

The Warlock

A Dungeon World compatible playbook



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Shoutouts to Alex "Ansob" Norris for move critique




Name _____ **Look** _____

Male: Faustus, Elric, Yugi, Sæmundur, Solomon, Michael, Aladdin
 Female: Piper, Willow, Mab, Circe, Morgiana, Cymoril

Crazy Eyes, Haunted Eyes, or Knowing Eyes
 Impeccable Hair, Wild Hair, or Bald
 Common Clothes, Dark Clothes, or Fancy Clothes
 Fit Body, Scarred Body, or Thin 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 **STARTING MOVES**

- LAWFUL**
Endanger yourself following the wishes of your patron.
- CHAOTIC**
Spur others to significant and unplanned decisive action
- EVIL**
Corrupt another as you've been corrupted

You start with these moves:

Contract
 You have signed a contract with an otherworldly force, whether fae, demon, or other. Work with your GM to detail the patron's appearance and personality. Select two boons you received from your patron:
 * A freedom from hunger, thirst and sleep
 * Flawless appearance and manner
 * Immunity to disease, debility and aging
 * Knowledge of a long-forgotten, eldritch language.
 * Invulnerability to enchantment
 and the obligation placed upon you by your patron:
 * Worship (required: sway others to your patron's service)
 * Secrecy (required: hide the identity of your patron at all costs)
 * Competition (required: work against the enemies of your patron)
 * Sacrifice (required: destroy items of power in your patron's name)
 If a significant amount of time passes without a sincere attempt to fulfill your obligation, take -1 ongoing until you are back in your patron's good graces.

RACE

- DWARF**
Add this option to your potential Contract boons:
*Invulnerability to fire.
- ELF**
When you act on the knowledge gained from Soul's Price, take +1 forward.
- HUMAN**
Your Summoned Minion gains Warrior +1 or Priest +1, your choice.

BONDS

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

I must hide my true nature from _____.

_____ would make an excellent servant for my master.

If anyone can save my soul, it is _____.

_____ reminds me of better times.

I know what _____ truly desires.

Fool's Luck
 When you take damage, take +1 forward to Defy Danger.

Soul's Price
 When you spend time getting to know someone, roll +Wis. On a 10+, your servants whisper to you one thing that person truly desires. On a 7-9 you learn of one thing they truly desire, but they sense something of your true nature.

Summoned Minion
 Your contract grants you dominion over a summoned creature. It is a Hireling that follows your orders to the best of its abilities, describe it.
 Choose a base:
 * Protector +1, Warrior +2, Loyalty +2
 * Adept +2, Priest +1, Loyalty +2
 * Burglar +1, Tracker +2, Loyalty +2
 * Minstrel +2, Warrior +1, Loyalty +2
 The Minion has Cost: Advance the patron's agenda. If it dies or is otherwise unavailable, it summons itself to your side on the next sunset, alive and unharmed.

GEAR

Your Load is 7+STR. You carry a copy of your contract, describe it (weight 0).

Choose your armament:

- Short Sword (close, 1 weight)
- Worn bow (near, 2 weight), bundle of arrows (3 ammo, 1 weight), and dagger (hand, 1 weight)

Choose two:

- Healing potion (1 weight)
- Antitoxin
- Dungeon rations (5 uses, 1 weight)
- 6 coin

ADVANCED MOVES

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

Otherworldly Assistance

When you call upon your patron for assistance, roll +Cha. *On a 10+ choose two. *On a 7-9 choose one. *On a miss, your patron is displeased with your weakness and will seek to torment you.

* It happens exactly as you wished

* Your patron does not require a price

* Your patron's enemies do not interfere

Adaptable Minion

Select a skill your Minion does not possess. It learns this skill with a rank of 2.

Minion Expertise

You gain two extra points to distribute between your Minion's current skills.

Minion Proficiency

You gain two extra points to distribute between your Minion's current skills.

Clever Fiend

Choose one move from the thief class list.

Claimed Soul

When you take your Last Breath, on a 7-9 result your patron interferes and lays claim to your soul. It bargains with Death on your behalf and you must accept the agreement. On a 6-, your patron interferes and offers you a bargain. Take it and stabilize or refuse and condemn your soul to an eternity of torment.

The Devil's Own

When you Spout Lore about something under your patron's purview, take +1 forward.

One Man's Trash

When you attempt to manipulate a GM character, roll +Cha. You create a simulacrum of their heart's desire; on a 10+, the illusion is perfect while it lasts, and you are out of their reach when it disappears. On a 7-9, there was a flaw - they realise you've duped them before you can get away, and are now coming for you. Either way, this counts as leverage.

Learn Through Pain

When you are not at full HP, gain +1 armor.

A Worthy Sacrifice

When your Minion is nearby and you would take damage, you may negate the damage. Your Minion dies.

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

Minion Grandmastery

Requires: Minion Proficiency or Minion Expertise

You gain three extra points to distribute between your Minion's current skills.

Educated Minion

Requires: Adaptable Minion

Select a skill your Minion does not possess. It gains this skill with a rank of 3.

Soul's Bargain

When you convince someone else to willingly give up a portion of their soul, roll +Cha. On a 10+, choose a stat; you take +1 ongoing to rolls using that stat until the next sunset, and they take +1 ongoing to rolls using that stat. The GM chooses a stat; they take -1 ongoing to rolls using that stat. On a 7-9, you also take -1 ongoing to the stat of the GM's choice until the next sunset. On a miss, they gain the benefits but you are unable to contain the soul portion; your patron feeds upon it immediately.

Shadow Fiend

Choose a move from the bard class list, other than the multiclass moves.

Form of the Patron

When you choose to reveal the truth of your nature, roll +Con. On a 10+, your body shifts to match features of your patron and gain 3 hold. On a 7-9, gain 2 hold. On a miss gain 1 hold in addition to whatever the GM says. The GM will tell you one or more moves associated with these features. Spend 1 hold to make that move. Once you're out of hold, you return to your normal form.

Fine Print

Select one more boon from your Contract. You gain this boon.

One With Shadows

When you are under complete cover of darkness, roll +Dex. On a 10+, you are fully invisible within shadows. On a 7-9, you are invisible in shadows but leave some mark of your presence - a faint scent of brimstone, a thin layer of frost on anything you touch, so on.

By Torment Sustained

Replaces: Learn Through Pain

When you are not at full HP, gain +2 armor.

Delayed Punishment

When you take damage that would otherwise kill you, you may instead take -1 ongoing and negate that damage. You may choose at any time to take the damage you would have taken and the -1 ongoing ends.

A Just King

When you take this move, you gain access to a second Summoned Minion. Build it as you did the first minion, choosing a base and applying any bonuses from other moves. Only one minion can aid you at any time; you must select which minion appears upon each sunset.