish any fear from them, and your war-band will never rout on your watch.

FIELD LOGISTICS

When you Undertake a Perilous Journey, everyone takes +1 to their roles.

FINGERSPITZENGEFÜHL

When you use Tactician, on a hit you may also immediately ask one question from the Discern Realities list.

LORDLY CALIBER

When you use War Leader, you get +1 hold, even on a miss, and add the following choices to the list:

- Bring magical support to a situation
- Fight and die to the last without fear

PARAGON

Gain a non-multiclass move from the paladin playbook, except *Quest*.

RECONNAISSANCE-BY-FORCE

Requires: Reconnaissance

When you use Reconnaissance, on a hit, the war-band provides an additional service for you; choose one:

- They make the enemy break formation or reveal a vulnerability
- They make a hidden enemy or threat reveal itself
- They distract, lure away, or sabotage the first foe they encounter

SHIELD WALL

Requires: Hold the Line

You and all allies in your presence get +1 hold when they Defend, even on a 6-.

TACTICAL COMMANDER

When you use Tactician, you may apply your chosen effects to your war-band instead of you, as long as you are present to command them.

TURN THE TABLES

Add the following options to Tactician:

- Escape from a dangerous position
- Lure or push an enemy into a bad position for them

WAR STORIES

When you **share tales of glorious battles with your comrades**, lose any hold on this move and roll+CHA. *On a 10+, hold 3. *On a 7-9, hold 2. *On a 6-, hold 1 anyway, but there will be trouble when it is spent. Anyone may spend a hold from this move to immediately make the Tactician move, rolling for it as usual with their own WIS and taking +1 to the roll.

NAME




LOOK

Names: Helena, Valentine, Lucille, Campbell, Diego, Bruce, Percy, Marguerite, Basil

Clay Masks, Wooden Masks, or Paper Masks
Turban, Hooded Mantle, or Feathered Hat
Garish Clothing, Voluminous Robes, or Mismatched Clothing

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

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

DAMAGE  ARMOR  HP  CURRENT MAX YOUR MAX HP IS 7+CONSTITUTION

ALIGNMENT

- GOOD**
Help someone else while protecting your anonymity.
- NEUTRAL**
Earn recognition for your skills.
- CHAOTIC**
Upset the status quo.

STARTING MOVES

MASKS FOR ALL OCCASIONS

You possess several masks that grant you—and only you—special abilities while you wear them. Each mask in your possession has 1 weight. Donning a mask takes several seconds of uninterrupted concentration, and you may only wear one mask at a time. Choose three masks from the list:

- Iron Mask:** You have 3 armor, but you also get -1 to all WIS and CHA rolls.
- Death Mask:** Undead creatures ignore you unless you draw attention to yourself, and you may cast the Wizard spell *Speak With Dead* by spending 1 HP.
- War Mask:** Your damage die is d10.
- Mystic Mask:** You can see and interact with spirits of any kind. They can sense this, and will be more inclined to appear before you.
- Demon Mask:** When you **make eye contact with someone**, they feel fear and will react accordingly as long as you keep staring at them, as per the spell *Cause Fear* with you as the subject.
- Plague Mask:** When you **use an item that restores HP**, either on yourself or someone else, the item heals additional HP equal to your level.
- Blank Mask:** When you **hide amongst a crowd or act inconspicuous**, no one will notice you unless you draw attention to yourself.
- Dashing Mask:** When you would *Defy Danger*, you may roll with CHA instead of what the GM tells you.

While you are not wearing a mask or anything covering your face, your confidence is shattered; take -1 ongoing to all moves until you put on a mask again.

MIMIC

When you *Make Camp*, choose a person you have at least one Bond with and gain hold equal to the number of Bonds you have with them. When you **witness that person perform a move**, you may spend 1 hold to immediately perform that move as well, even if they are using a move that you don't have. If you mimic a move that would require you to spend some other kind of hold, you spend HP instead of hold, 1-for-1.

INSCRUTABLE

The masks you wear have their own identity. Any actions you take while wearing a certain mask will be attributed to that mask, and only that mask. No one will recognize your true identity if you wear a different mask.

Additionally, you never make the *Outstanding Warrants* move, and any attempts to read your mind or scry on your location automatically fail.

BACKGROUND

Yeah, right! Like you'd ever let anyone know about the real you. Who you were and where you're from doesn't matter now, it's all about the masks for you.

Instead, privately tell the GM one thing about yourself that you must keep a secret. When **that secret is revealed to everyone**, you must retire this playbook and choose a new one, starting over again from level 1. You keep your gear but nothing else.

BONDS

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

I tried being like _____ once, but I got into a lot of trouble.

I wish I was as brave as _____.

_____’s power makes me a little envious, so I mimic them whenever I can.

If I help _____ accomplish their goal, maybe I'll find out the truth about myself too.

My acting skills can fool anyone... except _____.



THE MASK MASTER

LEVEL
XP

GEAR

Your Load is 10+STR. You start with dungeon rations (5 uses, 1 weight) and your masks (1 weight each). Choose your armament:

- Mace (close, 1 weight) and wooden shield (+1 armor, 1 weight)
 - Staff (close, two-handed, 1 weight) and enchanted robes (1 armor, 1 weight)
 - Ragged bow (near, 2 weight) and bundle of arrows (3 ammo, 1 weight)
- Choose one:
- Halfling pipeleaf (6 uses, 0 weight)
 - Adventuring gear (5 uses, 1 weight)
 - Two bandages (3 uses each, 0 weight)

ADVANCED MOVES

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

BEHIND THE MASK

When you **engage someone in conversation**, you can ask their player a question from the list below. They must answer it truthfully, then they may ask you a question from the list. If you lie, you cannot use this move on them ever again. If you tell the truth, you can.

- What are your present intentions?
- What do you most desire?
- What do you not want me to know?
- What do you want from me?

DOPPELGÄNGER

When you **craft and wear a mask in the guise of another specific person whom you have studied closely**, you create a disguise of that person. When you **put your disguise to the test**, roll+CHA. *On a 10+, only that person's most intimate associates can tell it's you. *On a 7-9, only those who do not know the person are fooled.

GRAND DEBUT

When you **make a spectacular entrance while wearing a mask**, roll+CHA. *On a 10+, choose three options from the list below. *On a 7-9, choose two. *On a 6-, choose one, in addition to whatever the GM tells you.

- Someone desires to meet you later, the GM will tell you who
- Someone becomes infatuated with you, the GM will tell you who
- Someone will give you a gift, the GM will tell you who

IDENTITY CRISIS

Donning a mask takes only a moment for you now.

IMPRESARIO

You never have to spend money to Carouse, and you roll with CHA instead of coins spent. If there is already a gathering happening, you may Carouse without having returned triumphant.

IMPROV

When you use Mimic, you get +1 hold.

MASQUERADE

Gain an additional mask from the list.

METHOD ACTOR

When you don a mask, choose a stat: you take +1 ongoing to rolls using that stat until you remove the mask. The GM will also choose a stat: you take -1 ongoing to rolls using that stat until you remove the mask.

SUPPORTING ACTOR

When you Aid Another, on a 10+ you upstage them; choose an extra effect:

- Your Aid gives +2 instead of +1
- Any consequences from their move affect you instead of them

UNDERSTUDY

Gain a non-multiclass move from a playbook no one else is currently using.

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

BEYOND THE MASK

Requires: Behind the Mask

When you use Behind the Mask, you may also ask "How are you vulnerable to me?" Your subject may not ask this question of you.

CLONE

Replaces: Doppelgänger

When you **craft and wear a mask in the guise of another specific person whom you have studied closely**, you look just like them. Your actions may give you away, but anyone who does not know the person intimately will be fooled by your appearance. When you **meet someone who is intimately associated with the person you are impersonating**, roll+CHA. *On a 10+, they are fooled, even by strange behavior, until you give yourself away for certain. *On a 7-9, they are suspicious of you.

CURTAIN CALL

Requires: Grand Debut

Instead of choosing one of the options from the list, you may choose a member of the audience. The GM will choose how they react from the list.

ENCORE

When you Mimic a move, you can use that move again by spending another hold, until the next time you Make Camp.

MIRRORMASK

When an **enemy's move makes you Defy Danger**, on a 12+ not only do you defy the danger, you may also immediately use that move against your enemy, without rolling or spending hold from Mimic.

PERFORMANCE ARTIST

When you Mimic a move and need to roll for it, you roll with CHA instead of the usual stat.

POKER FACE

When you **tell a lie or a half-truth**, it will be accepted as fact by anyone who does not have a history with you. As long as no one reveals hard evidence to the contrary, anything you say will be accepted as open honesty.

SUPER SWING

Gain a non-multiclass move from a playbook no one else is currently using.

THEATER GAMES

Requires: Supporting Actor

Add the following option to the Supporting Actor list:

- You immediately Mimic their move without spending hold

TWO-FACED

You may wear two masks at once, gaining the benefit of both at the same time.

NAME




LOOK

Human: Hugh, Rowan, Clifton, Anne, Kitty, Nancy, Marion, Rose, Vincent
Dwarf: Thorek, Mordin, Alric, Kenric, Kionna, Gottra, Sifna, Bazri
Gnome: Alston, Nolvri, Belton, Cogstrom, Sarabolt, Gelena, Tidget, Meriline

Blue Eyes, Cold Eyes, or Eye-patch
 Bandanna, Black Mask, or Bad-Ass Hat
 Long Coat, Old Military Uniform, or Foreign Clothes
 Lean Body, Grizzled Body, or Long Shanks

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

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

DAMAGE  ARMOR  HP  CURRENT MAX YOUR MAX HP IS 8+CONSTITUTION

ALIGNMENT

LAWFUL

Bring a criminal to justice.

NEUTRAL

Solve someone else's problem without getting emotionally invested.

EVIL

Make a profit off of someone else's misery.

STARTING MOVES

THIS IS MY BOOM-STICK!

You own a unique firearm. Only you can use this gun; it will not function for anyone else. Your gun has 2 weight, and the following tags: near, ignores armor, loud and reload.

Choose two upgrades for your gun:

- Buckshot: Add messy
- Double-Barreled: Add forceful
- Incendiary: Add the fiery tag, and your shots can start fires
- Longarm: Add far range and two-handed, +1 weight
- Full Metal Jacket: +1 damage
- Compact: -1 weight, and your gun is small enough that you can conceal it on your person, though it will still be found if you are searched
- Bayonet: You can Hack and Slash with your gun at a range of close, rolling with DEX instead of STR

RACE

HUMAN

When you **kill a monster with the Large, Huge, Intelligent, or Terrifying tags**, gain +1 Aim, but only once per kill.

DWARF

When you **make a sacrifice or put yourself in danger to save someone else**, gain +1 Aim.

GNOME

When you **seek out excitement despite the danger to yourself**, gain +1 Aim.

GUNSLINGER'S OATH

Choose up to three tenets of your personal code of honor:

- Never leave a comrade behind.
- Always keep your sworn word.
- Always protect the weak.
- Always show courage in the face of danger.
- Always avenge a slight or dishonor.
- Always assist anyone in distress if it is within your power to do so.
- Never accept a reward for any help that you give.
- Never let a _____ live.

As long as you keep true to your oath, your gun will fire true for you. **You begin play with 1 Aim.** Your maximum Aim is equal to the number of tenets of your Gunslinger's Oath. If you **break your oath**, reduce your Aim to 0, and while you have 0 Aim, you take -1 ongoing to any rolls that involve using your gun.

BONDS

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

I once had _____ in my sights, but I let them live.

I made a promise to _____ that I haven't yet kept.

_____ doesn't have what it takes to get the job done.

_____ is my lover, or was, or would have been, or...

it's complicated.

TRICK SHOT

When you **go for an improbable shot with an unusual effect**, describe what you want to happen and roll+Aim. *On a 10+, choose one thing you have to do to pull off the shot.

*On a 7-9, choose one, and the GM chooses one:

- Reduce your Aim by 1 (you may not choose this option if you have 0 Aim)
- Spend some time lining up the shot
- Get into a vulnerable position
- Sacrifice or endanger something important

AIM:



THE GUNSLINGER

LEVEL

XP

GEAR

Your load is 9+STR. You start with dungeon rations (5 uses, 1 weight), your gun (2 weight), and a bag of bullets (3 ammo, 1 weight). Choose three:

- A bag of bullets (3 ammo, 1 weight)
- Leather armor (1 armor, 1 weight)
- Bandages (3 uses, slow, 0 weight)
- Adventuring gear (5 uses, 1 weight)
- Long knife (hand, 1 weight)
- Antitoxin (0 weight)
- 6 coins

(A bag of bullets costs 4 coins, comes with 3 ammo and has 1 weight. If a bag of bullets ever gets soaked in water, lose 1 ammo from it.)

Choose a look for your gun:

- Gears, clockwork, and steam
- Eldritch machinery
- Sleek and well-made
- Old and well-worn
- Fancy and ornate

ADVANCED MOVES

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

BIG DAMN HERO

When you **go above and beyond the call of duty to uphold your Gunslinger's Oath**, gain +1 Aim.

GUNSMITH

Choose an additional upgrade for your gun.

LISTEN UP, YOU PRIMITIVE SCREW-HEADS!

When you **dramatically fire your gun into the air and spend 1 ammo**, you may Parley with +Aim instead of CHA.

MANHUNTER

Gain a non-multiclass move from the ranger playbook.

MYSTERIOUS STRANGER

When you make the Outstanding Warrants move, you may have the results of your roll apply to one of the other players instead of yourself.

QUICK DRAW

You're never caught by surprise. When an enemy would get the drop on you, you get to act first instead. You can draw and fire your gun in the blink of an eye.

SCATTERSHOT

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

SILVER BULLETS

When you **have time and materials to fashion special bullets**, describe what kind of bullets you want to make and roll+INT. *On a 10+, the GM chooses one from the following list. *On a 7-9, the GM chooses up to three.

- You only get 1 ammo (otherwise, you get 3 ammo)
- You'll need an additional material beyond what you have now
- You need help or someone else's expertise to make it
- The best you can do is a lesser version, unreliable and limited

STEADY HAND

When you make a Trick Shot, on a 12+ you succeed beyond all expectation. Choose nothing from the list.

THOUSAND-YARD STARE

When you **fix someone with your cold, hard stare**, roll+CHA. *On a 10+, you get both effects. *On a 7-9, choose one.

- They flinch or hesitate.
- You learn something about their true nature. The GM will tell you what.

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

BULLETPROOF

When you **take damage or suffer serious harm**, you may lower your Aim by 1 to prevent that damage or otherwise evade the harm. You may not use this move if you have 0 Aim.

BULLET TIME

Requires: Quick Draw

When you **Defy Danger with your quick reflexes** you cannot get a 6-, treat that as a 7-9 result.

BUSHWHACKER

Gain a non-multiclass move from the ranger playbook.

DEAD MAN'S TRIGGER

Nothing can make you drop your gun, but it can still be forcibly taken from you. When you are reduced to zero HP, you may immediately fire your gun one final time before you take your Last Breath, even if you have no ammo.

EAGLE EYE

When you Discern Realities, ask one additional question, even on a 6-, and add these options to the list of questions:

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

THE FACE OF MY FATHER

Your maximum Aim is increased by 1.

LONG SHOT

Add reach and far to your gun's ranges. If your gun already has far, add *really* far instead.

MORE DAKKA!

When you deal damage with your gun, you may deal additional damage equal to your Aim. If you do, that gunshot is very, *very* loud.

SEMPER FIDELIS

Requires: Big Damn Hero

When you **Defy Danger while acting to uphold your Gunslinger's Oath**, you cannot get a 6-, treat that as a 7-9 result.

WANDERLUST

You always know the way back to the nearest stading. When you act on this knowledge the GM will give you a choice of a long, safe path or a shorter, more dangerous path. When you arrive at your destination, if anything has changed since your last visit, you spot it right away.

NAME _____




LOOK _____

Human: Talon, Simon, Seifer, Marlowe, Alistair, Riley, Zada, Lyra, Pamela, Mercy
Elf: Kindroth, Ardreth, Belanor, Azariah, Syndra, Xaniel, Neryani
Tiefling: Aranmir, Zerrias, Erdos, Garmon, Lewala, Sarissa, Shadani, Daborys

Inky-Black Eyes, Glowing Eyes, or Blindfold
Unkempt Hair, Tattooed Scalp, or Deep Hood
Meticulously Groomed, Alien Robes, or Corpulent Body
Missing Shadow, Chilling Skin, or Conspicuous Mark

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

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

DAMAGE  ARMOR  HP  CURRENT MAX YOUR MAX HP IS 6+CONSTITUTION

ALIGNMENT

- LAWFUL**
Strike a bargain with someone, and keep your end of it.
- NEUTRAL**
Increase your patron's influence among mortals.
- EVIL**
Gain power or prestige for yourself at someone else's expense.

STARTING MOVES

PACT
You have made a pact with a powerful being from beyond your reality that desires more influence in your world. In exchange, it has given you power. Fill in the following blanks:
"My patron is _____, master of the domain of _____, known among mortals as the _____. It appears in my visions as _____, and has marked me with _____. Its desire for this world is to _____, and I am its agent in this.

RACE

- ELF**
You can see clearly in darkness, including magical darkness.
- HUMAN**
You are immune to any effects that would control or manipulate your mind, including fear.
- TIEFLING**
Brimstone is a rote for you, and deals +1 damage.

INVOCATION

When you **roll for another move while invoking the power of your patron**, you may choose options equal to your WIS or less and then tell the other players:

- ...how your patron's domain manifests itself on earth.
- ...what your patron asks for in return.
- ...how your patron empowers your action.
- ...why your patron has taken an interest in this affair.

*On a 10+, all that you say is true. *On a 7-9, the GM chooses one statement to be false, the others are true. *On a 6-, no guarantees.

BONDS

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

My patron greatly desires _____'s soul.

_____ thinks they call the shots around here, but they're wrong.

I have learned something of _____'s deepest desires.

I need help from _____ to achieve my patron's goals.

CAST A SPELL

When you **unleash a spell granted to you by your patron**, roll+CHA. *On a 10+, the spell is successfully cast and your patron does not revoke the spell, you may cast it again.

*On a 7-9, the spell is cast, but choose one:

- After you cast it, the spell is revoked. You cannot cast the spell again until you commune and have it granted to you.
- You draw unwelcome attention or put yourself in a spot. The GM will tell you how.
- Your casting warps your mind—take -1 ongoing to cast a spell until the next time you commune.

Note that maintaining spells with ongoing effects will sometimes cause a penalty to your roll to cast a spell.

COMMUNE

When you **spend uninterrupted time (an hour or so) in a trance to hear the will of your patron**, you:

- Lose any spells already granted to you.
- Are granted new spells of your choice, whose total levels don't exceed your own level+1, and none of which is a higher level than your own level.
- Prepare all of your rotes, which never count against your limit.

GEAR

Your load is 7+STR. You start with dungeon rations (5 uses, 1 weight) and a mark placed upon you by your patron. Describe it! Choose three:

- Carved ritual staff (close, two-handed, 1 weight)
- Sacrificial dagger (hand, 1 weight)
- Antitoxin
- Bag of books (5 uses, 2 weight)
- Enchanted robes (1 armor, 1 weight)
- A suitable sacrifice or offering that will please your patron, describe it!
- The name of someone else that worships your patron in another steading

ADVANCED MOVES

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

ELDER SIGN

When you **attempt to banish a creature from another plane of existence**, roll+WIS. *On a hit, it may not approach you further unless you allow it to (or you let your guard down). *On a 10+, if it lacks an anchor in this world, it must return to whence it came.

FORBIDDEN KNOWLEDGE

When you **pray to your patron for knowledge**, you may Spout Lore with WIS instead of INT, though you may get more than you bargained for...

MISTER NICK

At the end of the session, if someone else willingly yielded to temptation or committed an act of betrayal as a result of your actions, mark XP.

THE POWER FLOWS THROUGH ME

When you **fulfill your patron's desire**, you are granted some useful knowledge or boon related to one of your patron's domains. The GM will tell you what.

SANDMAN

When you **touch a sleeping person**, you can see what they are dreaming about, as well as the nature of any influences upon their mind.

SERPENT'S TONGUE

When you Parley with someone, on a 10+ you also learn something about their true nature or what they desire most, the GM will tell you what. Take +1 forward when you act on this information.

THE STARS ARE RIGHT

When you **perform a ritual to summon a monster from beyond this world**, say what it's for, one thing it is, and one thing it is not. Then roll+WIS, and find out what comes through. *On a 10+, both. *On a 7-9, choose one or the other:

- It fulfills its purpose and leaves without incident
- It's perfect for the job

*On a 6-, it isn't what you said it is, but it *is* what you said it is *not*.

THAUMATURGY

Gain a non-multiclass move from the cleric playbook.

THINGS MAN WAS NOT MEANT TO KNOW

Add the following choices to Invocation:

- ...what secret knowledge your patron reveals to you.
- ...who is briefly stunned by horrifying visions.

WOLF AMONG THE FLOCK

While you are **not using any of your powers**, your true nature is concealed. Anyone who examines you, either physically or magically, will believe you to be mundane and harmless, as long as you don't obviously threaten them or start using your powers again.

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

CHAOS MAGIC

When you cast a spell, you can choose to double the spell's effects or double the number of targets affected, but you must also choose one:

- The land around you is warped or tainted, the GM describes how
- The spell has additional, unwanted effects
- You must shed your own blood, take 1d6 damage, ignoring armor

DARK AVATAR

When you choose options for Invocation, you may also choose to take on the likeness of your patron, describe it! Anyone witnessing your acts will react accordingly. This manifestation lasts until you stop channeling your patron's power.

DORIAN GREY

When you gain this move, choose a vessel to store your soul in. While the vessel is intact you are unkillable; you automatically get a 10+ on Last Breath, and any taint, burdens, or judgments upon your soul affect the vessel instead. When your vessel is destroyed, you die instantly, no Last Breath.

EMPOWERED PACT

Add an additional desire and domain to your Pact.

HELLFIRE

Your Brimstone spell now conjures the black fires of Hell. This fire does not burn with heat and ignores armor, scorching the soul itself. Even creatures normally immune to fire are harmed by this type of flame, but creatures without souls are not.

MYSTICAL PUPPET STRINGS

When you **use magic to control a person's actions**, they have no memory of what you had them do and bear you no ill will.

NIGHTMARE

Requires: Sandman

When you **touch a sleeping person**, you may also plant a post-hypnotic suggestion in their minds; they will carry out your command at a convenient time when they awaken, as long as it does not directly endanger them.

REVELATIONS

When you **fulfill your patron's desire**, you may also ask the GM any one question. The GM will answer truthfully. You or your allies take +1 forward when acting on the answer.

SERPENT'S GUILF

Requires: Serpent's Tongue

When you Parley with someone, on a 12+ you may ask their player one question, which they must answer truthfully.

THEURGY

Gain a non-multiclass move from the cleric playbook.

ROTES

Every time you Commune, you gain access to all of your rites without having to select them or count them toward your allotment of spells.

☐ CORPSE WHISPERS

ROTE

Cast this spell when you touch a corpse. You experience that person's last moments of life through one of their senses—you see what they saw or hear what they heard, for example.

☐ CONTRACT

ROTE

When you sign a contract you have cast this spell upon, you are mystically notified if the other party breaks it.

☐ UNSEEN SERVANT

ROTE

ONGOING

You conjure a simple invisible construct that can do nothing but carry items. It has Load 3 and carries anything you hand to it. It cannot pick up items on its own and can only carry those you give to it. Items carried by an unseen servant appear to float in the air a few paces behind you. An unseen servant that takes damage or leaves your presence is immediately dispelled, dropping any items it carried. Otherwise the unseen servant serves you until you end the spell.

FIRST LEVEL SPELLS

☐ BRIMSTONE

LEVEL 1

ONGOING

A burst of magical flame flies from your hands. Deal 2d4 damage to one target within near range.

☐ TERRORIZE

LEVEL 1

ONGOING

Choose a target you can see and a nearby object. The target is afraid of the object so long as you maintain the spell. Their reaction is up to them: flee, panic, beg, fight. While this spell is ongoing you take -1 to cast a spell. You cannot target entities with less than animal intelligence (magical constructs, undead, automatons, and the like).

☐ SPEAK WITH DEAD

LEVEL 1

A corpse converses with you briefly. It will answer any three questions you pose to it to the best of the knowledge it had in life and the knowledge it gained in death.

☐ TRUST IN ME

LEVEL 1

ONGOING

The person (not beast or monster) you touch while casting this spell counts you as a friend until they take damage or you prove otherwise.

☐ RING OF GYGES

LEVEL 1

ONGOING

Touch an ally: nobody can see them. They're invisible! This spell persists until the target attacks or you dismiss the effect. While this spell is ongoing, you can't cast another spell.

☐ THE URGE

LEVEL 1

You touch someone and create an urge in them—escape, greed, hunger, sexual desire, or thirst, for example. You choose the urge, but they react of their own free will. The urge fades after a few hours.

THIRD LEVEL SPELLS

☐ ARISE!

LEVEL 3

ONGOING

You summon forth a servant of your patron, which aids you as best it can. Describe it! Treat it as your character, but with access to only the basic moves. It has +1 modifier for all stats, 1 HP, and uses your damage dice. The monster also gets your choice of 1d4 of these traits:

- It has +2 instead of +1 to one stat.
- It has some useful extra ability, the GM will tell you what.
- It's not reckless.
- Its bond to your plane is strong: +2 HP for each level you have.

The creature remains on this plane until it dies or you dismiss it. While the spell is ongoing you take -1 to cast a spell.

☐ DISJUNCTION

LEVEL 3

Choose a spell or magical effect in your presence; this spell rips it apart. Lesser spells are ended, powerful magic is just reduced or dampened so long as you are nearby.

☐ BLOODFURY

LEVEL 3

ONGOING

Supernatural bloodlust fills the veins of a person you touch. When the target deals damage in melee, they roll their damage twice and take the better result. This spell ends when the target does anything besides attack mindlessly.

☐ NIGHTFALL

LEVEL 3

ONGOING

Choose an area you can see: it's filled with supernatural darkness and shadow. While this spell is ongoing you take -1 to cast a spell.

☐ CHAOS BLAST

LEVEL 3

A burst of dark energy surges from the ground underneath your target, inflicting 2d6 damage which ignores armor to the target and everyone nearby.

☐ MIMIC

LEVEL 3

ONGOING

You take the form of someone you touch while casting this spell. Your physical characteristics match theirs exactly but your behavior may not. This change persists until you take damage or choose to return to your own form. While this spell is ongoing you can't cast spells.

WARLOCK SPELLS

FIFTH LEVEL SPELLS

☐ TRAP SOUL

LEVEL 5

You trap the soul of a dying creature within a gem. The trapped creature is aware of its imprisonment but can still be manipulated through spells, parley, and other effects. All moves against the trapped creature are at +1. You can free the soul at any time but it can never be recaptured once freed.

☐ CHILL OF THE VOID

LEVEL 5

With a snap of your fingers, the temperature in a location you can see plummets below freezing. Crops die, animals flee, and people who aren't protected may suffer frostbite if they remain in the cold. The temperature and weather does not return to normal for the remainder of the day, unless you wish it to.

☐ CONTACT OTHER PLANE

LEVEL 5

You send a request to another plane. Specify who or what you'd like to contact by location, type of creature, name, or title. You open a two-way communication with that creature. You or the creature you contacted can cut off your communication at any time.

☐ SOLOMON'S SEAL

LEVEL 5

Cast this spell upon a location with clearly defined boundaries, or a circle marked with chalk, paint, or blood. Then name a type of creature; the spell prohibits that type of creature from entering or leaving the specified area.

☐ DIVINATION

LEVEL 5

Name a person, place, or thing you want to learn about. Your patron grants you visions of the target, as clear as if you were there.

☐ PESTILENCE

LEVEL 5

ONGOING

Choose a creature you can see. Until you end this spell, the target suffers from a disease of your choice. While this spell is ongoing you take -1 to cast a spell.

SEVENTH LEVEL SPELLS

☐ STAR GATE

LEVEL 7

ONGOING

You open a gateway to another dimension or plane of existence. You can pass through this gate, either entering this other location or passing through it to get to another place in your present dimension. You can bring a number of others with you equal to your level, if they are willing, or you can send one target of your choice that you touch through, by themselves.

☐ MINDSHATTER

LEVEL 7

ONGOING

Psychic trauma overwhelms a target you can see, reducing their intelligence and personality to that of an animal. While under the effect of this spell, they are unable to speak, understand language, or do anything else involving higher thought or willpower. While this spell is ongoing you take -1 to cast a spell.

☐ THE SIGHT

LEVEL 7

ONGOING

You see all things as they truly are. This effect persists until you tell a lie or dismiss the spell. While this spell is ongoing you take -1 to cast a spell.

☐ DOMINATE

LEVEL 7

ONGOING

Your touch pushes your mind into someone else's. You gain 1d4 hold. Spend one hold to make the target take one of these actions:

- Give you something they hold.
- Make a concerted attack on a target of your choice.
- Speak a few words of your choice.
- Truthfully answer one question.

If you run out of hold the spell ends. If the target takes damage you lose 1 hold. While the spell is ongoing you cannot cast a spell.

NINTH LEVEL SPELLS

☐ FALSE WORLD

LEVEL 9

ONGOING

With a touch, you can put someone's body into an enchanted sleep and their mind into a false world that they believe is real. Until the spell is ended, they continue to live on in a world entirely of your creation, never knowing it is a lie and that their body lies sleeping somewhere else.

☐ PLAGUE

LEVEL 9

ONGOING

Name a city, town, encampment, or other place where people live. As long as this spell is active that place is beset by a plague appropriate to your deity's domains (locusts, death of the first born, etc). While this spell is ongoing you take -1 to cast a spell.

☐ HELLFIRE

LEVEL 9

You call down fire from the sky. Choose a specific area: everyone in that area takes 2d8 damage, which ignores armor.

☐ GATEWAY RUNES

LEVEL 9

This spell may be used to create two effects. The first effect is to place a gate rune upon a location. The second use of this spell transports yourself and a small handful of other people from one gate rune to another, no matter the distance between. When the spell is cast, you may only do one or the other, not both.



WARLOCK SPELLS

NAME

Your character has the same name as you. What did you expect? You picked the Fool.

LOOK

Bright Eyes, Innocent Eyes, Shifty Eyes
Unkempt Hair, Bunny Hood, or The Most Awesome Hat Ever
Mismatched Clothing, Plain Clothing, or Homemade Costume
Gangly Body, Rotund Body, or Short Body

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

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

DAMAGE  ARMOR  HP  CURRENT MAX YOUR MAX HP IS 6+CONSTITUTION

ALIGNMENT

- GOOD**
Give hope or cheer to someone who needs it.
- NEUTRAL**
Accomplish something great in spite of yourself.
- CHAOTIC**
Evade responsibility for the consequences of your actions.

STARTING MOVES

- FOOL'S LUCK**
When you Make Camp, set your Luck to 3. When you **roll and get a 6-**, you may lower your Luck by 1 to re-roll. Take the second result, and if it is a hit, explain how you succeeded only through sheer luck. When your Luck is zero, you may not lower it further.
- I'M ON AN ADVENTURE!**
Gain a starting move from a playbook no one else is using. When you use that move, if you fail, after the GM makes their move, you can add a comical or embarrassing detail to your failure. Your move is still a miss, of course.

RACE

- DWARF**
You hold your liquor like a pro. You can drink anyone under the table. *Anyone.*
- HUMAN**
At the end of the session, if all of the other players mark XP from A Very Special Episode, you mark XP too.
- HALFLING**
You have sticky fingers. When you **depart from a steading**, a small trinket "appears" in your pocket; the GM will tell you what you found.

- COMIC RELIEF**
When you **make everyone else laugh, including the GM**, take +1 forward. When **someone else Aids or Interferes with you**, they take +1.

When the **rest of the group ditches you or sets you up to die**, you will meet up with them again at the next available opportunity; describe how you improbably cheated certain death to rejoin them. Alternatively, you may choose to give up this character. If you do, the Fool will return again someday... but as a villain under the GM's control, looking for revenge.

BONDS

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

_____ doesn't think I'm cut out for this life. I'll show them!

_____ is taking this all way too seriously.

_____ talked me into this adventure, which just goes to show who the real fool is.

_____ is a friend of a friend, so if they don't get me out of this mess, they're going to be in trouble!

Why does _____ never believe anything I tell them? ...Oh, right. That.

- A VERY SPECIAL EPISODE**
At the end of the session, each other player may tell you something they learned from you—a positive moral for everyone to take home and reflect upon. If they do, they mark XP.



THE FOOL

LEVEL

XP

GEAR

Your load is 6+STR. You start with whatever you grabbed on your way out the door, choose three:

- A really interesting looking rock (thrown, near)
- A sturdy walking stick or cooking implement (close, 1 weight)
- A letter to you from someone important
- A packed lunch from your mom (ration, 1 use, 1 weight)
- A magic potion, though you don't know what it does
- An extra change of underclothes
- A map of a nearby dungeon

ADVANCED MOVES

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

CURLY SHUFFLE

When you **Hack and Slash while you're all fired up**, on a 10+, choose one in addition to dealing your damage:

- Your foe stumbles and is knocked flat on their face
- You snatch something from your foe in the confusion
- You open your foe up to someone else's attack instead of dealing damage

HEY, WHAT DOES THIS DO?

When you **put yourself at risk to check something out**, ask the GM any one question related to the risks and roll+Luck. *On a 10+, the GM will answer it, as clearly as the circumstances allow. *On a 7-9, the GM will tell you what more you need to do to find the answer yourself.

FOOL'S WISDOM

When you Spout Lore, don't roll. Instead, just blurt out the first thing that comes to mind. When the **truth of what you say is put to the test**, roll+INT. *On a 10+, you were right, more or less. *On a 7-9, you messed up or forgot a key detail.

I THINK I'M GETTING THE HANG OF THIS

Gain a non-multiclass move from the playbook you chose for *I'm On An Adventure!* You may not choose a move that requires level 6 or higher.

LOOK, A DISTRACTION!

When you Volley, on a 10+ you may draw your target's attention elsewhere instead of dealing damage.

OOOH, SOMETHING SHINY

When you're **in the presence of something hidden and valuable**, you notice it right away.

PARTY CRASHER

When you **brazenly stride into a place you're not supposed to be**, roll+CHA. *On a 10+, your entrance goes unnoticed until you draw attention to yourself. *On a 7-9, someone is already suspicious of you.

SHORT ATTENTION SPAN

When you **take advantage of the fact that no one is paying attention to you to discreetly do something**, roll+DEX. *On a hit, no one will notice what you did until you're no longer around. *On a 10+, they won't even think to blame you unless you personally tell them you did it.

TAKE ONE FOR THE TEAM

When you **take damage that was intended for someone else**, you get +1 Luck. You may not spend Luck to negate this damage.

WAS THAT WRONG?

When you **do something so incredibly stupid that everyone else can only stare at you in disbelief**, you get +1 Luck. You'll probably need it soon.

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

FOOL'S ERRAND

When you **con someone into taking an unwise or imprudent course of action**, roll+CHA. *On a 10+, they are tricked, and don't realize the error of their ways until the consequences fall on them. *On a 7-9, they're either not fooled for long, or they'll hold a grudge against you, GM's choice.

FOUR-LEAF CLOVER

When you Make Camp, set your Luck to 4 instead of 3. When you take damage, you may lower your Luck by 1 to ignore it; describe the comedic, contrived, or outright miraculous circumstances that saved you from harm.

I MEANT TO DO THAT

When you fail a move, you can choose to not mark XP. If you do, choose someone who will either stare at you dumbfounded or double over in uncontrolled laughter. Describe the epic failure of yours that causes them to react that way. You have to fail; if you spend Luck to succeed, this move is not triggered.

IDIOT SAVANT

When you gain this move, pick one of the following moves: Hack and Slash, Volley, Defend, or Discern Realities. You may choose to make that move with +Luck instead of the usual stat from now on.

MOSTLY HARMLESS

While you **show a friendly face and act charming**, anyone not already actively hostile to you will treat you as a friend until proven otherwise.

NYUK NYUK NYUK

You may lower your Luck by 1 to deal 1d10 damage to an enemy. Describe how you embarrass, humiliate, or accidentally clobber them.

POP GOES THE WEASEL

Requires: Curly Shuffle

When you **Hack and Slash while you're all fired up**, deal +1d4 damage.

ROBIN GOODFELLOW

When you **publicly mock someone of higher social standing than you**, roll+CHA. *On a hit, your audience takes it in good humor, and you avoid reprisal... for now. *On a 10+, you may ask the subject of your mockery one question, which they must answer honestly and publicly.

SHOULD I NOT HAVE DONE THAT?

Requires: Was That Wrong?

When you **draw unwanted attention or are put in a spot**, you can choose not to personally suffer the consequences. Someone or something else nearby, possibly your equipment but certainly not you, suffers the consequences instead.

WOO WOO WOO

When you **Defy Danger by running around in an idiotic panic**, you roll with +Luck instead of whatever the GM says, and on a 12+ you turn the danger back on itself, describe the ridiculous circumstances that caused it.

NAME

LOOK

Start here: Give your villager a name, and choose options for their look. Choose a profession, and a tool associated with it, and a background. Introduce yourself to your fellow players. You may then write one Bond with another villager, based upon first impressions or past history you have with them.

Mischievous Eyes, Angry Eyes, or Innocent Eyes
Messy Hair, Tied-back Hair, or Cropped Hair
Ragged Clothes, Carefully Mended Clothes, or Plain Clothes
Stout Body, Lanky Body, or Filthy Body

WEAK -1	SHAKY -1	SICK -1	STUNNED -1	CONFUSED -1	SCARRED -1
STR	DEX	CON	INT	WIS	CHA
DAMAGE	D4	ARMOR		HP	CURRENT MAX 7

PROFESSION

You have a skill that you've learned and use to earn your keep around the village. How did you learn it? When you **put what you've learned in your profession to good use**, gain 1 goodwill.

My profession in the village is: _____

You have one tool that is relevant to your profession, not armor or a weapon more sophisticated than a knife or a staff. You have no coins, but luckily you live in a tightly connected community where a filling meal and warm bed are always available to you—provided you do your share.

STARTING MOVES

ASSIGNING STATS

You start with all of the basic moves. When you make a move with a stat for the first time, pick the modifier you wish for that stat: -1, +0, +1 or +2. You can have one -1, two +0, two +1, and one +2 stat. **You must have all six stats assigned before you can level up.**

GOODWILL

Goodwill is earned by using your alignment and background. You can spend goodwill, 1 for 1, to add +1 to your roll during any move involving fellow villagers (including other PCs). You will also spend goodwill for the Life of Adventure move when you level up.

BONDS

Add Bonds with your fellow would-be adventurers as you get to know them and have memorable experiences. Do you trust them? Do they owe you a debt? Do you know their secrets? Do you want to prove something to them? Do they need you to keep them safe? When you write a Bond, you may let the player whose character you just wrote a Bond with assign a modifier to one of your unused stats for you. If you let them do this, you gain 1 goodwill. **You must write at least two Bonds before you can level up.**

When you write a Bond with another character, you also gain one of the following advanced moves, up to a maximum of two:

- Hometown Hero:** When you take this move, you immediately gain 2 goodwill.
- Martial Training:** Your damage die is now a d6.
- Toughness (Requires: CON+1 or higher):** Your maximum HP is now 10.
- Determined Defender:** When you Defend, you may spend goodwill as if it were hold.
- Faithful (Requires: WIS+1 or higher):** Describe a deity that you follow. When you **pray to your deity for guidance**, your deity tells you what it would have you do. If you do it, gain 1 goodwill.
- Healing Touch (Requires: Faithful):** When you **touch someone else, skin to skin, and pray for their well-being**, roll+WIS. *On a hit, you heal them for 1d6 HP. *On a 7-9, you also take a debility of your choice in exchange.
- Trap Finder:** Add "Is there a trap here and if so, what triggers it?" to the list of Discern Realities questions:
- Student (Requires: INT+1 or higher):** When you take this choice, the next time you Spout Lore, instead of rolling, you automatically take the 10+ result.
- Hocus Pocus (Requires: Student):** When you **weave a simple spell**, choose one of the following effects:
 - You create a small light to follow you around
 - You conjure a very simple illusion, affecting only one sense
 - A person you touch takes +1 armor forward
 - Deal 1d4 magical damage to a target you can see
 ...then roll+INT. *On a 10+ the spell works for just as long as you need it. *On a 7-9 things go a little awry, choose one:
 - You cannot use the chosen effect again, cross it off the list
 - The spell doesn't work quite as you intended it to
 - You expose yourself to danger, retribution, or cost

BACKGROUND

LABORER

When you **put the good of your village before your own desires**, gain 1 goodwill.

MILITIA

When you **fight for the honor of your village**, gain 1 goodwill.

APPRENTICE

When your **knowledge aids the village in some important way**, gain 1 goodwill.

KNAVE

When you **help the village while helping yourself**, gain 1 goodwill.

STRANGER

When your **actions earn you the trust of the village**, gain 1 goodwill.

BONDS



THE VILLAGER

GOODWILL

BASIC MOVES

Hack and Slash

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

Volley

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

- You have to move to make the shot, placing you in danger of the GM's choice
- You have to take what you can get: -1d6 damage (minimum 1)
- You have to take several shots, reducing your ammo by one. (you cannot choose this option if you are using a thrown weapon)

Defy Danger

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

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

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

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

Defend

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

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

Spout Lore

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

Discern Realities

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

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

Aid or Interfere

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

Parley

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

HOW TO PLAY

Dungeon World is a game of adventure fantasy. Though you are just a humble villager now, a dangerous world of adventure is knocking at your door, and you will get your first taste of it here. The adventure and your destiny will emerge around the decisions you make.

Your characters already have some history one another, so we can get right into the action. This shared history is represented in the Bonds on your sheet. The gamemaster (GM) will ask you questions about where your character is from, what the world is like, and what they are doing. Your answers will shape the world and your adventure. We play to find out what happens.

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

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

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

LEVELING UP

When everyone has assigned all their stats and written at least two Bonds, your adventuring group is ready to level up. To make the leap to first level, each of you must do the following:

- Embrace your heroic destiny. Leave your villager playbook behind. Consider your race and stats and then choose a new playbook to fill out.
- Gain a true name and a new, cooler look.
- Gain an alignment. Your companions vote on your alignment based on your chosen class and your past behavior. Ties are broken by the GM.
- Copy the stats you chose to your new playbook and assign appropriate ability scores: 16(+2), 15(+1), 13(+1), 12(+0), 9(+0), and 8(-1).
- Gain all the resources and abilities of a first-level character, including gear and class moves, but keep any Bonds you've already written. If you new class gives you more Bonds that what you've already written, write some more.
- Lose any villager abilities you may have acquired, including your profession and background.
- Tell the other players how you learned the basics of your class. The GM may ask you questions about your time in training.

Finally, make the following move:

When you **leave your home for a Life of Adventure**, spend all of your remaining goodwill and roll+goodwill spent. *On a 10+, you enjoy a warm send-off. The village's hopes and dreams go with you, along with a small object of great sentimental value. *On 7-9, choose one:

- You have unfinished business here that is likely to come find you wherever you go.
- You are leaving behind someone that needs you badly and can't survive without you.
- You are abandoning something precious to be claimed by a loathsome rival.
- You've been rejected by the village. You no longer belong here, and maybe never will.

*On a 6- there can be no return. Grim portents accompany you.

TAVERN TALES

When you **spend time swapping tales and sorting through information about a dangerous place you have yet to explore**, name a place you want to know more about, then spend at least 1 preparation and roll+preparation spent. *On a hit, choose one from the list and tell us how you get it. *On a 7-9, your information will be slightly off, out of date, or incomplete when you try to use it.

- You acquire part of a map, draw it out or otherwise present it to the group.
- You learn of a trap or similar hazard, describe it. When you encounter it, take +1 forward.
- You learn of a valuable treasure, describe it and where it's kept.
- You learn of a dangerous enemy or group in the area, describe and/or name them. When you encounter them, take +1 forward.
- You learn something useful about the area's history, layout, or politics, tell us what.
- You acquire something that will be particularly useful in there (a key, a password, etc.), tell us what you got.

*On a 6-, choose one anyway, but don't describe it yet. Instead, ask the GM what it will cost you to gain that knowledge, and even then what you get will be slightly off, out of date, or incomplete when you try to use it.

Examples:

"Hey, isn't there supposed to be a passage here? It's on the map..."

"That trap? Oh, it wasn't a sliding blade, it's an alarm. You hear a growl coming from deeper within the dungeon."

"Oh yes, there's ogres. They're servants of the demon that's taken up residence deeper inside."

"Why yes, this is the tomb of the ancient king Dalboz. Did you remember to wear his colors so his undead servants wouldn't think you're tomb robbers and attack you?"

"Here's the secret door, right where the guy in the tavern said it would be. Anyone got the key? Because it's locked."

GUARD YOUR MIND

When **something attempts to control or manipulate your mind**, roll+WIS. *On a 10+, you shake it off. *On a 7-9, choose one:

- You're stunned for a few moments while you shake it off.
- You feel a brief compulsion, take -1 forward to act against the source of the effect.

*On a 6-, don't mark XP yet. Instead, give the GM a notecard with your character's name on it.

When **the GM hands you a notecard with your name on it**, read the command on the back (to yourself, don't discuss it with others). Then choose one:

- Do what it tells you to the best of your abilities, then mark XP and tear up the card.
- Drop to your knees, clutch your head, and the source of the command deals its damage to you, ignoring armor. Then tear up the card.

CIRCLES

When you **declare that you know someone who can help you solve a task and have an unassigned Bond available**, describe that person and write a Bond describing your relationship with them. Then roll+CHA. *On a hit, you can get help from your contact. *On a 7-9, there's a catch, choose one and explain why this is:

- Your contact holds some enmity towards you, you owe him a debt, or his help will cost you.
- Reaching your contact will be inconvenient or dangerous.
- Your contact can't directly help you, but he can at least point you in the right direction.

*On a miss, choose one from the list, and the situation will be worse than you expected when you reach your contact. Your contact may still be able to help you, but expect a steep cost.

When you **work with your contact to solve your problems**, you may resolve the Bond and mark XP as usual, or you may keep the Bond. If you use an established contact to seek help from, you can make this move again without needing an unassigned Bond, and add +Bond to the roll.