

DUNGEON WORLD

QUICK START PACK

*Simplified basic playbooks for quick and easy-to-learn
One-shots or mini campaigns of Dungeon World*

*Including rules for both players and gamemaster
and tools for both world and adventure creation with no prep*

A complete experience in one pack!

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



Written by Peter Johansen. Version October 27, 2017

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INTRODUCTION

Dungeon World is a world of fantastic adventure. A world of magic, gods and demons, of good and evil, law and chaos. Brave heroes venture into the most dangerous corners of the land in search of gold and glory.

Adventurers take many shapes in Dungeon World. Some are near-invincible beasts of battle encased in iron armor. Others are more mysterious, conjuring up and wielding the mighty forces of magic. Treasure and glory are sought by a holy cleric, a tricky thief, a mighty paladin, and more.

It isn't all easy heroics and noble bravery, though. Every time the ranger guides his friends through the ancient woods there are a hundred things waiting to bite his head off. Slaving hordes of goblin troops, maybe. Or is this the Cursed Wood, where dwells the Gray Witch? Or the throngs of hateful dead, looking to drag a meaty corpse back to their lair? Scary, sure, but there's treasure, too. More gold and jewels and magic lost to man have fallen between the cracks in the world than you can imagine. Who better to retrieve it than a band of stalwart heroes?

You and your friends are those heroes. You go where others can't—or won't. There are monstrous things lurking in the world. Are you ready to face them?

So, why play Dungeon World?

First, to see the characters do **amazing things**. To see them explore the unexplored, slay the undying, and go from the deepest bowels of the world to the highest peaks of the heavens. To see them caught up in momentous events and grand tragedies.

Second, to see them **struggle together**. To gather as a party despite their differences and stand united against their foes, or to argue over treasure, debate battle plans, and join in righteous celebration over a victory hard-won.

Third, because **the world still has so many places to explore**. There are unlooted tombs and dragon hoards dotting the countryside just waiting for quick-fingered and strong-armed adventurers to discover them. That unexplored world has plans of its own. Play to see what they are and how they'll change the lives of our characters.

What's Dungeon World like to play?

Playing Dungeon World is all about finding out what happens when your characters encounter dangerous and exciting monsters, strange ruins, and unusual people on their quest for gold and glory. It's a conversation between the players and the GM—the GM tells the players what they see and hear in the world around them and the players say what their characters are thinking, feeling, and doing. Sometimes those descriptions will trigger a move—something that'll cause everyone to stop and say “time to roll the dice to see what happens.” For a moment everyone hangs on the edges of their seats as the dice clatter to a stop. Tension and excitement are always the result, no matter how the dice land.

To play Dungeon World, you'll need to gather a few friends. Choose one person to be the Game Master (GM); they take the GM playbook and two GM sheets. Everyone else will be a player, taking the role of the characters in the game (we call these the player characters or PCs). As you play, the players say what their characters say, think, and do. The GM describes everything else in the world.

Everyone at the table will need something to write with and some six-sided dice. Two dice is the minimum but two dice per player is a good idea. You'll also need some special dice: four-sided, eight-sided, and ten-sided.

This quick-start pack contains the basic rules of Dungeon World in abbreviated form, designed to facilitate ease of learning of core concepts, especially for new players. The playbooks included here are modified to get characters created as quickly as possible by omitting certain features more relevant to long-term play. While these characters are designed with one-shot sessions in mind, they can easily be adapted for longer play. The goal is to help new players become comfortable with Dungeon World; its rules, its conventions, and its style.

GETTING STARTED

To begin, select one of the eight provided playbooks, whichever one catches your eye. Then perform the steps under “Start here”, detailed as follows:

- Give your character a name, and choose options under Look to describe your appearance (or make up some of your own)
- Choose one of the listed backgrounds, which will give you bonuses to two of the six stats: Strength (STR), Dexterity (DEX), Constitution (CON), Intelligence (INT), Wisdom (WIS), and Charisma (CHA). Record these bonuses in the appropriate boxes in the sheet. Your background will also give you an additional piece of gear, record this in the Gear section.
- Choose one of your six stats, and add 1 to it as a personal specialty. Choose another of the six stats, and subtract 1 from it as a personal weakness. This may give you a stat of -1, that's fine! Set any stats that have not been modified to zero.
- Choose any other options that your playbook may require, such as the fighter's signature weapon or the thief's poison.

When you are done, read the “How to Play” heading on the back of your sheet. This section will also give you some questions to think about in the next phase: building the world together.

To begin with everyone on similar footing, we will assume that the characters all come from the same hometown, and the story will unfold near it. Your characters will know each other, and while they might not always get along like best friends, they should at least be civil with one another and have motivation to work together for a common goal, even if they have their own motivations for pursuing these goals. If it helps, you can act each other questions to better understand how your characters relate to one another. At this point, you may wish you answer the questions you have under Bonds, which will establish the shared past between your characters. It is not necessary to answer them all right now; you can save some for later.

The questions on your playbooks will give you starting points to begin describing your hometown and the lands around it. Perhaps your home is a rough mining camp, a sleepy island port, or an idyllic place hidden deep in a forest. If you think of other questions to ask other players, feel free to do so, especially questions that will build the relationships you have with one another. Perhaps you'd like to tell us about the last adventure you had together; that's a great way to build both the world and your group. The GM will come up with more questions as well. The answers you give will weave together this new world.

Next, the GM will ask questions that establish the premise of the situation, what your characters are doing and why. These questions will connect your characters to the threat or opportunity that you are facing. Lost ruins, monstrous hordes, and towers of evil wizards all make for good premises, but each character will have their own stake in the action. The GM's questions will also help them create the opposition you will face on your adventure. When you have enough details, the GM will give you a tense situation, one that requires you to act, and ask, “What do you do?” The action begins here.

Your playbook provides you with a list of your moves, as well as a reference of basic moves on the reverse side of the sheet that everyone can do. This may seem like a lot of information, but you don't have to learn it all at once. Remember, Dungeon World is about having a conversation. Don't think of your moves as buttons to push to accomplish something, nor are these moves your only options in any situation. Rather, moves are the way the game rules react to your actions in the story. When you describe your character carefully creeping across a shaky suspension bridge, the GM will tell you to Defy Danger. Now it's time to roll the dice, and see what happens. Focus on the fiction. Do you want to Hack and Slash that goblin? Say how you attack it. The GM will help you to notice when your actions trigger a move. In general: **to do it, do it**. There are some additional special moves on the back of this page, but don't worry about them just yet. They'll come up in due time.

EQUIPMENT

A good adventure usually ends with a reward, whether fame, favors, or fortune. Wealth in Dungeon World is measured in coin: the currency of the realm. It's good pretty much everywhere.

After an adventure or at a break in the action, the characters may wish to refill their backpacks and quivers. The following is a list of items that will typically be available for purchase:

Short Bow	15 coins
A common bow with a short but respectable range.	
Long Bow	60 coins
A bow of exceptional craftsmanship, capable of much greater range.	
Bundle of arrows (3 ammo)	1 coin
Throwing knife	1 coin
A simple weapon	2 coins
Clubs, staves, and daggers. How lethal they are depends on the skill of the one wielding it.	
A martial weapon	8 coins
Swords, axes, warhammers, spears, and maces. Try to stick the pointy bits in your enemies.	
Leather armor (1 armor)	10 coins
Boiled to make a rigid but lightweight cuirass. A good bit of armor often means the difference between life and death in Dungeon World.	
Chainmail (2 armor)	50 coins
More protection, but heavy and tough to move around with. Take -1 ongoing to all rolls while wearing this armor, unless you have the Armored move.	
Shield (+1 armor)	15 coins
Increases your armor by 1 when worn upon your arm.	
Adventuring gear (5 uses)	20 coins
Adventuring gear is a collection of useful mundane items such as chalk, poles, spikes, ropes, etc. When you rummage through your adventuring gear for some useful mundane item, you find what you need and mark off a use.	
Bandages (3 uses)	5 coins
When you have a few minutes to bandage someone else's wounds, heal them of 4 damage and expend a use.	
Poultices and herbs (2 uses)	10 coins
When you carefully treat someone's wounds with poultices and herbs, heal them of 7 damage and expend a use.	
Healing potion	50 coins
When you drink an entire healing potion, heal yourself of 10 damage or remove one debility, your choice.	
Bag of books (5 uses)	10 coins
When your bag of books contains just the right book for the subject you're Spouting Lore on, consult the book, mark off a use, and take +1 to your roll.	
Antitoxin	10 coins
When you drink antitoxin, you're cured of one poison affecting you.	
Dungeon rations (5 uses)	3 coins
Salted meats, dried fruit, and hardtack. Don't forget to drink plenty of water.	

Within Dungeon World are many lost artifacts and magical items. These typically cannot be bought with coin, but instead must be found or earned.

Magic items are for you to make for your game. When making your own magic items, keep in mind that these items are *magical*. Simple modifiers, like +1 damage, are the realm of the mundane—magic items should provide more interesting bonuses.

SPECIAL MOVES

Special moves are moves that come up less often or in more specific situations. They're still the basis of what characters do in Dungeon World—particularly what they do between adventures. Introduce them as they are needed during the flow of the conversation.

Last Breath

When you're **dying**, you catch a glimpse of what lies beyond the Black Gates of Death's Kingdom (the GM will describe it). Then roll (just roll, +nothing—yeah, Death doesn't care how tough or cool you are). *On a 10+, you've cheated Death—you're in a bad spot but you're still alive. *On a 7-9, Death himself will offer you a bargain. Take it and stabilize or refuse and pass beyond the Black Gates into whatever fate awaits you. *On 6-, your fate is sealed. You're marked as Death's own and you'll cross the threshold soon. The GM will tell you when.

Make Camp

When you **settle in to rest**, consume a ration. If you're somewhere dangerous decide who will keep watch as well. When you wake from at least a few uninterrupted hours of sleep, heal damage equal to half your max HP.

You usually make camp so that you can do other things, like prepare spells or commune with your god, or just get some sleep. Whenever you stop to catch your breath for more than an hour or so, you've probably made camp.

Staying a night in an inn or house is making camp, too. Regain your hit points as usual, but only mark off a ration if you're eating from the food you carry, not paying for a meal or receiving hospitality.

Undertake a Perilous Journey

When you **travel through hostile territory**, choose one member of the party to act as trailblazer, one to scout ahead, and one to be quartermaster. Each character with a job to do rolls+WIS. *On a 10+:

- The trailblazer reduces the amount of time it takes to reach your destination (the GM will say by how much).
- The scout will spot any trouble quick enough to let you get the drop on it.
- The quartermaster reduces the number of rations required by one.

*On a 7-9, each role performs their job as expected: the normal number of rations are consumed, the journey takes about as long as expected, no one gets the drop on you but you don't get the drop on them either.

You can't assign more than one job to a character. If you don't have enough party members, or choose not to assign a job, treat that job as if it had been assigned and the responsible player had rolled a miss.

Distances in Dungeon World are measured in rations. A ration is the amount of supplies used up in a day. Journeys take more rations when they are long or when travel is slow. A perilous journey is the whole way between two locations. You don't roll for one day's journey and then make camp only to roll for the next day's journey, too. Make one roll for the entire trip.

This move only applies when you know where you're going. Setting off to explore is not a perilous journey. It's wandering around looking for cool things to discover. Use up rations as you camp and the GM will give you details about the world as you discover them.

Supply

When you **go to buy something with coin on hand**, if it's something readily available in the place you're in, you can buy it at market price. If it's something special, beyond what's usually available here, or not mundane, roll+CHA. *On a 10+, you find what you're looking for at a fair price. *On a 7-9, you'll have to pay more or settle for something that's not exactly what you wanted, but close. The GM will tell you what your options are.

Recover

When you do **nothing but rest in comfort and safety**, after a day of rest you recover all of your HP. After three days of rest you remove one debility of your choice. If you're under the care of a healer (magical or otherwise) you heal a debility for every two days of rest instead.

GAMEMASTER'S RULES

This sheet isn't for the other players, it's for you, the Dungeon World GM. It's not just advice or optional tips and tricks on how best to play. These are your procedures. These are your rules.

The material on these sheets is taken from the GM chapter of *Dungeon World*. (pages 159-174, 180-182) New GMs should review these rules before playing, while veteran GMs may still find them to be helpful references to consult.

Running a game of *Dungeon World* means following a framework created by three things you have as a GM: Your **agenda** is what you set out to do when you sit down at the table. Your **principles** are the guides that keep you focused on that agenda. Your **moves**—the GM moves, dungeon moves, monster moves, etc—are the concrete, moment-to-moment things you do to move the game forward. These are detailed on the second GM sheet; read them over before you begin play and keep them by your side, especially the list of moves. When you're having trouble deciding what happens next, look at the list of moves and principles to get some ideas.

When you sit down at the table as a GM you do these things:

Describe the world: First and foremost, you describe the immediate situation around the players at all times. This is how you start a session, how you get things rolling after a snack break, get back on track after a great joke: tell them what the situation is in concrete terms. The situation around them is rarely "everything's great, nothing to worry about." They're adventurers going on adventures—give them something to react to.

Use detail and senses to draw them in. The situation isn't just an orc charging you, it's an orc painted in blood swinging a hammer and yelling bloody murder. You can leverage a lack of information, too. The sound of clattering armor and shuffling feet, for instance.

When you describe the situation, always end with "What do you do?" *Dungeon World* is about action and adventure! Portray a situation that demands a response.

Follow the rules: This means your GM rules, sure, but also keep an eye on the players' moves. It's everyone's responsibility to watch for when a move has been triggered, including you. Stop the players and ask if they mean to trigger the rules when it sounds like that's what they're doing.

Part of following the rules is making moves. Your moves are different than player moves and we'll describe them in detail in a bit. Your moves are specific things you can do to change the flow of the game.

Exploit your prep: At times you'll know something the players don't yet know. You can use that knowledge to help you make moves. Maybe the wizard tries to cast a spell and draws unwanted attention. They don't know that the attention that just fell on them was the ominous gaze of a demon waiting two levels below, but you do.

"Prep" can mean a wide variety of resources. You might have brought a dungeon or other location to the game, already mapped out, or you may have a cast of characters, and know all their motivations. Or perhaps you simply decided something was true and now you are acting on that information. You can also ask the players about their characters' lives and histories, and add those details to your prep.

There are no rules for assigning *ad hoc* modifiers to the players' rolls for more difficult tests. Instead of raising the difficulty, raise the stakes by making harder moves. A failed move against a dragon will hurt a lot more than a failed move against a goblin.

Likewise, you can put obstacles in the characters' way. The charming gaze of a vampire or the incredible speed of a master swordsman may mean that you have to Defy Danger just to get into striking range.

BUILDING THE WORLD

Building a whole world with almost no preparation can seem like a daunting task. It requires trust in your fellow players, and a willingness to come out of your shell and let go of your own preconceived notions. *Dungeon World* works best when everyone contributes, and the important stuff happens at the table, and not in the GM's head.

To begin with, *ask questions*. Each playbook has a list of starting questions to get players thinking about their characters' place in the world. Every answer they give you is an element that they would like added to the game, so use as many as possible.

A good way to make your world seem more real and connected is by making a map, both of your village and the local area around it. Grab a blank piece of paper and take turns add features to it to make a map of your village. Every player (including the GM) then draws one or two buildings or features of the village on the map, at least one of which should be relevant to someone they know in the village. For example, if a character is an apprentice blacksmith, they can draw a smithy. The new building should also introduce the NPC that the character is connected to. Don't forget to name your village!

For the area map, start with the location of the village in the center of the sheet, then each player draws one or two features on the map. These can be parts of the terrain, an interesting ruin, a natural landmark, or even a distant town. The GM can also suggest an overarching theme that ties everything together. For example, there may be an evil cult at work in the area, an aggressive neighbor is bent on conquest of the area, or the village's defenses may have been devastated during a recent raid.

Once you have a map and some connections to the world, you should have a good idea of the status quo of the village. Adventure hasn't come knocking just yet, but there are rumbles of thunder in the distance. Now it's time to start shaking these foundations. How have things changed, recently, and for the worse? Perhaps there are rumors that the undead horde is on the march, or many of the village's able-bodied men have recently fallen ill or been killed in a battle. Relate the situation back to the characters to give them each something that makes this danger personal, and finish by presenting a tense situation that requires action.

As your players are filling in their map, you should be looking over your own Gamemaster playbook. Here, you'll find a list of prompts to fill that will give you the basic structure of an adventure. Some of them you may already be able to fill, other you may need to press for more information. You can answer a few in secret yourself, and keep them as surprises to be revealed in play. Once you have enough details, take a short break, give people time to stretch their legs while you answer the questions under the "prep the dungeon" move, and get ready for the action to begin.

NEXT STEPS

By the end of your first session, you should have the seed of a world to explore with plenty of blanks left on the map, as well as some potential threats that need to be defeated. While these quick-start characters are designed for one-shots or short campaigns, they can easily keep going for as long as you wish just as they are. If you would like your characters to be able to grow in power as your campaign progresses, you can do so.

The rules for experience points and character advancement have been purposefully left out of this quick-start to cut down on complexity, but they're easy enough to add into the game. Alternatively, you can award the characters an advancement at certain milestones, such as at the end of the session. We have included advance cards with different options for each class to choose when they advance, in the style of advanced moves.

If you are having difficulty improvising details, just go with whatever seems the most likely or obvious to you at the moment. What seems obvious to you may seem brilliantly original to others.

PLAYING THE GAME

Your role during character creation is threefold: help everyone, ask questions, and take notes. When a player makes a choice—particularly for their bonds—ask them about it. Get more detail. Think about what these details mean. Look for interesting facts established by the characters' bonds, moves, classes, and descriptions and ask about those things. Be curious! When someone mentions the demons that slaughtered their village, find out more about them. After all, everything they give you is fuel for future adventures.

Also pay attention to the players' questions. When mechanical questions come up answer them. When questions of setting or fiction come up your best bet is to turn those questions around. When a player says, "Who is the King of Torsea," say, "I don't know. Who is it? What is he like?" Collaborate with your players. Asking a question means it's something that interests them so work with them to make the answers interesting. Don't be afraid to say, "I don't know" and ask them the same questions. Work together to find a fantastic and interesting answer.

If you've come to the table with some ideas about stuff you'd like to see in the world, share them with the players. Their characters are their responsibility and the world is yours—you've got a lot of say in what lives in it. If you want the game to be about a hunt for the lost sorcerer-race of aeons past, say so! If the players aren't interested or they're sick to death of sorcerers, they'll let you know and you can work together to find some other way. You don't need pre-approval for everything but making sure everyone is excited about the broad strokes of the world is a great start.

Once everyone has their characters created you can take a deep breath. Look back over the questions you've asked and answered so far. You should have some notes that will point you towards what the game might look like. Look at what the players have brought to the table. Look to the ideas that have been stewing away in your head. It's time for the adventure to begin!

Start the session with a group of player characters (maybe all of them) in a tense situation. Use anything that demands action: outside the entrance to a dungeon, ambushed in a fetid swamp, peeking through the crack in a door at the orc guards, or being sentenced before King Levus. Ask questions right away—"who is leading the ambush against you?" or "what did you do to make King Levus so mad?" If the situation stems directly from the characters and your questions, all the better.

Here's where the game starts. The players will start saying and doing things, which means they'll start making moves. For the first session you should watch especially carefully for when moves apply, until the players get the hang of it. Often, in the early sessions, the players will be most comfortable just narrating their actions—this is fine. When a move triggers, let them know. Say, "It sounds like you're trying to..." and then walk them through the move. Players looking for direction will look to their character sheet. When a player just says "I Hack and Slash him" be quick to ask, "How?" or "With what?" Sometimes they may try to do something that doesn't trigger any of their moves. That means they are likely looking to you to see what happens next, so make one of your moves.

Establish details, describe: All the ideas and visions in your head don't really exist in the fiction of the game until you share them, describe them, and detail them. This is the time to establish the basics of what things look like, who's in charge, what they wear, what the world is like, and what the immediate location is like. Describe everything, but keep it brief enough to expand on later. Use a detail or two to make a description really stand out as real.

Ask questions: You're using what they give you, right? What if you need more? That's when you draw it out by asking questions. Poke and prod about specific things. Ask for reactions: "What does Lux think about that?" "Is Avon doing something about it?"

If you ever find yourself at a loss, pause for a second and ask a question. Ask one character a question about another. When a character does something, ask how a different character feels or reacts. Questions will power your game and make it feel real and exciting. Use the answers you find to fill in what might happen next.

Leave blanks: It's one of your principles, but it's especially true during the first session. Every blank is another cool thing waiting to happen; leave yourself a stock of them.

Look for interesting facts: There are some ideas that, when you hear them, just jump out at you. When you hear one of those ideas, just write it down. When a player mentions the Duke of Sorrows being the demon he bargained with, note it. That little fact is the seed for a whole world.

Help the players understand the moves: You are likely the one most familiar with the game, while the players may just be getting their first taste, so it's up to you to help them if they need it. The fact is, they likely won't need it much. All they have to do is describe what their character does; the rules take care of the rest.

The one place they may need some help is remembering the triggers for the moves. Keep an ear out for actions that trigger moves, like attacking in melee or consulting their knowledge. After a few moves the players will likely remember them on their own.

Give each character a chance to shine: As a fan of the heroes (remember your agenda?) you want to see them do what they do best. Give them a chance at this, not by tailoring every room to their skills, but by portraying a fantastic world (agenda again) where there are many solutions to every challenge. Give the Bard someone to talk to, and give the Thief chances to be sneaky.

Introduce NPCs: NPCs bring the world to life. If every monster does nothing more than attack and every blacksmith sets out their wares for simple payment the world is dead. Instead give your characters, especially those that the players show an interest in, life (principles, remember?) Introduce NPCs but don't protect them. The recently deceased Lord of Goblins is just as useful for future adventures as the one who's still alive.

Remember that Dungeon World is all about the fiction, not numbers. Don't go out of your way to trigger moves, whether you're a player or the GM. Taking a quick glance around a room isn't Discerning Realities, and asking someone nicely for a favor without any leverage is not Parley. If a player move doesn't trigger, and everyone is looking to you to see what happens next, it's time to make a GM move.

Sooner or later blades are drawn and blood is shed. When this happens the players are likely to start hacking and slashing, volleying, and defending. Think about more than just the exchange of damage. Monsters might be trying to capture the characters or protect something from them. Understand what the fight is about, what each side wants and how that might affect the tide of battle.

No self-respecting monster just stands still for their beating. Combat is a dynamic thing with creatures moving in and out of range, taking cover, and retreating. Sometimes the battlefield itself shifts. Have your monsters take action that the players will react to. Make sure you're making use of moves beyond deal damage, even in a fight. This includes monster moves too, so when your goblin orkaster is summoning something beyond its control, you can make the move "pour forth magical chaos".

Make sure everyone has a chance to act, and that you know where each player is during the chaos of combat. If you would find it helpful, sketch a map of a complex battle location so that everyone knows just what's happening and can describe their actions appropriately.

If you're stumped as to what happens next, look to your principles and do what seems like would most be most obvious to you. Paradoxically, that obvious thing may, to everyone else, seem original and brilliant.

If you have enjoyed this quick-start pack, please consider purchasing the full game of Dungeon World, by Sage LaTorra and Adam Koebel, available at your friendly local game store or online at drivethrurpg.com.

AGENDA

Your agenda describes the things you aim to do at all times while GMing a game of Dungeon World:

Portray a fantastic world: Dungeon World is all about guts, guile, and bravery against darkness and doom. It's about characters who have decided to take up a life of adventure in the hopes of some glorious reward. It's your job to participate in that by showing the players a world in which their characters can find that adventure. Without the player characters the world would fall into chaos or destruction—it might still even with them. It's up to you to portray the fantastic elements of that world. Show the players the wonders of the world they're in and encourage them to react to it.

Fill the characters' lives with adventure: This means working with the players to create a world that's engaging and dynamic. Adventurers are always caught up in some kind of world-threatening danger—encourage that kind of action in the game.

Adventures should never presume player actions. A good adventure portrays a setting in motion—someplace significant with creatures big and small pursuing their own goals. As the players come into conflict with that setting and its denizens, action is inevitable. It's your job to honestly portray the repercussions of that action.

Play to find out what happens: You're sharing in the fun of finding out how the characters react to and change the world you're portraying. You're all participants in a great adventure that's unfolding. Don't plan too hard—the rules of the game will fight you.

Everything you say and do at the table exists to accomplish these three goals and no others. Things that aren't on this list aren't your goals. You're not trying to beat the players, test their ability to solve complex traps, or kill their characters (though monsters might be). You're not here to give them a chance to explore your finely crafted setting and you're most certainly not here to tell everyone a planned-out story.

PRINCIPLES

Your principles are your guides. Often, when it's time to make a move, you'll already have an idea of what makes sense. Consider it in light of your principles and go with it, if it fits.

Address the characters, not the players: This means that you don't say: "Tony, is Dunwick doing something about that wight?" Instead, you say: "Dunwick, what are you doing about the wight?" Speaking this way keeps the game focused on the fiction and not on the table.

It's important to the flow of the game, too. If you talk to the players you may leave out details that are important to what moves the characters make. Since moves are always based on the actions of the characters, you need to think about what's happening in terms of those characters—not the players portraying them.

Ask questions and use the answers: Part of playing to find out what happens is explicitly not knowing everything, and being curious. If you don't know something, or you don't have an idea, ask the players and use what they say.

Think about time when asking questions: ask about what came before, what is true now and what might happen in the future. Ask the Cleric about the gods, ask the Wizard about magic, then switch it up—maybe the Thief has some ideas about the gods, too?

Be a fan of the characters: Think of the players' characters as protagonists in a story you might see on TV. Cheer for their victories and lament their defeats. You're not here to push them in any particular direction, merely to participate in the fiction that features them and their actions.

Begin and end with the fiction: Everything you and the players do in Dungeon World comes from, and leads to, fictional events. When a player makes a move, they describe their character taking action. Then you apply the rules and get a fictional effect. When you make a move it always comes from the fiction.

Draw maps, leave blanks: Dungeon World exists mostly in the imaginations of the people playing it; maps help everyone stay on the same page. You won't always be drawing them yourself, but any time there's a new location described, make sure it gets added to a map.

When you draw a map, don't try to make it complete. Leave room for the unknown. As you play you'll get more ideas and the players will give you inspiration to work with. Let the maps expand and change.

Embrace the fantastic: Magic, strange vistas, gods, demons, and abominations—the world is full of mystery and magic. Embrace that in your prep and in play. Think about "the fantastic" on various scales. Think about floating cities or islands crafted from the corpse of a god. Think about village wise-men and their spirit familiars, or the statue that the local bandits touch to give them luck. The characters are interesting people, empowered by their gods, their skill at arms, or by mystical training. The world should be just as engaging.

Give every monster life: Monsters are fantastic creatures with their own motivations, whether simple or complex. Give each monster details that bring it to life: smells, sights, sounds—enough to make it real. But don't cry when it gets beat up or overthrown, that's what the players' characters are supposed to do!

Make a move that follows: When you make a move, what you're actually doing is taking an element of the fiction and bringing it to bear against the characters. Your moves should always follow from the fiction. They help you focus on one aspect of the current situation and do something interesting with it. When it's your turn to say something, ask yourself: "What's going on? What move makes sense here?" Then describe what happens in the fiction as an event.

Name every person: Anyone and everyone that the players speak with has a name. They probably have a personality and goals or opinions too, but you can figure that out as you go. Start with a name. The rest can flow from there.

Never speak the name of your move: There is no quicker way to ruin the consistency of Dungeon World than to tell the players what move you're making. Your moves are prompts for you, not things you say directly.

You never show the players that you're picking a move from a list. You know the reason the slayers dragged Omar away was because you made the "put someone in a spot" move, but you show it to the players as a straightforward outcome of their actions, since it is.

Think dangerous: Everything in the world is a target. You're thinking like an evil overlord: no single life is worth anything and there is nothing sacrosanct. Everything can be put in danger, everything can be destroyed. Nothing you create is ever protected. Whenever your eye falls on something you've created, think how it can be put in danger, fall apart or crumble. The world changes. Without the characters' intervention, it changes for the worse.

Think offscreen too: Just because you're a fan of the characters doesn't mean everything happens right in front of them. Sometimes your best move is in the next room, or another part of the dungeon, or even back in town. Make your move elsewhere and show its effects when they come into the spotlight.

There are no combat turns, rounds, initiative or order. You don't "go into combat". The GM sets up a situation, the players respond, moves are triggered and resolved as necessary. Think of it like a movie battle scene, switching between characters as needed. Any player can jump in (or be asked what they do) at any time, as long as it makes sense in the fiction.

MOVES

You make a move when:

- Everyone looks to you to find out what happens.
- The players give you a golden opportunity.
- They roll a 6 or less (a miss).

Each move is something that occurs in the fiction of the game—they aren't code words or special terms. "Use up their resources" literally means to expend the resources of the characters, for example.

Never speak the name of your move (that's one of your principles). Make it a real thing that happens to them: "As you dodge the hulking ogre's club, you slip and land hard. Your sword goes sliding away into the darkness. You think you saw where it went but the ogre is lumbering your way. What do you do?"

No matter what move you make, always follow up with "What do you do?" Your moves are a way of fulfilling your agenda—part of which is to fill the characters' lives with adventure. When a spell goes wild or the floor drops out from under them adventurers react or suffer the consequences of inaction.

When making a move, keep your principles in mind. In particular, never speak the name of your move and address the characters, not the players. Your moves are not mechanical actions happening around the table. They are concrete events happening to the characters in the fictional world you are describing. What you say is what happens. You never need to touch the dice.

Note that "deal damage" is a move, but other moves may include damage as well. When an ogre flings you against a wall you take damage as surely as if he had smashed you with his fists.

Generally when the players are just looking at you to find out what happens next, you make a **soft move**; one without immediate, irrevocable consequences. That usually means it's something not all that bad, like revealing that there's more treasure if they can just find a way past the golem (offer an opportunity with cost). It can also mean that it's something bad, but they have time to avoid it, like having the goblin archers loose their arrows (show signs of an approaching threat) with a chance for them to dodge out of danger. Soft moves are often the result of a 7-9 roll.

Hard moves, on the other hand, have immediate consequences. Dealing damage is almost always a hard move, since it means a loss of HP that won't be recovered without some action from the players. A soft move ignored becomes a golden opportunity for a hard move. If the players do nothing about the hail of arrows flying towards them it's a golden opportunity to use the deal damage move. When you have a chance to make a hard move you can opt for a soft one instead if it better fits the situation. Sometimes things just work out for the best.

Remember, Dungeon World is a conversation, and your moves are designed to keep the conversation going. "Nothing happens" is not an appropriate response to a 6- roll.

To choose a move, start by looking at the obvious consequences of the action that triggered it. If you already have an idea, think on it for a second to make sure it fits your agenda and principles and then do it. Let your moves snowball. Build on the success or failure of the characters' moves and on your own previous moves. If your first instinct is that this won't hurt them now, but it'll come back to bite them later, great! That's part of your principles (think offscreen too). Make a note of it and reveal it later, when the time is right.

Deal damage: When you deal damage, choose one source of damage that's fictionally threatening a character and apply it. In combat with a lizard man? It stabs you. Triggered a trap? Rocks fall on you. Consult the source of the danger to find out how much damage

Most damage is based on a die roll. When a player takes damage, tell them what to roll. You never need to touch the dice. If the player is too cowardly to find out their own fate, they can ask another player to roll for them.

Give an opportunity that fits a class' abilities: The thief disables traps, sneaks, and picks locks. The cleric deals with the divine and the dead. Every class has things that they shine at—present an opportunity that plays to what one class shines at.

It doesn't have to be a class that's in play right now though. Sometimes a locked door stands between you and treasure and there's no thief in sight. This is an invitation for invention, bargaining, and creativity. If all you've got is a bloody axe, doesn't every problem look like a skull?

Offer an opportunity, with or without cost: Show them something they want: riches, power, glory. If you want, you can associate some cost with it too, of course.

Remember to lead with the fiction. You don't say, "This area isn't dangerous so you can make camp here, if you're willing to take the time." You make it a solid, fictional thing and say, "Helferth's blessings still hang around the shattered altar. It's a nice safe spot, but the chanting from the ritual chamber is getting louder. What do you do?"

Reveal an unwelcome truth: An unwelcome truth is a fact the players wish wasn't true: that the room's been trapped, maybe, or that the helpful goblin is actually a spy. Reveal to the players just how much trouble they're in.

Separate them: There are few things worse than being in the middle of a raging battle with blood-thirsty owlbears on all sides—one of those things is being in the middle of that battle with no one at your back.

Separating the characters can mean anything from being pushed apart in the heat of battle to being teleported to the far end of the dungeon. Whatever way it occurs, it's bound to cause problems.

Put someone in a spot: A spot is someplace where a character needs to make tough choices. Put them, or something they care about, in the path of destruction. The harder the choice, the tougher the spot.

Show a downside to their class, race, or equipment: Just as every class shines, they all have their weaknesses, too. Do orcs have a special thirst for elven blood? Is the cleric's magic disturbing dangerous forces? The torch that lights the way also draws attention from eyes in the dark.

Show signs of an approaching threat: This is one of your most versatile moves. "Threat" means anything bad that's on the way. With this move, you just show them that something's going to happen unless they do something about it.

Tell them the requirements or consequences and ask: This move is particularly good when they want something that's not covered by a move, or when they've made a move and missed. They can do it, sure, but they'll have to pay the price. Or, they can do it, but there will be consequences. Maybe they can swim through the shark-infested moat before being devoured, but they'll need a distraction. Of course, this is made clear to the characters, not just the players: the sharks are in a starved frenzy, for example.

Turn their move back on them: Think about the benefits a move might grant a character and turn them around in a negative way. Alternately, grant the same advantage to someone who has it out for the characters. If Ivy has learned of Duke Horst's men approaching from the east, maybe a scout has spotted her, too.

Use a monster, danger, or location move: Every monster in an adventure has moves associated with it, as do many locations. A monster or location move is just a description of what that location or monster does, maybe "hurl someone away" or "bridge the planes." If a player move (like hack and slash) says that a monster gets to make an attack, make an aggressive move with that monster.



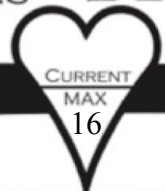
Use up their resources: Surviving in a dungeon—or anywhere dangerous—often comes down to supplies. With this move, something happens to use up some resource: weapons, armor, healing, spells, time, whatever. You don't always have to use it up permanently. A sword might just be flung to the other side of the room, not shattered.

NAME

LOOK

Start here: Choose a name, looks, and background for your character.
Mark the extra gear and bonuses to your stats that your background gives you.
Add +1 to one stat of your choice, and -1 to another stat of your choice.
Any stats that did not receive a modifier start at +0.
Write the names of your fellow adventurers in your bonds.

Knowing Eyes, Fiery Eyes, or Joyous Eyes
Fancy Hair, Wild Hair, or Stylish Cap
Finery, Traveling Clothes, or Poor Clothes
Fit Body, Well-fed Body, or Thin Body

<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 	

BACKGROUND

 HISTORIAN

+2 *CHA*, +1 *WIS*, starts with *bandages* (3 uses)

You're the town's unofficial record-keeper and storyteller. Poring over the village's histories and lore has taught you much, though your knowledge tends to be folk wisdom rather than academic. What field of knowledge does the village specialize in?

You're very well-studied. Choose a second area of expertise for Bardic Lore.

 WANDERING MINSTREL

+2 *CHA*, +1 *CON*, starts with *adventuring gear* (5 uses)

You roam the land in search of stories of heroism to share, and earn your keep telling your stories and singing your songs in taverns and inns. Perhaps you'll find some new stories here. What are your favorite stories to tell for an audience?

Your arcane art is strong. When you use Arcane Art, choose two effects instead of one.

 SWASHBUCKLER

+2 *CHA*, +1 *DEX*, starts with *leather armor* (1 armor)

You're a dashing rogue, adept at both swordplay and magic. With a quick smile and an even quicker blade, you're the finest swordsman in the land! You've had plenty of adventures, but something—or someone—keeps you coming back here. What is it?

You begin with a duelist's rapier instead of a short sword. When you **Hack and Slash with a duelist's rapier**, you roll with +DEX instead of +STR, and you also take +1 armor forward.

GEAR

You begin with:

Dungeon rations (5 uses)

A unique or magical musical instrument, describe it!

A short sword

Leather armor (1 armor)

STARTING MOVES

ARCANE ART

You know the secrets of infusing music with magical power. When you **weave a performance into a basic spell**, choose an ally and an effect:

- They are healed of 1d8 damage
- They take +1d4 forward to damage
- Their mind is shaken clear of one enchantment
- The next time someone successfully assists the target with aid, they get +2 instead of +1

Then roll+CHA. *On a 10+, the ally gets the selected effect. *On a 7-9, your spell still works, but you draw unwanted attention or your magic reverberates to other targets affecting them as well, GM's choice.

BARDIC LORE

Your studies have made you an expert on a subject. Choose an area of expertise:

- | | |
|---|--|
| <input type="checkbox"/> Spells and Magicks | <input type="checkbox"/> The Planar Spheres |
| <input type="checkbox"/> The Dead and Undead | <input type="checkbox"/> Legends of Heroes Past |
| <input type="checkbox"/> Grand Histories of the Known World | <input type="checkbox"/> Gods and their Servants |
| <input type="checkbox"/> A Bestiary of Creatures Unusual | |

When you **first encounter an important creature, location, or item (your call) covered by your Bardic Lore**, you can ask the GM any one question about it; the GM will answer truthfully. The GM may then ask you what tale, song, or legend you heard that information in.

CHARMING AND OPEN

When you **speak frankly with someone**, 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 (which you must answer truthfully).

- Whom do you serve?
- What do you wish I would do?
- How can I get you to _____?
- What are you really feeling right now?
- What do you most desire?

BONDS

Who have you adventured with before? _____

Who have you heard stories of before meeting them in person? _____

Who has trusted you with a secret? _____

Whose adventures are you writing a ballad or story about? _____

Who doesn't trust you, and with good reason? _____

Who is most often the butt of your jokes? _____

THE BARD

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.

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. You'll play an adventurer in a dangerous world. Maybe you fight for glory, or for profit, or for good or evil, or out of loyalty to your friends. You'll decide that here at the table, and the adventure will emerge around your decisions. 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.

Some moves may say "take +1 forward." That means to take +1 to your next move roll (not damage). The bonus can be greater than +1, or even a penalty, like -1. The bonus may also apply to a specific condition, such as taking +1 the next time you use your armor, or +1d4 the next time you deal damage. Some moves may give you "hold." Hold is currency that allows you to make some choices later on by spending the hold as the move describes. Hold is always used on only the move that generated it.

Your Hit Points (HP) determines how much stamina you have, and much punishment you can take before you fall. When you take damage, subtract it from your HP. If you have armor, reduce the damage taken by your armor value. When your HP reaches zero, you are out of action and maybe dead.

If you have adventuring gear, you may mark off a use to find some mundane but useful item, such as chalk, rope, a torch, or something similar.

If you have bandages, when you have a few minutes to bandage someone else's wounds, heal them of 4 damage and mark off a use.

As the Bard, you're the most charming member of the team. You may be called upon to do the public speaking or negotiation. You also have a wealth of knowledge that can give your team useful clues about the dangers they face, and you know a few magical songs to support them in battle. Be sure to read the Aid Another and Parley moves on this sheet.

Our story will begin in or near your hometown. You may not necessarily hail from this village, but you should have something that connects you to it. You and your fellow players will build the town and the surrounding areas together as part of the game. The GM will ask you questions about your backstory, such as defining people, places, or events. Your answers will become lore.

Some questions which you should consider for building your world:

- How are outsiders accepted here, and where might they come from?
- What is the nearest settlement to the village? How are they different, and what is the relationship with them like?
- Where is the farthest you've been from here, and what keeps you coming back here?
- What recent event has shaken the status quo?

NAME

LOOK

Start here: Choose a name, looks, and background for your character.
 Mark the extra gear and bonuses to your stats that your background gives you.
 Add +1 to one stat of your choice, and -1 to another stat of your choice.
 Any stats that did not receive a modifier start at +0.
 Write the names of your fellow adventurers in your bonds.

Kind Eyes, Sharp Eyes, or Sad Eyes
 Tonsure, Strange Hair, or Bald
 Flowing Robes, Habit, or Common Garb
 Thin Body, Knobby Body, or Flabby Body

WEAK -1	SHAKY -1	SICK -1	STUNNED -1	CONFUSED -1	SCARRED -1			
STR	DEX	CON	INT	WIS	CHA			
DAMAGE	D6	ARMOR		HP	<table border="1"> <tr><td>CURRENT</td></tr> <tr><td>MAX</td></tr> <tr><td>16</td></tr> </table>	CURRENT	MAX	16
CURRENT								
MAX								
16								

BACKGROUND

☐ THE DAWNING LORD

+2 WIS, +1 STR, starts with adventuring gear (5 uses)

You follow the god of the sun, who represents righteous order and civilization. You petition your god by proving yourself in combat. Why has your deity or order sent you here?

The light of the Dawning Lord strikes down the undead. When you Turn Undead, on a hit you also deal your damage to one undead creature you can see.

☐ THE EARTH MOTHER

+2 WIS, +1 CHA, starts with poultices and herbs (2 uses)

You follow the goddess of the earth and healing. You petition your goddess by offerings of nature's bounty. What do you usually offer? What do you offer on special occasions?

The Earth Mother helps you to heal those in need. When you **heal someone, either by magic or administering a healing item (like poultices and herbs)**, you heal an extra 1d4 HP.

☐ THE MOON GODDESS

+2 WIS, +1 INT, starts with a bag of books (5 uses)

You follow the goddess of night and mystery. You petition your goddess by acquiring secret knowledge and whispering them to her. What types of secrets does your goddess prefer to deal in? Your goddess has imparted to you secret magical knowledge. Choose an effect from the Wizard's list of effects under Cast a Spell, and add it to your list for Cast a Spell.

STARTING MOVES

CAST A SPELL

Your faith and your deity have granted you miraculous powers that most people call magic. When you **cast a holy spell**, choose one of the following effects:

- You conjure a sacred light that will follow you around, as long as you wish.
- You heal an ally you touch of 1d8 HP.
- A corpse you touch answers any three questions you ask it, to the best of the knowledge it had in life and the knowledge it gained in death.
- The weapon you hold while casting this spell does +1d4 damage until the next time you cast a spell.
- A target you can see is filled with supernatural fear of you, and will react accordingly, until the next time you cast a spell.

Then roll+WIS. *On a hit, the spell is cast successfully. *On a 7-9, choose one:

- You draw unwelcome attention or put yourself in a spot. The GM will tell you how.
- The spell strains your devotion—take -1 to cast a spell until the next time you pray. This penalty is cumulative each time you take it.
- After it is cast, your deity revokes it. You cannot cast the spell again until the next time you pray.

When you **spend uninterrupted time (an hour or so) in quiet prayer to your deity**, you remove any of the above penalties and recover all of your lost spells.

TURN UNDEAD

When you **hold your holy symbol aloft and call on your deity for protection**, roll+WIS. *On a hit, so long as you continue to pray and brandish your holy symbol, no undead may come within reach of you. *On a 10+, you also momentarily daze intelligent undead and cause mindless undead to flee. Aggression breaks the effects and they are able to act as normal. Intelligent undead may still find ways to harry you from afar. They're clever like that.

DIVINE GUIDANCE

When you **petition your deity according to the precept of your religion**, you are granted some useful knowledge or boon related to your deity's domain. The GM will tell you what.

GEAR

You begin with:
 Dungeon rations (5 uses)
 Your holy symbol, describe it!
 A mace
 Blessed vestments (1 armor)

BONDS

Who has your deity ordered you to convert to your faith? _____
 Who needs your protection to keep them safe? _____
 Who has proven themselves to you with their goodness? _____
 Who doesn't respect your deity or your faith? _____

THE CLERIC

BASIC MOVES

Hack and Slash

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Your Hit Points (HP) determines how much stamina you have, and much punishment you can take before you fall. When you take damage, subtract it from your HP. If you have armor, reduce the damage taken by your armor value. When your HP reaches zero, you are out of action and maybe dead.

If you have poultices and herbs, when you carefully treat someone's wounds with poultices and herbs, heal them of 7 damage and mark off a use.

If you have a bag of books, when you are Spouting Lore you may mark off a use to find a useful book and take +1 to the roll.

As the Cleric, you bring holy power to the team. Your spells bolster and heal your allies in combat, or they may be used to hold your foes at bay. Your connection with your deity may also offer you insights into the dangers you may face, or the divine favor you need.

Our story will begin in or near your hometown. You may not necessarily hail from this village, but you should have something that connects you to it. You and your fellow players will build the town and the surrounding areas together as part of the game. The GM will ask you questions about your backstory, such as defining people, places, or events. Your answers will become lore.

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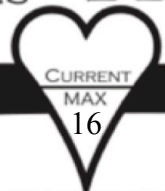
- What god or gods are worshipped here, yours or others, and how?
- What legends of the gods or divine forces linger around here?
- What do the people avoid or simply not do because they are scared of evil?
- What is there a dire need for in the village, right now?

NAME

LOOK

Start here: Choose a name, looks, and background for your character. Mark the extra gear and bonuses to your stats that your background gives you. Add +1 to one stat of your choice, and -1 to another stat of your choice. Any stats that did not receive a modifier start at +0. Write the names of your fellow adventurers in your bonds.

Wise Eyes, Wild Eyes, or Haunting Eyes
Furry Hood, Messy Hair, or Braided Hair
Ceremonial Garb, Practical Leathers, or Weathered Hides
Tell: _____

<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 	

BACKGROUND

 GREEN FAITH

+2 WIS, +1 CHA, starts with *poultices and herbs* (2 uses)
Your family keeps the old ways of the ancestors, and have raised you in this faith of spirits and nature. Why do they hold onto these old beliefs? Do they need to keep this a secret? Your are initiated into the mysteries by your faith. When you **spend time in a place, making note of its resident spirits and calling on the spirits of the land**, roll+WIS. You will be granted a vision of significance to you, your allies, and the spirits around you. *On a 10+ the vision will be clear and helpful to you. *On a 7-9 the vision is unclear, its meaning murky. *On a miss, the vision is upsetting, frightening, or traumatizing; the GM will describe it and you take -1 forward.

 SPIRIT'S CALL

+2 WIS, +1 DEX, starts with *adventuring gear* (5 uses)
The spirits of the wild have deliberately sought you out to mark you as theirs, and you have felt them calling to you in your dreams. What was their initiation like? What does they know about you that you don't? Changing your shape comes naturally to you. When you change your shape, you get +1 hold, even on a miss.

 MARKED

+2 WIS, +1 CON, starts with *hide armor* (1 armor)
You were born with your Tell showing plainly for all to see. For this, you were left upon the ancient altar in the wilderness. An elder druid took you in and taut you their craft. Despite being outcast, your mentor has asked you for forgive the villagers and use your gift to help them. How do you accomplish this? You understand the connectedness between men and beasts. 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.

GEAR

You begin with:
A token of the land, symbolizing your connection with Nature, describe it!
A spear

STARTING MOVES

SHAPESHIFTER

You learned your magic in a place whose spirits are strong and ancient, and they've marked you as one of their own. No matter where you go, they live within you and allow you to take their shape. Choose three of the following animal forms you may shapeshift into, and choose a Tell—a physical attribute that marks you as a Druid. It may be an animal feature like antlers or leopard's spots or something more general: hair like leaves or eyes of glittering crystal. Your Tell remains no matter what shape you take.

- Wolf** (*Track by scent, Hamstring the weak, Call the pack*)
- Owl** (*Spot something far away, Strike from above, Fly away silently*)
- Squirrel** (*Climb to safety, Hide something for later, Snatch something shiny*)
- Bear** (*Maul them, Lumber through a hazard, Shrug off small nuisances*)
- Stag** (*Run tirelessly, Move gracefully through danger, Listen to the Wild*)
- Serpent** (*Venomous bite, Sneak through silently, Lie in wait*)
- Cat** (*Pad silently, Leap and balance with great agility, Miraculously survive*)

When you **call upon the spirits to change your shape**, roll+WIS. *On a 10+, hold 3. *On a 7-9, hold 2. *On a miss, hold 1 in addition to whatever the GM says; Nature demands a heavy price for her favors. You and your possessions meld into a perfect copy of that animal's form. You have any innate abilities and weaknesses of the form, like claws, wings, or venomous fangs. You still use your normal stats but some moves may be harder to trigger—a squirrel will find it difficult to Hack and Slash an ogre.

Each form has three moves associated with it. Spend a hold to make one of your form's moves; no roll is necessary, you just make that move. If a move would deal damage, use your own damage die. When you're out of hold, you return to your natural form. At any time, you may spend all your hold and revert to your natural form.

BY NATURE SUSTAINED

The powerful energies of life flowing through you sustain your body. You do not need to eat or drink, though you can if you want. You don't need to carry any dungeon rations.

SPIRIT TONGUE

The grunts, barks, chirps, and calls of the creatures of the wild are as language to you. You can speak with and understand animals, as well as closely study them and Parley with them as if they were people.

BONDS

Who smells more like prey than a hunter to you? _____

Who have the spirits warned you is in danger? _____

Who have you shared secret rites of the Land with? _____

Who have you formed a blood-bond with? _____

THE DRUID

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.

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. You'll play an adventurer in a dangerous world. Maybe you fight for glory, or for profit, or for good or evil, or out of loyalty to your friends. You'll decide that here at the table, and the adventure will emerge around your decisions. 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.
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Some moves may say "take +1 forward." That means to take +1 to your next move roll (not damage). The bonus can be greater than +1, or even a penalty, like -1. The bonus may also apply to a specific condition, such as taking +1 the next time you use your armor, or +1d4 the next time you deal damage. Some moves may give you "hold." Hold is currency that allows you to make some choices later on by spending the hold as the move describes. Hold is always used on only the move that generated it.

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If you have adventuring gear, you may mark off a use to find some mundane but useful item, such as chalk, rope, a torch, or something similar.

If you have poultices and herbs, when you carefully treat someone's wounds with poultices and herbs, heal them of 7 damage and mark off a use.

As the Druid, you command the forces of nature. Your abilities to change your form make you capable of filling many different roles within the team, but you must use the powers responsibly, or Nature may exact a heavy price from you.

Our story will begin in or near your hometown. You may not necessarily hail from this village, but you should have something that connects you to it. You and your fellow players will build the town and the surrounding areas together as part of the game. The GM will ask you questions about your backstory, such as defining people, places, or events. Your answers will become lore.

Some questions which you should consider for building your world:




- How do you help other people in the village, and how do they treat you for it?
- What significant or unusual natural features are nearby?
- What important spirits linger near the village?
- Why is there unrest in the spirit world right now?

NAME

LOOK

Start here: Choose a name, looks, and background for your character.
Mark the extra gear and bonuses to your stats that your background gives you.
Add +1 to one stat of your choice, and -1 to another stat of your choice.
Any stats that did not receive a modifier start at +0.
Write the names of your fellow adventurers in your bonds.

Hard Eyes, Dead Eyes, or Eager Eyes
Wild Hair, Shorn Hair, or Battered Helm
Calloused Skin, Tanned Skin, or Scarred Skin
Built Body, Lithe Body, or Ravaged Body

<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 	

BACKGROUND

 BEARER

+2 STR, +1 CHA, starts with healing potion

Sometimes you wield a weapon, sometimes it wields you. Whether by destiny or the will of the gods, your signature weapon has chosen you as its wielder. Together, you will do great things, even if that means you'll never lead a normal life. What manner of spirits reside in your weapon? What do they want?

When you **consult the spirits that reside within your signature weapon**, they will give you an insight relating to the current situation, and might ask you some questions in return, roll+CHA. *On a 10+, the GM will give you good detail. *On a 7-9, the GM will give you an impression.

 RETIRED ADVENTURER

+2 STR, +1 WIS, starts with adventuring gear (5 uses)

You left behind a life of bloodshed and a name that mothers used to scare their children. That was years ago. For whatever reason, the people here took you (back?) in and treat you like one of their own. And while you hoped to live in peace, it doesn't always work out that way. What was your last adventure?

You keep a cool head in combat. When you **Discern Realities while in battle**, take +1.

 SCION

+2 STR, +1 CON, starts with bandages (3 uses)

Your signature weapon is an old family heirloom, wielded famously by someone in your line, either recently or in ages past. What do you know of the legend of your ancestor? Does your name still carry that fame—or infamy?

Heroism is in your blood. When you **Defend**, you get +1 hold, even on a miss.

STARTING MOVES

BEND BARS, LIFT GATES

When you use **pure strength to destroy an inanimate obstacle**, roll+STR. *On a 10+, choose 3. *On a 7-9, choose 2.

- It doesn't take a very long time
- Nothing of value is damaged
- It doesn't make an inordinate amount of noise
- You can fix the thing again without a lot of effort

SIGNATURE WEAPON

You own a unique weapon that has extraordinary abilities. Tell us how you came to own your weapon! Choose your weapon, and add it to your list of gear:

- Crom Faeyr**, the ancient hammer of dwarven kings, and its companion shield. When you **strike an enemy with this weapon**, it knocks them back with a clap of thunder, and the shield grants you +1 armor while you are using it.
- Meofainn**, the terrible battle-axe bathed in the heart-blood of a dragon. The damage this weapon inflicts is particularly destructive, ripping both people and things apart with its cruel edge. When you **deal damage with this weapon**, roll your damage die twice, and take the better result.
- Ironfang**, the ornate spear of the greatest chieftain the northern clans have ever known. When you **throw Ironfang in battle**, you make the Volley move with STR instead of DEX, and after you throw it, it returns to your hand by magic. (You can't select to reduce ammo when you Volley with a thrown weapon.)
- Sindarin**, the graceful elven blade that shines like the crescent moon. The uncanny sharpness of this blade ignores the enemy's armor, and it glows when goblins and their kin are near.
- Bielgrim**, the greatsword of a legendary knight. This weapon can always sense the taint of darkness or chaos, and reacts in its presence. When you **strike a creature of darkness or chaos with Bielgrim**, it ignites with holy fire; you either deal +1d4 damage or suppress one of its unnatural powers, your choice.

ARMORED

You're used to wearing heavy armor, and it doesn't slow you down or make you clumsy. You can wear chainmail and heavier armor without penalty.

GEAR

You begin with:
Dungeon rations (5 uses)
Your signature weapon
Chainmail armor (2 armor)
A dagger

BONDS

Who have you sworn to protect from harm, and why? _____

Who owes you their life, and why? _____

Who do you worry about surviving the coming danger? _____

Who do you need to toughen up if they want to survive? _____

THE FIGHTER

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.

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If you have adventuring gear, you may mark off a use to find some mundane but useful item, such as chalk, rope, a torch, or something similar.

If you have bandages, when you have a few minutes to bandage someone else's wounds, heal them of 4 damage and mark off a use.

If you have a healing potion, when you drink it, heal yourself of 10 damage or remove one debility, your choice.

As the Fighter, you're the best at martial combat. Your signature weapon is the strongest weapon around, and you wear the heaviest armor. Your job is to be on the front lines of battle, facing danger head-on. Be sure to read the Hack and Slash and Defend moves on this page.

Our story will begin in or near your hometown. You may not necessarily hail from this village, but you should have something that connects you to it. You and your fellow players will build the town and the surrounding areas together as part of the game. The GM will ask you questions about your backstory, such as defining people, places, or events. Your answers will become lore.

Some questions which you should consider for building your world:




- What was the most significant battle to happen near here long ago?
- What fight made your reputation?
- ...But what aspects of it are people less keen to discuss?
- Who do people look to for leadership in times of crisis?

NAME

LOOK

Start here: Choose a name, looks, and background for your character.
Mark the extra gear and bonuses to your stats that your background gives you.
Add +1 to one stat of your choice, and -1 to another stat of your choice.
Any stats that did not receive a modifier start at +0.
Write the names of your fellow adventurers in your bonds.

Kind Eyes, Fiery Eyes, or Glowing Eyes
Helmet, Styled Hair, or Bald
Worn, Fancy, or Bloodstained Holy Symbol
Fit Body, Bulky Body, or Thin Body

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

BACKGROUND

FAITH MILITANT

+2 STR, +1 CHA, starts with healing potion

You are a member of the military arm of a religious organization. The common people look to you as their shield against the forces of evil. Why have you been sent here, and what do you expect to find?

You have a keen sense for the taint of evil. When you **pray for guidance, even for a moment, and ask, "What here is evil?"** the GM will tell you, honestly.

ANOINTED

+2 CHA, +1 STR, starts with bandages (3 uses)

Though you are a knight, you consider yourself a member of the faith first and foremost. You prefer the small chapel in your hometown to the great cathedrals of your order. What is it that keeps you here?

Your faith is powerful. When you **heal someone with Lay on Hands**, you heal an extra +1d4 damage, which is never transferred to you.

SHERIFF

+2 STR, +1 CON, starts with adventuring gear (5 uses)

You keep order around here and protect the town from outside threats. As the hand of a local lord or other authority figure, everyone knows you've the might to back up your words. Who do you serve?

You let your reputation do your talking for you. When **dealing with people who know you or your reputation**, you roll for I Am The Law with STR instead of CHA.

You also get this move, regardless of background:

ARMORED

You're used to wearing heavy armor, and it doesn't slow you down or make you clumsy. You can wear chainmail and heavier armor without penalty.

GEAR

You begin with:
Dungeon rations (5 uses)
A long sword
Chainmail armor (2 armor)
A shield (+1 armor)

STARTING MOVES

I AM THE LAW

When you **give an NPC an order based on your divine authority**, roll+CHA. *On a hit, they choose one:

- Do what you say
- Back away cautiously, then flee
- Attack you

*On a 10+, you also take +1 forward against them. *On a miss, they do as they please and you take -1 forward against them.

LAY ON HANDS

When you **touch someone else, skin-to-skin, and pray for their well-being**, roll+CHA.

*On a 10+, you heal them of 1d8 damage, or remove a disease from them. *On a 7-9, they are healed, but the damage or disease is transferred to you.

QUEST

When you **dedicate yourself to a mission through prayer and ritual cleansing**, state what you set out to do:

- Slay _____, a great blight on the land
- Defend _____ from the iniquities that beset them
- Discover the truth of _____

Then choose up to two boons:

- An unwavering sense of direction to _____
- Invulnerability to _____ (e.g., edged weapons, fire, enchantment, etc.)
- A mark of divine authority
- Senses that pierce lies
- A voice that transcends language
- A freedom from hunger, thirst, and sleep

The GM will then tell you what vow or vows is required of you to maintain your blessing:

- Honor (forbidden: cowardly tactics and tricks)
- Temperance (forbidden: gluttony in food, drink, and pleasure of the flesh)
- Piety (required: observance of daily holy services)
- Valor (forbidden: suffering an evil creature to live)
- Truth (forbidden: lies)
- Hospitality (required: comfort to those in need, no matter who they are)

BONDS

Whose misguided behavior endangers their very soul? _____

Who has stood by you in battle and can be trusted completely? _____

Who is the bravest soul you know? _____

Whose beliefs do you respect, even if they aren't the true way? _____

THE PALADIN

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.

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- ...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.

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- Halve the attack's effect or damage
- Open up the attacker to an ally, giving that ally +1 forward against the attacker
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- What is about to happen?
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If you have adventuring gear, you may mark off a use to find some mundane but useful item, such as chalk, rope, a torch, or something similar.

If you have bandages, when you have a few minutes to bandage someone else's wounds, heal them of 4 damage and mark off a use.

If you have a healing potion, when you drink it, heal yourself of 10 damage or remove one debility, your choice.

As the Paladin, you wield both martial prowess and holy power. You have high damage and good armor, along with powerful support abilities that heal your allies or give you miraculous abilities. Your place is to be on the front lines against the forces of evil. Be sure to read the Hack and Slash and Defend moves on this page.

Our story will begin in or near your hometown. You may not necessarily hail from this village, but you should have something that connects you to it. You and your fellow players will build the town and the surrounding areas together as part of the game. The GM will ask you questions about your backstory, such as defining people, places, or events. Your answers will become lore.

Some questions which you should consider for building your world:




- What authority, religious or secular, rules over these lands?
- Who granted you knighthood, and why?
- How have you lived up to your vows? How have you failed?
- What great evil has this region faced before?

NAME

LOOK

Start here: Choose a name, looks, and background for your character.
 Mark the extra gear and bonuses to your stats that your background gives you.
 Add +1 to one stat of your choice, and -1 to another stat of your choice.
 Any stats that did not receive a modifier start at +0.
 Write the names of your fellow adventurers in your bonds.

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

<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 	

BACKGROUND

RAISED BY WOLVES

+2 DEX, +1 CON, starts with *poultices and herbs* (2 uses)
 Okay, maybe not *literally*... but you've always gotten along better with animals than people, and you prefer a life in the wilds. What keeps you connected to the village?
 You enjoy a strong bond with your companion. Choose an extra training for your animal companion.

FORESTER

+2 DEX, +1 WIS, starts with *extra bundle of arrows* (3 ammo)
 You are a protector of the great wilderness. You patrol the surrounding lands, sometimes hunting game, occasionally guarding against bandits or dangerous animals. What threat most often needs your attention?
 You've mastered the art of camouflage. When you **keep still in natural surroundings**, enemies never spot you until you make a movement, and when you **strike with a ranged weapon from hiding**, your first shot never gives away your position.

WARDEN

+2 WIS, +1 DEX, starts with *adventuring gear* (5 uses)
 You have devoted yourself to hunting the unnatural things that skulk in the darkness and the wilds, and you're hot on the trail of something around here. What troubling or ominous signs have you found so far?
 Your intuition helps you to face danger in the wilderness. When you **Spout Lore about a monster**, you roll with +WIS instead of +INT, and on a hit, you take +1 forward when acting on the information you recall.

STARTING MOVES

HUNT AND TRACK

When you **follow a trail of clues left behind by passing creatures**, roll+WIS. *On a hit, 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 one of the following:

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

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.

ANIMAL COMPANION

You have a supernatural connection with a loyal animal. You can't talk to it per se, but it *almost* always acts as you wish it to. Name your animal companion and choose one:

- Wolf:** Ferocity +2, Cunning +1, 1 Armor, Instinct +1
- Hawk:** Ferocity +2, Cunning +2, 0 Armor, Instinct +1
- Great Cat:** Ferocity +1, Cunning +2, 1 Armor, Instinct +1
- Bear:** Ferocity +3, Cunning +1, 1 Armor, Instinct +2

Choose as many strengths as its ferocity:

Fast, burly, huge, calm, adaptable, quick reflexes, tireless, camouflage, ferocious, intimidating, keen senses, stealthy

Choose as many weaknesses as its instinct:

Flighty, savage, slow, broken, frightening, forgetful, stubborn, lame

Your animal companion is trained to fight humanoids. Choose as many additional trainings as its cunning: *hunt, search, scout, guard, fight monsters, perform, labor, travel*

When you **work with your animal companion on something it's trained in...**

- ...and you attack the same target, add its ferocity to your damage
- ...and you track, Discern Realities or Parley, add its cunning to your roll
- ...and you take damage, add its armor to your armor
- ...and someone interferes with you, add its instinct to *their* roll.

GEAR

You begin with:
 Dungeon rations (5 uses)
 Leather armor (1 armor)
 A spear
 A long bow
 A bundle of arrows (3 ammo)

BONDS

Who have you guided through the wilderness before? _____

Who has proven to be a friend of nature? _____

Who needs you to teach them about life in the wilds? _____

Who has the *least* respect for nature? _____

THE RANGER

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.

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
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If you have adventuring gear, you may mark off a use to find some mundane but useful item, such as chalk, rope, a torch, or something similar.

If you have poultices and herbs, when you carefully treat someone's wounds with poultices and herbs, heal them of 7 damage and mark off a use.

As the Ranger, you're the best in the wilderness. Your bow allows you to attack enemies at a distance, and your animal companion can provide some great support for you. Your part of the team is to find tracks and paths through the wilderness, and take out enemies at a distance. Be sure to read the Volley move on this page.

Our story will begin in or near your hometown. You may not necessarily hail from this village, but you should have something that connects you to it. You and your fellow players will build the town and the surrounding areas together as part of the game. The GM will ask you questions about your backstory, such as defining people, places, or events. Your answers will become lore.

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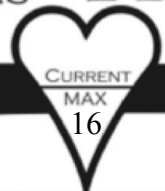
- What wild frontier is closest to the village?
- How did you meet your animal companion?
- What was the most dangerous thing you ever tracked or hunted?
- What is the nearest danger that lurks near the village? (Don't describe it exactly, just the signs or impressions you've found so far.)

NAME

LOOK

Start here: Choose a name, looks, and background for your character. Mark the extra gear and bonuses to your stats that your background gives you. Add +1 to one stat of your choice, and -1 to another stat of your choice. Any stats that did not receive a modifier start at +0. Write the names of your fellow adventurers in your bonds.

Shifty Eyes, Cunning Eyes or Criminal Eyes
 Hooded Head, Messy Hair, or Cropped Hair
 Dark Clothes, Fancy Clothes, or Common Clothes
 Lithe Body, Knobby Body, or Flabby Body

<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 	

BACKGROUND

LIFE OF CRIME

+2 DEX, +1 STR, starts with healing potion

You've left the big city after a... colorful life. The people here have taken you (back?) in, but the past always seems to come back to haunt you. Who or what did you leave behind?

You're a professional. When you **Spout Lore** or **Discern Realities** about criminal activities, take +1.

"EXPERT TREASURE HUNTER"

+2 DEX, +1 WIS, starts with adventuring gear (5 uses)

You fancy yourself to be a treasure hunter after that one lucky time you explored that old ruin. The story about that curse is probably just superstition anyway. What did you find, both good and bad?

You have a nose for loot. When you **Discern Realities**, you may also ask, "Is there treasure here, and if so, where?" for free.

TRICKSTER

+2 DEX, +1 CHA, starts with 1 extra use of your chosen poison

You've got a silver tongue and a reputation for bending the rules and causing mischief. Sure, you might have gotten chased out of a pantry or two, but you've never gone too far, and you use your talents for good when you can. Who is your favorite foil in the village?

You're well-connected in the community. When you **ask your connections about something you want or need**, roll+CHA. *On a 10+, someone has it, just for you. *On a 7-9, you'll have to settle for something close or it comes with strings attached, your call.

GEAR

You begin with:

Dungeon rations (5 uses)

3 throwing knives

A set of lockpicks

Leather armor (1 armor)

A short sword

3 uses of your chosen poison

(Note that your throwing knives are not the same as ammo; when you throw them, you can't choose to mark off ammo on a 7-9.

Once you throw a knife, it's gone until you can recover it.)

STARTING MOVES

TRAP EXPERT

When you **spend a moment to survey a dangerous area**, roll+DEX. *On a 10+, hold 3. *On a 7-9, hold 1. Spend your hold as you walk through the area to ask these questions:

- Is there a trap here and if so, what activates it?
- What does the trap do when activated?
- What else is hidden here?

TRICKS OF THE TRADE

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.

BACKSTAB

When you **attack a surprised or defenseless enemy with a melee weapon**, you can choose to deal your damage or roll+DEX. *On a 10+ choose two. *On a 7-9 choose one.

- You don't get into melee with them
- You deal your damage+1d6
- You create an advantage, granting +1 forward to you or an ally acting on it
- Reduce their armor by 1 until they repair it

POISONER

You've mastered the care and use of a poison. Choose a poison from the list below; that poison is not dangerous for you to use, and when you **have time, material, and safety to brew**, you can make more of it. Note that some poisons are applied, meaning you have to carefully apply it to the target or something they eat or drink. Touch poisons just need to touch the target; they can even be used on the blade of a weapon.

- Oil of Tagit** (applied): the target falls into a light sleep
- Bloodweed** (touch): the target deals -1d4 damage ongoing until cured
- Goldenroot** (applied): the target treats the next creature they see as a trusted ally, until proven otherwise
- Serpent's Tears** (touch): Anyone dealing damage to the target rolls twice and takes the better result.

BONDS

Who have you stolen something from before? _____

Who has your back when things go wrong? _____

Who has worked with you on a con before? _____

Who knows incriminating details about you? _____

THE THIEF

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):

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If you have adventuring gear, you may mark off a use to find some mundane but useful item, such as chalk, rope, a torch, or something similar.

If you have a healing potion, when you drink it, heal yourself of 10 damage or remove one debility, your choice.

As the Thief, you're the sneakiest. Your allies will count on you to deal with the dangerous traps and locks that bar your path. While you may not be strong in a face-to-face fight, if you can get the drop on your foe to Backstab them, you can really do some damage. You will need to rely on your cunning to succeed in the dungeon. Be sure to read the Volley move on this page.

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Some questions which you should consider for building your world:




- What opportunity is there for excitement or treasure nearby that most people are afraid of attempting?
- Who do you know outside of here that holds a grudge against the village, and why?
- Who is someone that you are certain you can trust?
- What's the most valuable thing in the village, and where's it hidden?

NAME

LOOK

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Add +1 to one stat of your choice, and -1 to another stat of your choice.
Any stats that did not receive a modifier start at +0.
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Haunted Eyes, Sharp Eyes, or Crazy Eyes
Styled Hair, Wild Hair, or Pointed Hat
Worn Robes, Stylish Robes, or Strange Robes
Pudgy Body, Creepy Body, or Thin Body

<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 	

BACKGROUND

 ANTIQUARIAN

+2 INT, +1 WIS, starts with bag of books (5 uses)

You are self-taught but untried, learning magic from a few ancient tomes. How did you get them? Around here, you're the village know-it-all, or perhaps their assistant.
You never call up what you can't put down. Add the following option to Cast a Spell:

- You counter a spell or ritual that is being cast, or dispel a magical effect present.

 FAE FOUNDLING

+2 INT, +1 DEX, starts with healing potion

You were found as an infant beneath the ancient standing stones near the village. Some of the villagers were kind enough to take you in to raise you as their own. How are you different or otherwise marked, compared to other people?
You have a natural gift with magic. You do not need to cast a spell to ask the GM what here is magical; you can just ask them whenever you like, without rolling.

 PACT

+2 INT, +1 CHA, starts with antitoxin

You learned magic by swearing allegiance to someone—or something—else. Who are they? What do you owe them? What is their place of power like?
Your patron controls a place of power, which they will let you use if you ask nicely, and if you ask for help on a project, they usually will support you. Of course, you may have to convince them to help you first.

You also get this move, regardless of background:

ENCHANTER

When you **have time and safety to study a magic item**, you may ask the GM what it does; they will answer you truthfully.

GEAR

You begin with:
Dungeon rations (5 uses)
Your spellbook, describe it!
A staff

STARTING MOVES

CAST A SPELL

You possess a magical book of spells that contains arcane words of magical power. When you **cast a magical spell**, choose one of the following effects:

- You conjure a magical light that will follow you around, as long as you wish.
- The GM will tell you what here is magical.
- You or an ally you touch becomes invisible, until the next time they make an attack or you cast another spell.
- Bolts of pure magic spring from your fingers; deal 2d4 damage to one target.
- 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.
- You perform a minor trick of true magic, such as making cosmetic changes to an object you touch, or creating a simple, but crude and obvious illusion.

Then roll +INT. *On a hit, the spell is cast successfully. *On a 7-9, choose one:

- You draw unwelcome attention or put yourself in a spot. The GM will tell you how.
- The spell disturbs the fabric of reality as it is cast—take -1 to Cast a Spell until the next time you study. This penalty is cumulative each time you take it.
- After it is cast, the spell is forgotten. You cannot cast the spell again until the next time you study.

When you **spend uninterrupted time (an hour or so) in quiet contemplation of your spellbook**, you remove any of the above penalties and recover all of your forgotten spells.

RITUAL

When you **draw on a place of power to create a magical effect**, tell the GM what you're trying to achieve. You can accomplish just about anything with a ritual, but the GM will give you one to four of the following conditions:

- It's going to take days/weeks/months
- First you must _____
- You'll need help from _____
- It will require a lot of money
- The best you can do is a lesser version, unreliable and limited
- You and your allies will risk danger from _____
- You'll have to sacrifice _____ to do it

BONDS

Whose destiny have you foreseen? _____ What did you see?

Who do need to teach about how magic really works? _____

Who is keeping a secret from you? _____

THE WIZARD

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.

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. You'll play an adventurer in a dangerous world. Maybe you fight for glory, or for profit, or for good or evil, or out of loyalty to your friends. You'll decide that here at the table, and the adventure will emerge around your decisions. 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.

Some moves may say "take +1 forward." That means to take +1 to your next move roll (not damage). The bonus can be greater than +1, or even a penalty, like -1. The bonus may also apply to a specific condition, such as taking +1 the next time you use your armor, or +1d4 the next time you deal damage. Some moves may give you "hold." Hold is currency that allows you to make some choices later on by spending the hold as the move describes. Hold is always used on only the move that generated it.

Your Hit Points (HP) determines how much stamina you have, and much punishment you can take before you fall. When you take damage, subtract it from your HP. If you have armor, reduce the damage taken by your armor value. When your HP reaches zero, you are out of action and maybe dead.

If you have a healing potion, when you drink it, heal yourself of 10 damage or remove one debility, your choice.

If you have a bag of books, when you are Spouting Lore you may mark off a use to find a useful book and take +1 to the roll.

If you have antitoxin, you may drink it to cure yourself of one poison afflicting you.

As the Wizard, you're the master of the arcane. While you might be weak in hand-to-hand combat, your spells and knowledge will make you a match for any danger. With a Ritual, you can accomplish anything, though you may need some help to achieve your goals. Be sure to read the Spout Lore move.

Our story will begin in or near your hometown. You may not necessarily hail from this village, but you should have something that connects you to it. You and your fellow players will build the town and the surrounding areas together as part of the game. The GM will ask you questions about your backstory, such as defining people, places, or events. Your answers will become lore.

Some questions which you should consider for building your world:

- What ancient relic or mystical feature unique to the village has "always been there"?
- How do the people of the village view magic?
- What makes a place a "place of power" to you for your rituals?
- What dire omen or portent has been revealed to you?

AGENDA

- Portray a fantastic world
- Fill the characters' lives with adventure
- Play to find out what happens

PRINCIPLES

- Draw maps, leave blanks
- Address the characters, not the players
- Embrace the fantastic
- Make a move that follows
- Never speak the name of your move
- Give every monster life
- Name every person
- Ask questions and use the answers
- Be a fan of the characters
- Think dangerous
- Begin and end with the fiction
- Think offscreen, too

MOVES

- Use a monster, danger, or location move
- Reveal an unwelcome truth
- Show signs of an approaching threat
- Deal damage
- Use up their resources
- Turn their move back on them
- Separate them
- Give an opportunity that fits a class' abilities
- Show a downside to their class, race, or equipment
- Offer an opportunity, with or without cost
- Put someone in a spot
- Tell them the requirements or consequences and ask

DUNGEON MOVES

- Change the environment
- Point to a looming threat
- Introduce a new faction or type of creature
- Use a threat from an existing faction or type of creature
- Make them backtrack
- Present riches at a price
- Present a challenge to one of the characters

You make a GM move when...

- Everyone looks to you to find out what happens
- The players give you a golden opportunity
- They roll a 6 or less

After every move you make, always ask, "What do you do?"

FIRST SESSION GOALS

- Establish details, describe
- Use what they give you
- Ask questions
- Leave blanks
- Look for interesting facts
- Help the players understand the moves
- Give each character a chance to shine
- Introduce NPCs

ADVENTURE SETUP

When you **speak of the dangers that lurk in the wild**, ask questions to establish the following details, but keep one or two to answer yourself as surprises:

- The danger that threatens the village
- Who leads them, and what makes them special or unusual (Use this answer to write a location move for their lair)
- What they want (Choose an established person, place, or thing) and why they want it
- What else is involved or at stake, that might cause a distraction, a moral quandary, make it personal, or complicate things
- An established NPC who has already become involved, and how
- What pushes the characters to act
- The location of their lair (Choose an established place)
- A valuable treasure kept in their lair

PREP THE DUNGEON

When you **prep the dungeon**, answer the following prompts about places and things within the dungeon, using what has been established above:

- What guards the entrance, or otherwise prevents entry?
- What remains of this place from before?
- How does the terrain change as you explore?
- What mystery, puzzle, or foe cannot be defeated with violence?
- How can things go wrong, or become more complicated?
- What unwelcome truth or hint of further trouble awaits discovery?

When you **introduce a new location**, describe a notable impression and ask one of your players to describe a notable impression too:

- Sources of light
- A notable feature that fits the dungeon's theme or history
- Ambient sounds
- Moisture and smell of the air
- Natural hazards

THE GAME MASTER

MONSTERS

We have included a sample of monsters on the supplemental GM sheets for your use. More monsters can be found in the *Dungeon World* rulebook. To make a new monster on the fly, use one of these templates to start:

- It appears as a horde (6 or more): 3 HP, 0 Armor, d6 damage
- It appears as a small group (3-5): 6 HP, 1 armor, d8 damage
- It appears by itself, or a leader: 12 HP, 2 Armor, d10+2 damage

Give each monster an instinct that describes what it wants, a move to describe its favorite tactics, and another move that shows or describes why it is especially dangerous.

If the monster has any of these properties, give them the listed tags or apply the listed modifiers to the monster's stats:

- It doesn't have organs or discernible anatomy: amorphous, +1 armor, +3 HP
- It's as smart as a human or thereabouts: intelligent
- It's kept alive by something beyond simple biology: +4 HP
- It's armaments are vicious and obvious: +2 damage
- It wields spells and magic: magical, write a move about its spells
- Armor doesn't help with the damage it deals (due to magic, size, etc.): ignores armor
- It possesses exceptional strength or endurance: +2 damage, +2 HP, or both

Remember your principles: give every monster life, think dangerous, and begin and end with the fiction. Make your monsters smart and proactive, not just punching bags full of HP. A razor boar that does numbers for damage doesn't feel like a threat. A razor boar that cuts through armor like paper and can mangle limbs with its tusks as it chases the party through the forest will. Likewise, a monster that just sits there waiting for the PCs to come and vanquish it isn't dangerous. Like any other NPC, monsters have desires and instincts. Act on them to make them feel more real.

Goblin Horde, Small, Intelligent, Organized
Spear (d6 damage) 3 HP 1 Armor

Elves say they're the dwarves' fault, dredged up from a hidden place beneath the earth. Dwarves say they're bad elvish children, taken away at birth and raised in the dark. The truth of the matter is that goblins have always been here and they'll be here once all the civilized races have fallen and gone away. They just breed too quickly to exterminate.

Instinct: To multiply

- Charge!
- Call more goblins
- Retreat and return with (many) more

Goblin Orkaster Solitary, Small, Magical, Intelligent, Organized
Acid orb (d10+1 damage, ignores armor) 12 HP 0 Armor

Oh lord, who taught them magic?

Instinct: To tap power beyond their stature

- Unleash a poorly understood spell
- Pour forth magical chaos
- Use other goblins for shields

Ogre Group, Large, Intelligent
Club (d8+5 damage) 10 HP 1 Armor

In days when men were merely dwellers-in-the-mud with no magic to call their own, they split in two: one camp left their caves and the dark forests and built the first city to honor the gods. The others, a wild and savage lot, retreated into darkness. They grew, there. In the deep woods a grim loathing for their softer kin gave them strength. They found dark gods of their own, there in the woods and hills. Ages passed and they bred tall and strong and full of hate. We have forged steel and they match it with their savagery. We may have forgotten our common roots, but somewhere, deep down, the ogres remember.

Instinct: To return the world to darker days

- Destroy something
- Fly into a rage
- Take something by force

Iron Golem Group, Large, Construct
Metal fists (d8+5 damage) 10 HP 3 Armor

A staple of the enchanter's art. Iron is a misnomer, though. These guardians are crafted of any metal, really: steel, copper, or even gold, in some small cases. Unceasing watchdog, stalwart defender, the iron golem lives to serve, following its orders eternally.

Instinct: To serve

- Follow orders implacably
- Use a special tool or adaptation, built-in

Skeleton Horde
Slam (d6 damage) 7 HP 1 Armor

Dem bones, dem dry bones.

Instinct: To take the semblance of life

- Act out what it did in life
- Snuff out the warmth of life
- Reconstruct from miscellaneous bones

Bandit Horde, Intelligent, Organized
Dirk (d6 damage) 3 HP 1 Armor

When times are tough, what else is there to do but scavenge a weapon and take up with a clan of nasty men and women? Highway robbery, poaching scams and cons and murder most foul but we've all got to eat, so who can blame them? Then again, there's evil in the hearts of some and who's to say that desperation isn't a need to sate one's baser lusts?

Instinct: To rob

- Steal something
- Demand tribute

Bandit King Solitary, Intelligent, Organized
Trusty knife (d10+2 damage) 12 HP 1 Armor

Better to rule in hell than serve in heaven. *Instinct:* To lead

- Make a demand
- Extort
- Topple power

Cave Rat Horde, Small
Gnaw (d6 damage 1 piercing) 7 HP 1 Armor

Who hasn't seen a rat before? It's like that, but nasty and big and not afraid of you anymore. Maybe this one was a cousin to that one you caught in a trap or the one you killed with a knife in that filthy tavern in Darrow. Maybe he's looking for a little ratty revenge.

Instinct: To devour

- Swarm
- Rip something (or someone) apart

Troll Solitary, Large
Club (d10+3 damage) 20 HP 1 Armor

Special Qualities: Regeneration

Tall. Real tall. Eight or nine feet when they're young or weak. Covered all over in warty, tough skin, too. Big teeth, stringy hair like swamp moss and long, dirty nails. Some are green, some gray, some black. They're clannish and hateful of each other, not to mention all the rest of us. Near impossible to kill, too, unless you've fire or acid to spare—cut a limb off and watch.

In a few days, you've got two trolls where you once had one. A real serious problem, as you can imagine.

Instinct: To smash

- Undo the effects of an attack (unless caused by a weakness)
- Hurl something or someone

Ghoul Group
Talons (d8 damage, 1 piercing, messy) 10 HP 1 Armor

Hunger. Hunger hunger hunger. Desperate clinging void-stomach-emptiness hunger. Sharp talons to rend flesh and teeth to tear and crack bones and suck out the so marrow inside. Vomit up hate and screaming jealous anger and charge on twisted legs—scare the living flesh and sweeten it ever more with the stink of fear. Feast. Peasant or knight, wizard, sage, prince, or priest all make for such delicious meat.

Instinct: To eat

- Gnaw off a body part
- Gain the memories of their meal

BARD ADVANCES

IMPROVED ABILITY

Increase one of your stats by 1, to a maximum of +2.

EXPERIENCED

Choose a second background from your sheet; you gain the move associated with that background (but not the stat bonuses or extra gear).

A LITTLE HELP FROM MY FRIENDS

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

BAMBOOZLE

When you **Parley with someone**, on a hit you also take +1 forward against them as well.

MULTICLASS DABBLER

Choose a move from a playbook that no one else is using; you can use that move as if it were one of your own.

MASTERED ABILITY

Increase one of your stats by 1, to a maximum of +3.

DRUID ADVANCES

IMPROVED ABILITY

Increase one of your stats by 1, to a maximum of +2.

EXPERIENCED

Choose a second background from your sheet; you gain the move associated with that background (but not the stat bonuses or extra gear).

RED OF TOOTH AND CLAW

While you are in an appropriate animal form (something dangerous), your damage die is increased to d8.

THING-TALKER

You see the spirits in the sand, the sea and the stone. You may now apply your Spirit Tongue to inanimate natural objects (plants and rocks) or creatures made thereof, as well as animals.

FORMCRAFTER

When you shapeshift, choose a stat; you take +1 to all rolls using that stat as long as you remain you remain shapeshifted. The GM will choose a stat too; you take -1 to all rolls using that stat as long as you remain shapeshifted.

MASTERED ABILITY

Increase one of your stats by 1, to a maximum of +3.

CLERIC ADVANCES

IMPROVED ABILITY

Increase one of your stats by 1, to a maximum of +2.

EXPERIENCED

Choose a second background from your sheet; you gain the move associated with that background (but not the stat bonuses or extra gear).

INVIGORATE

When you **heal someone**, the next time they deal damage, they deal +2 damage.

EMPOWER

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

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

DIVINE INTERVENTION

When you Commune, lose any hold you already had on this move, then hold 1. Spend this hold when you or an ally takes damage to call on your deity; they intervene with an appropriate manifestation (a sudden gust of wind, a lucky slip, a burst of light) and negate the damage.

MASTERED ABILITY

Increase one of your stats by 1, to a maximum of +3.

FIGHTER ADVANCES

IMPROVED ABILITY

Increase one of your stats by 1, to a maximum of +2.

EXPERIENCED

Choose a second background from your sheet; you gain the move associated with that background (but not the stat bonuses or extra gear).

SCENT OF BLOOD

When you Hack and Slash an enemy, your next attack against that same enemy deals +1d4 damage.

IRON HIDE

You get +1 armor at all times.

ARMOR MASTERY

When you **make your armor take the brunt of damage dealt to you**, the damage is negated but you must reduce the armor value of your armor or shield (your choice) by 1. If the reduction leaves the item with 0 armor, it is destroyed.

MASTERED ABILITY

Increase one of your stats by 1, to a maximum of +3.

PALADIN ADVANCES

IMPROVED ABILITY

Increase one of your stats by 1, to a maximum of +2.

EXPERIENCED

Choose a second background from your sheet; you gain the move associated with that background (but not the stat bonuses or extra gear).

SETUP STRIKE

When you Hack and Slash, choose an ally; their next attack against your target does +1d4 damage.

STAUNCH DEFENDER

When you Defend, you get +1 hold, even on a miss.

HOLY POWER

When you **begin a quest**, choose either +1 armor or +1d4 damage. You get that bonus as long as you are still on the quest.

MASTERED ABILITY

Increase one of your stats by 1, to a maximum of +3.

THIEF ADVANCES

IMPROVED ABILITY

Increase one of your stats by 1, to a maximum of +2.

EXPERIENCED

Choose a second background from your sheet; you gain the move associated with that background (but not the stat bonuses or extra gear).

CHEAP SHOT

When you deal damage with Backstab, deal an additional +1d6 damage.

ENVENOM

You can apply even complex poisons with a pinprick. When you **apply a poison that's not dangerous for you to use to your weapon**, it is delivered by touch instead of applied.

SHOOT FIRST

You're never caught by surprise. When **an enemy would get the drop on you**, you get to act first instead.

MASTERED ABILITY

Increase one of your stats by 1, to a maximum of +3.

RANGER ADVANCES

IMPROVED ABILITY

Increase one of your stats by 1, to a maximum of +2.

EXPERIENCED

Choose a second background from your sheet; you gain the move associated with that background (but not the stat bonuses or extra gear).

BLOT OUT THE SUN

When you Volley, you may spend ammo before rolling. For each point of ammo spent, you may choose an extra target to hit with your attack. Roll once for the move, and deal your damage to every target on a hit.

WILD EMPATHY

You can speak with and understand animals. If you have leverage, you can Parley with them too.

DIRE BEAST

Your animal companion gets +2 Ferocity and +1 Instinct.

MASTERED ABILITY

Increase one of your stats by 1, to a maximum of +3.

WIZARD ADVANCES

IMPROVED ABILITY

Increase one of your stats by 1, to a maximum of +2.

EXPERIENCED

Choose a second background from your sheet; you gain the move associated with that background (but not the stat bonuses or extra gear).

EMPOWER

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

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

LOGICAL

When you **use strict deduction to analyze your surroundings**, you can Discern Realities with +INT instead of +WIS.

EXPANDED SPELLBOOK

Choose an effect from the Cleric's Cast a Spell list of effects, and add it to your list of effects for Cast a Spell.

MASTERED ABILITY

Increase one of your stats by 1, to a maximum of +3.

These advanced moves can give your characters some customization as they grow and gain experience. We've formatted them so you can cut each sheet into four cards.

To use these cards, print them about and take the card associated with your class. You gain one of the advanced moves when the GM tells you.

RITE OF PASSAGE

The following is a scenario to be used with the Dungeon World Quick Start pack. It shows how a group of players can build an adventure for themselves through leading questions and collaboration, with only a simple premise as preparation. This scenario will guide you through the process, offering questions based upon the playbooks each character selects to create a world custom made for you.

To begin, the gamemaster will set the stage and tone of the game by giving the central premise of the scenario. The gamemaster should read or paraphrase the following:

“Tragedy has struck our home. The warriors of our village, our source of strength, are broken. Through battle, deceit, or plague, we find ourselves near-defenseless now. So many of our brave men and women now lie dead, or may be shortly. In this dark hour, we turn to you, the next generation of heroes.”

“Already summer has begun to fade, and the omens point to a difficult winter. Without leaders for our village, we will not survive. There is no time to waste. Young as you are, you must go forth on your rite of passage immediately. A long and dangerous journey through the wilds awaits you, and we have no guide to spare. Prepare yourselves for this ordeal, and may you all return home safely.”

Next, as a group, decide on the nature of this calamity. What has caused the deaths or disappearances of so many of the village’s able-bodied adults?

Choose one of the following or make up your own:

- A nearby rival rode forth in force to steal our herds. Though we beat them back, the cost was terrible.
- A plague has spread through our home like wildfire, slaying the adults but miraculously sparing the children.
- Our liege lord has demanded that everyone who can fight must march with him to face a great army, far across the land.
- Omens of doom have appeared in the sky. All the people we can spare have set out in search of answers or refuge for when the doom strikes.

Each player should now, in turn, make the following statement, filling in the blank with whatever they think is appropriate: *“Without _____, we won’t survive the winter.”* The gamemaster should write down these responses, as they will be very valuable in the future. These truths should also be represented on the map. When a new truth about the world is revealed, add it to the map. You can also do this in reverse; draw something interesting on the map and say what it represents.

Each player should also, in turn, describe a person who is no longer with them, having been taken by the calamity. This may be a parent, older sibling, mentor, or even a romantic interest. Whatever the choice, they are now gone. Ask each player one thing that person taught them and what they did *not* teach them. Coping with this loss will be a part of this story.

In Dungeon World, there's a line between what the players are responsible for and what the GM is responsible for. The players are in charge of their characters: what they do and say, what they think, feel, and believe. The GM is responsible for the world: the environment, the NPCs, the dangers and the discoveries.

When engaging in worldbuilding, either formally before the action starts or during play by prompting a player to supply a detail, this line can be blurred. When the GM asks Avon's player about the threat to the characters' home village, it puts the player in the position of doing something normally within the GM's responsibility: making up details about the world.

The trick is to **address the characters, not the players**. Rather than asking the player to say what is happening, ask the character to make up the details of what is happening from their frame of reference. The details come from the character's experiences: what they know, what they feel, or what they have done before.

Keeping this premise in mind, each player should now select one of the eight character playbooks, whichever catches their eye. As they fill them out, keep in mind that these characters are as of yet untried; they may have faced some danger before, but never on their own. They may be apprentices of the person in their backgrounds, instead of that role themselves, such as a Paladin selecting the Sheriff background. The characters know each other, and while they might not always get along like best friends, they should at least be civil with one another.

After everyone has made their characters, the group will work together to create their world, in wide brushstrokes. Each player will get a chance to answer a question or two, based upon the playbook they have chosen. This exercise is intended to create some context as to the nature of your world, but it is deliberately designed to give just enough to get the story going. Remember, ask questions and use the answers, and draw maps, leave blanks. If something interesting gets raised in the course of your conversation, invite the person who came up with that idea to draw it on the map. If you like, you can make two maps: one of the world, and one of the village itself, including the characters’ homes.

- **Bard:** Who is most likely to exchange tall tales about myths and legends of the land? How are these stories kept?
- **Cleric:** How are the gods worshipped around here? What makes the worship around here unique?
- **Druid:** What unusual natural feature nearby is home to powerful spirits? Do people go there? Why or why not?
- **Fighter:** How are warriors in the village trained, and for what purpose?
- **Paladin:** What scar of great evil marks the land, though long since defeated? What happened there?
- **Ranger:** What dangerous wildlands must you cross to reach your goal, and what beasts hunt there that threaten people?
- **Thief:** What nearby village holds a grudge against us, and why?
- **Wizard:** What ruins are there of ancient civilizations nearby? What magics linger there?

It is now time to prepare for the characters’ rite of passage. The characters will, as a group, travel out into the wilds alone. Going around the table, ask each player to answer one of the following questions:

- Where out in the wilds are children of the village initiated into adulthood?
- What history does the village have with this place that makes it special?
- Why don’t people go there usually?
- What makes the trip so dangerous?
- How are the initiates ritually prepared before they leave?
- Once you reach this place, what do you need to do for your initiation?
- What is the initiation supposed to test about you?
- How do you prove you’ve succeeded?

The answers to these questions will be used to make your first adventure.

Now that you know where you are going, review the “Undertake a Perilous Journey” move, and ask who will take each of the three roles: the trailblazer, the scout, and the quartermaster. The site is approximately two days away, so each player should mark off two rations during the journey. This is your chance to further set the mood and tone of the adventure; the characters are young and untried, going off into the wilds with relatively poor preparation. Think of what may go right, or wrong. If you need an idea for what can happen, just pick one of your GM moves. For example, you can “show signs of an approaching threat” by hinting that one of the dangers suggested during your prep is coming due sooner than they would have liked. Try not to take up too much time, or use up too much of their resources just yet. There’s still an entire adventure ahead.

If you want some of the details of worldbuilding to be done at this step too, now is a good time to ask the characters some more details about what they do and what they know (see the sidebar to the left). For example, you might ask what they bring with them on the journey that reminds them of home, and what they have lost. This is a chance to reinforce the theme of the adventure and set the tone for what is to come.

For this adventure, we will be using the “five-room dungeon” model. This is a framework used to create simple yet rewarding dungeons with a variety of challenges. While the name specifies “rooms”, this does not mean that your dungeon will have exactly five rooms. Think of them instead as pinch-points in the story or encounters that must be dealt with to advance. Likewise, it is not necessary to have each room go in order linearly. Dungeons are more interesting when they branch and offer choices. Neither does it mean that there are literal “rooms” between the characters and their goal. Each room can instead be part of the environment; an outdoor complex spanning miles of terrain that must be passed to complete the rite of passage. Despite the linear nature of this model, you should still strive to give the characters as much agency as you can.

Don't be shy about giving out information. If it's something that is easily observable or that the characters would reasonably be aware of, tell them. If it would take more investigation, then they may be triggering Discern Realities. The players can't make informed choices without enough information. If they ask clever questions, reward them with good answers.

The approach to a problem should not be the only one, as that takes away choices. How to deal with each obstacle should involve the players making meaningful decisions. Prep a situation, and give the characters lots of options as to how they want to approach it.

Room 1: The Guardian

There's a reason why people don't come to this place. Something actively keeps people away from the entrance to this site where young warriors seek their rite of passage. This is also a chance to establish the mood and theme of your site, so dress it up with care.

- The entrance is trapped
- There's multiple entrances, but only one is correct
- The entrance requires a special key or ceremony: "speak friend and enter"
- A guardian was deliberately placed at the entrance
- A hidden ambush waits in the shadows

Room 2: The Puzzle

After overcoming the guardian, present the characters with a trial that cannot be solved with steel. This keeps problem solvers in your group happy and breaks the action up for good pacing. This room can be a puzzle, a test of skill, or require some clever roleplaying to pass. Change up the gameplay compared with the challenge of the previous room, and give another character a chance to shine. Be sure to allow for multiple solutions to prevent the game from stalling. You can also plant hints in the entrance about how to proceed.

- Recessed basins must be filled with water, according to runes carved on the wall
- Someone else is here, not hostile but not yet friendly either
- A spirit must be convinced to let them pass
- Mad ghosts taunt the characters, though they can give a clue if appeased
- A brazier on the altar must be lit with a certain flame, in accordance with legend
- The way forward is hidden in such a way that only someone from the PCs village will know where to look
- The terrain is hazardous, requiring courage or ingenuity to cross

Room 3: The Setback

The next room should be something that builds tension or ups the stakes. Something goes wrong, or something unexpected happens. Perhaps there's a fork in the road or some other kind of difficult choice to make. It may also sap the characters' resources for the big battle ahead, which is fine too. This is a good time to present a challenge to a character that hasn't gotten involved yet. If your players prefer a certain type of action, such as combat, you can give them another taste of it, but don't make it straightforward.

- A relatively weak monster uses a tactical advantage to harry the characters
- There's another monster here, but it will only attack if disturbed--for example, by opening its sarcophagus in search of loot

- This room is a red herring from a forked path that punishes those who go the wrong way or fall into temptation
- You've found the goal...but it isn't real, it's just another trap.
- Reveal a betrayal
- A side-route offers valuables, but at a price

Room 4: The Climax

This is it, the big moment. This is the main and final conflict before the reward. Go all out with this one, digging deep into your bag of tricks to make this a dramatic fight. Push the characters to their limit to make them dig deep too. Include something for everyone.

- Mix up the terrain, don't make it a flat, empty room
- The boss has some minions
- There's time pressure from some impending doom
- The environment is changing or dangerous, such as crumbling floors or collapsing ceilings
- The boss is nigh-invulnerable, unless the characters exploit a weakness they learned in the previous rooms
- The boss has a hostage or some other kind of leverage, such as threatening to destroy the item the characters are here for

Room 5: The Payoff

At last, the challenge has been overcome, and the characters are ready to complete the ritual of initiation. Give them time to bask in their success and feel that rush of accomplishment and you describe them fulfilling their goal. You can also callback to some of what was created during the worldbuilding phase to make the victory more meaningful. This does not, however, mean that there's nothing left here. You can introduce or foreshadow more dangers ahead, or leave a mystery unsolved, but those will be for next time. Don't negate their victory, but you can make it a touch bittersweet.

- There's evidence of rival having been here before
- A clue suggests the fate of the lost adults of the village
- The true meaning of the legends of this place is revealed--and it's not what the characters expected
- The Boss defeated in Room 4 is revealed to be a minion of a much larger threat, now alerted
- The Boss defeated in Room 4 was paid to ambush the characters by someone in the village who would prefer the characters not make it back alive
- The characters are supposed to have sponsors present, ask what tokens of their missing loved ones they bring instead

After a long, hard adventure, your group should hopefully be good and ready to go home. The return home offers a chance to celebrate, but it also highlights the gap that comes from having the characters' loved ones being still absent. Take some time to have the PCs adjust back to their old (new?) lives, and play up the mundane details. But also highlight how things have changed, and the impacts of the characters' actions. A Hero's Journey is a transformative affair, after all. Will there be pushback from other people within the village?

This of course is not necessarily the end of the story. All those dangers discussed during the worldbuilding are beginning to rumble in the distance, and now there will be some hard choices as to how they will survive this winter. Now recognized as adults, the characters are empowered to make more decisions. Again, showing them the impact of their actions on their home will make them care much more. Perhaps as a result of their decisions, someone else in the village dies, or a rival group tries to take over authority from the characters. Established dangers that are disregarded eventually come knocking on the door. There's still places on the map that need to be filled in and explored too. Offer more information, more choices, and more impact, and you can have a campaign that lasts a long time.

DUNGEON WORLD

LORE AND LORDS PACK

Seven new base classes for Dungeon World
the Monk,
the Shaman,
the Vampire,
the Trickster,
the Hunter,
the Dark Knight,
and the Berserker
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 January 24, 2017

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THE MONK

Other people may think that steel and sorcery are what it takes to win a battle. But you know better. Without focus and discipline, even the sharpest blade will not strike true, and the strongest armor is but dead weight. It is the clarity of your thought and the execution of your will that wins a fight.

For a lifetime, you have trained yourself to the peak of martial perfection. Your body and your mind are your weapons. You've trained them to an edge as fine as any knife. Your fist strikes with the force of a spiked mace, and your quickness is a finer armor than steel plate. Your body flows like water, receding away from danger, striking back with the force of a tidal wave, and then comes to rest as serene as a still pool.

Breathe in, tranquility. Breath out, perfect action.

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, or 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 body, 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.

For a variant ranger, we've included a compendium class version that can be taken at level 1.

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 DARK KNIGHT

You remember when life was good to you. You had a true love, good friends, a sense of duty and purpose. You did what was right by your lord, and you were granted respect in turn. Then one day, it all came crashing down. Your life was shattered, either by violence or by betrayal. Maybe you survived the fall, or maybe you didn't.

But you're not going to take this injustice quietly. In your darkest hour, you forged a pact with Death. He would give you the power to right this terrible wrong, but he warned that you would pay for it, many times over. But you don't care. Not even Death will stop you. You won't stop. You can't stop. Woe to those who stand in your path.

Who will come out ahead in this deal?

Only your conscience and your new allies keep you from going over the edge. You were a hero once. Are you still one now?

The Dark Knight is a variant on the Fighter playbook. A fearsome warrior driven by a burning passion, the Dark Knight has entered into a deal with Death for one of his terrible weapons. He has great power, but that power comes with a price. When you use Death's power, he'll want something in return.

THE BERSERKER

Too many men in Dungeon World fear danger and combat. The sight of spilled blood makes them tremble, and they would rather negotiate than fight back. But to you, war and violence are your friends. The anticipation of battle inflames you like nothing else can.

A fire burns within your heart. Something in your blood boils. Your muscles harden like iron, and a red haze comes over your vision. When swords are crossed, there's no rational thought left within you. Only fury. Only destruction.

The dungeon calls to you. Fierce foes will test you like a forged blade, tempered within the fires of your boundless rage. You will show no mercy, and expect none in return. You will throw yourself into the abyss and emerge on the other side triumphant, bathed in the blood of those who would stand against you... Or you will fall in a glorious battle, still clutching your weapon until you breathe your last.

The land will tremble at your passing.
Valhalla awaits.

The Berserker's strength is his mighty rage and bloodlust, granting him superhuman physical prowess at the cost of his sanity for a little while. What will happen when he calls upon this terrible fury?

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.

NAME




LOOK

Dwarf: Abhin, Daniki, Aras, Mavi, Kala, Qatji, Fehri, Baichi
Human: Li, Kaze, Tara, Jade, Sakura, Konrad, Fei, Drake, Ji-dan, Chizu

Wise Eyes, Eager Eyes, or Deep Eyes
 Shaved Head, Long Braid, or Headband
 Monk's Robe, Martial Arts Uniform, or Loose Clothing
 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

Your alignment is **Lawful**. Your Alignment move is superseded by your Monk's Path requirement; you use that instead to mark XP at the end of the session.

STARTING MOVES

KI FOCUS

When you **take some time to meditate and focus your inner strength**, set your Ki to 3. Your maximum Ki is 3. You may spend 1 Ki to gain one of the following effects:

- Deal +1d4 damage forward, once per attack
- Roll with an incoming attack, taking +3 armor forward
- Break an inanimate object no larger than yourself with a powerful yet precise blow
- Use the ability granted by your Monk's Path

You cannot gain or use Ki if you are wearing any armor, including shields.

MARTIAL ARTIST

Your body itself is a weapon. Name your style of martial arts! Your unarmed strikes have a range of hand and the precise tag.

You can always make unarmed strikes against creatures with dangerous forms—such as fire elementals, iron golems, or creatures covered in spikes—without Defying Danger from these natural defenses.

MONK'S PATH

You follow a strict path of discipline to focus your inner strength on your journey to enlightenment. Give your order a name, and choose a path from the list on the third page. Each path gives you an additional move, a way to mark XP, and a restriction. When you **violate your path's restriction**, lose 1 Ki and take -1 forward.

WIRE FU

When you **perform an act of uncanny agility, balance, or coordination**, roll+DEX. *On a 10+ choose one. *On a 7-9 choose two.

- The action requires some of your focus, spend 1 Ki
- You expose yourself to danger or retribution, or you wind up somewhere you didn't intend to be
- Your action causes some unintended collateral damage or change to the environment
- You strain yourself, take -1 ongoing to all DEX moves until you take a few minutes to stretch and limber up

RACE

HUMAN

When you **observe an enemy's fighting style**, ask the GM how much damage they do.

DWARF

You ignore the forceful tag on any attacks made against you.

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 them.

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

I have taught _____ a secret of my order.

My master would not approve of me traveling with _____.

GEAR

Your load is 6+STR. You start with dungeon rations (5 uses, 1 weight) and a mark or token of your monastic order, describe it! Choose two:

- Monk's staff (close, precise, two-handed, 1 weight)
- Bandages (3 uses, slow, 0 weight)
- Adventuring gear (5 uses, 1 weight)
- Antitoxin (0 weight)
- 3 shuriken (thrown, near, 0 weight)

ADVANCED MOVES

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

AWAKENING

When you **contemplate your surroundings to see the truth in things**, you may Spout Lore with WIS instead of INT.

BE LIKE WATER

Add these to the list of deeds you can spend Ki to perform:

- Flow around a missile attack, preventing all of the damage
- Slip free from anything physically restraining you

EMPTY HAND STYLE

When you **Hack and Slash with an unarmed strike**, on a 10+ you may also move your foe somewhere within your reach, knock them down, or pin them in place.

ENLIGHTENMENT

When you meditate, the GM will give you a useful insight into a problem at hand. Take +1 forward when you act on this information.

MONKEY MOVES

When you **try to get inside of a foe's reach, no matter their size**, take +1 to the attempt and +1 armor forward.

ONE HUNDRED PATHS

You have learned much from studying other paths to enlightenment. When you gain this move, choose a second Monk's path. You may use that path's special ability by spending 1 Ki. Note that this does not give you that path's restriction or extra ability to mark XP.

PRESSURE POINTS

Weapons you wield with the precise tag, including your unarmed strikes, gain +piercing equal to your WIS.

SHINOBI

You are preternaturally silent, and will never make any noise unless you choose to. You never need to Defy Danger to act quietly.

STONE GUARD

While you hold Ki, you have 2 armor.

WIND WALKER

When you use Wire Fu, on a 10+ you do not need to choose from the list, and on a 7-9 you choose only one from the list.

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

CHAKRA

When you **manipulate the flow of ki within your own body**, take a debility of your choice and gain 1 Ki, up to your maximum.

DAIROKKAN

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

INNER PEACE

When you meditate, set your Ki to 4 instead of 3. Your maximum Ki is 4.

FLOWING DEFENSE

When you **use flowing movements and quick reflexes to turn an attack back upon itself**, you may Defend with DEX instead of CON.

KIRIN STRIKES

When you **meditate while holding a magical weapon**, you may drain the magic from the weapon. When you make an unarmed strike, you may imbue that attack with the effects of the drained weapon. You may only have one effect at a time, draining a new weapon replaces the one you had before.

MOUNTAIN GUARD

Replaces: Stone Guard

You have 2 armor. While you hold Ki, you have 4 armor instead.

NERVE STRIKE

Requires: Pressure Points

When you **Hack and Slash with a precise weapon (including an unarmed strike)**, on a 12+ you disrupt your foe's ki, disabling one of his limbs or senses in addition to dealing your damage.

ONE THOUSAND PATHS

Requires: One Hundred Paths

When you gain this move, choose a third Monk's path. You may use that path's special ability by spending 1 Ki.

PATH MASTERY

You have attained the rank of master among your order, and will be recognized as such. You may use the master move of your Monk's Path.

RISING PHOENIX

You don't take your Last Breath so long as you hold Ki. If you take damage while at 0 HP, lose 1 Ki instead.

□ PATH OF CHARITY

You must reject as many worldly possessions as possible. Your Load is reduced to 4+STR, and you begin play with only one piece of gear from the list. You may never own or use a piece of gear that costs more than five coins, and you may never possess more than ten coins worth of wealth or equipment.

When you **speak with simple wisdom as you Parley and spend 1 Ki**, you roll with WIS instead of CHA, and on a hit you get to ask their player one question, which they must answer truthfully. You still require leverage to Parley as usual.

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 **chant sacred prayers aloud and spend 1 Ki**, you may Turn Undead as if you were a Cleric, and this ability also affects spirits. On a 10+, the spirit is driven away or forced out of a person it possesses.

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 **Hack and Slash with an unarmed strike**, on a hit you may spend 1 Ki to disable one of your foe's weapons or stun them for several moments instead of dealing damage.

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

□ PATH OF TRUTH

You can never tell any lies. This includes bluffing, stating half-truths with the intent to deceive, exaggerating, telling white lies, and so on. This does not prevent you from remaining silent if you'd rather not say something.

When you **Defy Danger to act despite fear, an enchantment, or an illusion and spend 1 Ki**, you automatically succeed as if you had rolled a 10+.

At the end of the session, if you **helped someone come to terms with an unpleasant or difficult truth**, mark XP.

□ PATH OF THE DRAGON

You can never refuse a challenge or retreat from battle. If someone challenges you to a fight, you must accept, even if your foes outnumber you or are clearly much stronger.

When you **shout with great force as you Hack and Slash with an unarmed strike and spend 1 Ki**, your attack has reach range, deals +1d6 damage, and gains the forceful tag. Remove the option "deal +1d6 damage forward, once per attack" from the Ki Focus list; this move replaces it.

At the end of the session, if you **defeated someone stronger than yourself without help**, mark XP.

□ PATH OF MIRRORS

You can never use any magical objects, even healing potions, nor may you willingly permit yourself to be the subject of a magical spell or effect.

When you **Defy Danger from a magical effect**, on a hit you may spend 1 Ki to turn the magic back upon itself, describe how.

At the end of the session, if you **destroyed a magical object of some significance or gave it to a temple for safekeeping**, mark XP.

□ PATH OF SHADOWS

You must keep your face covered at all times. You cannot meditate in the presence of any light brighter than a single candle. While you are standing in direct sunlight, you cannot spend Ki.

You can see clearly in even total darkness. When you **step into a patch of deep shadow and spend 1 Ki**, you can step out of another one that you can see. The whole of you must step through, with all that you carry.

At the end of the session, if you **killed a foe without being detected**, mark XP.

MASTER PATH MOVES

When you take the move *Path Mastery*, you may use the following special move associated with your Monk's Path:

Path of Charity: When you **enter a friendly steading**, a local temple will provide you and your party with free food, shelter, and medical care for as long as you stay, within reason.

Path of Purity: When you use your sacred prayers to turn the undead or a spirit, on a hit you also deal your damage to the target, ignoring armor.

Path of Peace: No sentient being will ever attack you unless you do something to provoke them.

Path of Truth: When **someone in your presence tells a lie**, you will always detect it.

Path of the Dragon: Your unarmed strikes gain the fiery tag.

Path of Mirrors: While you **hold a magical object in your hands**, any powers that it has are suppressed for as long as you hold it.

Path of Shadows: When you **hide in shadows or darkness**, you cannot be detected by any means until you reveal yourself.



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**
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 1d4 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.

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.

TRAPPER

- When you **set a trap**, spend one of your traps and describe how you set it, then choose two effects from the following list:
- The trap deals your damage to the target.
 - 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; its ability to run is impaired until the injury is healed.

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 HUNTER

LEVEL
 XP

GEAR

Your load is 11+STR. You start with dungeon rations (5 uses, 1 weight), leather armor (1 armor, 1 weight), Hunter's bow (near, far, 1 weight), bundle of arrows (3 ammo, 1 weight) and 3 traps (1 weight each). Choose three:

- Short sword (close, 1 weight)
- Spear (reach, 1 weight)
- Adventuring gear (5 uses, 1 weight)
- Bandages (3 uses, 0 weight)
- Antitoxin (0 weight)
- Bundle of arrows (3 ammo, 1 weight)

Traps cost 3 coins and have 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.

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.

CAMOUFLAGE

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

FAMILIAR PREY

When you **Spout Lore about a monster**, you roll with WIS instead of INT.

FOLLOW ME

When you **Undertake a Perilous Journey** you can take two roles. You make a separate roll for each.

IMPROVED TRAPS

When you set a trap, 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.

MAN VS. WILD

When you **Make Camp in the wilderness or in a dungeon**, you can scavenge materials to make one trap for free.

A SAFE PLACE

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

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?

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

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

ADAPTATION

When you **observe a place or monster**, the GM will tell you a move associated with them. When **that move is used against you for the first time**, roll+WIS. *On a hit, you avoid, resist, or otherwise negate the move. *On a 10+, you turn the move back on itself.

BLACK ARROW

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

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.

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.

HUNTER'S PREY

Replaces: Familiar Prey

When you **Spout Lore about a monster**, you roll with WIS instead of INT, and on a 12+, in addition to the normal effects, you may ask the GM any one question about the subject.

NATURAL CUNNING

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

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.

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.

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 Trapper.

TRAP MASTERY

Requires: Improved Traps

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




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
<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

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.

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:

- Make your next melee attack messy, forceful, or deal +1d4 damage
- Heal yourself for 2d4 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
- 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, they speak 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 7+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:

- 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.

ASPECT OF THE BAT

Your senses are very sharp. You can sense the approximate location of invisible creatures and navigate even in complete darkness.

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.

BLOOD BOND

When you **feed some of your blood to a willing NPC and 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.

BLOOD FRENZY

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

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.

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.

FANG AND CLAW

You may grow and retract claws from your fingers at will (hand, +1 damage, messy).

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.

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

VAMPIRIC RESILIENCE

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

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

BLOOD POWER

The maximum Blood you may hold is increased by one.

BLOODY KILLER

Requires: Fang and Claw

When you **Hack and Slash with your claws**, on a 12+ you gain 1 Blood.

DIABLERIE

Gain the *Ritual* move from the wizard playbook. Any ritual you perform will have the cost "Spend some Blood" in addition to whatever the GM says.

DREAM-SPEAKER

You may visit the dreams of anyone whose blood you have tasted and communicate with them over any distance this way. If they are your thrall, you can compel them to obey you.

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

FOR THE DEAD TRAVEL FAST

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

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.

MIST FORM

Requires: Beast-Blood

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

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.

SOUL REAVER

When you **drain a person's blood and kill them**, hold 1 additional Blood, and that person can never be resurrected, nor can their spirit be contacted.

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  CURRENT MAX 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

When you **use lies, bluster, or deception to avoid suspicion or get out of trouble**, roll+CHA. *On a hit, your lies are believed, for now. *On a 10+, also choose one:

- You direct their attention or suspicion to somewhere else
- Your deception will go unchallenged until they see or hear some proof
- You cover your friends as well

SOCIAL ENGINEERING

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.

SMOKE BOMB

When you **have time and safety to prepare a few tricks**, you can manufacture up to three smoke bombs. Each has 1 weight, and is dangerous for anyone except you to use. When you **throw a smoke bomb at 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:

- Someone you didn't intend also gets caught in the smoke
- The smoke will only last a few moments
- A person of the GM's choice is unaffected

RACE

HUMAN

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.

HALFLING

When you **perform a sleight of hand upon an unwary or distracted mark**, you succeed and no one's the wiser. If you're subject to scrutiny, roll+DEX. *On a 10+, you succeed and no one's the wiser. *On a 7-9, you succeed *or* no one's the wiser, your choice.

BONDS

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

_____ 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.



THE TRICKSTER

LEVEL

XP

GEAR

Your load is 9+STR. You start with dungeon rations (5 uses, 1 weight) and three smoke bombs (1 weight each). 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)
- Leather armor (1 armor, 1 weight)
- 12 counterfeit coins
- Halfling pipeleaf (6 uses, 0 weight)

ADVANCED MOVES

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

CONCEALMENT

Your smoke bombs never affect you; you can always see clearly within the smoke and your actions are unimpaired within it.

CONFIDENCE TRICK

When you **make small talk with someone**, you can spend a hold from Social Engineering to ask them a question; they'll answer it truthfully in the form of a slip of the tongue or their body language giving it away, but they'll be aware that they gave up that information.

DEEP POCKETS

Any items that you carry that could fit in the palm of your hand (including your smoke bombs) are so well concealed on you that they will never be found unless you are completely stripped and searched.

DISTRACTING SHOT

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

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 your captor, 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

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.

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.

NEW TRICKS

If you are human, gain the halfling starting move. If you are a halfling, gain the human starting move.

SMOKESCREEN

When you **Hack and Slash someone caught in your smoke bomb**, on a hit, choose one:

- You steal something from them. Now it's yours!
- You deal +1d6 damage
- Reduce their armor by 1 until they repair it

SNEAKY

Gain a move from the thief playbook.

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

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.

FLASHBANG

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

GRIFTER

Requires: Confidence Trick

When you use Confidence Trick, your mark will not realize they gave away their information.

HONEYED WORDS

When you use Social Engineering you get +1 hold, even on a miss.

INSTIGATOR

Requires: Lamentable Belaborment

When you use Lamentable Belaborment, on a 10+ the argument also gets a little violent; one of the affected targets deals their damage to another. You choose both parties.

PANTS ON FIRE

When a move has another player (including the GM) ask you a question about your character, you can answer however you like (honestly or not).

SMOKE AND MIRRORS

Requires: Smokescreen

When you **Hack and Slash someone caught in your smoke bomb**, on a 10+ choose two options from Smokescreen instead of one, and add the following options to Smokescreen list:

- You draw their full attention to you
- You direct their attack into someone/thing else

TRUST ME

When you use Silvertongue, on a 10+, choose two options from the list, and on a 7-9, choose one option.

VANISHING TRICK

When you **throw one of your smoke bombs at your feet**, you may instantly move from where you are to somewhere else in sight or in reach. The smoke cover will make it seem like you just disappeared; you won't be spotted unless you're out in the open or draw attention to yourself.

VERY SNEAKY

Gain a move from the thief playbook.

NAME

LOOK

Dwarf: Andalen, Larelei, Morak, Halgmar, Garm, Beyla, Rakham, Yara*Human:* Semil, Falken, Tanika, Dungarth, 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. You also prepare all of your rites, which never count against your limit.

CAST A SPELL

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

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

- Where exactly are any spirits residing?
- What is the nature of the spirits present?
- How is the spirit influencing the material world?
- What could I offer this spirit that it wants or needs?

Regardless of the roll, you may communicate with any spirit you open your senses to, and Parley if you have leverage as usual. Some spirits may be unwilling to talk, or not have much to say.

WIDDERSHINS

When you **bind a spirit with rituals or incantations**, roll+CHA. *On a hit, you banish the spirit from this place, force it from its host, or put a restriction on it. *On a 7-9, the spirit will retaliate against you in exchange. You can dispel your bindings whenever you wish, but the spirit will then be free to do as it pleases.

RACE

 DWARFWhen you **are dealing with spirits of earth, stone, or mountains**, take +1 to Second Sight and Widdershins. HUMAN

Choose a wizard spell. You may prepare and cast that spell as if it were a shaman spell.

 ORC

Aspect of the Wolf is a rite for you.

BONDS

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

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

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

_____ is out of balance, and a danger to themselves and others. I will help them.

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

 THE SHAMAN
LEVEL XP

GEAR

Your load is 7+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)
- Antitoxin (0 weight)

ADVANCED MOVES

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

COVENANT

When you use Widdershins, on a 10+, choose one:

- The spirit can never return to this world after you banish it
- The spirit will honor any agreement you make with it.

THE CYCLE AND THE PATH

When you cast a spell you ignore the first -1 penalty from ongoing spells.

THE OLD WAYS

When you cast a spell, on a 10+ you have the option of choosing an option 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

ONE WITH NATURE

Gain a non-multiclass move from either the druid or ranger class list. Treat your level as one lower for choosing the move.

PARTING THE VEIL

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

SHAMAN'S INTUITION

When you Discern Realities or use Second Sight, hit or miss, you may also ask, "What here is out of balance?" for free.

SPIRITUAL HEALER

When you **heal someone else**, add your level to the amount healed.

STORMSTRIKE

When you **imbue your weapon with primal power**, forget a spell (not a rote) you have memorized and choose one of the following. Your weapon gains that effect as long as you wield it, until you use this ability again or until you Trance.

- Your weapon gains the fiery tag and deals +1d4 damage
- Your weapon mystically shields you, granting +2 armor
- Your weapon gains the forceful tag
- You attack with this weapon with WIS instead of the usual stat

TOUCH THE EMPYREAN

Choose a spell. You are granted that spell as if it was one level lower.

WELL OF WISDOM

When you **listen to the whispers of the spirits**, you may Spout Lore with WIS instead of INT.

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

ABJURE

When you **attack a spirit, ghost, or extra-planar entity**, you deal +1d6 damage, and if it is reduced to zero HP, it is henceforth barred from appearing on the material plane in any form. It can still be encountered in spiritual visions and on other planes, just not your world.

GROUNDING

When you **resist an enchantment cast upon you**, treat a 6- as a 7-9 result.

THE MASK AND MIRROR

Replaces: The Cycle and the Path

When you cast a spell you ignore up to two -1 penalties from ongoing spells.

MOONDANCE

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

NATURALIST

Gain a non-multiclass move from either the druid or ranger class list. Treat your level as one lower for choosing the move.

SECRETS OF THE OTHERWORLD

Replaces: The Old Ways

When you cast a spell, on a 10-11 you have the option of choosing an option 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

SHAMAN'S INSIGHT

When you use Second Sight, choose one more option, even on a 6-, and on a 12+, you may ask the spirit one question, and it will answer truthfully.

SPIRIT CALLING

When you **perform a ritual to summon a spirit**, name a spirit you wish to summon, either by name or a type of spirit. It will be brought before you, and you may immediately make the Widdershins move against it before it can act.

STORM, EARTH, AND FIRE

Requires: Stormstrike

When you use Stormstrike, choose two options instead of one.

TOUCH THE FIRMAMENT

Requires: Touch the Empyrean

Choose a spell in addition to the one you picked for Touch the Empyrean. You are granted that spell as if it was one level lower.

ROTES

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

☐ GUIDANCE

ROTE

A symbol of the elements appears before you and gestures towards the direction or course of action the spirits would have you take then disappears. The message is through gesture only; your communication through this spell is severely limited.

☐ SPIRIT SERVANT

ROTE

You summon a minor invisible spirit 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 a spirit servant appear to float in the air a few paces behind you. A spirit servant that takes damage or leaves your presence is immediately dispelled, dropping any items it carried.

FIRST LEVEL SPELLS

☐ ASPECT OF THE WOLF

LEVEL 1

ONGOING

A person you touch is imbued with a small amount of wild energy. Choose one of the following effects to grant while this spell is ongoing:

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

While this spell is ongoing you take -1 ongoing to 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

ONGOING

While this spell is ongoing, you may conjure a small orb of flame in your hands whenever you like (thrown, near, 1 piercing), and you take -1 to cast a spell.

☐ 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. The spell ends when you leave the area.

☐ HEALING TOUCH

LEVEL 1

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

☐ RISING MISTS

LEVEL 1

ONGOING

Name a location you can see. It is completely blanketed in thick fog that prevents anyone from seeing further than a foot in front of them. While this spell is ongoing, the fog will not dissipate and cannot be blown away by wind, and you take -1 to cast a spell.

THIRD LEVEL SPELLS

☐ FORESEE

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 an illusion that changes one part of something or someone you can see: its appearance, 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 does 1d8 damage. The elemental also gets your choice of 1d4 of these traits:

- It has +2 instead of +1 to one stat
- It's not reckless
- It's 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.

□ SPIRITS OF THE WILD

LEVEL 5

ONGOING

You call upon the power of an animal spirit to aid you. Name the animal. While this spell is ongoing, you gain the use of one of that animal's abilities and take -1 to cast a spell.

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.

□ 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, and it may exist independently of other objects. While this spell is ongoing you take -1 to cast a spell.

□ WILD HUNT

LEVEL 7

Name a person or creature you wish to hunt. Spiritual wolves will seek them out, no matter where they hide. While this spell is ongoing, when you lift your head and howl to the sky, the wolves will howl back, telling you which direction your target lies. Additionally, when you deal damage to the target, you deal an additional +1d6 damage as the wolves join in the attack. The spell lasts until you dismiss it, your target is killed, or until you cast it again.

□ 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.

□ 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.

□ SPIRIT LODGE

LEVEL 7

You cast a ward upon a specific location that prevents creatures of a certain type from entering that area. The location must have clearly-defined boundaries, though you can pace out a circle or other space and mark it with chalk, sand, etc. Name what kind of creature is barred from entry when you place the ward.

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.

□ RECLAMATION

LEVEL 9

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

□ COMMUNE WITH NATURE

LEVEL 9

You attune yourself to a location and the earth answers you. Spirits of this location will answer any three questions you pose to them. Anything the land can know, it will tell you.

□ EARTHQUAKE

LEVEL 9

ONGOING

A location you can see begins to shake violently. The earth heaves and shudders, tearing itself asunder for miles around. 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.

□ RENEWAL

LEVEL 9

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.

SHAMAN SPELLS

NAME

LOOK

Names: Emma, Tristan, Erik, Dean, Shelley, Grant, Horatio, Cecil, Catherine, Edmund, Leonardo, Annette, Connor

Hollow Eyes, Penetrating Eyes, Sharp Eyes
Wavy Hair, Ash-White Hair, Closed Visor
Pale Body, Taut Body, Scarred Body
Horned Helmet, Spiked Armor, Great Cloak

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	
	D10			CURRENT MAX	YOUR MAX HP IS 10+CONSTITUTION

ALIGNMENT

- NEUTRAL**
Increase your reputation while working to fulfill Death's task to you.
- EVIL**
Make a bloodbath of your foes.

STARTING MOVES

- DARK BLADE**
Death has given you a bladed weapon of terrible power, describe it! Your weapon will always have a shadowy aura around it; anyone who sees it will know that it's a weapon of darkness. Your weapon has 2 weight, close range, and the messy tag. Choose one more feature for your weapon:
- Sharp. +1 piercing.
 - Heavy. Add forceful and +1 weight.
 - Ancient. Take +1 to Spout Lore about spirits or the lands beyond the Black Gate
 - Mystical. Glows in the presence of one type of creature, your choice.
 - Long. Add reach and two-handed.

- Choose what Death has tasked you with in exchange for this weapon. When you **fulfill Death's task**, hold 3 Torment. Your maximum Torment is 3.
- Extinguish some of the world's light or beauty
 - Help the dead or dying pass on
 - Remove stagnation so rebirth can occur
 - Punish those who defy Death's order

- ARMORED**
You ignore the clumsy tag on armor you wear.

- ROAD TO PERDITION**
When you **draw upon the unholy power in your dark blade**, choose one of the following effects:
- Don the visage of death, terrifying a target you can see as if you cast the Cause Fear spell for as long as you focus your attention on them
 - Plunge your blade into a corpse, its spirit 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
 - Summon supernatural darkness into an area you can see, until you use this move again or dismiss it
- ...then roll+CHA. *On a hit, you achieve your desired effect. *On a 7-9, either spend 1 Torment or lose HP equal to the higher of the two dice rolled, ignoring armor.

BACKGROUND

Choose any race. Then choose what's so important to you that you would take up the dark blade for it.

- LOVE**
Add the following Bond: _____ reminds me of my true love; I'll protect them.
- DUTY**
Add the following option to Road to Perdition:
 - Cast Visions Through Time, as the wizard spell; Death will show you where you're needed most.

- HONOR**
Choose a hated type of enemy, such as goblins, traitors, or nobles. When you **strike a deathblow with your dark blade against your chosen enemy**, heal 1 HP.

BONDS

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

_____ is the voice of my conscience; they keep me from going too far, though I may resent them for it sometimes.

_____ gives me hope for a better tomorrow.

I have seen Death's mark upon _____; something terrible is in store!



THE DARK KNIGHT

LEVEL

XP

GEAR

Your Load is 10+STR. You start with your dark-bladed weapon (2 weight), dungeon rations (5 uses, 1 weight), and a memento of someone important to you, describe it!

Choose your defenses:

- Chainmail (1 armor, 1 weight) and adventuring gear (5 uses, 1 weight)
- Black scale armor (2 armor, clumsy, 3 weight)

Choose one:

- Shield (+1 armor, 2 weight)
- Antitoxin (0 weight) and bandages (3 uses, slow, 0 weight)
- 10 coins

ADVANCED MOVES

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

CONVICTION

When you **lose HP from using Road to Perdition**, you lose HP equal to the lower of the two dice rolled instead.

DEAD EYES

When you **fix someone with your cold, hard stare**, roll+CHA. *On a 10+, 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

DOOM BLADE

Choose an additional feature for your dark blade.

FLASH OF STEEL

Gain a non-multiclass move from the fighter playbook.

HELL'S GATE

When you **deal damage with your dark blade**, you may spend 1 Torment. If you do, deal +1d4 damage.

INTERROGATOR

When you **have a private chat with an NPC**, roll+CHA. *On a 10+, ask them two questions, which they will answer truthfully. *On a 7-9, ask one question. Regardless of the result, the NPC will not want anything to do with you ever again.

RAVEN'S FEAST

Add the following effect to Road to Perdition:

- Fire a pulse of dark energy from the blade, dealing 1d6 damage to a target within near range.

REBUKE UNDEAD

When your **voice resonates with the land of the dead**, roll+CHA. *On a 10+ any mindless undead near you are cowed into submission for a while, and you may command them to do your bidding. *On a 7-9 the undead will not approach you, but neither will they obey you.

UNSTOPPABLE

You can never become weakened or sickened, and you ignore the forceful tag on any attacks made against you.

VITAL TRANSFER

When you **touch someone and channel stolen life energy into them**, you can spend 1 Torment to heal them of 1d6 damage, as many times as you like, as long as you have Torment to spend. You can use this ability on yourself if you wish.

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

BLACK MAGIC

Add the following effect to Road to Perdition:

- Cast Animate Dead, Trap Soul, or Contagion, as per the cleric spells. While any of these spells are ongoing you cannot use Road to Perdition

CLASH OF STEEL

Gain a non-multiclass move from the fighter playbook.

COMMAND UNDEAD

Requires: Rebuke Undead

You may use Rebuke Undead against intelligent undead. They cannot be commanded, but a successful roll convinces them to help you for a while. *On a 7-9, there's a price, the GM will tell you what.

DEATH'S DEPUTY

When you **fulfill Death's task**, hold 4 Torment instead of 3. Your maximum Torment is 4.

HELL'S DOMINION

Replaces: Hell's Gate

When you **deal damage with your dark blade**, you may spend 1 Torment. If you do, deal +1d8 damage.

LAST RESORT

While **your HP is equal to or less than your CHA or 1**, whichever is higher, take +1 ongoing to all moves except Last Breath.

NO REST FOR THE ANGRY DEAD

When you **take your Last Breath**, you may spend Torment after rolling. For each Torment spent, add 1 to the roll, up to a maximum final result of 7.

SANGUINE BLADE

When you **Hack and Slash with your dark blade**, on a 12+ in addition to dealing your damage you also heal 1d6 HP.

VITAL INFUSION

Requires: Vital Transfer

When you use Vital Transfer, you heal 2d6 damage per Torment spent instead.

YOUR WORST NIGHTMARE

Requires: Unstoppable

Choose a target of your obsession, either a person or an object. You always know which direction your target is relative to you, and when you deal damage to your target, deal an additional +1d4 damage. If your target is killed or destroyed, you may choose a new target the next time you Make Camp.

NAME




LOOK

Dwarf: Rogi, Varrak, Dain, Balgan, Torhad, Fragh, Luda, Jaril, Gima
Human: Bjorn, Calder, Astrid, Hertha, Leif, Sigrid, Torben, Markul, Ulf, Ragnar
Orc: Lorik, Kashnak, Fragar, Tragg, Rukor, Hragdush, Perchi, Kibuna, Gresha, Datinai

Wild Eyes, Beady Eyes, or Cruel Eyes
 Shaved Head, Twin Braids, or Messy Hair
 Crude Hides, Rugged Leathers, or Half-Naked
 Bushy Beard, Elaborate Tattoos, or Ritual Scars

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 12+CONSTITUTION

ALIGNMENT

- NEUTRAL**
Uphold your personal code of honor, regardless of the danger to yourself.
- CHAOTIC**
Cause trouble with your short temper.
- EVIL**
Make a brutal example of someone to terrify others.

STARTING MOVES

- BERSERKER RAGE**
 When you **work yourself into a violent, howling frenzy**, roll+CON. *On a hit, hold 3 rage. *On a 7-9, choose a drawback as well. *On a 6-, hold 2 rage and the GM chooses a drawback. You may spend 1 rage to:
- Add the forceful, messy, or stun tag to an attack
 - Perform a feat of near superhuman strength
 - Halve the effects from a mundane physical attack
 - Terrify someone you can see, as if you had cast the Cause Fear spell with yourself as the subject
 - Ignore the effects of all of your debilities for a short time

If a drawback was chosen, it affects you the next time your rage is reduced to zero:

- You gain a debility, chosen by the GM
- You cannot use this move again until you rest for a while
- You injure an ally or break something dear to you while raging, chosen by the GM, but you won't notice until the rage ends.

Your maximum rage is 3. While you hold rage, when you make a move that does not use STR or CON, or you take an action requiring subtlety, finesse, thinking or discussion, lose 1 rage. You cannot use this move while wearing armor.

BLOODLUST

When you **slay a foe**, if you used Berserker Rage at any point during this fight, gain +1 rage.

TERRIFYING REPUTATION

When you **enter a steading**, rumors about your fury may precede you (your call). If so, tell the GM what people heard. They'll act accordingly, maybe by barring their doors, asking for your help, or testing your strength.

You never make the Outstanding Warrants move; the local guards and magistrates are too intimidated to try anything unless things are *really* getting out of hand.

RACE

- DWARF**
Choose a specific type of foe, such as demons, goblin-kin, dragon-kin, or undead. When you use **Berserker Rage in a fight against your chosen foe**, take +1.
- HUMAN**
When you **Parley with someone who has witnessed you raging**, you may roll with STR instead of CHA.
- ORC**
Your teeth and claws are dangerous enough to be used as weapons (hand, messy).

BONDS

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

_____ is surprisingly tough for their kind, they have earned my respect.

I will push _____ to be harder, or I will break them.

_____ is always making me angry, they'd better watch themselves, or else!

I have shared songs of glorious battles with _____.



THE BERSERKER

LEVEL
 XP

GEAR

Your Load is 10+STR. You start with dungeon rations (5 uses, 1 weight).

Choose your weapon:

- Sharp long sword (+1 damage, close, 2 weight)
- Hefty warhammer (forceful, close, 3 weight)
- Massive battle axe (reach, +1 damage, two-handed, 2 weight)

Choose your defenses:

- Steel-rimmed shield (+1 armor, 2 weight)
- Healing potion (0 weight)

Choose two:

- Adventuring gear (5 uses, 1 weight)
- A valuable trinket or heirloom worth 10 coins
- 3 throwing axes (thrown, near, 1 weight)
- Poultices and herbs (2 uses, 1 weight)
- Keg of dwarven stout (4 weight)

ADVANCED MOVES

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

BATTLE-SCARRED

When you Make Camp, you may describe a scar you gained in your last fight. If you do, heal an extra 1d6 HP.

BLOOD, DEATH, AND VENGEANCE!

When you see an ally fall in battle, take +1 ongoing against the foe that took them down, until you slay that foe or find a new target for your revenge.

COLLATERAL DAMAGE

When you **Hack and Slash while you hold rage**, on a hit, deal damage equal to your STR to another target within your reach. You must deal this damage if it is at all possible to do so, even if the only other target nearby is an ally.

DESTRUCTIVE RAGE

When you **Hack and Slash while you hold rage**, on a hit you may spend 1 rage to also break their weapon or reduce their armor by 1.

RUNECASTER

When you **cast the carved bones to divine the future**, roll+WIS. *On a hit, the GM will reveal the details of a grim portent to you--a dire event that will come to pass without your intervention. *On a 10+, the GM will also tell you something useful about how you can interfere with the grim portent's dark outcomes. *On a 6-, you see something unfortunate in your future.

SAVAGE WARRIOR

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

SONGS OF GLORY

Gain the *Bardic Lore* move and take the "Legends of Heroes Past" area of expertise.

TEMPERED SPIRIT

When you use Berserker Rage, on a 7-9 you can choose to hold 2 rage instead of 3. If you do, you don't choose a drawback.

WAR PAINT

When you **ritualistically mark your bare skin with terrifying designs**, gain 2 armor as long as you wear these markings.

WOLF'S FEROCITY

When you spend rage, deal +1d4 damage forward.

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

ANGER MANAGEMENT

Your maximum rage is now 4. When you use Berserker Rage, on a 12+ you hold 4 rage.

BEAR'S FEROCITY

Replaces: Wolf's Ferocity

When you spend rage, deal +1d8 damage forward.

EINHERJAR

When you Carouse, add your CON to the roll, and on a 12+ you may choose as many options as you like.

GUARDIAN TOTEM

You may spend 1 rage to make a spell targeting you have no effect.

HERALD OF WAR

When you **blow a mighty note on your brazen horn and spend 1 rage**, roll+CON. *On a 10+, choose two. *On a 7-9, choose one. *On a 6-, choose one anyway, but your action will have some unintended side effects.

- Your allies shake off any fear and deal +1d4 damage forward
- An important enemy is distracted, shaken, or loses focus
- Your enemies are stricken with fear, and may rout if pressed hard
- The earth trembles, damaging a nearby structure
- A celestial servant of war will assist you for a while

INVINCIBLE RAGE

While you hold rage, you stay fighting even at zero HP, and you do not take your Last Breath until you lose all of your rage. When you take damage while you are at zero HP, lose 1 rage.

LUCID RAGE

You don't lose rage when you Discern Realities or Defy Danger with WIS.

PRIMAL WARRIOR

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

UNBOWED, UNBENT, UNBROKEN

Replaces: Battle-Scarred

When you Make Camp, you may describe a scar you gained in your last fight. If you do, heal an extra 1d6 HP or a debility.

VANDAL

When you Discern Realities, on a hit, you may also ask, "Who or what here is most vulnerable to me?" for free, in addition to your other questions.

THE PROFESSIONAL

When you **rise to a position of prominence within your community and acquire a commercial property**, 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 Spout Lore.
- Profitable:** Your organization is very profitable. When you **spend a week tending to your business and putting your estates in order**, you gain 1D6 x your level in coins. If you spend a month, gain 3D6 x your level in coins instead.

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 fully 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! Add another 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. Add either the Prestige tag or the Profitable tag to your home.

Additionally, when you **spread your influence into another town**, choose a nearby stading and delete a tag from your current base of operations. You now have a satellite location 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.

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.

When you have **successfully hunted and slain a legendary beast**, the next time you level up you may choose to gain this move:

TRAPPER

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

- The trap deals your damage to the target.
- 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; its ability to run is impaired until the injury is healed.

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.

If you are the Ranger, you may take this move at level 1 instead of Animal Companion. If you do, you cannot take the moves Man's Best Friend, Well-Trained, Special Trick, or Unnatural Ally. You also begin play with 3 traps (1 weight each).

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

IMPROVED TRAPS

When you set a trap, 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.

TRAP MASTERY

Requires: Improved Traps

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

CAMOUFLAGED POSITION

When you **strike with a ranged weapon from hiding**, your first shot never gives away your position.

BLACK ARROW

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

HUNTER'S MARK

When you **draw an enemy's blood, or they draw yours**, you can track them anywhere. No matter where they go you can always find them, without rolling.

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?

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
<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

- 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
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

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."

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.

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.

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.

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.

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

LOOK

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

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	■ SLICK -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.

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.

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.

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.

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.



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

<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 	

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.

DUNGEON WORLD

SECRETS AND SORCERY PACK

Seven new base classes for Dungeon World

the Archaeologist,

the Enchanter,

the Spy,

the Dragon Knight,

the Guardian,

the Reaper,

and the Baron

and new rules for stress and madness within the dungeon

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 ARCHAEOLOGIST

Of all the treasures to be found in Dungeon World, what could be more valuable than knowledge? The ancient secrets that have lain hidden away under the earth in long-lost catacombs or forgotten temples to dead gods? The hidden places and knowledge can be brought back into the light once again.

You are at home equally among libraries and dungeons, and equally adept at drawing out the secrets from both. Panache is your weapon against the agents of the darkness, cunning your shield against deadly traps and dangerous passages. Ancient wisdom awaits your discovery in the deep and hidden places of the world, and you have the tools to discover it.

Of course, if you find some golden idol covered in jewels, that's good too. Just be ready to run when you grab it.

The Archaeologist specializes in both scholarly research and dungeon exploration. They are able to research key information about dungeons and lead expeditions through these most dangerous of places. Indiana Jones is an obvious touchstone to this class.

THE ENCHANTER

The greatest of crafts is not in gold or gems, but in the power of magic itself. As elves shape supple wood and dwarves the hard stone, your artisanship is that of enchantments. Whether alchemist or artificer, your laboratory can pour forth magical wonders, limited only by your imagination. With a deft carving of magic runes you make a sword strike with the force of thunder, or a shield that can turn away flames.

But there is always more magic out there for your to experience. To truly master your craft, you must be willing to test yourself against the powers of magic that lie in the deepest of dungeons, and to study these ancient enchantments so yours will be greater. Your knowledge of arcane forces makes you a powerful, if bookish ally, to those who seek to plunder such treasures for themselves.

As the name suggests, the Enchanter deals in enchanted objects. Their skill is in both the creation and comprehension of magical things. The limits of what an enchantment is capable of is only the Enchanter's imagination and their willingness to invest their resources on the affair. In combat, the Enchanter wields a rune-empowered weapon to defend themselves.

THE SPY

What fascinating secrets are exchanged right under the noses of the common folk! Who would have guessed that their neighbors hold membership in a secret order? They never gather openly, only trading notes through hollowed-out trees or clandestine gestures. What does it mean when the baker advertises sweet rolls one day and biscuits the next? Oh, you know. It means that he has the information on the duked you asked him to uncover for you.

Whether an agent of the state or the right hand of a criminal empire, the secrets of Dungeon World are your trade, trickled in from a network of informants and data handlers. You may not know who they are, but your network is everywhere, feeding you the information you need to do your job. Even the most closely guarded secrets can fall into your hands, and these will be the dagger with which you strike from the shadows.

Knowledge is power.

The Spy is a different take on the Thief, one who specializes in information gathering. A skilled rogue in their own right, the Spy takes a more social approach to the guile and stealth normally associated with the trade, relying on a network of informants to give them just the knowledge they need.

THE DRAGON KNIGHT

The relationship between dragons and mortals is long and complex. Sometimes worshipped, often fought against, and always feared, no creature is more iconic of power and lordly might than the dragon. To those who have proven themselves worthy of forging a bond with a dragon, they become the most awe-inspiring of knights. Whether a bloody tyrant or a defender of the realm, someone riding a dragon into battle is a sight that will not soon be forgotten.

You are one of these chosen few, who bear the honor of bonding their immortal soul to that of a dragon. Dragon-fire flows in your veins, just as your valor links your new mount to you forever. You work in tandem with your dragon to overcome even the greatest of enemies, but the link between you is far from perfect. After all, dragons are not tractable creatures, and have a will of their own. How will the two of you learn to trust one another?

The Dragon Knight is the most awe-inspiring of mounted warriors, riding into battle atop a young dragon. The knight and their mount both influence one another, and maintaining a link of mutual respect and trust between the two is key to their success.

We've also included a compendium class version, if you prefer your dragon and knighthood to be earned through play.

THE GUARDIAN

Terrible things lurk in every corner of Dungeon World. While there is no shortage of men who are willing to take up arms to fight against monsters, your conviction burns far greater than most. You know that the wickedness of a lone goblin pales in comparison to the cruelties that men can inflict upon one another.

There is a flame in your soul that cannot be extinguished. The fire within you can give warmth and comfort to your allies, but it can also be used to destroy. When faced with the outrages of the world, the fire in you rises like an inferno, empowering you to mete out justice at the point of a sword. Against evil and injustice, you are judge, jury, and executioner. To the ones you defend, not even the wrath of Hell itself can turn aside your shield.

Sometimes terrible things happen to good people. But you're not one of the good people. You're one of the terrible things.

The Guardian is both a defensive warrior and a passionate force of justice. More secular than the Paladin, the Guardian's power is in their conviction. When their righteous anger burns, they are a force to be reckoned with.

THE REAPER

Death gets such a bad reputation. Everyone struggles in vain to hold off Death for just a few more precious moments. They don't understand Death like you do. Death is not a force to be feared, but to be celebrated and understood. When you face Death with your soul at ease, his secrets will open to you.

You do not worship Death, but you revere him, and perform services in his name to ease the suffering of the dearly departed. Whether psychopomp or exorcist, you are a trusted lieutenant in Death's service, keeping his estate in order against those who would despoil it or try to defy his judgment. Through your deeds, the restless dead of Dungeon World can finally be set to peace beyond the Black Gates.

But will you be ready when your time comes? What deals will Death make with you?

Like Death, the Reaper performs a valuable service, helping the dearly departed rest in peace while cleaning away any lingering spirits or undead which try to mar his order. The Reaper focuses more on the dead and the undead than the Cleric, and has a stronger set of tools to defeat or comfort the lost souls of Dungeon World.

THE BARON

Through birthright or deeds, you are among the world's elite. You have earned the right to call yourself Lord over a stronghold, and the lands it protects. Backed by your party of loyal retainers, you are a shepherd to your people, guiding the growth of your lands and delivering justice to villains. Through your deeds and wisdom, a humble hamlet may grow into a mighty city.

But being a Baron is no life of idle luxury. Foes from both outside and within your walls seek to take what is rightfully yours. Ravening hordes and scheming rivals both covet your lands. When the walls of your stronghold shield your people against the darkness of Dungeon World, do they also keep close the one who would betray you, plotting your demise in the shadows?

Also, that butler you sent down into the wine cellar yesterday hasn't been seen since. You should probably look into that.

The Baron is Dungeon World's answer to Apocalypse World's Hardholder. The Baron begins with control of their own personal keep, and gives them the tools to grow and defend it as they see fit. However, this does not mean that the Baron is entitled to an unlimited safe haven! The stronghold is a magnet for both danger and intrigue. To maximize the stronghold's potential, the Baron must journey outside of their gates and face the threats to his lands head-on.

We've included a new set of rules for dealing with stress and horror that builds off of the Steel mechanics found in our previous publication. These rules deal with the long-term impacts of madness as well as the management of the stress that comes from diving headfirst into danger and unfathomable evil, making them suitable for games that deal with horror or insanity, or for groups that wish to explore the emotional impact that comes from dungeon crawling.

We've also included a compendium class version of the Baron for character who earn their strongholds the hard way.

For every story that we tell, the world gains that much more wonder. I remain grateful for the support of my colleagues in the Dungeon World G+ community, and the valuable advice and critiques they have given to help me refine and polish my ideas. Once again, I give due credit and thanks to Johnstone Metzger and Jeremy Strandberg in particular. I would also like to acknowledge Robert Doe, David Perry, and Andrea Serafini for their own contributions to this body of work, and all the players of Dungeon World around the world. This work is dedicated to you, and all stories that are yet to be told. Play to find out.

NAME




LOOK

Dwarf: Garin, Daltri, Harrak, Rulin, Kaja, Brall, Nyssa, Gwillen
Halfling: Bolger, Garret, Odo, Mellyn, Portia, Frega, Lirrin, Nelmi
Human: Byron, Gertrude, Lawrence, Chapman, Fredrick, Morley, Virginia, Tatiana, Salah

Clever Eyes, Shrewd Eyes, or Glasses
 Untidy Hair, Balding, or Wide-Brimmed Hat
 Weathered Clothing, Scholarly Clothing, or Practical Clothing
 Tanned Body, Rugged Body, or Portly 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 6+CONSTITUTION

ALIGNMENT

- GOOD**
Prevent an artifact or secret knowledge from being used to hurt others.
- NEUTRAL**
Discover long-lost knowledge or a culturally significant artifact or place.
- CHAOTIC**
Leap into danger without a plan.

STARTING MOVES

- ANTIQUARIAN**
When you **closely examine an artifact or a piece of lost technology for the first time**, roll+INT. *On a 10+, ask the GM three of the following questions. *On 7-9, ask two. *On a 6-, ask two anyway, but the GM will give you a false answer for one of them.
 - Who created this object and how old is it?
 - What is the purpose of this object, or what does it do?
 - Who would find this object valuable?
 - How is this object dangerous to me?
 - How is this object activated?
 - What has been done to or with it recently?
 - What's wrong with it and how could it be fixed?

RACE

- DWARF**
When you use Antiquarian, the GM will always truthfully tell you who created the object and how old it is in addition to the move's other results, even on a miss.
- HALFLING**
You can always ask the GM "Where's the best hiding place around here?" and get an honest answer.
- HUMAN**
When you Make Camp, if you possess adventuring gear with less than 5 uses, gain 1 use of that adventuring gear.

- WHIP TRICKS**
A whip is a powerful tool in your hands. You can use your whip to grab small, unattended objects within reach range and swing upon it like a grappling hook, all without Defying Danger.

You cannot Hack and Slash with your whip. Instead, when you **crack your whip at an enemy within reach**, roll+DEX. *On a 10+, choose two. *On a 7-9, choose one:
 - You entangle one of their limbs, preventing them from using it as long as you keep your whip wrapped around them
 - You avoid any retaliation or counterattack
 - You move them to any place within reach range
 - You knock them prone or off-balance; the next person who takes advantage of this takes +1 forward
 - You make them drop an object they are holding

BONDS

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

I need _____'s help to find a valuable treasure.

_____ may be the brawn of this group, but I'm the brain.

_____ joined me on my first expedition, and they're still willing to work with me after the... you know.

_____ thinks I take too many needless risks, but what do they know?

- RESEARCHER**
When you **spend at least a full day researching old tomes, dusty maps, and bits of lore about a nearby location**, roll+INT. *On a 10+, choose two from the list. *On a 7-9, choose one. *On a 6-, choose one anyway, but don't describe it yet. Instead, ask the GM what it will cost you or what you must do to gain that benefit.
 - You find part of a map, draw it out or otherwise present it to the group.
 - You learn of a trap or similar hazard, describe it and hold +1 preparation.
 - You learn of a dangerous enemy or group in the area, describe and/or name them and hold +1 preparation.
 - You learn of a valuable treasure, describe it and where it's kept.
 - You learn something useful about the area's history, layout, or politics; tell us what.
 - You gain something that will be particularly useful in there (a key, a password, etc.), tell us what you got.

GEAR

Your Load is 9+STR. You start with dungeon rations (5 uses, 1 weight), adventuring gear (5 uses, 1 weight) a whip (1 weight), and a map to someplace hidden, tell us where! Choose two:

- A bag of books (5 uses, 2 weight)
- Leather armor (1 armor, 1 weight)
- Bandages (3 uses), antitoxin, and a short sword (close, 1 weight)
- A hand crossbow (near, reload, 1 weight) and a pack of bolts (3 ammo, 1 weight)

ADVANCED MOVES

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

ACADEMIC REPUTATION

When you **Parley with someone who highly respects knowledge or history**, you may roll with INT instead of CHA.

BOOKWORM

When you make the Research move, you get +1 preparation in addition to any of the move's other effects.

DANGER SENSE

When you **take a moment to survey an area**, you may ask the GM "Is there an ambush or trap here?" If the answer is "yes", roll+INT. *On a 10+, ask the GM three questions from the list below. *On a 7-9, ask one.

- What will trigger the trap or ambush?
- What will happen once it's triggered?
- How could it be disarmed or thwarted?
- What else should I be on the lookout for?

MOMENT OF INSIGHT

When **something supernatural makes you Defy Danger**, take +1 forward to Spout Lore about that threat.

SIMON BELMONT

Add the following option to the Whip Tricks list:

- You deal your damage

SLEUTH

When you Discern Realities, the GM will always tell you what happened here recently in addition to the move's other results, even on a miss.

SNEAKY

Gain a move from the thief playbook.

TREASURE HUNTER

When you **obtain a valuable treasure or artifact for the first time**, hold 2. Spend a hold to gain one of the following benefits:

- Take +1 forward to Defy Danger
- Deal +1d6 damage forward, no more than once per attack
- Heal yourself for 1d8 HP

WELL-CONNECTED

When you **declare that you know someone who can help you solve a task**, describe that person and 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:

- You owe them a debt, or their help will cost you
- Reaching them will be inconvenient or dangerous
- They're not exactly trustworthy or reliable
- They hold some enmity towards you

WHIP MASTERY

When you use Whip Tricks, on a 12+ choose three options from the list.

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

CAREFUL EXPLORER

When you Undertake a Perilous Journey, you always spot trouble in advance, as if you had taken the scout role and rolled a 10+. You can also take on a second job, roll for it as normal.

INVESTIGATOR

Requires: Sleuth

When you Discern Realities, up to two of your questions can be anything, not limited by the list.

MASTER LOOTER

Requires: Treasure Hunter

When you **obtain a valuable treasure or artifact for the first time**, hold 4 on Treasure Hunter instead of 2.

MOLA RAM

When you **use a magical item and force it to obey your will**, instead of using its effects as written, roll+INT. *On a 10+, you control the degree and extent of its effects. *On a 7-9, you direct its effects, but choose one:

- You break it; it cannot be used again until it is fixed.
- You lose control, producing additional, unwanted effects.

SOCIETY OF EXPLORERS

Requires: Well-Connected

When you make the Well-Connected move, on a hit your contact will also have some useful information for you; choose an option from the Researcher list for free once you have time to talk with them.

PERFECT PLANNING

When you Defy Danger, you may spend 1 preparation to roll with INT instead of whatever the GM says.

PROFESSOR

When you make the Antiquarian move, on a 12+ you may answer one of the questions yourself. Whatever you say, it is the truth.

VERY SNEAKY

Gain a move from the thief playbook.

WHIP PERFECTION

Replaces: Whip Mastery

When you use Whip Tricks, on a hit choose one additional option, and add the following options to the list:

- You snatch an object they held or were guarding. Now it's yours!

WHY'D IT HAVE TO BE SNAKES?

When you **Spout Lore about a monster**, on a 12+, in addition to the normal effects, you may ask the GM any one question about the subject. Take +1 forward when acting on that information.

NAME

LOOK

Dwarf: Andvare, Brokir, Silbar, Holda, Thora, Jari, Tongus, Clarana, Rosina, Zula*Elf:* Arathel, Barien, Xylinna, Sedana, Eredania, Nalthanis, Dalinna, Mahtan*Human:* Karn, Argus, Orland, Lucan, Erin, Jalane, Nerida, Cwenhild, Tania




Wise Eyes, Shrewd Eyes, or Curious Eyes

Pointy Hat, Neat Hair, or Velvet Hood

Formal Robes, Runed Robes, or Travelling Robes

Stained Fingertips, Glowing Tattoos, or Crystal Glasses

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 4+CONSTITUTION	

ALIGNMENT

 GOOD

Create something that helps someone else.

 NEUTRAL

Discover something about a magical mystery.

 EVIL

Gain power or influence for yourself at someone else's expense.

STARTING MOVES

CRAFT ENCHANTMENTS

You possess a kit of magical supplies and tools, which you use to place enchantments upon mundane objects. It can hold an amount of Stock equal to your WIS+3. When you **spend several hours in safety gathering and purifying reagents**, refill your Stock to its maximum.

When you **set out to enchant an object**, tell the GM what effect you want to accomplish and how you mark the object, then spend 1-3 Stock and roll+Stock spent. *On a 10+, choose two. *On a 7-9, choose one.

- The enchantment is permanent, as long as the mark remains whole and unmarred
- The enchantment does not have any known side effects
- The enchantment does not have any weird limitations

*On a 6-, the item is cursed. The GM will tell you the nature of the curse, but only after it is too late.

A given object can hold only one enchantment, but you can always end any enchantment you create by erasing your markings. Any item you enchant always has at least 1 weight.

ANALYZE DWEOMER

When you **closely examine a magical object for the first time**, roll+INT. *On a 10+, ask the GM three of the following questions. *On 7-9, ask two. *On a 6-, ask two anyway, but the GM will give you a false answer for one of them.

- What does this do?
- How is it activated?
- Who created this object and how old is it?
- Who used this object last?
- What has been done to or with it recently?
- What's wrong with it and how could it be fixed?

RUNIC WEAPON

When you **mark a melee weapon with runes of battle and spend 1 Stock**, choose one of the following options; the effect lasts until you erase your mark. The enchantment will only function for you; you can't enchant someone else's weapon in this way.

- Rune of the Sun: The weapon sheds light at your command, about the equivalent of a torch, and can affect insubstantial monsters as if they were solid.
- Rune of Thunder: Your weapon strikes like thunder, add the forceful tag.
- Rune of the Mountain: You may Defend with WIS instead of CON while you wield this weapon.
- Rune of Ice: Your weapon chills your foes to the bone, add the stun tag.
- Rune of the Moon: While you wield this weapon you get +1 armor, and an additional +2 armor against magic.

RACE

 DWARFWhen you **enchant an object that you have made with your own hands**, take +1. ELF

When you enchant an object, your mark is invisible to anyone who isn't an elf.

 HUMANWhen you **duplicate an enchantment you have studied or made before**, you are refunded 1 Stock after rolling.

BONDS

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

_____ needs me to do the heavy thinking, and I need them to do the heavy lifting.

Ironically, _____ seems to have enchanted me.

I have enchanted something for _____ before, but it didn't work out well.



THE ENCHANTER

LEVEL XP

GEAR

Your load is 7+STR. You start with dungeon rations (5 uses, 1 weight), a staff (close, 2-handed, 1 weight) and your enchanting tools (1 weight).

Choose two:

- Enchanted robes (1 armor, 1 weight)
- Poultices and herbs (2 uses, 1 weight)
- Bag of books (5 uses, 2 weight)
- Adventuring gear (5 uses, 1 weight)

Describe your enchanter's tools:

- Made patiently by my own hands
- Passed down from my mentor, and my mentor's mentor...
- A gift or reward from someone important
- Stolen from a place of ancient power

- Many pouches of ground herbs, plants, and tree bark
- Bottles of carefully-mixed chemical compounds
- A wooden case of inks and brushes
- Jars of specially consecrated clays, paints and chalk
- A bag of crystals and semi-precious stones

STOCK:

ADVANCED MOVES

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

ADMIXTURE

While you are in an appropriate laboratory or place of power, when you roll+Stock spent, you are refunded 1 Stock after rolling.

AFFINITY FOR MAGIC

When you Discern Realities, on a hit, you may ask the GM "What here is magical or enchanted?" in addition to your other questions.

BATTLE ENCHANTER

When you attack with your runic weapon, your damage die is a d8.

ENDURING MARK

When you create an enchantment, the markings you make will withstand the ravages of time and nature. Only someone deliberately acting to remove your mark can do so, and even then they take 1d6 damage of magical backlash when they do. This does not affect you willingly erasing your own mark, which you can always do without risk.

HERMETIC CIRCLE

When you draw a magical circle on the floor or ground and spend 1 Stock, roll+INT. *On a 10+, you get both effects. *On a 7-9, choose one:

- Name a type of creature, they cannot enter or leave the circle
- No magic, save your own, can enter or leave the circle

MAKER'S TETHER

When you concentrate, name an object you have enchanted. The GM will tell you approximately where it is, as long as the enchantment is still intact.

RISKY ENCHANTMENT

When you craft an enchantment, you may choose to spend zero Stock. If you do, make the roll at -1.

RUNIC EMPOWERMENT

Add the following runes to the Runic Weapon list:

- Rune of Doom: Name a type of monster, the weapon deals +1d6 damage to the chosen type
- Rune of Flame: Add the fiery tag

SAGACITY

When you use Analyze Dweomer, the GM will always truthfully tell you what the object does, even on a 6-.

WORLDLY SCHOLAR

When you Parley with someone who highly respects knowledge or the arcane, you may roll with INT instead of CHA.

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

ENCHANTER'S SOUL

When you have time and safety with a magic item in a place of power, you can empower that item so that its effects are amplified the next time you use it. The GM will tell you exactly how.

ENCHANTER'S WILL

When you use a magical item and force it to obey your will, roll+INT.

*On a 10+, you control the degree and extent of its effects. *On a 7-9, you direct its effects, but choose one:

- It is damaged and cannot be used again until repaired
- It slips out of your control, creating additional, unwanted effects

ETERNAL MARK

Replaces: Enduring Mark

When you create an enchantment, the markings you make cannot be removed by anything short of magic, and even then the person dispelling your mark takes 2d6 damage of magical backlash. This does not affect you willingly erasing your own mark, which you can always do without risk.

MASTER CRAFTSMAN

When you craft an enchantment, on a 12+ the GM will tell you one further thing you can do to perfect your enchantment. When you do it, you get the third option from the list.

RUNIC MASTERY

Requires: Runic Empowerment

When you mark your weapon with runes, choose two runes instead of one.

SOULFORGER

You may now enchant living objects, including people. Your subject must be either willing or restrained for you to enchant them.

SPELLBREAKER

Add the following question to Analyze Dweomer:

- How can I remove or negate the magic on this object?

TRICKY ENCHANTMENT

Replaces: Risky Enchantment

When you craft an enchantment, you may choose to spend zero Stock. If you do, make the roll at +0.

WAR ENCHANTER

Requires: Battle Enchanter

When you attack with your runic weapon, you roll with WIS instead of the usual stat.

WEALTH OF KNOWLEDGE

When you Spout Lore or use Analyze Dweomer, on a 12+, GM will also ask you a question about the subject. Whatever you answer, it is the truth.

NAME




Like you'd ever let anyone know your real name! Choose a name from another playbook that no one else is using.

LOOK

Sharp Eyes, Shifty Eyes, or Monocle
Hooded Head, Wide-Brimmed Hat, or Stylish Hair
Dark Clothing, Nondescript Clothing, or Stolen Clothing
Rotund Body, Lean Body, or Sexy 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 6+CONSTITUTION

ALIGNMENT

- EVIL**
Eliminate a threat to your society or employer.
- CHAOTIC**
Disrupt a power structure or organization.
- NEUTRAL**
Break into a secure place without being detected.

STARTING MOVES

NETWORK

You have a group of informants and scouts who can trade information with you, describe who or what they are! Every stading will have at least one contact from your network for you to meet. When you **spend some time trading information with one of your contacts**, hold 2 plus your CHA. When you **consult your contact's intel**, spend a hold to ask the GM one of the following:

- What's the greatest danger here?
- Where is _____ hidden?
- Where could I best hide or blend in around here?
- Who can help me out around here?
- Is there a trap or ambush here, and if so, where?
- Where's my best way in, out, or through this place?
- Who does _____ serve?
- What does _____ most desire?
- How can I best serve my society or employer around here?

After meeting your contact, you must come up with some new information to pass on before you can meet then again and gain more hold from this move.

SLEIGHT OF HAND

When you **pick locks or pockets, disarm a trap, or escape restraints**, roll+DEX. *On a 10+ you succeed unnoticed, no problem. *On a 7-9 you are still successful, but the GM will offer you two options between suspicion, danger, or cost.

CLOAK AND DAGGER

You are trained to fight dirty. When you **attack a surprised or defenseless enemy with a melee weapon**, either deal your damage or roll+DEX. *On a 10+ choose two. *On a 7-9, choose one:

- You deal your damage, ignoring armor
- One of their limbs or senses of your choice is crippled for a few moments
- You disengage from combat before they can retaliate against you
- No one notices you make your attack, and your target doesn't make a sound

BACKGROUND

Choose any race, then choose how you came to be a spy:

- CRIMINAL MASTERMIND**
When you **spend hold from Network to ask if a trap or ambush is present and get an answer of "No"**, roll a d6. On a 3 or higher, the spent hold is refunded to you.
- STATE AGENT**
Hirelings you Recruit have +1 Loyalty.
- PRIVATE INVESTIGATOR**
When you Discern Realities, the GM will always tell you what happened here recently in addition to the move's other results, even on a miss.

BONDS

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

I know a dirty secret about _____, but they don't know it.

_____ has some ties to my organization or employer.

I've worked with _____ before on a job; they're trustworthy.

_____ is the most likely one to betray us, I'd better watch my back around them.



THE SPY

LEVEL

XP

GEAR

Your load is 9+STR. You start with dungeon rations (5 uses, 1 weight) and a set of thieves' tools (2 weight). Choose three:

- Rapier (close, precise, 1 weight)
- Stiletto (hand, 1 weight), which is never found even if you are searched
- 3 throwing knives (thrown, near, 0 weight)
- Leather armor (1 armor, 1 weight)
- Adventuring gear (5 uses, 1 weight)
- Antitoxin
- 10 coins

ADVANCED MOVES

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

ACQUISITION

When you **put out word to your contacts about something you want or need**, roll+CHA. *On a 10+, someone has it, just for you. *On a 7-9, you'll have to settle for something close or it comes with strings attached, your call.

AGENT PROVOCATEUR

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.

BACKUP

While you are in a steading, you can spend a hold from Network to have an agent of your organization accompany you for one task. Treat them as a hireling with skill points equal to your level, loyalty equal to your CHA, and the cost, "service to our society". After completing your task, they leave you unless you spend another hold.

BLACKMAILER

Add the following option to Network:

- What could I use as leverage against _____?

DATA HANDLER

When you gain hold from Network, you gain 1 additional hold.

IMPERSONATION

When you **disguise yourself as a specific person**, roll+CHA. *On a 10+, only that person's most intimate associates can tell the difference. *On a 7-9, only those who do not know the person are fooled.

IN YOUR SHADOW

When you **follow or shadow someone**, roll+DEX. *On a 10+, you find out exactly what they're up to without arousing suspicion. *On a 7-9, it's either an impression of their doings or you can reveal yourself to learn more.

INCOGNITO

When you **blend into a crowd or the shadows**, foes never spot you until you draw attention to yourself or leave your cover. You can move while remaining in your cover, but no faster than a leisurely walk.

LICENSE TO KILL

When you **deal damage with a weapon with a range of hand or the precise tag**, deal +1d4 damage.

SNEAKY

Gain a move from the thief playbook.

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

BLACK OPS

When you use Cloak and Dagger, on a 12+ you get three choices from the list.

ENIGMA

No force can make you betray your colleagues, not even Death itself. Any attempts to snoop on your location, read your thoughts, or manipulate your mind fail.

FADE AWAY

While you **stay still or act meek and unobtrusive**, even in broad daylight, people only notice you if they are looking for you specifically.

FIELD AGENT

You can spend preparation as if it were hold on Network.

MASTER IMPERSONATOR

Replaces: Impersonation

When you **disguise yourself as a specific person**, 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 already suspicious of you.

SEALED FATE

Add the following option to Network:

- How is _____ vulnerable to me?

SECRET STASH

You may spend a hold from Network to reveal a stash of useful equipment hidden nearby, the GM will tell you what you got.

SOCIAL PSYCHOLOGY

When you Parley, on a hit you can ask their player a question from the Network list, they must answer it truthfully to the best of their knowledge. This information comes from a slip of the tongue or their body language giving it away. On a 10+ they don't notice that they gave up their information, on a 7-9 they do.

VERY SNEAKY

Gain a move from the thief playbook.

WEB OF CONTACTS

When you **put out word to your contacts that you want to meet with someone**, roll+CHA. *On a 10+, someone can set up a meeting, with circumstances in your favor. *On a 7-9, you can meet with them, but there are strings attached or the circumstances are less than ideal.

NAME

LOOK




Names: Taya, Daine, Mallory, Shana, Ricard, Freya, Xaldin, Isabel, Minerva, Glenn

Golden Eyes, Wary Eyes, or Disdainful Eyes
Ornate Helmet, Winged Circlet, or Fiery Hair
Burnished Armor, Gilded Armor, or Crested Surcoat
Long Shanks, Regal Bearing, or Unblemished Body

Dragon Names: Brodahmik, Heyvkaal, Venahkrin, Centhylion, Frethiel, Benthylis, Kenzodomu, Morokegos, Rovostraza, Strunvahlok, Tyraxes, Aurion

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

Deliver justice to an evildoer.

GOOD

Endanger yourself to protect someone weaker than you.

EVIL

Gain wealth or power for yourself at someone else's expense.

STARTING MOVES

HOW TO TRAIN YOUR DRAGON

Your soul is linked with that of a young dragon, about the size of a horse. Give your dragon a name! As long as you treat your dragon with respect, it will *usually* obey you. Your dragon is capable of speech like a human. When you **whistle loudly for your dragon when it is not nearby**, it will quickly arrive at your side in dramatic fashion. When **your dragon dies**, so do you, and vice versa.

You have a stat called Link. Your Link is equal to your link stat, which depends on what kind of dragon you ride. Your Link can never be less than zero. When you **would reduce your Link below zero**, your dragon instead refuses to obey your orders for a while. Choose a cost; your dragon expects its cost to be paid regularly like a hireling's would. When you **pay your dragon's cost**, reset your Link to the value of your link stat.

- Gold and jewels
- The blood of its enemies, specify who or what they are
- Ancient knowledge and magics
- The cowering obeisance of mortals

Choose three moves for your dragon. When you **command your dragon to perform a move it knows**, roll+Link. *On a 10+, the move is done, no problem. *On a 7-9, the move happens, but there's either a consequence or limitation, or reduce your Link by 1. If a move would deal damage, roll your own damage die.

- | | |
|---|--|
| <input type="checkbox"/> Strike with fang and claw | <input type="checkbox"/> Intimidate with a mighty roar |
| <input type="checkbox"/> Belch forth elemental fury | <input type="checkbox"/> Harry from the air |
| <input type="checkbox"/> Scout from high above | <input type="checkbox"/> Flap its wings to create a gust of wind |
| <input type="checkbox"/> Hunt or track by scent | <input type="checkbox"/> Recall ancient lore |

DRAGON

Choose any race, then choose the type of dragon you ride:

CHROMATIC

Link stat: +CON

Your dragon is no stranger to combat, and neither are you. When you Defend, take +1 armor forward.

METALLIC

Link stat: +WIS

Your dragon is quite sociable, and so are you. You can write one extra Bond with your companions, giving you a total of four.

GEMSTONE

Link stat: +INT

Your dragon will always accept crystals as payment of its cost.

DRAGONRIDER

Your dragon is capable of flight, and can carry you and one passenger with it. When you **fly upon your dragon for a great distance or to someplace dangerous**, say where you are going and roll+Link. *On a hit, you get where you need to be. *On a 7-9, choose one.

- A threat is waiting for you when you arrive
- The ride exhausts or injures your dragon, and it cannot fly until it gets some rest
- Reduce your Link by 1
- It takes longer than you expected to get where you want

VOICE OF FIRE

When you **publicly impress yourself upon a group of people, by words or deeds**, roll+CHA. *On a 10+ the GM chooses two NPCs present that you have impressed and a reaction. *On a 7-9, the GM chooses one. *On a 6-, you've attracted some unwanted attention.

- They back you up, stand by your side, or support your cause.
- They come to you with something they think you want, need or could use.
- They come to you with valuable information.

BONDS

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

_____ was with me when I first met my dragon.

I've been burned by _____ before, if you know what I mean.

My dragon seems to like _____; they must be someone I can trust.



THE DRAGON KNIGHT

LEVEL

XP

GEAR

Your load is 10+STR. You start with dungeon rations (5 uses, 1 weight), chainmail (1 armor, 1 weight), and a symbol of the bond between you and your dragon, describe it! Choose your armament:

- Spear (reach, thrown, near, 1 weight) and shield (+1 armor, 2 weight)
- Recurve bow (near, 1 weight) and bundle of arrows (3 ammo, 1 weight)
- Halberd (reach, +1 damage, two-handed, 2 weight)

Choose one:

- Adventuring gear (5 uses, 1 weight)
- Broadsword (close, 1 weight)
- Poultices and herbs (2 uses, slow, 1 weight)
- Something that would satisfy your dragon's cost, tell us what!

Choose a look for your dragon:

- Great Horns, Barbels, or Ridged Crest
- Sinuous Body, Powerful Body, or Spiny Body
- Shining Scales, Stony Scales, or Fine Scales

Choose strengths for your dragon equal to your Link:

Swift, strong, quick reflexes, tireless, agile, ferocious, intimidating, keen senses, cunning

Choose one weakness for your dragon:

Flighty, headstrong, prideful, hot-tempered, vindictive, arrogant, easily distracted

LINK:

ADVANCED MOVES

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

BATTLE STANDARD

You have a symbol of some kind that you use to inspire others—maybe not a literal standard, but something visible and obvious. When you **raise your standard in support of a cause**, anyone who joins that cause gains 1d6 temporary hit points until you lower your standard (by your own choice or not) or they turn away from your cause. Any damage they take must reduce these temporary hit points before being applied to their own hit points.

DRAGON EYE

You can always see through your dragon's eyes as if they were your own, no matter the distance.

FAERIE DRAGON

Your dragon can shrink itself to the size of a housecat or back to its normal size at your command, no need to roll. While in this small form your dragon cannot use any of its other moves. It can still fly, it just can't carry you.

FÁFNIR

Treasure can never hide from you. When you **are in the presence of something hidden and valuable**, you spot it right away.

FIERY CRUSADER

Gain a move of your level or lower from the paladin or immolator playbook.

IGNITION

When you **draw dragon-wrath into your weapon**, the weapon gains the *fiery* tag as long as you wield it.

MIGHTY CHARGE

When you **charge an enemy while riding your dragon**, your attack is forceful and deals +1d6 damage, but on a 7-9 you are also dismounted after the attack.

TARGARYEN

Heat and flame can no longer harm you (though they can still burn or melt your possessions).

WATCH HOW I SOAR

When you use Dragonrider, on a 10+ choose one of the following:

- You get there much quicker than you expected
- You get the drop on any danger waiting for you there

WELL-TRAINED

Choose another move for your dragon from the list.

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

BURNINATOR

When you **command your dragon to use a move that deals damage**, on a 10+ add two of the following tags to the attack: piercing 3, forceful, messy, area. On a 7-9, add one tag.

CONFLAGRATION

Requires: Ignition

When you **draw upon the fire within your soul**, roll+Link. *On a hit, you breathe fire; deal your damage to all creatures in the path of the flames. *On a 7-9, you also either deal your damage to yourself (ignoring armor), or the flames get out of control.

DRAGON HEART

When you Make Camp, hold 1. When you would reduce your Link, you may spend this hold instead of reducing your Link.

GOLD STANDARD

Requires: Battle Standard

Those who join the cause you raise your standard for gain 2d6 temporary hit points, instead of 1d6.

LOYAL UNTO DEATH

When **your dragon takes a blow that was meant for you**, the damage is negated, but reduce your Link by 1.

MY ARMOR IS LIKE TENFOLD SHIELDS

While **you are riding your dragon**, you have armor equal to your Link.

MY TEETH ARE SWORDS, MY CLAWS SPEARS

Requires: Mighty Charge

When you **deal damage while riding your dragon**, add your Link to the damage.

PARAGON OF FLAME

Gain a move of your level or lower from the paladin or immolator playbook.

THUNDERING VOICE

When you use Voice of Fire, on a 12+ you can instead choose one NPC specifically to impress. The GM chooses their reaction from the list.

WYRM-TONGUE

You speak the language of dragons. Any creature of this world will understand what you say, and you can understand them.

NAME

LOOK

Dwarf: Maran, Halnar, Donarak, Varas, Balgrim, Armeril, Skori, Kalna, Haegara
Human: Wallace, Bertrand, Roger, Tomoe, Maeve, Emilia, Caterina, Halvard, Sigmund

Hard Eyes, Wary Eyes, or Eyepatch
 Helmet, Bald, or Long Ponytail
 Old Uniform, Tattered Clothing, or Rust-Stained Clothing
 Scarred Body, Bulky Body, or Toned 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
MAXYOUR MAX HP IS
10+CONSTITUTION

ALIGNMENT

 GOOD

Suffer or endure hardship so that someone else does not have to.

 LAWFUL

Fulfill a promise to protect someone during a dangerous journey or situation.

 CHAOTIC

Upstage, humiliate, or dethrone an unjust or evil authority figure.

STARTING MOVES

I'LL BE THERE FOR YOU

When you **make a promise to protect someone**, they become your ward. You may only have one ward at a time. When you **Defend your ward**, you get the following benefits:

- You take +1 armor forward
- If you get a 6- on your Defend roll, treat it as a 7-9 instead
- Add the following option to Defend: "Give your ward an opportunity to escape a dangerous situation"

PAYBACK TIME

Choose two things that make you burn with righteous anger when you encounter them:

- Bullying, slavery, and oppression
- Wanton cruelty and unnecessary suffering
- Injustice and inequality
- Cowardice, treachery, and selfishness
- Threats to your loved ones
- The despoiling of beauty and innocence
- Violence to children, animals, and the innocent
- Perversions of nature

When you **burn with righteous anger**, hold 3 Payback. When you **act on your anger**, spend a Payback to:

- Act despite pain, fear, or doubt
- Act suddenly and with conviction, catching your foe off-guard
- Add +1d6 damage and the forceful tag to your next attack
- Stand fast, keeping your position, stance, and course despite what befalls you
- Throw off the effects of being stunned, confused, or enchanted

When **there are no threats to you or your ward in sight**, lose all of your held Payback.

MAKE A STAND

When you **call out someone's villainous actions and demand they stand down**, roll+CHA. *On a 10+, they choose one:

- Cease what they are doing and back off
 - Focus their attention on you and attack, and you take +1 forward against them
- *On a 7-9, they can choose either of the above, or:
- Dissemble, stall, make excuses, defer to another, or argue the point

RACE

 DWARFChoose a specific type of foe, such as demons, goblin-kin, dragon-kin, or undead. When you **enter battle with your chosen foe**, you burn with righteous anger. HUMAN

You're an experienced bodyguard. While you are Defending, you do not need to spend hold to redirect an attack from the thing you are defending to yourself; you just do it.

BONDS

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

_____ was one of my first wards, but things have changed between us since then.

I've saved _____'s life more than once.

_____ is always getting into trouble, I must protect them from themselves.

_____ has been on the wrong side of my wrath before.



THE GUARDIAN

LEVEL XP

GEAR

Your Load is 10+STR. You start with dungeon rations (5 uses, 1 weight), chain mail (1 armor, 1 weight), a shield, (+1 armor, 1 weight), and a melee weapon of your choice (close, 1 weight). Choose one:

- Adventuring gear (5 uses, 1 weight)
- Healing potion
- Antitoxin and bandages (3 uses)
- Keg of dwarven stout (4 weight)

ADVANCED MOVES

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

ARMORED

You ignore the clumsy tag on armor you wear.

BASTION

When you **Defend someone you have a bond with**, you take +Bond armor forward. This is in addition to the armor bonus if they are your ward.

BODYGUARD

When you **use your promise of protection as leverage**, you may Parley with CON instead of CHA, but on a hit they must become your ward until your promise is fully kept.

BURNING BRIGHT

Choose a third thing that makes you burn with righteous anger.

CRUSADER

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

HELL'S GATE

When **your ward would take their Last Breath in your presence**, you may intercede with Death on their behalf. They will live for now, but Death will demand a favor or bargain from you in exchange.

JUST BRING IT

When you use Make a Stand, if your foe attacks you, you also get +1 Payback.

SHIELD BASH

When you **Hack and Slash while wielding a shield**, you may deal +1d6 damage. If you do, take -1 armor forward as well.

SLEEP WITH ONE EYE OPEN

When you **stand watch for an entire night**, you always see anything approaching your camp in time to wake the camp and prepare a response, as if you had rolled a 10+ to Take Watch. However, doing this exhausts your vigilance; you lose the benefits of having a ward until you get a proper night's sleep, then you can choose a new ward.

VIGILANT

Add these to the list of Discern Realities questions:

- How can I get my ward out of here?
- What here poses the greatest threat to my ward?

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

AVENGING STRIKE

When you **spend a hold from Defend to deal damage**, you deal +1d4 damage and scar, mark, or diminish your target in some way, the GM will tell you how.

BEACON OF HOPE

When you **make a stand against the darkness while in sight of your ward**, your ward holds 1 Payback, which they can spend just like you can.

ETERNAL FLAME

If you are reduced to zero HP while you hold Payback, you keep fighting and don't take your Last Breath until you spend all your Payback. When you take damage when you are at zero HP, you lose 1 Payback.

MIRROR SHIELD

While you **have a shield equipped**, add the following option to Defend:

- Redirect a spell or magical effect from the thing you defend to the ground, making it fizzle harmlessly

PARAGON

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

THE PEOPLE'S CHAMPION

Requires: Just Bring It

When you use Make a Stand, on a 12+ you fluster or intimidate your foe; you choose how they react from the list.

SHIELD SLAM

Replaces: Shield Bash

When you **Hack and Slash while wielding a shield**, you deal +1d8 damage.

SLEEP WITH BOTH EYES OPEN

Replaces: Sleep With One Eye Open

When you **stand watch for an entire night**, you always see anything approaching your camp in time to wake the camp and prepare a response, as if you had rolled a 10+ to Take Watch.

RETRIBUTION

When you **have engaged a foe in melee and they break off or make an attack that doesn't include you**, you may deal your damage to them.

YOU SHALL NOT PASS

Add the following option to Payback Time:

- Glare at an approaching enemy, stopping them dead in their tracks

NAME

Names: Nihlath, Myrkul, Azoth, Mordecai, Nija, Nihasa, Prosperine, Zente, Dante

LOOK

Haunted Eyes, Dead Eyes, or Inky Black Eyes
Deep Hood, Bald, or Styled Hair
Tattered Robes, Heavy Cloak, or Funerary Attire
Bony Body, Pale Body, or Corpulent 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 6+CONSTITUTION

ALIGNMENT

- LAWFUL**
Carry out a spirit's last request.
- NEUTRAL**
Help someone to understand death or soothe their grief.
- EVIL**
Exploit your power over death for personal gain.

STARTING MOVES

UNDERTAKER
When you **perform last rites over a recently dead or dying sentient creature**, you gain 1 Soul, and you may ask the deceased's player the following questions, they must answer you truthfully:

- What caused your death?
- What regret burdens your soul?

You may hold a maximum of 3 Soul. **You begin play with 2 Soul.**

RACE

Death doesn't care who or what you are. All are equal in his eyes. Choose any race you want, it doesn't matter.

SOUL MAGIC
You can cast any spell from the Reaper spell list of your level or lower without needing to prepare them first. When you **cast a Reaper spell**, roll+WIS. *On a hit, the spell is successfully cast. *On a 10+, choose a consequence from the list below. *On a 7-9, choose two consequences.

- You spend 1 Soul
- The spell has other effects as well
- You may not cast this spell again until after the next time you Make Camp
- You draw attention to yourself or put yourself in a spot, the GM will tell you how

BONDS

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

One of _____'s ancestors gave me a message for them, but I'm waiting for the right time to give it to them.

I brought _____ back from Death's Door.

_____ fears the power I wield over souls. I will help them to understand.

_____ 's beliefs about the afterlife are wrong. I shall try to show them the truth.

CASTIGATE
When you **verbally rebuke an undead creature and spend 1 Soul**, roll+CHA. *On a 10+, choose three. *On a 7-9, choose one.

- You deal your damage to the target, ignoring armor
- You place a burden upon them, limiting their supernatural abilities
- The target may not come any closer to you, as long as you lock its gaze
- You may ask two questions from the Discern Realities list about the target

DEATH LORE
When you **first encounter an important creature, location, or item that pertains to spirits, the undead, or the afterlife**, you can ask the GM any one question about it; the GM will answer truthfully.

Additionally, when you **Spout Lore about spirits or the lands beyond the Black Gate**, you roll with WIS instead of INT.

GEAR

Your load is 6+STR. You start with dungeon rations (5 uses, 1 weight), two coins, and the tools you use to perform last rites, describe them! Choose two:

- Scythe (close, two-handed, 1 weight) and antitoxin (0 weight)
- Sacrificial dagger (hand, 1 weight) and bandages (3 uses, slow, 0 weight)
- Bag of books (5 uses, 2 weight)
- Healing potion

ADVANCED MOVES

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

ASHES TO ASHES

When you perform last rites, you may choose to turn the corpse you have used to ashes. That corpse can never be raised again, including as an undead, nor can its spirit be contacted in any way, short of direct intervention by Death himself.

CANOPIC JARS

The maximum number of Soul you can hold is now 4.

EXORCIST

You can now use Castigate on spirits and extra-planar creatures. When you do, add the following option to the Castigate list:

- You drive the target out of any person or object they are possessing, and prevent them from possessing anything else as long as you are present

FERRYMAN

When you **Parley with ghosts and other intelligent undead**, you may offer the comfort of oblivion as leverage. If they accept, they depart this world for the one beyond the Black Gates.

I SEE DEAD PEOPLE

You no longer have to roll to cast the spell Spirit Medium; you can just cast it whenever you like. Additionally, Spirit Medium no longer has an ongoing cost.

PHANTOM GUARD

While you have at least one Soul, you have 2 armor.

REVERENCE

Choose a spell from the cleric list. You may cast that spell as if it were one of your own.

THE SCALES OF LIFE AND DEATH

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

SPIRITS OF KNOWLEDGE

When you **enter a new place**, the spirits of the dead will tell you a fact from the history of that location or something that has changed since you were there last.

VITAL TRANSFER

When you **touch someone**, you can spend 1 Soul to heal them of 1d6 damage, as many times as you like, as long as you have Souls to spend. You can use this ability on yourself if you wish.

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

CROSS THE VEIL

When you **step partially into the land of shadows and spend 1 Soul**, you turn yourself insubstantial. You can pass through solid objects, and mundane weapons will pass through you. You may still be repelled or harmed by magic or energy. Attacking or casting a spell ends this effect.

DUST TO DUST

Requires: Ashes to Ashes

When you **reduce a living creature to zero HP**, you may turn its corpse to ashes, as per the Ashes to Ashes move. If you do, you instantly gain 1 Soul.

EXPEL

Requires: Exorcist

When you deal damage with Castigate, deal +1d6 damage, and when you **reduce an undead, spirit, ghost, or extra-planar creature to zero HP**, it is henceforth barred from appearing on the material plane in any form. If the creature would be sent back beyond the Black Gates, Death will personally make sure it never leaves his domain again.

GRIM REAPER

Any weapon you wield draws power from beyond the Black Gates. Your weapon can affect insubstantial creatures as if they were solid, and your attacks get +Soul piercing.

MEMENTO MORI

When you **take your Last Breath**, take +Soul to the roll.

PHANTOM ARMOR

Replaces: Phantom Guard

While you have at least one Soul, you have 3 armor.

REST IN PEACE

You no longer need to spend Souls to use Castigate.

SOUL MASTERY

When you cast a spell, on a 12+, choose no consequences.

SPIRITS OF WARNING

When you **consult the spirits of those who died at your location**, roll+CHA. *On a 10+, a spirit will guide you past danger, keep you from becoming lost, or show you something hidden. *On a 7-9, a spirit will show you a danger, but no more than that.

VITAL INFUSION

Requires: Vital Transfer

When you use Vital Transfer, you heal 2d6 damage per Soul spent instead.

FIRST LEVEL SPELLS

□ 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.

□ SPOOK

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, or 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).

□ SPIRIT MEDIUM

LEVEL 1

ONGOING

While this spell is ongoing, you can detect and interact with ghostly, insubstantial, or extra-planar entities, and you take -1 to cast a spell. Any such creatures will be aware of you while this spell is ongoing, and more likely to interact with you.

□ CORPSE LANTERN

LEVEL 1

You draw a spiritual lantern from beyond the Black Gates, which floats nearby you. It gives off no heat or sound and requires no fuel but is otherwise like a mundane lantern. You have complete control of the color of the lantern. The spell lasts until the next dawn.

THIRD LEVEL SPELLS

□ SÉANCE

LEVEL 3

Name the spirit you wish to contact (or leave it to the GM). You pull that creature through the planes; just close enough to speak to you. It is bound to answer any one question you ask to the best of its ability.

□ SHROUD

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.

FIFTH LEVEL SPELLS

□ GRIM VISIONS

LEVEL 5

Cast this spell and gaze into a reflective surface to see where Death thinks you are needed most right now. The GM will reveal the details of a grim portent to you—a bleak event that will come to pass without your intervention. They will then tell you something useful about how you can interfere with the grim portent's dark outcomes.

□ UNHOLY BLIGHT

LEVEL 5

ONGOING

A swarm of vicious insects from beyond the Black Gates of Death fill the immediate area. Whenever a creature in the area takes damage it takes an additional, separate 1d4 damage, which ignores armor. This spell persists so long as you can see the affected area, or until you dismiss it.

SEVENTH LEVEL SPELLS

□ DEATH GRIP

LEVEL 7

Touch an enemy and strike them with the power from beyond the Black Gates, dealing 2d8 damage to them and 1d6 damage to yourself. This damage ignores armor.

□ MARK OF DEATH

LEVEL 7

Choose a creature whose true name you know. This spell creates permanent runes on a target surface that will kill that creature, should they read them.

NINTH LEVEL SPELLS

□ FINAL JUDGMENT

LEVEL 9

The mindless undead creature you touch is destroyed and you steal its negative energy to heal yourself or the next ally you touch. The amount of damage healed is equal to the HP that the creature had remaining before you destroyed it.

□ DOOM

LEVEL 9

Name a city, town, encampment, or other place where people live. Death will pay them a little "visit", in the Biblical sense, during the next night.



REAPER SPELLS

NAME

LOOK




Names: Leofrick, Syrio, Favian, Beatrix, Cordelia, Kasper, Joren, Annette, Garnier, Maerwynn, Rhyannon, Eleanor

Family Names: Altard, Beaumont, Cline, Herzog, de Montfaut, Lowe, Gaveston, Oberst, Perevel, Rostilav, Talbot, Volodier

Coronet, Fancy Hat, or Flowing Locks
Shrewd Eyes, Haughty Eyes, or Greedy Eyes
Ostentatious Clothing, Fashionable Clothing, or Military Dress
Rotund Body, Immaculately Groomed, 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

GOOD

Protect the lands you rule from evil.

EVIL

Increase your fortunes at the expense of another.

NEUTRAL

Increase the prestige of yourself or your stronghold.

STARTING MOVES

MASTER OF YOUR DOMAIN

You have claim to a stronghold and its surrounding lands. Describe it and give it a name, and place it on the map as a keep. Your stronghold begins with the following tags: Poor Prosperity, Shrinking Population, Guard Defenses, and Oath(Protection for nearby lands). Take the Stronghold sheet and choose features for your stronghold on it, and the GM will then add Need(a resource of the GM's choice).

While **your stronghold is secure and you are present to rule it unchallenged**, at the start of the session, roll+CHA. *On a 10+, choose two. *On a 7-9, choose one.

- Gain 1 Surplus
- Gain a unit of any resource your stronghold produces
- Your stronghold is free from want or danger for the time being

CASTLE BUILDER

When you **endeavor to add or remove a feature to your stronghold** tell the GM what you're trying to achieve. The GM will give you one to four of the following conditions, when you meet them all, you get your desired change:

- You'll need help from _____
- You must spend some Surplus
- You must spend a unit of _____
- It will take weeks/months/years
- First you must _____
- You'll need to acquire _____
- You and your allies will risk danger from _____

LOYAL RETAINERS

You have a few (4-7) loyal retainers who will back you up, follow your orders, impress people, carry things, and help you conduct your business. Choose what type of people compose your retainers:

- Noble Courtiers:** When they help you Parley, on a 10+, ask your subject a question; they must answer it truthfully.
- Seasoned Warriors:** When they help you fight, your damage die is a d10.
- Stalwart Guards:** When they help you fight, you get +1 armor.
- Wise Scholars:** When they help you Spout Lore, you roll with CHA instead of INT.

Treat your retainers as a single hireling with skill points equal to your level+1, and the cost, "service to your stronghold". When you **command your retainers to do something like you would a hireling**, roll with CHA instead of Loyalty.

STRONGHOLD

CONQUEROR

You seized your stronghold by force, and rule with an iron fist. When you **command your retainers or make the Master of Your Domain** move, roll with STR instead of CHA.

SCION

Your family has held these lands for many generations. Your stronghold begins with 1 Surplus, and name a relative who holds a position of power in a nearby steading; they will usually be willing to aid you for a reasonable price.

CHAMPION

You received this stronghold as reward for some prior service, and people are eager to join your banner. When you **recruit from your lands**, you automatically get a 10+ on the roll.

BONDS

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

_____ helped me get where I am today, and I owe them for it.

_____ is a great help to my stronghold. I always listen to their council.

I tolerate _____ for the service they bring, but I wouldn't trust them.

_____ 's family and mine have some history. I hope it doesn't cause us problems.



THE BARON

LEVEL
XP

GEAR

Your Load is 7+STR. You start with dungeon rations (5 uses, 1 weight), a melee weapon of your choice (close, 2 weight), a horse, and a signet ring identifying you as a member of the nobility, describe your emblem or coat of arms! Choose three:

- Chain mail (1 armor, 1 weight)
- Shield (+1 armor, 2 weight)
- Healing Potion
- Adventuring gear (5 uses, 1 weight)
- 1 Surplus
- Keg of dwarven stout (4 weight)

ADVANCED MOVES

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

BODYGUARDS

When you **Defend while accompanied by your retainers**, you get +1 hold, even on a miss.

COUNCIL

When you **call a council at your stronghold and spend 1 Surplus**, ask the GM two of the following questions, they will answer truthfully:

- What is the greatest threat to my stronghold, right now?
- Who would be willing to trade _____ for _____ with me?
- Who holds influence in/with _____?
- What is the relationship between _____ and _____?

EVERYONE WANTS SOMETHING

When you **Parley with someone or Discern Realities connected to them**, on a hit you can also ask the GM one of these questions; they will answer truthfully:

- What does this person *really* want from me?
- What does this person value most?
- What is the most valuable thing here?

FESTIVAL

You may spend 1 Surplus to make the Carouse move, even if you haven't returned triumphant. If you do, roll+CHA instead of coins spent, and on a 12+ you can choose as many options as you like.

HOLD COURT

When you **hold court and hear the problems of the people**, the GM will tell you of at least one opportunity within your stronghold or the areas surrounding it.

LARGESSE

When you **bestow gifts to a person or group**, spend 1 Surplus and roll+CHA. *On a 10+, they are impressed and feel the need to reciprocate. *On a 7-9, they are merely impressed and treat you with respect. Not everyone in the community may feel this way, but the majority does. *On a 6-, they remain superficially cordial at least, but you've attracted unwanted attention.

STRATEGIST

Gain a non-multiclass move from the warlord playbook.

TALENTED RETAINERS

Choose a second type of people that compose your retainers.

VOICE OF AUTHORITY

Take +1 to order hirelings, including your retainers.

WEALTHY ESTATES

When you **use your influence to acquire something unusual or expensive**, spend at least 1 Surplus and roll+Surplus spent. *On a hit, it will be yours. *On a 7-9, there will be strings attached.

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

COURT INTRIGUE

When you **meet with someone for diplomatic affairs**, ask the GM two questions from the list below, they will answer truthfully:

- Is there an ambush waiting for me?
- What are they *really* feeling?
- What is my best way out of this?
- Who is watching?

DEVOTED RETAINERS

Requires: Voice of Authority

You never need to roll to command your retainers; they will obey even the most dangerous of orders from you without hesitation.

DIPLOMAT

When you **send a letter requesting a person's presence in your stronghold**, roll+CHA. *On a 10+, they agree to visit with the expectation of hospitality. *On a 7-9, they name some terms, meet them or they refuse.

FANTASTIC ESTATES

Requires: Wealthy Estates

When you **use your influence to acquire something ridiculously rare or expensive**, spend at least 1 Surplus and roll+Surplus spent. *On a hit, it will be yours. *On a 7-9, there will be strings attached.

FIELD MARSHAL

When you **organize your land's defenses against a threat**, your lands get +Defenses as long as you are present and involved.

MASTERFUL STRATEGIST

Gain a non-multiclass move from the warlord playbook.

METROPOLIS

When you gain this move, your stronghold immediately gets +Population, +Prosperity, or +Defenses, your choice, and add the following to the list of available features for your stronghold that you can add with Castle Builder:

- A mighty cathedral. Add Divine.
- A wizard and their tower. Name them and add Arcane.
- Ambassadors and craftsmen from far-distant lands. Add either Dwarven or Elven.

SPOILS OF WAR

When you **return home triumphant after dealing with a threat to your stronghold**, you gain 1 Surplus.

VERSATILE RETAINERS

Choose a move from another playbook. You may use this move as long as you are accompanied by your retainers.

YOU WIN OR YOU DIE

Requires: Council

When you call a council, ask three questions instead of two, and add, "Can I trust _____?" and "Can I trust _____ to _____?" to the list of questions you can ask.

Name your stronghold: _____

Describe your stronghold: (Choose at least one in each category)

- Set atop a promontory overlooking the sea
- Lonely, hidden and remote among the forest or moors
- Guards a major crossroads, either man-made or natural
- Built around, atop, or inside something interesting

- Constructed in ancient times, yet well preserved
- Rebuilt from the ruins of a much older structure
- Fresh and modern architecture, but untried in a real war
- Notably unique in design or material

- Grim and foreboding, a gargoyle on every gutter
- A shining beacon of light, with graceful arches and soaring towers
- Stout and pragmatic, built for function rather than appearances
- Lavishly decorated with the most trendy of furnishings

- Bears the marks of assaults turned back
- Once a place of great wealth and commerce
- Has changed hands many times
- The site of a legendary mystical event

- Labyrinthine, with hidden passages and catacombs
- A fortified monastery or similar religious structure
- Steeped in intrigue and politics
- Haunted by ghosts or similar spirits
- Built by another race, either as slaves or inhabitants
- A patchwork of many different peoples and buildings
- Utilizes unique and unusual technology
- A forgotten history, full of secrets and riddles

Choose three features for the lands your stronghold rules:

- Sturdy walls and manned watchtowers. Add +Defenses.
- Skilled and seasoned warriors. Add +Defenses.
- A bustling trade port on a good harbor. Add Market.
- A person of exceptional skill. Describe them and add Craft.
- Hardworking and honest folk. Add either +Prosperity or +Population.
- Swift rivers and serene lakes, bringing fish and commerce. Add Trade(a neighboring steading) and +Prosperity.
- Rich farmland, dotted with manors. Add either +Population or Resource(crops).
- A vast forest and all the hamlets and game therein. Add either Resource(timber) or Resource(game).
- Mountains, hills, and all the wild clans that live there. Add either Resource(stone), Resource(iron) or Resource(horses).
- Sacred sites where the pilgrims come. Add Religion.
- A major highway leading to other nearby towns. Add Trade(a neighboring steading) and +Population.

Choose one problem for your lands, and the GM chooses one as well:

- Someone else wishes to claim your lands for themselves. Describe them and add Enmity.
- There are monsters roaming about unchecked. Describe them and add Blight.
- Your authority is weak, and discontent is rampant. Tell us why and add Lawless.
- You owe fealty, a debt, or support to someone else. Describe them and add Oath(your seigneur).
- Some sinister force lurks deep within a dungeon in your lands, perhaps under your stronghold itself! Describe what it is or where it lurks, but not both.
- Within your lands is a source of something wild, chaotic, or dangerous, which may attract unwanted attention from beyond your lands. Tell us what it is and what desires it, but not both.

STRONGHOLD TAGS

	Defenses	Oath (protection for nearby lands)
	Prosperity	Need (_____)
	Population	_____

RESOURCES IN STOCK

SURPLUS: _____

Surplus is not necessarily coin, but also building materials, goodwill, political favors owed, and so forth. Resources may be turned into Surplus if you have a trading partner, or they can be used to build upgrades, or used as currency in negotiations with other steadings. In a pinch, you can turn 1 Surplus into 2d6 x your Charisma (the stat itself, not the modifier) in coins. You cannot turn coins into Surplus.

NOTABLE FEATURES AND PERSONS

Your retainers are: (Fill in the blanks for at least four)

- _____, who has served me the longest.
- _____, the most reliable.
- _____, the most cunning.
- _____, the most fearsome.
- _____, who bears _____.
- _____
- _____

Retainer skills: _____

THE DRAGON KNIGHT

When **your soul is bonded to the soul of a young dragon**, the next time you level up you may choose to gain this move:

HOW TO TRAIN YOUR DRAGON

You are empathically bonded to a young dragon, about the size of a horse. As long as you treat your dragon with respect, it will *usually* obey you. Your dragon is capable of speech like a human. When you **whistle loudly for your dragon when it is not nearby**, it will quickly arrive at your side in dramatic fashion.

Choose a name for your dragon:

Brodahmik, Heyvkaal, Venahkrin, Centhylion, Frethiel, Benthylis, Kenzodomu, Morokegos, Rovostraza, Strunvahlok

Choose a look for your dragon:

Great Horns, Barbels, or Ridged Crest
Sinuous Body, Powerful Body, or Spiny Body
Shining Scales, Stony Scales, or Fine Scales

Choose two strengths for your dragon:

Swift, strong, quick reflexes, tireless, ferocious, intimidating, keen senses, agile, cunning

Choose one weakness for your dragon:

Flighty, headstrong, prideful, hot-tempered, vindictive, arrogant, easily distracted

Choose a cost; your dragon expects its cost to be paid regularly like a hireling's would.

- Gold and jewels
- The blood of its enemies, specify who or what they are
- Ancient knowledge and magics
- The cowering obeisance of mortals

Choose three moves for your dragon. When you **command your dragon to perform a move it knows**, roll+CHA.

*On a 10+, the move is done, no problem. *On a 7-9, the move happens, but there's either a consequence or limitation. If a move would deal damage, roll your own damage die.

- Strike with fang and claw
- Belch forth elemental fury
- Scout from high above
- Hunt or track by scent
- Intimidate with a mighty roar
- Harry from the air
- Flap its wings to create a gust of wind
- Recall ancient lore

Your dragon is capable of flight, and can carry you and one passenger with it. When you **fly upon your dragon for a great distance or someplace dangerous**, say where you are going and roll+CON. *On a hit, you get where you want to be. *On a 7-9, choose one.

- A threat is waiting for you when you arrive.
- The ride exhausts or injures your dragon, and it cannot fly until it gets some rest.
- It takes longer than you expected to get where you want.

If you have the move How To Train Your Dragon, these count as class moves for you; you can choose from them when you level up:

DRAGON EYE

You can always see through your dragon's eyes as if they were your own, no matter the distance.

FAERIE DRAGON

Your dragon can shrink itself to the size of a housecat or back to its normal size at your command, no need to roll. While in this small form your dragon cannot use any of its other moves.

WELL-TRAINED

Choose another move for your dragon from the list.

MIGHTY CHARGE

When you **charge an enemy while riding your dragon**, your attack is forceful and deals +1d6 damage, but on a 7-9 you are also dismounted after the attack.

BURNINATOR

When you **command your dragon to use a move that deals damage**, on a 10+ add two of the following tags to the attack: piercing 3, forceful, messy, area. On a 7-9, add one tag.

WYRM-TONGUE

You speak the language of dragons. Any creature of this world will understand what you say, and you can understand them.

THE BARON

When you **lay claim to a stronghold, either by birthright, conquest, or grant from someone else**, gain the following moves:

LANDED

You have claim to a great hall and its surrounding lands. Describe it, and place it on the map as a keep. Your hall begins with the following tags: Poor Prosperity, Shrinking Population, Guard Defenses, Oath(protection for nearby lands) and Need(a resource of the GM's choice).

Choose three features for the lands your stronghold rules:

- Sturdy walls and manned watchtowers. Add +Defenses.
- Skilled and seasoned warriors. Add +Defenses.
- A bustling trade port on a good harbor. Add Market.
- A person of exceptional skill. Describe them and add Craft.
- Hardworking and honest folk. Add either +Prosperity or +Population.
- Swift rivers and serene lakes, bringing fish and commerce. Add Trade(a neighboring steading) and +Prosperity.
- Rich farmland, dotted with manors. Add either +Population or Resource(crops).
- A vast forest and all the hamlets and game therein. Add either Resource(timber) or Resource(game).
- Mountains, hills, and all the wild clans that live there. Add either Resource(stone), Resource(iron) or Resource(horses).
- Sacred sites where the pilgrims come. Add Religion.
- A major highway leading to other nearby towns. Add Trade(a neighboring steading) and +Population.

Choose one problem for your lands, and the GM chooses one as well:

- Someone else wishes to claim your lands for themselves. Describe them and add Enmity.
- There are monsters roaming about unchecked. Describe them and add Blight.
- Your authority is weak, and discontent is rampant. Tell us why and add Lawless.
- You owe fealty, a debt, or support to someone else. Describe them and add Oath(your seigneur).

- Some sinister force lurks deep within a dungeon in your lands, perhaps under your stronghold itself! Describe what it is or where it lurks, but not both.
- Within your lands is a source of something wild, chaotic, or dangerous, which may attract unwanted attention from beyond your lands. Tell us what it is and what desires it, but not both.

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

HOLD COURT

When you **hold court and hear the problems of the people**, the GM will tell you of at least one opportunity within your lands.

SPOILS OF WAR

Requires: Hold Court

When you **successfully deal with a problem in your lands set forth by the GM or successfully pursue an opportunity you heard about while holding court**, you may add another feature to your lands from the list.

FIELD MARSHAL

When you **organize your land's defenses against a threat**, your lands get +Defenses as long as you are present and involved.

CALL THE BANNERS

When you **recruit from your lands**, treat a 6- as if you had rolled a 7-9 instead.

COURT INTRIGUE

When you **meet with someone for diplomatic affairs**, ask the GM two questions from the list below, they will answer truthfully:

- Is there an ambush waiting for me?
- What are they really feeling?
- What is my best way out of this?
- Who is watching?

STRESS AND HORROR RULES FOR DUNGEON WORLD

I. PREFACE

The following rules deal with incorporating stress and madness into your game, for groups interested in exploring a darker or grimmer Dungeon World. The material presented herein may be unsettling to some people. Please let courtesy and respect be your guide in dealing with disturbing things. Feel free to make use of the X-Card if things are getting too uncomfortable for you. (<http://tinyurl.com/x-card-rpg>)

To reflect the needs of a game about such things, add the following to your list of GM principles:

Address the characters' humanity

Rarely do people return from adventures unscathed and unchanged. Events and actions take a toll on people. Sure, you may have emerged from the dungeon with the lich's treasure, but now you don't dare sleep at night. Because that's when you see the horrible things the lich's magic revealed to you, and you wake up screaming.

This principle emphasizes that a life of adventure also takes an emotional toll on a person. Achieving a goal will require a sacrifice. What price is too high? How far will you go to get what you want?

Reference Material, Suggested Reading, and Touchstones:

Darkest Dungeon: <http://www.darkestdungeon.com>
Deathtrap Dungeon World, an article by Sersa Victory: <http://www.critical-hits.com/blog/2013/12/10/deathtrap-dungeon-world-part-1-gm-principles/>

II. STRESS

The core of the new mechanic presented here is called Stress. Stress is an abstraction of the psychological fatigue and strain that comes from prolonged exposure to dangerous environments and the threat of sudden and imminent harm. Characters accrue Stress by encountering things that are either physically or emotionally painful, by wearing down their resolve over time, or by witnessing acts of horror. Coping with and removing Stress is key to survival.

All characters begin with zero Stress. This amount will wax and wane as the characters explore the dungeon, confront both literal and figurative demons, and find ways to cope with their experiences. Stress can never go below zero. While Stress normally accrues over time spent in the dungeon, it is not a direct threat to the characters until they encounter something that truly tests their nerve.

New basic move: Steel Yourself

When you **steel yourself against extreme pain, stress or horror and power through**, roll+Stress.

*On a 6-, you're okay for now. *On a 7-9, choose one. *On a 10-11, choose two.

- You flinch or hesitate from the fear or pain.
- Your nerves are rattled; take -1 forward when you act against the source of your fear.
- You gain 1 Stress.

*On a 12+, gain 1 Stress, and choose a reaction from this list:

- Run screaming in terror until the threat is out of your sight.
- Drop whatever it is you're holding, and freeze in shock until someone or something snaps you out of it. Anything that happens around you goes unnoticed.
- Fly into an uncontrolled rage until the threat is gone. Expect collateral damage.
- Gain a Quirk of the GM's choice.

Note that for this move, you want to roll low. You do not mark XP on a 6- from this move.

Stress is primarily relieved by seeking solace in a vice or other activity that eases the tormented soul. There are many ways to accomplish this, but most people have some preference. When you create your character, choose your preferred solace from the following list:

- **Faith:** You prefer to seek solace through intense prayer or similar rituals. This may include penance, tithing, or self-flagellation.
- **Gambling:** You prefer to seek solace in games of chance or by taking risks.
- **Hedonism:** You prefer to seek solace with wild revelry or by indulging in the pleasures of the flesh.
- **Catharsis:** You prefer to seek solace by letting it pour out of you violently, perhaps in a fighting pit or through hours of harsh training or similar physical exertion.
- **Narcotic:** You prefer to seek solace with strong drink or some other drug that lets you forget your troubles.

New basic move: Seek Solace

When you **spend an evening seeking solace to relieve Stress**, spend 3d6 coins and roll:

- +1 if you have someone to watch your back and confide in while you indulge
- +1 if you have a safe place to indulge that is firmly in your control
- +1 if you have just returned victorious
- +1 if you are indulging in your preferred solace
- -2 if you can't—or won't—pay the coin

*On a hit, remove 2d4 Stress. *On a 7-9, choose one or the other. *On a 6-, both:

- You only remove 1d4 Stress instead
- Your actions cause some trouble, or draw unwanted attention

Examples of trouble:

- You lost a lot of money at the gambling table, and now you owe someone.
- Something was stolen from you while you were passed out drunk.
- The priest won't grant you absolution until you do something for him first.

New auxiliary Stress moves:

When you **fulfill your alignment goal or resolve a Bond at the end of a session**, you may remove 1 Stress instead of marking XP.

When you **Recover**, every two days you do nothing but rest in comfort and safety, you also remove 1 Stress.

When you **willingly and deliberately lose your cool while acting under stress**, remove 1d4 Stress and gain a Quirk of the GM's choice.

When **your Stress reaches 10**, it all becomes too much. You either go permanently, incurably mad or suffer a fatal heart attack. Either way, this is the end for you.

New GM move: Inflict Stress

“Nothing like marching through freezing, rank stagnant water while your armor chafes and your heavy backpack cuts into your shoulders. Except maybe doing all of this surrounded by darkness that hides things that want to rend you limb from limb. Oh look, there go some half-eaten corpses floating by. Hey, I think I know one of those guys. Wonder if that will be me soon? And now the map has gotten wet and we can't read it anymore. Gods, I hate you all!”

Adventuring is full of all kinds of horrifying things that can take a toll on both body and mind. When the characters endure things that would make most normal people turn tail and run for home, inflict some Stress on them. For low intensity stressors over a prolonged period of time (a long march in the cold with little sleep, food, or comfort), or a sudden stressful event without a persistent threat (a trap suddenly harming someone), just tell them to gain 1 Stress. If the source of the stress is something more potent or an active danger that must be confronted, ask them to Steel Yourself, especially if the characters are trying to act in the face of the stress. Charging into battle against a monster with the *terrifying* tag is a good example of an action that would trigger Steel Yourself.

III. QUIRKS

Quirks are the result of maladaptive responses to stress. The character has become slightly unhinged as a result of their experiences, and has acquired a way to deal with stress that is potentially harmful to them socially in the long term. When you acquire a Quirk, the GM will choose one from the list that they think is appropriate to the stress acting upon you.

A Quirk replaces your normal alignment move. Instead of gaining XP or relieving Stress at the end of the session from fulfilling your alignment, you gain this benefit when you fulfill your Quirk's goal. Quirks also have an additional downside: At the end of the session, if you did not fulfill your Quirk, you gain 1 Stress.

Quirks should ideally create tension or conflict between the characters, or get the character in trouble with the environment. They are not an excuse to disregard the group's social contract or behave in a manner that creates resentment between players. As a courtesy, please be mindful of your fellow players' enjoyment when acting on a Quirk.

A character can have multiple Quirks at once. If you do have multiple Quirks, you must fulfill them all to gain the end of session benefit of marking XP or relieving stress. If you have multiple Quirks that you did not fulfill at the end of the session, you gain 1 Stress for each Quirk that went unfulfilled. Having multiple Quirks can add up the Stress in a hurry.

Removing Quirks is a matter of GM discretion, but should involve some fairly significant confrontation of one's personal demons. Knowingly and willingly acting against your Quirk and paying a considerable price for doing so (at least 1 Stress, most likely more) is one possible way that Quirks can be removed.

Upon removal of all of a character's existing Quirks, their normal alignment move returns to play.

List of Quirks

Gambler: Take an inadvisable risk to acquire wealth.

Compulsion: Investigate something interesting while ignoring the obvious risks.

Paranoia: Refuse help from, or refuse to help an ally when you could have.

Phobia: Run away from or go to great lengths to avoid _____.

Greed: Take more than your fair share of the party's loot, or refuse to share your possessions with others.

Withdrawal: Avoid putting yourself in harm's way when you could have helped someone by doing so.

Guilt: Take on a responsibility you can't handle.

Savage: Reject the comforts that civilization offers when they would otherwise help you.

Fearful: Act preemptively against a possible source of harm.

Hopeless: Refuse to address an imminent threat.

Selfish: Choose short-term emotional comfort over the long-term benefit to your allies.

Addiction: Relieve stress by _____, regardless of the cost or convenience.

Abusive: Lash out at an undeserving ally.

Masochistic: Put yourself in a position where you will be physically injured.

Gluttony: Over-indulge in food, drink, or trappings of wealth to the point of extravagance or waste.

Avarice: Hoard possessions and wealth, and don't use them, even if they would be helpful.

Megalomania: Make others recognize your greatness.

IV. NEW MOVES

The following advanced moves may be taken as part of the normal Level Up process:

New Barbarian advanced move: Gallows Humor

When you **laugh boisterously in the face of certain doom**, everyone who can hear you takes -1 forward to Steel Yourself, including yourself. (This is a good thing, since you want to roll low for this move.)

New Bard advanced move: Inspiration

When **anyone you have a Bond with Seeks Solace while in your company**, they remove +Bond additional Stress.

New Cleric advanced move: Absolution

When you **cast a spell that heals HP**, roll 1d4. If the roll is higher than the amount healed, you also remove 1 Stress from the target.

New Druid advanced move: Athelas

When you **use herbs and poultices**, you may remove 1 Stress from the target instead of healing HP.

New Fighter advanced move: Battle Trance

While **you are actively in combat**, you never have to Steel Yourself.

New Paladin advanced move: Zeal

While **you are standing on the front lines against the darkness**, everyone who can see you gets -1 ongoing to Steel Yourself, including yourself.

New Ranger advanced move: Therapy Pet

Your animal companion always counts as someone to watch your back and confide in while you relieve stress.

New Thief advanced move: Den of Iniquity

When you ask your contacts in the criminal underworld, they'll tell you of a place where you can relieve stress that is safe and firmly under your/their control.

New Wizard advanced move: Rationalist

While **your Stress is less than or equal to your INT**, you take -1 to Steel Yourself.

If you prefer not to use the Stress mechanic but still want to be able to test your characters' steel, you can use this version of Steel Yourself instead:

When you **steel yourself against extreme pain, stress or horror and power through**, roll+WIS or CON, your choice. *On a 10+, you hold it together, and may act as you please. *On a 7-9, choose one.

- You flinch or hesitate from the fear or pain.
- Your nerves are rattled; take -1 forward when you act against the source of your fear.

*On a 6-, choose a reaction from this list:

- Run screaming in terror until the threat is out of your sight.
- Drop whatever it is you're holding, and freeze in shock until someone or something snaps you out of it. Anything that happens around you goes unnoticed.
- Fly into an uncontrolled rage until the threat is gone. Expect collateral damage.
- Gain a Quirk of the GM's choice.

At the end of the session, if you did not fulfill your Quirk, take -1 ongoing to Steel Yourself for each Quirk unfulfilled until you finally accomplish the Quirk's requirement.

DUNGEON WORLD

QUICK START PACK

*Simplified basic playbooks for quick and easy-to-learn
One-shots or mini campaigns of Dungeon World*

*Including rules for both players and gamemaster
and tools for both world and adventure creation with no prep*

A complete experience in one pack!

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



Written by Peter Johansen. Version October 27, 2017

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INTRODUCTION

Dungeon World is a world of fantastic adventure. A world of magic, gods and demons, of good and evil, law and chaos. Brave heroes venture into the most dangerous corners of the land in search of gold and glory.

Adventurers take many shapes in Dungeon World. Some are near-invincible beasts of battle encased in iron armor. Others are more mysterious, conjuring up and wielding the mighty forces of magic. Treasure and glory are sought by a holy cleric, a tricky thief, a mighty paladin, and more.

It isn't all easy heroics and noble bravery, though. Every time the ranger guides his friends through the ancient woods there are a hundred things waiting to bite his head off. Slaving hordes of goblin troops, maybe. Or is this the Cursed Wood, where dwells the Gray Witch? Or the throngs of hateful dead, looking to drag a meaty corpse back to their lair? Scary, sure, but there's treasure, too. More gold and jewels and magic lost to man have fallen between the cracks in the world than you can imagine. Who better to retrieve it than a band of stalwart heroes?

You and your friends are those heroes. You go where others can't—or won't. There are monstrous things lurking in the world. Are you ready to face them?

So, why play Dungeon World?

First, to see the characters do **amazing things**. To see them explore the unexplored, slay the undying, and go from the deepest bowels of the world to the highest peaks of the heavens. To see them caught up in momentous events and grand tragedies.

Second, to see them **struggle together**. To gather as a party despite their differences and stand united against their foes, or to argue over treasure, debate battle plans, and join in righteous celebration over a victory hard-won.

Third, because **the world still has so many places to explore**. There are unlooted tombs and dragon hoards dotting the countryside just waiting for quick-fingered and strong-armed adventurers to discover them. That unexplored world has plans of its own. Play to see what they are and how they'll change the lives of our characters.

What's Dungeon World like to play?

Playing Dungeon World is all about finding out what happens when your characters encounter dangerous and exciting monsters, strange ruins, and unusual people on their quest for gold and glory. It's a conversation between the players and the GM—the GM tells the players what they see and hear in the world around them and the players say what their characters are thinking, feeling, and doing. Sometimes those descriptions will trigger a move—something that'll cause everyone to stop and say “time to roll the dice to see what happens.” For a moment everyone hangs on the edges of their seats as the dice clatter to a stop. Tension and excitement are always the result, no matter how the dice land.

To play Dungeon World, you'll need to gather a few friends. Choose one person to be the Game Master (GM); they take the GM playbook and two GM sheets. Everyone else will be a player, taking the role of the characters in the game (we call these the player characters or PCs). As you play, the players say what their characters say, think, and do. The GM describes everything else in the world.

Everyone at the table will need something to write with and some six-sided dice. Two dice is the minimum but two dice per player is a good idea. You'll also need some special dice: four-sided, eight-sided, and ten-sided.

This quick-start pack contains the basic rules of Dungeon World in abbreviated form, designed to facilitate ease of learning of core concepts, especially for new players. The playbooks included here are modified to get characters created as quickly as possible by omitting certain features more relevant to long-term play. While these characters are designed with one-shot sessions in mind, they can easily be adapted for longer play. The goal is to help new players become comfortable with Dungeon World; its rules, its conventions, and its style.

GETTING STARTED

To begin, select one of the eight provided playbooks, whichever one catches your eye. Then perform the steps under “Start here”, detailed as follows:

- Give your character a name, and choose options under Look to describe your appearance (or make up some of your own)
- Choose one of the listed backgrounds, which will give you bonuses to two of the six stats: Strength (STR), Dexterity (DEX), Constitution (CON), Intelligence (INT), Wisdom (WIS), and Charisma (CHA). Record these bonuses in the appropriate boxes in the sheet. Your background will also give you an additional piece of gear, record this in the Gear section.
- Choose one of your six stats, and add 1 to it as a personal specialty. Choose another of the six stats, and subtract 1 from it as a personal weakness. This may give you a stat of -1, that's fine! Set any stats that have not been modified to zero.
- Choose any other options that your playbook may require, such as the fighter's signature weapon or the thief's poison.

When you are done, read the “How to Play” heading on the back of your sheet. This section will also give you some questions to think about in the next phase: building the world together.

To begin with everyone on similar footing, we will assume that the characters all come from the same hometown, and the story will unfold near it. Your characters will know each other, and while they might not always get along like best friends, they should at least be civil with one another and have motivation to work together for a common goal, even if they have their own motivations for pursuing these goals. If it helps, you can act each other questions to better understand how your characters relate to one another. At this point, you may wish you answer the questions you have under Bonds, which will establish the shared past between your characters. It is not necessary to answer them all right now; you can save some for later.

The questions on your playbooks will give you starting points to begin describing your hometown and the lands around it. Perhaps your home is a rough mining camp, a sleepy island port, or an idyllic place hidden deep in a forest. If you think of other questions to ask other players, feel free to do so, especially questions that will build the relationships you have with one another. Perhaps you'd like to tell us about the last adventure you had together; that's a great way to build both the world and your group. The GM will come up with more questions as well. The answers you give will weave together this new world.

Next, the GM will ask questions that establish the premise of the situation, what your characters are doing and why. These questions will connect your characters to the threat or opportunity that you are facing. Lost ruins, monstrous hordes, and towers of evil wizards all make for good premises, but each character will have their own stake in the action. The GM's questions will also help them create the opposition you will face on your adventure. When you have enough details, the GM will give you a tense situation, one that requires you to act, and ask, “What do you do?” The action begins here.

Your playbook provides you with a list of your moves, as well as a reference of basic moves on the reverse side of the sheet that everyone can do. This may seem like a lot of information, but you don't have to learn it all at once. Remember, Dungeon World is about having a conversation. Don't think of your moves as buttons to push to accomplish something, nor are these moves your only options in any situation. Rather, moves are the way the game rules react to your actions in the story. When you describe your character carefully creeping across a shaky suspension bridge, the GM will tell you to Defy Danger. Now it's time to roll the dice, and see what happens. Focus on the fiction. Do you want to Hack and Slash that goblin? Say how you attack it. The GM will help you to notice when your actions trigger a move. In general: **to do it, do it**. There are some additional special moves on the back of this page, but don't worry about them just yet. They'll come up in due time.

EQUIPMENT

A good adventure usually ends with a reward, whether fame, favors, or fortune. Wealth in Dungeon World is measured in coin: the currency of the realm. It's good pretty much everywhere.

After an adventure or at a break in the action, the characters may wish to refill their backpacks and quivers. The following is a list of items that will typically be available for purchase:

Short Bow	15 coins
A common bow with a short but respectable range.	
Long Bow	60 coins
A bow of exceptional craftsmanship, capable of much greater range.	
Bundle of arrows (3 ammo)	1 coin
Throwing knife	1 coin
A simple weapon	2 coins
Clubs, staves, and daggers. How lethal they are depends on the skill of the one wielding it.	
A martial weapon	8 coins
Swords, axes, warhammers, spears, and maces. Try to stick the pointy bits in your enemies.	
Leather armor (1 armor)	10 coins
Boiled to make a rigid but lightweight cuirass. A good bit of armor often means the difference between life and death in Dungeon World.	
Chainmail (2 armor)	50 coins
More protection, but heavy and tough to move around with. Take -1 ongoing to all rolls while wearing this armor, unless you have the Armored move.	
Shield (+1 armor)	15 coins
Increases your armor by 1 when worn upon your arm.	
Adventuring gear (5 uses)	20 coins
Adventuring gear is a collection of useful mundane items such as chalk, poles, spikes, ropes, etc. When you rummage through your adventuring gear for some useful mundane item, you find what you need and mark off a use.	
Bandages (3 uses)	5 coins
When you have a few minutes to bandage someone else's wounds, heal them of 4 damage and expend a use.	
Poultices and herbs (2 uses)	10 coins
When you carefully treat someone's wounds with poultices and herbs, heal them of 7 damage and expend a use.	
Healing potion	50 coins
When you drink an entire healing potion, heal yourself of 10 damage or remove one debility, your choice.	
Bag of books (5 uses)	10 coins
When your bag of books contains just the right book for the subject you're Spouting Lore on, consult the book, mark off a use, and take +1 to your roll.	
Antitoxin	10 coins
When you drink antitoxin, you're cured of one poison affecting you.	
Dungeon rations (5 uses)	3 coins
Salted meats, dried fruit, and hardtack. Don't forget to drink plenty of water.	

Within Dungeon World are many lost artifacts and magical items. These typically cannot be bought with coin, but instead must be found or earned.

Magic items are for you to make for your game. When making your own magic items, keep in mind that these items are *magical*. Simple modifiers, like +1 damage, are the realm of the mundane—magic items should provide more interesting bonuses.

SPECIAL MOVES

Special moves are moves that come up less often or in more specific situations. They're still the basis of what characters do in Dungeon World—particularly what they do between adventures. Introduce them as they are needed during the flow of the conversation.

Last Breath

When you're **dying**, you catch a glimpse of what lies beyond the Black Gates of Death's Kingdom (the GM will describe it). Then roll (just roll, +nothing—yeah, Death doesn't care how tough or cool you are). *On a 10+, you've cheated Death—you're in a bad spot but you're still alive. *On a 7-9, Death himself will offer you a bargain. Take it and stabilize or refuse and pass beyond the Black Gates into whatever fate awaits you. *On 6-, your fate is sealed. You're marked as Death's own and you'll cross the threshold soon. The GM will tell you when.

Make Camp

When you **settle in to rest**, consume a ration. If you're somewhere dangerous decide who will keep watch as well. When you wake from at least a few uninterrupted hours of sleep, heal damage equal to half your max HP.

You usually make camp so that you can do other things, like prepare spells or commune with your god, or just get some sleep. Whenever you stop to catch your breath for more than an hour or so, you've probably made camp.

Staying a night in an inn or house is making camp, too. Regain your hit points as usual, but only mark off a ration if you're eating from the food you carry, not paying for a meal or receiving hospitality.

Undertake a Perilous Journey

When you **travel through hostile territory**, choose one member of the party to act as trailblazer, one to scout ahead, and one to be quartermaster. Each character with a job to do rolls+WIS. *On a 10+:

- The trailblazer reduces the amount of time it takes to reach your destination (the GM will say by how much).
- The scout will spot any trouble quick enough to let you get the drop on it.
- The quartermaster reduces the number of rations required by one.

*On a 7-9, each role performs their job as expected: the normal number of rations are consumed, the journey takes about as long as expected, no one gets the drop on you but you don't get the drop on them either.

You can't assign more than one job to a character. If you don't have enough party members, or choose not to assign a job, treat that job as if it had been assigned and the responsible player had rolled a miss.

Distances in Dungeon World are measured in rations. A ration is the amount of supplies used up in a day. Journeys take more rations when they are long or when travel is slow. A perilous journey is the whole way between two locations. You don't roll for one day's journey and then make camp only to roll for the next day's journey, too. Make one roll for the entire trip.

This move only applies when you know where you're going. Setting off to explore is not a perilous journey. It's wandering around looking for cool things to discover. Use up rations as you camp and the GM will give you details about the world as you discover them.

Supply

When you **go to buy something with coin on hand**, if it's something readily available in the place you're in, you can buy it at market price. If it's something special, beyond what's usually available here, or not mundane, roll+CHA. *On a 10+, you find what you're looking for at a fair price. *On a 7-9, you'll have to pay more or settle for something that's not exactly what you wanted, but close. The GM will tell you what your options are.

Recover

When you do **nothing but rest in comfort and safety**, after a day of rest you recover all of your HP. After three days of rest you remove one debility of your choice. If you're under the care of a healer (magical or otherwise) you heal a debility for every two days of rest instead.

GAMEMASTER'S RULES

This sheet isn't for the other players, it's for you, the Dungeon World GM. It's not just advice or optional tips and tricks on how best to play. These are your procedures. These are your rules.

The material on these sheets is taken from the GM chapter of *Dungeon World*. (pages 159-174, 180-182) New GMs should review these rules before playing, while veteran GMs may still find them to be helpful references to consult.

Running a game of *Dungeon World* means following a framework created by three things you have as a GM: Your **agenda** is what you set out to do when you sit down at the table. Your **principles** are the guides that keep you focused on that agenda. Your **moves**—the GM moves, dungeon moves, monster moves, etc—are the concrete, moment-to-moment things you do to move the game forward. These are detailed on the second GM sheet; read them over before you begin play and keep them by your side, especially the list of moves. When you're having trouble deciding what happens next, look at the list of moves and principles to get some ideas.

When you sit down at the table as a GM you do these things:

Describe the world: First and foremost, you describe the immediate situation around the players at all times. This is how you start a session, how you get things rolling after a snack break, get back on track after a great joke: tell them what the situation is in concrete terms. The situation around them is rarely "everything's great, nothing to worry about." They're adventurers going on adventures—give them something to react to.

Use detail and senses to draw them in. The situation isn't just an orc charging you, it's an orc painted in blood swinging a hammer and yelling bloody murder. You can leverage a lack of information, too. The sound of clattering armor and shuffling feet, for instance.

When you describe the situation, always end with "What do you do?" *Dungeon World* is about action and adventure! Portray a situation that demands a response.

Follow the rules: This means your GM rules, sure, but also keep an eye on the players' moves. It's everyone's responsibility to watch for when a move has been triggered, including you. Stop the players and ask if they mean to trigger the rules when it sounds like that's what they're doing.

Part of following the rules is making moves. Your moves are different than player moves and we'll describe them in detail in a bit. Your moves are specific things you can do to change the flow of the game.

Exploit your prep: At times you'll know something the players don't yet know. You can use that knowledge to help you make moves. Maybe the wizard tries to cast a spell and draws unwanted attention. They don't know that the attention that just fell on them was the ominous gaze of a demon waiting two levels below, but you do.

"Prep" can mean a wide variety of resources. You might have brought a dungeon or other location to the game, already mapped out, or you may have a cast of characters, and know all their motivations. Or perhaps you simply decided something was true and now you are acting on that information. You can also ask the players about their characters' lives and histories, and add those details to your prep.

There are no rules for assigning *ad hoc* modifiers to the players' rolls for more difficult tests. Instead of raising the difficulty, raise the stakes by making harder moves. A failed move against a dragon will hurt a lot more than a failed move against a goblin.

Likewise, you can put obstacles in the characters' way. The charming gaze of a vampire or the incredible speed of a master swordsman may mean that you have to Defy Danger just to get into striking range.

BUILDING THE WORLD

Building a whole world with almost no preparation can seem like a daunting task. It requires trust in your fellow players, and a willingness to come out of your shell and let go of your own preconceived notions. *Dungeon World* works best when everyone contributes, and the important stuff happens at the table, and not in the GM's head.

To begin with, *ask questions*. Each playbook has a list of starting questions to get players thinking about their characters' place in the world. Every answer they give you is an element that they would like added to the game, so use as many as possible.

A good way to make your world seem more real and connected is by making a map, both of your village and the local area around it. Grab a blank piece of paper and take turns add features to it to make a map of your village. Every player (including the GM) then draws one or two buildings or features of the village on the map, at least one of which should be relevant to someone they know in the village. For example, if a character is an apprentice blacksmith, they can draw a smithy. The new building should also introduce the NPC that the character is connected to. Don't forget to name your village!

For the area map, start with the location of the village in the center of the sheet, then each player draws one or two features on the map. These can be parts of the terrain, an interesting ruin, a natural landmark, or even a distant town. The GM can also suggest an overarching theme that ties everything together. For example, there may be an evil cult at work in the area, an aggressive neighbor is bent on conquest of the area, or the village's defenses may have been devastated during a recent raid.

Once you have a map and some connections to the world, you should have a good idea of the status quo of the village. Adventure hasn't come knocking just yet, but there are rumbles of thunder in the distance. Now it's time to start shaking these foundations. How have things changed, recently, and for the worse? Perhaps there are rumors that the undead horde is on the march, or many of the village's able-bodied men have recently fallen ill or been killed in a battle. Relate the situation back to the characters to give them each something that makes this danger personal, and finish by presenting a tense situation that requires action.

As your players are filling in their map, you should be looking over your own Gamemaster playbook. Here, you'll find a list of prompts to fill that will give you the basic structure of an adventure. Some of them you may already be able to fill, other you may need to press for more information. You can answer a few in secret yourself, and keep them as surprises to be revealed in play. Once you have enough details, take a short break, give people time to stretch their legs while you answer the questions under the "prep the dungeon" move, and get ready for the action to begin.

NEXT STEPS

By the end of your first session, you should have the seed of a world to explore with plenty of blanks left on the map, as well as some potential threats that need to be defeated. While these quick-start characters are designed for one-shots or short campaigns, they can easily keep going for as long as you wish just as they are. If you would like your characters to be able to grow in power as your campaign progresses, you can do so.

The rules for experience points and character advancement have been purposefully left out of this quick-start to cut down on complexity, but they're easy enough to add into the game. Alternatively, you can award the characters an advancement at certain milestones, such as at the end of the session. We have included advance cards with different options for each class to choose when they advance, in the style of advanced moves.

If you are having difficulty improvising details, just go with whatever seems the most likely or obvious to you at the moment. What seems obvious to you may seem brilliantly original to others.

PLAYING THE GAME

Your role during character creation is threefold: help everyone, ask questions, and take notes. When a player makes a choice—particularly for their bonds—ask them about it. Get more detail. Think about what these details mean. Look for interesting facts established by the characters' bonds, moves, classes, and descriptions and ask about those things. Be curious! When someone mentions the demons that slaughtered their village, find out more about them. After all, everything they give you is fuel for future adventures.

Also pay attention to the players' questions. When mechanical questions come up answer them. When questions of setting or fiction come up your best bet is to turn those questions around. When a player says, "Who is the King of Torsea," say, "I don't know. Who is it? What is he like?" Collaborate with your players. Asking a question means it's something that interests them so work with them to make the answers interesting. Don't be afraid to say, "I don't know" and ask them the same questions. Work together to find a fantastic and interesting answer.

If you've come to the table with some ideas about stuff you'd like to see in the world, share them with the players. Their characters are their responsibility and the world is yours—you've got a lot of say in what lives in it. If you want the game to be about a hunt for the lost sorcerer-race of aeons past, say so! If the players aren't interested or they're sick to death of sorcerers, they'll let you know and you can work together to find some other way. You don't need pre-approval for everything but making sure everyone is excited about the broad strokes of the world is a great start.

Once everyone has their characters created you can take a deep breath. Look back over the questions you've asked and answered so far. You should have some notes that will point you towards what the game might look like. Look at what the players have brought to the table. Look to the ideas that have been stewing away in your head. It's time for the adventure to begin!

Start the session with a group of player characters (maybe all of them) in a tense situation. Use anything that demands action: outside the entrance to a dungeon, ambushed in a fetid swamp, peeking through the crack in a door at the orc guards, or being sentenced before King Levus. Ask questions right away—"who is leading the ambush against you?" or "what did you do to make King Levus so mad?" If the situation stems directly from the characters and your questions, all the better.

Here's where the game starts. The players will start saying and doing things, which means they'll start making moves. For the first session you should watch especially carefully for when moves apply, until the players get the hang of it. Often, in the early sessions, the players will be most comfortable just narrating their actions—this is fine. When a move triggers, let them know. Say, "It sounds like you're trying to..." and then walk them through the move. Players looking for direction will look to their character sheet. When a player just says "I Hack and Slash him" be quick to ask, "How?" or "With what?" Sometimes they may try to do something that doesn't trigger any of their moves. That means they are likely looking to you to see what happens next, so make one of your moves.

Establish details, describe: All the ideas and visions in your head don't really exist in the fiction of the game until you share them, describe them, and detail them. This is the time to establish the basics of what things look like, who's in charge, what they wear, what the world is like, and what the immediate location is like. Describe everything, but keep it brief enough to expand on later. Use a detail or two to make a description really stand out as real.

Ask questions: You're using what they give you, right? What if you need more? That's when you draw it out by asking questions. Poke and prod about specific things. Ask for reactions: "What does Lux think about that?" "Is Avon doing something about it?"

If you ever find yourself at a loss, pause for a second and ask a question. Ask one character a question about another. When a character does something, ask how a different character feels or reacts. Questions will power your game and make it feel real and exciting. Use the answers you find to fill in what might happen next.

Leave blanks: It's one of your principles, but it's especially true during the first session. Every blank is another cool thing waiting to happen; leave yourself a stock of them.

Look for interesting facts: There are some ideas that, when you hear them, just jump out at you. When you hear one of those ideas, just write it down. When a player mentions the Duke of Sorrows being the demon he bargained with, note it. That little fact is the seed for a whole world.

Help the players understand the moves: You are likely the one most familiar with the game, while the players may just be getting their first taste, so it's up to you to help them if they need it. The fact is, they likely won't need it much. All they have to do is describe what their character does; the rules take care of the rest.

The one place they may need some help is remembering the triggers for the moves. Keep an ear out for actions that trigger moves, like attacking in melee or consulting their knowledge. After a few moves the players will likely remember them on their own.

Give each character a chance to shine: As a fan of the heroes (remember your agenda?) you want to see them do what they do best. Give them a chance at this, not by tailoring every room to their skills, but by portraying a fantastic world (agenda again) where there are many solutions to every challenge. Give the Bard someone to talk to, and give the Thief chances to be sneaky.

Introduce NPCs: NPCs bring the world to life. If every monster does nothing more than attack and every blacksmith sets out their wares for simple payment the world is dead. Instead give your characters, especially those that the players show an interest in, life (principles, remember?) Introduce NPCs but don't protect them. The recently deceased Lord of Goblins is just as useful for future adventures as the one who's still alive.

Remember that Dungeon World is all about the fiction, not numbers. Don't go out of your way to trigger moves, whether you're a player or the GM. Taking a quick glance around a room isn't Discerning Realities, and asking someone nicely for a favor without any leverage is not Parley. If a player move doesn't trigger, and everyone is looking to you to see what happens next, it's time to make a GM move.

Sooner or later blades are drawn and blood is shed. When this happens the players are likely to start hacking and slashing, volleying, and defending. Think about more than just the exchange of damage. Monsters might be trying to capture the characters or protect something from them. Understand what the fight is about, what each side wants and how that might affect the tide of battle.

No self-respecting monster just stands still for their beating. Combat is a dynamic thing with creatures moving in and out of range, taking cover, and retreating. Sometimes the battlefield itself shifts. Have your monsters take action that the players will react to. Make sure you're making use of moves beyond deal damage, even in a fight. This includes monster moves too, so when your goblin orkaster is summoning something beyond its control, you can make the move "pour forth magical chaos".

Make sure everyone has a chance to act, and that you know where each player is during the chaos of combat. If you would find it helpful, sketch a map of a complex battle location so that everyone knows just what's happening and can describe their actions appropriately.

If you're stumped as to what happens next, look to your principles and do what seems like would most be most obvious to you. Paradoxically, that obvious thing may, to everyone else, seem original and brilliant.

If you have enjoyed this quick-start pack, please consider purchasing the full game of Dungeon World, by Sage LaTorra and Adam Koebel, available at your friendly local game store or online at drivethrurpg.com.

AGENDA

Your agenda describes the things you aim to do at all times while GMing a game of Dungeon World:

Portray a fantastic world: Dungeon World is all about guts, guile, and bravery against darkness and doom. It's about characters who have decided to take up a life of adventure in the hopes of some glorious reward. It's your job to participate in that by showing the players a world in which their characters can find that adventure. Without the player characters the world would fall into chaos or destruction—it might still even with them. It's up to you to portray the fantastic elements of that world. Show the players the wonders of the world they're in and encourage them to react to it.

Fill the characters' lives with adventure: This means working with the players to create a world that's engaging and dynamic. Adventurers are always caught up in some kind of world-threatening danger—encourage that kind of action in the game.

Adventures should never presume player actions. A good adventure portrays a setting in motion—someplace significant with creatures big and small pursuing their own goals. As the players come into conflict with that setting and its denizens, action is inevitable. It's your job to honestly portray the repercussions of that action.

Play to find out what happens: You're sharing in the fun of finding out how the characters react to and change the world you're portraying. You're all participants in a great adventure that's unfolding. Don't plan too hard—the rules of the game will fight you.

Everything you say and do at the table exists to accomplish these three goals and no others. Things that aren't on this list aren't your goals. You're not trying to beat the players, test their ability to solve complex traps, or kill their characters (though monsters might be). You're not here to give them a chance to explore your finely crafted setting and you're most certainly not here to tell everyone a planned-out story.

PRINCIPLES

Your principles are your guides. Often, when it's time to make a move, you'll already have an idea of what makes sense. Consider it in light of your principles and go with it, if it fits.

Address the characters, not the players: This means that you don't say: "Tony, is Dunwick doing something about that wight?" Instead, you say: "Dunwick, what are you doing about the wight?" Speaking this way keeps the game focused on the fiction and not on the table.

It's important to the flow of the game, too. If you talk to the players you may leave out details that are important to what moves the characters make. Since moves are always based on the actions of the characters, you need to think about what's happening in terms of those characters—not the players portraying them.

Ask questions and use the answers: Part of playing to find out what happens is explicitly not knowing everything, and being curious. If you don't know something, or you don't have an idea, ask the players and use what they say.

Think about time when asking questions: ask about what came before, what is true now and what might happen in the future. Ask the Cleric about the gods, ask the Wizard about magic, then switch it up—maybe the Thief has some ideas about the gods, too?

Be a fan of the characters: Think of the players' characters as protagonists in a story you might see on TV. Cheer for their victories and lament their defeats. You're not here to push them in any particular direction, merely to participate in the fiction that features them and their actions.

Begin and end with the fiction: Everything you and the players do in Dungeon World comes from, and leads to, fictional events. When a player makes a move, they describe their character taking action. Then you apply the rules and get a fictional effect. When you make a move it always comes from the fiction.

Draw maps, leave blanks: Dungeon World exists mostly in the imaginations of the people playing it; maps help everyone stay on the same page. You won't always be drawing them yourself, but any time there's a new location described, make sure it gets added to a map.

When you draw a map, don't try to make it complete. Leave room for the unknown. As you play you'll get more ideas and the players will give you inspiration to work with. Let the maps expand and change.

Embrace the fantastic: Magic, strange vistas, gods, demons, and abominations—the world is full of mystery and magic. Embrace that in your prep and in play. Think about "the fantastic" on various scales. Think about floating cities or islands crafted from the corpse of a god. Think about village wise-men and their spirit familiars, or the statue that the local bandits touch to give them luck. The characters are interesting people, empowered by their gods, their skill at arms, or by mystical training. The world should be just as engaging.

Give every monster life: Monsters are fantastic creatures with their own motivations, whether simple or complex. Give each monster details that bring it to life: smells, sights, sounds—enough to make it real. But don't cry when it gets beat up or overthrown, that's what the players' characters are supposed to do!

Make a move that follows: When you make a move, what you're actually doing is taking an element of the fiction and bringing it to bear against the characters. Your moves should always follow from the fiction. They help you focus on one aspect of the current situation and do something interesting with it. When it's your turn to say something, ask yourself: "What's going on? What move makes sense here?" Then describe what happens in the fiction as an event.

Name every person: Anyone and everyone that the players speak with has a name. They probably have a personality and goals or opinions too, but you can figure that out as you go. Start with a name. The rest can flow from there.

Never speak the name of your move: There is no quicker way to ruin the consistency of Dungeon World than to tell the players what move you're making. Your moves are prompts for you, not things you say directly.

You never show the players that you're picking a move from a list. You know the reason the slayers dragged Omar away was because you made the "put someone in a spot" move, but you show it to the players as a straightforward outcome of their actions, since it is.

Think dangerous: Everything in the world is a target. You're thinking like an evil overlord: no single life is worth anything and there is nothing sacrosanct. Everything can be put in danger, everything can be destroyed. Nothing you create is ever protected. Whenever your eye falls on something you've created, think how it can be put in danger, fall apart or crumble. The world changes. Without the characters' intervention, it changes for the worse.

Think offscreen too: Just because you're a fan of the characters doesn't mean everything happens right in front of them. Sometimes your best move is in the next room, or another part of the dungeon, or even back in town. Make your move elsewhere and show its effects when they come into the spotlight.

There are no combat turns, rounds, initiative or order. You don't "go into combat". The GM sets up a situation, the players respond, moves are triggered and resolved as necessary. Think of it like a movie battle scene, switching between characters as needed. Any player can jump in (or be asked what they do) at any time, as long as it makes sense in the fiction.

MOVES

You make a move when:

- Everyone looks to you to find out what happens.
- The players give you a golden opportunity.
- They roll a 6 or less (a miss).

Each move is something that occurs in the fiction of the game—they aren't code words or special terms. "Use up their resources" literally means to expend the resources of the characters, for example.

Never speak the name of your move (that's one of your principles). Make it a real thing that happens to them: "As you dodge the hulking ogre's club, you slip and land hard. Your sword goes sliding away into the darkness. You think you saw where it went but the ogre is lumbering your way. What do you do?"

No matter what move you make, always follow up with "What do you do?" Your moves are a way of fulfilling your agenda—part of which is to fill the characters' lives with adventure. When a spell goes wild or the floor drops out from under them adventurers react or suffer the consequences of inaction.

When making a move, keep your principles in mind. In particular, never speak the name of your move and address the characters, not the players. Your moves are not mechanical actions happening around the table. They are concrete events happening to the characters in the fictional world you are describing. What you say is what happens. You never need to touch the dice.

Note that "deal damage" is a move, but other moves may include damage as well. When an ogre flings you against a wall you take damage as surely as if he had smashed you with his fists.

Generally when the players are just looking at you to find out what happens next, you make a **soft move**; one without immediate, irrevocable consequences. That usually means it's something not all that bad, like revealing that there's more treasure if they can just find a way past the golem (offer an opportunity with cost). It can also mean that it's something bad, but they have time to avoid it, like having the goblin archers loose their arrows (show signs of an approaching threat) with a chance for them to dodge out of danger. Soft moves are often the result of a 7-9 roll.

Hard moves, on the other hand, have immediate consequences. Dealing damage is almost always a hard move, since it means a loss of HP that won't be recovered without some action from the players. A soft move ignored becomes a golden opportunity for a hard move. If the players do nothing about the hail of arrows flying towards them it's a golden opportunity to use the deal damage move. When you have a chance to make a hard move you can opt for a soft one instead if it better fits the situation. Sometimes things just work out for the best.

Remember, Dungeon World is a conversation, and your moves are designed to keep the conversation going. "Nothing happens" is not an appropriate response to a 6- roll.

To choose a move, start by looking at the obvious consequences of the action that triggered it. If you already have an idea, think on it for a second to make sure it fits your agenda and principles and then do it. Let your moves snowball. Build on the success or failure of the characters' moves and on your own previous moves. If your first instinct is that this won't hurt them now, but it'll come back to bite them later, great! That's part of your principles (think offscreen too). Make a note of it and reveal it later, when the time is right.

Deal damage: When you deal damage, choose one source of damage that's fictionally threatening a character and apply it. In combat with a lizard man? It stabs you. Triggered a trap? Rocks fall on you. Consult the source of the danger to find out how much damage

Most damage is based on a die roll. When a player takes damage, tell them what to roll. You never need to touch the dice. If the player is too cowardly to find out their own fate, they can ask another player to roll for them.

Give an opportunity that fits a class' abilities: The thief disables traps, sneaks, and picks locks. The cleric deals with the divine and the dead. Every class has things that they shine at—present an opportunity that plays to what one class shines at.

It doesn't have to be a class that's in play right now though. Sometimes a locked door stands between you and treasure and there's no thief in sight. This is an invitation for invention, bargaining, and creativity. If all you've got is a bloody axe, doesn't every problem look like a skull?

Offer an opportunity, with or without cost: Show them something they want: riches, power, glory. If you want, you can associate some cost with it too, of course.

Remember to lead with the fiction. You don't say, "This area isn't dangerous so you can make camp here, if you're willing to take the time." You make it a solid, fictional thing and say, "Helferth's blessings still hang around the shattered altar. It's a nice safe spot, but the chanting from the ritual chamber is getting louder. What do you do?"

Reveal an unwelcome truth: An unwelcome truth is a fact the players wish wasn't true: that the room's been trapped, maybe, or that the helpful goblin is actually a spy. Reveal to the players just how much trouble they're in.

Separate them: There are few things worse than being in the middle of a raging battle with blood-thirsty owlbears on all sides—one of those things is being in the middle of that battle with no one at your back.

Separating the characters can mean anything from being pushed apart in the heat of battle to being teleported to the far end of the dungeon. Whatever way it occurs, it's bound to cause problems.

Put someone in a spot: A spot is someplace where a character needs to make tough choices. Put them, or something they care about, in the path of destruction. The harder the choice, the tougher the spot.

Show a downside to their class, race, or equipment: Just as every class shines, they all have their weaknesses, too. Do orcs have a special thirst for elven blood? Is the cleric's magic disturbing dangerous forces? The torch that lights the way also draws attention from eyes in the dark.

Show signs of an approaching threat: This is one of your most versatile moves. "Threat" means anything bad that's on the way. With this move, you just show them that something's going to happen unless they do something about it.

Tell them the requirements or consequences and ask: This move is particularly good when they want something that's not covered by a move, or when they've made a move and missed. They can do it, sure, but they'll have to pay the price. Or, they can do it, but there will be consequences. Maybe they can swim through the shark-infested moat before being devoured, but they'll need a distraction. Of course, this is made clear to the characters, not just the players: the sharks are in a starved frenzy, for example.

Turn their move back on them: Think about the benefits a move might grant a character and turn them around in a negative way. Alternately, grant the same advantage to someone who has it out for the characters. If Ivy has learned of Duke Horst's men approaching from the east, maybe a scout has spotted her, too.

Use a monster, danger, or location move: Every monster in an adventure has moves associated with it, as do many locations. A monster or location move is just a description of what that location or monster does, maybe "hurl someone away" or "bridge the planes." If a player move (like hack and slash) says that a monster gets to make an attack, make an aggressive move with that monster.



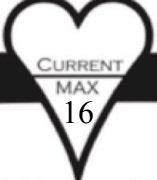
Use up their resources: Surviving in a dungeon—or anywhere dangerous—often comes down to supplies. With this move, something happens to use up some resource: weapons, armor, healing, spells, time, whatever. You don't always have to use it up permanently. A sword might just be flung to the other side of the room, not shattered.

NAME

LOOK

Start here: Choose a name, looks, and background for your character.
Mark the extra gear and bonuses to your stats that your background gives you.
Add +1 to one stat of your choice, and -1 to another stat of your choice.
Any stats that did not receive a modifier start at +0.
Write the names of your fellow adventurers in your bonds.

Knowing Eyes, Fiery Eyes, or Joyous Eyes
Fancy Hair, Wild Hair, or Stylish Cap
Finery, Traveling Clothes, or Poor Clothes
Fit Body, Well-fed Body, or Thin Body

<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 	

BACKGROUND

 HISTORIAN

+2 *CHA*, +1 *WIS*, starts with *bandages* (3 uses)

You're the town's unofficial record-keeper and storyteller. Poring over the village's histories and lore has taught you much, though your knowledge tends to be folk wisdom rather than academic. What field of knowledge does the village specialize in?

You're very well-studied. Choose a second area of expertise for Bardic Lore.

 WANDERING MINSTREL

+2 *CHA*, +1 *CON*, starts with *adventuring gear* (5 uses)

You roam the land in search of stories of heroism to share, and earn your keep telling your stories and singing your songs in taverns and inns. Perhaps you'll find some new stories here. What are your favorite stories to tell for an audience?

Your arcane art is strong. When you use Arcane Art, choose two effects instead of one.

 SWASHBUCKLER

+2 *CHA*, +1 *DEX*, starts with *leather armor* (1 armor)

You're a dashing rogue, adept at both swordplay and magic. With a quick smile and an even quicker blade, you're the finest swordsman in the land! You've had plenty of adventures, but something—or someone—keeps you coming back here. What is it?

You begin with a duelist's rapier instead of a short sword. When you **Hack and Slash with a duelist's rapier**, you roll with +DEX instead of +STR, and you also take +1 armor forward.

GEAR

You begin with:

Dungeon rations (5 uses)

A unique or magical musical instrument, describe it!

A short sword

Leather armor (1 armor)

STARTING MOVES

ARCANE ART

You know the secrets of infusing music with magical power. When you **weave a performance into a basic spell**, choose an ally and an effect:

- They are healed of 1d8 damage
- They take +1d4 forward to damage
- Their mind is shaken clear of one enchantment
- The next time someone successfully assists the target with aid, they get +2 instead of +1

Then roll+CHA. *On a 10+, the ally gets the selected effect. *On a 7-9, your spell still works, but you draw unwanted attention or your magic reverberates to other targets affecting them as well, GM's choice.

BARDIC LORE

Your studies have made you an expert on a subject. Choose an area of expertise:

- | | |
|---|--|
| <input type="checkbox"/> Spells and Magicks | <input type="checkbox"/> The Planar Spheres |
| <input type="checkbox"/> The Dead and Undead | <input type="checkbox"/> Legends of Heroes Past |
| <input type="checkbox"/> Grand Histories of the Known World | <input type="checkbox"/> Gods and their Servants |
| <input type="checkbox"/> A Bestiary of Creatures Unusual | |

When you **first encounter an important creature, location, or item (your call) covered by your Bardic Lore**, you can ask the GM any one question about it; the GM will answer truthfully. The GM may then ask you what tale, song, or legend you heard that information in.

CHARMING AND OPEN

When you **speak frankly with someone**, 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 (which you must answer truthfully).

- Whom do you serve?
- What do you wish I would do?
- How can I get you to _____?
- What are you really feeling right now?
- What do you most desire?

BONDS

Who have you adventured with before? _____

Who have you heard stories of before meeting them in person? _____

Who has trusted you with a secret? _____

Whose adventures are you writing a ballad or story about? _____

Who doesn't trust you, and with good reason? _____

Who is most often the butt of your jokes? _____

THE BARD

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.

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. You'll play an adventurer in a dangerous world. Maybe you fight for glory, or for profit, or for good or evil, or out of loyalty to your friends. You'll decide that here at the table, and the adventure will emerge around your decisions. 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.

Some moves may say "take +1 forward." That means to take +1 to your next move roll (not damage). The bonus can be greater than +1, or even a penalty, like -1. The bonus may also apply to a specific condition, such as taking +1 the next time you use your armor, or +1d4 the next time you deal damage. Some moves may give you "hold." Hold is currency that allows you to make some choices later on by spending the hold as the move describes. Hold is always used on only the move that generated it.

Your Hit Points (HP) determines how much stamina you have, and much punishment you can take before you fall. When you take damage, subtract it from your HP. If you have armor, reduce the damage taken by your armor value. When your HP reaches zero, you are out of action and maybe dead.

If you have adventuring gear, you may mark off a use to find some mundane but useful item, such as chalk, rope, a torch, or something similar.

If you have bandages, when you have a few minutes to bandage someone else's wounds, heal them of 4 damage and mark off a use.

As the Bard, you're the most charming member of the team. You may be called upon to do the public speaking or negotiation. You also have a wealth of knowledge that can give your team useful clues about the dangers they face, and you know a few magical songs to support them in battle. Be sure to read the Aid Another and Parley moves on this sheet.

Our story will begin in or near your hometown. You may not necessarily hail from this village, but you should have something that connects you to it. You and your fellow players will build the town and the surrounding areas together as part of the game. The GM will ask you questions about your backstory, such as defining people, places, or events. Your answers will become lore.

Some questions which you should consider for building your world:

- How are outsiders accepted here, and where might they come from?
- What is the nearest settlement to the village? How are they different, and what is the relationship with them like?
- Where is the farthest you've been from here, and what keeps you coming back here?
- What recent event has shaken the status quo?

NAME

LOOK

Start here: Choose a name, looks, and background for your character.
 Mark the extra gear and bonuses to your stats that your background gives you.
 Add +1 to one stat of your choice, and -1 to another stat of your choice.
 Any stats that did not receive a modifier start at +0.
 Write the names of your fellow adventurers in your bonds.

Kind Eyes, Sharp Eyes, or Sad Eyes
 Tonsure, Strange Hair, or Bald
 Flowing Robes, Habit, or Common Garb
 Thin Body, Knobby Body, or Flabby Body

WEAK -1	SHAKY -1	SICK -1	STUNNED -1	CONFUSED -1	SCARRED -1			
STR	DEX	CON	INT	WIS	CHA			
DAMAGE	D6	ARMOR		HP	<table border="1"> <tr><td>CURRENT</td></tr> <tr><td>MAX</td></tr> <tr><td>16</td></tr> </table>	CURRENT	MAX	16
CURRENT								
MAX								
16								

BACKGROUND

☐ THE DAWNING LORD

+2 WIS, +1 STR, starts with adventuring gear (5 uses)

You follow the god of the sun, who represents righteous order and civilization. You petition your god by proving yourself in combat. Why has your deity or order sent you here?

The light of the Dawning Lord strikes down the undead. When you Turn Undead, on a hit you also deal your damage to one undead creature you can see.

☐ THE EARTH MOTHER

+2 WIS, +1 CHA, starts with poultices and herbs (2 uses)

You follow the goddess of the earth and healing. You petition your goddess by offerings of nature's bounty. What do you usually offer? What do you offer on special occasions?

The Earth Mother helps you to heal those in need. When you **heal someone, either by magic or administering a healing item (like poultices and herbs)**, you heal an extra 1d4 HP.

☐ THE MOON GODDESS

+2 WIS, +1 INT, starts with a bag of books (5 uses)

You follow the goddess of night and mystery. You petition your goddess by acquiring secret knowledge and whispering them to her. What types of secrets does your goddess prefer to deal in? Your goddess has imparted to you secret magical knowledge. Choose an effect from the Wizard's list of effects under Cast a Spell, and add it to your list for Cast a Spell.

STARTING MOVES

CAST A SPELL

Your faith and your deity have granted you miraculous powers that most people call magic. When you **cast a holy spell**, choose one of the following effects:

- You conjure a sacred light that will follow you around, as long as you wish.
- You heal an ally you touch of 1d8 HP.
- A corpse you touch answers any three questions you ask it, to the best of the knowledge it had in life and the knowledge it gained in death.
- The weapon you hold while casting this spell does +1d4 damage until the next time you cast a spell.
- A target you can see is filled with supernatural fear of you, and will react accordingly, until the next time you cast a spell.

Then roll+WIS. *On a hit, the spell is cast successfully. *On a 7-9, choose one:

- You draw unwelcome attention or put yourself in a spot. The GM will tell you how.
- The spell strains your devotion—take -1 to cast a spell until the next time you pray. This penalty is cumulative each time you take it.
- After it is cast, your deity revokes it. You cannot cast the spell again until the next time you pray.

When you **spend uninterrupted time (an hour or so) in quiet prayer to your deity**, you remove any of the above penalties and recover all of your lost spells.

TURN UNDEAD

When you **hold your holy symbol aloft and call on your deity for protection**, roll+WIS. *On a hit, so long as you continue to pray and brandish your holy symbol, no undead may come within reach of you. *On a 10+, you also momentarily daze intelligent undead and cause mindless undead to flee. Aggression breaks the effects and they are able to act as normal. Intelligent undead may still find ways to harry you from afar. They're clever like that.

DIVINE GUIDANCE

When you **petition your deity according to the precept of your religion**, you are granted some useful knowledge or boon related to your deity's domain. The GM will tell you what.

GEAR

You begin with:
 Dungeon rations (5 uses)
 Your holy symbol, describe it!
 A mace
 Blessed vestments (1 armor)

BONDS

Who has your deity ordered you to convert to your faith? _____
 Who needs your protection to keep them safe? _____
 Who has proven themselves to you with their goodness? _____
 Who doesn't respect your deity or your faith? _____

THE CLERIC

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.

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If you have poultices and herbs, when you carefully treat someone's wounds with poultices and herbs, heal them of 7 damage and mark off a use.

If you have a bag of books, when you are Spouting Lore you may mark off a use to find a useful book and take +1 to the roll.

As the Cleric, you bring holy power to the team. Your spells bolster and heal your allies in combat, or they may be used to hold your foes at bay. Your connection with your deity may also offer you insights into the dangers you may face, or the divine favor you need.

Our story will begin in or near your hometown. You may not necessarily hail from this village, but you should have something that connects you to it. You and your fellow players will build the town and the surrounding areas together as part of the game. The GM will ask you questions about your backstory, such as defining people, places, or events. Your answers will become lore.

Some questions which you should consider for building your world:

- What god or gods are worshipped here, yours or others, and how?
- What legends of the gods or divine forces linger around here?
- What do the people avoid or simply not do because they are scared of evil?
- What is there a dire need for in the village, right now?

NAME

LOOK

Start here: Choose a name, looks, and background for your character.
Mark the extra gear and bonuses to your stats that your background gives you.
Add +1 to one stat of your choice, and -1 to another stat of your choice.
Any stats that did not receive a modifier start at +0.
Write the names of your fellow adventurers in your bonds.

Wise Eyes, Wild Eyes, or Haunting Eyes
Furry Hood, Messy Hair, or Braided Hair
Ceremonial Garb, Practical Leathers, or Weathered Hides
Tell: _____

<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	

BACKGROUND

GREEN FAITH

+2 WIS, +1 CHA, starts with *poultices and herbs* (2 uses)
Your family keeps the old ways of the ancestors, and have raised you in this faith of spirits and nature. Why do they hold onto these old beliefs? Do they need to keep this a secret?
Your are initiated into the mysteries by your faith. When you **spend time in a place, making note of its resident spirits and calling on the spirits of the land**, roll+WIS. You will be granted a vision of significance to you, your allies, and the spirits around you. *On a 10+ the vision will be clear and helpful to you. *On a 7-9 the vision is unclear, its meaning murky. *On a miss, the vision is upsetting, frightening, or traumatizing; the GM will describe it and you take -1 forward.

SPIRIT'S CALL

+2 WIS, +1 DEX, starts with *adventuring gear* (5 uses)
The spirits of the wild have deliberately sought you out to mark you as theirs, and you have felt them calling to you in your dreams. What was their initiation like? What does they know about you that you don't?
Changing your shape comes naturally to you. When you change your shape, you get +1 hold, even on a miss.

MARKED

+2 WIS, +1 CON, starts with *hide armor* (1 armor)
You were born with your Tell showing plainly for all to see. For this, you were left upon the ancient altar in the wilderness. An elder druid took you in and taut you their craft. Despite being outcast, your mentor has asked you for forgive the villagers and use your gift to help them. How do you accomplish this?
You understand the connectedness between men and beasts. 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.

GEAR

You begin with:
A token of the land, symbolizing your connection with Nature, describe it!
A spear

STARTING MOVES

SHAPESHIFTER

You learned your magic in a place whose spirits are strong and ancient, and they've marked you as one of their own. No matter where you go, they live within you and allow you to take their shape. Choose three of the following animal forms you may shapeshift into, and choose a Tell—a physical attribute that marks you as a Druid. It may be an animal feature like antlers or leopard's spots or something more general: hair like leaves or eyes of glittering crystal. Your Tell remains no matter what shape you take.

- Wolf** (*Track by scent, Hamstring the weak, Call the pack*)
- Owl** (*Spot something far away, Strike from above, Fly away silently*)
- Squirrel** (*Climb to safety, Hide something for later, Snatch something shiny*)
- Bear** (*Maul them, Lumber through a hazard, Shrug off small nuisances*)
- Stag** (*Run tirelessly, Move gracefully through danger, Listen to the Wild*)
- Serpent** (*Venomous bite, Sneak through silently, Lie in wait*)
- Cat** (*Pad silently, Leap and balance with great agility, Miraculously survive*)

When you **call upon the spirits to change your shape**, roll+WIS. *On a 10+, hold 3. *On a 7-9, hold 2. *On a miss, hold 1 in addition to whatever the GM says; Nature demands a heavy price for her favors. You and your possessions meld into a perfect copy of that animal's form. You have any innate abilities and weaknesses of the form, like claws, wings, or venomous fangs. You still use your normal stats but some moves may be harder to trigger—a squirrel will find it difficult to Hack and Slash an ogre.

Each form has three moves associated with it. Spend a hold to make one of your form's moves; no roll is necessary, you just make that move. If a move would deal damage, use your own damage die. When you're out of hold, you return to your natural form. At any time, you may spend all your hold and revert to your natural form.

BY NATURE SUSTAINED

The powerful energies of life flowing through you sustain your body. You do not need to eat or drink, though you can if you want. You don't need to carry any dungeon rations.

SPIRIT TONGUE

The grunts, barks, chirps, and calls of the creatures of the wild are as language to you. You can speak with and understand animals, as well as closely study them and Parley with them as if they were people.

BONDS

Who smells more like prey than a hunter to you? _____

Who have the spirits warned you is in danger? _____

Who have you shared secret rites of the Land with? _____

Who have you formed a blood-bond with? _____

THE DRUID

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.

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.

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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?

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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.

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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.

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- 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.
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Some moves may say "take +1 forward." That means to take +1 to your next move roll (not damage). The bonus can be greater than +1, or even a penalty, like -1. The bonus may also apply to a specific condition, such as taking +1 the next time you use your armor, or +1d4 the next time you deal damage. Some moves may give you "hold." Hold is currency that allows you to make some choices later on by spending the hold as the move describes. Hold is always used on only the move that generated it.

Your Hit Points (HP) determines how much stamina you have, and much punishment you can take before you fall. When you take damage, subtract it from your HP. If you have armor, reduce the damage taken by your armor value. When your HP reaches zero, you are out of action and maybe dead.

If you have adventuring gear, you may mark off a use to find some mundane but useful item, such as chalk, rope, a torch, or something similar.

If you have poultices and herbs, when you carefully treat someone's wounds with poultices and herbs, heal them of 7 damage and mark off a use.

As the Druid, you command the forces of nature. Your abilities to change your form make you capable of filling many different roles within the team, but you must use the powers responsibly, or Nature may exact a heavy price from you.

Our story will begin in or near your hometown. You may not necessarily hail from this village, but you should have something that connects you to it. You and your fellow players will build the town and the surrounding areas together as part of the game. The GM will ask you questions about your backstory, such as defining people, places, or events. Your answers will become lore.

Some questions which you should consider for building your world:




- How do you help other people in the village, and how do they treat you for it?
- What significant or unusual natural features are nearby?
- What important spirits linger near the village?
- Why is there unrest in the spirit world right now?

NAME

LOOK

Start here: Choose a name, looks, and background for your character.
Mark the extra gear and bonuses to your stats that your background gives you.
Add +1 to one stat of your choice, and -1 to another stat of your choice.
Any stats that did not receive a modifier start at +0.
Write the names of your fellow adventurers in your bonds.

Hard Eyes, Dead Eyes, or Eager Eyes
Wild Hair, Shorn Hair, or Battered Helm
Calloused Skin, Tanned Skin, or Scarred Skin
Built Body, Lithe Body, or Ravaged Body

<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 	

BACKGROUND

 BEARER

+2 STR, +1 CHA, starts with healing potion

Sometimes you wield a weapon, sometimes it wields you. Whether by destiny or the will of the gods, your signature weapon has chosen you as its wielder. Together, you will do great things, even if that means you'll never lead a normal life. What manner of spirits reside in your weapon? What do they want?

When you **consult the spirits that reside within your signature weapon**, they will give you an insight relating to the current situation, and might ask you some questions in return, roll+CHA. *On a 10+, the GM will give you good detail. *On a 7-9, the GM will give you an impression.

 RETIRED ADVENTURER

+2 STR, +1 WIS, starts with adventuring gear (5 uses)

You left behind a life of bloodshed and a name that mothers used to scare their children. That was years ago. For whatever reason, the people here took you (back?) in and treat you like one of their own. And while you hoped to live in peace, it doesn't always work out that way. What was your last adventure?

You keep a cool head in combat. When you **Discern Realities while in battle**, take +1.

 SCION

+2 STR, +1 CON, starts with bandages (3 uses)

Your signature weapon is an old family heirloom, wielded famously by someone in your line, either recently or in ages past. What do you know of the legend of your ancestor? Does your name still carry that fame—or infamy?

Heroism is in your blood. When you **Defend**, you get +1 hold, even on a miss.

STARTING MOVES

 BEND BARS, LIFT GATES

When you use **pure strength to destroy an inanimate obstacle**, roll+STR. *On a 10+, choose 3. *On a 7-9, choose 2.

- It doesn't take a very long time
- Nothing of value is damaged
- It doesn't make an inordinate amount of noise
- You can fix the thing again without a lot of effort

 SIGNATURE WEAPON

You own a unique weapon that has extraordinary abilities. Tell us how you came to own your weapon! Choose your weapon, and add it to your list of gear:

- Crom Faeyr**, the ancient hammer of dwarven kings, and its companion shield. When you **strike an enemy with this weapon**, it knocks them back with a clap of thunder, and the shield grants you +1 armor while you are using it.
- Meofainn**, the terrible battle-axe bathed in the heart-blood of a dragon. The damage this weapon inflicts is particularly destructive, ripping both people and things apart with its cruel edge. When you **deal damage with this weapon**, roll your damage die twice, and take the better result.
- Ironfang**, the ornate spear of the greatest chieftain the northern clans have ever known. When you **throw Ironfang in battle**, you make the Volley move with STR instead of DEX, and after you throw it, it returns to your hand by magic. (You can't select to reduce ammo when you Volley with a thrown weapon.)
- Sindarin**, the graceful elven blade that shines like the crescent moon. The uncanny sharpness of this blade ignores the enemy's armor, and it glows when goblins and their kin are near.
- Bielgrim**, the greatsword of a legendary knight. This weapon can always sense the taint of darkness or chaos, and reacts in its presence. When you **strike a creature of darkness or chaos with Bielgrim**, it ignites with holy fire; you either deal +1d4 damage or suppress one of its unnatural powers, your choice.

 ARMORED

You're used to wearing heavy armor, and it doesn't slow you down or make you clumsy. You can wear chainmail and heavier armor without penalty.

GEAR

You begin with:
Dungeon rations (5 uses)
Your signature weapon
Chainmail armor (2 armor)
A dagger

BONDS

Who have you sworn to protect from harm, and why? _____

Who owes you their life, and why? _____

Who do you worry about surviving the coming danger? _____

Who do you need to toughen up if they want to survive? _____

THE FIGHTER

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):

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If you have adventuring gear, you may mark off a use to find some mundane but useful item, such as chalk, rope, a torch, or something similar.

If you have bandages, when you have a few minutes to bandage someone else's wounds, heal them of 4 damage and mark off a use.

If you have a healing potion, when you drink it, heal yourself of 10 damage or remove one debility, your choice.

As the Fighter, you're the best at martial combat. Your signature weapon is the strongest weapon around, and you wear the heaviest armor. Your job is to be on the front lines of battle, facing danger head-on. Be sure to read the Hack and Slash and Defend moves on this page.

Our story will begin in or near your hometown. You may not necessarily hail from this village, but you should have something that connects you to it. You and your fellow players will build the town and the surrounding areas together as part of the game. The GM will ask you questions about your backstory, such as defining people, places, or events. Your answers will become lore.

Some questions which you should consider for building your world:




- What was the most significant battle to happen near here long ago?
- What fight made your reputation?
- ...But what aspects of it are people less keen to discuss?
- Who do people look to for leadership in times of crisis?

NAME

LOOK

Start here: Choose a name, looks, and background for your character.
Mark the extra gear and bonuses to your stats that your background gives you.
Add +1 to one stat of your choice, and -1 to another stat of your choice.
Any stats that did not receive a modifier start at +0.
Write the names of your fellow adventurers in your bonds.

Kind Eyes, Fiery Eyes, or Glowing Eyes
Helmet, Styled Hair, or Bald
Worn, Fancy, or Bloodstained Holy Symbol
Fit Body, Bulky Body, or Thin Body

<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 	

BACKGROUND

 FAITH MILITANT

+2 STR, +1 CHA, starts with healing potion

You are a member of the military arm of a religious organization. The common people look to you as their shield against the forces of evil. Why have you been sent here, and what do you expect to find?

You have a keen sense for the taint of evil. When you **pray for guidance, even for a moment, and ask, "What here is evil?"** the GM will tell you, honestly.

 ANOINTED

+2 CHA, +1 STR, starts with bandages (3 uses)

Though you are a knight, you consider yourself a member of the faith first and foremost. You prefer the small chapel in your hometown to the great cathedrals of your order. What is it that keeps you here?

Your faith is powerful. When you **heal someone with Lay on Hands**, you heal an extra +1d4 damage, which is never transferred to you.

 SHERIFF

+2 STR, +1 CON, starts with adventuring gear (5 uses)

You keep order around here and protect the town from outside threats. As the hand of a local lord or other authority figure, everyone knows you've the might to back up your words. Who do you serve?

You let your reputation do your talking for you. When **dealing with people who know you or your reputation**, you roll for I Am The Law with STR instead of CHA.

You also get this move, regardless of background:

ARMORED

You're used to wearing heavy armor, and it doesn't slow you down or make you clumsy. You can wear chainmail and heavier armor without penalty.

GEAR

You begin with:
Dungeon rations (5 uses)
A long sword
Chainmail armor (2 armor)
A shield (+1 armor)

STARTING MOVES

I AM THE LAW

When you **give an NPC an order based on your divine authority**, roll+CHA. *On a hit, they choose one:

- Do what you say
- Back away cautiously, then flee
- Attack you

*On a 10+, you also take +1 forward against them. *On a miss, they do as they please and you take -1 forward against them.

LAY ON HANDS

When you **touch someone else, skin-to-skin, and pray for their well-being**, roll+CHA.

*On a 10+, you heal them of 1d8 damage, or remove a disease from them. *On a 7-9, they are healed, but the damage or disease is transferred to you.

QUEST

When you **dedicate yourself to a mission through prayer and ritual cleansing**, state what you set out to do:

- Slay _____, a great blight on the land
- Defend _____ from the iniquities that beset them
- Discover the truth of _____

Then choose up to two boons:

- An unwavering sense of direction to _____
- Invulnerability to _____ (e.g., edged weapons, fire, enchantment, etc.)
- A mark of divine authority
- Senses that pierce lies
- A voice that transcends language
- A freedom from hunger, thirst, and sleep

The GM will then tell you what vow or vows is required of you to maintain your blessing:

- Honor (forbidden: cowardly tactics and tricks)
- Temperance (forbidden: gluttony in food, drink, and pleasure of the flesh)
- Piety (required: observance of daily holy services)
- Valor (forbidden: suffering an evil creature to live)
- Truth (forbidden: lies)
- Hospitality (required: comfort to those in need, no matter who they are)

BONDS

Whose misguided behavior endangers their very soul? _____

Who has stood by you in battle and can be trusted completely? _____

Who is the bravest soul you know? _____

Whose beliefs do you respect, even if they aren't the true way? _____

THE PALADIN

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):

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If you have a healing potion, when you drink it, heal yourself of 10 damage or remove one debility, your choice.

As the Paladin, you wield both martial prowess and holy power. You have high damage and good armor, along with powerful support abilities that heal your allies or give you miraculous abilities. Your place is to be on the front lines against the forces of evil. Be sure to read the Hack and Slash and Defend moves on this page.

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Some questions which you should consider for building your world:




- What authority, religious or secular, rules over these lands?
- Who granted you knighthood, and why?
- How have you lived up to your vows? How have you failed?
- What great evil has this region faced before?

NAME

LOOK

Start here: Choose a name, looks, and background for your character.
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 Write the names of your fellow adventurers in your bonds.

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

<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 	

BACKGROUND

RAISED BY WOLVES

+2 DEX, +1 CON, starts with *poultices and herbs* (2 uses)
 Okay, maybe not *literally*... but you've always gotten along better with animals than people, and you prefer a life in the wilds. What keeps you connected to the village?
 You enjoy a strong bond with your companion. Choose an extra training for your animal companion.

FORESTER

+2 DEX, +1 WIS, starts with *extra bundle of arrows* (3 ammo)
 You are a protector of the great wilderness. You patrol the surrounding lands, sometimes hunting game, occasionally guarding against bandits or dangerous animals. What threat most often needs your attention?
 You've mastered the art of camouflage. When you **keep still in natural surroundings**, enemies never spot you until you make a movement, and when you **strike with a ranged weapon from hiding**, your first shot never gives away your position.

WARDEN

+2 WIS, +1 DEX, starts with *adventuring gear* (5 uses)
 You have devoted yourself to hunting the unnatural things that skulk in the darkness and the wilds, and you're hot on the trail of something around here. What troubling or ominous signs have you found so far?
 Your intuition helps you to face danger in the wilderness. When you **Spout Lore about a monster**, you roll with +WIS instead of +INT, and on a hit, you take +1 forward when acting on the information you recall.

STARTING MOVES

HUNT AND TRACK

When you **follow a trail of clues left behind by passing creatures**, roll+WIS. *On a hit, 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 one of the following:

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

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.

ANIMAL COMPANION

You have a supernatural connection with a loyal animal. You can't talk to it per se, but it *almost* always acts as you wish it to. Name your animal companion and choose one:

- Wolf:** Ferocity +2, Cunning +1, 1 Armor, Instinct +1
- Hawk:** Ferocity +2, Cunning +2, 0 Armor, Instinct +1
- Great Cat:** Ferocity +1, Cunning +2, 1 Armor, Instinct +1
- Bear:** Ferocity +3, Cunning +1, 1 Armor, Instinct +2

Choose as many strengths as its ferocity:

Fast, burly, huge, calm, adaptable, quick reflexes, tireless, camouflage, ferocious, intimidating, keen senses, stealthy

Choose as many weaknesses as its instinct:

Flighty, savage, slow, broken, frightening, forgetful, stubborn, lame

Your animal companion is trained to fight humanoids. Choose as many additional trainings as its cunning: *hunt, search, scout, guard, fight monsters, perform, labor, travel*

When you **work with your animal companion on something it's trained in...**

- ...and you attack the same target, add its ferocity to your damage
- ...and you track, Discern Realities or Parley, add its cunning to your roll
- ...and you take damage, add its armor to your armor
- ...and someone interferes with you, add its instinct to *their* roll.

GEAR

You begin with:
 Dungeon rations (5 uses)
 Leather armor (1 armor)
 A spear
 A long bow
 A bundle of arrows (3 ammo)

BONDS

Who have you guided through the wilderness before? _____

Who has proven to be a friend of nature? _____

Who needs you to teach them about life in the wilds? _____

Who has the *least* respect for nature? _____

THE RANGER

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.

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. You'll play an adventurer in a dangerous world. Maybe you fight for glory, or for profit, or for good or evil, or out of loyalty to your friends. You'll decide that here at the table, and the adventure will emerge around your decisions. 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.

Some moves may say "take +1 forward." That means to take +1 to your next move roll (not damage). The bonus can be greater than +1, or even a penalty, like -1. The bonus may also apply to a specific condition, such as taking +1 the next time you use your armor, or +1d4 the next time you deal damage. Some moves may give you "hold." Hold is currency that allows you to make some choices later on by spending the hold as the move describes. Hold is always used on only the move that generated it.

Your Hit Points (HP) determines how much stamina you have, and much punishment you can take before you fall. When you take damage, subtract it from your HP. If you have armor, reduce the damage taken by your armor value. When your HP reaches zero, you are out of action and maybe dead.

If you have adventuring gear, you may mark off a use to find some mundane but useful item, such as chalk, rope, a torch, or something similar.

If you have poultices and herbs, when you carefully treat someone's wounds with poultices and herbs, heal them of 7 damage and mark off a use.

As the Ranger, you're the best in the wilderness. Your bow allows you to attack enemies at a distance, and your animal companion can provide some great support for you. Your part of the team is to find tracks and paths through the wilderness, and take out enemies at a distance. Be sure to read the Volley move on this page.

Our story will begin in or near your hometown. You may not necessarily hail from this village, but you should have something that connects you to it. You and your fellow players will build the town and the surrounding areas together as part of the game. The GM will ask you questions about your backstory, such as defining people, places, or events. Your answers will become lore.

Some questions which you should consider for building your world:



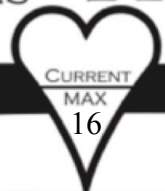
- What wild frontier is closest to the village?
- How did you meet your animal companion?
- What was the most dangerous thing you ever tracked or hunted?
- What is the nearest danger that lurks near the village? (Don't describe it exactly, just the signs or impressions you've found so far.)

NAME

LOOK

Start here: Choose a name, looks, and background for your character. Mark the extra gear and bonuses to your stats that your background gives you. Add +1 to one stat of your choice, and -1 to another stat of your choice. Any stats that did not receive a modifier start at +0. Write the names of your fellow adventurers in your bonds.

Shifty Eyes, Cunning Eyes or Criminal Eyes
Hooded Head, Messy Hair, or Cropped Hair
Dark Clothes, Fancy Clothes, or Common Clothes
Lithe Body, Knobby Body, or Flabby Body

<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 	

BACKGROUND

LIFE OF CRIME

+2 DEX, +1 STR, starts with healing potion

You've left the big city after a... *colorful* life. The people here have taken you (back?) in, but the past always seems to come back to haunt you. Who or what did you leave behind?

You're a professional. When you **Spout Lore** or **Discern Realities about criminal activities**, take +1.

"EXPERT TREASURE HUNTER"

+2 DEX, +1 WIS, starts with adventuring gear (5 uses)

You fancy yourself to be a treasure hunter after that one lucky time you explored that old ruin. The story about that curse is probably just superstition anyway. What did you find, both good and bad?

You have a nose for loot. When you Discern Realities, you may also ask, "Is there treasure here, and if so, where?" for free.

TRICKSTER

+2 DEX, +1 CHA, starts with 1 extra use of your chosen poison

You've got a silver tongue and a reputation for bending the rules and causing mischief. Sure, you might have gotten chased out of a pantry or two, but you've never gone too far, and you use your talents for good when you can. Who is your favorite foil in the village?

You're well-connected in the community. When you **ask your connections about something you want or need**, roll+CHA. *On a 10+, someone has it, just for you. *On a 7-9, you'll have to settle for something close or it comes with strings attached, your call.

GEAR

You begin with:

Dungeon rations (5 uses)

3 throwing knives

A set of lockpicks

Leather armor (1 armor)

A short sword

3 uses of your chosen poison

(Note that your throwing knives are not the same as ammo; when you throw them, you can't choose to mark off ammo on a 7-9.

Once you throw a knife, it's gone until you can recover it.)

STARTING MOVES

TRAP EXPERT

When you **spend a moment to survey a dangerous area**, roll+DEX. *On a 10+, hold 3. *On a 7-9, hold 1. Spend your hold as you walk through the area to ask these questions:

- Is there a trap here and if so, what activates it?
- What does the trap do when activated?
- What else is hidden here?

TRICKS OF THE TRADE

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.

BACKSTAB

When you **attack a surprised or defenseless enemy with a melee weapon**, you can choose to deal your damage or roll+DEX. *On a 10+ choose two. *On a 7-9 choose one.

- You don't get into melee with them
- You deal your damage+1d6
- You create an advantage, granting +1 forward to you or an ally acting on it
- Reduce their armor by 1 until they repair it

POISONER

You've mastered the care and use of a poison. Choose a poison from the list below; that poison is not dangerous for you to use, and when you **have time, material, and safety to brew**, you can make more of it. Note that some poisons are applied, meaning you have to carefully apply it to the target or something they eat or drink. Touch poisons just need to touch the target; they can even be used on the blade of a weapon.

- Oil of Tagit** (applied): the target falls into a light sleep
- Bloodweed** (touch): the target deals -1d4 damage ongoing until cured
- Goldenroot** (applied): the target treats the next creature they see as a trusted ally, until proven otherwise
- Serpent's Tears** (touch): Anyone dealing damage to the target rolls twice and takes the better result.

BONDS

Who have you stolen something from before? _____

Who has your back when things go wrong? _____

Who has worked with you on a con before? _____

Who knows incriminating details about you? _____

THE THIEF

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)
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Defy Danger

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- ...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

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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.

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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.
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Your Hit Points (HP) determines how much stamina you have, and much punishment you can take before you fall. When you take damage, subtract it from your HP. If you have armor, reduce the damage taken by your armor value. When your HP reaches zero, you are out of action and maybe dead.

If you have adventuring gear, you may mark off a use to find some mundane but useful item, such as chalk, rope, a torch, or something similar.

If you have a healing potion, when you drink it, heal yourself of 10 damage or remove one debility, your choice.

As the Thief, you're the sneakiest. Your allies will count on you to deal with the dangerous traps and locks that bar your path. While you may not be strong in a face-to-face fight, if you can get the drop on your foe to Backstab them, you can really do some damage. You will need to rely on your cunning to succeed in the dungeon. Be sure to read the Volley move on this page.

Our story will begin in or near your hometown. You may not necessarily hail from this village, but you should have something that connects you to it. You and your fellow players will build the town and the surrounding areas together as part of the game. The GM will ask you questions about your backstory, such as defining people, places, or events. Your answers will become lore.

Some questions which you should consider for building your world:




- What opportunity is there for excitement or treasure nearby that most people are afraid of attempting?
- Who do you know outside of here that holds a grudge against the village, and why?
- Who is someone that you are certain you can trust?
- What's the most valuable thing in the village, and where's it hidden?

NAME

LOOK

Start here: Choose a name, looks, and background for your character.
 Mark the extra gear and bonuses to your stats that your background gives you.
 Add +1 to one stat of your choice, and -1 to another stat of your choice.
 Any stats that did not receive a modifier start at +0.
 Write the names of your fellow adventurers in your bonds.

Haunted Eyes, Sharp Eyes, or Crazy Eyes
 Styled Hair, Wild Hair, or Pointed Hat
 Worn Robes, Stylish Robes, or Strange Robes
 Pudgy Body, Creepy Body, or Thin Body

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

BACKGROUND

ANTIQUARIAN

+2 INT, +1 WIS, starts with bag of books (5 uses)

You are self-taught but untried, learning magic from a few ancient tomes. How did you get them? Around here, you're the village know-it-all, or perhaps their assistant.

You never call up what you can't put down. Add the following option to Cast a Spell:

- You counter a spell or ritual that is being cast, or dispel a magical effect present.

FAE FOUNDLING

+2 INT, +1 DEX, starts with healing potion

You were found as an infant beneath the ancient standing stones near the village. Some of the villagers were kind enough to take you in to raise you as their own. How are you different or otherwise marked, compared to other people?

You have a natural gift with magic. You do not need to cast a spell to ask the GM what here is magical; you can just ask them whenever you like, without rolling.

PACT

+2 INT, +1 CHA, starts with antitoxin

You learned magic by swearing allegiance to someone—or something—else. Who are they? What do you owe them? What is their place of power like?

Your patron controls a place of power, which they will let you use if you ask nicely, and if you ask for help on a project, they usually will support you. Of course, you may have to convince them to help you first.

You also get this move, regardless of background:

ENCHANTER

When you **have time and safety to study a magic item**, you may ask the GM what it does; they will answer you truthfully.

STARTING MOVES

CAST A SPELL

You possess a magical book of spells that contains arcane words of magical power. When you **cast a magical spell**, choose one of the following effects:

- You conjure a magical light that will follow you around, as long as you wish.
- The GM will tell you what here is magical.
- You or an ally you touch becomes invisible, until the next time they make an attack or you cast another spell.
- Bolts of pure magic spring from your fingers; deal 2d4 damage to one target.
- 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.
- You perform a minor trick of true magic, such as making cosmetic changes to an object you touch, or creating a simple, but crude and obvious illusion.

Then roll +INT. *On a hit, the spell is cast successfully. *On a 7-9, choose one:

- You draw unwelcome attention or put yourself in a spot. The GM will tell you how.
- The spell disturbs the fabric of reality as it is cast—take -1 to Cast a Spell until the next time you study. This penalty is cumulative each time you take it.
- After it is cast, the spell is forgotten. You cannot cast the spell again until the next time you study.

When you **spend uninterrupted time (an hour or so) in quiet contemplation of your spellbook**, you remove any of the above penalties and recover all of your forgotten spells.

RITUAL

When you **draw on a place of power to create a magical effect**, tell the GM what you're trying to achieve. You can accomplish just about anything with a ritual, but the GM will give you one to four of the following conditions:

- It's going to take days/weeks/months
- First you must _____
- You'll need help from _____
- It will require a lot of money
- The best you can do is a lesser version, unreliable and limited
- You and your allies will risk danger from _____
- You'll have to sacrifice _____ to do it

GEAR

You begin with:
 Dungeon rations (5 uses)
 Your spellbook, describe it!
 A staff

BONDS

Whose destiny have you foreseen? _____ What did you see?

Who do need to teach about how magic really works? _____

Who is keeping a secret from you? _____

THE WIZARD

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):

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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. You'll play an adventurer in a dangerous world. Maybe you fight for glory, or for profit, or for good or evil, or out of loyalty to your friends. You'll decide that here at the table, and the adventure will emerge around your decisions. 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.

Some moves may say "take +1 forward." That means to take +1 to your next move roll (not damage). The bonus can be greater than +1, or even a penalty, like -1. The bonus may also apply to a specific condition, such as taking +1 the next time you use your armor, or +1d4 the next time you deal damage. Some moves may give you "hold." Hold is currency that allows you to make some choices later on by spending the hold as the move describes. Hold is always used on only the move that generated it.

Your Hit Points (HP) determines how much stamina you have, and much punishment you can take before you fall. When you take damage, subtract it from your HP. If you have armor, reduce the damage taken by your armor value. When your HP reaches zero, you are out of action and maybe dead.

If you have a healing potion, when you drink it, heal yourself of 10 damage or remove one debility, your choice.

If you have a bag of books, when you are Spouting Lore you may mark off a use to find a useful book and take +1 to the roll.

If you have antitoxin, you may drink it to cure yourself of one poison afflicting you.

As the Wizard, you're the master of the arcane. While you might be weak in hand-to-hand combat, your spells and knowledge will make you a match for any danger. With a Ritual, you can accomplish anything, though you may need some help to achieve your goals. Be sure to read the Spout Lore move.

Our story will begin in or near your hometown. You may not necessarily hail from this village, but you should have something that connects you to it. You and your fellow players will build the town and the surrounding areas together as part of the game. The GM will ask you questions about your backstory, such as defining people, places, or events. Your answers will become lore.

Some questions which you should consider for building your world:

- What ancient relic or mystical feature unique to the village has "always been there"?
- How do the people of the village view magic?
- What makes a place a "place of power" to you for your rituals?
- What dire omen or portent has been revealed to you?

AGENDA

- Portray a fantastic world
- Fill the characters' lives with adventure
- Play to find out what happens

PRINCIPLES

- Draw maps, leave blanks
- Address the characters, not the players
- Embrace the fantastic
- Make a move that follows
- Never speak the name of your move
- Give every monster life
- Name every person
- Ask questions and use the answers
- Be a fan of the characters
- Think dangerous
- Begin and end with the fiction
- Think offscreen, too

MOVES

- Use a monster, danger, or location move
- Reveal an unwelcome truth
- Show signs of an approaching threat
- Deal damage
- Use up their resources
- Turn their move back on them
- Separate them
- Give an opportunity that fits a class' abilities
- Show a downside to their class, race, or equipment
- Offer an opportunity, with or without cost
- Put someone in a spot
- Tell them the requirements or consequences and ask

DUNGEON MOVES

- Change the environment
- Point to a looming threat
- Introduce a new faction or type of creature
- Use a threat from an existing faction or type of creature
- Make them backtrack
- Present riches at a price
- Present a challenge to one of the characters

You make a GM move when...

- Everyone looks to you to find out what happens
- The players give you a golden opportunity
- They roll a 6 or less

After every move you make, always ask, "What do you do?"

FIRST SESSION GOALS

- Establish details, describe
- Use what they give you
- Ask questions
- Leave blanks
- Look for interesting facts
- Help the players understand the moves
- Give each character a chance to shine
- Introduce NPCs

ADVENTURE SETUP

When you **speak of the dangers that lurk in the wild**, ask questions to establish the following details, but keep one or two to answer yourself as surprises:

- The danger that threatens the village
- Who leads them, and what makes them special or unusual (Use this answer to write a location move for their lair)
- What they want (Choose an established person, place, or thing) and why they want it
- What else is involved or at stake, that might cause a distraction, a moral quandary, make it personal, or complicate things
- An established NPC who has already become involved, and how
- What pushes the characters to act
- The location of their lair (Choose an established place)
- A valuable treasure kept in their lair

PREP THE DUNGEON

When you **prep the dungeon**, answer the following prompts about places and things within the dungeon, using what has been established above:

- What guards the entrance, or otherwise prevents entry?
- What remains of this place from before?
- How does the terrain change as you explore?
- What mystery, puzzle, or foe cannot be defeated with violence?
- How can things go wrong, or become more complicated?
- What unwelcome truth or hint of further trouble awaits discovery?

When you **introduce a new location**, describe a notable impression and ask one of your players to describe a notable impression too:

- Sources of light
- A notable feature that fits the dungeon's theme or history
- Ambient sounds
- Moisture and smell of the air
- Natural hazards

THE GAME MASTER

MONSTERS

We have included a sample of monsters on the supplemental GM sheets for your use. More monsters can be found in the *Dungeon World* rulebook. To make a new monster on the fly, use one of these templates to start:

- It appears as a horde (6 or more): 3 HP, 0 Armor, d6 damage
- It appears as a small group (3-5): 6 HP, 1 armor, d8 damage
- It appears by itself, or a leader: 12 HP, 2 Armor, d10+2 damage

Give each monster an instinct that describes what it wants, a move to describe its favorite tactics, and another move that shows or describes why it is especially dangerous.

If the monster has any of these properties, give them the listed tags or apply the listed modifiers to the monster's stats:

- It doesn't have organs or discernible anatomy: amorphous, +1 armor, +3 HP
- It's as smart as a human or thereabouts: intelligent
- It's kept alive by something beyond simple biology: +4 HP
- It's armaments are vicious and obvious: +2 damage
- It wields spells and magic: magical, write a move about its spells
- Armor doesn't help with the damage it deals (due to magic, size, etc.): ignores armor
- It possesses exceptional strength or endurance: +2 damage, +2 HP, or both

Remember your principles: give every monster life, think dangerous, and begin and end with the fiction. Make your monsters smart and proactive, not just punching bags full of HP. A razor boar that does numbers for damage doesn't feel like a threat. A razor boar that cuts through armor like paper and can mangle limbs with its tusks as it chases the party through the forest will. Likewise, a monster that just sits there waiting for the PCs to come and vanquish it isn't dangerous. Like any other NPC, monsters have desires and instincts. Act on them to make them feel more real.

Goblin Horde, Small, Intelligent, Organized
Spear (d6 damage) 3 HP 1 Armor

Elves say they're the dwarves' fault, dredged up from a hidden place beneath the earth. Dwarves say they're bad elvish children, taken away at birth and raised in the dark. The truth of the matter is that goblins have always been here and they'll be here once all the civilized races have fallen and gone away. They just breed too quickly to exterminate.

Instinct: To multiply

- Charge!
- Call more goblins
- Retreat and return with (many) more

Goblin Orkaster Solitary, Small, Magical, Intelligent, Organized
Acid orb (d10+1 damage, ignores armor) 12 HP 0 Armor

Oh lord, who taught them magic?

Instinct: To tap power beyond their stature

- Unleash a poorly understood spell
- Pour forth magical chaos
- Use other goblins for shields

Ogre Group, Large, Intelligent
Club (d8+5 damage) 10 HP 1 Armor

In days when men were merely dwellers-in-the-mud with no magic to call their own, they split in two: one camp left their caves and the dark forests and built the first city to honor the gods. The others, a wild and savage lot, retreated into darkness. They grew, there. In the deep woods a grim loathing for their softer kin gave them strength. They found dark gods of their own, there in the woods and hills. Ages passed and they bred tall and strong and full of hate. We have forged steel and they match it with their savagery. We may have forgotten our common roots, but somewhere, deep down, the ogres remember.

Instinct: To return the world to darker days

- Destroy something
- Fly into a rage
- Take something by force

Iron Golem Group, Large, Construct
Metal fists (d8+5 damage) 10 HP 3 Armor

A staple of the enchanter's art. Iron is a misnomer, though. These guardians are crafted of any metal, really: steel, copper, or even gold, in some small cases. Unceasing watchdog, stalwart defender, the iron golem lives to serve, following its orders eternally.

Instinct: To serve

- Follow orders implacably
- Use a special tool or adaptation, built-in

Skeleton Horde
Slam (d6 damage) 7 HP 1 Armor

Dem bones, dem dry bones.

Instinct: To take the semblance of life

- Act out what it did in life
- Snuff out the warmth of life
- Reconstruct from miscellaneous bones

Bandit Horde, Intelligent, Organized
Dirk (d6 damage) 3 HP 1 Armor

When times are tough, what else is there to do but scavenge a weapon and take up with a clan of nasty men and women? Highway robbery, poaching scams and cons and murder most foul but we've all got to eat, so who can blame them? Then again, there's evil in the hearts of some and who's to say that desperation isn't a need to sate one's baser lusts?

Instinct: To rob

- Steal something
- Demand tribute

Bandit King Solitary, Intelligent, Organized
Trusty knife (d10+2 damage) 12 HP 1 Armor

Better to rule in hell than serve in heaven. *Instinct:* To lead

- Make a demand
- Extort
- Topple power

Cave Rat Horde, Small
Gnaw (d6 damage 1 piercing) 7 HP 1 Armor

Who hasn't seen a rat before? It's like that, but nasty and big and not afraid of you anymore. Maybe this one was a cousin to that one you caught in a trap or the one you killed with a knife in that filthy tavern in Darrow. Maybe he's looking for a little ratty revenge.

Instinct: To devour

- Swarm
- Rip something (or someone) apart

Troll Solitary, Large
Club (d10+3 damage) 20 HP 1 Armor

Special Qualities: Regeneration

Tall. Real tall. Eight or nine feet when they're young or weak. Covered all over in warty, tough skin, too. Big teeth, stringy hair like swamp moss and long, dirty nails. Some are green, some gray, some black. They're clannish and hateful of each other, not to mention all the rest of us. Near impossible to kill, too, unless you've fire or acid to spare—cut a limb off and watch.

In a few days, you've got two trolls where you once had one. A real serious problem, as you can imagine.

Instinct: To smash

- Undo the effects of an attack (unless caused by a weakness)
- Hurl something or someone

Ghoul Group
Talons (d8 damage, 1 piercing, messy) 10 HP 1 Armor

Hunger. Hunger hunger hunger. Desperate clinging void-stomach-emptiness hunger. Sharp talons to rend flesh and teeth to tear and crack bones and suck out the so marrow inside. Vomit up hate and screaming jealous anger and charge on twisted legs—scare the living flesh and sweeten it ever more with the stink of fear. Feast. Peasant or knight, wizard, sage, prince, or priest all make for such delicious meat.

Instinct: To eat

- Gnaw off a body part
- Gain the memories of their meal

BARD ADVANCES

IMPROVED ABILITY

Increase one of your stats by 1, to a maximum of +2.

EXPERIENCED

Choose a second background from your sheet; you gain the move associated with that background (but not the stat bonuses or extra gear).

A LITTLE HELP FROM MY FRIENDS

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

BAMBOOZLE

When you **Parley with someone**, on a hit you also take +1 forward against them as well.

MULTICLASS DABBLER

Choose a move from a playbook that no one else is using; you can use that move as if it were one of your own.

MASTERED ABILITY

Increase one of your stats by 1, to a maximum of +3.

DRUID ADVANCES

IMPROVED ABILITY

Increase one of your stats by 1, to a maximum of +2.

EXPERIENCED

Choose a second background from your sheet; you gain the move associated with that background (but not the stat bonuses or extra gear).

RED OF TOOTH AND CLAW

While **you are in an appropriate animal form (something dangerous)**, your damage die is increased to d8.

THING-TALKER

You see the spirits in the sand, the sea and the stone. You may now apply your Spirit Tongue to inanimate natural objects (plants and rocks) or creatures made thereof, as well as animals.

FORMCRAFTER

When you shapeshift, choose a stat; you take +1 to all rolls using that stat as long as you remain you remain shapeshifted. The GM will choose a stat too; you take -1 to all rolls using that stat as long as you remain shapeshifted.

MASTERED ABILITY

Increase one of your stats by 1, to a maximum of +3.

CLERIC ADVANCES

IMPROVED ABILITY

Increase one of your stats by 1, to a maximum of +2.

EXPERIENCED

Choose a second background from your sheet; you gain the move associated with that background (but not the stat bonuses or extra gear).

INVIGORATE

When you **heal someone**, the next time they deal damage, they deal +2 damage.

EMPOWER

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

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

DIVINE INTERVENTION

When you Commune, lose any hold you already had on this move, then hold 1. Spend this hold when you or an ally takes damage to call on your deity; they intervene with an appropriate manifestation (a sudden gust of wind, a lucky slip, a burst of light) and negate the damage.

MASTERED ABILITY

Increase one of your stats by 1, to a maximum of +3.

FIGHTER ADVANCES

IMPROVED ABILITY

Increase one of your stats by 1, to a maximum of +2.

EXPERIENCED

Choose a second background from your sheet; you gain the move associated with that background (but not the stat bonuses or extra gear).

SCENT OF BLOOD

When you Hack and Slash an enemy, your next attack against that same enemy deals +1d4 damage.

IRON HIDE

You get +1 armor at all times.

ARMOR MASTERY

When you **make your armor take the brunt of damage dealt to you**, the damage is negated but you must reduce the armor value of your armor or shield (your choice) by 1. If the reduction leaves the item with 0 armor, it is destroyed.

MASTERED ABILITY

Increase one of your stats by 1, to a maximum of +3.

PALADIN ADVANCES

IMPROVED ABILITY

Increase one of your stats by 1, to a maximum of +2.

EXPERIENCED

Choose a second background from your sheet; you gain the move associated with that background (but not the stat bonuses or extra gear).

SETUP STRIKE

When you Hack and Slash, choose an ally; their next attack against your target does +1d4 damage.

STAUNCH DEFENDER

When you Defend, you get +1 hold, even on a miss.

HOLY POWER

When you **begin a quest**, choose either +1 armor or +1d4 damage. You get that bonus as long as you are still on the quest.

MASTERED ABILITY

Increase one of your stats by 1, to a maximum of +3.

THIEF ADVANCES

IMPROVED ABILITY

Increase one of your stats by 1, to a maximum of +2.

EXPERIENCED

Choose a second background from your sheet; you gain the move associated with that background (but not the stat bonuses or extra gear).

CHEAP SHOT

When you deal damage with Backstab, deal an additional +1d6 damage.

ENVENOM

You can apply even complex poisons with a pinprick. When you **apply a poison that's not dangerous for you to use to your weapon**, it is delivered by touch instead of applied.

SHOOT FIRST

You're never caught by surprise. When **an enemy would get the drop on you**, you get to act first instead.

MASTERED ABILITY

Increase one of your stats by 1, to a maximum of +3.

RANGER ADVANCES

IMPROVED ABILITY

Increase one of your stats by 1, to a maximum of +2.

EXPERIENCED

Choose a second background from your sheet; you gain the move associated with that background (but not the stat bonuses or extra gear).

BLOT OUT THE SUN

When you Volley, you may spend ammo before rolling. For each point of ammo spent, you may choose an extra target to hit with your attack. Roll once for the move, and deal your damage to every target on a hit.

WILD EMPATHY

You can speak with and understand animals. If you have leverage, you can Parley with them too.

DIRE BEAST

Your animal companion gets +2 Ferocity and +1 Instinct.

MASTERED ABILITY

Increase one of your stats by 1, to a maximum of +3.

WIZARD ADVANCES

IMPROVED ABILITY

Increase one of your stats by 1, to a maximum of +2.

EXPERIENCED

Choose a second background from your sheet; you gain the move associated with that background (but not the stat bonuses or extra gear).

EMPOWER

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

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

LOGICAL

When you **use strict deduction to analyze your surroundings**, you can Discern Realities with +INT instead of +WIS.

EXPANDED SPELLBOOK

Choose an effect from the Cleric's Cast a Spell list of effects, and add it to your list of effects for Cast a Spell.

MASTERED ABILITY

Increase one of your stats by 1, to a maximum of +3.

These advanced moves can give your characters some customization as they grow and gain experience. We've formatted them so you can cut each sheet into four cards.

To use these cards, print them about and take the card associated with your class. You gain one of the advanced moves when the GM tells you.

DUNGEON WORLD

LORE AND LORDS PACK

Seven new base classes for Dungeon World
the Monk,
the Shaman,
the Vampire,
the Trickster,
the Hunter,
the Dark Knight,
and the Berserker
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 January 24, 2017

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THE MONK

Other people may think that steel and sorcery are what it takes to win a battle. But you know better. Without focus and discipline, even the sharpest blade will not strike true, and the strongest armor is but dead weight. It is the clarity of your thought and the execution of your will that wins a fight.

For a lifetime, you have trained yourself to the peak of martial perfection. Your body and your mind are your weapons. You've trained them to an edge as fine as any knife. Your fist strikes with the force of a spiked mace, and your quickness is a finer armor than steel plate. Your body flows like water, receding away from danger, striking back with the force of a tidal wave, and then comes to rest as serene as a still pool.

Breathe in, tranquility. Breath out, perfect action.

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, or 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 body, 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.

For a variant ranger, we've included a compendium class version that can be taken at level 1.

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 DARK KNIGHT

You remember when life was good to you. You had a true love, good friends, a sense of duty and purpose. You did what was right by your lord, and you were granted respect in turn. Then one day, it all came crashing down. Your life was shattered, either by violence or by betrayal. Maybe you survived the fall, or maybe you didn't.

But you're not going to take this injustice quietly. In your darkest hour, you forged a pact with Death. He would give you the power to right this terrible wrong, but he warned that you would pay for it, many times over. But you don't care. Not even Death will stop you. You won't stop. You can't stop. Woe to those who stand in your path.

Who will come out ahead in this deal?

Only your conscience and your new allies keep you from going over the edge. You were a hero once. Are you still one now?

The Dark Knight is a variant on the Fighter playbook. A fearsome warrior driven by a burning passion, the Dark Knight has entered into a deal with Death for one of his terrible weapons. He has great power, but that power comes with a price. When you use Death's power, he'll want something in return.

THE BERSERKER

Too many men in Dungeon World fear danger and combat. The sight of spilled blood makes them tremble, and they would rather negotiate than fight back. But to you, war and violence are your friends. The anticipation of battle inflames you like nothing else can.

A fire burns within your heart. Something in your blood boils. Your muscles harden like iron, and a red haze comes over your vision. When swords are crossed, there's no rational thought left within you. Only fury. Only destruction.

The dungeon calls to you. Fierce foes will test you like a forged blade, tempered within the fires of your boundless rage. You will show no mercy, and expect none in return. You will throw yourself into the abyss and emerge on the other side triumphant, bathed in the blood of those who would stand against you... Or you will fall in a glorious battle, still clutching your weapon until you breathe your last.

The land will tremble at your passing.
Valhalla awaits.

The Berserker's strength is his mighty rage and bloodlust, granting him superhuman physical prowess at the cost of his sanity for a little while. What will happen when he calls upon this terrible fury?

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.

NAME




LOOK

Dwarf: Abhin, Daniki, Aras, Mavi, Kala, Qatji, Fehri, Baichi
Human: Li, Kaze, Tara, Jade, Sakura, Konrad, Fei, Drake, Ji-dan, Chizu

Wise Eyes, Eager Eyes, or Deep Eyes
 Shaved Head, Long Braid, or Headband
 Monk's Robe, Martial Arts Uniform, or Loose Clothing
 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
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

Your alignment is **Lawful**. Your Alignment move is superseded by your Monk's Path requirement; you use that instead to mark XP at the end of the session.

STARTING MOVES

KI FOCUS

When you **take some time to meditate and focus your inner strength**, set your Ki to 3. Your maximum Ki is 3. You may spend 1 Ki to gain one of the following effects:

- Deal +1d4 damage forward, once per attack
- Roll with an incoming attack, taking +3 armor forward
- Break an inanimate object no larger than yourself with a powerful yet precise blow
- Use the ability granted by your Monk's Path

You cannot gain or use Ki if you are wearing any armor, including shields.

MARTIAL ARTIST

Your body itself is a weapon. Name your style of martial arts! Your unarmed strikes have a range of hand and the precise tag.

You can always make unarmed strikes against creatures with dangerous forms—such as fire elementals, iron golems, or creatures covered in spikes—without Defying Danger from these natural defenses.

MONK'S PATH

You follow a strict path of discipline to focus your inner strength on your journey to enlightenment. Give your order a name, and choose a path from the list on the third page. Each path gives you an additional move, a way to mark XP, and a restriction. When you **violate your path's restriction**, lose 1 Ki and take -1 forward.

WIRE FU

When you **perform an act of uncanny agility, balance, or coordination**, roll+DEX. *On a 10+ choose one. *On a 7-9 choose two.

- The action requires some of your focus, spend 1 Ki
- You expose yourself to danger or retribution, or you wind up somewhere you didn't intend to be
- Your action causes some unintended collateral damage or change to the environment
- You strain yourself, take -1 ongoing to all DEX moves until you take a few minutes to stretch and limber up

RACE

HUMAN

When you **observe an enemy's fighting style**, ask the GM how much damage they do.

DWARF

You ignore the forceful tag on any attacks made against you.

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 them.

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

I have taught _____ a secret of my order.

My master would not approve of me traveling with _____.

GEAR

Your load is 6+STR. You start with dungeon rations (5 uses, 1 weight) and a mark or token of your monastic order, describe it! Choose two:

- Monk's staff (close, precise, two-handed, 1 weight)
- Bandages (3 uses, slow, 0 weight)
- Adventuring gear (5 uses, 1 weight)
- Antitoxin (0 weight)
- 3 shuriken (thrown, near, 0 weight)

ADVANCED MOVES

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

AWAKENING

When you **contemplate your surroundings to see the truth in things**, you may Spout Lore with WIS instead of INT.

BE LIKE WATER

Add these to the list of deeds you can spend Ki to perform:

- Flow around a missile attack, preventing all of the damage
- Slip free from anything physically restraining you

EMPTY HAND STYLE

When you **Hack and Slash with an unarmed strike**, on a 10+ you may also move your foe somewhere within your reach, knock them down, or pin them in place.

ENLIGHTENMENT

When you meditate, the GM will give you a useful insight into a problem at hand. Take +1 forward when you act on this information.

MONKEY MOVES

When you **try to get inside of a foe's reach, no matter their size**, take +1 to the attempt and +1 armor forward.

ONE HUNDRED PATHS

You have learned much from studying other paths to enlightenment. When you gain this move, choose a second Monk's path. You may use that path's special ability by spending 1 Ki. Note that this does not give you that path's restriction or extra ability to mark XP.

PRESSURE POINTS

Weapons you wield with the precise tag, including your unarmed strikes, gain +piercing equal to your WIS.

SHINOBI

You are preternaturally silent, and will never make any noise unless you choose to. You never need to Defy Danger to act quietly.

STONE GUARD

While you hold Ki, you have 2 armor.

WIND WALKER

When you use Wire Fu, on a 10+ you do not need to choose from the list, and on a 7-9 you choose only one from the list.

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

CHAKRA

When you **manipulate the flow of ki within your own body**, take a debility of your choice and gain 1 Ki, up to your maximum.

DAIROKKAN

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

INNER PEACE

When you meditate, set your Ki to 4 instead of 3. Your maximum Ki is 4.

FLOWING DEFENSE

When you **use flowing movements and quick reflexes to turn an attack back upon itself**, you may Defend with DEX instead of CON.

KIRIN STRIKES

When you **meditate while holding a magical weapon**, you may drain the magic from the weapon. When you make an unarmed strike, you may imbue that attack with the effects of the drained weapon. You may only have one effect at a time, draining a new weapon replaces the one you had before.

MOUNTAIN GUARD

Replaces: Stone Guard

You have 2 armor. While you hold Ki, you have 4 armor instead.

NERVE STRIKE

Requires: Pressure Points

When you **Hack and Slash with a precise weapon (including an unarmed strike)**, on a 12+ you disrupt your foe's ki, disabling one of his limbs or senses in addition to dealing your damage.

ONE THOUSAND PATHS

Requires: One Hundred Paths

When you gain this move, choose a third Monk's path. You may use that path's special ability by spending 1 Ki.

PATH MASTERY

You have attained the rank of master among your order, and will be recognized as such. You may use the master move of your Monk's Path.

RISING PHOENIX

You don't take your Last Breath so long as you hold Ki. If you take damage while at 0 HP, lose 1 Ki instead.

□ PATH OF CHARITY

You must reject as many worldly possessions as possible. Your Load is reduced to 4+STR, and you begin play with only one piece of gear from the list. You may never own or use a piece of gear that costs more than five coins, and you may never possess more than ten coins worth of wealth or equipment.

When you **speak with simple wisdom as you Parley and spend 1 Ki**, you roll with WIS instead of CHA, and on a hit you get to ask their player one question, which they must answer truthfully. You still require leverage to Parley as usual.

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 **chant sacred prayers aloud and spend 1 Ki**, you may Turn Undead as if you were a Cleric, and this ability also affects spirits. On a 10+, the spirit is driven away or forced out of a person it possesses.

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 **Hack and Slash with an unarmed strike**, on a hit you may spend 1 Ki to disable one of your foe's weapons or stun them for several moments instead of dealing damage.

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

□ PATH OF TRUTH

You can never tell any lies. This includes bluffing, stating half-truths with the intent to deceive, exaggerating, telling white lies, and so on. This does not prevent you from remaining silent if you'd rather not say something.

When you **Defy Danger to act despite fear, an enchantment, or an illusion and spend 1 Ki**, you automatically succeed as if you had rolled a 10+.

At the end of the session, if you **helped someone come to terms with an unpleasant or difficult truth**, mark XP.

□ PATH OF THE DRAGON

You can never refuse a challenge or retreat from battle. If someone challenges you to a fight, you must accept, even if your foes outnumber you or are clearly much stronger.

When you **shout with great force as you Hack and Slash with an unarmed strike and spend 1 Ki**, your attack has reach range, deals +1d6 damage, and gains the forceful tag. Remove the option "deal +1d6 damage forward, once per attack" from the Ki Focus list; this move replaces it.

At the end of the session, if you **defeated someone stronger than yourself without help**, mark XP.

□ PATH OF MIRRORS

You can never use any magical objects, even healing potions, nor may you willingly permit yourself to be the subject of a magical spell or effect.

When you **Defy Danger from a magical effect**, on a hit you may spend 1 Ki to turn the magic back upon itself, describe how.

At the end of the session, if you **destroyed a magical object of some significance or gave it to a temple for safekeeping**, mark XP.

□ PATH OF SHADOWS

You must keep your face covered at all times. You cannot meditate in the presence of any light brighter than a single candle. While you are standing in direct sunlight, you cannot spend Ki.

You can see clearly in even total darkness. When you **step into a patch of deep shadow and spend 1 Ki**, you can step out of another one that you can see. The whole of you must step through, with all that you carry.

At the end of the session, if you **killed a foe without being detected**, mark XP.

MASTER PATH MOVES

When you take the move *Path Mastery*, you may use the following special move associated with your Monk's Path:

Path of Charity: When you **enter a friendly steading**, a local temple will provide you and your party with free food, shelter, and medical care for as long as you stay, within reason.

Path of Purity: When you use your sacred prayers to turn the undead or a spirit, on a hit you also deal your damage to the target, ignoring armor.

Path of Peace: No sentient being will ever attack you unless you do something to provoke them.

Path of Truth: When **someone in your presence tells a lie**, you will always detect it.

Path of the Dragon: Your unarmed strikes gain the fiery tag.

Path of Mirrors: While you **hold a magical object in your hands**, any powers that it has are suppressed for as long as you hold it.

Path of Shadows: When you **hide in shadows or darkness**, you cannot be detected by any means until you reveal yourself.



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**
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 1d4 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.

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.

TRAPPER

- When you **set a trap**, spend one of your traps and describe how you set it, then choose two effects from the following list:
- The trap deals your damage to the target.
 - 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; its ability to run is impaired until the injury is healed.

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 HUNTER

LEVEL
 XP

GEAR

Your load is 11+STR. You start with dungeon rations (5 uses, 1 weight), leather armor (1 armor, 1 weight), Hunter's bow (near, far, 1 weight), bundle of arrows (3 ammo, 1 weight) and 3 traps (1 weight each). Choose three:

- Short sword (close, 1 weight)
- Spear (reach, 1 weight)
- Adventuring gear (5 uses, 1 weight)
- Bandages (3 uses, 0 weight)
- Antitoxin (0 weight)
- Bundle of arrows (3 ammo, 1 weight)

Traps cost 3 coins and have 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.

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.

CAMOUFLAGE

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

FAMILIAR PREY

When you **Spout Lore about a monster**, you roll with WIS instead of INT.

FOLLOW ME

When you **Undertake a Perilous Journey** you can take two roles. You make a separate roll for each.

IMPROVED TRAPS

When you set a trap, 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.

MAN VS. WILD

When you **Make Camp in the wilderness or in a dungeon**, you can scavenge materials to make one trap for free.

A SAFE PLACE

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

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?

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

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

ADAPTATION

When you **observe a place or monster**, the GM will tell you a move associated with them. When **that move is used against you for the first time**, roll+WIS. *On a hit, you avoid, resist, or otherwise negate the move. *On a 10+, you turn the move back on itself.

BLACK ARROW

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

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.

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.

HUNTER'S PREY

Replaces: Familiar Prey

When you **Spout Lore about a monster**, you roll with WIS instead of INT, and on a 12+, in addition to the normal effects, you may ask the GM any one question about the subject.

NATURAL CUNNING

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

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.

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.

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 Trapper.

TRAP MASTERY

Requires: Improved Traps

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




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
<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

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.

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:

- Make your next melee attack messy, forceful, or deal +1d4 damage
- Heal yourself for 2d4 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
- 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, they speak 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 7+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:

- 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.

ASPECT OF THE BAT

Your senses are very sharp. You can sense the approximate location of invisible creatures and navigate even in complete darkness.

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.

BLOOD BOND

When you **feed some of your blood to a willing NPC and 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.

BLOOD FRENZY

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

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.

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.

FANG AND CLAW

You may grow and retract claws from your fingers at will (hand, +1 damage, messy).

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.

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

VAMPIRIC RESILIENCE

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

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

BLOOD POWER

The maximum Blood you may hold is increased by one.

BLOODY KILLER

Requires: Fang and Claw

When you **Hack and Slash with your claws**, on a 12+ you gain 1 Blood.

DIABLERIE

Gain the *Ritual* move from the wizard playbook. Any ritual you perform will have the cost "Spend some Blood" in addition to whatever the GM says.

DREAM-SPEAKER

You may visit the dreams of anyone whose blood you have tasted and communicate with them over any distance this way. If they are your thrall, you can compel them to obey you.

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

FOR THE DEAD TRAVEL FAST

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

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.

MIST FORM

Requires: Beast-Blood

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

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.

SOUL REAVER

When you **drain a person's blood and kill them**, hold 1 additional Blood, and that person can never be resurrected, nor can their spirit be contacted.

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  CURRENT MAX 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

When you **use lies, bluster, or deception to avoid suspicion or get out of trouble**, roll+CHA. *On a hit, your lies are believed, for now. *On a 10+, also choose one:

- You direct their attention or suspicion to somewhere else
- Your deception will go unchallenged until they see or hear some proof
- You cover your friends as well

SOCIAL ENGINEERING

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.

SMOKE BOMB

When you **have time and safety to prepare a few tricks**, you can manufacture up to three smoke bombs. Each has 1 weight, and is dangerous for anyone except you to use. When you **throw a smoke bomb at 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:

- Someone you didn't intend also gets caught in the smoke
- The smoke will only last a few moments
- A person of the GM's choice is unaffected

RACE

HUMAN

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.

HALFLING

When you **perform a sleight of hand upon an unwary or distracted mark**, you succeed and no one's the wiser. If you're subject to scrutiny, roll+DEX. *On a 10+, you succeed and no one's the wiser. *On a 7-9, you succeed *or* no one's the wiser, your choice.

BONDS

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

_____ 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.



THE TRICKSTER

LEVEL

XP

GEAR

Your load is 9+STR. You start with dungeon rations (5 uses, 1 weight) and three smoke bombs (1 weight each). 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)
- Leather armor (1 armor, 1 weight)
- 12 counterfeit coins
- Halfling pipeleaf (6 uses, 0 weight)

ADVANCED MOVES

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

CONCEALMENT

Your smoke bombs never affect you; you can always see clearly within the smoke and your actions are unimpaired within it.

CONFIDENCE TRICK

When you **make small talk with someone**, you can spend a hold from Social Engineering to ask them a question; they'll answer it truthfully in the form of a slip of the tongue or their body language giving it away, but they'll be aware that they gave up that information.

DEEP POCKETS

Any items that you carry that could fit in the palm of your hand (including your smoke bombs) are so well concealed on you that they will never be found unless you are completely stripped and searched.

DISTRACTING SHOT

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

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 your captor, 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

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.

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.

NEW TRICKS

If you are human, gain the halfling starting move. If you are a halfling, gain the human starting move.

SMOKESCREEN

When you **Hack and Slash someone caught in your smoke bomb**, on a hit, choose one:

- You steal something from them. Now it's yours!
- You deal +1d6 damage
- Reduce their armor by 1 until they repair it

SNEAKY

Gain a move from the thief playbook.

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

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.

FLASHBANG

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

GRIFTER

Requires: Confidence Trick

When you use Confidence Trick, your mark will not realize they gave away their information.

HONEYED WORDS

When you use Social Engineering you get +1 hold, even on a miss.

INSTIGATOR

Requires: Lamentable Belaborment

When you use Lamentable Belaborment, on a 10+ the argument also gets a little violent; one of the affected targets deals their damage to another. You choose both parties.

PANTS ON FIRE

When a move has another player (including the GM) ask you a question about your character, you can answer however you like (honestly or not).

SMOKE AND MIRRORS

Requires: Smokescreen

When you **Hack and Slash someone caught in your smoke bomb**, on a 10+ choose two options from Smokescreen instead of one, and add the following options to Smokescreen list:

- You draw their full attention to you
- You direct their attack into someone/thing else

TRUST ME

When you use Silvertongue, on a 10+, choose two options from the list, and on a 7-9, choose one option.

VANISHING TRICK

When you **throw one of your smoke bombs at your feet**, you may instantly move from where you are to somewhere else in sight or in reach. The smoke cover will make it seem like you just disappeared; you won't be spotted unless you're out in the open or draw attention to yourself.

VERY SNEAKY

Gain a move from the thief playbook.

NAME

LOOK

Dwarf: Andalen, Larelei, Morak, Halgmar, Garm, Beyla, Rakham, Yara*Human:* Semil, Falken, Tanika, Dungarth, 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. You also prepare all of your rites, which never count against your limit.

CAST A SPELL

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

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

- Where exactly are any spirits residing?
- What is the nature of the spirits present?
- How is the spirit influencing the material world?
- What could I offer this spirit that it wants or needs?

Regardless of the roll, you may communicate with any spirit you open your senses to, and Parley if you have leverage as usual. Some spirits may be unwilling to talk, or not have much to say.

WIDDERSHINS

When you **bind a spirit with rituals or incantations**, roll+CHA. *On a hit, you banish the spirit from this place, force it from its host, or put a restriction on it. *On a 7-9, the spirit will retaliate against you in exchange. You can dispel your bindings whenever you wish, but the spirit will then be free to do as it pleases.

RACE

 DWARFWhen you **are dealing with spirits of earth, stone, or mountains**, take +1 to Second Sight and Widdershins. HUMAN

Choose a wizard spell. You may prepare and cast that spell as if it were a shaman spell.

 ORC

Aspect of the Wolf is a rite for you.

BONDS

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

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

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

_____ is out of balance, and a danger to themselves and others. I will help them.

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

 THE SHAMAN
LEVEL XP

GEAR

Your load is 7+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)
- Antitoxin (0 weight)

ADVANCED MOVES

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

COVENANT

When you use Widdershins, on a 10+, choose one:

- The spirit can never return to this world after you banish it
- The spirit will honor any agreement you make with it.

THE CYCLE AND THE PATH

When you cast a spell you ignore the first -1 penalty from ongoing spells.

THE OLD WAYS

When you cast a spell, on a 10+ you have the option of choosing an option 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

ONE WITH NATURE

Gain a non-multiclass move from either the druid or ranger class list. Treat your level as one lower for choosing the move.

PARTING THE VEIL

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

SHAMAN'S INTUITION

When you Discern Realities or use Second Sight, hit or miss, you may also ask, "What here is out of balance?" for free.

SPIRITUAL HEALER

When you **heal someone else**, add your level to the amount healed.

STORMSTRIKE

When you **imbue your weapon with primal power**, forget a spell (not a rote) you have memorized and choose one of the following. Your weapon gains that effect as long as you wield it, until you use this ability again or until you Trance.

- Your weapon gains the fiery tag and deals +1d4 damage
- Your weapon mystically shields you, granting +2 armor
- Your weapon gains the forceful tag
- You attack with this weapon with WIS instead of the usual stat

TOUCH THE EMPYREAN

Choose a spell. You are granted that spell as if it was one level lower.

WELL OF WISDOM

When you **listen to the whispers of the spirits**, you may Spout Lore with WIS instead of INT.

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

ABJURE

When you **attack a spirit, ghost, or extra-planar entity**, you deal +1d6 damage, and if it is reduced to zero HP, it is henceforth barred from appearing on the material plane in any form. It can still be encountered in spiritual visions and on other planes, just not your world.

GROUNDING

When you **resist an enchantment cast upon you**, treat a 6- as a 7-9 result.

THE MASK AND MIRROR

Replaces: The Cycle and the Path

When you cast a spell you ignore up to two -1 penalties from ongoing spells.

MOONDANCE

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

NATURALIST

Gain a non-multiclass move from either the druid or ranger class list. Treat your level as one lower for choosing the move.

SECRETS OF THE OTHERWORLD

Replaces: The Old Ways

When you cast a spell, on a 10-11 you have the option of choosing an option 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

SHAMAN'S INSIGHT

When you use Second Sight, choose one more option, even on a 6-, and on a 12+, you may ask the spirit one question, and it will answer truthfully.

SPIRIT CALLING

When you **perform a ritual to summon a spirit**, name a spirit you wish to summon, either by name or a type of spirit. It will be brought before you, and you may immediately make the Widdershins move against it before it can act.

STORM, EARTH, AND FIRE

Requires: Stormstrike

When you use Stormstrike, choose two options instead of one.

TOUCH THE FIRMAMENT

Requires: Touch the Empyrean

Choose a spell in addition to the one you picked for Touch the Empyrean. You are granted that spell as if it was one level lower.

ROTES

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

☐ GUIDANCE

ROTE

A symbol of the elements appears before you and gestures towards the direction or course of action the spirits would have you take then disappears. The message is through gesture only; your communication through this spell is severely limited.

☐ SPIRIT SERVANT

ROTE

You summon a minor invisible spirit 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 a spirit servant appear to float in the air a few paces behind you. A spirit servant that takes damage or leaves your presence is immediately dispelled, dropping any items it carried.

FIRST LEVEL SPELLS

☐ ASPECT OF THE WOLF

LEVEL 1

ONGOING

A person you touch is imbued with a small amount of wild energy. Choose one of the following effects to grant while this spell is ongoing:

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

While this spell is ongoing you take -1 ongoing to 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

ONGOING

While this spell is ongoing, you may conjure a small orb of flame in your hands whenever you like (thrown, near, 1 piercing), and you take -1 to cast a spell.

☐ 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. The spell ends when you leave the area.

☐ HEALING TOUCH

LEVEL 1

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

☐ RISING MISTS

LEVEL 1

ONGOING

Name a location you can see. It is completely blanketed in thick fog that prevents anyone from seeing further than a foot in front of them. While this spell is ongoing, the fog will not dissipate and cannot be blown away by wind, and you take -1 to cast a spell.

THIRD LEVEL SPELLS

☐ FORESEE

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 an illusion that changes one part of something or someone you can see: its appearance, 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.



SHAMAN SPELLS

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 does 1d8 damage. The elemental also gets your choice of 1d4 of these traits:

- It has +2 instead of +1 to one stat
- It's not reckless
- It's 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.

□ SPIRITS OF THE WILD

LEVEL 5

ONGOING

You call upon the power of an animal spirit to aid you. Name the animal. While this spell is ongoing, you gain the use of one of that animal's abilities and take -1 to cast a spell.

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.

□ 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, and it may exist independently of other objects. While this spell is ongoing you take -1 to cast a spell.

□ WILD HUNT

LEVEL 7

Name a person or creature you wish to hunt. Spiritual wolves will seek them out, no matter where they hide. While this spell is ongoing, when you lift your head and howl to the sky, the wolves will howl back, telling you which direction your target lies. Additionally, when you deal damage to the target, you deal an additional +1d6 damage as the wolves join in the attack. The spell lasts until you dismiss it, your target is killed, or until you cast it again.

□ 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.

□ 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.

□ SPIRIT LODGE

LEVEL 7

You cast a ward upon a specific location that prevents creatures of a certain type from entering that area. The location must have clearly-defined boundaries, though you can pace out a circle or other space and mark it with chalk, sand, etc. Name what kind of creature is barred from entry when you place the ward.

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.

□ RECLAMATION

LEVEL 9

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

□ COMMUNE WITH NATURE

LEVEL 9

You attune yourself to a location and the earth answers you. Spirits of this location will answer any three questions you pose to them. Anything the land can know, it will tell you.

□ EARTHQUAKE

LEVEL 9

ONGOING

A location you can see begins to shake violently. The earth heaves and shudders, tearing itself asunder for miles around. 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.

□ RENEWAL

LEVEL 9

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.



SHAMAN SPELLS

NAME

LOOK

Names: Emma, Tristan, Erik, Dean, Shelley, Grant, Horatio, Cecil, Catherine, Edmund, Leonardo, Annette, Connor

Hollow Eyes, Penetrating Eyes, Sharp Eyes
Wavy Hair, Ash-White Hair, Closed Visor
Pale Body, Taut Body, Scarred Body
Horned Helmet, Spiked Armor, Great Cloak

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	
	D10			CURRENT MAX	YOUR MAX HP IS 10+CONSTITUTION

ALIGNMENT

- NEUTRAL**
Increase your reputation while working to fulfill Death's task to you.
- EVIL**
Make a bloodbath of your foes.

STARTING MOVES

- DARK BLADE**
Death has given you a bladed weapon of terrible power, describe it! Your weapon will always have a shadowy aura around it; anyone who sees it will know that it's a weapon of darkness. Your weapon has 2 weight, close range, and the messy tag. Choose one more feature for your weapon:
- Sharp. +1 piercing.
 - Heavy. Add forceful and +1 weight.
 - Ancient. Take +1 to Spout Lore about spirits or the lands beyond the Black Gate
 - Mystical. Glows in the presence of one type of creature, your choice.
 - Long. Add reach and two-handed.

- Choose what Death has tasked you with in exchange for this weapon. When you **fulfill Death's task**, hold 3 Torment. Your maximum Torment is 3.
- Extinguish some of the world's light or beauty
 - Help the dead or dying pass on
 - Remove stagnation so rebirth can occur
 - Punish those who defy Death's order

- ARMORED**
You ignore the clumsy tag on armor you wear.

- ROAD TO PERDITION**
When you **draw upon the unholy power in your dark blade**, choose one of the following effects:
- Don the visage of death, terrifying a target you can see as if you cast the Cause Fear spell for as long as you focus your attention on them
 - Plunge your blade into a corpse, its spirit 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
 - Summon supernatural darkness into an area you can see, until you use this move again or dismiss it
- ...then roll+CHA. *On a hit, you achieve your desired effect. *On a 7-9, either spend 1 Torment or lose HP equal to the higher of the two dice rolled, ignoring armor.

BACKGROUND

Choose any race. Then choose what's so important to you that you would take up the dark blade for it.

- LOVE**
Add the following Bond: _____ reminds me of my true love; I'll protect them.
- DUTY**
Add the following option to Road to Perdition:
 - Cast Visions Through Time, as the wizard spell; Death will show you where you're needed most.

- HONOR**
Choose a hated type of enemy, such as goblins, traitors, or nobles. When you **strike a deathblow with your dark blade against your chosen enemy**, heal 1 HP.

BONDS

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

_____ is the voice of my conscience; they keep me from going too far, though I may resent them for it sometimes.

_____ gives me hope for a better tomorrow.

I have seen Death's mark upon _____; something terrible is in store!



THE DARK KNIGHT

LEVEL
XP

GEAR

Your Load is 10+STR. You start with your dark-bladed weapon (2 weight), dungeon rations (5 uses, 1 weight), and a memento of someone important to you, describe it!

Choose your defenses:

- Chainmail (1 armor, 1 weight) and adventuring gear (5 uses, 1 weight)
- Black scale armor (2 armor, clumsy, 3 weight)

Choose one:

- Shield (+1 armor, 2 weight)
- Antitoxin (0 weight) and bandages (3 uses, slow, 0 weight)
- 10 coins

ADVANCED MOVES

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

CONVICTION

When you **lose HP from using Road to Perdition**, you lose HP equal to the lower of the two dice rolled instead.

DEAD EYES

When you **fix someone with your cold, hard stare**, roll+CHA. *On a 10+, 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

DOOM BLADE

Choose an additional feature for your dark blade.

FLASH OF STEEL

Gain a non-multiclass move from the fighter playbook.

HELL'S GATE

When you **deal damage with your dark blade**, you may spend 1 Torment. If you do, deal +1d4 damage.

INTERROGATOR

When you **have a private chat with an NPC**, roll+CHA. *On a 10+, ask them two questions, which they will answer truthfully. *On a 7-9, ask one question. Regardless of the result, the NPC will not want anything to do with you ever again.

RAVEN'S FEAST

Add the following effect to Road to Perdition:

- Fire a pulse of dark energy from the blade, dealing 1d6 damage to a target within near range.

REBUKE UNDEAD

When your **voice resonates with the land of the dead**, roll+CHA. *On a 10+ any mindless undead near you are cowed into submission for a while, and you may command them to do your bidding. *On a 7-9 the undead will not approach you, but neither will they obey you.

UNSTOPPABLE

You can never become weakened or sickened, and you ignore the forceful tag on any attacks made against you.

VITAL TRANSFER

When you **touch someone and channel stolen life energy into them**, you can spend 1 Torment to heal them of 1d6 damage, as many times as you like, as long as you have Torment to spend. You can use this ability on yourself if you wish.

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

BLACK MAGIC

Add the following effect to Road to Perdition:

- Cast Animate Dead, Trap Soul, or Contagion, as per the cleric spells. While any of these spells are ongoing you cannot use Road to Perdition

CLASH OF STEEL

Gain a non-multiclass move from the fighter playbook.

COMMAND UNDEAD

Requires: Rebuke Undead

You may use Rebuke Undead against intelligent undead. They cannot be commanded, but a successful roll convinces them to help you for a while. *On a 7-9, there's a price, the GM will tell you what.

DEATH'S DEPUTY

When you **fulfill Death's task**, hold 4 Torment instead of 3. Your maximum Torment is 4.

HELL'S DOMINION

Replaces: Hell's Gate

When you **deal damage with your dark blade**, you may spend 1 Torment. If you do, deal +1d8 damage.

LAST RESORT

While **your HP is equal to or less than your CHA or 1**, whichever is higher, take +1 ongoing to all moves except Last Breath.

NO REST FOR THE ANGRY DEAD

When you **take your Last Breath**, you may spend Torment after rolling. For each Torment spent, add 1 to the roll, up to a maximum final result of 7.

SANGUINE BLADE

When you **Hack and Slash with your dark blade**, on a 12+ in addition to dealing your damage you also heal 1d6 HP.

VITAL INFUSION

Requires: Vital Transfer

When you use Vital Transfer, you heal 2d6 damage per Torment spent instead.

YOUR WORST NIGHTMARE

Requires: Unstoppable

Choose a target of your obsession, either a person or an object. You always know which direction your target is relative to you, and when you deal damage to your target, deal an additional +1d4 damage. If your target is killed or destroyed, you may choose a new target the next time you Make Camp.

NAME




LOOK

Dwarf: Rogi, Varrak, Dain, Balgan, Torhad, Fragh, Luda, Jaril, Gima
Human: Bjorn, Calder, Astrid, Hertha, Leif, Sigrid, Torben, Markul, Ulf, Ragnar
Orc: Lorik, Kashnak, Fragar, Tragg, Rukor, Hragdush, Perchi, Kibuna, Gresha, Datinai

Wild Eyes, Beady Eyes, or Cruel Eyes
 Shaved Head, Twin Braids, or Messy Hair
 Crude Hides, Rugged Leathers, or Half-Naked
 Bushy Beard, Elaborate Tattoos, or Ritual Scars

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 12+CONSTITUTION

ALIGNMENT

- NEUTRAL**
Uphold your personal code of honor, regardless of the danger to yourself.
- CHAOTIC**
Cause trouble with your short temper.
- EVIL**
Make a brutal example of someone to terrify others.

STARTING MOVES

- BERSERKER RAGE**
 When you **work yourself into a violent, howling frenzy**, roll+CON. *On a hit, hold 3 rage. *On a 7-9, choose a drawback as well. *On a 6-, hold 2 rage and the GM chooses a drawback. You may spend 1 rage to:
- Add the forceful, messy, or stun tag to an attack
 - Perform a feat of near superhuman strength
 - Halve the effects from a mundane physical attack
 - Terrify someone you can see, as if you had cast the Cause Fear spell with yourself as the subject
 - Ignore the effects of all of your debilities for a short time

If a drawback was chosen, it affects you the next time your rage is reduced to zero:

- You gain a debility, chosen by the GM
- You cannot use this move again until you rest for a while
- You injure an ally or break something dear to you while raging, chosen by the GM, but you won't notice until the rage ends.

Your maximum rage is 3. While you hold rage, when you make a move that does not use STR or CON, or you take an action requiring subtlety, finesse, thinking or discussion, lose 1 rage. You cannot use this move while wearing armor.

BLOODLUST

When you **slay a foe**, if you used Berserker Rage at any point during this fight, gain +1 rage.

TERRIFYING REPUTATION

When you **enter a steading**, rumors about your fury may precede you (your call). If so, tell the GM what people heard. They'll act accordingly, maybe by barring their doors, asking for your help, or testing your strength.

You never make the Outstanding Warrants move; the local guards and magistrates are too intimidated to try anything unless things are *really* getting out of hand.

RACE

- DWARF**
Choose a specific type of foe, such as demons, goblin-kin, dragon-kin, or undead. When you use **Berserker Rage in a fight against your chosen foe**, take +1.
- HUMAN**
When you **Parley with someone who has witnessed you raging**, you may roll with STR instead of CHA.
- ORC**
Your teeth and claws are dangerous enough to be used as weapons (hand, messy).

BONDS

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

_____ is surprisingly tough for their kind, they have earned my respect.

I will push _____ to be harder, or I will break them.

_____ is always making me angry, they'd better watch themselves, or else!

I have shared songs of glorious battles with _____.



THE BERSERKER

LEVEL
 XP

GEAR

Your Load is 10+STR. You start with dungeon rations (5 uses, 1 weight).

Choose your weapon:

- Sharp long sword (+1 damage, close, 2 weight)
- Hefty warhammer (forceful, close, 3 weight)
- Massive battle axe (reach, +1 damage, two-handed, 2 weight)

Choose your defenses:

- Steel-rimmed shield (+1 armor, 2 weight)
- Healing potion (0 weight)

Choose two:

- Adventuring gear (5 uses, 1 weight)
- A valuable trinket or heirloom worth 10 coins
- 3 throwing axes (thrown, near, 1 weight)
- Poultices and herbs (2 uses, 1 weight)
- Keg of dwarven stout (4 weight)

ADVANCED MOVES

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

BATTLE-SCARRED

When you Make Camp, you may describe a scar you gained in your last fight. If you do, heal an extra 1d6 HP.

BLOOD, DEATH, AND VENGEANCE!

When you see an ally fall in battle, take +1 ongoing against the foe that took them down, until you slay that foe or find a new target for your revenge.

COLLATERAL DAMAGE

When you Hack and Slash while you hold rage, on a hit, deal damage equal to your STR to another target within your reach. You must deal this damage if it is at all possible to do so, even if the only other target nearby is an ally.

DESTRUCTIVE RAGE

When you Hack and Slash while you hold rage, on a hit you may spend 1 rage to also break their weapon or reduce their armor by 1.

RUNECASTER

When you cast the carved bones to divine the future, roll+WIS. *On a hit, the GM will reveal the details of a grim portent to you--a dire event that will come to pass without your intervention. *On a 10+, the GM will also tell you something useful about how you can interfere with the grim portent's dark outcomes. *On a 6-, you see something unfortunate in your future.

SAVAGE WARRIOR

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

SONGS OF GLORY

Gain the *Bardic Lore* move and take the "Legends of Heroes Past" area of expertise.

TEMPERED SPIRIT

When you use Berserker Rage, on a 7-9 you can choose to hold 2 rage instead of 3. If you do, you don't choose a drawback.

WAR PAINT

When you ritualistically mark your bare skin with terrifying designs, gain 2 armor as long as you wear these markings.

WOLF'S FEROCITY

When you spend rage, deal +1d4 damage forward.

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

ANGER MANAGEMENT

Your maximum rage is now 4. When you use Berserker Rage, on a 12+ you hold 4 rage.

BEAR'S FEROCITY

Replaces: Wolf's Ferocity

When you spend rage, deal +1d8 damage forward.

EINHERJAR

When you Carouse, add your CON to the roll, and on a 12+ you may choose as many options as you like.

GUARDIAN TOTEM

You may spend 1 rage to make a spell targeting you have no effect.

HERALD OF WAR

When you blow a mighty note on your brazen horn and spend 1 rage, roll+CON. *On a 10+, choose two. *On a 7-9, choose one. *On a 6-, choose one anyway, but your action will have some unintended side effects.

- Your allies shake off any fear and deal +1d4 damage forward
- An important enemy is distracted, shaken, or loses focus
- Your enemies are stricken with fear, and may rout if pressed hard
- The earth trembles, damaging a nearby structure
- A celestial servant of war will assist you for a while

INVINCIBLE RAGE

While you hold rage, you stay fighting even at zero HP, and you do not take your Last Breath until you lose all of your rage. When you take damage while you are at zero HP, lose 1 rage.

LUCID RAGE

You don't lose rage when you Discern Realities or Defy Danger with WIS.

PRIMAL WARRIOR

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

UNBOWED, UNBENT, UNBROKEN

Replaces: Battle-Scarred

When you Make Camp, you may describe a scar you gained in your last fight. If you do, heal an extra 1d6 HP or a debility.

VANDAL

When you Discern Realities, on a hit, you may also ask, "Who or what here is most vulnerable to me?" for free, in addition to your other questions.

THE PROFESSIONAL

When you **rise to a position of prominence within your community and acquire a commercial property**, 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 Spout Lore.
- Profitable:** Your organization is very profitable. When you **spend a week tending to your business and putting your estates in order**, you gain 1D6 x your level in coins. If you spend a month, gain 3D6 x your level in coins instead.

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 fully 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! Add another 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. Add either the Prestige tag or the Profitable tag to your home.

Additionally, when you **spread your influence into another town**, choose a nearby stading and delete a tag from your current base of operations. You now have a satellite location 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.

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.

When you have **successfully hunted and slain a legendary beast**, the next time you level up you may choose to gain this move:

TRAPPER

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

- The trap deals your damage to the target.
- 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; its ability to run is impaired until the injury is healed.

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.

If you are the Ranger, you may take this move at level 1 instead of Animal Companion. If you do, you cannot take the moves Man's Best Friend, Well-Trained, Special Trick, or Unnatural Ally. You also begin play with 3 traps (1 weight each).

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

IMPROVED TRAPS

When you set a trap, 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.

TRAP MASTERY

Requires: Improved Traps

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

CAMOUFLAGED POSITION

When you **strike with a ranged weapon from hiding**, your first shot never gives away your position.

BLACK ARROW

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

HUNTER'S MARK

When you **draw an enemy's blood, or they draw yours**, you can track them anywhere. No matter where they go you can always find them, without rolling.

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?

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.

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.

HERITAGE MOVES

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.

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.

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
<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

- 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.

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.

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 rites, which never count against your limit.

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.

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.

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.

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.

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.

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.

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.



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

<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 	

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.

DUNGEON WORLD

SECRETS AND SORCERY PACK

Seven new base classes for Dungeon World

the Archaeologist,

the Enchanter,

the Spy,

the Dragon Knight,

the Guardian,

the Reaper,

and the Baron

and new rules for stress and madness within the dungeon

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 ARCHAEOLOGIST

Of all the treasures to be found in Dungeon World, what could be more valuable than knowledge? The ancient secrets that have lain hidden away under the earth in long-lost catacombs or forgotten temples to dead gods? The hidden places and knowledge can be brought back into the light once again.

You are at home equally among libraries and dungeons, and equally adept at drawing out the secrets from both. Panache is your weapon against the agents of the darkness, cunning your shield against deadly traps and dangerous passages. Ancient wisdom awaits your discovery in the deep and hidden places of the world, and you have the tools to discover it.

Of course, if you find some golden idol covered in jewels, that's good too. Just be ready to run when you grab it.

The Archaeologist specializes in both scholarly research and dungeon exploration. They are able to research key information about dungeons and lead expeditions through these most dangerous of places. Indiana Jones is an obvious touchstone to this class.

THE ENCHANTER

The greatest of crafts is not in gold or gems, but in the power of magic itself. As elves shape supple wood and dwarves the hard stone, your artisanship is that of enchantments. Whether alchemist or artificer, your laboratory can pour forth magical wonders, limited only by your imagination. With a deft carving of magic runes you make a sword strike with the force of thunder, or a shield that can turn away flames.

But there is always more magic out there for your to experience. To truly master your craft, you must be willing to test yourself against the powers of magic that lie in the deepest of dungeons, and to study these ancient enchantments so yours will be greater. Your knowledge of arcane forces makes you a powerful, if bookish ally, to those who seek to plunder such treasures for themselves.

As the name suggests, the Enchanter deals in enchanted objects. Their skill is in both the creation and comprehension of magical things. The limits of what an enchantment is capable of is only the Enchanter's imagination and their willingness to invest their resources on the affair. In combat, the Enchanter wields a rune-empowered weapon to defend themselves.

THE SPY

What fascinating secrets are exchanged right under the noses of the common folk! Who would have guessed that their neighbors hold membership in a secret order? They never gather openly, only trading notes through hollowed-out trees or clandestine gestures. What does it mean when the baker advertises sweet rolls one day and biscuits the next? Oh, you know. It means that he has the information on the duked you asked him to uncover for you.

Whether an agent of the state or the right hand of a criminal empire, the secrets of Dungeon World are your trade, trickled in from a network of informants and data handlers. You may not know who they are, but your network is everywhere, feeding you the information you need to do your job. Even the most closely guarded secrets can fall into your hands, and these will be the dagger with which you strike from the shadows.

Knowledge is power.

The Spy is a different take on the Thief, one who specializes in information gathering. A skilled rogue in their own right, the Spy takes a more social approach to the guile and stealth normally associated with the trade, relying on a network of informants to give them just the knowledge they need.

THE DRAGON KNIGHT

The relationship between dragons and mortals is long and complex. Sometimes worshipped, often fought against, and always feared, no creature is more iconic of power and lordly might than the dragon. To those who have proven themselves worthy of forging a bond with a dragon, they become the most awe-inspiring of knights. Whether a bloody tyrant or a defender of the realm, someone riding a dragon into battle is a sight that will not soon be forgotten.

You are one of these chosen few, who bear the honor of bonding their immortal soul to that of a dragon. Dragon-fire flows in your veins, just as your valor links your new mount to you forever. You work in tandem with your dragon to overcome even the greatest of enemies, but the link between you is far from perfect. After all, dragons are not tractable creatures, and have a will of their own. How will the two of you learn to trust one another?

The Dragon Knight is the most awe-inspiring of mounted warriors, riding into battle atop a young dragon. The knight and their mount both influence one another, and maintaining a link of mutual respect and trust between the two is key to their success.

We've also included a compendium class version, if you prefer your dragon and knighthood to be earned through play.

THE GUARDIAN

Terrible things lurk in every corner of Dungeon World. While there is no shortage of men who are willing to take up arms to fight against monsters, your conviction burns far greater than most. You know that the wickedness of a lone goblin pales in comparison to the cruelties that men can inflict upon one another.

There is a flame in your soul that cannot be extinguished. The fire within you can give warmth and comfort to your allies, but it can also be used to destroy. When faced with the outrages of the world, the fire in you rises like an inferno, empowering you to mete out justice at the point of a sword. Against evil and injustice, you are judge, jury, and executioner. To the ones you defend, not even the wrath of Hell itself can turn aside your shield.

Sometimes terrible things happen to good people. But you're not one of the good people. You're one of the terrible things.

The Guardian is both a defensive warrior and a passionate force of justice. More secular than the Paladin, the Guardian's power is in their conviction. When their righteous anger burns, they are a force to be reckoned with.

THE REAPER

Death gets such a bad reputation. Everyone struggles in vain to hold off Death for just a few more precious moments. They don't understand Death like you do. Death is not a force to be feared, but to be celebrated and understood. When you face Death with your soul at ease, his secrets will open to you.

You do not worship Death, but you revere him, and perform services in his name to ease the suffering of the dearly departed. Whether psychopomp or exorcist, you are a trusted lieutenant in Death's service, keeping his estate in order against those who would despoil it or try to defy his judgment. Through your deeds, the restless dead of Dungeon World can finally be set to peace beyond the Black Gates.

But will you be ready when your time comes? What deals will Death make with you?

Like Death, the Reaper performs a valuable service, helping the dearly departed rest in peace while cleaning away any lingering spirits or undead which try to mar his order. The Reaper focuses more on the dead and the undead than the Cleric, and has a stronger set of tools to defeat or comfort the lost souls of Dungeon World.

THE BARON

Through birthright or deeds, you are among the world's elite. You have earned the right to call yourself Lord over a stronghold, and the lands it protects. Backed by your party of loyal retainers, you are a shepherd to your people, guiding the growth of your lands and delivering justice to villains. Through your deeds and wisdom, a humble hamlet may grow into a mighty city.

But being a Baron is no life of idle luxury. Foes from both outside and within your walls seek to take what is rightfully yours. Ravening hordes and scheming rivals both covet your lands. When the walls of your stronghold shield your people against the darkness of Dungeon World, do they also keep close the one who would betray you, plotting your demise in the shadows?

Also, that butler you sent down into the wine cellar yesterday hasn't been seen since. You should probably look into that.

The Baron is Dungeon World's answer to Apocalypse World's Hardholder. The Baron begins with control of their own personal keep, and gives them the tools to grow and defend it as they see fit. However, this does not mean that the Baron is entitled to an unlimited safe haven! The stronghold is a magnet for both danger and intrigue. To maximize the stronghold's potential, the Baron must journey outside of their gates and face the threats to his lands head-on.

We've included a new set of rules for dealing with stress and horror that builds off of the Steel mechanics found in our previous publication. These rules deal with the long-term impacts of madness as well as the management of the stress that comes from diving headfirst into danger and unfathomable evil, making them suitable for games that deal with horror or insanity, or for groups that wish to explore the emotional impact that comes from dungeon crawling.

We've also included a compendium class version of the Baron for character who earn their strongholds the hard way.

For every story that we tell, the world gains that much more wonder. I remain grateful for the support of my colleagues in the Dungeon World G+ community, and the valuable advice and critiques they have given to help me refine and polish my ideas. Once again, I give due credit and thanks to Johnstone Metzger and Jeremy Strandberg in particular. I would also like to acknowledge Robert Doe, David Perry, and Andrea Serafini for their own contributions to this body of work, and all the players of Dungeon World around the world. This work is dedicated to you, and all stories that are yet to be told. Play to find out.

NAME




LOOK

Dwarf: Garin, Daltri, Harrak, Rulin, Kaja, Brall, Nyssa, Gwillen
Halfling: Bolger, Garret, Odo, Mellyn, Portia, Frega, Lirrin, Nelmi
Human: Byron, Gertrude, Lawrence, Chapman, Fredrick, Morley, Virginia, Tatiana, Salah

Clever Eyes, Shrewd Eyes, or Glasses
 Untidy Hair, Balding, or Wide-Brimmed Hat
 Weathered Clothing, Scholarly Clothing, or Practical Clothing
 Tanned Body, Rugged Body, or Portly 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 6+CONSTITUTION

ALIGNMENT

- GOOD**
Prevent an artifact or secret knowledge from being used to hurt others.
- NEUTRAL**
Discover long-lost knowledge or a culturally significant artifact or place.
- CHAOTIC**
Leap into danger without a plan.

STARTING MOVES

- ANTIQUARIAN**
When you **closely examine an artifact or a piece of lost technology for the first time**, roll+INT. *On a 10+, ask the GM three of the following questions. *On 7-9, ask two. *On a 6-, ask two anyway, but the GM will give you a false answer for one of them.
 - Who created this object and how old is it?
 - What is the purpose of this object, or what does it do?
 - Who would find this object valuable?
 - How is this object dangerous to me?
 - How is this object activated?
 - What has been done to or with it recently?
 - What's wrong with it and how could it be fixed?

RACE

- DWARF**
When you use Antiquarian, the GM will always truthfully tell you who created the object and how old it is in addition to the move's other results, even on a miss.
- HALFLING**
You can always ask the GM "Where's the best hiding place around here?" and get an honest answer.
- HUMAN**
When you Make Camp, if you possess adventuring gear with less than 5 uses, gain 1 use of that adventuring gear.

- WHIP TRICKS**
A whip is a powerful tool in your hands. You can use your whip to grab small, unattended objects within reach range and swing upon it like a grappling hook, all without Defying Danger.

You cannot Hack and Slash with your whip. Instead, when you **crack your whip at an enemy within reach**, roll+DEX. *On a 10+, choose two. *On a 7-9, choose one:
 - You entangle one of their limbs, preventing them from using it as long as you keep your whip wrapped around them
 - You avoid any retaliation or counterattack
 - You move them to any place within reach range
 - You knock them prone or off-balance; the next person who takes advantage of this takes +1 forward
 - You make them drop an object they are holding

BONDS

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

I need _____'s help to find a valuable treasure.

_____ may be the brawn of this group, but I'm the brain.

_____ joined me on my first expedition, and they're still willing to work with me after the... you know.

_____ thinks I take too many needless risks, but what do they know?

- RESEARCHER**
When you **spend at least a full day researching old tomes, dusty maps, and bits of lore about a nearby location**, roll+INT. *On a 10+, choose two from the list. *On a 7-9, choose one. *On a 6-, choose one anyway, but don't describe it yet. Instead, ask the GM what it will cost you or what you must do to gain that benefit.
 - You find part of a map, draw it out or otherwise present it to the group.
 - You learn of a trap or similar hazard, describe it and hold +1 preparation.
 - You learn of a dangerous enemy or group in the area, describe and/or name them and hold +1 preparation.
 - You learn of a valuable treasure, describe it and where it's kept.
 - You learn something useful about the area's history, layout, or politics; tell us what.
 - You gain something that will be particularly useful in there (a key, a password, etc.), tell us what you got.

GEAR

Your Load is 9+STR. You start with dungeon rations (5 uses, 1 weight), adventuring gear (5 uses, 1 weight) a whip (1 weight), and a map to someplace hidden, tell us where! Choose two:

- A bag of books (5 uses, 2 weight)
- Leather armor (1 armor, 1 weight)
- Bandages (3 uses), antitoxin, and a short sword (close, 1 weight)
- A hand crossbow (near, reload, 1 weight) and a pack of bolts (3 ammo, 1 weight)

ADVANCED MOVES

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

ACADEMIC REPUTATION

When you **Parley with someone who highly respects knowledge or history**, you may roll with INT instead of CHA.

BOOKWORM

When you make the Research move, you get +1 preparation in addition to any of the move's other effects.

DANGER SENSE

When you **take a moment to survey an area**, you may ask the GM "Is there an ambush or trap here?" If the answer is "yes", roll+INT. *On a 10+, ask the GM three questions from the list below. *On a 7-9, ask one.

- What will trigger the trap or ambush?
- What will happen once it's triggered?
- How could it be disarmed or thwarted?
- What else should I be on the lookout for?

MOMENT OF INSIGHT

When **something supernatural makes you Defy Danger**, take +1 forward to Spout Lore about that threat.

SIMON BELMONT

Add the following option to the Whip Tricks list:

- You deal your damage

SLEUTH

When you Discern Realities, the GM will always tell you what happened here recently in addition to the move's other results, even on a miss.

SNEAKY

Gain a move from the thief playbook.

TREASURE HUNTER

When you **obtain a valuable treasure or artifact for the first time**, hold 2. Spend a hold to gain one of the following benefits:

- Take +1 forward to Defy Danger
- Deal +1d6 damage forward, no more than once per attack
- Heal yourself for 1d8 HP

WELL-CONNECTED

When you **declare that you know someone who can help you solve a task**, describe that person and 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:

- You owe them a debt, or their help will cost you
- Reaching them will be inconvenient or dangerous
- They're not exactly trustworthy or reliable
- They hold some enmity towards you

WHIP MASTERY

When you use Whip Tricks, on a 12+ choose three options from the list.

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

CAREFUL EXPLORER

When you Undertake a Perilous Journey, you always spot trouble in advance, as if you had taken the scout role and rolled a 10+. You can also take on a second job, roll for it as normal.

INVESTIGATOR

Requires: Sleuth

When you Discern Realities, up to two of your questions can be anything, not limited by the list.

MASTER LOOTER

Requires: Treasure Hunter

When you **obtain a valuable treasure or artifact for the first time**, hold 4 on Treasure Hunter instead of 2.

MOLA RAM

When you **use a magical item and force it to obey your will**, instead of using its effects as written, roll+INT. *On a 10+, you control the degree and extent of its effects. *On a 7-9, you direct its effects, but choose one:

- You break it; it cannot be used again until it is fixed.
- You lose control, producing additional, unwanted effects.

SOCIETY OF EXPLORERS

Requires: Well-Connected

When you make the Well-Connected move, on a hit your contact will also have some useful information for you; choose an option from the Researcher list for free once you have time to talk with them.

PERFECT PLANNING

When you Defy Danger, you may spend 1 preparation to roll with INT instead of whatever the GM says.

PROFESSOR

When you make the Antiquarian move, on a 12+ you may answer one of the questions yourself. Whatever you say, it is the truth.

VERY SNEAKY

Gain a move from the thief playbook.

WHIP PERFECTION

Replaces: Whip Mastery

When you use Whip Tricks, on a hit choose one additional option, and add the following options to the list:

- You snatch an object they held or were guarding. Now it's yours!

WHY'D IT HAVE TO BE SNAKES?

When you **Spout Lore about a monster**, on a 12+, in addition to the normal effects, you may ask the GM any one question about the subject. Take +1 forward when acting on that information.

NAME

LOOK

Dwarf: Andvare, Brokir, Silbar, Holda, Thora, Jari, Tongus, Clarana, Rosina, Zula*Elf:* Arathel, Barien, Xylinna, Sedana, Eredania, Nalthanis, Dalinna, Mahtan*Human:* Karn, Argus, Orland, Lucan, Erin, Jalane, Nerida, Cwenhild, Tania




Wise Eyes, Shrewd Eyes, or Curious Eyes

Pointy Hat, Neat Hair, or Velvet Hood

Formal Robes, Runed Robes, or Travelling Robes

Stained Fingertips, Glowing Tattoos, or Crystal Glasses

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 4+CONSTITUTION	

ALIGNMENT

 GOOD

Create something that helps someone else.

 NEUTRAL

Discover something about a magical mystery.

 EVIL

Gain power or influence for yourself at someone else's expense.

STARTING MOVES

CRAFT ENCHANTMENTS

You possess a kit of magical supplies and tools, which you use to place enchantments upon mundane objects. It can hold an amount of Stock equal to your WIS+3. When you **spend several hours in safety gathering and purifying reagents**, refill your Stock to its maximum.

When you **set out to enchant an object**, tell the GM what effect you want to accomplish and how you mark the object, then spend 1-3 Stock and roll+Stock spent. *On a 10+, choose two. *On a 7-9, choose one.

- The enchantment is permanent, as long as the mark remains whole and unmarred
- The enchantment does not have any known side effects
- The enchantment does not have any weird limitations

*On a 6-, the item is cursed. The GM will tell you the nature of the curse, but only after it is too late.

A given object can hold only one enchantment, but you can always end any enchantment you create by erasing your markings. Any item you enchant always has at least 1 weight.

ANALYZE DWEOMER

When you **closely examine a magical object for the first time**, roll+INT. *On a 10+, ask the GM three of the following questions. *On 7-9, ask two. *On a 6-, ask two anyway, but the GM will give you a false answer for one of them.

- What does this do?
- How is it activated?
- Who created this object and how old is it?
- Who used this object last?
- What has been done to or with it recently?
- What's wrong with it and how could it be fixed?

RUNIC WEAPON

When you **mark a melee weapon with runes of battle and spend 1 Stock**, choose one of the following options; the effect lasts until you erase your mark. The enchantment will only function for you; you can't enchant someone else's weapon in this way.

- Rune of the Sun: The weapon sheds light at your command, about the equivalent of a torch, and can affect insubstantial monsters as if they were solid.
- Rune of Thunder: Your weapon strikes like thunder, add the forceful tag.
- Rune of the Mountain: You may Defend with WIS instead of CON while you wield this weapon.
- Rune of Ice: Your weapon chills your foes to the bone, add the stun tag.
- Rune of the Moon: While you wield this weapon you get +1 armor, and an additional +2 armor against magic.

RACE

 DWARF

When you **enchant an object that you have made with your own hands**, take +1.

 ELF

When you enchant an object, your mark is invisible to anyone who isn't an elf.

 HUMAN

When you **duplicate an enchantment you have studied or made before**, you are refunded 1 Stock after rolling.

BONDS

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

_____ needs me to do the heavy thinking, and I need them to do the heavy lifting.

Ironically, _____ seems to have enchanted me.

I have enchanted something for _____ before, but it didn't work out well.



THE ENCHANTER

LEVEL XP

GEAR

Your load is 7+STR. You start with dungeon rations (5 uses, 1 weight), a staff (close, 2-handed, 1 weight) and your enchanting tools (1 weight).

Choose two:

- Enchanted robes (1 armor, 1 weight)
- Poultices and herbs (2 uses, 1 weight)
- Bag of books (5 uses, 2 weight)
- Adventuring gear (5 uses, 1 weight)

Describe your enchanter's tools:

- Made patiently by my own hands
- Passed down from my mentor, and my mentor's mentor...
- A gift or reward from someone important
- Stolen from a place of ancient power

- Many pouches of ground herbs, plants, and tree bark
- Bottles of carefully-mixed chemical compounds
- A wooden case of inks and brushes
- Jars of specially consecrated clays, paints and chalk
- A bag of crystals and semi-precious stones

STOCK:

ADVANCED MOVES

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

ADMIXTURE

While you are in an appropriate laboratory or place of power, when you roll+Stock spent, you are refunded 1 Stock after rolling.

AFFINITY FOR MAGIC

When you Discern Realities, on a hit, you may ask the GM "What here is magical or enchanted?" in addition to your other questions.

BATTLE ENCHANTER

When you attack with your runic weapon, your damage die is a d8.

ENDURING MARK

When you create an enchantment, the markings you make will withstand the ravages of time and nature. Only someone deliberately acting to remove your mark can do so, and even then they take 1d6 damage of magical backlash when they do. This does not affect you willingly erasing your own mark, which you can always do without risk.

HERMETIC CIRCLE

When you draw a magical circle on the floor or ground and spend 1 Stock, roll+INT. *On a 10+, you get both effects. *On a 7-9, choose one:

- Name a type of creature, they cannot enter or leave the circle
- No magic, save your own, can enter or leave the circle

MAKER'S TETHER

When you concentrate, name an object you have enchanted. The GM will tell you approximately where it is, as long as the enchantment is still intact.

RISKY ENCHANTMENT

When you craft an enchantment, you may choose to spend zero Stock. If you do, make the roll at -1.

RUNIC EMPOWERMENT

Add the following runes to the Runic Weapon list:

- Rune of Doom: Name a type of monster, the weapon deals +1d6 damage to the chosen type
- Rune of Flame: Add the fiery tag

SAGACITY

When you use Analyze Dweomer, the GM will always truthfully tell you what the object does, even on a 6-.

WORLDLY SCHOLAR

When you Parley with someone who highly respects knowledge or the arcane, you may roll with INT instead of CHA.

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

ENCHANTER'S SOUL

When you have time and safety with a magic item in a place of power, you can empower that item so that its effects are amplified the next time you use it. The GM will tell you exactly how.

ENCHANTER'S WILL

When you use a magical item and force it to obey your will, roll+INT. *On a 10+, you control the degree and extent of its effects. *On a 7-9, you direct its effects, but choose one:

- It is damaged and cannot be used again until repaired
- It slips out of your control, creating additional, unwanted effects

ETERNAL MARK

Replaces: Enduring Mark

When you create an enchantment, the markings you make cannot be removed by anything short of magic, and even then the person dispelling your mark takes 2d6 damage of magical backlash. This does not affect you willingly erasing your own mark, which you can always do without risk.

MASTER CRAFTSMAN

When you craft an enchantment, on a 12+ the GM will tell you one further thing you can do to perfect your enchantment. When you do it, you get the third option from the list.

RUNIC MASTERY

Requires: Runic Empowerment

When you mark your weapon with runes, choose two runes instead of one.

SOULFORGER

You may now enchant living objects, including people. Your subject must be either willing or restrained for you to enchant them.

SPELLBREAKER

Add the following question to Analyze Dweomer:

- How can I remove or negate the magic on this object?

TRICKY ENCHANTMENT

Replaces: Risky Enchantment

When you craft an enchantment, you may choose to spend zero Stock. If you do, make the roll at +0.

WAR ENCHANTER

Requires: Battle Enchanter

When you attack with your runic weapon, you roll with WIS instead of the usual stat.

WEALTH OF KNOWLEDGE

When you Spout Lore or use Analyze Dweomer, on a 12+, GM will also ask you a question about the subject. Whatever you answer, it is the truth.

NAME




Like you'd ever let anyone know your real name! Choose a name from another playbook that no one else is using.

LOOK

Sharp Eyes, Shifty Eyes, or Monocle
Hooded Head, Wide-Brimmed Hat, or Stylish Hair
Dark Clothing, Nondescript Clothing, or Stolen Clothing
Rotund Body, Lean Body, or Sexy 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 6+CONSTITUTION

ALIGNMENT

EVIL
Eliminate a threat to your society or employer.

CHAOTIC
Disrupt a power structure or organization.

NEUTRAL
Break into a secure place without being detected.

STARTING MOVES

NETWORK

You have a group of informants and scouts who can trade information with you, describe who or what they are! Every stading will have at least one contact from your network for you to meet. When you **spend some time trading information with one of your contacts**, hold 2 plus your CHA. When you **consult your contact's intel**, spend a hold to ask the GM one of the following:

- What's the greatest danger here?
- Where is _____ hidden?
- Where could I best hide or blend in around here?
- Who can help me out around here?
- Is there a trap or ambush here, and if so, where?
- Where's my best way in, out, or through this place?
- Who does _____ serve?
- What does _____ most desire?
- How can I best serve my society or employer around here?

After meeting your contact, you must come up with some new information to pass on before you can meet then again and gain more hold from this move.

SLEIGHT OF HAND

When you **pick locks or pockets, disarm a trap, or escape restraints**, roll+DEX. *On a 10+ you succeed unnoticed, no problem. *On a 7-9 you are still successful, but the GM will offer you two options between suspicion, danger, or cost.

CLOAK AND DAGGER

You are trained to fight dirty. When you **attack a surprised or defenseless enemy with a melee weapon**, either deal your damage or roll+DEX. *On a 10+ choose two. *On a 7-9, choose one:

- You deal your damage, ignoring armor
- One of their limbs or senses of your choice is crippled for a few moments
- You disengage from combat before they can retaliate against you
- No one notices you make your attack, and your target doesn't make a sound

BACKGROUND

Choose any race, then choose how you came to be a spy:

CRIMINAL MASTERMIND
When you **spend hold from Network to ask if a trap or ambush is present and get an answer of "No"**, roll a d6. On a 3 or higher, the spent hold is refunded to you.

STATE AGENT
Hirelings you Recruit have +1 Loyalty.

PRIVATE INVESTIGATOR
When you Discern Realities, the GM will always tell you what happened here recently in addition to the move's other results, even on a miss.

BONDS

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

I know a dirty secret about _____, but they don't know it.

_____ has some ties to my organization or employer.

I've worked with _____ before on a job; they're trustworthy.

_____ is the most likely one to betray us, I'd better watch my back around them.



THE SPY

LEVEL

XP

GEAR

Your load is 9+STR. You start with dungeon rations (5 uses, 1 weight) and a set of thieves' tools (2 weight). Choose three:

- Rapier (close, precise, 1 weight)
- Stiletto (hand, 1 weight), which is never found even if you are searched
- 3 throwing knives (thrown, near, 0 weight)
- Leather armor (1 armor, 1 weight)
- Adventuring gear (5 uses, 1 weight)
- Antitoxin
- 10 coins

ADVANCED MOVES

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

ACQUISITION

When you **put out word to your contacts about something you want or need**, roll+CHA. *On a 10+, someone has it, just for you. *On a 7-9, you'll have to settle for something close or it comes with strings attached, your call.

AGENT PROVOCATEUR

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.

BACKUP

While you are in a steading, you can spend a hold from Network to have an agent of your organization accompany you for one task. Treat them as a hireling with skill points equal to your level, loyalty equal to your CHA, and the cost, "service to our society". After completing your task, they leave you unless you spend another hold.

BLACKMAILER

Add the following option to Network:

- What could I use as leverage against _____?

DATA HANDLER

When you gain hold from Network, you gain 1 additional hold.

IMPERSONATION

When you **disguise yourself as a specific person**, roll+CHA. *On a 10+, only that person's most intimate associates can tell the difference. *On a 7-9, only those who do not know the person are fooled.

IN YOUR SHADOW

When you **follow or shadow someone**, roll+DEX. *On a 10+, you find out exactly what they're up to without arousing suspicion. *On a 7-9, it's either an impression of their doings or you can reveal yourself to learn more.

INCOGNITO

When you **blend into a crowd or the shadows**, foes never spot you until you draw attention to yourself or leave your cover. You can move while remaining in your cover, but no faster than a leisurely walk.

LICENSE TO KILL

When you **deal damage with a weapon with a range of hand or the precise tag**, deal +1d4 damage.

SNEAKY

Gain a move from the thief playbook.

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

BLACK OPS

When you use Cloak and Dagger, on a 12+ you get three choices from the list.

ENIGMA

No force can make you betray your colleagues, not even Death itself. Any attempts to scry on your location, read your thoughts, or manipulate your mind fail.

FADE AWAY

While you **stay still or act meek and unobtrusive**, even in broad daylight, people only notice you if they are looking for you specifically.

FIELD AGENT

You can spend preparation as if it were hold on Network.

MASTER IMPERSONATOR

Replaces: Impersonation

When you **disguise yourself as a specific person**, 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 already suspicious of you.

SEALED FATE

Add the following option to Network:

- How is _____ vulnerable to me?

SECRET STASH

You may spend a hold from Network to reveal a stash of useful equipment hidden nearby, the GM will tell you what you got.

SOCIAL PSYCHOLOGY

When you Parley, on a hit you can ask their player a question from the Network list, they must answer it truthfully to the best of their knowledge. This information comes from a slip of the tongue or their body language giving it away. On a 10+ they don't notice that they gave up their information, on a 7-9 they do.

VERY SNEAKY

Gain a move from the thief playbook.

WEB OF CONTACTS

When you **put out word to your contacts that you want to meet with someone**, roll+CHA. *On a 10+, someone can set up a meeting, with circumstances in your favor. *On a 7-9, you can meet with them, but there are strings attached or the circumstances are less than ideal.

NAME

LOOK




Names: Taya, Daine, Mallory, Shana, Ricard, Freya, Xaldin, Isabel, Minerva, Glenn

Golden Eyes, Wary Eyes, or Disdainful Eyes
Ornate Helmet, Winged Circlet, or Fiery Hair
Burnished Armor, Gilded Armor, or Crested Surcoat
Long Shanks, Regal Bearing, or Unblemished Body

Dragon Names: Brodahmik, Heyvkaal, Venahkrin, Centhylion, Frethiel, Benthylis, Kenzodomu, Morokegos, Rovostraza, Strunvahlok, Tyraxes, Aurion

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

Deliver justice to an evildoer.

GOOD

Endanger yourself to protect someone weaker than you.

EVIL

Gain wealth or power for yourself at someone else's expense.

STARTING MOVES

HOW TO TRAIN YOUR DRAGON

Your soul is linked with that of a young dragon, about the size of a horse. Give your dragon a name! As long as you treat your dragon with respect, it will *usually* obey you. Your dragon is capable of speech like a human. When you **whistle loudly for your dragon when it is not nearby**, it will quickly arrive at your side in dramatic fashion. When **your dragon dies**, so do you, and vice versa.

You have a stat called Link. Your Link is equal to your link stat, which depends on what kind of dragon you ride. Your Link can never be less than zero. When you **would reduce your Link below zero**, your dragon instead refuses to obey your orders for a while. Choose a cost; your dragon expects its cost to be paid regularly like a hireling's would. When you **pay your dragon's cost**, reset your Link to the value of your link stat.

- Gold and jewels
- The blood of its enemies, specify who or what they are
- Ancient knowledge and magics
- The cowering obeisance of mortals

Choose three moves for your dragon. When you **command your dragon to perform a move it knows**, roll+Link. *On a 10+, the move is done, no problem. *On a 7-9, the move happens, but there's either a consequence or limitation, or reduce your Link by 1. If a move would deal damage, roll your own damage die.

- | | |
|---|--|
| <input type="checkbox"/> Strike with fang and claw | <input type="checkbox"/> Intimidate with a mighty roar |
| <input type="checkbox"/> Belch forth elemental fury | <input type="checkbox"/> Harry from the air |
| <input type="checkbox"/> Scout from high above | <input type="checkbox"/> Flap its wings to create a gust of wind |
| <input type="checkbox"/> Hunt or track by scent | <input type="checkbox"/> Recall ancient lore |

DRAGON

Choose any race, then choose the type of dragon you ride:

CHROMATIC

Link stat: +CON

Your dragon is no stranger to combat, and neither are you. When you Defend, take +1 armor forward.

METALLIC

Link stat: +WIS

Your dragon is quite sociable, and so are you. You can write one extra Bond with your companions, giving you a total of four.

GEMSTONE

Link stat: +INT

Your dragon will always accept crystals as payment of its cost.

BONDS

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

_____ was with me when I first met my dragon.

I've been burned by _____ before, if you know what I mean.

My dragon seems to like _____; they must be someone I can trust.

DRAGONRIDER

Your dragon is capable of flight, and can carry you and one passenger with it. When you **fly upon your dragon for a great distance or to someplace dangerous**, say where you are going and roll+Link. *On a hit, you get where you need to be. *On a 7-9, choose one.

- A threat is waiting for you when you arrive
- The ride exhausts or injures your dragon, and it cannot fly until it gets some rest
- Reduce your Link by 1
- It takes longer than you expected to get where you want

VOICE OF FIRE

When you **publicly impress yourself upon a group of people, by words or deeds**, roll+CHA. *On a 10+ the GM chooses two NPCs present that you have impressed and a reaction. *On a 7-9, the GM chooses one. *On a 6-, you've attracted some unwanted attention.

- They back you up, stand by your side, or support your cause.
- They come to you with something they think you want, need or could use.
- They come to you with valuable information.



THE DRAGON KNIGHT

LEVEL

XP

GEAR

Your load is 10+STR. You start with dungeon rations (5 uses, 1 weight), chainmail (1 armor, 1 weight), and a symbol of the bond between you and your dragon, describe it! Choose your armament:

- Spear (reach, thrown, near, 1 weight) and shield (+1 armor, 2 weight)
- Recurve bow (near, 1 weight) and bundle of arrows (3 ammo, 1 weight)
- Halberd (reach, +1 damage, two-handed, 2 weight)

Choose one:

- Adventuring gear (5 uses, 1 weight)
- Broadsword (close, 1 weight)
- Poultices and herbs (2 uses, slow, 1 weight)
- Something that would satisfy your dragon's cost, tell us what!

Choose a look for your dragon:

- Great Horns, Barbels, or Ridged Crest
- Sinuous Body, Powerful Body, or Spiny Body
- Shining Scales, Stony Scales, or Fine Scales

Choose strengths for your dragon equal to your Link:

Swift, strong, quick reflexes, tireless, agile, ferocious, intimidating, keen senses, cunning

Choose one weakness for your dragon:

Flighty, headstrong, prideful, hot-tempered, vindictive, arrogant, easily distracted

LINK:

ADVANCED MOVES

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

BATTLE STANDARD

You have a symbol of some kind that you use to inspire others—maybe not a literal standard, but something visible and obvious. When you **raise your standard in support of a cause**, anyone who joins that cause gains 1d6 temporary hit points until you lower your standard (by your own choice or not) or they turn away from your cause. Any damage they take must reduce these temporary hit points before being applied to their own hit points.

DRAGON EYE

You can always see through your dragon's eyes as if they were your own, no matter the distance.

FAERIE DRAGON

Your dragon can shrink itself to the size of a housecat or back to its normal size at your command, no need to roll. While in this small form your dragon cannot use any of its other moves. It can still fly, it just can't carry you.

FÁFNIR

Treasure can never hide from you. When you **are in the presence of something hidden and valuable**, you spot it right away.

FIERY CRUSADER

Gain a move of your level or lower from the paladin or immolator playbook.

IGNITION

When you **draw dragon-wrath into your weapon**, the weapon gains the *fiery* tag as long as you wield it.

MIGHTY CHARGE

When you **charge an enemy while riding your dragon**, your attack is forceful and deals +1d6 damage, but on a 7-9 you are also dismounted after the attack.

TARGARYEN

Heat and flame can no longer harm you (though they can still burn or melt your possessions).

WATCH HOW I SOAR

When you use Dragonrider, on a 10+ choose one of the following:

- You get there much quicker than you expected
- You get the drop on any danger waiting for you there

WELL-TRAINED

Choose another move for your dragon from the list.

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

BURNINATOR

When you **command your dragon to use a move that deals damage**, on a 10+ add two of the following tags to the attack: piercing 3, forceful, messy, area. On a 7-9, add one tag.

CONFLAGRATION

Requires: Ignition

When you **draw upon the fire within your soul**, roll+Link. *On a hit, you breathe fire; deal your damage to all creatures in the path of the flames. *On a 7-9, you also either deal your damage to yourself (ignoring armor), or the flames get out of control.

DRAGON HEART

When you Make Camp, hold 1. When you would reduce your Link, you may spend this hold instead of reducing your Link.

GOLD STANDARD

Requires: Battle Standard

Those who join the cause you raise your standard for gain 2d6 temporary hit points, instead of 1d6.

LOYAL UNTO DEATH

When **your dragon takes a blow that was meant for you**, the damage is negated, but reduce your Link by 1.

MY ARMOR IS LIKE TENFOLD SHIELDS

While **you are riding your dragon**, you have armor equal to your Link.

MY TEETH ARE SWORDS, MY CLAWS SPEARS

Requires: Mighty Charge

When you **deal damage while riding your dragon**, add your Link to the damage.

PARAGON OF FLAME

Gain a move of your level or lower from the paladin or immolator playbook.

THUNDERING VOICE

When you use Voice of Fire, on a 12+ you can instead choose one NPC specifically to impress. The GM chooses their reaction from the list.

WYRM-TONGUE

You speak the language of dragons. Any creature of this world will understand what you say, and you can understand them.

NAME

LOOK

Dwarf: Maran, Halnar, Donarak, Varas, Balgrim, Armeril, Skori, Kalna, Haegara
Human: Wallace, Bertrand, Roger, Tomoe, Maeve, Emilia, Caterina, Halvard, Sigmund

Hard Eyes, Wary Eyes, or Eyepatch
 Helmet, Bald, or Long Ponytail
 Old Uniform, Tattered Clothing, or Rust-Stained Clothing
 Scarred Body, Bulky Body, or Toned 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
MAXYOUR MAX HP IS
10+CONSTITUTION

ALIGNMENT

 GOOD

Suffer or endure hardship so that someone else does not have to.

 LAWFUL

Fulfill a promise to protect someone during a dangerous journey or situation.

 CHAOTIC

Upstage, humiliate, or dethrone an unjust or evil authority figure.

STARTING MOVES

I'LL BE THERE FOR YOU

When you **make a promise to protect someone**, they become your ward. You may only have one ward at a time. When you **Defend your ward**, you get the following benefits:

- You take +1 armor forward
- If you get a 6- on your Defend roll, treat it as a 7-9 instead
- Add the following option to Defend: "Give your ward an opportunity to escape a dangerous situation"

PAYBACK TIME

Choose two things that make you burn with righteous anger when you encounter them:

- Bullying, slavery, and oppression
- Wanton cruelty and unnecessary suffering
- Injustice and inequality
- Cowardice, treachery, and selfishness
- Threats to your loved ones
- The despoiling of beauty and innocence
- Violence to children, animals, and the innocent
- Perversions of nature

When you **burn with righteous anger**, hold 3 Payback. When you **act on your anger**, spend a Payback to:

- Act despite pain, fear, or doubt
- Act suddenly and with conviction, catching your foe off-guard
- Add +1d6 damage and the forceful tag to your next attack
- Stand fast, keeping your position, stance, and course despite what befalls you
- Throw off the effects of being stunned, confused, or enchanted

When **there are no threats to you or your ward in sight**, lose all of your held Payback.

MAKE A STAND

When you **call out someone's villainous actions and demand they stand down**, roll+CHA. *On a 10+, they choose one:

- Cease what they are doing and back off
 - Focus their attention on you and attack, and you take +1 forward against them
- *On a 7-9, they can choose either of the above, or:
- Dissemble, stall, make excuses, defer to another, or argue the point

RACE

 DWARFChoose a specific type of foe, such as demons, goblin-kin, dragon-kin, or undead. When you **enter battle with your chosen foe**, you burn with righteous anger. HUMAN

You're an experienced bodyguard. While you are Defending, you do not need to spend hold to redirect an attack from the thing you are defending to yourself; you just do it.

BONDS

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

_____ was one of my first wards, but things have changed between us since then.

I've saved _____'s life more than once.

_____ is always getting into trouble, I must protect them from themselves.

_____ has been on the wrong side of my wrath before.



THE GUARDIAN

LEVEL XP

GEAR

Your Load is 10+STR. You start with dungeon rations (5 uses, 1 weight), chain mail (1 armor, 1 weight), a shield, (+1 armor, 1 weight), and a melee weapon of your choice (close, 1 weight). Choose one:

- Adventuring gear (5 uses, 1 weight)
- Healing potion
- Antitoxin and bandages (3 uses)
- Keg of dwarven stout (4 weight)

ADVANCED MOVES

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

ARMORED

You ignore the clumsy tag on armor you wear.

BASTION

When you **Defend someone you have a bond with**, you take +Bond armor forward. This is in addition to the armor bonus if they are your ward.

BODYGUARD

When you **use your promise of protection as leverage**, you may Parley with CON instead of CHA, but on a hit they must become your ward until your promise is fully kept.

BURNING BRIGHT

Choose a third thing that makes you burn with righteous anger.

CRUSADER

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

HELL'S GATE

When **your ward would take their Last Breath in your presence**, you may intercede with Death on their behalf. They will live for now, but Death will demand a favor or bargain from you in exchange.

JUST BRING IT

When you use Make a Stand, if your foe attacks you, you also get +1 Payback.

SHIELD BASH

When you **Hack and Slash while wielding a shield**, you may deal +1d6 damage. If you do, take -1 armor forward as well.

SLEEP WITH ONE EYE OPEN

When you **stand watch for an entire night**, you always see anything approaching your camp in time to wake the camp and prepare a response, as if you had rolled a 10+ to Take Watch. However, doing this exhausts your vigilance; you lose the benefits of having a ward until you get a proper night's sleep, then you can choose a new ward.

VIGILANT

Add these to the list of Discern Realities questions:

- How can I get my ward out of here?
- What here poses the greatest threat to my ward?

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

AVENGING STRIKE

When you **spend a hold from Defend to deal damage**, you deal +1d4 damage and scar, mark, or diminish your target in some way, the GM will tell you how.

BEACON OF HOPE

When you **make a stand against the darkness while in sight of your ward**, your ward holds 1 Payback, which they can spend just like you can.

ETERNAL FLAME

If you are reduced to zero HP while you hold Payback, you keep fighting and don't take your Last Breath until you spend all your Payback. When you take damage when you are at zero HP, you lose 1 Payback.

MIRROR SHIELD

While you **have a shield equipped**, add the following option to Defend:

- Redirect a spell or magical effect from the thing you defend to the ground, making it fizzle harmlessly

PARAGON

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

THE PEOPLE'S CHAMPION

Requires: Just Bring It

When you use Make a Stand, on a 12+ you fluster or intimidate your foe; you choose how they react from the list.

SHIELD SLAM

Replaces: Shield Bash

When you **Hack and Slash while wielding a shield**, you deal +1d8 damage.

SLEEP WITH BOTH EYES OPEN

Replaces: Sleep With One Eye Open

When you **stand watch for an entire night**, you always see anything approaching your camp in time to wake the camp and prepare a response, as if you had rolled a 10+ to Take Watch.

RETRIBUTION

When you **have engaged a foe in melee and they break off or make an attack that doesn't include you**, you may deal your damage to them.

YOU SHALL NOT PASS

Add the following option to Payback Time:

- Glare at an approaching enemy, stopping them dead in their tracks

NAME

Names: Nihlath, Myrkul, Azoth, Mordecai, Nija, Nihasa, Prosperine, Zente, Dante

LOOK

Haunted Eyes, Dead Eyes, or Inky Black Eyes
Deep Hood, Bald, or Styled Hair
Tattered Robes, Heavy Cloak, or Funerary Attire
Bony Body, Pale Body, or Corpulent 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 6+CONSTITUTION

ALIGNMENT

- LAWFUL**
Carry out a spirit's last request.
- NEUTRAL**
Help someone to understand death or soothe their grief.
- EVIL**
Exploit your power over death for personal gain.

STARTING MOVES

UNDERTAKER
When you **perform last rites over a recently dead or dying sentient creature**, you gain 1 Soul, and you may ask the deceased's player the following questions, they must answer you truthfully:

- What caused your death?
- What regret burdens your soul?

You may hold a maximum of 3 Soul. **You begin play with 2 Soul.**

RACE

Death doesn't care who or what you are. All are equal in his eyes. Choose any race you want, it doesn't matter.

SOUL MAGIC
You can cast any spell from the Reaper spell list of your level or lower without needing to prepare them first. When you **cast a Reaper spell**, roll+WIS. *On a hit, the spell is successfully cast. *On a 10+, choose a consequence from the list below. *On a 7-9, choose two consequences.

- You spend 1 Soul
- The spell has other effects as well
- You may not cast this spell again until after the next time you Make Camp
- You draw attention to yourself or put yourself in a spot, the GM will tell you how

BONDS

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

One of _____'s ancestors gave me a message for them, but I'm waiting for the right time to give it to them.

I brought _____ back from Death's Door.

_____ fears the power I wield over souls. I will help them to understand.

_____ 's beliefs about the afterlife are wrong. I shall try to show them the truth.

CASTIGATE
When you **verbally rebuke an undead creature and spend 1 Soul**, roll+CHA. *On a 10+, choose three. *On a 7-9, choose one.

- You deal your damage to the target, ignoring armor
- You place a burden upon them, limiting their supernatural abilities
- The target may not come any closer to you, as long as you lock its gaze
- You may ask two questions from the Discern Realities list about the target

DEATH LORE
When you **first encounter an important creature, location, or item that pertains to spirits, the undead, or the afterlife**, you can ask the GM any one question about it; the GM will answer truthfully.

Additionally, when you **Spout Lore about spirits or the lands beyond the Black Gate**, you roll with WIS instead of INT.

GEAR

Your load is 6+STR. You start with dungeon rations (5 uses, 1 weight), two coins, and the tools you use to perform last rites, describe them! Choose two:

- Scythe (close, two-handed, 1 weight) and antitoxin (0 weight)
- Sacrificial dagger (hand, 1 weight) and bandages (3 uses, slow, 0 weight)
- Bag of books (5 uses, 2 weight)
- Healing potion

ADVANCED MOVES

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

ASHES TO ASHES

When you perform last rites, you may choose to turn the corpse you have used to ashes. That corpse can never be raised again, including as an undead, nor can its spirit be contacted in any way, short of direct intervention by Death himself.

CANOPIC JARS

The maximum number of Soul you can hold is now 4.

EXORCIST

You can now use Castigate on spirits and extra-planar creatures. When you do, add the following option to the Castigate list:

- You drive the target out of any person or object they are possessing, and prevent them from possessing anything else as long as you are present

FERRYMAN

When you **Parley with ghosts and other intelligent undead**, you may offer the comfort of oblivion as leverage. If they accept, they depart this world for the one beyond the Black Gates.

I SEE DEAD PEOPLE

You no longer have to roll to cast the spell Spirit Medium; you can just cast it whenever you like. Additionally, Spirit Medium no longer has an ongoing cost.

PHANTOM GUARD

While you have at least one Soul, you have 2 armor.

REVERENCE

Choose a spell from the cleric list. You may cast that spell as if it were one of your own.

THE SCALES OF LIFE AND DEATH

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

SPIRITS OF KNOWLEDGE

When you **enter a new place**, the spirits of the dead will tell you a fact from the history of that location or something that has changed since you were there last.

VITAL TRANSFER

When you **touch someone**, you can spend 1 Soul to heal them of 1d6 damage, as many times as you like, as long as you have Souls to spend. You can use this ability on yourself if you wish.

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

CROSS THE VEIL

When you **step partially into the land of shadows and spend 1 Soul**, you turn yourself insubstantial. You can pass through solid objects, and mundane weapons will pass through you. You may still be repelled or harmed by magic or energy. Attacking or casting a spell ends this effect.

DUST TO DUST

Requires: Ashes to Ashes

When you **reduce a living creature to zero HP**, you may turn its corpse to ashes, as per the Ashes to Ashes move. If you do, you instantly gain 1 Soul.

EXPEL

Requires: Exorcist

When you deal damage with Castigate, deal +1d6 damage, and when you **reduce an undead, spirit, ghost, or extra-planar creature to zero HP**, it is henceforth barred from appearing on the material plane in any form. If the creature would be sent back beyond the Black Gates, Death will personally make sure it never leaves his domain again.

GRIM REAPER

Any weapon you wield draws power from beyond the Black Gates. Your weapon can affect insubstantial creatures as if they were solid, and your attacks get +Soul piercing.

MEMENTO MORI

When you **take your Last Breath**, take +Soul to the roll.

PHANTOM ARMOR

Replaces: Phantom Guard

While you have at least one Soul, you have 3 armor.

REST IN PEACE

You no longer need to spend Souls to use Castigate.

SOUL MASTERY

When you cast a spell, on a 12+, choose no consequences.

SPIRITS OF WARNING

When you **consult the spirits of those who died at your location**, roll+CHA. *On a 10+, a spirit will guide you past danger, keep you from becoming lost, or show you something hidden. *On a 7-9, a spirit will show you a danger, but no more than that.

VITAL INFUSION

Requires: Vital Transfer

When you use Vital Transfer, you heal 2d6 damage per Soul spent instead.

FIRST LEVEL SPELLS

□ 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.

□ SPOOK

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, or 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).

□ SPIRIT MEDIUM

LEVEL 1

ONGOING

While this spell is ongoing, you can detect and interact with ghostly, insubstantial, or extra-planar entities, and you take -1 to cast a spell. Any such creatures will be aware of you while this spell is ongoing, and more likely to interact with you.

□ CORPSE LANTERN

LEVEL 1

You draw a spiritual lantern from beyond the Black Gates, which floats nearby you. It gives off no heat or sound and requires no fuel but is otherwise like a mundane lantern. You have complete control of the color of the lantern. The spell lasts until the next dawn.

THIRD LEVEL SPELLS

□ SÉANCE

LEVEL 3

Name the spirit you wish to contact (or leave it to the GM). You pull that creature through the planes; just close enough to speak to you. It is bound to answer any one question you ask to the best of its ability.

□ SHROUD

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.

FIFTH LEVEL SPELLS

□ GRIM VISIONS

LEVEL 5

Cast this spell and gaze into a reflective surface to see where Death thinks you are needed most right now. The GM will reveal the details of a grim portent to you—a bleak event that will come to pass without your intervention. They will then tell you something useful about how you can interfere with the grim portent's dark outcomes.

□ UNHOLY BLIGHT

LEVEL 5

ONGOING

A swarm of vicious insects from beyond the Black Gates of Death fill the immediate area. Whenever a creature in the area takes damage it takes an additional, separate 1d4 damage, which ignores armor. This spell persists so long as you can see the affected area, or until you dismiss it.

SEVENTH LEVEL SPELLS

□ DEATH GRIP

LEVEL 7

Touch an enemy and strike them with the power from beyond the Black Gates, dealing 2d8 damage to them and 1d6 damage to yourself. This damage ignores armor.

□ MARK OF DEATH

LEVEL 7

Choose a creature whose true name you know. This spell creates permanent runes on a target surface that will kill that creature, should they read them.

NINTH LEVEL SPELLS

□ FINAL JUDGMENT

LEVEL 9

The mindless undead creature you touch is destroyed and you steal its negative energy to heal yourself or the next ally you touch. The amount of damage healed is equal to the HP that the creature had remaining before you destroyed it.

□ DOOM

LEVEL 9

Name a city, town, encampment, or other place where people live. Death will pay them a little "visit", in the Biblical sense, during the next night.



REAPER SPELLS

NAME

LOOK




Names: Leofrick, Syrio, Favian, Beatrix, Cordelia, Kasper, Joren, Annette, Garnier, Maerwynn, Rhyannon, Eleanor

Family Names: Altard, Beaumont, Cline, Herzog, de Montfault, Lowe, Gaveston, Oberst, Perevel, Rostilav, Talbot, Volodier

Coronet, Fancy Hat, or Flowing Locks
Shrewd Eyes, Haughty Eyes, or Greedy Eyes
Ostentatious Clothing, Fashionable Clothing, or Military Dress
Rotund Body, Immaculately Groomed, 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

GOOD

Protect the lands you rule from evil.

EVIL

Increase your fortunes at the expense of another.

NEUTRAL

Increase the prestige of yourself or your stronghold.

STARTING MOVES

MASTER OF YOUR DOMAIN

You have claim to a stronghold and its surrounding lands. Describe it and give it a name, and place it on the map as a keep. Your stronghold begins with the following tags: Poor Prosperity, Shrinking Population, Guard Defenses, and Oath(Protection for nearby lands). Take the Stronghold sheet and choose features for your stronghold on it, and the GM will then add Need(a resource of the GM's choice).

While **your stronghold is secure and you are present to rule it unchallenged**, at the start of the session, roll+CHA. *On a 10+, choose two. *On a 7-9, choose one.

- Gain 1 Surplus
- Gain a unit of any resource your stronghold produces
- Your stronghold is free from want or danger for the time being

CASTLE BUILDER

When you **endeavor to add or remove a feature to your stronghold** tell the GM what you're trying to achieve. The GM will give you one to four of the following conditions, when you meet them all, you get your desired change:

- You'll need help from _____
- You must spend some Surplus
- You must spend a unit of _____
- It will take weeks/months/years
- First you must _____
- You'll need to acquire _____
- You and your allies will risk danger from _____

LOYAL RETAINERS

You have a few (4-7) loyal retainers who will back you up, follow your orders, impress people, carry things, and help you conduct your business. Choose what type of people compose your retainers:

- Noble Courtiers:** When they help you Parley, on a 10+, ask your subject a question; they must answer it truthfully.
- Seasoned Warriors:** When they help you fight, your damage die is a d10.
- Stalwart Guards:** When they help you fight, you get +1 armor.
- Wise Scholars:** When they help you Spout Lore, you roll with CHA instead of INT.

Treat your retainers as a single hireling with skill points equal to your level+1, and the cost, "service to your stronghold". When you **command your retainers to do something like you would a hireling**, roll with CHA instead of Loyalty.

STRONGHOLD

CONQUEROR

You seized your stronghold by force, and rule with an iron fist. When you **command your retainers or make the Master of Your Domain** move, roll with STR instead of CHA.

SCION

Your family has held these lands for many generations. Your stronghold begins with 1 Surplus, and name a relative who holds a position of power in a nearby steading; they will usually be willing to aid you for a reasonable price.

CHAMPION

You received this stronghold as reward for some prior service, and people are eager to join your banner. When you **recruit from your lands**, you automatically get a 10+ on the roll.

BONDS

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

_____ helped me get where I am today, and I owe them for it.

_____ is a great help to my stronghold. I always listen to their council.

I tolerate _____ for the service they bring, but I wouldn't trust them.

_____ 's family and mine have some history. I hope it doesn't cause us problems.

THE BARON

LEVEL
XP

GEAR

Your Load is 7+STR. You start with dungeon rations (5 uses, 1 weight), a melee weapon of your choice (close, 2 weight), a horse, and a signet ring identifying you as a member of the nobility, describe your emblem or coat of arms! Choose three:

- Chain mail (1 armor, 1 weight)
- Shield (+1 armor, 2 weight)
- Healing Potion
- Adventuring gear (5 uses, 1 weight)
- 1 Surplus
- Keg of dwarven stout (4 weight)

ADVANCED MOVES

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

BODYGUARDS

When you **Defend while accompanied by your retainers**, you get +1 hold, even on a miss.

COUNCIL

When you **call a council at your stronghold and spend 1 Surplus**, ask the GM two of the following questions, they will answer truthfully:

- What is the greatest threat to my stronghold, right now?
- Who would be willing to trade _____ for _____ with me?
- Who holds influence in/with _____?
- What is the relationship between _____ and _____?

EVERYONE WANTS SOMETHING

When you **Parley with someone or Discern Realities connected to them**, on a hit you can also ask the GM one of these questions; they will answer truthfully:

- What does this person *really* want from me?
- What does this person value most?
- What is the most valuable thing here?

FESTIVAL

You may spend 1 Surplus to make the Carouse move, even if you haven't returned triumphant. If you do, roll+CHA instead of coins spent, and on a 12+ you can choose as many options as you like.

HOLD COURT

When you **hold court and hear the problems of the people**, the GM will tell you of at least one opportunity within your stronghold or the areas surrounding it.

LARGESSE

When you **bestow gifts to a person or group**, spend 1 Surplus and roll+CHA. *On a 10+, they are impressed and feel the need to reciprocate. *On a 7-9, they are merely impressed and treat you with respect. Not everyone in the community may feel this way, but the majority does. *On a 6-, they remain superficially cordial at least, but you've attracted unwanted attention.

STRATEGIST

Gain a non-multiclass move from the warlord playbook.

TALENTED RETAINERS

Choose a second type of people that compose your retainers.

VOICE OF AUTHORITY

Take +1 to order hirelings, including your retainers.

WEALTHY ESTATES

When you **use your influence to acquire something unusual or expensive**, spend at least 1 Surplus and roll+Surplus spent. *On a hit, it will be yours. *On a 7-9, there will be strings attached.

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

COURT INTRIGUE

When you **meet with someone for diplomatic affairs**, ask the GM two questions from the list below, they will answer truthfully:

- Is there an ambush waiting for me?
- What are they *really* feeling?
- What is my best way out of this?
- Who is watching?

DEVOTED RETAINERS

Requires: Voice of Authority

You never need to roll to command your retainers; they will obey even the most dangerous of orders from you without hesitation.

DIPLOMAT

When you **send a letter requesting a person's presence in your stronghold**, roll+CHA. *On a 10+, they agree to visit with the expectation of hospitality. *On a 7-9, they name some terms, meet them or they refuse.

FANTASTIC ESTATES

Requires: Wealthy Estates

When you **use your influence to acquire something ridiculously rare or expensive**, spend at least 1 Surplus and roll+Surplus spent. *On a hit, it will be yours. *On a 7-9, there will be strings attached.

FIELD MARSHAL

When you **organize your land's defenses against a threat**, your lands get +Defenses as long as you are present and involved.

MASTERFUL STRATEGIST

Gain a non-multiclass move from the warlord playbook.

METROPOLIS

When you gain this move, your stronghold immediately gets +Population, +Prosperity, or +Defenses, your choice, and add the following to the list of available features for your stronghold that you can add with Castle Builder:

- A mighty cathedral. Add Divine.
- A wizard and their tower. Name them and add Arcane.
- Ambassadors and craftsmen from far-distant lands. Add either Dwarven or Elven.

SPOILS OF WAR

When you **return home triumphant after dealing with a threat to your stronghold**, you gain 1 Surplus.

VERSATILE RETAINERS

Choose a move from another playbook. You may use this move as long as you are accompanied by your retainers.

YOU WIN OR YOU DIE

Requires: Council

When you call a council, ask three questions instead of two, and add, "Can I trust _____?" and "Can I trust _____ to _____?" to the list of questions you can ask.

Name your stronghold: _____

Describe your stronghold: (Choose at least one in each category)

- Set atop a promontory overlooking the sea
- Lonely, hidden and remote among the forest or moors
- Guards a major crossroads, either man-made or natural
- Built around, atop, or inside something interesting

- Constructed in ancient times, yet well preserved
- Rebuilt from the ruins of a much older structure
- Fresh and modern architecture, but untried in a real war
- Notably unique in design or material

- Grim and foreboding, a gargoyle on every gutter
- A shining beacon of light, with graceful arches and soaring towers
- Stout and pragmatic, built for function rather than appearances
- Lavishly decorated with the most trendy of furnishings

- Bears the marks of assaults turned back
- Once a place of great wealth and commerce
- Has changed hands many times
- The site of a legendary mystical event

- Labyrinthine, with hidden passages and catacombs
- A fortified monastery or similar religious structure
- Steeped in intrigue and politics
- Haunted by ghosts or similar spirits
- Built by another race, either as slaves or inhabitants
- A patchwork of many different peoples and buildings
- Utilizes unique and unusual technology
- A forgotten history, full of secrets and riddles

Choose three features for the lands your stronghold rules:

- Sturdy walls and manned watchtowers. Add +Defenses.
- Skilled and seasoned warriors. Add +Defenses.
- A bustling trade port on a good harbor. Add Market.
- A person of exceptional skill. Describe them and add Craft.
- Hardworking and honest folk. Add either +Prosperity or +Population.
- Swift rivers and serene lakes, bringing fish and commerce. Add Trade(a neighboring steading) and +Prosperity.
- Rich farmland, dotted with manors. Add either +Population or Resource(crops).
- A vast forest and all the hamlets and game therein. Add either Resource(timber) or Resource(game).
- Mountains, hills, and all the wild clans that live there. Add either Resource(stone), Resource(iron) or Resource(horses).
- Sacred sites where the pilgrims come. Add Religion.
- A major highway leading to other nearby towns. Add Trade(a neighboring steading) and +Population.

Choose one problem for your lands, and the GM chooses one as well:

- Someone else wishes to claim your lands for themselves. Describe them and add Enmity.
- There are monsters roaming about unchecked. Describe them and add Blight.
- Your authority is weak, and discontent is rampant. Tell us why and add Lawless.
- You owe fealty, a debt, or support to someone else. Describe them and add Oath(your seigneur).
- Some sinister force lurks deep within a dungeon in your lands, perhaps under your stronghold itself! Describe what it is or where it lurks, but not both.
- Within your lands is a source of something wild, chaotic, or dangerous, which may attract unwanted attention from beyond your lands. Tell us what it is and what desires it, but not both.

STRONGHOLD TAGS

	Defenses	Oath (protection for nearby lands)
	Prosperity	Need (_____)
	Population	_____

RESOURCES IN STOCK

SURPLUS: _____

Surplus is not necessarily coin, but also building materials, goodwill, political favors owed, and so forth. Resources may be turned into Surplus if you have a trading partner, or they can be used to build upgrades, or used as currency in negotiations with other steadings. In a pinch, you can turn 1 Surplus into 2d6 x your Charisma (the stat itself, not the modifier) in coins. You cannot turn coins into Surplus.

NOTABLE FEATURES AND PERSONS

Your retainers are: (Fill in the blanks for at least four)

- _____, who has served me the longest.
- _____, the most reliable.
- _____, the most cunning.
- _____, the most fearsome.
- _____, who bears _____.
- _____
- _____

Retainer skills: _____

THE DRAGON KNIGHT

When **your soul is bonded to the soul of a young dragon**, the next time you level up you may choose to gain this move:

HOW TO TRAIN YOUR DRAGON

You are empathically bonded to a young dragon, about the size of a horse. As long as you treat your dragon with respect, it will *usually* obey you. Your dragon is capable of speech like a human. When you **whistle loudly for your dragon when it is not nearby**, it will quickly arrive at your side in dramatic fashion.

Choose a name for your dragon:

Brodahmik, Heyvkaal, Venahkrin, Centhylion, Frethiel, Benthylis, Kenzodomu, Morokegos, Rovostraza, Strunvahlok

Choose a look for your dragon:

Great Horns, Barbels, or Ridged Crest
Sinuous Body, Powerful Body, or Spiny Body
Shining Scales, Stony Scales, or Fine Scales

Choose two strengths for your dragon:

Swift, strong, quick reflexes, tireless, ferocious, intimidating, keen senses, agile, cunning

Choose one weakness for your dragon:

Flighty, headstrong, prideful, hot-tempered, vindictive, arrogant, easily distracted

Choose a cost; your dragon expects its cost to be paid regularly like a hireling's would.

- Gold and jewels
- The blood of its enemies, specify who or what they are
- Ancient knowledge and magics
- The cowering obeisance of mortals

Choose three moves for your dragon. When you **command your dragon to perform a move it knows**, roll+CHA.

*On a 10+, the move is done, no problem. *On a 7-9, the move happens, but there's either a consequence or limitation. If a move would deal damage, roll your own damage die.

- Strike with fang and claw
- Belch forth elemental fury
- Scout from high above
- Hunt or track by scent
- Intimidate with a mighty roar
- Harry from the air
- Flap its wings to create a gust of wind
- Recall ancient lore

Your dragon is capable of flight, and can carry you and one passenger with it. When you **fly upon your dragon for a great distance or someplace dangerous**, say where you are going and roll+CON. *On a hit, you get where you want to be. *On a 7-9, choose one.

- A threat is waiting for you when you arrive.
- The ride exhausts or injures your dragon, and it cannot fly until it gets some rest.
- It takes longer than you expected to get where you want.

If you have the move How To Train Your Dragon, these count as class moves for you; you can choose from them when you level up:

DRAGON EYE

You can always see through your dragon's eyes as if they were your own, no matter the distance.

FAERIE DRAGON

Your dragon can shrink itself to the size of a housecat or back to its normal size at your command, no need to roll. While in this small form your dragon cannot use any of its other moves.

WELL-TRAINED

Choose another move for your dragon from the list.

MIGHTY CHARGE

When you **charge an enemy while riding your dragon**, your attack is forceful and deals +1d6 damage, but on a 7-9 you are also dismounted after the attack.

BURNINATOR

When you **command your dragon to use a move that deals damage**, on a 10+ add two of the following tags to the attack: piercing 3, forceful, messy, area. On a 7-9, add one tag.

WYRM-TONGUE

You speak the language of dragons. Any creature of this world will understand what you say, and you can understand them.

THE BARON

When you **lay claim to a stronghold, either by birthright, conquest, or grant from someone else**, gain the following moves:

LANDED

You have claim to a great hall and its surrounding lands. Describe it, and place it on the map as a keep. Your hall begins with the following tags: Poor Prosperity, Shrinking Population, Guard Defenses, Oath(protection for nearby lands) and Need(a resource of the GM's choice).

Choose three features for the lands your stronghold rules:

- Sturdy walls and manned watchtowers. Add +Defenses.
- Skilled and seasoned warriors. Add +Defenses.
- A bustling trade port on a good harbor. Add Market.
- A person of exceptional skill. Describe them and add Craft.
- Hardworking and honest folk. Add either +Prosperity or +Population.
- Swift rivers and serene lakes, bringing fish and commerce. Add Trade(a neighboring steading) and +Prosperity.
- Rich farmland, dotted with manors. Add either +Population or Resource(crops).
- A vast forest and all the hamlets and game therein. Add either Resource(timber) or Resource(game).
- Mountains, hills, and all the wild clans that live there. Add either Resource(stone), Resource(iron) or Resource(horses).
- Sacred sites where the pilgrims come. Add Religion.
- A major highway leading to other nearby towns. Add Trade(a neighboring steading) and +Population.

Choose one problem for your lands, and the GM chooses one as well:

- Someone else wishes to claim your lands for themselves. Describe them and add Enmity.
- There are monsters roaming about unchecked. Describe them and add Blight.
- Your authority is weak, and discontent is rampant. Tell us why and add Lawless.
- You owe fealty, a debt, or support to someone else. Describe them and add Oath(your seigneur).

- Some sinister force lurks deep within a dungeon in your lands, perhaps under your stronghold itself! Describe what it is or where it lurks, but not both.
- Within your lands is a source of something wild, chaotic, or dangerous, which may attract unwanted attention from beyond your lands. Tell us what it is and what desires it, but not both.

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

HOLD COURT

When you **hold court and hear the problems of the people**, the GM will tell you of at least one opportunity within your lands.

SPOILS OF WAR

Requires: Hold Court

When you **successfully deal with a problem in your lands set forth by the GM or successfully pursue an opportunity you heard about while holding court**, you may add another feature to your lands from the list.

FIELD MARSHAL

When you **organize your land's defenses against a threat**, your lands get +Defenses as long as you are present and involved.

CALL THE BANNERS

When you **recruit from your lands**, treat a 6- as if you had rolled a 7-9 instead.

COURT INTRIGUE

When you **meet with someone for diplomatic affairs**, ask the GM two questions from the list below, they will answer truthfully:

- Is there an ambush waiting for me?
- What are they really feeling?
- What is my best way out of this?
- Who is watching?

DUNGEON WORLD

UNLIMITED EDITION

A revision of the mechanics and playbooks for Dungeon World by LaTorra and Koebel

Changes made in this edition

Dungeon World has come a long way in its roots from the original Apocalypse World. As such, it has inherited several legacy mechanics and quirks from Dungeons and Dragons, and we feel that these quirks ultimately do not serve the interests of the game. The following playbooks have been revised to better represent a more classic Apocalypse World style experience.

Alignments have been replaced with Drives

Our goal is to allow the players to explore the motivations of their characters without the traditional moral codes of Good and Evil. We hope removing these alignments will also remove some of the stigma about alignment as a straightjacket for a character's actions.

Races have been replaced with Backgrounds

This change is mostly cosmetic to put more focus on the character's backstory. This assumes a default human race for all characters. Players may wish to use the optional Heritage mechanic if they want to play characters from more varied cultural or racial backgrounds.

Ability Scores (3-18) have been removed; only the modifiers remain

In practice, these scores contributed little to actual play and caused confusion for new players. Only the modifiers remain.

HP and Load are now hard-coded for each playbook, rather than being calculated from Ability Scores

A natural extension of using only modifiers rather than ability scores, static HP and Load cuts down on the unnecessary paperwork needed to create a new character.

Each playbook now has only seven advanced moves

Many advanced moves offered little besides bonuses to other moves. We wanted moves to add cool new things that characters can do, and our choices here reflect this principle.

All moves and mechanics now use a single type of die: the d6

This removes the complexity of using multiple types of dice while still allowing for the variance that dice bring to the table.

This is most noticeable during combat, lessening the divide between classes and making "+n" damage bonuses feel more impactful (be it from weapons, class choice, or other factors).

This change also alters monster damage as follows:

- If an effect uses 1d4, it now uses 1d6-1 (minimum of 1)
- If an effect uses 1d8, it now uses 1d6+1
- If an effect uses 1d10, it now uses 1d6+2
- If an effect uses 1d12, it now uses 1d6+3

+1/-1 forward has been replaced with advantage/disadvantage
Die modifiers are, in practice, cumbersome and easy to forget. Instead, anything that would give a bonus to a roll gives advantage, and anything that would penalize a roll gives disadvantage. These changes are incorporated into the playbooks.

- When you **roll with advantage**, roll an extra die and discard the lowest die.
- When you **roll with disadvantage**, roll an extra die and discard the highest.

If you ever have both advantage and disadvantage; they cancel each other out; just roll normally.

Note that damage rolls can also have advantage or disadvantage. In this case, roll two dice instead of one and keep the higher or lower of the two, as prescribed. **This changes the "take what you can get" option of Volley to rolling with disadvantage.** Any monster damage dice listed as "best" or "worst" are not affected by this change. (See DW, page 25)

The change also affects the bonuses and penalties to rolls found in the Discern Realities and Encumbrance moves. It does not affect Carouse (you still roll+100s of coins spent) or the bonus granted by spending Preparation from Bolster. Spending Preparation still only gives +1.

The names of debilities have been changed

This is a cosmetic change we feel better represents different types of injuries or stressors acquired from the harsh life of adventuring. Mechanically, debilities are affected by the above rule; debilities now give disadvantage to any roll made with the debilitated stat.

Many basic moves have been revised

The above changes necessitate minor revisions to several of the basic moves, which are listed on the following page. We have also used this opportunity to make adjustments to some of the triggers of the basic moves to make them easier to use in play.

The moves that have undergone the most significant changes are Level Up, which now offers a choice of either taking a new move or increasing a stat at each level, and Undertake a Perilous Journey, which has been rewritten to offer more player choice and authorship.

Bonds are worded differently

The statements used in the initial Bonds of each playbook have been revised into questions. At the beginning of the game, each player can go around the table and ask these questions to the others in order to set up their initial Bonds and establish the relationships within the group. Mechanically, Bonds have not changed.

Players have Agendas and Principles too

To help players focus their attention on the conversation and keep the game on track, we've added an Agenda and Principles for players, just like the GM has. While these should be considered part of the rules of play like the GM's Agenda and Principles, they do not carry mechanical weight to affect the dice. The players' Agenda and Principles will be expanded further below.

Revised Basic Moves

The following list reflects the changes that have been made to the basic moves in this version. Some changes are minor to better comply with other mechanical changes, others have been more significantly rewritten. If a basic move is not written here (ex: Defy Danger), assume it is unchanged from core DW.

Hack and Slash

When you **fight in melee or close quarters**, roll+STR. *On a 10+, deal your damage and choose one:

- You evade, prevent, or counter the enemy's attack
- You strike hard and fast; deal +1d6 damage, but suffer the enemy's attack

*On a 7-9, you deal your damage, but also suffer the enemy's attack.

Volley

When you **take aim and attack an enemy at range**, roll+DEX. *On a 10+, you have a clear shot, deal your damage. *On a 7-9, deal your damage but also choose one:

- You have to move/hold steady to get the shot, placing you in danger as described by the GM
- You have to take what you can get; your damage roll gets disadvantage
- You have to take several shots; spend 1 ammo

Defend

When you **take up a defensive stance or jump in to protect someone or something else**, roll+CON. *On a 10+, hold 3. *On a 7-9, hold 1. Spend your hold to:

- Suffer an attack's damage/effects instead of your ward
- Halve an attack's damage/effects
- Draw all attention from your ward to yourself
- Strike back at an attacker; deal your damage with disadvantage

When you go on the offense, cease to focus on defense, or the threat passes, lose any hold left on this move.

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. Either way, when you **act on the answers for the first time**, whatever move you make gains advantage.

- 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?

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.

Parley

When you **influence or manipulate an NPC to do something they normally wouldn't do**, roll+CHA. *On a hit, they reveal the easiest way to convince them to go along. *On a 7-9, they reveal something you can do to convince them, though it'll likely be costly, tricky, or distasteful. If you have some kind of leverage on them, the GM should take it into consideration when telling you their costs.

Aid/Interfere

When you **help or hinder someone**, roll+Bond with them. *On a hit, they get either advantage or disadvantage to their roll, your choice. *On a 7-9, you also expose yourself to any risks, costs, or consequences associated with their move.

Undertake a Perilous Journey

When you **travel through hostile territory**, choose one member of the party to act as trailblazer, one to scout ahead, and one to be quartermaster. Each character with a job to do rolls+WIS:

For the scout: *On a hit, you are not ambushed or taken by surprise on the journey. *On a 10+, choose one:

- You get the drop on a threat, either on the path or at your destination
- You discover an interesting or useful place or landmark, tell us what you found and add it to the map
- You notice a sign of a nearby threat; ask the GM what it is, and what it might signify

For the trailblazer: *On a hit, the journey takes the expected amount of time. *On a 10+, choose one:

- It takes less time than you expected, the GM will tell you how much time you saved
- You discover an interesting or useful place or landmark, tell us what you found and add it to the map

For the quartermaster: *On a hit, the party consumes the expected number of rations, one per day of the journey. *On a 10+, you either manage your provisions well or find food in the wild: tell us how, then the GM will say how many rations you recover; distribute them among the group as you see fit.

Level Up

When you **have downtime (hours or days) and XP equal to (or greater than) your current level+10**, you can reflect on your experiences and hone your skills; do all of the following:

- Subtract your current level+10 from your XP,
- Increase your level by 1, and,
- Choose to either take a new advanced move, or increase one of your stats by 1, to a maximum of +2.

When you reach level 6 or higher, you may choose one of the following options when you level up instead, but only once for each option:

- Increase one of your stats by 1, to a maximum of +3
- Gain an advanced move from another playbook (not a starting move)
- Gain a capstone move for your class playbook (see each individual playbook for details)

New Mechanic: Followers

The rules in this section cover the creation, recruitment, and usage of followers, replacing the original Dungeon World rules for hirelings. These rules are designed to make followers feel more impactful and allow for greater customization.

The rules presented here are adapted from *The Perilous Wilds* by Jason Lutes with Jeremy Strandberg and are used under the Creative Commons Attribution license 3.0.

Only the penniless and foolhardy undertake an expedition without proper support in the form of porters, hunters, guides, and guards, not to mention specialists who can bring their skills to bear in any number of ways. Followers are those individuals who offer such assistance, accompanying the party on their exploits about the world.

Like monsters, followers have HP, damage, and instincts. They also have moves and/or tags that indicate what they're good at and how they act. Unlike monsters, they have three additional statistics: Quality, Loyalty, and Cost.

Quality represents how effective the follower is, particularly in the areas defined by their tags and moves. A follower's Quality can range from -1 (rubbish) to +3 (masterful). A follower of average competence has a Quality of 0.

Loyalty tracks how committed the follower is to you and your cause. It usually starts at +1 but changes often, ranging from -3 to +3. Note that Loyalty is a resource to be used up by the GM like any other.

Cost describes what motivates the follower to follow. Although a strong leader or worthy cause can be motivating factors, all but the most selfless followers do the dirty work in exchange for coin or other material reward. A follower's Loyalty is increased when you pay their Cost. Costs aren't always tangible things, they may include revenge against a common enemy, an opportunity to discover something, or the rush of glory in battle.

When you **pay a follower's Cost**, increase their Loyalty by 1 (to a maximum of +3). In general, the higher the Follower's Quality, the greater amount of their Cost will be required to meet it. When a follower has -3 Loyalty, they betray or abandon you at the next opportunity.

Instinct is comparable to a monster's Instinct. Instinct is the kind of trouble that the follower gets into or pursues when idle or stressed. Commanding a follower to act against their Instinct requires making the Order Follower move.

Followers can deal and take damage like a monster does. When they would deal damage, you roll a d6 and add their damage modifier (usually +0). When they take damage, they lose HP. When they are reduced to 0 HP, they are out of the action and probably dead or dying—their fate is in the GM's hands.

Revised Move: Recruit

When you **go looking to hire help**, tell the GM what you're looking for, phrased in one of the following ways:

- A group of _____ (porters, guards, minstrels, etc.)
- A skilled _____ (guide, sage, burglar, bodyguard, etc.)

A group is a follower like any other, but with the Group tag. If the GM says you can't find that kind of help in a place like this, start over or move on. Otherwise, roll+0. If you have a good reputation in these parts, or if you're willing to throw around some money in the attempt (the GM will tell you how much), roll with advantage. *On a hit, you find someone suitable. *On a 7-9, the GM chooses one:

- They demand greater compensation, in coin or some other form
- They have a need that must be met first (permission from someone else, a favor, etc.)
- You can tell at a glance they are less than ideal, the GM will say how

In general, the players can tell the GM what they want their followers to do and expect that they will do it. Unless otherwise noted, they don't make any of the basic moves. Instead, use the following moves:

New Move: Order Follower

When you **order or expect a follower to do something dangerous, degrading, or contrary to their Instinct**, roll+Loyalty. *On a 10+, they do it, to the best of their ability. *On a 7-9, they do it, but the GM chooses one:

- Decrease the follower's Loyalty by 1
- They complain loudly, now or later, and demand something in return
- Caution, laziness, or fear makes them take a long time to get it done

New Move: Do Their Thing

When a **follower does something chancy within the scope of their tags or moves**, roll+Quality. *On a 10+, they do it, as well as one could reasonably hope. *On a 7-9, they do it, but there's an unforeseen cost, consequence, or limitation; the GM will say what.

When a follower does something chancy that falls beyond the scope of their tags or moves, or does anything on their own, the GM will tell you what happens. No roll is made.

Call for Assistance

When a **follower helps you make a move that calls for a roll**, you gain advantage for that roll, but know that they will be exposed to any potential consequences.

When a **follower helps you Hack and Slash or Volley**, your damage roll gets advantage, and add any damage bonuses the follower has on top of that.

When a **follower helps you Defend**, you can spend 1 hold to redirect an attack to them instead of yourself.

Creating Followers

Like any important NPC, followers should have their own names. By default, followers have 6 HP, a damage bonus of +0, and can carry 2 weight beyond what they come equipped with. The GM will choose their specifics (Quality, Instinct, Cost, tags, etc.) as needed, to be discovered through play.

As a benchmark for follower aptitude:

- Reasonably competent: Quality +0, 1 tag
- Skilled and experienced: Quality +1, 2 tags
- Very talented veteran: Quality +2, 3 tags

- Has lived a life of servitude and oppression: +Meek
- Past their prime: -1 to Quality, +1 Wise (see Tags & Moves)
- Has lived a life of danger: +2 tags
- Has lived a life of privilege: +1 tag
- Not their first adventure: +1 tag
- Specialist: +1 to Quality, -2 tags

Follower Tags

The first tag every follower has is a Wise, expressed as _____ - wise, where the blank is filled by whatever subject or thing the follower knows best. Write down the follower's Wise.

If the follower has more than 1 tag, choose additional tags from the Follower Tags list, either now or as needed.

Follower Moves

Write 1-3 moves for the follower that further describe their behavior and abilities. These are for you, the GM. Use them like other GM moves, when the players look to you to see what the follower does, or when they give you a golden opportunity.

The players might order or expect a follower to use one of these moves on their behalf. That's fine, but you might require them to Order Followers and/or that the follower Do Their Thing.

A follower move reflects a skill, ability, or trait that can't be better summarized by a tag. Examples include:

- Point out a flaw in the plan
- Notice something hidden
- Follow quarry by tracks and spoor
- Tend to the sick and injured
- Divine the future
- Poison someone

Loyalty

By default, a new follower starts with Loyalty +1, but the GM may add or subtract 1 Loyalty to reflect their initial disposition and their respect (or lack thereof) for the characters they follow.

Instinct

What does the follower do naturally that might cause trouble?

Choose one, make one up, or roll 1d6:

1. Hold grudges and seek payback
2. Slack off and give into temptation
3. Treat others as beneath them
4. Hew to superstition and tradition
5. Take things too far when given a chance to indulge
6. Bicker and fight amongst themselves

Cost

What motivates the follower to accompany and assist the characters? Choose one, make one up, or roll 2d6:

- 2-3. **Fellowship:** Risks taken, by you, to help them
4. **Defense:** Threats to their home put down
5. **Debauchery:** Food, drink, gambling, sex, and mischief
6. **Glory:** Defeating a worthy foe in battle
7. **Wealth:** Valuable treasure looted (of which they get their cut)
8. **Renown:** Public recognition for their deeds and skills.
9. **Vengeance:** Payback against those that have wronged them or their loved ones.
10. **Knowledge:** secrets, mysteries, and wonders only found by exploring the wider world.
- 11-12. **Good:** suffering alleviated, innocents defended, wrongs righted.

Follower Tag list

- _____ **-wise:** They know all about _____ and can roll +Quality to Spout Lore about it on your behalf. *Examples: Woods-wise, Sea-wise, Herb-wise.*
- **Archer:** They use ranged attacks (not necessarily bows) effectively and can roll +Quality to Volley when ordered.
- **Athletic:** Good at running, jumping, climbing and the like.
- **Beautiful:** They make an impression, drawing admiration and attention.
- **Cautious:** They are careful and methodical; they avoid acting rashly.
- **Connected** (_____): They have friends or contacts in _____, a steading or group.
- **Cunning:** Clever and observant. They can roll +Quality to Discern Realities when ordered.
- **Devious:** Deceitful, treacherous, tricky. Just the sort you want working for you.
- **Group:** A team, gang, or mob, with all the strengths and disadvantages that come with greater numbers.
- **Guide** (_____): Knows a particular steading or region and can roll +Quality to Spout Lore, or take on a job when Undertaking a Perilous Journey for the area in question.
- **Hardy:** Tough, hard-working, and willing to put up with discomfort. They can carry an additional 2 weight.
- **Healer:** They have the knowledge and ability to provide aid to the injured and the sick. When they tend wounds with bandages or herbs & poultices, add their Quality to damage healed.
- **Meek:** They accept their lowly lot and will do degrading or unreasonable things without needing to Follow Orders.
- **Magical:** They are magical by nature or training, and sensitive to the workings of magic. Use at least one of their moves to elaborate on their powers.
- **Organized:** They make and follow plans well and work well in a group. Once they agree to a plan, you do not need to Order Followers as long as the plan doesn't go south.
- **Stealthy:** They can avoid detection and often get the drop on foes.
- **Warrior:** They have 1 armor and take +1 to their damage die roll, and you don't need to Order Followers to get them to fight (as long as the opposition is not terrifying or overwhelming).

New Mechanic: Heritage

Heritage is an optional mechanic that replaces the Race move presented in the original *Dungeon World* playbooks. This mechanic is designed to better reflect a character's background and history, as well as offering many more choices for greater customization to each game.

The Heritage system presented here is adapted from *Planarch Codex: Dark Heart of the Dreamer* by Johnathan Walton and is used under the Creative Commons Attribution license 3.0.

When you create a new character, decide on your species, ethnicity, and cultural heritage, choosing anything or any combination of things that sounds interesting to you and the other players. Then choose two Heritage moves to start with, based upon your background. Heritage moves are simple phrases or actions your character can do that are reflective of your character's heritage: their ancestry, homeland, culture, or youth. You also get two Heritage boxes. **At the start of each session (including the first one)**, mark a Heritage box.

When you **draw upon your heritage to perform a task**, erase a mark from one of your Heritage boxes, and then make one of your Heritage moves. No roll is necessary; you just make that move.

When you **Spout Lore about your heritage**, you may erase a mark from one of your Heritage boxes to automatically succeed, as if you had rolled a 10+.

Using a Heritage move may allow you to obviate or overcome a Danger that would otherwise need to be Defied, or grant Lore without having to Spout it first. However, they should not be allowed to deal damage without having to roll for it. Using a Heritage move to set up or augment another move may give advantage on that move. Exactly what happens is left to the GM's discretion.

We have presented a few common racial and cultural choices here as examples, but players are encouraged to think of their own heritages and accompanying moves.

Dwarves of the Iron Mountains

- Analyze stonework
- Resist poison
- See through the darkness
- Sniff out gold and silver

Elves of the Borderlands

- See clearly in faint light
- Balance with uncanny grace
- Blend into the forest
- Listen to the whispers of the trees

People of the Northern Wastes

- Endure hardship to keep a sworn vow
- Find shelter in harsh places
- See the honor in others
- Ignore pain and cold

Citizens of the Great Empire

- Read and write a foreign language (choose the language when you first use this move)
- Hold fast to what you love
- Rationalize in the face of madness
- Blend in with a crowd

Vagrants of Highcastle

- Find a place to hide
- Survive on an empty stomach
- Deflect aggression or suspicion by acting meek
- Size up a mark

Military Caste of the Federation

- Remain focused or marching despite fatigue
- Evaluate a military situation
- Hold the line
- Make hasty repairs to your gear

Nomads of the Plains

- Scavenge for food or shelter in the plains
- Watch a threat from afar
- Read the weather
- Coordinate an assault on a bigger target

Player Agenda

- **Portray a Compelling Character**
- **Challenge Your Character with Adventure**
- **Play to Find Out What Happens**
- **Be a Fan of the Game**

Like the GM, players too have their own agenda and principles. Your agenda makes up the things you aim to do at all times while playing a game of Dungeon World. Everything you say and do at the table that pertains to the game (and away from the table too) exists to accomplish these goals and no others. Things that aren't on this list aren't your goals. You're not trying to beat the GM or other players, or "win" in some mechanical sense by grinding your way to the biggest numbers. You're not here to play out a pre-ordained character path or story, no matter how cool you think that plan may be. Perhaps most importantly, you're not here to simply watch stuff happen or be entertained by one-sided story. You take a powerful role in the unfolding narrative.

Your first agenda is to **portray a compelling character**. While the story may often seem to be about all the stuff happening around your character, it's the characters themselves that are the stars. The stuff that happens around them and to them is there to highlight these characters, and push them into greater depths. So begin with and continue to bring forth a character that's up to that role.

This doesn't mean that you have to make a character that *everyone else* is overwhelmingly fascinated with, but you better find it damn interesting! And if you are drawn to the character, usually they'll find themselves being drawn in as well. It's your job to make a character who is interesting not only for what he/she can accomplish, but also for who he/she is. Play a character who can grow, who is intriguing and worth following through the game—a character whose death will be lamented as well as meaningful.

Challenging your character with adventure means working with your GM to live out a story that is both engaging and dynamic. Just having an interesting character is worthless if there's never struggle or adversity for that character to engage in. Pursue things that are meaningful and challenging, looking for opportunities to accomplish significant feats both in areas of strength and weakness. Push your character out of his/her comfort zone, and roll with the GM when he/she brings those opportunities. Embrace the journey, and make it a colorful one.

This is how you **play to find out what happens**. You're sharing in the fun of finding out how this story will play out and what that will mean for your character as well. You can have goals and objectives, in fact it's necessary to play a compelling character, but realize that part of the adventure is built upon the reality that you aren't always in control, so hold those plans loosely as a player. Not only will the GM be bringing in twists and turns, but so will the other players. It's fun to see how things will play out for you all, rather than forcing a prescribed result.

Finally, the experience is best if you invest in it by **being a fan...** a fan not only of your character but a fan of the world, the story, and the other players (including the GM). It sounds circular to encourage one to enjoy something in order to get the best out of the experience, but the ridiculousness doesn't diminish its significance. Suspend your disbelief and get into a mindset that embraces the setting. Let Dungeon World do what it does best instead of trying to force it into something else. Invest yourself in pursuing what the game has to offer and what the GM is trying to present, while doing your part in adding richness to everyone else's experience as well.

Player Principles

- **Play Your Character With Honesty**
- **Do It By Doing It**
- **Be Awesome And Flawed**
- **Engage With The World**
- **Build Your Part Of The World**
- **Embrace The Contradictions**
- **Share The Spotlight**

These principles are guides to help you fulfill your agenda. When you have the spotlight and your character acts in the world, consider your choices in light of these principles.

Play Your Character With Honesty

This comes out of a recognition that you (the *player*) and your *character* are not the same. By playing this character you are taking on a persona not your own with its own motivations, philosophies, and vices. There is a large degree of intentionality required in portraying this persona with integrity, and becomes more so the further these motivators are from your own. So be deliberate in pursuing them.

Separate player knowledge and discussion from character knowledge and discussion. There will be things that you (as the player) know and think that the character you play wouldn't know or think of, and must guide the character according to only the information he/she has available. This also means that the character's motivations and philosophies should be the guide for future actions, rather than your own. Consider the character's personality, stats, history, and perspective to inspire you, and follows those cues with integrity.

Do It By Doing It

Remember that even when you're using specific moves, you're telling a story and describing actions. In order to roll a move, your character has to actually do something which triggers that move. The moves themselves are only meant to give mechanics to something that is happening in the fiction, so tell us all what you're actually doing. The best advice for fulfilling this is to always be asking yourself: "How?" Keeping that in mind will actively push you from naming a mechanic to describing specific actions. Your actions should always begin and end with the fiction. To do it, do it.

Example:

*"I attack the owlbear (**How?**) ...by charging it and swinging my axe (**How?**) ...chopping low at his legs in order to stay clear of the claws and beak."*

*"I parley with the guard (**How?**) ...by bribing him (**How?**) ...approaching him casually and sliding a gold coin into his palm, whispering 'You didn't see a thing.'"*

Be Awesome And Flawed

You should be always be doing stuff, taking action, rolling dice and throwing yourself into what's happening in game. Whether you're being awesome or being flawed, you should be *something*. To be inactive is to effectually cease existing in the story. Every major character in a good story should have a goal, something that matters to them so much that they're willing to leave home and take up a life of adventure to achieve. Your character should be no different.

When you get the chance to do something awesome, don't hold back. Be brave. Make it big, and take the risks necessary to create those moments. But get equally excited about opportunities to be imperfect, and jump into them with the same participation. Don't shy away from difficulty, setbacks, or even failure. (After all, failure often leads to XP.) What makes your character compelling is the balance of both of these. So let both sides of your character shine in the spotlight!

Win or lose, make your actions stylish. The only way your character's unique identity is displayed is when you push it to the front. Moods, passions, fears and personality have to be shown in the story, otherwise they don't exist in it. So don't just do something, do it with style—*your style*. Whatever it is you want to embody with your character, whatever makes him/her unique and interesting, should be apparent in everything you do or noteworthy when absent. You will take some of the same actions as everyone else, but no one does them quite like you do.

Engage the World

The scope of Dungeon World goes far beyond just combat and becomes quite stale if reduced to such. Even if your character is singularly focused, there's still lots of ways for him/her to interact with the wider world through that one facet. Think of how your character reacts to every different NPC. Explore and pursue the things that interest your character, and consider the greater scope of what it means to be driven by that. Intentionally spend time connecting your character to the other PCs and exploring how you interact with them.

Example: Suppose your character is all about fighting, plain and simple. You could still:

- *Seek out masters of your style*
- *Describe the extent that you go through to care for your weapons and body*
- *Do fun things like sign up for underground sparring tournaments.*
- *Treat NPCs according to your assessment of their martial prowess or physical threat level*
- *Treat certain monstrous opponents with honor because of shared ideals*
- *React adversely to the other PCs whenever they back down or don't take care of their equipment*
- *Buy one of the PCs a drink when you get back to town because he/she did something impressive during the last battle*

Cast Hooks, Fill As You Play

Hooks are details you add that draw people's attention and evoke further questions. They can be things for you to latch onto later, or things for any of the other PCs or even the GM to take hold of and run with. These are often in the extra descriptions like: a quirky thing your character does, an odd embellishment to something your character possesses, or a name you throw around. These are interesting because they point to something bigger—a history, a lesson learned, a prejudice, etc.

It's fine if you throw out these hooks without knowing what's behind them yourself. That way it's able to adapt to whatever may come up and others can also build on it before it is fully fleshed out. These can even be intentional blanks left in your background to leverage or define later when it's needed. When you need a contact in a new town, this might be a good time to define that brother you keep talking about, or how that insignia on your cloak matches the banners flying from the keep. Maybe there's a skill relative to the current situation that could have been part of your upbringing, if you've left room to fill that in. Claim it now!

Build Your Part Of The World

Dungeon World is designed to be collaborative, so take hold of your little section of the world and help define it into something that really interests *you*. Whenever the GM asks you questions about the setting or past, these are huge opportunities to bring the things that interest you to life in the fiction! Take advantage of them by taking the reins in that moment. You not only have permission to do so, but are expected to.

Likewise, you can be intentional in creating these opportunities yourself, without waiting for specific questions to come from the GM. Think of the things that define your character, the things that make them stand out from the other PCs, and consider yourself the resident expert on them. Speak up about your race and culture, your geographical roots, your areas of expertise and hobbies, etc. Use the opportunities when those topics come up in play to help carve out parts of the world that really intrigue you. As other people make their contributions, build on what they say. Perhaps you'll have to roll to Spout Lore, but often GMs relish this sort of creative fodder and inspiration. Don't worry, the GM still runs the world and you still run your character, but that character knows stuff. So speak up and take charge of some of that!

Some of the best things you can build are details you add that draw people's attention and evoke further questions. They can be things for you to latch onto later, or things for any of the other PCs or even the GM to take hold of and run with.

Examples:

If you're a Dwarf, speak up often about Dwarves and contribute to building that part of the world through your character's experience. After all, you are one, so you would know!

If you're the Wizard, take charge in explaining how the winds of magic work in this setting, or explaining the nuances of the ritual that trapped the sprite in your new wand.

If you come from a noble family, throw out tidbits about etiquette and latest fashions whenever you step into dignified society or regal events.

Embrace the Contradictions

Because this is a collaborative story, there will be directions it takes that don't perfectly mesh with the niche or direction you've carved out for your character. Grab hold of these seeming contradictions and work them into the richness of your character. Maybe you'll have to do something that seems out-of-character for your PC, but do it anyway; and along the way you can work into your character a reason why. This will add new dimensions to your character. There are no universals.

Look for ways to add your own contradictions as well, unforced. Your will have a more rich and compelling character because of it.

Examples:

Your paladin wouldn't usually go on a mission to break into the church. Why is she doing it anyway?

Your Elf despises Dwarves. So why have you decided to travel with three of them?

You're prideful and never accept help even when necessary. But why do you let Elondria tend to your wounds after battles?

Share The Spotlight

You're one of the main characters, but not the only one. So when the focus of the conversation is naturally shining on someone else, let them be the focus and push your own character in a way that further highlights the current "star". The intention is that they'll do the same when you get the spotlight back for a bit.

This also should lead you to focus on ways that you can be deliberately passing the spotlight, or supporting the other players in the way they play their characters. If there are things that really define one of the other PCs, give that character lots of opportunities to do that. Be impressed by their prowess in that area and turn to them when that's needed. Even if the characters don't get along, the players need to; and even as an adversary you can be highlighting the other characters while being true to the conflict between your PCs.

Throwing a spotlight like this should also be done with the world the GM is creating with you. The stuff that he/she brings into the world are there for you to utilize, to bring out their full potential. Light up that world and the fantastic places or characters in it, especially the parts that really interest you. The more you highlight something, the more significant it will naturally become.

Note that just because the spotlight is off of doesn't mean you can tune out. You can still contribute to the conversation by paying attention, asking questions, and offering suggestions. In this way, you can build further on the actions of the other characters.

The Player Agenda and Principles are based upon material written by Kevin Tompos.

Written and compiled by Peter Johansen

Version January 6, 2019

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The Barbarian

Name _____

Look _____ *(Choose one for each category)*

Tormented Eyes, Haunted Eyes, Wild Eyes, or Shrouded Eyes
Mighty Thews, Long Shanks, Scrawny Body, or Supple Body
Strange Tattoos, Unusual Jewelry, or Unmarred by Decoration
Scraps, Silks, Scavenger's Outfit, or Crude Hides

Drive _____ *(Choose one)*

Exile

Teach someone the ways of your people and learn about them in exchange.

Honor

Uphold your personal code of honor despite the cost or inconvenience.

Conquest

Prove yourself superior to someone in power.

Bonds _____ *(Ask your companions these questions)*

Which of you is just a soft city-dweller? _____

To which of you do I owe a debt? _____

Which of you thinks I am but a savage? _____

Which of you most enjoys my stories? _____

Level _____ Experience _____

When you level up, choose to either take a new advanced move, or increase one of your stats by 1, to a maximum of +2.

When you reach level 6 or higher, you may choose one of the following options instead, but not more than once for each option:

- Increase one of your stats by 1, to a maximum of +3
- Gain an advanced move from another playbook
- When you Hack and Slash, on a 12+ deal your damage and choose something physical your target has (a weapon, their position, a limb); they lose it.

Background _____ *(Choose one)*

Far Traveler

When you **Undertake a Perilous Journey or Defy a Danger caused by the natural environment**, you may tell how you have dealt with a similar trouble in your journeys before. If you do, gain advantage on your roll.

Additionally, when you **Spout Lore about your homeland or its traditions**, you cannot get a 6-, treat any such result as a 7-9 instead.

Berserker

When you **work yourself into a violent, howling frenzy**, you are immune to fear and any other mental effects, and the Ironhide move gives you 2 armor instead of 1, until you take an action requiring subtlety, finesse, thinking or discussion or otherwise come out of your frenzy.

Vandal

When you Discern Realities, on a hit you may also ask "What here is weak or vulnerable?" for free.

Additionally, when you **prove yourself superior to someone in power**, gain advantage on your next move made against their followers, underlings, and hangers-on.

Gear _____ *(Choose options)*

Your Load is 10. You start with dungeon rations (5 uses, 1 weight), a dagger (hand, 1 weight) and some token of where you've travelled or where you're from, describe it! **Choose your weapon:**

Axe (close, 1 weight)

Two-handed sword (close, +1 damage, 2 weight)

Choose one:

Adventuring gear (5 uses, 1 weight)

Shield (+1 armor, 2 weight)

Ragged bow (near, 2 weight) and bundle of arrows (3 ammo, 1 weight)

Your Agenda and Principles _____ *(Follow these)*

- Portray a Compelling Character
- Challenge Your Character with Adventure
- Play to Find Out What Happens
- Be a Fan of the Game

- Play Your Character With Honesty
- Do It By Doing It
- Be Awesome And Flawed
- Engage With The World
- Build Your Part Of The World
- Embrace The Contradictions
- Share The Spotlight

Assign these scores to your stats: +2, +1, +1, +0, +0, -1

STR	DEX	CON	Damage
<input type="checkbox"/> Injured	<input type="checkbox"/> Shaken	<input type="checkbox"/> Sick	D6 +2
INT	WIS	CHA	Armor
<input type="checkbox"/> Muddled	<input type="checkbox"/> Tired	<input type="checkbox"/> Stressed	
HP			Max HP: 24

You begin with the following moves:

Ironhide

While you are below your Load and not wearing armor, you have 1 armor. Shields do not count as armor for this move.

Herculean Appetites

Others may content themselves with just a taste of wine, or dominion over a servant or two, but you want more. **Choose two appetites:**

- Pure destruction
- Power over others
- Mortal pleasures
- Conquest
- Discovering lost knowledge
- Riches and property
- Fame and glory

When you would roll for a move while pursuing one of your appetites, you may re-roll one of the dice, but you must keep the second roll. If you choose to re-roll and any of the dice are a 1, even the die you re-rolled, the GM will also introduce a complication or danger that comes about due to your heedless pursuits.

When you level up, you may cross off one of your appetites if you feel that you have satisfied it or it no longer applies to you; if you do, you may select a new appetite in exchange. You may only do this once.

Musclebound

Any melee weapon you wield gains the *forceful* and *messy* tags.

The Upper Hand

When you take your Last Breath, on a 7-9, you may make an offer to Death in return for your life. If Death accepts, he will return you to life. If not, you die.

Choose one of the following advanced moves to begin with:

Formidable Presence

When you enter battle **undaunted and unflinching**, you hold Presence equal to your CON or 1, whichever is higher. Spend a Presence to:

- Lock eyes with a soft-willed foe; they flinch, hesitate, back off
- Shout a challenge to a worthy foe; they will treat you as the greatest threat on the battlefield
- Sound your victory cry as you slay a foe; their allies are impressed, frightened, or dismayed and act accordingly

When you **stop fighting, display cowardice or hesitate**, lose any Presence you hold.

Mark of Might

When you **take this move and spend some uninterrupted time reflecting on your past glories**, you may mark yourself with a symbol of your power (a long braid tied with bells, ritual scars or tattoos, etc.) Any intelligent mortal creature who sees this symbol knows instinctively that you are a force to be reckoned with and treats you appropriately.

For the Blood God

You are initiated in the old ways, the ways of sacrifice. Choose something your gods (or the ancestor spirits, or your totem, etc.) value—gold, blood, bones or the like. When you **sacrifice those things as per your rites and rituals**, roll+WIS. *On a 10+ the GM will grant you insight into your current trouble or a boon to help you. *On a 7-9 the sacrifice is not enough and your gods take of your flesh as well, but still grant you some insight or boon.

Unbowed, Unbent, Unbroken

When you Make Camp, you may describe a scar you gained in your most recent fight. If you do, heal an extra 1d6 HP or a debility.

Great Khan

When you **Recruit by rallying warriors to your banner**, the roll gains advantage, and any followers you recruit gain the *Warrior* tag for free while you are leading them.

Samson

When you are **restrained, physically or mentally**, you may mark a debility to break free of your restraints.

Is That All You've Got?

When you **deliberately take the full brunt of an attack**, roll+CON. *On a hit, choose one:

- Your enemy leaves themselves open
- You learn one of the enemy's weaknesses, describe it
- Your lack of reaction infuriates or terrifies your enemy

*On a 10+, you also reduce the damage taken by half, before any armor is applied.

The Bard

Name _____

Look _____ *(Choose one for each category)*

Knowing Eyes, Fiery Eyes, or Joyous Eyes
Fancy Hair, Wild Hair, or Stylish Cap
Finery, Traveling Clothes, or Poor Clothes
Fit Body, Well-fed Body, or Thin Body

Drive _____ *(Choose one)*

Fellowship
Use your art to help those in need.

Adventure
Spur others to significant and decisive action.

Diplomacy
Avoid a conflict or defuse a tense situation.

Bonds _____ *(Ask your companions these questions)*

Which of you has travelled with me the longest? _____

With which of you do I share a... *complicated* past?

Which of you have I heard stories about before I met them?

Which of you is the subject of my next masterpiece?

Which of you trusts me the most, and why? _____

Which of you trusts me the *least*, and why? _____

Level _____ Experience _____

When you level up, choose to either take a new advanced move, or increase one of your stats by 1, to a maximum of +2.

When you reach level 6 or higher, you may choose one of the following options instead, but not more than once for each option:

- Increase one of your stats by 1, to a maximum of +3
- Gain an advanced move from another playbook
- When you Parley with someone, on a 12+ the GM will also tell you something you could do to make them your ally.

Background _____ *(Choose one)*

Loremaster

When you use Bardic Lore, on a 10+ you may also ask the GM an additional follow-up question about the subject, they will answer truthfully.

Blade-Singer

When you use Vox Arcanus, on a 10+, if your next action is to Hack and Slash, you gain advantage when you make your Hack and Slash roll.

Courtesan

When you Parley with someone, on a 10+, you may ask them one question which they must answer truthfully. This information comes from a slip of the tongue or their body language giving it away; they won't notice that they gave up their information.

Gear _____ *(Choose options)*

Your maximum Load is 9. You start with dungeon rations (5 uses, 1 weight) and a musical instrument of your choice, describe it! **Choose three:**

- Leather armor (1 armor, 1 weight)
- Dueling rapier (close, precise, 1 weight)
- Ragged bow (near, 2 weight), bundle of arrows (3 ammo, 1 weight), and short sword (close, 1 weight)
- Adventuring gear (5 uses, 1 weight)
- Poultices and herbs (2 uses, 1 weight)

Your Agenda and Principles _____ *(Follow these)*

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- Be Awesome And Flawed
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- Share The Spotlight

Assign these scores to your stats: +2, +1, +1, +0, +0, -1

STR	DEX	CON	Damage
<input type="checkbox"/> Injured	<input type="checkbox"/> Shaken	<input type="checkbox"/> Sick	D6 +0
INT	WIS	CHA	Armor
<input type="checkbox"/> Muddled	<input type="checkbox"/> Tired	<input type="checkbox"/> Stressed	
HP			Max HP: 16

You begin with the following moves:

Vox Arcanus

You have the ability to weave magical effects into your performances, be it music, song, dance, oratory, or otherwise.

Describe your style of performance, then **choose three songs you know**:

- Soothing Hymn**: Choose an ally, they heal 1d6+1 HP.
- Anthem of Courage**: Choose an ally, their mind is cleared of fear, despair, or enchantment.
- Countersong**: You drown out the incantations or other sound-based effects of a magic-user you can hear, causing their magic to fail.
- Battle Ballad**: Choose an ally, they gain advantage on the next damage roll they make.
- Frightening Dirge**: Choose an enemy, they feel fear and react accordingly, as long as you continue to perform this song.
- Discordant Blast**: Choose an enemy, they become briefly stunned and deafened.
- Fascinating Melody**: You hold the attention of a number of creatures equal to your level, they will listen to you as long as you do nothing but perform and nothing else distracts them.
- Vicious Mockery**: Choose an enemy, they will go after you with extreme prejudice, but they also leave themselves open or make a rash decision as they act, the GM will describe how.

When you **weave magic into your performance**, choose one of the songs you know and roll+CHA. *On a hit, you achieve your selected song's effect. *On a 7-9, the GM chooses one:

- Your magic reverberates to other targets you didn't intend to hit, affecting them as well
- You draw unwanted attention
- You expose yourself to danger

When you reach level 3, 6, or 9, choose an additional song from the list to learn.

Bardic Lore

When you **Spout Lore about someone or something you've heard tales, songs, or legends about**, you roll with CHA instead of INT.

The GM may then ask you what tale, song, or legend you heard that information in. Tell them the truth, now.

Choose one of the following advanced moves to begin with:

Charming and Open

When you **speak frankly with someone**, 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, which you must answer truthfully:

- How can I get you to _____?
- What are you feeling right now?
- What do you most desire?
- What do you wish I'd do?
- Whom do you serve?

Web of Contacts

When you **declare that you know someone who can help you solve a task**, describe that person and roll+CHA. *On a 10+, choose two.

*On a 7-9, choose one:

- You don't owe them a favor
- They're not already in some sort of trouble
- They don't have a dangerous secret

Swashbuckler

When you **dash into a fray or dangerous situation**, roll+DEX. *On a 10+, hold 3. *On a 7-9, hold 1. You may spend a hold to:

- Leap around, over, or through an obstacle in your path
- Create an obstacle or distraction an enemy has to deal with
- Divert attention from yourself to an ally, or from an ally to yourself

When the **danger is passed or resolved**, any remaining hold is lost.

Tall Tales

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.

Words of Fire

When you **use your words to enflame the passions of a group**, roll+CHA. *On a 10+, choose two. *On a 7-9, choose one:

- The passion you enflame need not be the foremost in their mind. You may choose it: love, lust, hatred, fear, loyalty, greed, jealousy, savagery, etc.
- They must act on their passion right now.
- The effect is great. They feel an overwhelming passion that is plain for all to see.

Wide-Wanderer

You've travelled the wide world over. When you **arrive someplace**, ask the GM about any important traditions, rituals, and so on, they'll tell you what you need to know. When you **return to a civilized settlement you've visited before**, you may answer one of the following questions; if you do, the GM answers the other:

- Who have you met here before?
- What did you leave behind here?

Jack of All Trades

Gain a move from another playbook, even a starting move. (*Other playbooks may not take this move.*)

The Cleric

Name _____

Look _____ *(Choose one for each category)*

Kind Eyes, Sharp Eyes, or Sad Eyes
Tonsure, Strange Hair, or Bald
Flowing Robes, Habit, or Common Garb
Thin Body, Knobby Body, or Flabby Body

Drive _____ *(Choose one)*

Pilgrim
Bring the light of your faith to a new place or people and leave them better for it.

Evangelist
Prove the superiority of your church or god.

Shepherd
Endanger yourself to help another.

Bonds _____ *(Ask your companions these questions)*

Which of you is the most faithful in my eyes? _____

Which of you is the *least* faithful in my eyes? _____

Which of you most needs my protection? _____

Which of you has the strongest soul, even if your faith is misguided?

Level _____ Experience _____

When you level up, choose to either take a new advanced move, or increase one of your stats by 1, to a maximum of +2.

When you reach level 6 or higher, you may choose one of the following options instead, but not more than once for each option:

- Increase one of your stats by 1, to a maximum of +3
- Gain an advanced move from another playbook
- When you use Invocation, on a 12+ your deity's magnificence shines through you. You describe how your chosen Blessing manifests.

Background _____ *(Choose one)*

Cloistered Monk
When you Spout Lore, you roll with WIS instead of INT.

Militant Order
You ignore the clumsy tag on any armor you wear.

Light-Bearer
Add the following options to Divine Ward:

- They are freed of any fear, confusion, or stun effects
- They stand fast, keeping their position, stance, and course despite what befalls them

Gear _____ *(Choose options)*

Your Load is 9. You start with dungeon rations (5 uses, 1 weight) and a symbol of your deity, describe it! **Choose three:**

- Staff (close, two-handed, 1 weight) and poultices and herbs (2 uses, 1 weight)
- Mace (close, 1 weight) and bandages (3 uses, 0 weight)
- Adventuring gear (5 uses, 1 weight)
- Healing potion (0 weight)
- Leather armor (1 armor, 1 weight)
- Bag of books (5 uses, 2 weight)

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- Share The Spotlight

Assign these scores to your stats: +2, +1, +1, +0, +0, -1

STR	DEX	CON	Damage
<input type="checkbox"/> Injured	<input type="checkbox"/> Shaken	<input type="checkbox"/> Sick	D6 +0
INT	WIS	CHA	Armor
<input type="checkbox"/> Muddled	<input type="checkbox"/> Tired	<input type="checkbox"/> Stressed	
HP			Max HP: 16

You begin with the following moves:

Deity

You serve and worship some deity, who grants you power. Give your deity a name and define your deity's domain by filling in each blank:

Controls (the sun, the seas, the skies): _____

Represents (love, death, war, wind): _____

Worshippers (nobles, dwarves, wizards): _____

Enemies (demons, undead, heretics): _____

Demands (sacrifices, secrets, victory): _____

When you reach level 6, choose another facet for your deity; something else that they control, represent, or another type of worshipper, enemy or demand.

Invocation

When you **call out for your deity's aid in a time of need**, choose a Blessing:

- Your invocation manipulates the realm your deity Controls
- Your invocation commands something your deity Represents
- Your invocation bolsters your deity's Worshippers
- Your invocation rebukes or repels your deity's Enemies

...and roll+WIS. *On a hit, your deity will intervene on your behalf according to your chosen Blessing, the GM will tell you how. *On a 7-9, you will also need to choose a Requirement:

- Your invocation is obvious and immediate, drawing attention to you
- The intervention is subtle or takes a while to manifest
- Your deity Demands something in return. The GM will tell you what
- The experience overwhelms you; you get disadvantage on all WIS rolls until you take a few minutes to clear your head (you cannot choose this if you are already affected by it)

Divine Ward

When you **call upon your deity for protection for yourself or an ally**, roll+WIS. *On a 10+, grant two of the following effects to the subject of your prayers. *On a 7-9, grant one, and choose a Requirement from the Invocation list as well.

- They are healed for 1d6+1 HP
- The next damage roll made against them has disadvantage
- They have advantage the next time they Defy Danger
- An enemy facing them is briefly driven back

Choose one of the following advanced moves to begin with:

Chirugy

When you **treat a major injury**, such a broken limb or a damaged eye, the GM will tell you “sure, no problem, but...” and then one to four of the following:

- It will take days/weeks/months to heal
- You’ll need help from _____
- It will need treatment with _____
- It’s going to leave one heck of a distinctive scar
- The best you can do is a replacement; quirky, unreliable or with less functionality than the original

The GM may connect them all with “and”, or a merciful “or”. Once you’ve accomplished the necessities, the injury heals.

Picker of the Slain

When you **go through the corpses after a battle**, roll+WIS. *On a hit, pick someone who was seemingly dead; they’re alive instead. *On 7-9, they’re alive but also permanently disfigured, maimed or disabled; tell them how.

Orison for Guidance

When you **fulfill your deity's Demands and pray for guidance**, you are granted some useful knowledge or a boon; the GM will tell you what. In return, your deity tells you what it would have you do. If you do it, mark XP.

Sacred Space

When you **have time and suitable materials to consecrate a space to your deity**, describe how you do so, which may include paying a cost described by the GM, and choose a Blessing from the Invocation list. The chosen Blessing will affect the consecrated area and remain in effect until something happens to ruin your consecration.

Preacher

When you **preach to a mob**, roll+CHA. *On a 10+, hold 2. *On a 7-9, hold 1. Spend a hold to make the mob do the following:

- Bring people forward and deliver them to you
- Bring forward all their precious things
- Unite and fight for you
- Fall into a frenzy of emotion: joy, sorrow, or rage, as you choose
- Go quietly back to their lives

Bear Witness

When you **approach an enemy to negotiate in good faith**, they will at least hear you out. Even the debased and savage foe will delay violence until you've had your say, though the must be able to understand you. Mindless or unintelligent enemies won't be affected. Additionally, when you **speak the truth with conviction and candor**, none can doubt you. They might deny what you say, but in their hearts they recognize the truth.

Anathema

When you **Hack and Slash your deity's Enemies**, you may roll with WIS instead of STR, and on a hit choose one in addition to dealing your damage:

- Your attack ignores its armor or other defenses
- You suppress one of its unnatural powers
- You force it from its host

The Druid

Name _____

Look _____ *(Choose one for each category)*

Wise Eyes, Wild Eyes, or Haunting Eyes
Furry Hood, Messy Hair, or Braided Hair
Ceremonial Garb, Practical Leathers, or Weathered Hides
Tell: _____

Drive _____ *(Choose one)*

- Renewal**
Reclaim something for the natural world.
- Cultivation**
Help something or someone grow or move on to the next step in the cycle.
- Preservation**
Eliminate an unnatural menace.

Bonds _____ *(Ask your companions these questions)*

Which of you requires my guidance? _____
About which of you do the spirits whisper? _____
Which of you dismisses me as a primitive? _____
Which of you has also seen the spirit realm? _____

Level Experience _____

When you level up, choose to either take a new advanced move, or increase one of your stats by 1, to a maximum of +2.

When you reach level 6 or higher, you may choose one of the following options instead, but not more than once for each option:

- Increase one of your stats by 1, to a maximum of +3
- Gain an advanced move from another playbook
- When you use Shapeshifter, on a 12+ the GM holds zero Instinct, and you may also suppress your tell while in this form, if you wish.

Background _____ *(Choose one)*

Spiritual Healer
When you **spend several hours healing a person's spirit**, you heal them of a debility, or cure them of a poison or disease afflicting them. You can use this ability when you Make Camp, but it takes all of your concentration and leaves you no time to do anything else.

Servant of the Balance
When you **deal damage**, hold 1 Balance. When you **touch someone and channel the spirits of life**, you may spend Balance; for each Balance spent, your subject heals 1d6 HP. The maximum amount of Balance you may hold is equal to your CON or 1, whichever is higher.

Shaman
When you Shapeshift, choose a stat; your rolls using that stat while shapeshifted have advantage. The GM will also choose a stat; your rolls using that stat while shapeshifted have disadvantage.

Gear _____ *(Choose options)*

Your maximum Load is 7. You start with dungeon rations (5 uses, 1 weight) and some token of your land, describe it! **Choose three:**

- Hide armor (1 armor, 1 weight)
- Wooden shield (+1 armor, 2 weight)
- Poultices and herbs (2 uses, 1 weight)
- Staff (close, two-handed, 1 weight) and bandages (3 uses, 0 weight)
- Spear (close, thrown, near, 1 weight)
- Adventuring gear (5 uses, 1 weight)

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Assign these scores to your stats: +2, +1, +1, +0, +0, -1

STR	DEX	CON	Damage
<input type="checkbox"/> Injured	<input type="checkbox"/> Shaken	<input type="checkbox"/> Sick	D6 +0
INT	WIS	CHA	Armor
<input type="checkbox"/> Muddled	<input type="checkbox"/> Tired	<input type="checkbox"/> Stressed	
HP			Max HP: 16

You begin with the following moves:

Shapeshifter

When you **call upon the spirits to change your shape**, you transform yourself into an animal from your land, and roll+WIS. *On a 10+, the GM holds 1 Instinct. *On a 7-9, the GM holds 2 Instinct. *On a 6-, the GM holds 2 Instinct, and you cannot resist when the GM spends their Instinct, nor can you revert to your normal form until all of their Instinct is spent.

Choose a land to which you are attuned—when shapeshifting you may take the shape of any animal who might live in your Land.

- | | |
|--|---|
| <input type="checkbox"/> The Great Forests | <input type="checkbox"/> The Sapphire Islands |
| <input type="checkbox"/> The Whispering Plains | <input type="checkbox"/> The Open Sea |
| <input type="checkbox"/> The Vast Desert | <input type="checkbox"/> The Towering Mountains |
| <input type="checkbox"/> The Stinking Mire | <input type="checkbox"/> The Frozen North |
| <input type="checkbox"/> The Depths of the Earth | <input type="checkbox"/> The Blasted Wasteland |

You and your possessions meld into a perfect copy of the species' form. You have any innate abilities and weaknesses of the form: claws, wings, gills, breathing water instead of air. You still use your normal stats but some moves may be harder to trigger—a housecat will find it hard to do battle with an ogre. The GM may spend their Instinct at any time to make you give into an instinct of your form, though you can resist this instinct by Defying Danger with CHA. When you **revert to your normal form**, any Instinct the GM holds is lost.

Choose a tell—a physical attribute that marks you as born of the soil—that reflects the spirit of your land. It may be an animal feature like antlers or leopard's spots or something more general: hair like leaves or eyes of glittering crystal. Your tell remains no matter what shape you take.

Spirit Tongue

You can understand any animal native to your land or akin to one whose essence you have studied, and you can closely study and Parley with them as if they were people.

You can always ask the GM, "What spirits are active here?" and get an honest answer. When you **perform a small ritual and make an offering of something they'd like (whisky, incense, blood, etc.)**, the spirits of a place manifest before you—not always friendly, but at least curious and willing to hear you out.

Studied Essence

When you **spend time in meditation with an animal spirit**, the spirit may ask you to perform a deed. When you **perform this deed**, you may add its species to those you can assume using Shapeshift.

Choose one of the following advanced moves to begin with:

Communion of Whispers

When you **spend time in a place, making note of its resident spirits and calling on the spirits of the land**, roll+WIS. You will be granted a vision of significance to you, your allies, and the spirits around you. *On a 10+, the vision will be clear and helpful to you. *On a 7-9, the vision is unclear, its meaning murky.

Eyes 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.

Weather Weaver

When you **are under open skies when the sun rises**, the GM will ask you what the weather will be that day. Tell them whatever you like, it comes to pass.

When you **perform an elaborate ritual to affect the weather**, describe how you do so, which may include paying a cost described by the GM, and choose a type of weather: cold, warm, dry, or wet. The weather within a few miles will change to that type for the next week.

Elemental Mastery

When you **call on the primal spirits of fire, water, earth or air to perform a task for you**, roll+CON. *On a 10+, choose two. *On a 7-9, choose one. *On a 6-, some catastrophe occurs as a result of your calling.

- The effect you desire comes to pass
- You avoid paying nature's price
- You retain control

The larger your task, the greater price you can expect to pay, and the greater the dangers that may arise from losing control.

Trackless Stride

When you **move through natural terrain**, you leave no trail, and any natural hazards (thorns, mire, rubble) do not hinder you, nor do they cause you to Defy Danger when you move through them. When you **Undertake a Perilous Journey or Make Camp in the wilderness**, you do not need to consume any rations.

Widdershins

When you **bind a spirit with rituals or incantations**, roll+CHA. *On a hit, you either banish the spirit from this place, force it from its host, or put a restriction on it, your choice. *On a 7-9, the spirit will retaliate against you in exchange. You can dispel your bindings whenever you wish, but the spirit will then be free to do as it pleases.

Red of Tooth and Claw

When you **take the form of a creature both dangerous and fearsome**, choose one of the following to add to your natural attacks: *forceful, messy*, or 2 piercing.

The Fighter

Name _____

Look _____ *(Choose one for each category)*

Hard Eyes, Dead Eyes, or Eager Eyes
Wild Hair, Shorn Hair, or Battered Helm
Calloused Skin, Tanned Skin, or Scarred Skin
Built Body, Lithe Body, or Ravaged Body

Drive _____ *(Choose one)*

Guardian

Endanger yourself to defend those weaker than you.

Warlord

Prove yourself in battle against a worthy opponent.

Champion

Choose honor over personal gain.

Bonds _____ *(Ask your companions these questions)*

Which of you has fought with me before? Beside or against?

Which of you am I sworn to protect? _____

Which of you is most likely to get us all killed? _____

Which of you needs me to toughen them up? _____

Level _____ Experience _____

When you level up, choose to either take a new advanced move, or increase one of your stats by 1, to a maximum of +2.

When you reach level 6 or higher, you may choose one of the following options instead, but not more than once for each option:

- Increase one of your stats by 1, to a maximum of +3
- Gain an advanced move from another playbook
- When you Hack and Slash, on a 12+ you deal your damage, avoid their attack, and impress, dismay, or frighten your enemy.

Background _____ *(Choose one)*

Military Veteran

When you **Spout Lore** about a military unit or combat situation, you may describe a similar situation you have faced before; if you do, you roll with STR instead of INT. The first person acting on your information gains advantage on their next move.

Hardened Survivor

When you **would take your Last Breath**, you may spend a Focus to instead set your HP to 1 and get back up and keep fighting.

Dedicated Protector

When you **Defend**, you do not need to spend hold to redirect an attack from the thing you Defend to yourself; you can do it for free.

Gear _____ *(Choose options)*

Your maximum Load is 12. You start with dungeon rations (5 uses, 1 weight) and a basic melee weapon of your choice (close, 1 weight).

Choose your defenses:

Chainmail (1 armor, 1 weight) and adventuring gear (5 uses, 1 weight)

Scale armor (2 armor, 3 weight)

Choose two:

Shield (+1 armor, 2 weight)

Ragged bow (near, 2 weight) and bundle of arrows (3 ammo, 1 weight)

A mighty weapon (reach, +1 damage, two-handed, 2 weight)

A dagger (hand, 1 weight) and poultices and herbs (2 uses, 1 weight)

Adventuring gear (5 uses, 1 weight)

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- Share The Spotlight

Assign these scores to your stats: +2, +1, +1, +0, +0, -1

STR	DEX	CON	Damage
<input type="checkbox"/> Injured	<input type="checkbox"/> Shaken	<input type="checkbox"/> Sick	D6 +2
INT	WIS	CHA	Armor
<input type="checkbox"/> Muddled	<input type="checkbox"/> Tired	<input type="checkbox"/> Stressed	
HP			Max HP: 20

You begin with the following moves:

Armored

You ignore the clumsy tag on armor you wear.

Fighting Style

You've been trained in a variety of combat tricks and techniques. Name your fighting style, and **choose three maneuvers that are part of your style:**

- Swordbreaker:** You disarm your opponent.
- Run Through:** Your damage roll gets +3 piercing.
- Parry:** The next damage roll made against you has disadvantage.
- Rallying Cry:** Either you or an ally that can both see and hear you heals 1d6 HP and shakes off any fear affecting them.
- Crushing Blow:** If your enemy has armor, reduce their armor by 1, to a minimum of zero.
- Feint:** You create an opening for someone else to exploit; describe it, and the next person to take advantage of it gains advantage on their roll when they do so. (You cannot gain this benefit yourself)
- Disengage:** You disengage from combat with your enemy and safely withdraw a few steps, either before or after both of you would deal damage, your choice.
- Evil Eye:** You draw the enemy's attention fully to yourself, for as long as you keep eye contact.
- Sixth Sense:** Ask two questions from the Discern Realities list, right now.

When you **prepare yourself for battle (through careful strategizing, tranquil meditation, or otherwise)**, lose any Focus you currently hold and hold 3 Focus. Your maximum Focus is 3.

When you Hack and Slash, on a hit, in addition to your dealing your damage, you may also spend a Focus. If you do, you perform a maneuver that is part of your style in addition to dealing your damage.

When you reach level 3, 6, or 9, choose an additional maneuver from the list to add your style.

Choose one of the following advanced moves to begin with:

Bend Bars, Lift Gates

When you **use pure strength to destroy an inanimate obstacle**, roll+STR. *On a 10+, choose three. *On a 7-9, choose two:

- It doesn't take a very long time
- Nothing of value is damaged
- It doesn't make an inordinate amount of noise
- You can fix the thing again without a lot of effort

Come and Get It

When you **single out a foe in combat**, roll+CHA. *On a 10+, choose two. *On a 7-9, choose one. *On a 6-, your foe chooses one to use against you!

- No one else will attack you, except your chosen foe
- Your damage rolls against them have advantage until you attack someone else
- If they attack someone else, you may deal your damage to them as they drop their guard
- You learn something about their true nature as you cross blades; the GM will tell you what

Battlefield Tactics

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

- Where's the best way in, out, or through?
- 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?

Setup Strike

When you Hack and Slash and get a 10+, you may choose to instead treat that as a 7-9 result. If you do, gain 1 Focus, up to your normal maximum of 3.

Armor Mastery

When you **make your armor take the brunt of damage dealt to you**, the damage is negated but you must reduce the armor value of your armor or shield (your choice) by 1. The value is reduced each time you make this choice. If the reduction leaves the item with 0 armor it is destroyed.

Through Death's Eyes

When you **go into battle**, roll+WIS. *On a 10+, name someone who will live and someone who will die. *On a 7-9, name someone who will live or someone who will die. Name NPCs, not player characters. The GM will make your vision come true, if it's even remotely possible. *On a 6-, you see your own death and consequently have disadvantage on all rolls throughout the battle.

War Cry

When you **enter battle with a show of force, such a shout, or rallying cry**, roll+STR. *On a 10+, choose two. *On a 7-9, choose one:

- Your allies are rallied and gain advantage on their next move
- You gain 1 Focus, up to your normal maximum of 3
- Your enemies feel fear and act accordingly (avoiding you, hiding, attacking with fear-driven abandon, etc.)

The Immolator

Name _____

Look _____ *(Choose one for each category)*

Smoldering eyes, Warm eyes, Searing eyes
Strange brands, Ritual scars, Perfect skin
Imperious bearing, Manic attitude, Barely-hidden rage
Crackling voice, Whispering voice, Roaring voice

Drive _____ *(Choose one)*

Firebrand
Spread a dangerous new idea.

Destruction
Utterly obliterate something significant or meaningful (not necessarily a physical object).

Torment
Freely sacrifice of yourself to bring about a good result.

Bonds _____ *(Ask your companions these questions)*

Which of you has felt the touch of hellfire before?

Which of you is playing with fire? _____

Which of you have I changed the most? _____

Level ____ Experience _____

When you level up, choose to either take a new advanced move, or increase one of your stats by 1, to a maximum of +2.

When you reach level 6 or higher, you may choose one of the following options instead, but not more than once for each option:

- Increase one of your stats by 1, to a maximum of +3
- Gain an advanced move from another playbook
- When you conjure your burning brand, on a 12+, choose three options.

Background _____ *(Choose one)*

Dragon-Blooded

Non-magical heat and fire do not harm you, and when you use Zuko Style, on a 10+, the flame will persist a short time without fuel.

Infernal Touch

Your Burning Brand does not have uses; it lasts as long as you wish instead. Your Burning Brand is also not *dangerous*, but instead a *living* and *hungry* thing; make sure you feed it, or else.

Phoenix Soul

When you **go out in a blaze of glory and would take your Last Breath**, the flames intervene on your behalf; you return to life with 1d6 HP and with something inherent and valuable to you sacrificed to the flames; the GM will say what.

Gear _____ *(Choose options)*

Your Load is 8. You carry no weapons and need no armor but the flames that burn within you. You begin with dungeon rations (5 uses, 1 weight), and a symbol of your sacrifices past, describe it! **Choose one:**

- Healing potion (0 weight)
- Adventuring gear (5 uses, 1 weight)

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- Build Your Part Of The World
- Embrace The Contradictions
- Share The Spotlight

Assign these scores to your stats: +2, +1, +1, +0, +0, -1

STR	DEX	CON	Damage
<input type="checkbox"/> Injured	<input type="checkbox"/> Shaken	<input type="checkbox"/> Sick	D6 +1
INT	WIS	CHA	Armor
<input type="checkbox"/> Muddled	<input type="checkbox"/> Tired	<input type="checkbox"/> Stressed	
HP			Max HP: 16

You begin with the following moves:

Burning Brand

When you **conjure a weapon of pure flame**, describe its shape and roll+CON. *On a 10+, choose two of the following tags. *On a 7-9 choose one:

- *close*
- *reach*
- *precise*
- *thrown* and *near*
- advantage on damage rolls
- remove the *dangerous* tag

The weapon always begins with the *fiery*, *hand*, *dangerous*, and *3 uses* tags. Each attack with the weapon consumes one use. When all of the weapon's uses are consumed, it is extinguished, but it can be summoned again.

Zuko Style

When you **bend a flame to your will**, roll+WIS. *On a 10+ it does as you command, taking the shape and movement you desire for as long as it has fuel on which to burn. *On a 7-9, the effect is short-lived, lasting only a moment.

Give Me Fuel, Give Me Fire

When you **gaze intensely into someone eyes**, you may ask their player "What fuels the flames of your desire?" they'll answer with the truth, even if the character does not know or would otherwise keep this hidden.

Choose one of the following advanced moves to begin with:

From Hell's Heart

When you **summon fire with any of your moves**, you may replace it with the black fires of hell itself. This fire does not burn with heat and ignores armor, scorching the soul itself. Creatures without souls cannot be harmed by this type of flame.

Fighting Fire with Fire

When you **take damage**, the flames within you come to your aid; choose one:

- Add 1 use to your Burning Brand (if active)
- Gain advantage next time you summon your Burning Brand
- Reduce the damage by 1

Lore of Flame

When you **stare into a source of fire, looking for answers**, roll+WIS. *On a hit, the GM will tell you something new and interesting about the current situation. *On a 10+, the GM will give you good detail. *On a 7-9, the GM will give you an impression. If you already know all there is to know, the GM will tell you that.

Cleansing Flames

When you **Make Camp around a large bonfire**, choose one. When you **engulf yourself in a large and very powerful flame, or perform a ritual before such a blaze**, choose two:

- You are healed to your full HP
- You are cured of a debility of your choice
- You regrow any lost limbs
- You are purged of any mortal poisons or diseases

This Killing Fire

Add the following tags to your options for Burning Brand:

- *messy*
- *forceful*
- *thrown* and *far*

Enkindler

When you **speak firmly and passionately to an NPC**, choose one of the following and roll+CHA. *On a hit, the desired effect comes to pass. *On a 7-9, the effect is only fleeting.

- You instill in them a new idea, which they take to with fervor
- You bolster their resolve, removing all sense of fear and doubt
- You belittle them, forcing them to back down—for now

Twice as Bright, Half as Long

When you **call upon the flames of fate**, you may treat one of your missed rolls as a 7-9, or a 7-9 as a 10+. Tell the GM what you've lost to make this come to pass; an emotion, a memory, or some innate piece of your being; it's gone forever, right now. The flames will then make a request of you, big, or small (the GM will say exactly what). You may not use this move again until you have fulfilled their wishes, refusing to do so may have dire consequences.

The Paladin

Name _____

Look _____ *(Choose one for each category)*

Kind Eyes, Fiery Eyes, or Glowing Eyes

Helmet, Styled Hair, or Bald

Worn Holy Symbol, Fancy Holy Symbol, or Emblazoned Crest

Fit Body, Bulky Body, or Thin Body

Drive _____ *(Choose one)*

Chivalry

Endanger yourself to defend those weaker than you.

Judgement

Deny mercy to a criminal or unbeliever.

Crusade

Lead others in righteous battle.

Bonds _____ *(Ask your companions these questions)*

Which of you is a better soul than you let on? _____

Which of you am I watching closely? _____

Which of you finds me unnerving? _____

Which of you do I tolerate despite your... *misguided* ways?

Level _____ Experience _____

When you level up, choose to either take a new advanced move, or increase one of your stats by 1, to a maximum of +2.

When you reach level 6 or higher, you may choose one of the following options instead, but not more than once for each option:

- Increase one of your stats by 1, to a maximum of +3
- Gain an advanced move from another playbook
- When you Defend, on a 12+ instead of gaining hold the nearest attacking creature is stymied, giving you a clear advantage. The GM will describe it.

Background _____ *(Choose one)*

Banneret

When you **raise your voice**, it carries far and cuts through even the din of heavy battle. When you Recruit or Order Followers, your roll gains advantage.

Sacred Order of Knights

While you **bear a shield**, it can block insubstantial attacks as if they were physical blows, and you can redirect or halve the effects of spells and magical effects by choosing those options when you Defend.

Fanatical Hunter

When you **pray for guidance, even for a moment, and ask, "What here is evil?"** the GM will tell you honestly.

Gear _____ *(Choose options)*

Your maximum Load is 12. You start with dungeon rations (5 uses, 1 weight), scale armor (2 armor, clumsy, 3 weight), and some mark of your faith, describe it! **Choose your weapon:**

Halberd (reach, +1 damage, two-handed, 2 weight)

Long sword (close, +1 damage, 1 weight) and shield (+1 armor, 2 weight)

Choose one:

Adventuring gear (5 uses, 1 weight)

Healing potion (0 weight)

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- Share The Spotlight

Assign these scores to your stats: +2, +1, +1, +0, +0, -1

STR	DEX	CON	Damage
<input type="checkbox"/> Injured	<input type="checkbox"/> Shaken	<input type="checkbox"/> Sick	D6 +2
INT	WIS	CHA	Armor
<input type="checkbox"/> Muddled	<input type="checkbox"/> Tired	<input type="checkbox"/> Stressed	
HP			Max HP: 20

You begin with the following moves:

Armored

You ignore the clumsy tag on armor you wear.

Paladin's Oath

You adhere to a strict moral code that grants you power beyond that wielded by normal folk. **Choose up to four tenets of your oath:**

- Never lie or cheat
- Always protect the weak
- Never let a crime go unpunished
- Always offer enemies mercy
- Never refuse to help someone in need
- Never indulge in mortal pleasures
- Never show cowardice
- Never let a _____ live (this tenet supersedes any tenet of mercy)

When you **spend some time in religious observance**, lose any Zeal you hold, then hold an amount of Zeal equal to the number of tenets of your oath. The maximum Zeal you can hold is equal to the number of tenets of your oath. When you **act in service to your oath**, you may spend a Zeal to:

- When Defying Danger, turn a result of 6- into a 7-9
- When you take damage, reduce the damage by half, rounding down in your favor
- Gain advantage on your damage roll and add the *forceful* tag to your attack
- Stand fast, keeping your position, stance, and course despite what befalls you
- Shake off a poison or disease afflicting you

When you **break a tenet of your oath**, lose any held Zeal, and that tenet does not count when you gain Zeal again until you atone for your misdeeds; the GM will tell you what you must do.

When you level up, you may cross off one of your tenets if you feel that you have fulfilled it completely or it no longer applies to you; if you do, you may select a new tenet in exchange. You may only do this once.

Conviction

When you **would Defy Danger due to pain, fear, or doubt**, don't roll; you automatically succeed as if you rolled a 10+.

Choose one of the following advanced moves to begin with:

Lay on Hands

When you **touch someone else, skin to skin, and pray for their well-being**, choose one of the following:

- They heal 1d6+1 damage
- They are cured of one mortal poison or disease

Then roll+CHA. *On a 10+, they are healed or cured, as you wished it. *On a 7-9, they are healed or cured, but the effect is taxing; you either spend 1 Zeal or whatever damage, poison, or disease you healed is transferred to you.

I Am the Law

When you **give an NPC an order based on your righteous authority**, roll+CHA. *On a 10+, the GM chooses one:

- They do what you say
- They back away cautiously, then flee.
- They attack you

*On a 7-9, the GM chooses one of the above, or:

- They dissemble, stall, make excuses, defer to another, or argue the point

Inquisition

When you **look into someone's eyes and gaze upon their soul**, roll+CHA. *On a 10+, hold 2. *On a 7-9, hold 1. *On a 6-, hold 1 anyway, but they also hold 1 on you. While in their presence, spend a hold to ask them one of the following and get an honest answer:

- Are you lying?
- Are you hiding something from me?

If they answer "yes", your next move against them gains advantage.

Beacon of Hope

When you **make a heroic stand against the coming darkness**, you immediately gain 1 Zeal, up to your normal maximum, and anyone standing on the front lines with you gains the benefit of your Conviction ability, until the darkness is defeated or you withdraw from the front lines or fall.

Quest

When you **dedicate yourself to a mission through prayer and ritual cleansing**, state what you set out to do (such as discover the truth about something, or slay a blight on the land). The GM will give you a blessing (such as a voice that transcends language, or an invulnerability to bladed weapons); stay true to your goal, and this blessing remains yours. When you **complete your Quest**, mark XP.

Smite

When you **Hack and Slash a creature of darkness or chaos**, on a hit, you may spend a Zeal; if you do, your damage roll gains advantage and also choose one:

- You banish them if they lack anchor to this world
- You brand them as an agent of chaos or darkness, describe how you mark them
- You break their resolve, the GM will describe how

Vow of Protection

When you **swear a vow to protect someone**, your roll gains advantage when you Defend them, and add the following option to the Defend list:

- Give your ward an opportunity to escape danger

You may only have one such sworn vow active at a time.

The Ranger

Name _____

Look _____ *(Choose one for each category)*

Wild Eyes, Sharp Eyes, or Animal Eyes
Hooded Head, Wild Hair, or Bald
Camouflaged Clothing, Dark Clothing, or All-Weather Clothing
Long Shanks, Lean Body, or Rugged Body

Drive _____ *(Choose one)*

Wildling
Eschew a convention of the civilized world.

Naturalist
Help an animal or spirit of the wild.

Sentinel
Endanger yourself to combat an unnatural threat.

Bonds _____ *(Ask your companions these questions)*

Which of you have I guided before? _____

Which of you is a friend of nature? _____

Which of you has no business being out here? _____

Which of you looks more like prey to me? _____

Level _____ Experience _____

When you level up, choose to either take a new advanced move, or increase one of your stats by 1, to a maximum of +2.

When you reach level 6 or higher, you may choose one of the following options instead, but not more than once for each option:

- Increase one of your stats by 1, to a maximum of +3
- Gain an advanced move from another playbook
- When you Volley, on a 12+ your shot hits a vital point, ignoring armor and debilitating or crippling the target somehow. The GM will describe it.

Background _____ *(Choose one)*

Hunter
When you **spend a few moments scanning your surroundings**, you can ask the GM "What tracks or signs of passage are here?" When you **Discern Realities by studying tracks or signs of passage**, gain advantage on the roll, and add "Where did they go?" to the list of questions you may ask.

Wilderness Guide
You can always find your way back to a place you have been to before without Defying Danger from getting lost or any natural rough terrain. When you Undertake a Perilous Journey, you automatically take the 10+ result on whatever job you choose.

Warden of Nature
When you **Spout Lore about a monster**, you roll with WIS instead of INT. Additionally, choose a favorite type of enemy such as dragons, giants, goblin-kin, or demons: _____
Also, add the following to the list of questions for Skirmisher:

- Am I fighting my favorite type of enemy?

Gear _____ *(Choose options)*

Your Load is 10. You start with dungeon rations (5 uses, 1 weight), leather armor (1 armor, 1 weight), a fine bow (near, far, 2 weight), and bundle of arrows (3 ammo, 1 weight). **Choose two:**

- Short sword (close, 1 weight) and bandages (3 uses, 0 weight)
- Spear (reach, thrown, near, 1 weight) and poultices and herbs (2 uses, 1 weight)
- Adventuring gear (5 uses, 1 weight)
- Bundle of arrows (3 ammo, 1 weight) and antitoxin (0 weight)

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- Share The Spotlight

Assign these scores to your stats: +2, +1, +1, +0, +0, -1

STR	DEX	CON	Damage
<input type="checkbox"/> Injured	<input type="checkbox"/> Shaken	<input type="checkbox"/> Sick	D6 +1
INT	WIS	CHA	Armor
<input type="checkbox"/> Muddled	<input type="checkbox"/> Tired	<input type="checkbox"/> Stressed	
HP			Max HP: 18

You begin with the following moves:

Scout Ahead

When you **go off on your own to explore a dangerous area**, say how you do it and roll+DEX. *On a hit, you make it back safely; the GM will describe what you encountered. *On a 10+, choose three. *On a 7-9, choose one:

- Ask a question from the Discern Realities list about what you encountered (you may choose this more than once)
- You were able to sneak something out of there; the GM will tell you what you got
- You made some preparation or created some advantage to exploit upon your return; work out the details with the GM
- You got away clean, leaving no trace and rousing no suspicion

*On a 6-, choose one:

- You make it back, but with trouble hot on your heels! The GM will tell you what follows you
- You're missing in action; the details will be revealed later

Skirmisher

When you **enter a battle**, answer the following questions:

- Am I neither encumbered, nor wearing armor with the *clumsy* tag?
- Have I scouted this threat?
- Is there ample room to maneuver here?
- Is the enemy much larger than I am?

For each question you answered "yes" to, hold 1 Readiness. During the battle, you may spend a Readiness to accomplish one of the following, describing how you do it:

- Draw an enemy's attention to you and lure them into a bad position
- Close the distance between you and an enemy before they can react
- Disengage from melee range of an enemy, avoiding any retaliation
- Evade a hazard on the battlefield without Defying Danger

When **the battle ends**, lose any remaining Readiness you hold.

Choose one of the following advanced moves to begin with:

Blot Out the Sun

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

Scavenger

When you **scavenge the land for supplies**, choose one of the following: food, water, shelter, clothing, medicine, simple weapons or armor; then roll+WIS. *On a hit, you can make or find what you're looking for, within reason. *On a 7-9, also choose one:

- It takes a long time to find or make
- The quality is poor, it may fail at an inconvenient time
- You draw or create trouble while you're scavenging

Camouflage

When you **keep still in natural surroundings**, enemies never spot you until you do something to reveal yourself (such as attacking or moving quickly).

When you **move with care and calm**, you make no noise and leave no sign of your passage.

Wild Empathy

You can speak with and understand animals, and you can closely study and Parley with them as if they were people, and you may also Recruit animals as if they were followers.

Pathfinder

When you **Defy Danger to overcome a natural obstacle or difficult terrain**, on a hit, you may also bring one of your companions through with you safely. Whatever you roll, you may sacrifice a piece of your gear to ignore a consequence—whichever piece is most readily at hand or makes the most sense. If this is adventuring gear that is still undefined, say what it is now.

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 will tell 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

Trapper

When you **set a trap**, describe how you set it, which may include paying a cost described by the GM, then choose two effects from the following list:

- The trap deals your damage to the target
- The target is ensnared and cannot escape until it breaks the trap; strong monsters can break out of the trap faster
- 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; its ability to run is impaired until the injury is healed
- The target is moved a short distance

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

The Thief

Name _____

Look _____ *(Choose one for each category)*

Shifty Eyes, Eyepatch, or Criminal Eyes
Hooded Head, Messy Hair, or Cropped Hair
Dark Clothes, Fancy Clothes, or Common Clothes
Lean Body, Tense Body, or Quick Body

Drive _____ *(Choose one)*

Treasure Hunter
Take a major risk to acquire something valuable.

Infiltrator
Infiltrate a secure or dangerous location.

Daredevil
Leap into danger without a plan.

Bonds _____ *(Ask your companions these questions)*

Which of you is the only one that trusts me? _____

Which of you has my back? _____

Which of you thinks I'm a worthless rat? _____

Which of you is willing to do what it takes? _____

Level _____ Experience _____

When you level up, choose to either take a new advanced move, or increase one of your stats by 1, to a maximum of +2.

When you reach level 6 or higher, you may choose one of the following options instead, but not more than once for each option:

- Increase one of your stats by 1, to a maximum of +3
- Gain an advanced move from another playbook
- When you Defy Danger, on a 12+ you transcend the danger. The GM will also offer you a better outcome, or a moment of grace.

Background _____ *(Choose one)*

Burglar
When you Discern Realities or use Danger Sense, you may ask the GM "What here is useful or valuable to me?" for free, even on a miss.

Assassin
Add the following to the list of options for Backstab:

- You temporarily disable one of their limbs or senses

When you Backstab, on a 10+ you get three choices from the list instead of two.

Street Rat
When you **have a moment's distraction and available cover**, you can disappear from view and get into hiding, just like that. Additionally, when a **move has another player (including the GM) ask you a question about your character**, you can answer however you like, honestly or not.

Gear _____ *(Choose options)*

Your maximum Load is 9. You start with dungeon rations (5 uses, 1 weight), leather armor (1 armor, 1 weight), and thieves' tools (1 weight). **Choose your armaments:**

Dagger (hand, 1 weight) and short sword (close, 1 weight)

Rapier (close, precise, 1 weight)

Choose two:

3 throwing daggers (thrown, near, 0 weight) and antitoxin

Ragged bow (near, 2 weight) and bundle of arrows (3 ammo, 1 weight)

Adventuring gear (5 uses, 1 weight)

Healing potion

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- Share The Spotlight

Assign these scores to your stats: +2, +1, +1, +0, +0, -1

STR	DEX	CON	Damage
<input type="checkbox"/> Injured	<input type="checkbox"/> Shaken	<input type="checkbox"/> Sick	D6 +1
INT	WIS	CHA	Armor
<input type="checkbox"/> Muddled	<input type="checkbox"/> Tired	<input type="checkbox"/> Stressed	
HP			Max HP: 16

You begin with the following moves:

Danger Sense

When you **take a moment to survey an area**, you may ask the GM "Is there an ambush or trap here?" If the answer is "yes", roll+WIS. *On a 10+, ask the GM three questions from the list below. *On a 7-9, ask one.

- What will trigger the trap or ambush?
- What will happen once it's triggered?
- How could it be disarmed or thwarted?
- What else should I be on the lookout for?

Backstab

When you **attack an unaware foe in melee**, either deal your damage or roll+DEX. *On a 10+, deal your damage and pick two. *On a 7-9, deal your damage and pick one.

- Your damage roll gains advantage
- You slip away before they can react or strike back
- You stun or hamper them for a few moments, anyone taking advantage of this gains advantage
- You steal a visible, unprotected item off of their person; they won't notice it's gone until you flaunt that you have it
- You reduce their armor by 1 until they repair it

Tricks of the Trade

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.

Choose one of the following advanced moves to begin with:

Connections

When you **put out word to the criminal underbelly about something you want or need**, roll+CHA. *On a 10+, someone has it, just for you. *On a 7-9, you'll have to settle for something close or it comes with strings attached, your choice.

Shoot First

You're never caught by surprise. When **an enemy would get the drop on you**, you get to act first instead.

Silvertongue

When you **use lies, bluster, or deception to avoid suspicion or get out of trouble**, roll+CHA. *On 10+, hold 3. *On 7-9, hold 1. Spend a hold to do one of the following, describing how you do it:

- Move about or maneuver unchallenged
- Withstand direct scrutiny or questioning
- Direct suspicion or attention elsewhere
- Provide cover for an ally

Remember that every lie is doomed to be revealed, eventually. When **your deception is exposed**, lose any hold remaining on this move.

Escape Route

When **you're in too deep and need a way out**, name your escape route and roll+DEX. *On a hit, you're gone. *On a 7-9, you leave something behind or take something with you, the GM will tell you what.

Poisoner

When you **have you have time to gather materials and a safe place to brew**, you can create up to three doses of poison. Describe what effects your poison has, and the GM will give you one or more caveats:

- It will only work under specific circumstances
- You'll need _____ to make it
- The best you can manage is a weaker version
- It'll take a while to take effect
- It's dangerous for anyone to handle—including you
- It'll have obvious or undesirable side effects

Heist

When you **take time to make a plan to steal something**, name the thing you want to steal and ask the GM two the following questions:

- Who will notice it's missing?
- What's its most powerful defense?
- Who will come after it?
- Who else wants it?

The first time someone acts on each answer, they gain advantage.

Like a Ghost

When you **roll for another move that you want to perform in a clandestine manner**, you may choose options equal to your DEX or less (but not fewer than none), and then tell the other players:

- ...how you draw attention elsewhere instead of to you
- ...how you stay out of sight
- ...that you remain silent
- ...why you leave no trace behind

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

The Wizard

Name _____

Look _____ *(Choose one for each category)*

Haunted Eyes, Sharp Eyes, or Crazy Eyes
Styld Hair, Wild Hair, or Pointed Hat
Worn Robes, Stylish Robes, or Strange Robes
Pudgy Body, Creepy Body, or Thin Body

Drive _____ *(Choose one)*

Power
Use your magic to command the respect of others or enhance your prestige.

Knowledge
Discover something about a magical mystery.

Weird
Confront or embrace something strange or other-worldly.

Bonds _____ *(Ask your companions these questions)*

Which of you has a dark fate that I have foreseen?

Which of you understands magic the least? _____

Which of you is keeping secrets from me? _____

Level _____ Experience _____

When you level up, choose to either take a new advanced move, or increase one of your stats by 1, to a maximum of +2.

When you reach level 6 or higher, you may choose one of the following options instead, but not more than once for each option:

- Increase one of your stats by 1, to a maximum of +3
- Gain an advanced move from another playbook
- When you Spout Lore, on a 12+ the GM will also ask you a question about the subject. Whatever you answer, it is the truth.

Background _____ *(Choose one)*

Arcane Student

When you Spout Lore, hit or miss, you may also ask the GM "How or where could I find out more?" after they reply to your original question.

Naturally Gifted

Choose one option from the Cantrip list. You can create that effect whenever you like, without having to Cast a Spell.

Sorcerous Pact

You learned your magic from someone--or *something* else. Describe them, and the GM will tell you their agenda. When you **perform a Ritual which advances their agenda, and they consent to aid you (GM's call)**, you may ignore one condition the GM tell you for the Ritual.

Gear _____ *(Choose options)*

Your Load is 7. You start with dungeon rations (5 uses, 1 weight), a staff (close, 2-handed, 1 weight) and an arcane treasure through which you draw power; describe it! **Choose two:**

- Enchanted robes (1 armor, 1 weight)
- Poultices and herbs (2 uses, 1 weight)
- Bag of books (5 uses, 2 weight)
- Adventuring gear (5 uses, 1 weight)
- Dagger (hand, 1 weight) and antitoxin

Your Agenda and Principles _____ *(Follow these)*

- Portray a Compelling Character
- Challenge Your Character with Adventure
- Play to Find Out What Happens
- Be a Fan of the Game

- Play Your Character With Honesty
- Do It By Doing It
- Be Awesome And Flawed
- Engage With The World
- Build Your Part Of The World
- Embrace The Contradictions
- Share The Spotlight

Assign these scores to your stats: +2, +1, +1, +0, +0, -1

STR	DEX	CON	Damage
<input type="checkbox"/> Injured	<input type="checkbox"/> Shaken	<input type="checkbox"/> Sick	D6 -1
INT	WIS	CHA	Armor
<input type="checkbox"/> Muddled	<input type="checkbox"/> Tired	<input type="checkbox"/> Sick	
HP			Max HP: 12

You begin with the following moves:

Cast a Spell

You have mastered the workings of magic. Take the Wizard domains sheet. You begin with mastery of the Cantrip domain. **Choose two more domains that you have mastered, and choose one Bane from the following list as well (or work with the GM to make up your own Bane):**

- While you cannot speak clearly, you do not have both hands free, or you wear or wield something made of metal, you cannot cast a spell.
- Your magic can never affect anyone or anything warded by cold iron.
- Your magic is granted to you by a greater power, and they will occasionally make demands of you. Ignore them at your risk.
- When you Cast a Spell, if either of the dice show a 1, a bit of taint or corruption warps the area around you, the GM will describe how. Rest assured, it will be to your detriment.

When you **weave a spell using one of your mastered domains**, roll+INT. *On a 10+, you get 2 Power to spend on your spell. *On a 7-9, you get 1 Power, and choose one of the following as well:

- Your spell will have some undesirable side effect or limitation
- You draw unwelcome attention or put yourself in a spot
- The spell disturbs the fabric of reality as it is cast; you have disadvantage to Cast a Spell until you take some time to rest and refocus yourself

Power not spent on your spell is wasted, it cannot be saved for later. Power has no effect on Cantrips, just ignore it.

When you reach level 3, 6, or 9, choose an additional domain from the list to master.

Ritual

When you **draw on a place of power to create a magical effect**, tell the GM what you're trying to achieve. Ritual effects are always possible, but the GM will give you one to four of the following conditions:

- It's going to take days/weeks/months
- First you must _____
- You'll need help from _____
- It will require a lot of money
- The effect will be unreliable or limited
- You and your allies will risk danger from _____
- You'll have to disenchant _____ to do it

Choose one of the following advanced moves to begin with:

Antiquarian

When you **closely examine an interesting object for the first time**, roll+INT. *On a 10+, ask the GM three of the following questions. *On 7-9, ask two. *On a 6-, ask two anyway, but the GM will give you a false answer for one of them:

- What does this do, or what does it signify?
- What is it made of?
- Who created this object and how old is it?
- Who used this object last?
- What has been done to or with it recently?
- What's wrong with it and how could it be fixed?
- Does this have magical properties, and if so, what are they?

Counterspell

When you **counter a magical spell as it is being cast**, roll+INT.

*On a hit, the spell is successfully countered. *On a 7-9, choose one:

- The spell is countered, but the unraveled magic causes some undesirable collateral damage or side effects
- The spell is only partially countered, a weaker version gets through
- The spell is countered, but you are left vulnerable elsewhere

Spellbreaker

When you **unweave an ongoing magical effect**, roll+INT. *On a 10+, choose two. *On a 7-9, choose one.

- The magic doesn't return after a short time
- A weaker version of the magic doesn't linger
- The unwoven magic doesn't lash out and harm anything

Empower

When you Cast a Spell, on a 10+ you may choose from the 7-9 list. If you do, you get 3 Power instead of 2 Power.

Magic Circle

When you have **adequate time, arcane materials, and a safe place to work**, you can create your own place of power. Describe to the GM what kind of power it is and how you're binding it to this place, which may include paying a cost described by the GM, and the GM will tell you one problem or limitation that you'll have to deal with in using it.

Sage Advice

When **someone else comes to you for advice and you tell them what you honestly think is best**:

- If they are a PC, when they follow your advice, they gain advantage on their next move.
- If they are an NPC, roll+CHA. *On a 10+, they follow your advice in whatever way they think is most beneficial for them. *On a 7-9, they only follow your advice if you back them up and help them do it.

Mystic Tether

While **a spell you cast is ongoing on another person**, you may aid, interfere, or study them closely, no matter where they are, and you gain advantage when you do so.

Cantrip

You conjure a minor magical effect. Choose one:

- An item you touch glows with arcane light, about as bright as a torch, until you dispel it or it leaves your presence
- The GM will tell you what here is magical
- You make cosmetic changes to an object you touch: clean it, soil it, cool it, warm it, flavor it, or change its color
- You repair a single break or tear in an object you hold
- You slowly telekinetically lift or move an unattended object that you can see which weighs no more than one pound

□ Divination

You conjure a vision through space and time. Answer one question yourself, then ask the GM one question for each Power:

- Who do I see?
- What circumstance are they in?
- What do I see happening to them?
- What consequences will this have?

The GM's answers represent the most likely outcome based on the current situation. The GM will try to make your vision come true if possible, but it is not infallible. Until the vision is resolved, you get disadvantage when you cast this spell.

□ Evocation

You summon a bolt of magical energy, which strikes a target you can see for 1d6+1 damage. Choose one of the following for each Power:

- The attack is *forceful*
- The spell effects a small area around the target, but the effect is halved
- The damage ignores armor
- The damage is elemental in nature; *fire, ice, or lightning*
- The attack debilitates or restrains your target instead of dealing damage; describe how, and the GM will tell you how effective it is

□ Illusion

You create an illusion upon someone or something you can touch, changing its appearance or rendering it invisible. This illusion lasts as long as you concentrate on it, or until someone interacts with it to prove it an illusion. Choose one additional effect for each Power.

- Your illusion can include smells and flavors
- Your illusion can include sounds
- Your illusion can move (you must choose this if the target is a person, otherwise the illusion breaks if they move)
- Your illusion lasts for a short time after you stop concentrating

While this spell is ongoing, you have disadvantage to Cast a Spell.

□ Abjuration

Cast this spell to place a ward upon an area, object, or a circle you have drawn. Choose one option for each Power:

- No magic, save your own, can cross the ward
- Choose a type of creature; they cannot cross the ward
- The first creature to touch, cross, or disturb your ward takes 1d6+1 damage
- When your ward is touched or crossed, it will set off an alarm; no matter where you are, you'll know about it
- Anyone inside of the warded area gets +1 armor

You may exempt a number of creatures equal to your level from the effects. The ward lasts until you dismiss it, something disrupts it, or the effect is discharged.

□ Conjuraton

You summon forth a magical creature or construct, which aids you as best it can. Describe what you call forth! Treat it as your character, but with access to only the basic moves. It has a +1 modifier for all stats, HP equal to your level, and uses your damage modifier. The construct also gets your choice of one of these traits for each Power:

- It has +2 instead of +1 to one stat (this option may be chosen more than once)
- It's not reckless
- Its damage modifier is +1
- It has some useful adaptation or secondary ability

The construct persists until destroyed or you dismiss it. While this spell is ongoing, you have disadvantage to Cast a Spell.

□ Enchantment

You wrap a beguiling charm around a target you can see. Choose one effect or an additional target for each Power:

- They cannot harm you, except in self-defense
- They must act single-mindedly upon a strong emotion that they already are feeling
- They fall into a light sleep or stand entranced, until something shakes them out of it
- They will truthfully answer one question you ask them
- They will have no memory of what you had them do or that they were ever enchanted, even after the spell ends

The enchantment lasts until they leave your presence, the effect you chose is completed or violated, or until you choose to end it. While this spell is ongoing, you have disadvantage to Cast a Spell.

□ Necromancy

You bind the energy of life and death that surrounds all creatures.

Choose one effect an additional target for each Power:

- A corpse you touch answers any three questions you ask to the best of the knowledge it had in life or gained in death
- No undead may come within reach of you until the next time you cast a spell
- You fill a target you can see with supernatural fear, they choose to flee from you, panic, cower, or fight in desperation, until the next time you cast a spell
- You inflict a curse upon a target you can see. The next damage roll made against them gets advantage
- You weaken a target you can see. The next damage roll they make gets disadvantage

□ Transmutation

You alter yourself or a person you touch. Choose one effect from the list or an additional target for each Power, describing how you grant them the chosen effects.

- You choose a stat; they gain advantage to all rolls made with that stat, and the GM chooses a stat; they get disadvantage to all rolls made with the GM's chosen stat
- They gain the ability to breathe under water
- They gain the ability to see clearly in the dark
- They gain the ability to levitate, floating gently either up or down as they choose
- They gain magical protection; choose an element, they gain advantage to Defying Danger caused by that element and any damage they suffer caused by that element is halved

The effects last until you choose to end them. While this spell is ongoing, you have disadvantage to Cast a Spell.

Bonus Material

Thanks for reading all the way to the end. Here are some extra optional moves for abstracting research and planning, stress and madness, and random dungeon crawl generation.

New Basic Move: 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, gain advantage on your next move.
- 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, gain advantage on your next move.
- 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.

If you are the Bard, you always gain advantage on this move.

New Basic Move: Raid

When you **plan an attack on a place**, describe your approach and your primary objective, then whoever made the plan rolls...

- +1 if you exploit a known weakness or vulnerability in your target
- +1 if you have allies to coordinate your attack with or someone on the inside
- +1 if you have detailed knowledge of the terrain, either from a map or a scouting report (*c.f.* Scout Ahead from the Ranger playbook)
- +1 if you have the drop on them or the element of surprise on your side

*On a 10+, choose two. *On a 7-9, choose one:

- You have the initiative; your enemies are either caught off-guard, demoralized, or in disarray
- You have seized some tactical advantage that gives you the upper hand in the fight, the GM will tell you what
- There are no unexpected complications present

*On a 6-, your plan has gone awry, the GM will describe the scene with you already at a disadvantage or in a desperate situation.

The GM will describe the starting point of the action as the battle is joined or as your main forces breach the perimeter, based on your roll and options chosen. They will also ask some establishing questions as to what happened and present you with the opportunity to act.

New Basic Move: Hexcrawl

When you **spend at least a full day exploring a region in search of adventure**, say what you are hoping to find and how many days you wish to search for, then everyone marks 1 ration per day spent and roll+days spent. *On a 10+, you find what you're looking for and are in a relatively advantageous position when you find it. *On a 7-9, choose one. *On a 6-, both, and it will be even worse than you thought.

- You'll have to overcome a hazard or enemy, or pay a cost to find what you were looking for
- What you find won't be exactly what you hoped, or there will be some other complication present

If the players are looking for something very specific that the GM knows isn't in the area, the GM may offer an alternative instead. For example, if the players are looking for the location of a bandit lair, but the GM knows they are looking in the wrong place, they may suggest they look for clues as to the location to the bandit lair instead.

New Basic Move: Steel Yourself

When you **steel yourself against extreme pain, stress, corruption, or horror and power through**, roll+CON for physical trauma, or +WIS for psychological trauma. *On a hit, you hold it together, and may act as you please. *On a 7-9, gain 1 Stress. *On a 6-, count your Stress:

0-2 Stress: Choose one:

- You flinch or hesitate from the fear or pain
- Your nerves are rattled; when you act against the source of your fear, the next move you make gets disadvantage
- Gain 1 Stress

3-4 Stress: Choose a reaction from this list:

- Run screaming in terror until the threat is out of your sight
- Drop whatever it is you're holding and freeze in shock until someone or something snaps you out of it
- Fly into an uncontrolled rage until the threat is gone. Expect collateral damage.
- Give into your corruption or madness until you have indulged yourself in a harmful manner
- Mark one of your Stress as permanent, it can never be removed

5-6 Stress: The GM chooses from the 3-4 Stress list.

7+ Stress: It all becomes too much. You either go permanently, incurably mad, suffer a fatal heart attack, or give in wholly to your corruption. Either way, this is the end for you.

Stress is a type of damage that can be inflicted, as per the GM move. For example, low intensity stressors over a prolonged period of time (a long march in the cold with little sleep, food, or comfort), or a sudden stressful event without persistent threat (a trap suddenly springs and injures someone), may cause Stress.

When you Make Camp, remove 1 Stress. When you **spend a day in rest and safety**, remove 3 Stress instead.

Laudanum

20 coins, 3 uses, 0 weight

A soothing tincture to inure one's mind against the horrors of the dark. Rumors of it being addictive are almost entirely untrue.

When you **consume a draught of laudanum**, mark off a use, remove 1 Stress, and the next move you make gets disadvantage.

New Mechanic: Dungeon Crawl

The following is a new method for procedural dungeon creation. Rather than having a planned map in mind, the GM instead has themes and features they would like to include. What is revealed is determined randomly. The methods presented here are adapted from *The Perilous Wilds* by Jason Lutes.

To create a dungeon using this method, the GM starts with an overall environment for the dungeon, such as “Dwarven Prison,” “Natural Lair,” or “Cult Library”. From there, the GM can brainstorm a few themes; more specific words or phrases that describe the atmosphere of the dungeon. A dungeon’s theme is a reference point for you to describe the environment as the party explores, and should ideally create a few ideas for locations or encounters within the dungeon. A given theme might obviously relate to the dungeon’s overall environment, or it might not; you get to make sense of the juxtaposition through play. A unusual theme may represent an interloper or a recent change. Generally speaking, the more themes a dungeon has, the greater its variety of contents.

Examples of themes:

- Criminal activity
- Torture or punishment
- Rot and decay
- Forgotten knowledge
- Chaos and destruction
- Planar powers
- Elemental power (which one?)
- Scheming evil
- Secrets and trickery
- Endless hunger
- Holy war
- Undeath

When you **delve into the unknown regions of a dungeon or similar dangerous place**, if this is the first time you have made this move this session, the GM will tell you how much Torch to hold initially, depending on the danger. Then whoever is in the lead rolls...

- +1 if the way is illuminated or you don't need to carry a light source
- +1 if they have been to this place before or if they have a map of this place
- +1 if the enemies here are unalert, distracted, or have recently retreated or suffered defeat

*On a 10+, choose two. *On a 7-9, choose one:

- You are in an advantageous position to face whatever threat lies ahead, describe how after the GM describes the next area.
- The area ahead is unique somehow and/or connected to a theme of the dungeon; the GM will describe it and make an appropriate dungeon move, and you gain 1 Progress.
- Gain 1 Torch, and describe how you secure or mark the path, or find a notable landmark.

*On a 6-, lose 1 Torch, and you will be at a disadvantage in the next room, with the person who led the way being placed most directly in harm's way. Regardless of the roll, be sure to update your map appropriately.

Torch represents safety and security within the dungeon. It is a resource that can be used up, as per the GM move “use up their resources”. High Torch means the enemy is on the run, and the path both ahead and behind you is clear. Low Torch means that the party is lost, and the darkness is closing in on them. Torch can go as high as 3 or as low as -3. For a relatively safe and uncomplicated dungeon, the crawl starts with 2 Torch. A more dangerous or complex dungeon begins with 1 Torch, and a deathtrap begins with zero Torch.

When you **seal or conceal yourself in a secure or hidden place to Make Camp while in the dungeon**, roll+Torch. *On a 10+, choose one. *On a 7-9, choose two. *On a 6-, all three.

- The enemy regroups while you rest, lose 1 Torch.
- You must backtrack a bit to find a safe place, lose 1 Progress.
- Your rest will be interrupted. Hope someone is on watch!

While **your Torch is zero or less**, you are either lost or cut off; you cannot escape the dungeon until you raise your Torch to at least 1. When **your Torch reaches -3**, it begins hunting you. Best of luck, heroes.

Progress represents how far you have explored the dungeon. The primary use of Progress is to represent how close you are to your goal. When you have acquired enough Progress, you have reached your goal in this area; the exit on the opposite side, the dungeon’s heart where the treasure lies, or the dungeon’s master. Small dungeons should require 3 Progress to complete, longer dungeons between 5 to 7 Progress, and a truly epic dungeon can require as much as 10 Progress to complete.

Progress may also be used as a spendable resource to accomplish side goals, such as finding hidden caches of loot or mapping an area. If the players wish to accomplish such a side goal, the GM can *tell them the requirements and ask*, which may include spending Progress, Torch, or other resources. If you leave the dungeon, any remaining Progress held is lost.

Reaching your goal does not necessarily mean that you have found everything in the dungeon. There may yet be more to find, in some hidden wing of the dungeon that remains undiscovered or sealed for the next expedition here. Hold onto your maps!

If you're having trouble coming up with interesting themes or encounters, ask yourself the following questions to try and get a brainstorm going. These questions may also help you answer any questions the players have about the dungeon--or you can turn the tables and ask them instead.

- Who or what is believed to have built this place?
- For what purpose was it built?
- How did it come to ruin?
- What dangers is it said to conceal? (monsters, forces, traps, etc.)
- What discoveries may lie within? (clues, puzzles, treasure, etc.)

The Extra

Name _____

Look _____ (Choose one for each category)

Ordinary Hair, Wide-Brimmed Hat, or Helmet
Plain Uniform, Work Clothes, or Traveler's Clothes
Covered Face, Earnest Face, or Surly Face

Job _____ (Choose one)

Warrior

Increase your damage bonus to +1.

Expert

When you use your area of expertise, you roll with advantage.

Magician

You may cast Cantrips as if you were a Wizard.

Gear

Your maximum Load is 4. You start with a basic melee weapon of your choice (close, 1 weight), and **choose one**:

Ragged bow (near, 2 weight), and bundle of arrows (3 ammo, 1 weight)

Leather armor (1 armor, 1 weight)

Adventuring gear (5 uses, 1 weight)

The Extra is a supporting character which can be used when you have a guest player at your table, or if a player's regular character is off doing something else. They're good for a quick taste of the game, when you need some expendable minions, or a one-shot scenario or situation. Don't feel bad or take it personally if they die; they are Expendable, after all.

Assign these scores to your stats: +2, +1, +1, +0, +0, -1

STR	DEX	CON	Damage
<input type="checkbox"/> Injured	<input type="checkbox"/> Shaken	<input type="checkbox"/> Sick	D6 +0
INT	WIS	CHA	Armor
<input type="checkbox"/> Muddled	<input type="checkbox"/> Tired	<input type="checkbox"/> Stressed	
HP			Max HP: 10

You get the following moves:

Expertise

You are an expert in a certain field. **Choose your area of expertise:**

- Herbalism and medicine (WIS)
- Pathfinding and survival in the wilds (WIS)
- Infiltration and burglary (DEX)
- Esteem in a certain social circle (tell us what!) (CHA)
- The trade and appraisal of exotic artifacts (INT)
- Protection and guarding (CON)
- Brute force and heavy hands (STR)
- Skilled craftsmanship (tell us your field, and the GM will choose the stat most appropriate)

When you **perform a feat, task, or Spout Lore relevant to your area of expertise**, roll+the indicated stat. *On a 10+, you accomplish your task. *On a 7-9, you still succeed, but the GM will offer you a worse outcome, hard bargain, or ugly choice.

Ace in the Hole

When things are looking bad, you have a special advantage to help you out of a tight spot. **Choose one, but don't describe it until it comes up in play, and reveal it when you need it:**

- The favor of someone powerful (describe them)
- A web of contacts (choose either *well-placed* or *loyal*)
- Membership in a guild (choose either *prestigious* or *shadowy*)
- A hideout (choose either *secret* or *fortified*)

Expendable

You have neither Heritage, Drive, or Bonds; you're here because you were hired to do a job. You can never gain XP.

When you **sacrifice yourself trying to accomplish something**, choose one:

- The other characters learn from your death; tell us what they discovered
- You give them an opening; say how you temporarily hold back or impede a threat just long enough for someone to take advantage of the opening
- You were just doing your job; tell us something you managed to do before dying, such as opening up a locked door, taking out a minor enemy, or doing the thing you were hired for

At the end of the session, if you are still alive, any XP you would gain from answering the End of Session questions may be applied to another character you own, or will make in the future.

The Villager

Name _____

Look _____ (Choose one for each category)

Ordinary Hair, Wide-Brimmed Hat, or Helmet
Plain Uniform, Work Clothes, or Traveler's Clothes
Covered Face, Earnest Face, or Surly Face

Background _____ (Choose one)

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.

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: _____

Gear

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.

Bonds

STR	DEX	CON	Damage
<input type="checkbox"/> Injured	<input type="checkbox"/> Shaken	<input type="checkbox"/> Sick	D6 -1
INT	WIS	CHA	Armor
<input type="checkbox"/> Muddled	<input type="checkbox"/> Tired	<input type="checkbox"/> Stressed	
HP			Max HP: 7

You get the following 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 a goodwill to give advantage to you 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 you have history together before you became adventurers? 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? **You must write at least two Bonds before you can level up.**

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, and 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 bonus is now +0.
- Toughness:** Your maximum HP is now 10.
- Determined Defender:** When you Defend, you may spend goodwill as if it were hold.
- Faithful:** 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.
- Trap Finder:** Add "Is there a trap here and if so, what triggers it?" to the list of Discern Realities questions:
- Student:** When you take this option, the next time you Spout Lore, instead of rolling, you automatically take the 10+ result.
- Leadership:** You may spend a goodwill to free someone who can see and hear you of any fear, despair, or stun effects; describe how you do it.

When you have assigned all six stats and written at least two Bonds, you are ready to become a real adventurer. When you are ready to leave your home for a Life of Adventure, make the Life of Adventure move on the opposite side of this sheet.

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.

Hack and Slash

When you **fight in melee or close quarters**, roll+STR. *On a 10+, deal your damage and choose one:

- You evade, prevent, or counter the enemy's attack
- You strike hard and fast; deal +1d6 damage, but suffer the enemy's attack

*On a 7-9, you deal your damage, but also suffer the enemy's attack.

Volley

When you **take aim and attack an enemy at range**, roll+DEX. *On a 10+, you have a clear shot, deal your damage. *On a 7-9, deal your damage but also choose one:

- You have to move/hold steady to get the shot, placing you in danger as described by the GM
- You have to take what you can get; your damage roll gets disadvantage
- You have to take several shots; spend 1 ammo

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 **take up a defensive stance or jump in to protect someone or something else**, roll+CON. *On a 10+, hold 3. *On a 7-9, hold 1. Spend your hold to:

- Suffer an attack's damage/effects instead of your ward
- Halve an attack's damage/effects
- Draw all attention from your ward to yourself
- Strike back at an attacker; deal your damage with disadvantage

When you go on the offense, cease to focus on defense, or the threat passes, lose any hold left on this move.

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. Either way, when you act on the answers for the first time, whatever move you make gains advantage.

- 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?

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.

Parley

When you **influence or manipulate an NPC to do something they normally wouldn't do**, roll+CHA. *On a hit, they reveal the easiest way to convince them to go along. *On a 7-9, they reveal something you can do to convince them, though it'll likely be costly, tricky, or distasteful. If you have some kind of leverage on them, the GM should take it into consideration when telling you their costs.

Life of Adventure

When you **leave your home for a Life of Adventure**, do all of the following:

- Embrace your heroic destiny. Leave your villager playbook behind and then choose a new playbook to fill out.
- Gain a true name and a new, cooler look.
- Choose a Drive and Background. Your companions vote on these based on your chosen class and your past behavior. Ties are broken by the GM.
- Copy the stats you chose to your new playbook.
- 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 your new class gives you more Bonds than 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, 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.