

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 August 13, 2016

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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 you 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 duke 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.

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. Ravaging 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.

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 [REDACTED]

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

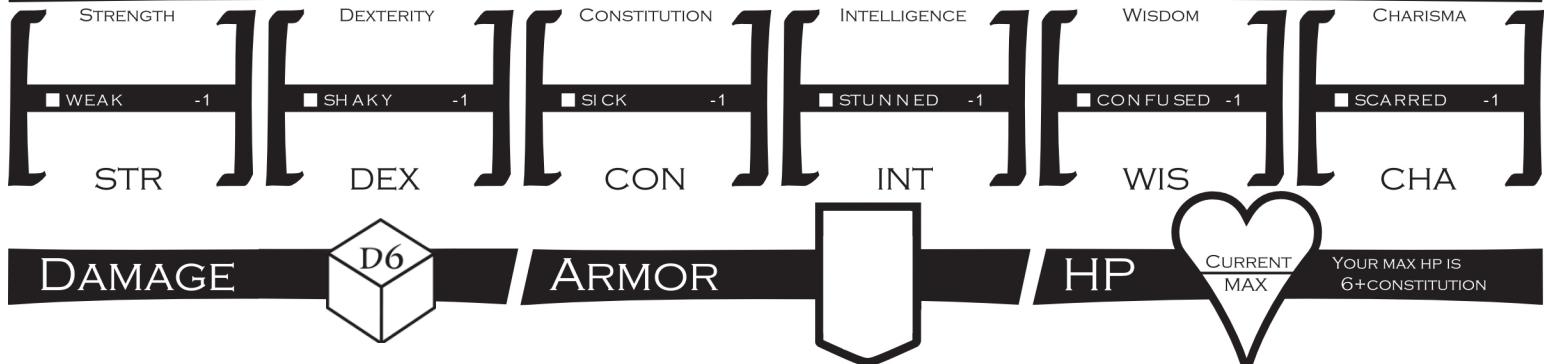
Clever Eyes, Shrewd Eyes, or Glasses

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)



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?

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

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.

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?



THE ARCHAEOLOGIST

LEVEL [REDACTED]
XP [REDACTED]

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.

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 [REDACTED]

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

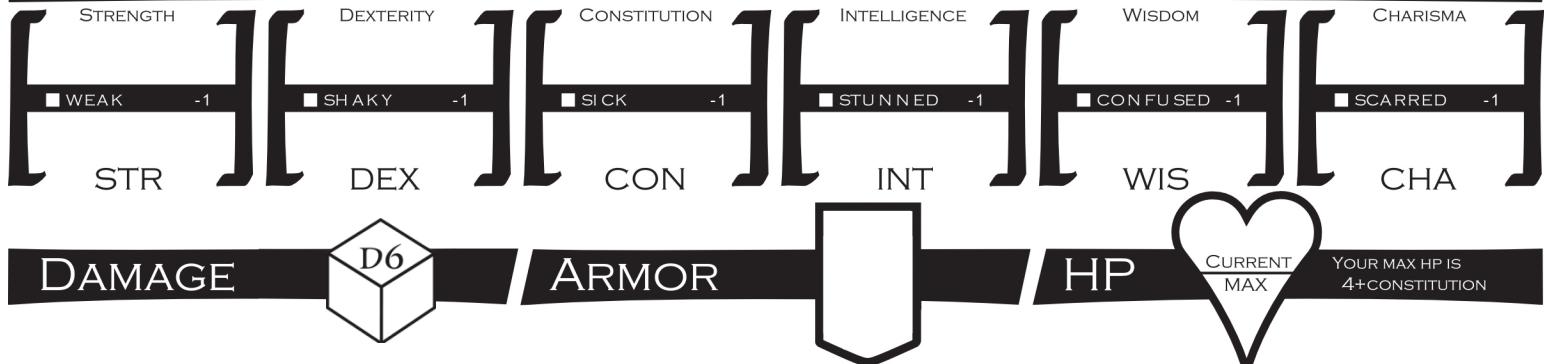
Wise Eyes, Shrewd Eyes, or Curious Eyes

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)



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.

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.

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 a few 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 your 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: Add the forceful tag.
- Rune of the Mountain: You may Defend with WIS instead of CON while you wield this weapon.
- Rune of Ice: Add the stun tag.
- Rune of the Moon: While you wield this weapon you get +1 armor, and an additional +2 armor against magic.



THE ENCHANTER

LEVEL [REDACTED]

XP [REDACTED]

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 rune-marked 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.

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

Replaces: Battle Enchanter

When you **attack with your rune-marked 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.

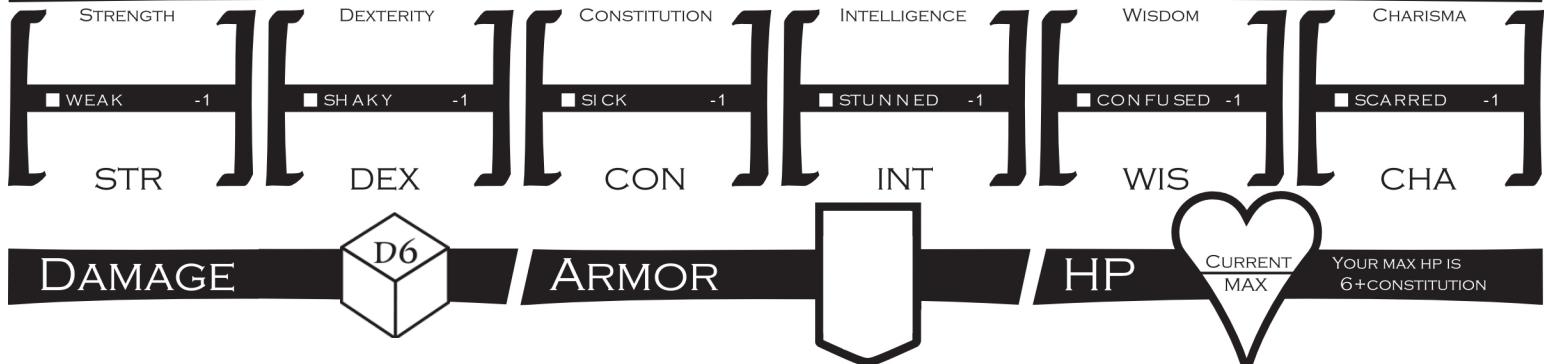
NAME [REDACTED]

LOOK

Like you'd ever let anyone know your real name! Choose a name from another playbook that no one else is using.

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)



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.

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, you get that hold back.

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.

STARTING MOVES

NETWORK

You have a group of informants and scouts who can trade information with you, describe who or what they are! Every steading 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 them 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



THE SPY

LEVEL [REDACTED]

XP [REDACTED]

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 [REDACTED]

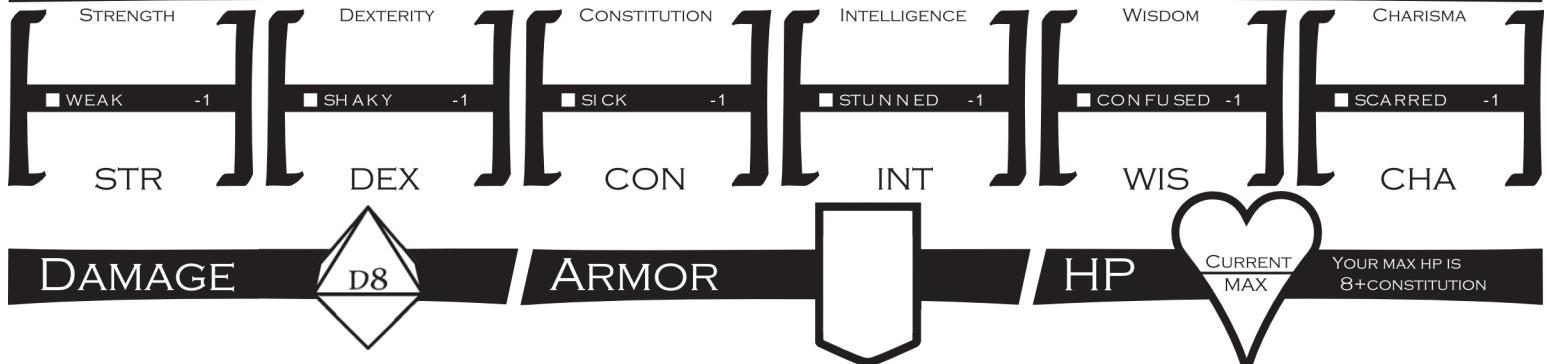
LOOK

Names: Taya, Daine, Mallory, Shana, Ricard, Freya, Xaldin, Isabel, Minerva, Glenn

Dragon Names: Brodahmik, Heyvkaal, Venahkrin, Centhylion, Frethiel, Benthylios, Kenzodomu, Morokegos, Rovostraza, Strunvahlok, Tyraxes, Aurion

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

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



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.

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.

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.

- | | |
|---|--|
| <ul style="list-style-type: none"><input type="checkbox"/> Strike with fang and claw<input type="checkbox"/> Belch forth elemental fury<input type="checkbox"/> Scout from high above<input type="checkbox"/> Hunt or track by scent | <ul style="list-style-type: none"><input type="checkbox"/> Intimidate with a mighty roar<input type="checkbox"/> Harry from the air<input type="checkbox"/> Flap its wings to create a gust of wind<input type="checkbox"/> Recall ancient lore |
|---|--|

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 [REDACTED]
XP [REDACTED]

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.

FAFNIR

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.

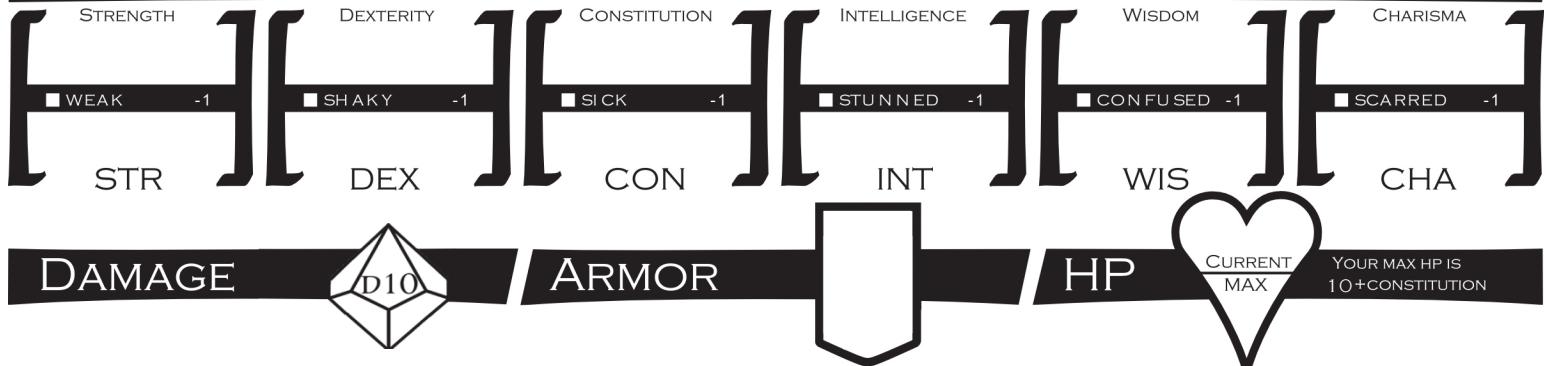
NAME [REDACTED]

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)



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.

RACE

DWARF

Choose 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.

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



THE GUARDIAN

LEVEL [REDACTED]
XP [REDACTED]

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 fizzles 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

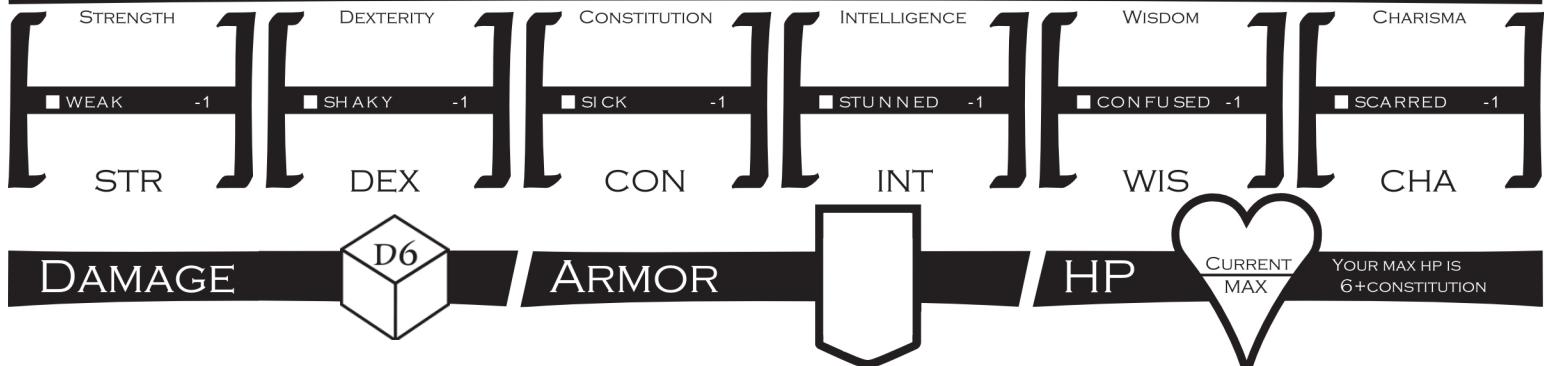
NAME [REDACTED]

LOOK

Names: Nihlath, Myrkul, Azoth, Mordecai, Nija, Nihasa, Prosperine, Zente, Dante

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)



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.

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.

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.

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.**

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

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.

THE REAPER

LEVEL [REDACTED]
XP [REDACTED]

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

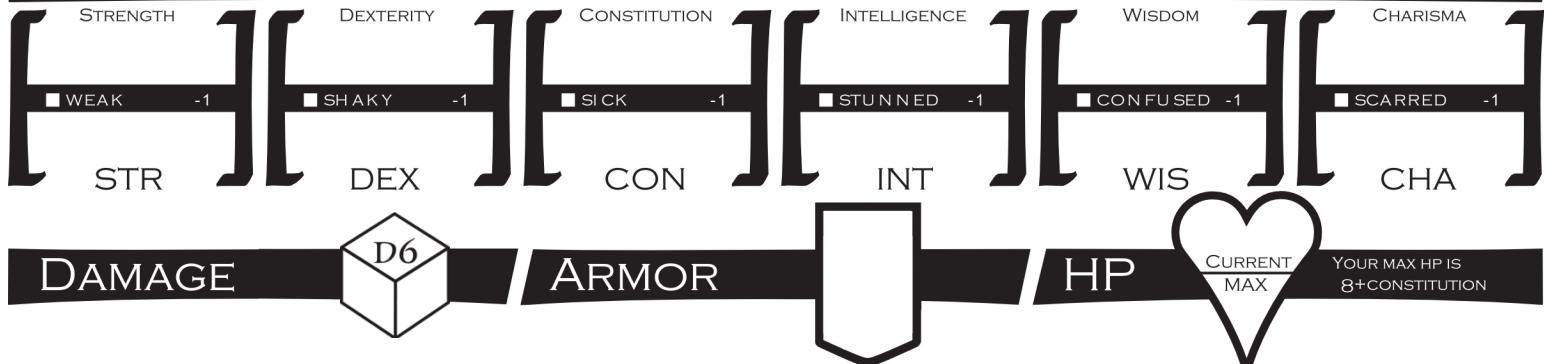
NAME [REDACTED]

LOOK

Names: Leofrick, Syrio, Favian, Beatrix, Cordelia, Kasper, Joren, Annette, Garnier, Maerwynn, Rhyannon, Eleanor

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)



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.

STRONGHOLD

CONQUEROR

You seized your stronghold by force, and rule with an iron fist. When you **command your retainers or make the Chancellor move**, roll with STR instead of CHA.

SCION

Your family has held these lands for many generations. Your stronghold begins with 1 Income, 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.

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).

CHANCELLOR

When you **return home after a notable journey**, roll+CHA. *On a 10+, choose two. *On a 7-9, choose one.

- Gain 1 Income
- 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**, the GM will assign you one to four of the following costs; when you meet them all, you get your desired change.

- You'll need help from _____
- You must spend some Income _____
- You must spend a unit of _____
- It will take weeks/months/years _____
- First you must _____
- You'll need to acquire _____
- There will be a downside to your improvement

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 hit, 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.

 THE BARON

LEVEL [REDACTED]
XP [REDACTED]

GEAR

Your load is 7+STR. You start with dungeon rations (5 uses, 1 weight), a fine melee weapon (close, +1 damage, 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 Income
- 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 Income, 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 Income 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 Income 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 Income and roll+Income 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.

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 Income and roll+Income 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.

LANNISTER

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?

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 Income.

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) 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

INCOME: _____

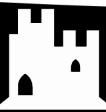
Income is not necessarily coin, but also building materials, goodwill, political favors owed, and so forth. Resources may be turned into Income if you have a trading partner, or they can be used to build upgrades, or used as currency in negotiations with other steadings. In a pinch, you can turn 1 Income into 2d6 x your Charisma (the stat itself, not the modifier) in coins. You cannot turn coins into Income.

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 STRONGHOLD

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. ON 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 in Darkest Dungeon World.

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're stunned in pain, awe, or fear for a moment.
- 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.

New basic move: Relieve Stress

When you **spend several hours in a safe place relieving stress**, describe how you do it. The GM will then tell you a cost associated with that activity. If you pay that cost, reduce your Stress by your WIS for psychological stress relief or your CON for more physical pursuits.

Examples of stress relief:

- Get good and drunk.
- Spend a few hours gambling.
- Meditate or pray in a safe and quiet place.
- Receive care or penance from a priest or similarly trained person.
- Engage in wild revelry.

Examples of costs:

- The priest will ask for a tithe in exchange for their time.
- You'll be hung-over tomorrow morning.
- You'll risk losing your money at the gambling table.
- Your actions may draw attention to yourself.

New auxiliary Stress moves:

When you **fulfill your alignment goal or resolve a Bond at the end of a session**, you may lose 1 Stress instead of marking XP.

When you **erase a bond without resolving** it, either you or the person you had the Bond with gains 1 Stress, your choice.

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?"

Adventuring is full of all kinds of horrifying things that can take a toll on your body and your 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 someone to gain 1 Stress. If the source of the stress is something more potent or an active danger that must be confronted, you can ask them to make the Steel Yourself move, 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. ON 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.

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.

When you acquire a Quirk, it 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.

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.

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.

Guilt: Take on a responsibility you can't handle.

Detachment: Avoid getting emotionally involved in a situation, or distance yourself from others emotionally.

Savage: Reject the comforts that civilization offers.

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 _____.

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.

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 relieves stress**, they reduce their Stress by 1 more than usual.

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 reduce the subject's Stress by 1.

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

When you **relieve stress by going off into the wilderness for several hours**, you reduce your Stress by your animal companion's Cunning.

New Thief advanced move: Let The Mask Down

When you **admit a secret about yourself to someone else you have a Bond with**, the next time you relieve stress, add +Bond to the amount of Stress you remove.

New Wizard advanced move: Bookworm

When you **relieve stress by several hours of obsessive study**, reduce your Stress by your INT.

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, you're shaken for a moment, choose one:

- You're stunned in pain, awe, or fear for a moment.
 - 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 forward to Steel Yourself for each Quirk unfulfilled.