

DUNGEON WORLD

LORE AND LORDS PACK

Five new base classes for Dungeon World

the Monk,

the Shaman,

the Vampire,

the Trickster,

and the Hunter

and a new Compendium Class, the Professional

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



Written by Peter Johansen. Version March 23, 2014

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THE MONK

Even in a dangerous world, the monastery is a refuge for those seeking peace. A life of simplicity, calmness, and isolation. You meditate to free yourself from the burdens of desire, doubt, and anger. But you know that you cannot find everything you seek behind monastery walls. Others need your wisdom. In turn, they will teach you, as you teach them.

Your days are filled with rigorous training, but it is not a means to an end. Rather, it is part of your journey to perfect your body and mind, to be as still as a mountain, yet flow like a waterfall. You do not fight for the joy of it, nor do you enter the dungeon in search of material gain. What you seek is to test yourself against the world's most dangerous creatures and environments. The hotter the forge, the stronger the sword. How much tempering can you withstand?

Breath in, tranquility. Breath out, perfect action.

Martial artist, acrobat, and master of ki, the Monk's signature is his discipline. While others may rely on steel or magic to survive in the dungeon, the monk hardens his body into a weapon, and hones his skills to survive. But there is more to the monk than just punching things. The Monk can become a master of stealth and infiltration, even across the most dangerous of places. His insights can bring peace to conflicts and reveal secrets that men have hidden away.

THE HUNTER

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

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

You always get your mark.

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

THE VAMPIRE

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

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

How far will you go to get what you want?

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

THE TRICKSTER

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

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

Trust me.

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

THE SHAMAN

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

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

Open your eyes. Bring back the balance.

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

THE PROFESSIONAL

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

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

We've also included a few simple rules for the management of a steading, if this is a direction that you would like to go in. These rules borrow from the Kingmaker campaign path from the Pathfinder RPG. We've designed them to be easy to implement without much bookkeeping or heavy math, and to give you opportunities to grow your steading.

NAME




LOOK

Dwarf: Abhin, Daniki, Aras, Mavi, Kala, Qatji, Fehri, Baichi
Human: Li, Kuan, Toyone, Kaze, Nakamoro, Michi, Kasuya, Hira, Ishi, Chizu

Wise eyes, eager eyes, or deep eyes
 Shaved head, long braid, or headband
 Monk's robe, martial arts gi, or baggy pants and sandals
 Toned body, tattooed body, or graceful body

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

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
<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**
Help people resolve a dispute peacefully.
- GOOD**
Place yourself in danger to defend someone helpless.
- NEUTRAL**
Defeat an opponent stronger than you.
- EVIL**
Dominate an enemy, and make sure everyone knows about it.

STARTING MOVES

MEDITATION (WIS)
 When you spend a few hours in quiet meditation, lose all of your current ki and, hold 3 ki. You may spend 1 ki to gain one of the following effects:

- Deal an additional +1d6 damage with your next attack
- Prevent 1d6 damage to yourself
- Take +1 forward to your next Spout Lore or Discern Realities move
- Roll +WIS instead of +Bond when you Aid Another.

You may only use one ki per roll. You cannot use ki if you are wearing any armor.

IRON PALM TRAINING
 Your unarmed strikes have a range of hand and close. You can always safely use unarmed strikes against creatures with dangerous forms. For example, you can hit a creature covered in spikes without taking damage, your hand won't be damaged from punching an iron golem, and striking a fire elemental will not burn you. You still may have to Defy Danger to make an unarmed strike against huge creatures, however.

MONK'S PATH
 You follow a strict way of discipline to focus your ki and follow the way to enlightenment. Choose a path from the list. Each path gives you an additional move, a way to mark XP at the end of the session, and a restriction. If you ever violate your path's restriction, you lose 1 ki and take -1 forward.

PATH: _____

PATH RESTRICTION

PATH-ASSOCIATED MOVE

PATH BONUS XP MOVE

RACE

- HUMAN**
Most steadings will have temples that are friendly to wandering monks. You may petition them for shelter, and they will almost always give you a place to stay. It won't be luxurious, but you'll have a roof over your head and rice to eat.
- DWARF**
Your short stature helps you sneak under your enemies' weapons. When you try to get inside of an opponent's reach, take +1.

BONDS

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

Though _____'s ways are different than mine, I can still learn much from him.

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

_____ has an ulterior motive for coming with me.

My master would not approve of me traveling with _____.



THE MONK

LEVEL
 XP

GEAR

Your load is 8+STR. You start with dungeon rations (5 uses, 1 weight).

Choose your armament:

- Siangham (hand, precise, 1 weight)
- 3 shuriken (thrown, near, 0 weight)
- Nunchaku (close, flexible, 1 weight)

Choose one if you selected Path of Charity, otherwise choose two:

- Bandages (3 uses, slow, 0 weight)
- Adventuring gear (5 uses, 1 weight)
- Antitoxin (0 weight)
- Ginseng tea (3 uses, slow, 0 weight)

ADVANCED MOVES

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

TIGER CLAW

Your unarmed strikes deal +1d4 damage.

SERPENT STING

Your unarmed strikes gain the precise tag and +1 piercing.

CRANE STANCE

Your fighting stance makes you very difficult to move or knock down. You ignore the forceful tag on any attacks made on you. Additionally, when you **Defy Danger by standing your ground and letting the threat flow past you**, take +1.

FORTITUDE OF THE MOUNTAIN

You no longer require food or drink. When a move would make you use up a dungeon ration, ignore it. Additionally, you can hold your breath for a number of minutes equal to your Constitution score, and a few hours of meditation is as restful as a full night's sleep.

LEOPARD'S GRACE

When you **move across dangerous or difficult terrain with the grace of a jungle cat**, roll+DEX. *On a 10+, choose 2. *On a 7-9, choose 1.

- You leave no trace of your passage, and nobody notices you.
- You are not harmed or hindered while you move.
- You move with near superhuman speed and grace.

STILL MIND

When you **attempt to resist a magical effect influencing you**, take +1.

INNER PEACE

When you Meditate, hold 4 ki.

WATER BODY

When you **are about to be damaged by a non-magical ranged attack**, you may spend 1 ki to prevent all of the damage.

WIND WALKER

You can jump much higher and farther than a normal person, and you can climb surfaces swiftly without tools. You never take damage from falling.

SHOOTING STARS

Your shuriken gain the flexible tag, as well as the benefit of the Tiger Claw and Serpent Sting moves, if you have them. Additionally, you may **Blot Out the Sun** with your shuriken, as per the Ranger move.

FINISH HIM!

When you **defeat an opponent**, if you currently hold less ki than your WIS, hold +1 ki.

SENSEI

When you Spout Lore, you may roll with +WIS instead of +INT.

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

MONKEY MOVES

Your unarmed strikes now have a range of reach in addition to hand and close, and gain the flexible tag.

DRAGON ROAR

Your unarmed strikes have the forceful tag, and when you **spend ki to deal additional damage with an unarmed strike**, deal an extra 1d6 damage.

STEEL GUARD

Requires: Water Body OR Still Mind

You gain +1 armor. If you have both required moves, you gain +3 armor instead.

WHOLENESS OF BODY

Requires: Fortitude of the Mountain

You are highly resistant to poisons and diseases. Only very potent toxins or magical ailments affect you, and even then the effects are reduced.

CLOUD STEPS

Requires: Leopard's Grace OR Wind Walker

You can balance effortlessly on the smallest or thinnest perches, and walk across the surface of water or even empty air for a few steps. If you have both required moves, when you use Leopard's Grace or **Defy Danger with an amazing feat of acrobatics**, take +1.

KI PALM

Your unarmed strikes count as magical weapons, and can affect creatures that normally require a magical weapon to harm, such as monsters with the insubstantial quality.

MINDFULNESS

Requires: Sensei

You no longer spend ki to roll +WIS instead of +Bond when you Aid Another.

DAIROKKAN

Requires: Still Mind

You're never caught by surprise. When an enemy would get the drop on you, you get to act first instead. Additionally, when you Defy Danger, you can spend 1 ki to add +1 to your roll, retroactively.

INSIGHTFUL MEDITATION

Requires: Inner Peace

When you Meditate, you receive a useful insight into a problem of your choice, as if you had cast the Cleric spell Revelation. When you gain an insight, you cannot gain another insight until you have dealt with the current problem at hand.

JOURNEY OF A THOUSAND MILES

You no longer have to spend ki to use the extra move granted by your Monk's Path.

MONK EQUIPMENT AND PATHS

Shuriken	<i>thrown, near, 1 coin, 0 weight</i>
Nunchaku	<i>close, flexible, 10 coins, 1 weight</i>
Siangham	<i>hand, precise, 10 coins, 1 weight</i>
Kusarigama	<i>reach, flexible, two-hands, 15 coins, 1 weight</i>

Flexible: Weapons with the flexible tag ignore any armor bonus granted by shields or cover.

Ginseng Tea *3 uses, slow, 5 coins, 0 weight*
Naturally caffeine free. When a monk drinks a cup of ginseng tea before meditating, mark off one use and take +1 forward to the Meditation roll.

KENSEI WEAPONS

Many of the possessions of ancient masters of martial arts contain lingering traces of their powerful ki, long after the master has passed on. Weapons in particular are treasured heirlooms of monasteries. In the hands of a monk, a kensei weapon gains the benefit of any known moves that modify the monk's unarmed strikes.

DIVINE PURIFICATION SAKÉ

An enterprising group of monks once took up brewing as a way to learn discipline. While many traditionalists disagreed with this path to enlightenment, a few drinks of saké soon changed their minds. The recipe for Divine Purification Saké spread to other monasteries, though it is said that the original founder of the school possessed a jug of limitless brew... but that's just a rumor.

When a **monk takes a sip of this potent brew**, roll 1d6. If the roll is greater than or equal to the current amount of ki that the monk holds, he gains one extra ki immediately. When the monk **becomes sober again**, any extra ki gained from drinking the saké is lost. A bottle of Divine Purification Saké usually holds 5 uses.

Non-monks gain no benefit from drinking this saké. If a chaotic person or an undead or extra-planar monster tastes this saké, they become very, *very* drunk.

JADE PRAYER BEADS

Prayer beads are a common tool used to focus the mind while reciting sacred chants or mantras. The intricately carved jade that is used to make these mystical beads resonates with ki energy.

When you **hold the Jade Prayer Beads in your fingers while you Meditate**, if you still held any ki before you began, you may store one ki inside of the beads. Later, when you **rub your fingers over the beads and recite your mantra**, you may take the stored ki back for yourself. Only one ki may be stored in the beads at a time, and only the person who stored the ki in the beads can use that ki.

MONK PATHS

All monks must start with one of the following paths. Each path gives you an additional move, a way to mark XP at the end of the session, and a restriction. If you ever violate your path's restriction, you lose 1 ki and take -1 forward.

Path of Silence: You may never speak. You can write messages or communicate with gesture and make sounds, such as snapping your fingers or stomping your feet, but you cannot communicate verbally.

When you **Defy Danger to act quietly and spend 1 ki**, you automatically succeed as if you had rolled a 10+.

At the end of the session, if you **helped someone solve a personal problem without using words**, mark XP.

Path of Charity: You must reject as many worldly possessions as possible. Your Load is reduced to 4+STR. You may never own or use a piece of gear that costs more than five coins, and you may never possess more than five coins worth of wealth or equipment.

When you **speak with simple wisdom and spend 1 ki**, you may use WIS instead of CHA when you Parley, and on a success you get to ask their player one question, which they must answer truthfully.

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

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

When you **focus on your breathing for a few minutes to restore yourself and spend 1 ki**, remove a debility from yourself.

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

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

When you **make an unarmed attack and spend 1 ki**, you make the attack with +WIS instead of +STR, and on a 10+ you may disable one of your foe's weapons or stun them for a few moments instead of dealing damage.

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



NAME




LOOK

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

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

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

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
<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

- CHAOTIC**
Free someone from literal or figurative bonds.
- GOOD**
Endanger yourself to combat an unnatural threat.
- NEUTRAL**
Help an animal or spirit of the wild.

STARTING MOVES

HUNT AND TRACK (WIS)

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

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

RACE

- ELF**
When you undertake a perilous journey through wilderness whatever job you take you succeed as if you rolled a 10+.
- HUMAN**
When you make camp in a dungeon or city, you don't need to consume a ration.
- ORC**
Your traps always deal 2 damage as an additional effect.

CALLED SHOT

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

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

TRAPPER (WIS)

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

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

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

The maximum number of traps you may have active is equal to your WIS. Materials for traps cost 3 coins and have 1 weight for each.

BONDS

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

I have guided _____ before and they owe me for it.

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

_____ has no respect for nature, so I have no respect for them.

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



THE HUNTER

LEVEL

XP

GEAR

Your load is 11+STR. You start with dungeon rations (5 uses, 1 weight), leather armor (1 armor, 1 weight), and 3 traps (1 weight each). Choose your armament:

- Hunter's bow (near, far, 1 weight), bundle of arrows (3 ammo, 1 weight) and short sword (close, 1 weight)
- Hunter's bow (near, far, 1 weight), bundle of arrows (3 ammo, 1 weight) and spear (reach, 1 weight)

Choose two:

- Dungeon rations (5 uses, 1 weight)
- Adventuring gear (5 uses, 1 weight)
- Bandages (3 uses, 0 weight)
- Antitoxin (0 weight)
- Bundle of arrows (3 ammo, 1 weight)

ADVANCED MOVES

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

HALF-BLOOD

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

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

WOLF PACK

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

FAMILIAR PREY

When you **Spout Lore about a monster** you use WIS instead of INT.

CAMOUFLAGE

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

BLOT OUT THE SUN

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

FOLLOW ME

When you **undertake a perilous journey** you can take two roles. You make a separate roll for each.

A SAFE PLACE

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

IMPROVED TRAPS

When you set a trap, choose one additional effect, and add the following to the list of trap effects add the following to the list of trap effects:

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

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

NATURAL CUNNING

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

TERRAIN ADVANTAGE

Choose a land from the druid's Born of the Soil list, adding "the Great City" to the list. While you are in your chosen land you take +1 ongoing to Hunt and Track, and you don't spend materials to set traps.

TACTICAL EYE

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

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

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

HUNTER'S PREY

Replaces: Familiar Prey

When you **Spout Lore about a monster** you use WIS instead of INT. On a 12+, in addition to the normal effects, you get to ask the GM any one question about the subject.

BULL'S-EYE

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

BLACK ARROW

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

STRIDER

Replaces: Follow Me

When you **undertake a perilous journey** you can take two roles. Roll twice and use the better result for both roles.

A SAFER PLACE

Replaces: A Safe Place

When you **set the watch for the night** everyone takes +1 to take watch. After a night in camp when you set the watch everyone takes +1 forward.

OBSERVANT

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

THE MOST DANGEROUS GAME

Requires: Improved Traps

Choose a poison from the thief's Poisoner list, that poison is no longer dangerous for you to use. When you set a trap, you may apply a dose of poison to the trap. When the trap is sprung, on a hit the poison affects the target. Additionally, when your traps deal damage, they do +1d4 damage.

HUNTER'S MARK

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

MAY THE ODDS BE EVER IN YOUR FAVOR

Requires: Terrain Advantage

While you are in your chosen land you take +1 ongoing to Called Shot and Trapper, and your attacks and traps that deal damage deal +1d4 damage.

TRICK SHOT

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

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

NAME _____

LOOK _____

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

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

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

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

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

ALIGNMENT

- LAWFUL**
Coexist with mortals without harming them or their community.
- CHAOTIC**
Spread fear through a community.
- EVIL**
Feed on the innocent and helpless for your own pleasure.

STARTING MOVES

NOSFERATU

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

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

You may also choose up to three additional weaknesses:

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

When you are **reduced to 0 hit points**, unless you were utterly annihilated or killed by a weakness you turn into mist and return to your last safe resting place and gain 1 Hunger.

APEX PREDATOR

When you **feast on the blood of a living person**, hold 2 Blood if you leave them alive or if they are already weakened, or hold 3 Blood if you kill a healthy person. The maximum Blood you can hold is equal to the number of weaknesses you have, plus your CON.

When you **hunt for a victim in a steading**, roll+DEX if you use stealth or aggression, or roll+CHA if you use guile or charm. *On a 10+, you find someone you can feed from undisturbed. *On a 7-9, you still find a victim, but choose one:

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

THE BLOOD IS LIFE!

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

You can spend 1 Blood to:

- Take +1 to any roll using +STR, only once per roll
- Make your next melee attack messy, forceful, and deal +1d4 damage
- Heal yourself for 2d6 HP
- Resist a weakness for a short time
- Reduce your Hunger by 1

The GM can spend 1 Hunger to:

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

BACKGROUND

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

ANCIENT VAMPIRE

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

ACCURSED VAMPIRE

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

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

RECENTLY TURNED

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

BONDS

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

_____ knew my sire, he speaks for him in his stead.

I have tasted _____'s blood, and I want more!

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



THE VAMPIRE

LEVEL _____
XP _____

GEAR

Your load is 6+STR. Choose your armament:

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

Choose two:

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

ADVANCED MOVES

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

BEAST-BLOOD

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

MESMERIZE

When you **gaze deeply into a person's eyes**, spend 1 Blood and roll+CHA.

*On a 10+, choose 2. *On a 7-9, choose 1:

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

BLOOD BOND

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

LORD OF THE DEAD

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

FANG AND CLAW

You may grow and retract claws from your fingers at will (hand, +1 damage, messy). Additionally, when you **hunt for a victim using +DEX**, take +1.

VAMPIRIC RESILIENCE

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

CHILDREN OF THE NIGHT

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

ASPECT OF THE BAT

Your senses are very sharp. You can sense invisible creatures and navigate even in complete darkness. You may spend 1 Blood to take +1 to any move using +WIS, but only once per roll.

BLOOD FRENZY

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

CLOAK OF NIGHT

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

MAJESTY

You may spend 1 Blood to take +1 to any move using +CHA, but only once per roll. Additionally, when you **hunt for a victim using +CHA**, take +1.

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

MIST FORM

Requires: Beast-Blood

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

ENTRANCE

Requires: Mesmerize

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

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

SOUL REAVER

When you **drain a person's blood and kill them**, hold 1 additional Blood, and that person can never be resurrected.

BLOOD MAGIC

You can cast a spell from the wizard list as if you were a wizard of your class level-1 by spending 1 Blood, no roll is necessary. If an ongoing effect gives a penalty to cast a spell, you must pay 1 extra Blood to cast a spell.

DREAM-SPEAKER

Requires: Blood Bond

You may visit the dreams of anyone whose blood you have tasted and communicate with them over any distance this way. The dreams will be remembered as post-hypnotic suggestions, but they will not be compelled to obey unless they are your thrall.

BLOOD POWER

The maximum Blood you may hold is increased by one.

OBFUSCATE

Requires: Cloak of Night

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

FOR THE DEAD TRAVEL FAST

You may spend 1 Blood to take +1 to any move using +DEX, but only once per roll. Additionally, when you **use the shadows to travel to your destination or escape pursuit**, roll+DEX. On a 10+, choose 2. On a 7-9, choose 1:

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

BLOODY KILLER

Requires: Fang and Claw

When you **Hack and Slash with your claws**, on a 10+ you gain 1 Blood.

MACHIAVELLI

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

NAME

LOOK

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

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

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

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

DAMAGE



ARMOR



HP



YOUR MAX HP IS 6+CONSTITUTION

ALIGNMENT

GOOD

Use trickery to help people when the law cannot.

CHAOTIC

Expose corruption or hypocrisy with your tricks.

EVIL

Con people out of their valuables.

STARTING MOVES

SILVERTONGUE (CHA)

When you **persuade someone to believe a partial truth or a half-truth**, roll+CHA. *On a 10+, they'll believe you until they see or hear something that convinces them otherwise. *On a 7-9, they'll be fooled, but not for very long.

This move will not work on anyone who is outwardly hostile to you or suspicious of you. Other players are always suspicious of you, since they know you're the Trickster.

SOCIAL ENGINEERING (CHA)

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

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

RACE

HUMAN

Once per session, when you Defy Danger with CHA, you may roll twice and keep the better result.

HALFLING

When **someone underestimates you because of your size**, take +1 to act against them.

BONDS

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

I once stole something from _____.

_____ has my back when things go wrong.

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

_____ has helped me run a con before.

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

DIRTY TRICKS

When you **Aid Another using misdirection or distraction**, take +1. When **another person stands in Defense of you**, they take +1.

TRICKS OF THE TRADE (DEX)

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

FLEXIBLE MORALS

When someone tries to detect your alignment, you can tell them any alignment you like.



THE TRICKSTER

LEVEL

XP

GEAR

Your load is 7+STR. You start with dungeon rations (5 uses, 1 weight).

Choose your weapons:

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

Choose two:

- Adventuring gear (5 uses, 1 weight)
- Bandages (3 uses, slow, 0 weight)
- Leather armor (1 armor, 1 weight)
- 12 counterfeit coins
- Halfling pipeleaf (6 uses, 0 weight)
- Knife in a spring-loaded wrist sheath (hand, 1 weight)

ADVANCED MOVES

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

CONFOUNDING BLADE

When you Hack and Slash, on a hit you create an advantage against your foe; either you or an ally acting on it takes +1 forward against that foe.

DEEP POCKETS

Your Load is increased by 3. Any items that you carry that could fit in the palm of your hand are so well concealed on you that they will never be found, even if you are searched.

DISGUISE

When you have time and materials you can create a disguise that will fool anyone into thinking you're another creature of about the same size and shape. Your actions can give you away but your appearance won't.

UNDERDOG

When you're outnumbered, you have +1 armor.

NEW TRICKS

Gain one non-multiclass move from any class list. Choose the move as if you were one level lower than you are.

SMOKE BOMB

When you have time and equipment, you can create a vial of alchemical smoke from volatile reagents costing 3 coins. It has 1 weight. When you **throw the vial upon a hard surface**, roll+DEX. *On a hit, a cloud of smoke bursts forth, briefly blinding and causing a coughing fit in anyone caught in the cloud, except you. *On a 7-9, choose 1:

- One of your allies also gets caught in the smoke
- The smoke will only last a few moments
- A person of the GM's choice is unaffected

LEGERDEMAIN

Gain a spellbook containing all wizard cantrips. You may learn, memorize, and cast cantrips, illusions, and enchantments as if you were a wizard of your level-1, using +CHA instead of +INT to cast the spell.

LAMENTABLE BELABORMENT

When you **sow mistrust and discord among your foes**, roll+CHA. *On a 10+, they're confused and will take some time to argue and sort things out. *On a 7-9, they're still confused, but not for very long.

ESCAPE ARTIST

When you **try to slip free of anything physically restraining you**, roll+DEX. *On a hit, you're free. *On a 10+, choose one:

- You take a parting shot at whomever was holding you, deal your damage
- You make it easier for someone else nearby to escape
- You take a little souvenir with you, the GM will tell you what

RUMORMONGER

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

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

SERIOUS UNDERDOG

Replaces: Underdog

You have +1 armor. When you're outnumbered, you have +2 armor instead.

EVASION

When you Defy Danger, on a 12+ you transcend the danger. You not only do what you set out to, but the GM will offer you a better outcome, true beauty, or a moment of grace.

ESCAPE ROUTE

When **you're in too deep and need a way out**, name your escape route and roll+DEX. *On a 10+, you're gone. *On a 7-9, you can stay or go, but if you go it costs you: leave something behind or take something with you, the GM will tell you what.

PYROTECHNICS

Requires: Smoke Bomb

When you create a smoke bomb, you may instead create an incendiary smoke bomb, which also deals your damage to anyone caught in the effect and may start fires when thrown.

SMOKESCREEN

Requires: Smoke Bomb

When you **attack someone caught in your smoke bomb**, deal your damage+1d6.

INSTIGATOR

Requires: Lamentable Belaborment

When you use Lamentable Belaborment, on a 10+ the argument also gets a little violent; deal your damage to any two affected targets.

ENTANGLING BLADE

Replaces: Confounding Blade

When you Hack and Slash, on a hit you create an advantage against your foe; either you or an ally acting on it takes +1 forward and deals +1d4 damage against that foe.

ALL ACCORDING TO THE PLAN...

You can foresee when you will need help the most, and plan accordingly. You may spend hold from Social Engineering to have a fortunate but plausible coincidence befall you.

CHEAT DEATH

When you **take your Last Breath**, Death will always offer you a bargain, even on a 6-. If you don't keep your end of it, you'll still live, but Death will claim your soul the next time you are reduced to 0 HP.

BLIND LIE

When you **tell a lie to someone**, roll+CHA. *On a 10+, they will literally not be able to see any evidence that what you said is a lie; it will just vanish from their sight. *On a 7-9, they'll still believe you, but only for a few moments. If you take any action that would contradict your lie, the effect ends.

NAME

LOOK

Dwarf: Andalen, Larelel, Morak, Halgmar, Garm, Beyla, Rakham, Yara*Human:* Semil, Falken, Tanika, Dungarh, Brey, Arando, Celad, Halmir*Orc:* Erishnar, Corug, Mirak, Garuk, Prinai, Ranak, Zuakka, Sulha




Wise eyes, distant eyes, or colorless eyes

Long braids, furry hood, or antlered hood

Rugged leathers, animal hides, or elaborate body designs

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

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

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

ALIGNMENT

 GOOD

Help people to live in harmony.

 NEUTRAL

Resolve a disturbance in the balance.

 CHAOTIC

Reclaim a place or important object for the natural world.

STARTING MOVES

TRANCE

When you **spend some time opening your mind to the mysteries of the Otherworld**, you lose any spells already prepared and prepare new spells of your choice whose total levels don't exceed your own level+1, and none of which is a higher level than your own level. You may choose from any spell on the Shaman spell list.

CAST A SPELL (WIS)

When you **call forth a spell you've prepared**, roll+WIS. *On a 10+, the spell is successfully cast and you do not forget the spell—you may cast it again later. *On a 7-9, the spell is cast, but choose one:

- You draw unwelcome attention or put yourself in a spot. The gamemaster will tell you how.
- The spell disturbs the Mists as it is cast—take -1 ongoing to cast a spell until the next time you Trance.
- After it is cast, the spell is forgotten. You cannot cast the spell again until you Trance again.

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

SECOND SIGHT (CHA)

You are sensitive to the spirit world. When you are in the presence of an influential or important spirit, the gamemaster will let you know. When you **open your senses to the Mists to interact with a spirit**, roll+CHA. *On a 10+, ask the gamemaster three questions from the list below. *On a 7-9, ask one.

- Where exactly are any spirits residing?
- What is the nature on the spirits present?
- What does the spirit want from the material world?
- How is the spirit influencing the material world?

Regardless of the roll, any spirit you detect may be communicated with. Some spirits may be unwilling to talk, or not have much to say.

SHAMAN'S INTUITION

When you Discern Realities, you may add "What here is out of balance?" to the list of questions. Additionally, when you **resist the enchantments of an otherworldly being**, take +1.

RACE

 DWARF

When dealing with spirits of earth, stone, or mountains, take +1.

 HUMAN

When you Trance, you may prepare one casting of the Bind Spirit spell for free.

 ORC

You ignore the ongoing effect of the Aspect of the Wolf spell.

BONDS

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

The spirits have spoken to me of _____; he has a strange destiny that I will play a part of.

_____ does not believe in the spirit world, but I will make him listen.

_____ is out of balance, and a danger to himself and others. I will help him.

I have sworn a covenant with _____, the spirits have witnessed it.



THE SHAMAN

LEVEL XP

GEAR

Your load is 6+STR. You start with dungeon rations (5 uses, 1 weight) and a trinket that helps you commune with the spirit world. Describe it! Choose your armament:

- Staff (close, two-handed, 1 weight)
- Spear (close, thrown, near, 1 weight)
- Worn bow (near, 2 weight), bundle of arrows (3 ammo, 1 weight), and dagger (hand, 1 weight)

Choose your defenses:

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

Choose one:

- Adventuring gear (5 uses, 1 weight)
- Halfling pipeleaf (6 uses, 0 weight)
- 2 antitoxin (0 weight)

ADVANCED MOVES

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

LODESTONE

You can never become lost, and always know the way to get back home. If you are in another world, you intuitively know the location of the nearest gate back to your home world, though this may not necessarily be the most convenient one. Additionally, when you **undertake a perilous journey through wilderness and act as trailblazer**, you automatically succeed as if you rolled a 10+.

CALL OF THE WILD

Choose a totem animal. You may take on that animal's form as if you had the druid's Shapeshifter move, rolling for the move as normal.

PARTING THE VEIL

When someone **takes their Last Breath in your presence**, they take +1 to the roll.

WIDDERSHINS

You know a simple ritual to banish otherworldly beings, describe it! When you **attempt to banish a nearby spirit**, roll+CHA. *On a 10+, the spirit is driven back into the Mists from whence it came. *On a 7-9, the spirit is still banished, but choose one from the list below.

- The spirit is not banished for long.
- The spirit will remember you and hold a grudge.
- The spirit assaults you as you banish it, take 1d6 damage or a debility of the GM's choice.

STORMSTRIKE

When you **imbue your weapon with primal power**, forget a spell you have memorized and add one of the following tags to your weapon:

- +1d4 damage
- 2 piercing
- Precise
- Forceful

The tag lasts until the next time you Trance. You may sacrifice multiple spells to gain multiple tags, but you can only take each tag once.

MYSTIC WARD

Your armor is increased by the levels worth of spells you currently have memorized, up to a maximum of +2.

THE OLD WAYS

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

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

COVENANT

When you **Parley with Otherworldly beings** you cannot get a 6-, treat that as a 7-9. Additionally, when you use Second Sight and get a 12+, you may ask the spirit one question, and it will answer truthfully.

HEALING WATERS

When you **heal someone else of damage**, add +1d6 to the amount of damage healed.

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

SEVEN-LEAGUE STRIDE

Requires: Lodestone

When you **make a short journey across the Otherworld**, roll+WIS. *On a 10+, you transport yourself and up to one other person holding your hand to any point you desire, up to seven leagues (21 miles) away. *On a 7-9, you arrive a little off-target in either space or time, or you may have lost something or someone on the trip.

WELL OF SEGAI

Tasting the waters of knowledge has made you wise. You gain an area of knowledge, as per the Bardic Lore move.

ONE WITH NATURE

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

MYSTIC ARMOR

Replaces: Mystic Ward

Your armor is increased by the levels worth of spells you currently have memorized, up to a maximum of +4.

THE CYCLE AND THE PATH

The Mists flow through you easier. When you cast a spell you ignore the first -1 penalty from ongoing spells.

ROCKBROTHER

Your maximum HP is increased by 4.

STORM, EARTH, AND FIRE

Requires: Stormstrike

Add the following to the list of tags for your Stormstrike ability:

- +1d6 damage again (stacks with +1d4 damage)
- Messy
- Flaming (ignores armor and sets things ablaze)
- Spiritual (makes attack moves with WIS instead of STR or DEX)

SECRETS OF THE OTHERWORLD

Replaces: The Old Ways

When you cast a spell, on a 10-11 you have the option of choosing from the 7-9 list. If you do, you may choose one of these effects as well. On a 12+ you get to choose one of these effects for free:

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

MOONDANCE

While **your bare skin is bathed in moonlight**, the effects of your spells are maximized.

GUARDIAN SPIRIT

When you Trance you get 1 hold and lose any hold you already had. Spend that hold when you or an ally takes damage to call on a guardian spirit, they intervene with an appropriate manifestation (a sudden gust of wind, a lucky slip, a burst of light) and prevent the damage.

FIRST LEVEL SPELLS

□ ASPECT OF THE WOLF LEVEL 1 ONGOING

The person you touch is imbued with a fraction of wild energy. Choose one of the following effects:

- They can see perfectly in total darkness
- Their sense of smell and hearing is greatly enhanced
- They become more fierce, dealing +1 damage forward.

While this spell is ongoing you take -1 ongoing to cast a spell.

□ BIND SPIRIT LEVEL 1 ONGOING

Your words bind a nearby spirit, preventing it from departing or taking any aggressive actions until you release it or leave the area. Once the spell ends, the spirit can behave as normal. While this spell is ongoing you can't cast a spell.

□ DREAMSIGHT LEVEL 1

Cast this spell over a sleeping person, and you can see what they are dreaming about, as well as the nature of any influences upon their mind.

□ FLAMES OF WRATH LEVEL 1

You channel the power of rage to create 1d4 small globes of fire in your hands. You may Volley with these as if they were thrown weapons, using WIS instead of DEX on your roll. Each globe deals 1d6 fire damage to one target, ignoring armor.

□ SACRED CIRCLE LEVEL 1

As you cast this spell, you walk the perimeter of an area. As long as you stay within that area you are alerted whenever someone acts with malice within the circle (including entering with harmful intent). Anyone who receives healing within the circle heals +1d6 HP.

□ HEALING TOUCH LEVEL 1

Your touch halts bleeding and eases pain. Heal an ally you touch of 1d6 damage.

THIRD LEVEL SPELLS

□ WELL OF WISDOM LEVEL 3

Cast this spell as you gaze into a pool of water, and you will receive a portent from the spirit world. The GM will reveal an impending danger that threatens the land. You will also learn something useful about how you can interfere with the danger's dark outcomes.

□ ENTANGLE LEVEL 3 ONGOING

Roots and vines constrict painfully around the lower body of one target you can see, preventing them from moving their legs. While this spell is ongoing you take -1 ongoing to cast a spell.

□ GLAMOUR LEVEL 3 ONGOING

You create a simple, nonmoving illusion that affects one sense: sight, sound, or smell. While this spell is ongoing you take -1 to cast a spell.

□ ELEMENTAL BLESSING LEVEL 3 ONGOING

A person you touch receives a blessing of the elements. Choose one:

- Fire will not burn them or their possessions.
- They may walk upon water as if it were solid ground.
- They may breathe safely in any environment, even underwater or in toxic fumes.
- Their skin hardens like stone, giving them +1 armor.

While this spell is ongoing you take -1 ongoing to cast a spell.

□ SILENCE AND STILLNESS LEVEL 3

The winds of magic grow still in your presence. Choose a spell or magical effect in your presence, it ceases to function as long as you remain nearby.

□ WHISPERING WIND LEVEL 3

You summon a spirit of the winds to carry a short message to a person of your choice. The spirit will also carry back a short reply.

FIFTH LEVEL SPELLS

□ PURIFY LEVEL 5

Your touch removes a poison or disease from a person or object.

□ SUMMON ELEMENTAL LEVEL 5 ONGOING

You conjure an elemental servitor to assist you. Treat it as your character, but with access to only the basic moves. It has +1 modifier for all stats, 1 HP, and uses your damage dice. The elemental also gets your choice of 1d4+1 of these traits:

- It has +2 instead of +1 to one stat
- It's not reckless
- It does 1d10 damage
- Its bond to your plane is strong: +1 HP for each level you have
- It has some useful secondary ability

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

□ CHAIN LIGHTNING LEVEL 5

A bolt of lightning springs from your fingertips, striking your target and everyone nearby for 2d6 damage, ignoring armor.

□ LIFE TOUCH LEVEL 5

Life energy fills the person you touch, healing them of 3d6 damage.

□ SIGHT BEYOND SIGHT LEVEL 5

Name a person, place, or thing you want to learn about. You will receive a vision of the subject, as clear as if you were there.

□ IRONBANE LEVEL 5

Cast this spell as you touch an item made of metal, it disintegrates into rust.

SEVENTH LEVEL SPELLS

□ CONTROL WEATHER

LEVEL 7

Wish for rain—or sun, wind, or snow. Within a day or so, your wish will be granted. The weather will change according to your will and last a handful of days.

□ RENEWAL

LEVEL 7

A burst of cleansing energy fills the area, removing any corrupting influences on either the land or a person of your choice. Curses, blights, and debilities are all ended by this spell.

□ MASTERFUL GLAMOUR

LEVEL 7

ONGOING

You create a complex illusion that affects all senses. The illusion can move if you are around to direct it, or you may program it to move under certain conditions. While this spell is ongoing you take -1 to cast a spell.

□ TRUE SEEING

LEVEL 7

ONGOING

Your vision is opened to the true nature of everything you lay your eyes on. You pierce illusions and see things that have been hidden. The GM will describe the area before you ignoring any illusions and falsehoods, magical or otherwise. While this spell is ongoing you take -1 to cast a spell.

□ PERFECT BINDING

LEVEL 7

ONGOING

Chains of mystic iron bind a nearby spirit, preventing it from doing anything unless you give it permission. While bound, the spirit can only speak the truth, and any agreement it enters with you must be kept. Alternatively, you can call a spirit by name when you cast this spell, and it will appear and be instantly bound. While this spell is ongoing you can't cast a spell.

□ REBIRTH

LEVEL 7

The Mists breath new life into a person you touch. They are restored to full health, any poisons or diseases are cured, debilities are healed, and even lost limbs are regrown.

NINTH LEVEL SPELLS

□ CATACLYSM

LEVEL 9

The Mists bring the unnatural weather of your choice to pass. Rain of blood or acid, meteor storms, wind that can carry away buildings, or any other weather you can imagine: ask and it shall come.

□ RECLAIMING

LEVEL 9

The earth reclaims a person that you touch, turning them to stone.

□ GATE

LEVEL 9

ONGOING

Cast this spell upon an arch or doorway. You open a gate to another plane of existence of your choice. The gate remains open as long as you maintain it, and anyone, friend or foe, can walk through it. While this spell is ongoing you can't cast a spell.

□ HAUNT

LEVEL 9

ONGOING

Name a town, city, or other place where people live. Malicious spirits wreak havoc upon that place, causing chaos and strife as long as you maintain the spell. While this spell is ongoing you take -1 to cast a spell.

□ MAELSTROM

LEVEL 9

A powerful whirlwind gathers you and your allies up, whisking you away to a destination of your choice.

□ FOREST PACT

LEVEL 9

ONGOING

Cast this spell as you plant a wooden staff into the ground, it is transformed into a treant which will do your bidding as long as you maintain the spell. While this spell is ongoing you can't cast a spell.



THE PROFESSIONAL

When you **rise to a position of prominence within your community**, the next time you level up you may choose to gain this move:

OPEN FOR BUSINESS

You now have a base of operations, such as a guildhall, temple or a shop. Describe it! Add your new establishment to one of the steadings on the map. Your home will include a reasonably safe place for you to stay and store your stuff. Choose two tags for your home:

- **Safehouse:** Your base is either well hidden or well protected. No one will bother you when you're hiding out in there.
- **Labor Pool:** You have a reliable source of specialized help available for hire. When you **Recruit from your organization** you cannot get a 6-, treat that as a 7-9.
- **Resources:** You have access to equipment relevant to your profession. When you **purchase something through your organization** take +1 to the Supply roll, and the cost is reduced by 20%.
- **Rumormill:** Lots of interesting information passes through your establishment. When you **listen to the problems of the people** the GM will tell you of at least one opportunity within your home stading or the areas surrounding it.
- **Prestige:** Your organization is well known and therefore you are too. Add the tag Guild or Personage (you) to your stading.
- **Clout:** Members of your society enjoy some kind of social privilege that other commoners do not have. Describe it, and why you have it.
- **Skilled:** Your organization has people with exceptional skills, such as blacksmithing or alchemy. Add the Craft tag to your stading, and access to these artisans is readily available to you.
- **Library:** You have access to a large stockpile of information. While you have access to your Library, take +1 ongoing to your Spout Lore moves.
- **Profitable:** Your organization is very profitable. When you would **gain coins from working at your business**, gain an additional 1D6 coins.

Working at your business provides you with some steady income. Once per month, when you **spend at least a week working at your business**, you gain coins equal to 1D6 plus the number of tags your base of operations has.

The GM will also give your home one complication:

- **Need:** Your base needs a steady supply of a certain resource. Fulfilling that need is your responsibility.
- **Duty:** You have sworn an oath of fealty or support to someone else. Expect them to make demands of you.
- **Enemy:** Someone influential holds a grudge against you, or people of your profession.
- **Hated:** Your profession is unpopular among other people. Best keep it a secret, or suffer the consequences.
- **Danger:** Your base suffers a recurring threat. Perhaps it is a popular target for monsters, or fights break out frequently there. You'll have to deal with these troubles, or your base will suffer.

Note that any tags on your base, including the Clout tag, cannot relieve the burden of your complication.

If you have the move Open for Business, these count as class moves for you; you can choose from them when you level up:

ENTREPRENEUR

Your organization is growing! When you take this move, add another tag to your base. If you spend 100 coins when you take this move, add an additional tag to your base.

You may take this move multiple times. Each time you do, add a new tag to your base.

GUILDMASTER

Requires: Entrepreneur

You are now a leader among your organization. Your lodgings become much nicer, and your monthly income increases by 1D10 coins. Your home gains the Prestige tag if it doesn't have it already. If it does, add another tag of your choice.

Additionally, when you **spread your influence into another town**, choose a nearby stading and delete a tag from your current base. You now have a satellite base of operations in the chosen stading, which gains the deleted tag. The GM will also add a complication to the new base.

UNION

Requires: Guildmaster

When you take this move, add one tag of your choice to every base you control.

STEADING MANAGEMENT

If the PCs are heavily invested in the upkeep and well being of a steading, they may be called upon to fill roles of leadership within that steading. There are three general positions that PCs are able to fill, the Guard Captain, the Chancellor, and the Sheriff. Each month, they must devote some time to performing their duties and maintaining their home. Other PCs that are not serving in any role can Aid them by being drafted as assistants.

The Guard Captain's role is to lead and rally the steading's defenses, organizing them against external threats, and keeping them maintained and trained.

The Chancellor manages the diplomatic and economic affairs of the steading, including matters of trade and taxation.

The Sheriff maintains order within the steading and the nearby lands, making sure that justice is done, laws are enforced, and the peace is not disturbed. Unlike the Guard Captain, the Sherriff deals with internal matters.

Monthly profit by steading size

Village	5 coins
Town	20 coins
Keep	50 coins
City	200 coins

When you serve as an officer of a steading to keep it functioning properly...

...if you are the Guard Captain, roll+STR.

*On a 10+ your lands are peaceful. Whatever dangers are about, you either keep them at bay or have plenty of time to prepare to deal with them.

*On a 7-9, there's a threat lurking about, you will hear grim portents of its presence. If you don't deal with it promptly, it will attack your home.

*On a 6- the threat is coming right at you immediately, sound the alarm!

...If you are the Chancellor, roll+INT.

*On a 10+ the economy is good and you make your monthly profit, based upon your steading size.

*On a 7-9 times are somewhat tough, you may have to do some diplomacy or negotiation before you can earn your profit for the month.

*On a 6- something is directly endangering the economic health of your home. Either a resource is in danger of being lost, or something is blocking trade. Solve the problem or your prosperity takes a hit.

...If you are the Sheriff, roll+CHA.

*On a 10+ peace prevails within your steading.

*On a 7-9 things are generally calm, but you may hear of some grim portents that need to be investigated before they become a threat.

*On a 6- some kind of internal conflict threatens to throw your home into disarray. You have to deal with this problem, and it won't be as simple as just killing or imprisoning everyone involved.

Events within the lands and the choices that the PCs make as rulers can greatly impact their job performance.

For all roles, if you spend less than one week of the past month doing your job, (i.e. you were out of town adventuring or otherwise unable to work in your office) you cannot get a 10+, treat that as a 7-9.

For the Guard Captain...

...If the steadings has the Safe tag, you cannot get a 6-, treat that as a 7-9.

...If the steadings is under the direct protection of another, larger steadings, take +1.

...If the party slew a notable monster in the vicinity this month, take +1.

...If the steadings has the Enmity or Blight tag, take -1 for each.

For the Chancellor...

...If the steadings's Prosperity is Rich, your monthly income increases by 50%.

...If you made a new diplomatic or trade deal with another steadings this month, take +1.

...If the steadings's Prosperity is Dirt, your monthly income decreases by 50%.

...If the steadings has a Need that is not being fulfilled, take -1.

...If you work to grow your steadings's population, take -1. On a success, the steadings gets +Population.

For the Sheriff...

...If the steadings has the Lawless tag or has a population of Booming, take -1 for each.

...If a major crime has been committed in town this month, take +1 if you solved the crime and brought the perpetrators to justice, or take -1 if you ignored or covered up the incident.

...If you levy a harsh tax, your steadings gains its monthly profit in coins and take -1.

...If you throw a festival this month, spend coins equal to twice your steadings's monthly profit in coins and take +1.

New Advanced Move

Civil Servant

When you are an officer of a steadings, take +1 to your service roll. Additionally, when you confront an unruly mob, roll+CHA. *On a 10+ the mob disperses quietly, or you may turn their anger at another target of your choosing. *On a 7-9 the mob disperses, but they'll have some demands first. *On a 6- the mob turns on you.

Note that these rules are not designed to supersede the rules in the Dungeon World core book (pages 217-218), but are instead intended to give the players more agency in shaping the growth of steadings. As such, they are optional, and should only be used if your group desires this level of management.