

DUNGEON WORLD

LORE AND LORDS PACK

Seven new base classes for Dungeon World

the Monk,

the Shaman,

the Vampire,

the Trickster,

the Hunter,

the Black 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 August 3, 2016

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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.

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 BLACK 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 Black Knight is a variant on the Fighter playbook. A fearsome warrior driven by a burning passion, the Black 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.

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

NAME [REDACTED]

LOOK

Dwarf: Abhin, Daniki, Aras, Mavi, Kala, Qatji, Fehri, Baichi

Human: Li, Kaze, Tara, Jade, Sakura, Konrad, Fei, Drake, Ji-dan, Chizu

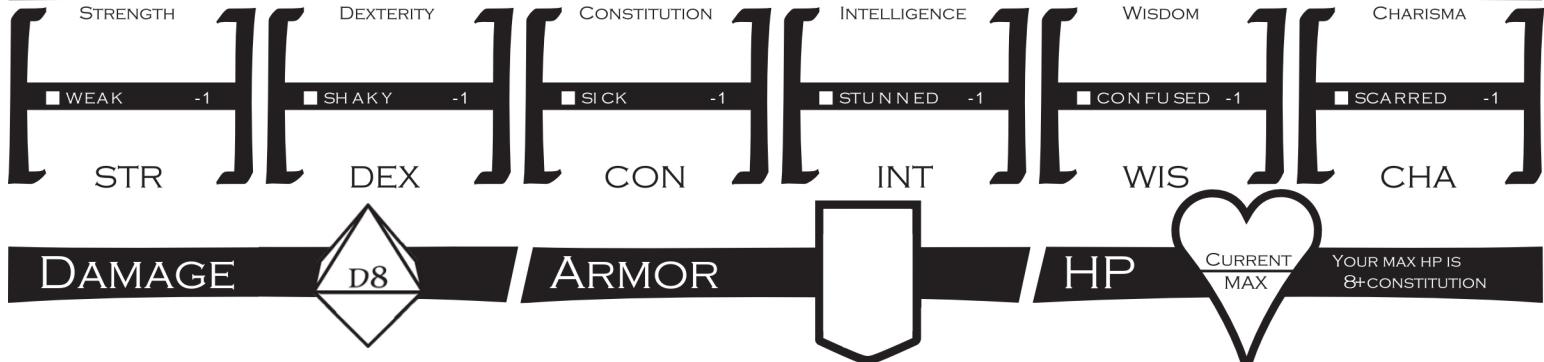
Wise Eyes, Eager Eyes, or Deep Eyes

Shaved Head, Long Braid, or Headband

Monk's Robe, Martial Arts Uniform, or Loose Silk 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)



ALIGNMENT

LAWFUL

Help resolve a dispute peacefully.

GOOD

Place yourself in danger to defend someone helpless.

NEUTRAL

Bring renown or honor to your monastic order.

EVIL

Dominate an enemy, and make sure everyone knows about it.

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.

PANDAREN

When you **Undertake a Perilous Journey and act as the quartermaster**, you automatically succeed as if you had rolled a 10+.

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 _____.

STARTING MOVES

KI FOCUS

When you **take a few minutes 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 +1d6 damage forward, once per attack
- Flow around an incoming attack, halving the effect
- 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—with 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

O THE MONK

LEVEL [REDACTED]

XP [REDACTED]

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.

INNER PEACE

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

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.

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.

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.

MARTIAL SPIRIT

Your unarmed strikes gain the magical tag. When you **deal damage with an unarmed strike**, if the damage dealt is less than your WIS, you may reroll your damage. You must keep the second result.

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 and spend 1 Ki**, you may use WIS instead of CHA when you Parley, 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 and spend 1 Ki**, deal your damage to an enemy within near range. If they are within reach range of you, the attack is also forceful.

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 a **magical effect makes you Defy Danger**, 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 give you and your party 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: When 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 [REDACTED]

LOOK

Elf: Thondir, 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

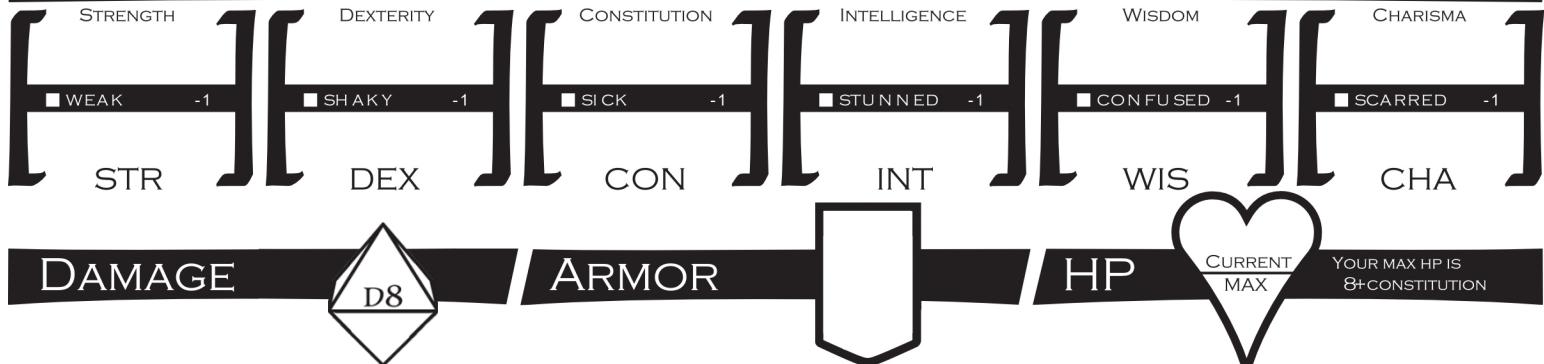
Wild Eyes, Sharp Eyes, or Animal Eyes

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)



ALIGNMENT

CHAOTIC

Free someone from literal or figurative bonds.

GOOD

Endanger yourself to combat an unnatural threat.

NEUTRAL

Help an animal or spirit of the wild.

STARTING MOVES

HUNT AND TRACK (WIS)

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

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

CALLED SHOT

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

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

TRAPPER (WIS)

When you **set a trap**, 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.

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.

BONDS

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

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

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

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

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



THE HUNTER

LEVEL [REDACTED]

XP [REDACTED]

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

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.

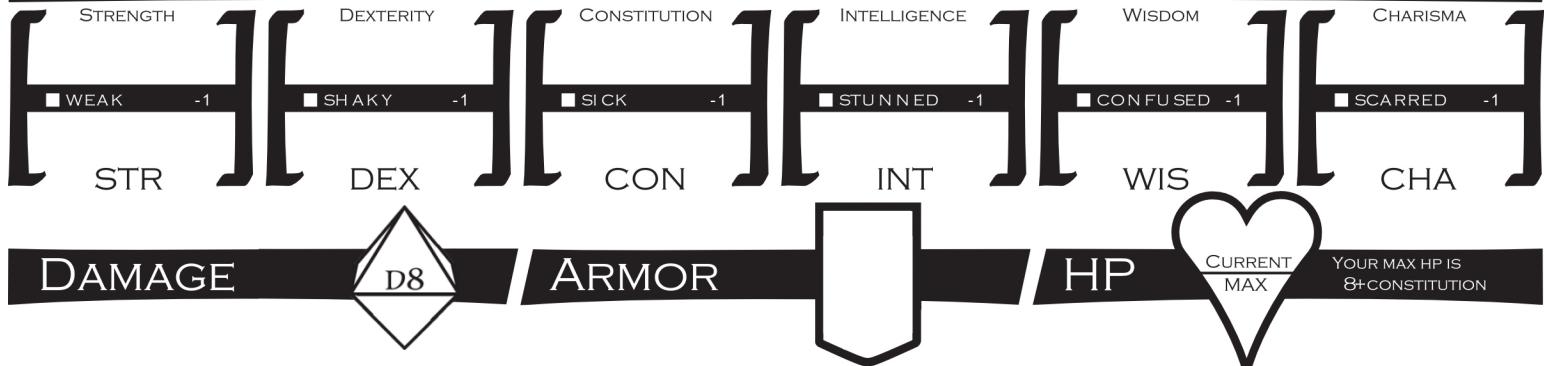
NAME [REDACTED]

LOOK [REDACTED]

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)



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.

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.

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



THE VAMPIRE

LEVEL [REDACTED]
XP [REDACTED]

GEAR

Your load is 6+STR. Choose your armament:

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

Choose two:

- 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 [REDACTED]

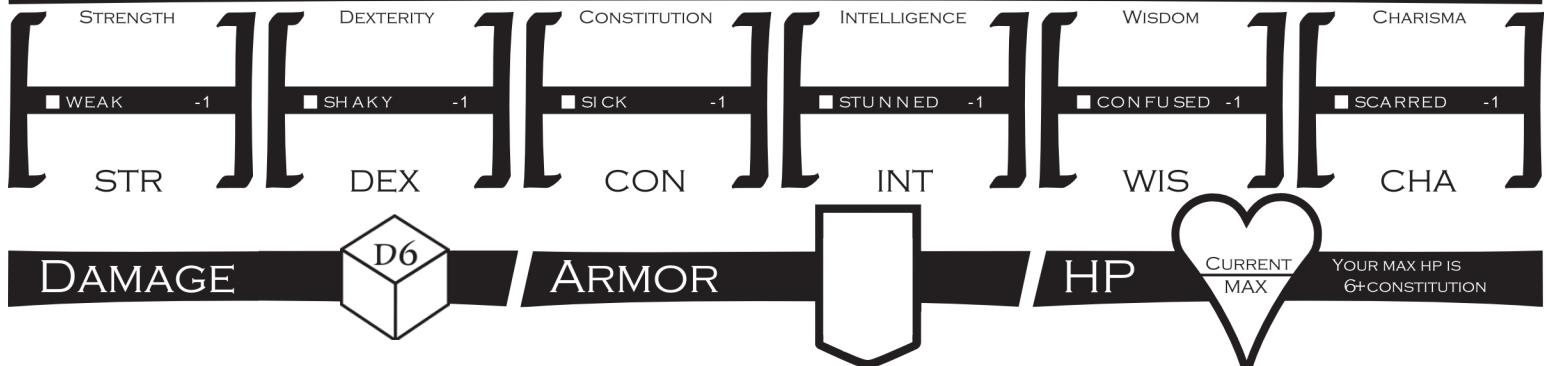
LOOK

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)



ALIGNMENT

GOOD

Use trickery to help people when the law cannot.

CHAOTIC

Expose corruption or hypocrisy with your tricks.

EVIL

Con people out of their valuables.

STARTING MOVES

SILVERTONGUE (CHA)

When you **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 (CHA)

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

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

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

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 [REDACTED]
XP [REDACTED]

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 [REDACTED]

LOOK

Dwarf: Andalen, Larelei, Morak, Halgmar, Garm, Beyla, Rakham, Yara

Human: Semil, Falken, Tanika, Dungarth, Brey, Arando, Celad, Halmir

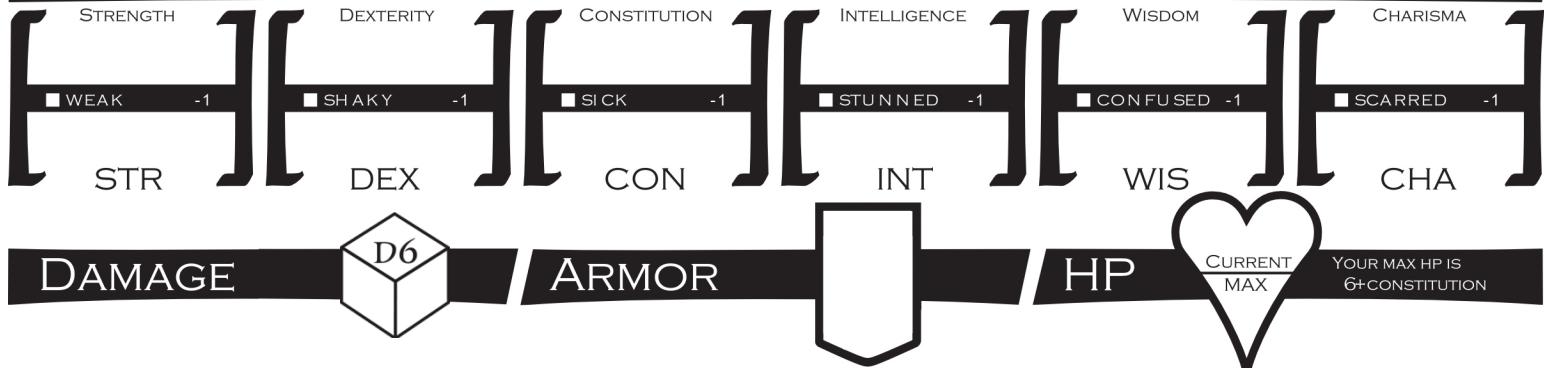
Orc: Erishnar, Corug, Mirak, Garuk, Prinai, Ranak, Zuakka, Sulha

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)



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.

RACE

DWARF

When 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 rote 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.

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 rotes, 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?
- What does the spirit want from the material world?
- How is the spirit influencing the material world?
- What could I use as leverage to Parley with this spirit?

Regardless of the roll, you may communicate with any spirit you detect. 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 10+, choose three. *On a 7-9, choose two.

- The spirit may not take any actions against you or your allies until you release it
- The spirit may not leave the area until you release it
- You don't have to strike a bargain with the spirit (otherwise, you do)
- When you release the spirit, it departs from whence it came without any retaliation (otherwise, it does as it pleases)

 THE SHAMAN

LEVEL [REDACTED]

XP [REDACTED]

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 bind a spirit, on a 10+ you may also choose one of these options:

- The spirit can only speak the truth while it is bound
- Any agreement the spirit makes with you must be kept

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, 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, its soul 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.

PERFECT BINDING

When you bind a spirit, on a 12+ choose as many options as you like.

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.

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.

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

□ 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.

□ 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

ONGOING

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

ONGOING

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
- Its bond to your plane is strong: +1 HP for each level you have
- It has some useful secondary ability

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

□ CHAIN LIGHTNING

LEVEL 5

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

□ LIFE TOUCH

LEVEL 5

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

□ SIGHT BEYOND SIGHT

LEVEL 5

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

□ 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.

□ 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.

□ THE CALL

LEVEL 7

Name a spirit you wish to summon, either by name or a type of spirit you wish to summon. They are instantly brought before you, and you immediately make the Widdershins move against them, and take +1 to the roll.

□ 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.

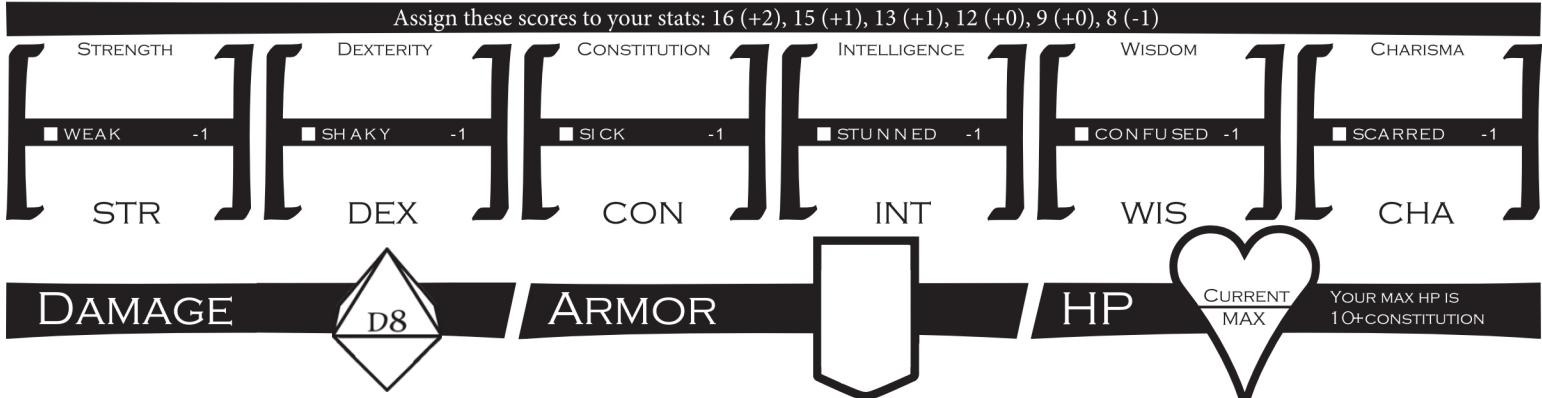
SHAMAN SPELLS

NAME [REDACTED]

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, Great Helm
Pale Body, Taut Body, Scarred Body



DRIVE

Good and evil are irrelevant to you. Instead, describe the goal you wish to achieve, and why it's so important to you. At the end of the session, if you have made tangible progress towards your goal, mark XP and remove 1 Torment.

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, +1 damage, and the messy tag. Choose one more feature for your weapon:

- Sharp. +1 piercing.
- Balanced. Add precise.
- 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.
- Soul-drinker. Take +1 forward when you strike a deathblow against an enemy.
- Long. Add reach and two-handed.

When you **strike a deathblow with your dark blade**, remove 1 Torment. If you are not in possession of your dark-bladed weapon, you cannot use any moves that would cause you to gain Torment.

ARMORED

You ignore the clumsy tag on armor you wear.

ROAD TO PERDITION

You may gain 1 Torment to use the following effects:

- Cause Fear, as the cleric spell with yourself as the object
- Speak With Dead, as the cleric spell
- Deal +Conviction damage forward, once per attack
- Take +1 forward to the next move that uses your Conviction stat, once per move

If the Torment you hold is higher than your Conviction, Death may appear to you and demand a favor. Until you complete his task, you cannot use any moves that would cause you to gain Torment. When you complete the task, remove all of your Torment.

THE NIGHT IS DARKEST JUST BEFORE THE DAWN

While you are **in the presence of at least one person you share a Bond with**, your Conviction is increased by 1. (You share a Bond if both you and your ally have at least one Bond with each other.) Once per session, when you resolve a Bond at the end of a session, remove 1 Torment.

CONVICTION:

TORMENT:



THE BLACK KNIGHT

LEVEL [REDACTED]
XP [REDACTED]

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)
- 3 throwing daggers (thrown, near, 0 weight) and poultices and herbs (2 uses, slow, 10 coins, 1 weight)
- 10 coins

ADVANCED MOVES

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

AGONY

Add the following effects to Road to Perdition:

- A person you touch is wracked with terrible pain for several seconds
- A person you touch is blinded for several seconds

BLACK HARVEST

Add the following effects to Road to Perdition:

- Your next attack with your dark blade ignores armor
- Your next attack with your dark blade has a range of near

DEAD EYES

When you fix someone with your cold, hard stare, roll+your Conviction stat. *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.

HELL'S GATE

When you gain Torment to deal extra damage, deal an additional +1d4 damage.

THE HERO WE NEED

Your Conviction is increased by 1.

INTERROGATOR

When you have a private chat with an NPC, gain 1 Torment and roll+your Conviction stat. *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.

SILENT KNIGHT

Your dark blade can make itself inconspicuous at your command; it won't be noticed unless someone searches you.

REBUKE UNDEAD

When your voice resonates with the land of the dead, roll+your Conviction stat. *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.

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

BLACK MAGIC

You may gain 1 Torment to cast one of the following cleric spells: Darkness, Animate Dead, Trap Soul, or Contagion. While any of these spells are ongoing you cannot use this move.

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.

THE HERO WE DESERVE

Replaces: The Hero We Need

Your Conviction is increased by 2.

LAST RESORT

While your HP is less than your Conviction, take +1 ongoing to all moves.

NO REST FOR THE ANGRY DEAD

When you take your Last Breath, add +Conviction or +Torment to the roll, whichever is lower.

RAVEN'S FEAST

Requires: Black Harvest

Add the following effect to Road to Perdition:

- Deal damage equal to your Conviction to any target in near range, then deal half of that damage to yourself, ignoring armor for both

SANGUINE BLADE

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

SOUL-EATER

When you would gain Torment, you may take 1d4 damage (ignoring armor) instead of gaining Torment.

WATCHFUL PROTECTOR

When you Defend you always get +1 hold, even on a 6-.

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

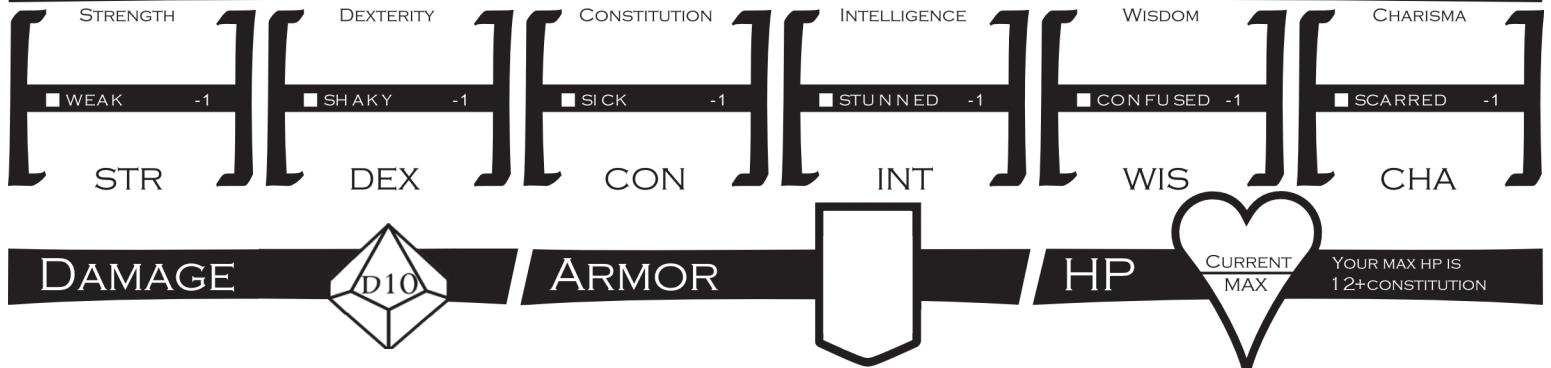
Wild Eyes, Beady Eyes, or Cruel Eyes

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)



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.

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 sharp 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 _____.

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 stunning tag to an attack
- Perform a feat of near superhuman strength
- Halve the effects from a mundane physical attack
- Shake off any fear on an enchantment affecting your mind
- 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 person who picked this drawback, you or 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, but you won't notice until the rage ends. What you break is chosen by the person who picked this drawback, you or the GM

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.



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.

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.

ELEMENTAL RAGE

You may spend 1 rage to ignore the effects of fire or intense heat and cold upon you.

QUICK RECOVERY

When you Make Camp, you heal an additional +1d6 damage, or you may remove a debility of your choice instead of recovering HP as normal.

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.

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.

TEMPERED SPIRIT

When you voluntarily end your Berserker Rage, spend all of the rage you hold and roll 1d4. If the roll is less than or equal to the amount of rage you just spent, you don't suffer any drawbacks this time.

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 steading 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 steading.
- 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 steading, and access to these artisans is readily available to you.
- Library:** You have access to a large stockpile of information. While you have access to your Library, take +1 ongoing to your Spout Lore moves.
- Profitable:** Your organization is very profitable. When you would **gain coins from working at your business**, gain an additional 2D6 coins.

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

The GM will also give your home one complication:

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

Note that any tags on your base, including the Clout tag, cannot 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, and your monthly income increases by 1D10 coins. Your home gains the Prestige tag if it doesn't have it already. If it does, add another tag of your choice.

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