

Mini DW Basic Moves

Hack and Slash

When you **attack an enemy in melee**, roll+Str. **On a 10+** you deal your damage to the enemy and avoid their attack. At your option, you may choose to do +1d6 damage but expose yourself to the enemy's attack. **On a 7-9**, you deal your damage to the enemy and the enemy makes an attack against you.

Volley

When you **take aim and shoot at an enemy at range**, roll+Dex. On a 10+ you have a clear shot—deal your damage. **On a 7-9**, choose one (whichever you choose you deal your damage):

- You have to move to get the shot placing you in danger of the GM's choice.
- You have to take what you can get: -1d6 damage.
- You have to take several shots, reducing your ammo by one.

Defy Danger

When you **act despite an imminent threat or suffer a calamity**, say how you deal with it and roll. If you do it:

- by powering through, +Str
- by getting out of the way or acting fast, +Dex
- by enduring, +Con
- with quick thinking, +Int
- through mental fortitude, +Wis
- using charm and social grace, +Cha

On a 10+, you do what you set out to, the threat doesn't come to bear. **On a 7-9**, you stumble, hesitate, or flinch: the GM will offer you a worse outcome, hard bargain, or ugly choice.

Defend

When you **stand in defense of a person, item, or location** under attack, roll+Con. **On a 10+**, hold 3. **On a 7-9**, hold 1. So long as you stand in defense,

when you or the thing you defend is attacked you may spend hold, 1 for 1, to choose an option:

- Redirect an attack from the thing you defend to yourself.
- Halve the attack's effect or damage.
- Open up the attacker to an ally giving that ally +1 forward against the attacker.
- Deal damage to the attacker equal to your level.

Spout Lore

When you **consult your accumulated knowledge about something**, roll+Int. **On a 10+** the GM will tell you something interesting and useful about the subject relevant to your situation. **On a 7-9** the GM will only tell you something interesting—it's on you to make it useful. The GM might ask you "How do you know this?" Tell them the truth, now.

Discern Realities

When you **closely study a situation or person**, roll+Wis. **On a 10+** ask the GM three questions from the list below. **On a 7-9** ask one. Take +1 forward when acting on the answers.

- What happened here recently?
- What is about to happen?
- What should I be on the lookout for?
- What here is useful or valuable to me?
- Who's really in control here?
- What here is not what it appears to be?

Parley

When you **you have leverage on a GM character and manipulate them**, roll+Cha. Leverage is something they need or want. **On a 10+** they ask you for something and do it if you make them a promise first. **On a 7-9**, they need some concrete assurance of your promise, right now.

Aid or Interfere

When you **help or hinder someone you have a bond with**, roll+Bond with them. **On a 10+** they take +1 or -2, your choice. **On a 7-9** you also expose yourself to danger, retribution, or cost.

Special Moves

Last Breath

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

Encumbrance

When you **make a move while carrying weight** up to or equal to load, you're fine. When you make a move while carrying weight equal to load+1 or load+2, you take -1. When you make a move while carrying weight greater than load+2, you have a choice: drop at least 1 weight and roll at -1, or automatically fail.

Make Camp

When you **settle in to rest** consume a ration. If you're somewhere dangerous decide the watch order as well. If you have enough XP you may Level Up. When you wake from at least a few uninterrupted hours of sleep heal damage equal to half your max HP.

Take Watch

When you **you're on watch and something approaches the camp** roll+Wis. **On a 10+** you're able to wake the camp

and prepare a response, the camp takes +1 forward. **On a 7-9** you react just a moment too late; the camp is awake but hasn't had time to prepare. You have weapons and armor but little else. On a miss whatever lurks outside the campfire's light has the drop on you.

Undertake a Perilous Journey

When you travel through hostile territory, choose one member of the party to act as trailblazer, one to scout ahead, and one to be quartermaster (the same character cannot have two jobs). If you don't have enough party members or choose not to assign a job, treat that job as if it had rolled a 6. Each character with a job to do rolls + Wis. **On a 10+** the quartermaster reduces the number of rations required by one. **On a 10+** the trailblazer reduces the amount of time it takes to reach your destination (the GM will say by how much). On a 10+ the scout will spot any trouble quick enough to let you get the drop on it. **On a 7-9** each roles performs their job as expected: the normal number of rations are consumed, the journey takes about as long as expected, no one gets the drop on you but you don't get the drop on them either.

Level Up

When you **have downtime (hours or days) and XP equal to (or greater than) your current level + 7**, subtract your current level + 7 from your XP, increase your level by 1, and choose a new advanced move from your class. If you are the wizard, you also get to add a new spell to your spellbook.

Choose one of your stats and increase it by 1 (this may change your modifier). Changing your Constitution increases your maximum and current HP. Ability scores can't go higher than 18.

End of Session

When you **reach the end of a session**, choose one your bonds that you feel is resolved

(completely explored, no longer relevant, or otherwise). Ask the player of the character you have the bond with if they agree. If they do, mark XP and write a new bond with whomever you wish.

Once bonds have been updated look at your alignment. If you fulfilled that alignment at least once this session, mark XP. Then answer these three questions as a group:

- Did we learn something new and important about the world?
- Did we overcome a notable monster or enemy?
- Did we loot a memorable treasure?

For each "yes" answer everyone marks XP.

Carouse

When you **return triumphant and throw a big party**, spend 100 coin and roll + extra 100s of coin spent. **On a 10+** choose 3. **On a 7-9** choose 1. On a miss, you still choose one, but things get really out of hand.

- You befriend a useful NPC
- You hear rumors of an opportunity
- You gain useful information
- You are not entangled, ensorcelled, or tricked

Supply

When you **go to buy something with gold on hand**, if it's something readily available in the settlement you're in, you can buy it at market price. If it's something special, beyond what's usually available here, or non-mundane, roll + Cha. **On a 10+** you find what you're looking for at a fair price. **On a 7-9** you'll have to pay more or settle for something similar.

Recover

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

otherwise) you heal a debility for every two days of rest instead.

Recruit

When you **put out word that you're looking to hire help**, roll. If you make it known

- that your pay is generous, take +1
- what you're setting out to do, take +1
- that they'll get a share of whatever you find, take +1

If you have a useful reputation around these parts take an additional +1. **On a 10+** you've got your pick of a number of skilled applicants, your choice who you hire, no penalty for not taking them along. **On a 7-9** you'll have to settle for someone close or turn them away. On a miss someone influential and ill-suited declares they'd like to come along (a foolhardy youth, a loose-cannon, or a veiled enemy, for example), bring them and take the consequences or turn them away. If you turn away applicants you take -1 forward to Recruit.

Outstanding Warrants

When you **return to a civilized place in which you've caused trouble before**, roll + Cha. **On a 10+**, word has spread of your deeds and everyone recognizes you. **On a 7-9**, that, and, the GM chooses a complication:

- The local constabulary has a warrant out for your arrest
- Someone has put a price on your head
- Someone important to you has been put in a bad spot as a result of your actions

Bolster

When you **spend your leisure time in study, meditation, or hard practice**, you gain preparation. If you prepare for a week or two, 1 preparation. If you prepare for a month or longer, 3 preparation. When your preparation pays off spend 1 preparation for +1 to any roll. You can only spend one preparation per roll.

Barbarian

Name: _____

Looks: _____

Description: _____

Background: _____

Level: _____

XP: _____

Armor: _____

Max HP: _____

Current HP: _____

Carry Weight: _____

Damage: _____

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

STR (☐ Weak -1): _____

DEX (☐ Shaky -1): _____

CON (☐ Sick -1): _____

INT (☐ Stunned -1): _____

WIS (☐ Confused -1): _____

CHA (☐ Scarred -1): _____

Stats

Your maximum HP is 8+Constitution.

Your base damage is d10.

Alignment

- ☐ Chaotic: You eschew a convention of the civilized world.
- ☐ Neutral: Teach someone the ways of your people.
- ☐ Other: _____

Race

Outsider: You may be ☐ elf, ☐ dwarf, ☐ halfling, or ☐ human, but you and your people are not from around here. At the beginning of each session, the GM will ask you something about your homeland, why you

left, or what you left behind. If you answer them, mark XP.

Bonds

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

- _____ is puny and foolish, but amusing to me.
- _____'s ways are strange and confusing.
- _____ is always getting into trouble—I must protect them from themselves.
- _____ shares my hunger for glory; the earth will tremble at our passing!

Gear

Your Load is 8+Str. You carry dungeon rations (5 uses, 1 weight), a dagger (hand, 1 weight) some token of where you've traveled or where you're from, and your choice of weapon:

- ☐ Axe (close, 1 weight)
- ☐ Two handed sword (close, +1 damage, 2 weight)

Choose one:

- ☐ Adventuring gear (1 weight) and dungeon rations (5 uses, 1 weight)
- ☐ Chainmail (1 armor, 1 weight)

Class Moves

You start with all of these moves:

Herculean Appetites

Others may content themselves with just a taste of wine, or dominion over a servant or two, but you want more. Choose two appetites. While pursuing one of your appetites if you would roll for a move, instead of rolling 2d6 you roll 1d6+1d8. If the d6 is the higher die of the pair, the GM will also introduce a complication or danger that comes about due to your heedless pursuits.

- ☐ Pure destruction
- ☐ Power over others
- ☐ Mortal pleasures
- ☐ Conquest
- ☐ Riches and property
- ☐ Fame and glory

The Upper Hand

You take +1 ongoing to last breath rolls. When you take your last breath, on a 7-9 you make an offer to Death in return for your life. If Death accepts he will return you to life. If not, you die.

Musclebound

While you wield a weapon it gains the forceful and messy tags.

What Are You Waiting For?

When you cry out a challenge to your enemies, roll+Con. **On a 10+** they treat you as the most obvious threat to be dealt with and ignore your companions, take +2 damage ongoing against them. **On a 7-9** only a few (the weakest or most foolhardy among them) fall prey to your taunting.

In addition, choose one of these to start with:

☐ Full Plate and Packing Steel

You ignore the clumsy tag on armor you wear.

-OR-

☐ Unencumbered, Unharmed

So long as you are below your Load and neither wear armor nor carry a shield, take +1 armor. Advanced Moves

Advanced Moves

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

- ☐ Still Hungry: Choose an additional appetite.
- ☐ Appetite for Destruction: Take a move from the fighter, bard or thief class list. You may not take multiclass moves from those classes.
- ☐ My Love For You Is Like a Truck: When you perform a feat of strength, name someone present whom you

have impressed and take +1 forward to parley with them.

- ☐ What Is Best In Life: At the end of a session, if during this session you have crushed your enemies, seen them driven before you, or have heard the lamentations of their kinfolk mark XP.
- ☐ Wide Wanderer: You've traveled the wide world over. When you arrive someplace ask the GM about any important traditions, rituals, and so on, they'll tell you what you need to know.
- ☐ Usurper: When you prove yourself superior to a person in power, take +1 forward with their followers, underlings, and hangers on. Khan of
- ☐ Khans: Your hirelings always accept the gratuitous fulfillment of one of your appetites as payment.
- ☐ Samson: You may take a debility to immediately break free of any physical or mental restraint.
- ☐ Smash!: When you hack and slash, on a 12+ deal your damage and choose something physical your target has (a weapon, their position, a limb): they lose it.
- ☐ Indestructible Hunger: When you take damage you can choose to take -1 ongoing until you sate one of your appetites instead of taking the damage. If you already have this penalty you cannot choose this option.
- ☐ Eye for Weakness: When you discern realities add "What here is weak or vulnerable?" to the list of questions you can ask.
- ☐ On the Move: When you defy a danger caused by movement (maybe falling off a narrow bridge or rushing past an armed guard) take +1.

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

- ☐ A Good Day to Die: As long as you have less than your Con in current HP (or 1, whichever is higher) take +1 ongoing.
- ☐ Kill 'em All (Requires: Appetite for Destruction): Take another move from the fighter, bard or thief class list. You may not take multiclass moves from those classes.
- ☐ War Cry: When you enter battle with a show of force (a shout, a rallying cry, a battle dance) roll+Cha. **On a 10+** both, **On a 7-9** one or the other. 1) Your allies are rallied and take +1 forward. 2) Your enemies feel fear and act accordingly (avoiding you, hiding, attacking with fear driven abandon)
- ☐ Mark of Might: When you take this move and spend some uninterrupted time reflecting on your past glories you may mark yourself with a symbol of your power (a long braid tied with bells, ritual scars or tattoos, etc.) Any intelligent mortal creature who sees this symbol knows instinctively that you are a force to be reckoned with and treats you appropriately.
- ☐ More! Always More!: When you satisfy an appetite to the extreme (destroying something unique and significant, gaining enormous fame, riches, power, etc.) you may choose to resolve it. Cross it off the list and mark XP. While you may pursue that appetite again, you no longer feel the burning desire you once did. In its place, choose a new appetite from the list or write your own.
- ☐ The One Who Knocks: When you defy danger, on a 12+ you turn the danger back on itself, the GM will describe how.
- ☐ Healthy Distrust: Whenever the unclean magic wielded by

mortal men causes you to defy danger, treat any result of 6 as a 7-9.

- ☐ For the Blood God: You are initiated in the old ways, the ways of sacrifice. Choose something your gods (or the ancestor spirits, or your totem, etc) value—gold, blood, bones or the like. When you sacrifice those things as per your rites and rituals, roll+Wis. **On a 10+** the GM will grant you insight into your current trouble or a boon to help you. **On a 7-9** the sacrifice is not enough and your gods take of your flesh as well, but still grant you some insight or boon. **On a miss**, you earn the ire of the fickle spirits.

The Bard

Name: _____

Looks: _____

Description: _____

Background: _____

Level: _____

XP: _____

Armor: _____

Max HP: _____

Current HP: _____

Carry Weight: _____

Damage: _____

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

STR (☐ Weak -1): _____

DEX (☐ Shaky -1): _____

CON (☐ Sick -1): _____

INT (☐ Stunned -1): _____

WIS (☐ Confused -1): _____

CHA (☐ Scarred -1): _____

Stats

Your maximum HP is 6+Constitution.

Your base damage is d6.

Alignment

Choose an alignment:

- ☐ Good: Perform your art to aid someone else.
- ☐ Neutral: Avoid a conflict or defuse a tense situation.
- ☐ Chaotic: Spur others to significant and unplanned decisive action.
- ☐ Other: _____

Race

- ☐ Dwarf: _____
- ☐ Elf: When you enter an important location (your call)

you can ask the GM for one fact from the history of that location.

- ☐ Halfling: _____
- ☐ Human: When you first enter a civilized settlement someone who respects the custom of hospitality to minstrels will take you in as their guest.
- ☐ Other: _____

Bonds

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

- This is not my first adventure with _____.
- I sang stories of _____ long before I ever met them in person.
- _____ is often the butt of my jokes.
- I am writing a ballad about the adventures of _____.
- _____ trusted me with a secret.
- _____ does not trust me, and for good reason.

Gear

Your load is 9+Str. You have dungeon rations (5 uses, 1 weight). Choose one instrument, all are 0 weight for you:

- ☐ Your father's mandolin, repaired
- ☐ A fine lute, a gift from a noble
- ☐ The pipes with which you courted your first love
- ☐ A stolen horn
- ☐ A fiddle, never before played
- ☐ A songbook in a forgotten tongue

Choose your clothing:

- ☐ Leather armor (1 armor, 1 weight)
- ☐ Ostentatious clothes (0 weight)

Choose your armament:

- ☐ Dueling rapier (close, precise, 2 weight)
- ☐ Worn bow (near, 2 weight), bundle of arrows (3 ammo, 1 weight), and short sword (close, 1 weight)

Choose one:

- ☐ Adventuring gear (1 weight)
- ☐ Bandages (0 weight)
- ☐ Halfling pipeleaf (0 weight)
- ☐ 3 coins

Class Moves

You start with these moves:

Arcane Art

When you **weave a performance into a basic spell**, choose an ally and an effect:

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

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

Bardic Lore

Choose an area of expertise:

- ☐ Spells and Magicks
- ☐ The Dead and Undead
- ☐ Grand Histories of the Known World
- ☐ A Bestiary of Creatures Unusual
- ☐ The Planar Spheres
- ☐ Legends of Heroes Past
- ☐ Gods and Their Servants

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

Charming and Open

When you **speak frankly with someone**, you can ask their player a question from the list below. They must answer it truthfully, then they may ask you a question from the list (which you must answer truthfully).

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

A Port in the Storm

When you **return to a civilized settlement you've visited before**, tell the GM when you were last here. They'll tell you how it's changed since then.

Advanced Moves

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

- ☐ Healing Song: When you **heal with arcane art**, you heal +1d8 damage.
- ☐ Vicious Cacophony: When you **grant bonus damage with arcane art**, you grant an extra +1d4 damage.
- ☐ It Goes To Eleven: When you **unleash a crazed performance** (a righteous lute solo or mighty brass blast, maybe) choose a target who can hear you and roll+Cha. **On a 10+** the target attacks their nearest ally in range. **On a 7-9:** they attack their nearest ally, but you also draw their attention and ire.
- ☐ Metal Hurlant: When you **shout with great force or play a shattering note** choose a target and roll+Con. **On a 10+** the target takes 1d10 damage and is deafened for a few minutes. **On a 7-9:** you still damage your target, but it's out of control: the GM will choose an additional target nearby.

- ☐ A Little Help From My Friends: When you **successfully aid someone** you take +1 forward as well.
- ☐ Eldritch Tones: Your arcane art is strong, allowing you to choose two effects instead of one.
- ☐ Duelist's Parry: When you hack and slash, you take +1 armor forward.
- ☐ Bamboozle: When you **parley with someone**, on a 7+ you also take +1 forward with them.
- ☐ Multiclass Dabbler: Get one move from another class. Treat your level as one lower for choosing the move.
- ☐ Multiclass Initiate: Get one move from another class. Treat your level as one lower for choosing the move.

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

- ☐ Healing Chorus (Replaces: Healing Song): When you **heal with arcane art**, you heal +2d8 damage.
- ☐ Vicious Blast (Replaces: Vicious Cacophony): When you **grant bonus damage with arcane art**, you grant an extra +2d4 damage.
- ☐ Unforgettable Face: When you **meet someone you've met before** (your call) after some time apart you take +1 forward against them.
- ☐ Reputation: When you **first meet someone who's heard songs about you**, roll+Cha. **On a 10+**, tell the GM two things they've heard about you. **On a 7-9**, tell the GM one thing they've heard, and the GM tells you one thing.
- ☐ Eldritch Chord (Replaces: Eldritch Tones): When you use arcane art, you choose two effects. You also get to

choose one of those effects to double.

- ☐ An Ear For Magic: When you **hear an enemy cast a spell** the GM will tell you the name of the spell and its effects. Take +1 forward when acting on the answers.
- ☐ Devious: When you use charming and open you may also ask "How are you vulnerable to me?" Your subject may not ask this question of you.
- ☐ Duelist's Block (Replaces: Duelist's Parry) When you hack and slash, you take +2 armor forward.
- ☐ Con (Replaces: Bamboozle): When you **parley with someone**, on a 7+ you also take +1 forward with them and get to ask their player one question which they must answer truthfully.
- ☐ Multiclass Master: Get one move from another class. Treat your level as one lower for choosing the move.

The Cleric

Name: _____

Looks: _____

Description: _____

Background: _____

Level: _____

XP: _____

Armor: _____

Max HP: _____

Current HP: _____

Carry Weight: _____

Damage: _____

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

STR (☐ Weak -1): _____

DEX (☐ Shaky -1): _____

CON (☐ Sick -1): _____

INT (☐ Stunned -1): _____

WIS (☐ Confused -1): _____

CHA (☐ Scarred -1): _____

Stats

Your maximum HP is 8+Constitution.

Your base damage is d6.

Alignment

- ☐ Good: Endanger yourself to heal another.
- ☐ Lawful: Endanger yourself following the precepts of your church or god.
- ☐ Evil: Harm another to prove the superiority of your church or god.
- ☐ Other: _____

Race

Choose a race and gain the corresponding move:

- ☐ Dwarf: You are one with stone. When you commune you are also granted a special version of Words of the Unspeaking as a rote which only works on stone.
- ☐ Elf: _____
- ☐ Halfling: _____
- ☐ Human: Your faith is diverse. Choose one wizard spell. You can cast and be granted that spell as if it was a cleric spell.

Bonds

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

- _____ has insulted my deity; I do not trust them.
- _____ is a good and faithful person; I trust them implicitly.
- _____ is in constant danger, I will keep them safe.
- I am working on converting _____ to my faith.

Gear

Your load is 10+Str. You carry dungeon rations (5 uses, 1 weight) and some symbol of the divine, describe it (0 weight). Choose your defenses:

- ☐ Chainmail (1 armor, 1 weight)
- ☐ Shield (+1 armor, 2 weight)

Choose your armament:

- ☐ Warhammer (close, 1 weight)
- ☐ Mace (close, 1 weight)
- ☐ Staff (close, two-handed, 1 weight) and bandages (0 weight)

Choose one:

- ☐ Adventuring gear (1 weight) and dungeon rations (5 uses, 1 weight)
- ☐ Healing potion (0 weight)

Class Moves

You start with these moves:

Deity

You serve and worship some deity or power which grants you spells. Give your god a name (maybe Helferth, Sucellus, Zorica or Krugon the Bleak) and choose your deity's domain:

- ☐ Healing and Restoration
- ☐ Bloody Conquest
- ☐ Civilization
- ☐ Knowledge and Hidden Things
- ☐ The Downtrodden and Forgotten
- ☐ What Lies Beneath

Choose one precept of your religion:

- ☐ Your religion preaches the sanctity of suffering, add Petition: Suffering.
- ☐ Your religion is cultish and insular, add Petition: Gaining Secrets.
- ☐ Your religion has important sacrificial rites, add Petition: Offering.
- ☐ Your religion believes in trial by combat, add Petition: Personal Victory

Divine Guidance

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

Turn Undead

When you **hold your holy symbol aloft and call on your deity for protection**, roll+Wis. *On a 7+, so long as you continue to pray and brandish your holy symbol, no undead may come within reach of you. *On a 10+, you also momentarily daze intelligent undead and cause mindless undead to flee. Aggression breaks the effects and they are able to act as normal. Intelligent undead may still find ways to harry you from afar. They're clever like that.

Commune

When you **spend uninterrupted time (an hour or so) in quiet communion with your deity**, you:

- Lose any spells already granted to you.
- Are granted new spells of your choice whose total levels don't exceed your own level+1, and

none of which is a higher level than your own level.

- Prepare all of your rites, which never count against your limit.

Cast a Spell

When you **unleash a spell granted to you by your deity**, roll+Wis. **On a 10+**, the spell is successfully cast and your deity does not revoke the spell, so you may cast it again. **On a 7-9**, the spell is cast, but choose one:

- You draw unwelcome attention or put yourself in a spot. The GM will tell you how.
- Your casting distances you from your deity—take -1 ongoing to cast a spell until the next time you commune.
- After you cast it, the spell is revoked by your deity. You cannot cast the spell again until you commune and have it granted to you.

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

Advanced Moves

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

- ☐ Chosen One: Choose one spell. You are granted that spell as if it was one level lower.
- ☐ Invigorate: When you **heal someone** they take +2 forward to their damage.
- ☐ The Scales of Life and Death: When **someone takes their last breath in your presence**, they take +1 to the roll.
- ☐ Serenity: When you cast a spell you ignore the first -1 penalty from ongoing spells.
- ☐ First Aid: Cure Light Wounds is a rite for you, and therefore doesn't count against your limit of granted spells.
- ☐ Divine Intervention: When you commune you get 1 hold and lose any hold you already had. Spend that hold when you or an ally takes damage to call on

your deity, they intervene with an appropriate manifestation (a sudden gust of wind, a lucky slip, a burst of light) and negate the damage.

- ☐ Penitent: When you **take damage and embrace the pain**, you may take +1d4 damage (ignoring armor). If you do, take +1 forward to cast a spell.
- ☐ Empower: When you cast a spell, on a 10+ you have the option of choosing from the 7-9 list. If you do, you may choose one of these effects as well: 1) The spell's effects are doubled. 2) The spell's targets are doubled.
- ☐ Orison for Guidance: When you **sacrifice something of value to your deity and pray for guidance**, your deity tells you what it would have you do. If you do it, mark experience.
- ☐ Divine Protection: When you wear no armor or shield you get 2 armor.
- ☐ Devoted Healer: When you heal someone else of damage, add your level to the amount of damage healed.

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

- ☐ Anointed (Requires: Chosen One): Choose one spell in addition to the one you picked for chosen one. You are granted that spell as if it was one level lower.
- ☐ Apotheosis: The first time you **spend time in prayer as appropriate to your god** after taking this move, choose a feature associated with your deity (rending claws, wings of sapphire feathers, an all-seeing third eye, etc.). When you emerge from prayer, you permanently gain that physical feature.
- ☐ Reaper: When you **take time after a conflict to dedicate your victory to your deity and deal with the dead**, take +1 forward.
- ☐ Providence (Replaces: Serenity): You ignore the -1

penalty from two spells you maintain.

- ☐ Greater First Aid (Requires: First Aid): Cure Moderate Wounds is a rite for you, and therefore doesn't count against your limit of granted spells.
- ☐ Divine Invincibility (Replaces: Divine Intervention): When you commune you gain 2 hold and lose any hold you already had. Spend that hold when you or an ally takes damage to call on your deity, who intervenes with an appropriate manifestation (a sudden gust of wind, a lucky slip, a burst of light) and negates the damage.
- ☐ Martyr (Replaces: Penitent): When you **take damage and embrace the pain**, you may take +1d4 damage (ignoring armor). If you do, take +1 forward to cast a spell and add your level to any damage done or healed by the spell.
- ☐ Divine Armor (Replaces: Divine Protection): When you wear no armor or shield you get 3 armor.
- ☐ Greater Empower (Replaces: Empower): When you cast a spell, on a 10-11 you have the option of choosing from the 7-9 list. If you do, you may choose one of these effects as well. On a 12+ you get to choose one of these effects for free: 1) The spell's effects are doubled. 2) The spell's targets are doubled.
- ☐ Multiclass Dabbler: Get one move from another class. Treat your level as one lower for choosing the move.

Cleric Spells

Rotes

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

- **Light Rote:** An item you touch glows with divine light, about as bright as a torch. It gives off no heat or sound and requires no fuel but is otherwise like a mundane torch. You have complete control of the color of the flame. The spell lasts as long as it is in your presence.
- **Sanctify Rote:** Food or water you hold in your hands while you cast this spell is consecrated by your deity. In addition to now being holy or unholy, the affected substance is purified of any mundane spoilage.
- **Guidance Rote:** The symbol of your deity appears before you and gestures towards the direction or course of action your deity would have you take then disappears. The message is through gesture only; your communication through this spell is severely limited.

Level 1 Spells

- ☐ **Bless (Level 1 *Ongoing*):** Your deity smiles upon a combatant of your choice. They take +1 ongoing so long as battle continues and they stand and fight. While this spell is ongoing you take -1 to cast a spell.
- ☐ **Cure Light Wounds (Level 1):** At your touch wounds scab and bones cease to ache. Heal an ally you touch of 1d8 damage.
- ☐ **Detect Alignment (Level 1):** When you cast this spell choose an alignment: Good, Evil, Lawful, or Chaotic. One of your senses is briefly able to detect that alignment. The GM will tell you what here is of that alignment.

- ☐ **Cause Fear (Level 1 *Ongoing*):** Choose a target you can see and a nearby object. The target is afraid of the object so long as you maintain the spell. Their reaction is up to them: flee, panic, beg, fight. While this spell is ongoing you take -1 to cast a spell. You cannot target entities with less than animal intelligence (magical constructs, undead, automatons, and the like).
- ☐ **Magic Weapon (Level 1 *Ongoing*):** The weapon you hold while casting does +1d4 damage until you dismiss this spell. While this spell is ongoing you take -1 to cast a spell.
- ☐ **Sanctuary (Level 1):** As you cast this spell, you walk the perimeter of an area, consecrating it to your deity. As long as you stay within that area you are alerted whenever someone acts with malice within the sanctuary (including entering with harmful intent). Anyone who receives healing within a sanctuary heals +1d4 HP.
- ☐ **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.

Level 3 Spells

- ☐ **Animate Dead (Level 3 *Ongoing*):** You invoke a hungry spirit to possess a recently-dead body and serve you. This creates a zombie that follows your orders to the best of its limited abilities. Treat the zombie as a character, but with access to only the basic moves. It has a +1 modifier for all stats and 1 HP. The zombie lasts until it is destroyed by taking damage in excess of its HP, or until you end the spell. While this spell is ongoing you take -1 to cast a spell. The zombie also gets your choice of 1d4 of these traits: 1) It's talented. Give one stat a +2 modifier. 2) It's durable. It has +2 HP for each level you

have. 3) It has a functioning brain and can complete complex tasks. 4) It does not appear obviously dead, at least for a day or two.

- ☐ **Cure Moderate Wounds (Level 3):** You staunch bleeding and set bones through magic. Heal an ally you touch of 2d8 damage.
- ☐ **Darkness (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.
- ☐ **Resurrection (Level 3):** Tell the GM you would like to resurrect a corpse whose soul has not yet fully departed this world. Resurrection is always possible, but the GM will give you one or more (possibly all) of these conditions to fulfill. The GM may, depending on the circumstances, allow you to resurrect the corpse now, with the understanding that the conditions must be met before it's permanent, or require you to meet the conditions before the corpse is resurrected. 1) It's going to take days/weeks/months. 2) You must get help from _____. 3) It will require a lot of money. 4) You must sacrifice _____ to do it.

- ☐ **Hold Person (Level 3):** Choose a person you can see. Until you cast a spell or leave their presence they cannot act except to speak. This effect ends immediately if the target takes damage from any source.

Level 5 Spells

- ☐ **Revelation (Level 5):** Your deity answers your prayers with a moment of perfect understanding. The GM will shed light on the current situation. When acting on the information, you take +1 forward.
- ☐ **Cure Critical Wounds (Level 5):** Heal an ally you touch of 3d8 damage.

- ☐ Divination (Level 5): Name a person, place, or thing you want to learn about. Your deity grants you visions of the target, as clear as if you were there.
- ☐ Contagion (Level 5 *Ongoing*): Choose a creature you can see. Until you end this spell, the target suffers from a disease of your choice. While this spell is ongoing you take -1 to cast a spell.
- ☐ Words of the Unspeaking (Level 5): With a touch you speak to the spirits within things. The non-living object you touch answers three questions you pose, as best it can.
- ☐ True Seeing (Level 5 *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.
- ☐ Trap Soul (Level 5): You trap the soul of a dying creature within a gem. The trapped creature is aware of its imprisonment but can still be manipulated through spells, parley, and other effects. All moves against the trapped creature are at +1. You can free the soul at any time but it can never be recaptured once freed.

Level 7 Spells

- ☐ Word of Recall (Level 7): Choose a word. The first time after casting this spell that you speak the chosen word, you and any allies touching you when you cast the spell are immediately returned to the exact spot where you cast the spell. You can only maintain a single location; casting Word of Recall again before speaking the word replaces the earlier spell.
- ☐ Heal (Level 7): Touch an ally and you may heal their

damage a number of points up to your maximum HP.

- ☐ Harm (Level 7): Touch an enemy and strike them with divine wrath—deal 2d8 damage to them and 1d6 damage to yourself. This damage ignores armor.
- ☐ Sever (Level 7 *Ongoing*): Choose an appendage on the target such as an arm, tentacle, or wing. The appendage is magically severed from their body, causing no damage but considerable pain. Missing an appendage may, for example, keep a winged creature from flying, or a bull from goring you on its horns. While this spell is ongoing you take -1 to cast a spell.
- ☐ 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.
- ☐ Control Weather (Level 7): Pray for rain—or sun, wind, or snow. Within a day or so, your god will answer. The weather will change according to your will and last a handful of days.

Level 9 Spells

- ☐ Storm of Vengeance (Level 9): Your deity brings the unnatural weather of your choice to pass. Rain of blood or acid, clouds of souls, wind that can carry away buildings, or any other weather you can imagine: ask and it shall come.
- ☐ Repair (Level 9): Choose one event in the target's past. All effects of that event, including damage, poison, disease, and magical effects, are ended and repaired. HP and diseases are healed, poisons are neutralized, magical effects are ended.
- ☐ Divine Presence (Level 9 *Ongoing*): Every creature must ask your leave to enter your presence, and you must give permission aloud for

them to enter. Any creature without your leave takes an extra 1d10 damage whenever they take damage in your presence. While this spell is ongoing you take -1 to cast a spell.

- ☐ Consume Unlife (Level 9): The mindless undead creature you touch is destroyed and you steal its death 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.
- ☐ Plague Level (9 *Ongoing*): Name a city, town, encampment, or other place where people live. As long as this spell is active that place is beset by a plague appropriate to your deity's domains (locusts, death of the first born, etc.) While this spell is ongoing you take -1 to cast a spell.

The Druid

Name: _____

Looks: _____

Description: _____

Background: _____

Level: _____

XP: _____

Armor: _____

Max HP: _____

Current HP: _____

Carry Weight: _____

Damage: _____

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

STR (☐ Weak -1): _____

DEX (☐ Shaky -1): _____

CON (☐ Sick -1): _____

INT (☐ Stunned -1): _____

WIS (☐ Confused -1): _____

CHA (☐ Scarred -1): _____

Stats

Your maximum HP is 6+Constitution.

Your base damage is d6.

Alignment

- ☐ Chaotic: Destroy a symbol of civilization.
- ☐ Good: Help something or someone grow.
- ☐ Neutral: Eliminate an unnatural menace.
- ☐ Other: _____

Race

- ☐ Dwarf: _____
- ☐ Elf: The sap of the elder trees flows within you. In addition to any other attunements, the Great Forest is always considered your land.

- ☐ Halfling: _____
- ☐ Human: As your people learned to bind animals to field and farm, so too are you bound to them. You may always take the shape of any domesticated animal, in addition to your normal options.

Bonds

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

- _____ smells more like prey than a hunter.
- The spirits spoke to me of a great danger that follows _____.
- I have showed _____ a secret rite of the Land.
- _____ has tasted my blood and I theirs. We are bound by it.

Gear

Your load is 6+Str. You carry some token of your land, describe it.

Choose your defenses:

- ☐ Hide armor (1 armor, 1 weight)
- ☐ Wooden shield (+1 armor, 1 weight)

Choose your armament:

- ☐ Shillelagh (close, 2 weight)
- ☐ Staff (close, two-handed, 1 weight)
- ☐ Spear (close, thrown, near, 1 weight)

Choose one:

- ☐ Adventuring gear (1 weight)
- ☐ Poultices and herbs (2 uses, 1 weight)
- ☐ Halfling pipeleaf (0 weight)
- ☐ 3 antitoxin (0 weight)

Class Moves

You start with these moves:

Born of the Soil

You learned your magic in a place whose spirits are strong and ancient and they've marked you as one of their own. No matter where you go, they live within you and allow you to take

their shape. Choose one of the following. It is the land to which you are attuned—when shapeshifting you may take the shape of any animal who might live in your Land.

- ☐ The Great Forests
- ☐ The Whispering Plains
- ☐ The Vast Desert
- ☐ The Stinking Mire
- ☐ The River Delta
- ☐ The Depths of the Earth
- ☐ The Sapphire Islands
- ☐ The Open Sea
- ☐ The Towering Mountains
- ☐ The Frozen North
- ☐ The Blasted Wasteland

Chose a tell—a physical attribute that marks you as born of the soil—that reflects the spirit of your land. It may be an animal feature like antlers or leopard's spots or something more general: hair like leaves or eyes of glittering crystal. Your tell remains no matter what shape you take.

By Nature Sustained

You don't need to eat or drink. If a move tells you to mark off a ration just ignore it.

Spirit Tongue

The grunts, barks, chirps, and calls of the creatures of the wild are as language to you. You can understand any animal native to your land or akin to one whose essence you have studied.

Shapeshifter

When you call upon the spirits to change your shape, roll+Wis. **On a 10+** hold 3. **On a 7-9** hold 2. *On a miss hold 1 in addition to whatever the GM says.

You may take on the physical form of any species whose essence you have studied or who lives in your land: you and your possessions meld into a perfect copy of the species' form. You have any innate abilities and weaknesses of the form: claws, wings, gills, breathing water instead of air. You still use your normal stats but some moves may be harder to trigger—a

housecat will find it hard to do battle with an ogre. The GM will also tell you one or more moves associated with your new form. Spend 1 hold to make that move. Once you're out of hold, you return to your natural form. At any time, you may spend all your hold and revert to your natural form.

Common Animal Moves

- Pack Hunters: 1) Summon the pack. 2) Drag them to the ground.
- Flying Creatures: 1) Escape to the air. 2) Pull an enemy aloft.
- Hardy Beasts: 1) Trample them. 2) Break through.
- Poisonous: 1) Inflict your poison on them. 2) Drive them back.

Studied Essence

When you **spend time in contemplation of an animal spirit**, you may add its species to those you can assume using shapeshifting.

Advanced Moves

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

- ☐ Hunter's Brother: Choose one move from the ranger class list.
- ☐ Red of Tooth and Claw: When you **are in an appropriate animal form** (something dangerous) increase your damage to d8.
- ☐ Communion of Whispers: When you **spend time in a place, making note of its resident spirits and calling on the spirits of the land**, roll+Wis. You will be granted a vision of significance to you, your allies, and the spirits around you. **On a 10+** the vision will be clear and helpful to you. **On a 7-9** the vision is unclear, its meaning murky. *On a miss, the vision is upsetting, frightening, or traumatizing. The GM will describe it. Take -1 forward.
- ☐ Barkskin: So long as your feet touch the ground you have +1 armor.

- ☐ Eyes of the Tiger: When you mark an animal (with mud, dirt, or blood) you can see through that animal's eyes as if they were your own, no matter what distance separates you. Only one animal at a time may be marked in this way.

- ☐ Shed: When you **take damage while shapeshifted** you may choose to revert to your natural form to negate the damage.

- ☐ Thing-Talker: You see the spirits in the sand, the sea and the stone. You may now apply your spirit tongue, shapeshifting and studied essence to inanimate natural objects (plants and rocks) or creatures made thereof, as well as animals. Thing-talker forms can be exact copies or can be mobile vaguely humanoid-shaped entities.

- ☐ Formcrafter: When you shapeshift choose a stat: you take +1 ongoing to rolls using that stat while shifted. The GM will choose a stat, too: you take -1 ongoing to rolls using that stat while shifted.

- ☐ Elemental Mastery: When you **call on the primal spirits of fire, water, earth or air to perform a task for you** 1) The effect you desire comes to pass. 2) You avoid paying nature's price. 3) You retain control. roll+Wis. **On a 10+** choose two. **On a 7-9** choose one. *On a miss, some catastrophe occurs as a result of your calling.

- ☐ Balance: When you **deal damage**, take 1 balance. When you touch someone and channel the spirits of life you may spend balance. For each balance spent, heal 1d4 HP.

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

- ☐ Embracing No Form: When you shapeshift, roll 1d4 and add that total to your hold.
- ☐ Doppelgänger's Dance: You are able to study the essence of specific individuals to take their exact form, including men, elves, or the like.

Suppressing your tell is possible, but if you do, take -1 ongoing until you return to your own form.

- ☐ Blood and Thunder (Replaces: Red of Tooth and Claw): When you **are in an appropriate animal form** (something dangerous) increase your damage to d10.

- ☐ The Druid Sleep: When you take this move, the next opportunity that you have safety and time to spend in an appropriate location, you may attune yourself to a new land. This effect occurs only once and the GM will tell you how long it will take and what cost you must pay. From then on, you are considered to be born of the soil in both lands.

- ☐ World-Talker (Requires: Thing-Talker): You see the patterns that make up the fabric of the world. You may now apply your spirit tongue, shapeshifter and studied essence moves to pure elements—fire, water, air and earth.

- ☐ Stalker's Sister: Choose one move from the ranger class list.

- ☐ Formshaper (Requires: Formcrafter): You may increase your armor by 1 or deal an additional +1d4 damage while in an animal form. Choose which when you shapeshift.

- ☐ Chimera: When you shapeshift, you may create a merged form of up to three different shapes. You may be a bear with the wings of an eagle and the head of a ram, for example. Each feature will grant you a different move to make. Your chimera form follows the same rules as shapeshifter otherwise.

- ☐ Weather Weaver: When you are under open skies when the sun rises the GM will ask you what the weather will be that day. Tell them whatever you like, it comes to pass.

The Fighter

Name: _____

Looks: _____

Description: _____

Background: _____

Level: _____

XP: _____

Armor: _____

Max HP: _____

Current HP: _____

Carry Weight: _____

Damage: _____

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

STR (☐ Weak -1): _____

DEX (☐ Shaky -1): _____

CON (☐ Sick -1): _____

INT (☐ Stunned -1): _____

WIS (☐ Confused -1): _____

CHA (☐ Scarred -1): _____

Stats

Your maximum HP is 10+Constitution.

Your base damage is d10.

Alignment

Choose an alignment:

- ☐ Good: Defend those weaker than you.
- ☐ Neutral: Defeat a worthy opponent.
- ☐ Evil: Kill a defenseless or surrendered enemy.

Race

- ☐ Dwarf: When you **share a drink with someone**, you may parley with them using CON instead of CHA.

- ☐ Elf: Choose one weapon—you can always treat weapons of that type as if they had the precise tag.
- ☐ Halfling: When you defy danger and **use your small size to your advantage**, take +1.
- ☐ Human: Once per battle you may reroll a single damage roll (yours or someone else's).

Bonds

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

- _____ owes me their life, whether they admit it or not.
- I have sworn to protect _____.
- I worry about the ability of _____ to survive in the dungeon.
- _____ is soft, but I will make them hard like me.

Gear

Your load is 12+Str. You carry your signature weapon and dungeon rations (5 uses, 1 weight). Choose your defenses:

- ☐ Chainmail (1 armor, 1 weight) and adventuring gear (1 weight)
- ☐ Scale armor (2 armor, 3 weight)

Choose two:

- ☐ 2 Healing potions (0 weight)
- ☐ Shield (+1 armor, 2 weight)
- ☐ Antitoxin (0 weight), dungeon rations (1 weight), and poultices and herbs (1 weight)
- ☐ 22 coins

Class Moves

You start with these moves:

Bend Bars, Lift Gates

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

- It doesn't take a very long time
- Nothing of value is damaged

- It doesn't make an inordinate amount of noise
- You can fix the thing again without a lot of effort

Armored

You ignore the clumsy tag on armor you wear.

Signature Weapon

This is your weapon. There are many like it, but this one is yours. Your weapon is your best friend. It is your life. You master it as you master your life. Your weapon, without you, is useless. Without your weapon, you are useless. You must wield your weapon true.

Choose a base description, all are 2 weight:

- ☐ Sword
- ☐ Axe
- ☐ Hammer
- ☐ Spear
- ☐ Flail
- ☐ Fists

Choose the range that best fits your weapon:

- ☐ Hand
- ☐ Close
- ☐ Reach

Choose two enhancements:

- ☐ Hooks and spikes. +1 damage, but +1 weight.
- ☐ Sharp. +2 piercing.
- ☐ Perfectly weighted. Add precise.
- ☐ Serrated edges. +1 damage.
- ☐ Glows in the presence of one type of creature, your choice.
- ☐ Huge. Add messy and forceful.
- ☐ Versatile. Choose an additional range.
- ☐ Well-crafted. -1 weight.

Choose a weapon look:

- ☐ Ancient
- ☐ Unblemished
- ☐ Ornate
- ☐ Blood-stained
- ☐ Sinister

Advanced Moves

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

- ☐ Merciless: When you deal damage, deal +1d4 damage.
- ☐ Heirloom: When you **consult the spirits that reside within your signature weapon**, they will give you an insight relating to the current situation, and might ask you some questions in return, roll+CHA. **On a 10+**, the GM will give you good detail. **On a 7-9**, the GM will give you an impression.
- ☐ Armor Mastery: When you **make your armor take the brunt of damage dealt to you**, the damage is negated but you must reduce the armor value of your armor or shield (your choice) by 1. The value is reduced each time you make this choice. If the reduction leaves the item with 0 armor it is destroyed.
- ☐ Improved Weapon: Choose one extra enhancement for your signature weapon.
- ☐ Seeing Red: When you discern realities during combat, you take +1.
- ☐ Interrogator: When you **parley using threats of impending violence as leverage**, you may use STR instead of CHA.
- ☐ Scent of Blood: When you hack and slash an enemy, your next attack against that same foe deals +1d4 damage.
- ☐ Multiclass Dabbler: Get one move from another class. Treat your level as one lower for choosing the move.
- ☐ Iron Hide: You gain +1 armor.

- ☐ Blacksmith: When you have access to a forge you can graft the magical powers of a weapon onto your signature weapon. This process destroys the magical weapon. Your signature weapon gains the magical powers of the destroyed weapon.

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

- ☐ Bloodthirsty (Replaces: Merciless): When you deal damage, deal +1d8 damage.
- ☐ Armored Perfection (Replaces: Armor Mastery): When you **choose to let your armor take the brunt of damage dealt to you**, the damage is negated and you take +1 forward against the attacker, but you must reduce the armor value of your armor or shield (your choice) by 1. The value is reduced each time you make this choice. If the reduction leaves the item with 0 armor it is destroyed.
- ☐ Evil Eye (Requires: Seeing Red): When you **enter combat**, roll+CHA. **On a 10+**, hold 2. **On a 7-9**, hold 1. Spend your hold to make eye contact with an NPC present, who freezes or flinches and can't act until you break it off. *On a 6-, your enemies immediately identify you as their biggest threat.
- ☐ Taste of Blood (Replaces: Scent of Blood): When you hack and slash an enemy, your next attack against that same foe deals +1d8 damage.
- ☐ Multiclass Initiate (Required: Multiclass Dabbler): Get one move from another class. Treat your level as one lower for choosing the move.
- ☐ Steel Hide (Replaces: Iron Hide): You gain +2 armor.
- ☐ Through Death's Eyes: When you **go into battle**, roll+WIS. **On a 10+**, name someone who will live **and** someone who will die. **On a 7-9**, name

someone who will live **or** someone who will die. Name NPCs, not player characters. The GM will make your vision come true, if it's even remotely possible. *On a 6- you see your own death and consequently take -1 ongoing throughout the battle.

- ☐ Eye for Weaponry: When you look over an enemy's weaponry, ask the GM how much damage they do.
- ☐ Superior Warrior: When you hack and slash on a 12+ you deal your damage, avoid their attack, and impress, dismay, or frighten your enemy.

Pyromancer

Name: _____

Looks: _____

Description: _____

Background: _____

Level: _____

XP: _____

Armor: _____

Max HP: _____

Current HP: _____

Carry Weight: _____

Damage: _____

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

STR (☐ Weak -1): _____

DEX (☐ Shaky -1): _____

CON (☐ Sick -1): _____

INT (☐ Stunned -1): _____

WIS (☐ Confused -1): _____

CHA (☐ Scarred -1): _____

Stats

Your maximum HP is 4+Constitution.

Your base damage is d8.

Alignment

- ☐ Evil: Sacrifice an unwilling victim to the flames.
- ☐ Chaotic: Spread a dangerous new idea.
- ☐ Neutral: Exchange a sacrifice, freely given, for a service rendered.

Race

- ☐ Human: When you Make Camp next to a large, open flame, regain all of your HP.
- ☐ Salamander: Non-magical heat and fire cannot harm you.
- ☐ Other: _____

Bonds

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

- _____ has felt the hellish touch of fire, now they know my strength.
- I will teach _____ the true meaning of sacrifice.
- I cast something into the fire for _____ and still owe them their due.

Gear

Your Load is 9+STR.

You carry no weapon and need no armor but the flames the burn within you. You begin with a symbol of your sacrifices past, Adventuring Gear (5 uses, 1 weight) and 1 healing potion. Then choose two:

- ☐ Dungeon Rations (5 uses, 1 weight)
- ☐ 1 Healing Potion (0 weight)
- ☐ 10 coins

Class Moves

You start with these moves:

Burning Brand

When you conjure a weapon of pure flame. You may use STR or DEX when you attack. The weapon always begins with the fiery, touch, dangerous, and hold 3. Each attack with the weapon consumes one hold. Roll+CON. **On a 10+** choose two of the following tags, **On a 7-9** choose one.

- ☐ hand
- ☐ thrown, near
- ☐ +1 damage
- ☐ remove the dangerous tag

Fighting Fire With Fire

When you take damage, and that damage is odd (after armor) the flames within you come to your aid. Roll 1d4 and either add that many uses to your burning brand (if active), take that result forward to summon your burning brand, or reduce the damage by that amount, your choice.

Control Flame

When you bend non-magical flame to your will, roll+WIS. **On a 10+** it does as you command, taking the shape and movement you desire for as long as it has fuel on which to burn. **On a 7-9** the effect is short-lived, lasting only a moment.

Personal Incandescence

When you gaze intensely into someone eyes, you may ask their player "what fuels the flames of your desire?" Roll+CHA. **On a 10+** they'll answer with the truth, even if the character does not know or would otherwise keep this hidden. **On a 7-9** they will answer, but you are also compelled to answer.

Hand Crafted

You may use your hands in place of tools and fire to craft metal objects. Mundane weapons, armor and metal jewelry can all be formed from their raw components. You may unmake these things, as well, but to do so without time and safety might require that you Defy Danger first.

Advanced Moves

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

- ☐ Lore of Flame: When you stare into a source of fire, looking for answers, roll+WIS **On a 10+**, the GM will tell you something new and interesting about the current situation. On a 10+, the GM will give you good detail. **On a 7-9**, the GM will give you an impression. If you already know all there is to know, the GM will tell you that.
- ☐ Burns Twice as Bright: When you channel the flames of fate, you may treat a missed roll as a 7-9 or a 7-9 result as a 10+. This may be a roll you or another character has made. Tell the GM something you've lost; an emotion, a memory or some innate piece of your being. You may not use this move again until

you've used Burns Half As Long.

- ☐ Burns Half as Long: You gain this move when you gain Burns Twice as Bright. When you sacrifice a victory to the flames of fate, treat any roll of 10+ as a miss.
- ☐ This Killing Fire: Add the following tags to your options for Burning Brand: messy, forceful, reach, near, far.
- ☐ Firebrand: When you introduce a new idea to an NPC, roll+CHA. **On a 10+** They believe the idea to be their own and take to it with fervor **On a 7-9**, Their passion fades after a day or two. On a miss, they respond negatively, speaking out against the idea.
- ☐ Ogdru Jahad: Gain the Wizard move Ritual. The GM will always tell you what you have to sacrifice to gain the effect you desire.
- ☐ Moth to the Flame: When you tempt a weak mind with your inner fire, roll+WIS. **On a 10+** their will is suppressed, they'll follow you and do as you desire, so long as nothing startles or surprises them. **On a 7-9**, the effect is only strong enough to distract or confuse them. On a miss, they become agitated and upset, your fire having sparked their hidden desires.
- ☐ Burning Bridges: When you would take your last breath, roll+Bonds. **On a 10+** you don't have to roll Last Breath. You may erase one of your Bonds. This is permanent and lowers your total available Bonds forever. You are alive and have 1d6 hp. **On a 7-9**, you must roll Last Breath, but take a +1. **On a 6-** take your last breath as normal.
- ☐ The Enkindler: When you bolster the courage of others roll+CHA. **On a 10+** they shake off all fear and doubt, becoming brave in an instant. **On a 7-9**, this effect is fleeting, they realize its superficiality and resort to

cowardice after a moment or two. On a miss, they're cowed or terrified by your presence.

- ☐ Sick Burn: When you insult an NPC, roll + CHA. **On a 10+** you leave them no room to react, they bear your insult and the scorn of all who hear it. **On a 7-9** you cross a line, they will have their revenge, someday. On a miss you've gone too far, they blow up here and now.

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

- ☐ From Hell's Heart: Whenever you summon fire with any of your moves, you can replace it with the black fires of hell itself. This fire does not burn with heat and ignores armor, scorching the soul itself. Those creatures without souls cannot be harmed by this type of flame.
- ☐ Burning Ring Of Fire: When you fuse a willing person's soul to yours, roll+CHA. **On a 10+** you are bound together, able to sense each other at any distance, as well as sharing your emotional state. **On a 7-9**, the connection is unstable and dangerous, when you take a debility, so do they (and vice versa). **On a 6-**, the branding is rejected and you both erase any Bonds you have to each other. You may write new Bonds with them at the End of Session as usual. This fusion, once performed, cannot be undone by mortal means.
- ☐ Fanning the Flames (Requires: Firebrand): You may apply the effects of your Firebrand move to a group of people - a dozen or so - all at once.
- ☐ Watch the World Burn: When you open a channel to the burning planes and call a firestorm, tell the GM what you're sacrificing and roll+WIS. The sky opens up and fire pours like rain from it within an area about equal to a small village. Everyone and everything in the area takes

damage as appropriate. **On a 10+** you can extinguish the storm with a little effort. **On a 7-9** the fires rage out of your control, spreading and gusting where they are carried by wind and weather. On a miss, something cruel, intelligent and hungry comes with the storm.

The Paladin

Name: _____

Looks: _____

Description: _____

Background: _____

Level: _____

XP: _____

Armor: _____

Max HP: _____

Current HP: _____

Carry Weight: _____

Damage: _____

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

STR (☐ Weak -1): _____

DEX (☐ Shaky -1): _____

CON (☐ Sick -1): _____

INT (☐ Stunned -1): _____

WIS (☐ Confused -1): _____

CHA (☐ Scarred -1): _____

Stats

Your maximum HP is 10+Constitution.

Your base damage is d10.

Alignment

Choose an alignment:

- ☐ Lawful: Deny mercy to a criminal or unbeliever.
- ☐ Good: Endanger yourself to protect someone weaker than you.
- ☐ Other: _____

Race

- ☐ Dwarf: _____
- ☐ Elf: _____
- ☐ Halfling: _____
- ☐ Human: When you **pray for guidance, even for a**

moment, and ask, "What here is evil?" the GM will tell you, honestly.

☐ Other: _____

Bonds

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

- _____'s misguided behavior endangers their very soul!
- _____ has stood by me in battle and can be trusted completely.
- I respect the beliefs of _____ but hope they will someday see the true way.
- _____ is a brave soul, I have much to learn from them.

Gear

Your load is 12+Str. You start with dungeon rations (5 uses, 1 weight), scale armor (2 armor, 3 weight), and some mark of faith, describe it (0 weight). Choose your weapon:

- ☐ Halberd (reach, +1 damage, two-handed, 2 weight)
- ☐ Long sword (close, +1 damage, 1 weight) and shield (+1 armor, 2 weight)

Choose one:

- ☐ Adventuring gear (1 weight)
- ☐ Dungeon rations (1 weight) and healing potion (0 weight)

Class Moves

You start with these moves:

Lay on Hands (Cha)

When you **touch someone, skin to skin, and pray for their well-being**, roll+CHA. **On a 10+** you heal 1d8 damage or remove one disease. **On a 7-9**, they are healed, but the damage or disease is transferred to you.

Armored

You ignore the clumsy tag on armor you wear.

I Am the Law

When you **give an NPC an order based on your divine authority**, roll+Cha. **On a 7+**, they choose one:

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

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

Quest

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

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

Then choose up to two boons:

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

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

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

Advanced Moves

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

- ☐ Divine Favor: Dedicate yourself to a deity (name a new one or choose one that's already been established). You gain the commune and cast a spell cleric moves. When you select this move, treat yourself as a cleric of level 1 for using spells. Every time you gain a level thereafter, increase your effective cleric level by 1.
- ☐ Bloody Aegis: When you take damage you can grit your teeth and accept the blow. If you do you take no damage but instead suffer a debility of your choice. If you already have all six debilities you can't use this move.
- ☐ Smite: While on a quest you deal +1d4 damage.
- ☐ Exterminatus: When you **speak aloud your promise to defeat an enemy**, you deal +2d4 damage against that enemy and -4 damage against anyone else. This effect lasts until the enemy is defeated. If you fail to defeat the enemy or give up the fight, you can admit your failure, but the effect continues until you find a way to redeem yourself.
- ☐ Charge!: When you **lead the charge into combat**, those you lead take +1 forward.
- ☐ Staunch Defender: When you defend you always get +1 hold, even on a 6-.
- ☐ Setup Strike: When you hack and slash, choose an ally. Their next attack against your target does +1d4 damage.
- ☐ Holy Protection: You get +1 armor while on a quest.
- ☐ Voice of Authority: Take +1 to order hirelings.
- ☐ Hospitaller: When you heal an ally, you heal +1d8 damage.

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

- ☐ Evidence of Faith (Requires: Divine Favor): When you **see divine magic as it happens**, you can ask the GM which deity granted the spell and its effects. Take +1 when acting on the answers.
- ☐ Holy Smite (Replaces: Smite): While on a quest you deal +1d8 damage.
- ☐ Ever Onward (Replaces: Charge!): When you lead the charge into combat, those you lead take +1 forward and +2 armor forward.
- ☐ Impervious Defender (Replaces: Staunch Defender): When you defend you always get +1 hold, even on a 6-. When you get a 12+ to defend instead of getting hold the nearest attacking creature is stymied giving you a clear advantage, the GM will describe it.
- ☐ Tandem Strike (Replaces: Setup Strike): When you hack and slash, choose an ally. Their next attack against your target does +1d4 damage and they take +1 forward against them.
- ☐ Divine Protection (Replaces: Holy Protection): You get +2 armor while on a quest.
- ☐ Divine Authority (Replaces: Voice of Authority): Take +1 to order hirelings. When you roll a 12+ the hireling transcends their moment of fear and doubt and carries out your order with particular effectiveness or efficiency.
- ☐ Perfect Hospitaller (Replaces: Hospitaller): When you heal an ally, you heal +2d8 damage.
- ☐ Indomitable: When you suffer a debility (even through Bloody Aegis) take +1 forward against whatever caused it.

- ☐ Perfect Knight: When you quest you choose three boons instead of two.

The Ranger

Name: _____

Looks: _____

Description: _____

Background: _____

Level: _____

XP: _____

Armor: _____

Max HP: _____

Current HP: _____

Carry Weight: _____

Damage: _____

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

STR (☐ Weak -1): _____

DEX (☐ Shaky -1): _____

CON (☐ Sick -1): _____

INT (☐ Stunned -1): _____

WIS (☐ Confused -1): _____

CHA (☐ Scarred -1): _____

Stats

Your maximum HP is 8+Constitution.

Your base damage is d8.

Alignment

Choose an 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.
- ☐ Other: _____

Race

- ☐ Dwarf: _____
- ☐ Elf: When you undertake a perilous journey through wilderness whatever job you

take you succeed as if you rolled a 10+.

- ☐ Halfling: _____
- ☐ Human: When you make camp in a dungeon or city, you don't need to consume a ration.

Bonds

Fill in the name of one 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.

Gear

Your load is 11+Str. You start with dungeon rations (5 uses, 1 weight), leather armor (1 armor, 1 weight), and a bundle of arrows (3 ammo, 1 weight). Choose your armament:

- ☐ Hunter's bow (near, far, 1 weight) and short sword (close, 1 weight)
- ☐ Hunter's bow (near, far, 1 weight) and spear (reach, 1 weight)

Choose one:

- ☐ Adventuring gear (1 weight) and dungeon rations (1 weight)
- ☐ Adventuring gear (1 weight) and bundle of arrows (3 ammo, 1 weight)

Class Moves

You start with these 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.

Animal Companion

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

Wolf, cougar, bear, eagle, dog, hawk, cat, owl, pigeon, rat, mule

Choose a base:

- ☐ Ferocity +2, Cunning +1, 1 Armor, Instinct +1
- ☐ Ferocity +2, Cunning +2, 0 Armor, Instinct +1
- ☐ Ferocity +1, Cunning +2, 1 Armor, Instinct +1
- ☐ Ferocity +3, Cunning +1, 1 Armor, Instinct +2

Choose as many strengths as its ferocity:

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

Your animal companion is trained to fight humanoids. Choose as many additional trainings as its cunning:

Hunt, search, scout, guard, fight monsters, perform, labor, travel.

Choose as many weaknesses as its instinct:

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

Command

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

- and you attack the same target, add its ferocity to your damage
- and you track, add its cunning to your roll
- and you take damage, add its armor to your armor
- and you discern realities, add its cunning to your roll
- and you parley, add its cunning to your roll
- and someone interferes with you, add its instinct to their roll

Advanced Moves

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

- ☐ Half-Elven: Somewhere in your lineage lies mixed blood and it begins to show its presence. You gain the elf starting move if you took the human one at character creation or vice versa.

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

- ☐ Wild Empathy: You can speak with and understand animals.
- ☐ Familiar Prey: When you spout lore about a monster you use WIS instead of INT.
- ☐ Viper's Strike: When you strike an enemy with two weapons at once, add an extra 1d4 damage for your off-hand strike.
- ☐ Camouflage: When you **keep still in natural surroundings**, enemies never spot you until you make a movement.
- ☐ Man's Best Friend: When you **allow your animal companion to take a blow that was meant for you**, the damage is negated and your animal companion's ferocity becomes 0. If its ferocity is

already 0 you can't use this ability. When you have a few hours of rest with your animal companion its ferocity returns to normal.

- ☐ 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.
- ☐ Well-Trained: Choose another training for your animal companion.
- ☐ God Amidst the Wastes: Dedicate yourself to a deity (name a new one or choose one that's already been established). You gain the commune and cast a spell cleric moves. When you select this move, treat yourself as a cleric of level 1 for using spells. Every time you gain a level thereafter, increase your effective cleric level by 1.

- ☐ Follow Me: When you undertake a perilous journey you can take two roles. You make a separate roll for each.
- ☐ A Safe Place: When you **set the watch for the night**, everyone takes +1 to take watch.

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

- ☐ Wild Speech (Replaces: Wild Empathy): You can speak with and understand any non-magical, non-planar creature.
- ☐ 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.
- ☐ Viper's Fangs (Replaces: Viper's Strike): When you strike an enemy with two weapons at once, add an extra 1d8 damage for your off-hand strike.

- ☐ Smaug's Belly: When you know your target's weakest point your arrows have 2 piercing.
- ☐ Strider (Replaces: Follow Me): When you undertake a perilous journey you can take two roles. Roll twice and use the better result for both roles.
- ☐ A Safer Place (Replaces: A Safe Place): When you set the watch for the night everyone takes +1 to take watch. After a night in camp when you set the watch everyone takes +1 forward.
- ☐ Observant: When you hunt and track, on a hit you may also ask one question about the creature you are tracking from the discern realities list for free.
- ☐ Special Trick: Choose a move from another class. So long as you are working with your animal companion you have access to that move.
- ☐ Unnatural Ally: Your animal companion is a monster, not an animal. Describe it. Give it +2 ferocity and +1 instinct, plus a new training.

The Thief

Name: _____

Looks: _____

Description: _____

Background: _____

Level: _____

XP: _____

Armor: _____

Max HP: _____

Current HP: _____

Carry Weight: _____

Damage: _____

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

STR (☐ Weak -1): _____

DEX (☐ Shaky -1): _____

CON (☐ Sick -1): _____

INT (☐ Stunned -1): _____

WIS (☐ Confused -1): _____

CHA (☐ Scarred -1): _____

Stats

Your maximum HP is 6+Constitution.

Your base damage is d8.

Alignment

- ☐ Chaotic: Leap into danger without a plan.
- ☐ Neutral: Avoid detection or infiltrate a location.
- ☐ Evil: Shift danger or blame from yourself to someone else.
- ☐ Other: _____

Race

- ☐ Dwarf: _____
- ☐ Elf: _____
- ☐ Halfling: When you attack with a ranged weapon, deal +2 damage.

- ☐ Human: You are a professional. When you spout lore or discern realities about criminal activities, take +1.

Bonds

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

- I stole something from _____.
- _____ has my back when things go wrong.
- _____ knows incriminating details about me.
- _____ and I have a con running.

Gear

Your load is 9+Str. You start with dungeon rations (5 uses, 1 weight), leather armor (1 armor, 1 weight), 3 uses of your chosen poison, and 10 coins. Choose your arms:

- ☐ Dagger (hand, 1 weight) and short sword (close, 1 weight)
- ☐ Rapier (close, precise, 1 weight)

Choose a ranged weapon:

- ☐ 3 throwing daggers (thrown, near, 0 weight)
- ☐ Ragged Bow (near, 2 weight) and bundle of arrows (3 ammo, 1 weight)

Choose one:

- ☐ Adventuring gear (1 weight)
- ☐ Healing potion (0 weight)

Class Moves

You start with these moves:

Trap Expert

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

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

Tricks of the Trade

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

Backstab

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

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

Flexible Morals

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

Poisoner

You've mastered the care and use of a poison. Choose a poison from the list below; that poison is no longer dangerous for you to use. You also start with three uses of the poison you choose. Whenever you have time to gather materials and a safe place to brew you can make three uses of the poison you choose for free. Note that some poisons are applied, meaning you have to carefully apply it to the target or something they eat or drink. Touch poisons just need to touch the target, they can even be used on the blade of a weapon.

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

target rolls twice and takes the better result.

Advanced Moves

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

- ☐ Cheap Shot: When using a precise or hand weapon, your backstab deals an extra +1d6 damage.
- ☐ Cautious: When you use trap expert you always get +1 hold, even on a 6-.
- ☐ Wealth and Taste: When you **make a show of flashing around your most valuable possession**, choose someone present. They will do anything they can to obtain your item or one like it.
- ☐ Shoot First: You're never caught by surprise. When an enemy would get the drop on you, you get to act first instead.
- ☐ Poison Master: After you've used a poison on 12 ptce it's no longer dangerous for you to use.
- ☐ Envenom: You can apply even complex poisons with a pinprick. When you apply a poison that's not dangerous for you to use to your weapon it's touch instead of applied.
- ☐ Brewer: When you have time to gather materials and a safe place to brew you can create three doses of any one poison you've used before.
- ☐ Underdog: When you're outnumbered, you have +1 armor.
- ☐ Connections: When you put out word to the criminal underbelly about something you want or need, roll+CHA. **On a 10+**, someone has it, just for you. **On a 7-9**, you'll have to settle for something close or it comes with strings attached, your call.

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

- ☐ Dirty Fighter (Replaces: Cheap Shot): When using a precise or hand weapon, your backstab deals an extra +1d8 damage and all other attacks deal +1d4 damage.
- ☐ Extremely Cautious (Replaces: Cautious): When you use trap expert you always get +1 hold, even on a 6-. On a 12+ you get 3 hold and the next time you come near a trap the GM will immediately tell you what it does, what triggers it, who set it, and how you can use it to your advantage.
- ☐ Alchemist (Replaces: Brewer): When you have you have time to gather materials and a safe place to brew you can create three doses of any poison you've used before. Alternately you can describe the effects of a poison you'd like to create. The GM will tell you that you can create it, but with one or more caveats: 1) It will only work under specific circumstances. 2) The best you can manage is a weaker version. 3) It'll take a while to take effect. 4) It'll have obvious side effects.
- ☐ Serious Underdog (Replaces: Underdog): You have +1 armor. When you're outnumbered, you have +2 armor instead.
- ☐ Evasion: When you defy danger on a 12+, you transcend the danger. You not only do what you set out to, but the GM will offer you a better outcome, true beauty, or a moment of grace.
- ☐ Strong Arm, True Aim: You can throw any melee weapon, using it to volley. A thrown melee weapon is gone; you can never choose to reduce ammo on a 7-9.
- ☐ Escape Route: When you're in too deep and need a way out, name your escape route and roll+DEX. **On a 10+** you're gone. **On a 7-9** you can stay or go, but if you go it costs you: leave something behind or take something with you, the GM will tell you what.
- ☐ Disguise: When you have time and materials you can create a disguise that will fool anyone into thinking you're another creature of about the same size and shape. Your actions can give you away but your appearance won't.
- ☐ Heist: When you take time to make a plan to steal something, name the thing you want to steal and ask the GM these questions. When acting on the answers you and your allies take +1 forward. (Who will notice it's missing? What's its most powerful defense? Who will come after it? Who else wants it?)

The Wizard

Name: _____

Looks: _____

Description: _____

Background: _____

Level: _____

XP: _____

Armor: _____

Max HP: _____

Current HP: _____

Carry Weight: _____

Damage: _____

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

STR (☐ Weak -1): _____

DEX (☐ Shaky -1): _____

CON (☐ Sick -1): _____

INT (☐ Stunned -1): _____

WIS (☐ Confused -1): _____

CHA (☐ Scarred -1): _____

Stats

Your maximum HP is 4+Constitution.

Your base damage is d4.

Alignment

- ☐ Good: Use magic to directly aid another.
- ☐ Neutral: Discover something about a magical mystery.
- ☐ Evil: Use magic to cause terror and fear.
- ☐ Other: _____

Race

- ☐ Dwarf: _____
- ☐ Elf: Magic is as natural as breath to you. Detect Magic is a cantrip for you.
- ☐ Halfling: _____

- ☐ Human: Choose one cleric spell. You can cast it as if it was a wizard spell.

Bonds

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

- _____ will play an important role in the events to come. I have foreseen it!
- _____ is keeping an important secret from me.
- _____ is woefully misinformed about the world; I will teach them all that I can.

Gear

Your load is 7+Str. You start with your spellbook (1 weight) and dungeon rations (5 uses, 1 weight). Choose your defenses:

- ☐ Leather armor (1 armor, 1 weight)
- ☐ Bag of books (5 uses, 2 weight) and 3 healing potions

Choose your weapon:

- ☐ Dagger (hand, 1 weight)
- ☐ Staff (close, two-handed, 1 weight)

Choose one:

- ☐ Healing potion (0 weight)
- ☐ 3 antitoxins (0 weight)

Class Moves

You start with these moves:

Spellbook

You have mastered several spells and inscribed them in your spellbook. You start out with three first level spells in your spellbook as well as the cantrips. Whenever you gain a level, you add a new spell of your level or lower to your spellbook. Your spellbook is 1 weight.

Prepare Spells

When you **spend uninterrupted time (an hour or so) in quiet contemplation of your spellbook**, you:

- Lose any spells you already have prepared

- Prepare new spells of your choice from your spellbook whose total levels don't exceed your own level+1.
- Prepare your cantrips which never count against your limit.

Cast a Spell (Int)

When you **release a spell you've prepared**, roll+Int. **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 GM will tell you how.
- The spell disturbs the fabric of reality as it is cast—take -1 ongoing to cast a spell until the next time you Prepare Spells.
- After it is cast, the spell is forgotten. You cannot cast the spell again until you prepare spells.

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

Spell Defense

You may end any ongoing spell immediately and use the energy of its dissipation to deflect an oncoming attack. The spell ends and you subtract its level from the damage done to you.

Ritual

When you **draw on a place of power to create a magical effect**, tell the GM what you're trying to achieve. Ritual effects are always possible, but the GM will give you one to four of the following conditions:

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

- You and your allies will risk danger from _____.
- You'll have to disenchant _____ to do it.

Advanced Moves

When you gain a level from 2-5, choose from these moves. You also add a new spell to your spellbook at each level.

- ☐ **Prodigy:** Choose a spell. You prepare that spell as if it were one level lower.
- ☐ **Empowered Magic:** When you cast a spell, on a 10+ you have the option of choosing from the 7-9 list. If you do, you may choose one of these as well: 1) The spell's effects are maximized. 2) The spell's targets are doubled.
- ☐ **Fount of Knowledge:** When you **spout lore about something no one else has any clue about**, take +1.
- ☐ **Know-It-All:** When **another player's character comes to you for advice and you tell them what you think is best**, they get +1 forward when following your advice and you mark experience if they do.
- ☐ **Expanded Spellbook:** Add a new spell from the spell list of any class to your spellbook.
- ☐ **Enchanter:** When you have time and safety with a magic item you may ask the GM what it does, the GM will answer you truthfully.
- ☐ **Logical:** When you **use strict deduction to analyze your surroundings**, you can discern realities with INT instead of WIS.
- ☐ **Arcane Ward:** As long as you have at least one prepared spell of first level or higher, you have +2 armor.
- ☐ **Counterspell:** When you **attempt to counter an arcane spell that will otherwise affect you**, stake one of your prepared spells on the defense and roll+Int. **On a 10+**, the spell is

countered and has no effect on you. **On a 7-9**, the spell is countered and you forget the spell you staked. Your counterspell protects only you; if the countered spell has other targets they get its effects.

- ☐ **Quick Study:** When you **see the effects of an arcane spell**, ask the GM the name of the spell and its effects. You take +1 when acting on the answers.

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

- ☐ **Master (Requires: Prodigy):** Choose one spell in addition to the one you picked for prodigy. You prepare that spell as if it were one level lower.
- ☐ **Greater Empowered Magic (Replaces: Empowered Magic):** When you cast a spell, on a 10-11 you have the option of choosing from the 7-9 list. If you do, you may choose one of these effects as well. On a 12+ you get to choose one of these effects for free: 1) The spell's effects are doubled. 2) The spell's targets are doubled.
- ☐ **Enchanter's Soul (Requires: Enchanter):** When you have time and safety with a magic item in a place of power you can empower that item so that the next time you use it its effects are amplified, the GM will tell you exactly how.
- ☐ **Highly Logical (Replaces: Logical):** When you **use strict deduction to analyze your surroundings**, you can discern realities with Int instead of Wis. On a 12+ you get to ask the GM any three questions, not limited by the list.
- ☐ **Arcane Armor (Replaces: Arcane Ward):** As long as you have at least one prepared spell of first level or higher, you have +4 armor.
- ☐ **Protective Counter (Requires: Counterspell):** When an ally

within sight of you is affected by an arcane spell, you can counter it as if it affected you. If the spell affects multiple allies you must counter for each ally separately.

- ☐ **Ethereal Tether:** When you have time with a willing or helpless subject you can craft an ethereal tether with them. You perceive what they perceive and can discern realities about someone tethered to you or their surroundings no matter the distance. Someone willingly tethered to you can communicate with you over the tether as if you were in the room with them.
- ☐ **Mystical Puppet Strings:** When you **use magic to control a person's actions** they have no memory of what you had them do and bear you no ill will.
- ☐ **Spell Augmentation:** When you **deal damage to a creature** you can shunt a spell's energy into them—end one of your ongoing spells and add the spell's level to the damage dealt.
- ☐ **Self-Powered:** When you have time, arcane materials, and a safe space, you can create your own place of power. Describe to the GM what kind of power it is and how you're binding it to this place, the GM will tell you one kind of creature that will have an interest in your workings.

Wizard Spells

Cantrips

You prepare all of your cantrips every time you prepare spells without having to select them or count them toward your allotment of spells.

- **Light (Cantrip):** An item you touch glows with arcane light, about as bright as a torch. It gives off no heat or sound and requires no fuel, but it is otherwise like a mundane torch. You have complete control of the color of the flame. The spell lasts as long as it is in your presence.
- **Unseen Servant (Cantrip *Ongoing*):** You conjure a simple invisible construct that can do nothing but carry items. It has load 3 and carries anything you hand to it. It cannot pick up items on its own and can only carry those you give to it. Items carried by an unseen servant appear to float in the air a few paces behind you. An unseen servant that takes damage or leaves your presence is immediately dispelled, dropping any items it carried. Otherwise the unseen servant serves you until you end the spell.
- **Prestidigitation (Cantrip):** You perform minor tricks of true magic. If you touch an item as part of the casting you can make cosmetic changes to it: clean it, soil it, cool it, warm it, flavor it, or change its color. If you cast the spell without touching an item you can instead create minor illusions no bigger than yourself. Prestidigitation illusions are crude and clearly illusions—they won't fool anyone, but they might entertain them.

Level 1 Spells

- **Contact Spirits (Level 1 *Summoning*):** 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.

- **Detect Magic (Level 1 *Divination*):** One of your senses is briefly attuned to magic. The GM will tell you what here is magical.
- **Telepathy (Level 1 *Divination Ongoing*):** You form a telepathic bond with a single person you touch, enabling you to converse with that person through your thoughts. You can only have one telepathic bond at a time.
- **Charm Person (Level 1 *Enchantment Ongoing*):** The person (not beast or monster) you touch while casting this spell counts you as a friend until they take damage or you prove otherwise.
- **Invisibility Level 1 (*Illusion Ongoing*):** Touch an ally: nobody can see them. They're invisible! The spell persists until the target attacks or you dismiss the effect. While the spell is ongoing you can't cast a spell.
- **Magic Missile (Level 1 *Evocation*):** Projectiles of pure magic spring from your fingers. Deal 2d4 damage to one target.
- **Alarm (Level 1):** Walk a wide circle as you cast this spell. Until you prepare spells again your magic will alert you if a creature crosses that circle. Even if you are asleep, the spell will shake you from your slumber.

Level 3 Spells

- **Dispel Magic (Level 3):** Choose a spell or magic effect in your presence: this spell rips it apart. Lesser spells are ended, powerful magic is just reduced or dampened so long as you are nearby.
- **Visions Through Time (Level 3 *Divination*):** Cast this spell and gaze into a reflective surface to see into the depths of time. The GM will reveal the details of a grim portent to you—a bleak event that will come to pass without your intervention. They'll tell you something useful about how you can interfere with

the grim portent's dark outcomes. Rare is the portent that claims "You'll live happily ever after." Sorry.

- **Fireball (Level 3 *Evocation*):** You evoke a mighty ball of flame that envelops your target and everyone nearby, inflicting 2d6 damage which ignores armor.
- **Mimic (Level 3 *Ongoing*):** You take the form of someone you touch while casting this spell. Your physical characteristics match theirs exactly but your behavior may not. This change persists until you take damage or choose to return to your own form. While this spell is ongoing you lose access to all your wizard moves.
- **Mirror Image (Level 3 *Illusion*):** You create an illusory image of yourself. When you are attacked, roll a d6. On a 4, 5, or 6 the attack hits the illusion instead, the image then dissipates and the spell ends.
- **Sleep (Level 3 *Enchantment*):** 1d4 enemies you can see of the GM's choice fall asleep. Only creatures capable of sleeping are affected. They awake as normal: loud noises, jolts, pain.

Level 5 Spells

- **Cage (Level 5 *Evocation Ongoing*):** The target is held in a cage of magical force. Nothing can get in or out of the cage. The cage remains until you cast another spell or dismiss it. While the spell is ongoing, the caged creature can hear your thoughts and you cannot leave sight of the cage.
- **Contact Other Plane (Level 5 *Divination*):** You send a request to another plane. Specify who or what you'd like to contact by location, type of creature, name, or title. You open a two-way communication with that creature. Your communication can be cut off at any time by you or the creature you contacted.

- ☐ Polymorph (Level 5 *Enchantment*): Your touch reshapes a creature entirely, they stay in the form you craft until you cast a spell. Describe the new shape you craft, including any stat changes, significant adaptations, or major weaknesses. The GM will then tell you one or more of these: 1) The form will be unstable and temporary. 2) The creature's mind will be altered as well. 3) The form has an unintended benefit or weakness.
- ☐ Summon Monster (Level 5 *Summoning Ongoing*): A monster appears and aids you as best it can. Treat it as your character, but with access to only the basic moves. It has +1 modifier for all stats, 1 HP, and uses your damage dice. The GM will tell you the type of monster you get based on the traits you select. The creature remains on this plane until it dies or you dismiss it. While the spell is ongoing you take -1 to cast a spell. The monster also gets your choice of 1d6 of these traits: 1) It has +2 instead of +1 to one stat. 2) It's not reckless. 3) It does 1d8 damage. 4) Its bond to your plane is strong: +2 HP for each level you have. 5) It has some useful adaptation.

Level 7 Spells

- ☐ Dominate (Level 7 *Enchantment Ongoing*): Your touch pushes your mind into someone else's. You gain 1d4 hold. If you run out of hold the spell ends. If the target takes damage you lose 1 hold. While the spell is ongoing you cannot cast a spell. Spend one hold to make the target take one of these actions: 1) Speak a few words of your choice. 2) Give you something they hold. 3) Make a concerted attack on a target of your choice. 4) Truthfully answer one question.
- ☐ True Seeing (Level 7 *Divination Ongoing*): You see all things as they truly are. This effect persists until you tell a lie or dismiss the spell. While this spell is ongoing you take -1 to cast a spell.

- ☐ Shadow Walk (Level 7 *Illusion*): The shadows you target with this spell become a portal for you and your allies. Name a location, describing it with a number of words up to your level. Stepping through the portal deposits you and any allies present when you cast the spell at the location you described. The portal may only be used once by each ally.
- ☐ Contingency (Level 7 *Evocation*): Choose a 5th level or lower spell you know. Describe a trigger condition using a number of words equal to your level. The chosen spell is held until you choose to unleash it or the trigger condition is met, whichever happens first. You don't have to roll for the held spell, it just takes effect. You may only have a single contingent spell held at a time; if you cast Contingency while you have a held spell, the new held spell replaces the old one.
- ☐ Cloudkill (Level 7 *Summoning Ongoing*): A cloud of fog drifts into this realm from beyond the Black Gates of Death, filling the immediate area. Whenever a creature in the area takes damage it takes an additional, separate 1d6 damage which ignores armor. This spell persists so long as you can see the affected area, or until you dismiss it.

Level 9 Spells

- ☐ Antipathy (Level 9 *Enchantment Ongoing*): Choose a target and describe a type of creature or an alignment. Creatures of the specified type or alignment cannot come within sight of the target. If a creature of the specified type does find itself within sight of the target, it immediately flees. This effect continues until you leave the target's presence or you dismiss the spell. While the spell is ongoing you take -1 to cast a spell.
- ☐ Alert (Level 9 *Divination*): Describe an event. The GM will tell you when that event occurs, no matter where you are or how far away the event is. If you choose, you can view the location of the event as

though you were there in person. You can only have one Alert active at a time.

- ☐ Soul Gem (Level 9): You trap the soul of a dying creature within a gem. The trapped creature is aware of its imprisonment but can still be manipulated through spells, parley, and other effects. All moves against the trapped creature are at +1. You can free the soul at any time but it can never be recaptured once freed.
- ☐ Shelter (Level 9 *Evocation Ongoing*): You create a structure out of pure magical power. It can be as large as a castle or as small as a hut, but is impervious to all non-magical damage. The structure endures until you leave it or you end the spell.
- ☐ Perfect Summons (Level 9 *Summoning*): You teleport a creature to your presence. Name a creature or give a short description of a type of creature. If you named a creature, that creature appears before you. If you described a type of creature, a creature of that type appears before you.

Equipment

The musty tombs and forgotten treasure troves of the world are filled with useful items. The fighter can find a sharp new sword or the thief might stumble across a deadly poison. Most items are mundane—not magical or intrinsically unique in any way. Any item that is magical or one-of-a-kind is not mundane for the purposes of moves. The fighter's signature weapon is never mundane.

Each piece of equipment will have a number of tags. These will tell you something about how the equipment affects the character using it (like +Armor) or suggest something about the way it is used (like the Range tags). Like everything else in Dungeon World, these guide the fiction you're creating in play. If a weapon is awkward, it might mean that you're more likely to drop it when you fail that hack and slash roll.

By no means is this an exhaustive list—feel free to create your own tags.

General Equipment Tags

These are general tags that can apply to just about any piece of gear. You'll see them on armor, weapons or general adventuring tools.

- *Applied*: It's only useful when carefully applied to a person or to something they eat or drink.
- *Awkward*: It's unwieldy and tough to use.
- *+Bonus*: It modifies your effectiveness in a specified situation. It might be "+1 forward to spout lore" or "-1 ongoing to hack and slash."
- *n coins*: How much it costs to buy, normally. If the cost includes
- *"-Charisma"* a little negotiation subtracts the haggler's Charisma score (not modifier) from the price.
- *Dangerous*: It's easy to get in trouble with it. If you interact with it without proper precautions the GM may freely invoke the consequences of your foolish actions.
- *Ration*: It's edible, more or less.

- *Requires*: It's only useful to certain people. If you don't meet the requirements it works poorly, if at all.
- *Slow*: It takes minutes or more to use.
- *Touch*: It's used by touching it to the target's skin.
- *Two-handed*: It takes two hands to use it effectively.
- *n weight*: Count the listed amount against your load. Something with no listed weight isn't designed to be carried. 100 coins in standard denominations is 1 weight. The same value in gems or fine art may be lighter or heavier.
- *Worn*: To use it, you have to be wearing it.
- *n Uses*: It can only be used *n* times.

Weapons

Weapons don't kill monsters, people do. That's why weapons in Dungeon World don't have a listed damage. A weapon is useful primarily for its tags which describe what the weapon is useful for. A dagger is not useful because it does more or less damage than some other blade. It's useful because it's small and easy to strike with at close distance. A dagger in the hands of the wizard is not nearly so dangerous as one in the hands of a skilled fighter.

Weapon Tags

Weapons may have tags that are primarily there to help you describe them (like Rusty or Glowing) but these tags have a specific, mechanical effect.

- *n Ammo*: It counts as ammunition for appropriate ranged weapons. The number indicated does not represent individual arrows or sling stones, but represents what you have left on hand.
- *Forceful*: It can knock someone back a pace, maybe even off their feet.
- *+n Damage*: It is particularly harmful to your enemies. When you deal damage, you add *n* to it.
- *Ignores Armor*: Don't subtract armor from the damage taken.
- *Messy*: It does damage in a particularly destructive way,

ripping people and things apart.

- *n Piercing*: It goes right through armor. When you deal damage with *n* piercing, you subtract *n* from the enemy's armor for that attack.
- *Precise*: It rewards careful strikes. You use DEX to hack and slash with this weapon, not STR.
- *Reload*: After you attack with it, it takes more than a moment to reset for another attack.
- *Stun*: When you attack with it, it does stun damage instead of normal damage.
- *Thrown*: Throw it at someone to hurt them. If you volley with this weapon, you can't choose to mark off ammo on a 7-9; once you throw it, it's gone until you can recover it.

Weapons have tags to indicate the range at which they are useful. Dungeon World doesn't inflict penalties or grant bonuses for "optimal range" or the like, but if your weapon says Hand and an enemy is ten yards away, a player would have a hard time justifying using that weapon against him.

- *Hand*: It's useful for attacking something within your reach, no further.
- *Close*: It's useful for attacking something at arm's reach plus a foot or two.
- *Reach*: It's useful for attacking something that's several feet away—maybe as far as ten.
- *Near*: It's useful for attacking if you can see the whites of their eyes.
- *Far*: It's useful for attacking something in shouting distance.

Weapon List

The stats below are for typical items. There are, of course, variations. A dull long sword might be -1 damage instead while a masterwork dagger could be +1 damage. Consider the following to be stats for typical weapons of their type—a specific weapon could have different tags to represent its features.

- Ragged Bow near, 15 coins, 2 weight
- Fine Bow near, far, 60 coins, 2 weight

- Hunter's Bow near, far, 100 coins, 1 weight
- Crossbow near, +1 damage, reload, 35 coins, 3 weight
- Bundle of Arrows 3 ammo, 1 coin, 1 weight
- Elven Arrows 4 ammo, 20 coins, 1 weight
- Club, Shillelagh close, 1 coin, 2 weight
- Staff close, two-handed, 1 coin, 1 weight
- Dagger, Shiv, Knife hand, 2 coins, 1 weight
- Throwing Dagger thrown, near, 1 coin, 0 weight
- Short Sword, Axe, Warhammer, Mace close, 8 coins, 1 weight
- Spear reach, thrown, near, 5 coins, 1 weight
- Long Sword, Battle Axe, Flail close, +1 damage, 15 coins, 2 weight
- Halberd reach, +1 damage, two-handed, 9 coins, 2 weight
- Rapier close, precise, 25 coins, 1 weight
- Dueling Rapier close, 1 piercing, precise, 50 coins, 2 weight

Armor

Armor is heavy, difficult to wear and is damned uncomfortable. Some classes are better trained to ignore these drawbacks, but anyone can strap on a suit of armor and enjoy the benefits it grants.

Armor Tags

Armor, like weapons, has tags. Some are purely descriptive but the ones below have some mechanical effect on the player wearing them

- *n Armor*: It protects you from harm and absorbs damage. When you take damage, subtract your armor from the total. If you have more than one item with *n Armor*, only the highest value counts.
- *+n Armor*: It protects you and stacks with other armor. Add its value to your total armor.
- *Clumsy*: It's tough to move around with. -1 ongoing while using it. This penalty is cumulative.

Armor List

- Leather, Chainmail 1 armor, worn, 10 coins, 1 weight
- Scale Mail 2 armor, worn, clumsy, 50 coins, 3 weight
- Plate 3 armor, worn, clumsy, 350 coins, 4 weight
- Shield +1 armor, 15 coins, 2 weight

Dungeon Gear

- Adventuring Gear (5 uses, 20 coins, 1 weight): Adventuring gear is a collection of useful mundane items such as chalk, poles, spikes, ropes, etc. When you rummage through your adventuring gear for some useful mundane item, you find what you need and mark off a use.
- Bandages (3 uses, slow, 5 coins, 0 weight): When you have a few minutes to bandage someone else's wounds, heal them of 4 damage and expend a use.
- Poultices and Herbs (2 uses, slow, 10 coins, 1 weight): When you carefully treat someone's wounds with poultices and herbs, heal them of 7 damage and expend a use.
- Healing Potion (50 coins, 0 weight): When you drink an entire healing potion, heal yourself of 10 damage or remove one debility, your choice.
- Keg of Dwarven Stout (10 coins, 4 weight): When you open a keg of dwarven stout and let everyone drink freely, take +1 to your Carouse roll. If you drink a whole keg yourself, you are very, very drunk.

- Bag of Books (5 uses, 10 coins, 2 weight): When your bag of books contains just the right book for the subject you're spouting lore on, consult the book, mark off a use, and take +1 to your roll.
- Antitoxin (10 coins, 0 weight): When you drink antitoxin, you're cured of one poison affecting you.
- Dungeon Rations (Ration, 5 uses, 3 coins, 1 weight): Not tasty, but not bad either.

- Personal Feast (Ration, 1 use, 10 coins, 1 weight): Ostentatious to say the least.
- Dwarven Hardtack (Requires Dwarf, ration, 7 uses, 3 coins, 1 weight): Dwarves say it tastes like home. Everyone else says it tastes like home, if home is a hog farm, and on fire.
- Elven Bread (Ration, 7 uses, 10 coins, 1 weight): Only the greatest of elf-friends are treated to this rare delicacy.
- Halfling Pipeleaf (6 uses, 5 coins, 0 weight): When you share halfling pipeleaf with someone, expend two uses and take +1 forward to parley with them.

Poisons

- Oil of Tagit (Dangerous, applied, 15 coins, 0 weight): The target falls into a light sleep.
- Bloodweed (Dangerous, touch, 12 coins, 0 weight): Until cured, whenever the afflicted rolls damage, they roll an additional d4 and subtract that result from their normal damage.
- Goldenroot (Dangerous, applied, 20 coins, 0 weight): The target treats the next creature they see as a trusted ally, until proved otherwise.
- Serpent's Tears (Dangerous, touch, 10 coins, 0 weight): Anyone dealing damage against the target rolls twice and takes the better result.

GM Moves

Whenever everyone looks to you to see what happens choose one of these. Each move is something that occurs in the fiction of the game—they aren't code words or special terms. "Use up their resources" literally means to expend the resources of the characters, for example.

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

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

When to Make a Move

You make a move:

- When everyone looks to you to find out what happens
- When the players give you a golden opportunity
- When they roll a 6-

Generally when the players are just looking at you to find out what happens you make a soft move, otherwise you make a hard move.

A soft move is one without immediate, irrevocable consequences. That usually means it's something not all that bad, like revealing that there's more treasure if they can just find a way past the golem (offer an opportunity with cost). It can also

mean that it's something bad, but they have time to avoid it, like having the goblin archers loose their arrows (show signs of an approaching threat) with a chance for them to dodge out of danger.

A soft move ignored becomes a golden opportunity for a hard move. If the players do nothing about the hail of arrows flying towards them it's a golden opportunity to use the deal damage move.

Hard moves, on the other hand, have immediate consequences. Dealing damage is almost always a hard move, since it means a loss of HP that won't be recovered without some action from the players.

When you have a chance to make a hard move you can opt for a soft one instead if it better fits the situation. Sometimes things just work out for the best.

Choosing a Move

To choose a move, start by looking at the obvious consequences of the action that triggered it. If you already have an idea, think on it for a second to make sure it fits your agenda and principles and then do it. **Let your moves snowball.** Build on the success or failure of the characters' moves and on your own previous moves.

If your first instinct is that this won't hurt them now, but it'll come back to bite them later, great! That's part of your principles (think offscreen too). Make a note of and reveal it when the time is right.

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

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

Dungeon Moves

Dungeon Moves are a special subset that are used to make or alter a dungeon on the fly. Use these if your players are exploring a hostile area that you don't already have planned completely.

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

You can make these moves whenever everyone looks to you to say something, when the players present you an opportunity, or when the players miss on a roll. They're particularly well-suited for when the characters enter a new room or hallway and want to know what they find there.

GM Handbook

Services

- A week's stay at a peasant inn 14-Charisma coins
- A week's stay at a civilized inn 30-Charisma coins
- A week's stay at the fanciest inn in town 43-Charisma coins
- A week's unskilled mundane labor 10 coins
- A month's pay for enlistment in an army 30 coins
- A custom item from a blacksmith Base Item + 50 coins
- A night's "companionship" 20-Charisma coins
- An evening of song and dance 18-Charisma coins
- Escort for a day along a bandit-infested road 20 coins
- Escort for a day along a monster-infested road 54 coins
- A run-of-the-mill killing 5 coins
- An assassination 120 coins
- Healing from a surgeon 5 coins
- A month's prayers for the departed 1 coin
- Repairs to a mundane item 25% of the item's cost

Meals

- A hearty meal for one 1 coin
- A poor meal for a family 1 coin
- A feast 15 coins per person

Transport

- Cart and Donkey, sworn to carry your burdens 50 coins, load 20
- Horse 75 coins, load 10
- Warhorse 400 coins, load 12
- Wagon 150 coins, load 40
- Barge 50 coins, load 15
- River boat 150 coins, load 20
- Merchant ship 5,000 coins, load 200
- War ship 20,000 coins, load 100
- Passage on a safe route 1 coin
- Passage on a tough route 10 coins
- Passage on a dangerous route 100 coins

Land and Buildings

- A hovel 20 coins
- A cottage 500 coins
- A house 2,500 coins
- A mansion 50,000 coins
- A keep 75,000 coins
- A castle 250,000 coins
- A grand castle 1,000,000 coins
- A month's upkeep 1% of the cost

Bribes

- A peasant dowry 20-Charisma coins
- "Protection" for a small business 100-Charisma coins
- A government bribe 50-Charisma coins
- A compelling bribe 80-Charisma coins
- An offer you can't refuse 500-Charisma coins

Gifts and Finery

- A peasant gift 1 coin
- A fine gift 55 coins
- A noble gift 200 coins
- A ring or cameo 75 coins
- Finery 105 coins
- A fine tapestry 350+ coins
- A crown fit for a king 5,000 coins

Hoard

- A goblin's stash 2 coins

- A lizardman's trinkets 5 coins
- A "priceless" sword 80 coins
- An orc warchief's tribute 250 coins
- A dragon's mound of coins and gems 130,000 coins

Magic Items

There are stranger things in the world than swords and leather. Magic items are the non-mundane items that have intrinsic power.

Magic items are for you to make for your game. Players can make magic items through the wizard's ritual and similar moves. The GM can introduce magic items in the spoils of battle or the rewards for jobs and quests. This list provides some ideas, but magic items are ultimately for you to decide.

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

Argo-Thaan, Holy Avenger

(Close, 2 weight) There are many swords in this world, but there is only one Argo-thaan. It is a blade of gold, silver and light, revered as a holy relic by all orders and religions for whom Good rings true. Its touch is a blessing and to many, the sight of it brings tears of joy. In the hands of a paladin, it strikes true and strong. A paladin wielding it increases their damage die to d12 and has access to every paladin move. As well, Argo-thaan can harm any creature of Evil, regardless of any defenses it may have. No Evil creature may touch it without suffering agony. In the hands of any non-paladin, it is merely a sword, heavier and more cumbersome than most—it gains the awkward tag. Argo-thaan, while not intelligent, will forever be drawn to a cause of true Good, like iron to a magnet.

Arrows of Acheron (1 ammo, 1 weight) Crafted in darkness by a blind fletcher, these arrows can find their target in even the deepest darkness. An archer may fire them blind, in the dark, with his eyes bound by heavy cloth and still be assured of a clean shot. If the light of the sun ever touches

the arrows, however, they come apart like shadows and dust.

Axe of the Conqueror-King

(Close, 1 weight) It is crafted of shining steel, glowing with a golden light and imbued with mythical powers of authority. When you bear the axe, you become a beacon of inspiration to all you lead. Any hirelings in your employ have +1 Loyalty, no matter the quality of your leadership.

Barb of the Black Gate

(0 weight) A nail or spike, twisted and forever cold, said to have been pried from the Gates of Death. When hammered into a corpse, it disappears and ensures that corpse will never be risen again—no magic short of that of Death himself can reignite the flame of life (natural or otherwise) in the body.

Bag of Holding (0 weight) A bag of holding is larger on the inside than the outside, it can contain an infinite number of items, and its weight never increases. No matter how many items it contains, a bag of holding is always 0 weight. When you try to retrieve an item from a bag of holding, roll+WIS. **On a 10+**, it's right there. *On a 7-9, choose one: 1) You get the exact item, but it takes a while. 2) You get a similar item of the GM's choice, but it only takes a moment.

The Burning Wheel

(2 weight) An ancient wooden wheel, as might appear on a war-wagon, banded with steel. On a glance, it appears to be nothing special—many spokes are shattered and the thing seems mundane. Under the scrutiny of magic or the eyes of an expert, its true nature is revealed: the Burning Wheel is a gift from the God of Fire and burns with his authority. When you hold The Burning Wheel and speak a god's name, roll+CON. *On a 7+, the god you name takes notice and grants you an audience. An audience with a god is not without a price: on a 10+, you choose one of your stats and reduce it to the next lowest modifier (for example, a 14 is +1, so it would be reduced to 12, a +0). **On a 7-9**, the GM chooses which stat to reduce. Once used, the Burning Wheel ignites and burns with brilliant light. It does not confer any protection from

those flames, nor does it provide any bonus to swimming.

Captain Bligh's Cornucopia (1 weight) A brass naval horn, curled and ornate, carved with symbols of the gods of Plenty. When blown, in addition to sound, the horn spills forth food. Enough to feed a meal to everyone who hears its sound.

The Carcosan Spire (Reach, Thrown, 3 weight) None know from whence this spear of twisted white coral comes. Those who bear it too long find their minds full of alien dreams and begin to hear the strange thoughts of the Others. None are impervious. Used against any "natural" target** (men, goblins, owlbears and the like) the Spire acts as a mere mortal spear. Its true purpose is to do harm to those things whose strange natures protect them against mundane weapons. Used thus, the Spire can wound foes otherwise invulnerable to harm. The wielder will recognize these twisted foes on sight—the Spire knows its own.

Cloak of Silent Stars (1 weight) A cape of rich black velvet outside and sparkling with tiny points of light within, this cloak bends fate, time and reality around it to protect the wearer, who may defy danger with whatever stat they like. To do this, the wearer invokes the cloak's magic and their player describes how the cloak helps "break the rules." They can deflect a fireball with CHA by convincing it they deserve to live or elude a fall by applying the mighty logic of their INT to prove the fall won't hurt. The cloak makes it so. It can be used once for each stat before losing its magic.

Coin of Remembering (0 weight) What appears, at a glance, to be a simple copper coin is, in truth, an enchanted coin. Its bearer can, at any time, redeem it to know immediately one fact that has been forgotten. The coin vanishes thereafter. It does not have to be a thing forgotten by the bearer, but it cannot be "known." Interpretation of this stipulation is left to the gods. If the coin is unsuccessful, it will still paint an image in the mind's eye of someone or something that does remember what was sought.

Common Scroll (1 use, 0 weight) A common scroll has a spell inscribed on it. The spell must be castable by you or on your class's spell list for you to be able to cast it. When you cast a spell from a scroll, the spell takes effect, simple as that.

Devilsbane Oil (1 use, 0 weight) A holy oil, created in limited supply by a mute sect of mountain monks whose order protected humanity from the powers of the Demon Pits in ancient epochs. Only a few jars remain. When applied to any weapon and used to strike a denizen of any outer plane, the oil undoes the magic that binds that creature. In some cases, this will return it to its home. In others, it merely undoes any magic controlling it. The oil stays on the weapon for a few hours before it dries and flakes away. If applied to the edges of a doorway or drawn in a circle, the oil will repel creatures whose home is any of the outer planes. They cannot pass across it. The oil lasts for one full day before it soaks in or evaporates.

Earworm Wax (1 use, 0 weight) A yellowish candle. Seems never to burn out and the light it casts is strange and weak. Its wax is always cool, too. Drip the wax into the ear of a target and gain 3 hold. Spend that hold and ask your target a question. They find themselves telling you the whole truth, despite themselves. The consequences, after the fact? Those are up to you to deal with.

The Echo (0 weight) A seemingly empty bottle. Once unstoppered, the whispers of another plane resound once and fall silent. In the silence, the bearer learns in his soul the coming of one great danger and how he can avoid it. At any point after you use the Echo, you can ignore the results of any single die roll—yours or another player's—and roll again. Once opened, the Echo is released and gone forever.

The Epoch Lens (1 weight) An archmage, old and too frail to leave his tower, crafted this intricate and fragile device of glass and gold to examine the histories and relics he so loved. Looking at an object through the lens reveals visions of who made it and where it came from.

Farsight Stone (1 weight) Swirling clouds fill this smoky orb and those in its presence often hear strange whispers. In ancient times, it was part of a network of such stones, used to communicate and surveil across great distances. When you gaze into the stone, name a location and roll+WIS. **On a 10+**, you see a clear vision of the location and can maintain it as long as you concentrate on the orb. **On a 7-9**, you still see the vision, but you draw the attention of some other thing (an angel, a demon, or the holder of another Farsight stone) that uses the stone to surveil you, as well.

The Fiasco Codex (0 weight) A thick tome, said to be penned in the blood of poor fools and robber-barons by some demon prince possessed of dark humor, this tome details tales and stories of those whose ambition overwhelmed their reason. Reading from this tome teaches one the value of clear-headedness but leaves a sense of dread behind. When you read from the Fiasco Codex, Roll+WIS. **On a 10+**, ask two of the questions below. **On a 7-9**, ask one. 1) What is my greatest opportunity, right now? 2) Who can I betray to gain an advantage? 3) Who is an ally I should not trust? The codex gives up its answers only once to each reader and takes 2 to 3 hours to read.

Flask of Breath (0 weight) A simple thing, but useful when you need a breath of fresh air. The flask appears empty but cannot be filled, anything added to it simply spills out. This is because the flask is eternally full of air. If placed underwater, it will bubble forever. If pressed to the mouth, one can breathe normally—smoke is no concern, for example. I'm sure you'll find all sorts of unusual uses for it.

Folly Held Aloft, The Wax Wings, A Huge Mistake (1 weight) Who hasn't always wanted to soar the pretty blue sky? In an attempt to grant the wishes of land-bound folk, these great magical wings were created. Known by many names and crafted by as many mages, they commonly take the shape of the wings of whatever local birds hold affection. Worn by means of a harness or, in some dire cases, a surgical procedure. When you take to the air with these magical wings, roll+DEX. **On a 10+**, your flight is controlled and you may stay aloft as long as you like. **On a 7-9**, you make it aloft but your flight is short or erratic and unpredictable, your choice. **On a 6-**, you make it aloft, but the coming-down part and everything between is up to the GM.

Immovable Rod (0 weight) A funny metal rod with a button on it. Press the button and the rod just sticks. It freezes in place—in midair, standing up or lying down. It can't be moved. Pull it, push it, try as hard as you like, the rod stays. Maybe it can be destroyed, maybe it can't. Push the button again and it's free—take it along with you. Might be useful to have such a stubborn thing along.

Infinite Book (1 weight) This book contains an infinite number of pages in a finite space. With no limit to the pages, everything that ever was, is, or will be is contained somewhere in the book. Luckily the index is great. When you spout lore while consulting the book you gain an extra clause: On a 12+, the GM will give a solution to a problem or situation you're in.

Inspectacles (0 weight) Rough-hewn glass in wooden frames. Dinged up and barely held together, they somehow allow the wearer to see much more than their naked eyes might. When you discern realities wearing these gifted lenses, you get to bend the rules a little. On a roll of 10+, ask any three questions you like. They don't have to be on the list. As long as sight could give you answers, the GM will tell you what you want to know.

The Ku'meh Maneuver (1 weight) A great, leathery tome worn shiny by the hands of a hundred great generals, this book

is often passed from warrior to warrior, from father to son along the great battle lines that have divided Dungeon World's past. Anyone reading it may, upon finishing for the first time, roll+INT. **On a 10+**, hold 3. **On a 7-9**, hold 1. You may spend your hold to advise a companion on some matter of strategic or tactical significance. This advice allows you to, at any time, regardless of distance, roll to aid them on any one roll. On a miss, the GM can hold 1 and spend it to apply -2 to any roll of yours or the poor sap who listened to your advice.

Lamented Memento (0 weight) Taking the form of a single lock of bright red hair, bound in a black ribbon and immune to the ravages of time, the Lamented Memento bears a grim enchantment. In it are the memories and emotions of a girl who dealt with Death at the Black Gates so many times that, in the end, they fell in love and she left the world to be with him for a time. Her memory protects the wielder. If he finds himself at the Gates, the Memento can be traded for an automatic result of 10+ on the Last Breath move.

Lodestone Shield (+1 armor, 1 weight) What mixed-up dummy made this? Shields are meant to repel metal, not draw it in! Emblazoned with a lion rampant, the Lodestone Shield has the power to pull blades and arrows to it. When you defend against enemies using metal weapons you can spend one hold, per target, to disarm them. Also, sometimes you'll find a handful of loose change stuck to it.

Map of the Last Patrol (0 weight) An ancient order of brave rangers once patrolled the land, protecting villages and warning kings and queens of encroaching danger. They're long gone, now, but their legacy remains. This map, when marked with the blood of a group of people, will always show their location—so long as they remain within the bounds of the map.

Ned's Head (1 weight) An old skull, missing its jaw and very much worse-for-wear. The skull remembers the folly of its former owner—a man with more honor than sense. Once per night, the owner of the skull can ask "Who

has it in for me?" and the skull will give up one name in a sad, lonely voice. If the owner of the skull is ever killed, it disappears surreptitiously. No one knows where it might turn up next.

Nightsider's Key (0 weight) This key unlocks any door for you, provided you don't belong where you intend to go. So long as you do nothing that would alert another to your presence (remaining unheard, unseen and unnoticed) and takes nothing more than your memories out with you, the key's magic will prevent your intrusion from ever being discovered. It's like you were never there at all.

Sacred Herbs (0 weight) The sacred herbs, collected and prepared by an order of lost wizard-monks, can be found in bundles with two or three uses to them. Kept dry, they last indefinitely. When smoked in a pipe or consumed in an incense burner and the thick, blue smoke inhaled, these herbs will grant you strange visions of faraway places and distant times. If you focus your will on a particular person, place or thing, the herbs will respond: roll+WIS. **On a 10+**, the vision is clear and useful—yielding some valid information. **On a 7-9**, the vision is about the thing desired, but is unclear, fraught with metaphor or somehow difficult to understand. *On a miss, the GM will ask you, "What is it you fear most?" You must answer honestly, of course.

The Sartar Duck (0 weight) An odd, hand-carved wooden duck. Who would make such a funny thing? While you bear it, you find yourself an exceptionally gifted storyteller—no matter the language, you can make yourself and your story clear to any audience. They will understand your meaning, if not your words.

Tears of Annalise (0 weight) Cloudy red gemstones the size of a thumbnail, the Tears of Annalise are always found in pairs. When swallowed by two different people, they bind the swallowers together—when either feels strong emotions (particularly sadness, loss, fear or desire) the other feels it, as well. The effects last until one spills the blood of the other.

Teleportation Room (Slow)
James Ninefingers, eccentric genius mage, created these room-sized magical apparati. A stone chamber etched with runes and scribblings, glowing with a faint blue light. When you enter and say aloud the name of a location, roll+INT. **On a 10+**, you arrive exactly where you'd intended. **On a 7-9**, the GM chooses a safe location nearby. **On a 6-**, you end up someplace. Maybe it's nearby? It's definitely not safe. Strange things sometimes happen to those who bend time and space with these devices.

Timunn's Armor (1 armor, 1 weight) A stealthy suit of armor, it appears as many things to many people and blends in with appropriate apparel. The wearer always seems the height of fashion to any who gaze upon him.

Titus' Truthful Tallow (0 weight) A candle of ivory- and copper-colored tallow with a wick of spun silver. When lit, none upon whom its light falls is able to tell a lie. They may keep silent or dissemble but when asked a question directly, they can speak naught but truth.

Tricksy Rope (1 weight) A rope that listens. Does tricks, too, like a smart and more obedient snake might. Tell it "Coil" or "Slack" or "Come here, rope" and it will.

The Sterling Hand (0 weight) Crafted by dwarven whitesmiths, this mirrored-metal hand is deeply scored with runes of power and rejuvenation. Meant to replace wounded or destroyed limbs from mining accidents, the Sterling Hand bonds to the wound, old or new, and is strong and stout. It can be used as a weapon** (Near range) and is made of pure enough silver to harm creatures affected by such.

Vellius's Gauntlets (1 weight) Crafted in the name of Vellius the Clumsy, Vellius the Butter-Fingered, Vellius the Clod, these gloves of simple cloth prevent you from dropping any object you don't intend to. You cannot be disarmed and will not fall from any rope or ladder, for example. This item can get very messy if you have something strong pulling at your legs while you grip onto something solid.

Violation Glaive (Reach, 2 weight) A legendary blade, said to have been thrust backwards in time from some grim future, the violation glaive is crafted of strange green iron. The blade strikes at the mind of those it wounds, as well as the body. When you hack and slash on a 10+ you have an additional option: you can deal your normal damage, let them counterattack you, and instill the emotion of your choice (maybe fear, reverence, or trust).

Vorpall Sword (Close, 3 piercing, 2 weight) Snicker-snack and all that. Sharp as anything, this simple-seeming sword means to separate one thing from another—the limb from the body or folk from their lives. When you deal damage with the Vorpall Sword, your enemy must choose something (an item, an advantage, a limb) and lose it, permanently.

Monsters

Aboloth: Group, Huge, Intelligent (The Lower Depths) HP: 18, Armor: 0, Damage: d10+3 Tentacles (Reach). Special Qualities: Telepathy

- Invade a mind
- Turn minions on them
- Put a plan in motion

Abomination: Solitary, Large, Construct, Terrifying (Legions of the Undead) HP: 20, Armor: 1, Damage: d10+3 Slam (Close Reach Forceful). Special Qualities: Many limbs, heads, and so on

- Tear flesh apart
- Spill forth putrid guts

Acolyte: - (Folk of The Realm) HP: -, Armor: -, Damage: - -

- Follow dogma
- Offer eternal reward for mortal deeds

Adventurer: Horde, Intelligent (Folk of the Realm) HP: 3, Armor: 1, Damage: d6 Sword (Close). Special Qualities: Endless enthusiasm

- Go on a fool's errand
- Act impulsively
- Share tales of past exploits

Angel: Solitary, Terrifying, Divine, Intelligent, Organized (Planar Powers) HP: 18, Armor: 4, Damage: b2d10+4 ignores armor Sword of Flames (Close Forceful). Special Qualities: Wings

- Deliver visions and prophecy
- Stir mortals to action
- Expose sin and injustice

Ankheg: Group, Large (Cave Dweller) HP: 10, Armor: 3, Damage: d8+1 Bite (Close Reach). Special Qualities: Burrowing

- Undermine the ground
- Burst from the earth -Spray forth acid, eating away at metal and flesh

Apocalypse Dragon: Solitary, Huge, Magical, Divine (The Lower Depths) HP: 26, Armor: 5, Damage: b2d12+9 piercing 4 Bite (Reach Forceful Messy). Special Qualities: Inch-thick metal hide, Supernatural knowledge, Wings

- Set a disaster in motion
- Breathe forth the elements
- Act with perfect foresight

Assassin Vine: Solitary, Stealthy, Amorphous (The Dark Woods) HP: 15, Armor: 1, Damage: d10 Thorns (Close Reach Messy). Special Qualities: Plant

- Shoot forth new growth
- Attack the unwary

Bakunawa: Solitary, Large, Intelligent, Messy, Forceful (Denizens of the Swamp) HP: 16, Armor: 2, Damage: d10+3 piercing 1 Bite (Close Reach). Special Qualities: Amphibious

- Lure prey with lies and illusions
- Lash out at light
- Devour

Bandit King: Solitary, Intelligent, Organized (Folk of the Realm) HP: 12, Armor: 1, Damage: b2d10 Trusty Knife (Close).

- Make a demand
- Extort
- Topple power

Bandit: Horde, Intelligent, Organized (Folk of the Realm) HP: 3, Armor: 1, Damage: d6 Dirk (Close).

- Steal something
- Demand tribute

Banshee: Solitary, Magical, Intelligent (Legions of the Undead) HP: 16, Armor: 0, Damage: d10 Scream (Near). Special Qualities: Insubstantial

- Drown out all other sound with a ceaseless scream
- Unleash a skull-splitting noise
- Disappear into the mists

Barbed Devil: Solitary, Large, Planar, Terrifying (Planar Powers) HP: 16, Armor: 3, Damage: d10+3 piercing 3 Spines (Close Reach Messy). Special Qualities: Spines

- Impale someone
- Kill indiscriminately

Basilisk: Solitary, Hoarder (Denizens of the Swamp) HP: 12, Armor: 2, Damage: d10 Bite (Close).

- Turn flesh to stone with a gaze
- Retreat into a maze of stone

Black Pudding: Solitary, Amorphous (Denizens of the Swamp) HP: 15, Armor: 1, Damage: d10 ignores armor Corrosive Touch (Close). Special Qualities: Amorphous

- Eat away metal, flesh, or wood
- Ooze into a troubling place: food, armor, stomach

Blink Dog: Group, Small, Magical, Organized (The Dark Woods) HP: 6, Armor: 4, Damage: d8 Bite (Close). Special Qualities: Illusion

- Give the appearance of being somewhere they're not
- Summon the pack
- Move with amazing speed

Bulette: Solitary, Huge, Construct (Twisted Experiment) HP: 20, Armor: 3, Damage: d10+5 piercing 3 Bite (Close Forceful). Special Qualities: Burrowing

- Drag prey into rough tunnels
- Burst from the earth
- Swallow whole

Cave Rat: Horde, Small (Cave Dweller) HP: 7, Armor: 1, Damage: d6 piercing 1 Gnaw (Close Messy).

- Swarm
- Rip something (or someone) apart

Centaur: Horde, Large, Organized, Intelligent (The Dark Woods) HP: 11, Armor: 1, Damage: d6+2 piercing 1 Bow (Close Reach Near). Special Qualities: Half-horse, Half-man

- Overrun them
- Fire a perfect bullseye
- Move with unrelenting speed

Chain Devil: Solitary, Planar (Planar Powers) HP: 12, Armor: 3, Damage: d10 ignores armor Crush (Close Reach).

- Take a captive
- Return to whence it came
- Torture with glee

Chaos Ooze: Solitary, Planar, Terrifying, Amorphous (The Dark Woods) HP: 23, Armor: 1, Damage: d10 ignores armor Warping Touch (Close). Special Qualities: Ooze, Fragments of other planes embedded in it

- Cause a change in appearance or substance
- Briefly bridge the planes

Chaos Spawn: Solitary, Amorphous (The Lower Depths) HP: 19, Armor: 1, Damage: d10 Chaotic touch (Close Reach). Special Qualities: Chaos form

- Rewrite reality
- Unleash chaos from containment

Chimera: Solitary, Large, Construct (Twisted Experiment) HP: 16, Armor: 1, Damage: d10+1 Bite (Reach).

- Belch forth flame
- Run them over
- Poison them

Choker: Solitary, Stealthy, Intelligent (Cave Dweller) HP: 15, Armor: 2, Damage: d10 Choke (Close Reach). Special Qualities: Flexible

- Hold someone, wringing the breath from them
- Fling a held creature

Chuul: Group, Large, Cautious (The Lower Depths) HP: 10, Armor: 4, Damage: d8+1 piercing 3 Claws (Close Reach Messy). Special Qualities: Amphibious

- Split something in two with mighty claws
- Retreat into water

Cloaker: Solitary, Stealthy (Cave Dweller) HP: 12, Armor: 1, Damage: d10 ignores armor Constrict (Close). Special Qualities: Looks like a cloak

- Engulf the unsuspecting

Cockatrice: Group, Small, Hoarder (The Dark Woods) HP: 6, Armor: 1, Damage: d8 Beak (Close). Special Qualities: Stone touch

- Start a slow transformation to stone

Concept Elemental: Solitary, Devious, Planar, Amorphous (Planar Power) HP: -, Armor: -, Damage: - -. Special Qualities: Ideal form

- Demonstrate its concept in its purest form

Corrupter: Solitary, Devious, Planar, Hoarder (Planar Powers) HP: 12, Armor: 0, Damage: w2d8 Secret Dagger (Close).

- Offer a deal with horrible consequences
- Plumb the vaults of hell for a bargaining chip
- Make a show of power

Coutal: Solitary, Intelligent, Devious (Denizens of the Swamp) HP: 12, Armor: 2, Damage: d8 ignores armor Light Ray (Close). Special Qualities: Wings, Halo

- Pass judgment on a person or place
- Summon divine forces to cleanse
- Offer information in exchange for service

Crocodilian: Group, Large (Denizens of the Swamp) HP: 10, Armor: 2, Damage: d8+3 Bite (Close Reach). Special Qualities: Amphibious, Camouflage

- Attack an unsuspecting victim
- Escape into the water

- Hold something tight in its jaws

Deep Elf Assassin: Group, Intelligent, Organized (The Lower Depths) HP: 6, Armor: 1, Damage: d8 piercing 1 Poisoned Blade (Close).

- Poison them
- Unleash an ancient spell
- Call reinforcements

Deep Elf Priest: Solitary, Divine, Intelligent, Organized (The Lower Depths) HP: 14, Armor: 0, Damage: d10+2 Smite (Close Reach). Special Qualities: Divine connection

- Weave spells of hatred and malice
- Rally the deep elves
- Pass on divine knowledge

Deep Elf Swordmaster: Group, Intelligent, Organized (The Lower Depths) HP: 6, Armor: 2, Damage: b2d8+2 piercing 1 Barbed Blade (Close).

- Inflict pain beyond measure
- Use the dark to advantage

Derro: Horde, Devious, Intelligent, Organized (Twisted Experiment) HP: 3, Armor: 2, Damage: d6 Pickaxe (Close). Special Qualities: Telepathy

- Fill a mind with foreign thoughts
- Take control of a beast's mind

Devourer: Solitary, Large, Intelligent, Hoarder (Legions of the Undead) HP: 16, Armor: 1, Damage: d10+3 Smash (Close Reach Forceful).

- Devour or trap dying soul
- Bargain for a soul's return

Digester: Solitary, Large, Construct (Twisted Experiment) HP: 16, Armor: 1, Damage: d10+1 ignores armor Acid (Close Reach). Special Qualities: Digest acid secretion

- Eat away at something
- Draw sustenance

Djinn: Group, Large, Magical (Planar Powers) HP: 14, Armor: 4, Damage: d8+1 ignores armor Flame (Close Reach). Special Qualities: Made of flame

- Grant power for a price
- Summon the forces of the City of Brass

Doppelgänger: Solitary, Devious, Intelligent (Denizens of the Swamp) HP: 12, Armor: 0, Damage: d6 Dagger (Close). Special Qualities: Shapeshifting

- Assume the shape of a person whose flesh it's tasted
- Use another's identity to advantage
- Leave someone's reputation shattered

Dragon Turtle: Solitary, Huge, Cautious (Denizens of the Swamp) HP: 20, Armor: 4, Damage: d10+3 Bite (Reach). Special Qualities: Shell, Amphibious

- Move forward implacably
- Bring its full bulk to bear
- Destroy structures and buildings

Dragon Whelp: Solitary, Small, Intelligent, Cautious, Hoarder (Denizens of the Swamp) HP: 16, Armor: 3, Damage: d10+2 Elemental Breath (Close Near). Special Qualities: Wings, Elemental Blood

- Start a lair, form a base of power
- Call on family ties
- Demand oaths of servitude

Dragon: Solitary, Huge, Terrifying, Cautious, Hoarder (The Lower Depths) HP: 16, Armor: 5, Damage: b2d12+5 piercing 4 Bite (Reach Messy). Special Qualities: Elemental blood, Wings

- Bend an element to its will
- Demand tribute
- Act with disdain

Dragonbone: Solitary, Huge (Legions of the Undead) HP: 20, Armor: 2, Damage: d10+3 piercing 3 Bite (Reach Messy).

- Attack unrelentingly

Draugr: Horde, Organized (Legions of the Undead) HP: 7, Armor: 2, Damage: d6+1 Rusty Sword (Close Reach). Special Qualities: Icy touch

- Freeze flesh
- Call on the unworthy dead

Dryad: Solitary, Magical, Intelligent, Devious (The Dark Woods) HP: 12, Armor: 2, Damage: w2d8 Crushing Vines (Close). Special Qualities: Plant

- Entice a mortal
- Merge into a tree
- Turn nature against them

Dwarven Warrior: Horde, Organized (Cave Dweller) HP: 7, Armor: 2, Damage: d6 Axe (Close).

- Drive them back
- Call up reinforcements

Eagle Lord: Group, Large, Organized, Intelligent (The Dark Woods) HP: 10, Armor: 1, Damage: b2d8+1 piercing 1 Talons (Close Reach). Special Qualities: Mighty wings

- Attack from the sky
- Pull someone into the air
- Call on ancient oaths

Earth Elemental: Solitary, Huge (Cave Dweller) HP: 27, Armor: 4, Damage: d10+5 Smash (Reach Forceful). Special Qualities: Made of stone

- Turn the ground into a weapon
- Meld into stone

Ekek: Horde (Denizens of the Swamp) HP: 3, Armor: 1, Damage: d6 Talons (Close). Special Qualities: Wing-arms

- Attack from the air
- Carry out the bidding of a more powerful creature

Elvish High Arcanist: Solitary, Magical, Intelligent, Organized (The Dark Woods) HP: 12, Armor: 0, Damage: d10 ignores armor Arcane Fire (Near Far). Special Qualities: Sharp senses

- Work the magic that nature demands
- Cast forth the elements

Elvish Warrior: Horde, Intelligent, Organized (The Dark Woods) HP: 3, Armor: 2, Damage: b2d6 Sword (Close). Special Qualities: Sharp sense

- Strike at a weak point
- Set ancient plans in motion
- Use the woods to advantage

Ethereal Filcher: Solitary, Devious, Planar (Twisted Experiment) HP: 12, Armor: 1, Damage: w2d8 Stolen Dagger (Close Reach). Special Qualities: Burrowing

- Take something important to its planar lair
- Retreat to the Ethereal plane
- Use an item from its lair

Ettin: Solitary, Large, Construct (Twisted Experiment) HP: 16, Armor: 1, Damage: d10+3 Club (Close Reach Forceful). Special Qualities: Two heads

- Attack two enemies at once
- Defend its creator

Fire Beetle: Horde, Small (Cave Dweller) HP: 3, Armor: 3, Damage: d6 ignores armor Flames (Near). Special Qualities: Full of flames

- Undermine the ground
- Burst from the earth
- Spray forth flames

Fire Eels: Horde, Tiny (Denizens of the Swamp) HP: 3, Armor: 0, Damage: d6-2 ignores armor Burning Touch (Hand). Special Qualities: Flammable oil, aquatic

- Catch someone or something on fire (even underwater)
- Consume burning prey

Flesh Golem: Horde (Twisted Experiment) HP: 3, Armor: 0, Damage: d6+2 Miscellaneous Claws and Teeth (Close Forceful). Special Qualities: Many body parts

- Follow orders
- Detach a body part

Fool: - (Folk of The Realm) HP: -, Armor: -, Damage: - -

- Expose injustice
- Play a trick

Formian Centurion: Horde, Intelligent, Organized (Ravenous Hordes) HP: 7, Armor: 3, Damage:

b2d6+2 Barbed Spear (Close Reach). Special Qualities: Hive connection, Insectoid, Wings

- Advance as one
- Summon reinforcements
- Give a life for the hive

Formian Drone: Horde, Organized, Cautious (Ravenous Hordes) HP: 7, Armor: 4, Damage: d6 Bite (Close). Special Qualities: Hive connection, Insectoid

- Raise the alarm
- Create value for the hive
- Assimilate

Formian Queen: Solitary, Huge, Organized, Intelligent, Hoarder (Ravenous Hordes) HP: 24, Armor: 3, Damage: d10+5 Crushing Mandibles (Reach Forceful). Special Qualities: Hive connection, Insectoid

- Call every formian it spawned
- Release a half-formed larval mutation
- Organize and issue orders

Formian Taskmaster: Group, Organized, Intelligent (Ravenous Hordes) HP: 6, Armor: 3, Damage: d8 Spiked Whip (Close Reach). Special Qualities: Hive connection, Insectoid

- Order drones into battle
- Set great numbers in motion

Frogman: Horde, Small, Intelligent (Denizens of the Swamp) HP: 7, Armor: 1, Damage: d6 Spear (Close). Special Qualities: Amphibious

- Launch an amphibious assault
- Heal at a prodigious rate

Gargoyle: Horde, Stealthy, Hoarder (Cave Dweller) HP: 3, Armor: 2, Damage: d6 Claw (Close). Special Qualities: Wings

- Attack with the element of surprise
- Take to the air
- Blend into stonework

Gelatinous Cube: Solitary, Large, Stealthy, Amorphous (Cave Dweller) HP: 20, Armor: 1, Damage: d10+1 ignores armor Engulf (Hand). Special Qualities: Transparent

- Fill an apparently empty space
- Dissolve

Ghost: Solitary, Devious, Terrifying (Legions of the Undead) HP: 16, Armor: 0, Damage: d6 Phantom Touch (Close Reach). Special Qualities: Insubstantial

- Reveal the terrifying nature of death
- Haunt a place of importance
- Offer information from the other side, at a price

Ghoul: Group (Legions of the Undead) HP: 10, Armor: 1, Damage: d8 piercing 1 Talons (Close Messy).

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

Girallon: Solitary, Huge (Twisted Experiment) HP: 20, Armor: 1, Damage: d10+5 Rending Hands (Reach Forceful). Special Qualities: Many arms

- Answer the call of sacrifice
- Drive them from the jungle
- Throw someone

Gnoll Alpha: Solitary, Intelligent, Organized (Ravenous Hordes) HP: 12, Armor: 2, Damage: b2d10 piercing 1 Sword (Close). Special Qualities: Scent

- Demand obedience
- Send the pack to hunt

Gnoll Emissary: Solitary, Divine, Intelligent, Organized (Ravenous Hordes) HP: 18, Armor: 1, Damage: d10+2 Ceremonial Dagger (Close Reach). Special Qualities: Scent

- Pass on demonic influence
- Drive the pack into a fervor

Gnoll Tracker: Group, Organized, Intelligent (Ravenous Hordes) HP: 6, Armor: 1, Damage: d8 Bow (Near Far). Special Qualities: Scent-tracker

- Doggedly track prey
- Strike at a moment of weakness

Goblin Orkaster: Solitary, Small, Magical, Intelligent, Organized (Cave Dweller) HP: 12, Armor: 0, Damage: d10+1 ignores armor Acid Orb (Near Far).

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

Goblin: Horde, Small, Intelligent, Organized (Cave Dweller) HP: 3, Armor: 1, Damage: d6 Spear (Close Reach).

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

Goliath: Group, Huge, Organized, Intelligent (Cave Dweller) HP: 14, Armor: 1, Damage: d8+7 Mace (Reach Forceful).

- Shake the earth
- Retreat, only to come back stronger

Gray Render: Solitary, Large (The Lower Depths) HP: 16, Armor: 1, Damage: d10+3 piercing 3 Rending Claws (Close Reach Forceful).

- Tear something apart

Griffin: Group, Large, Organized (The Dark Woods) HP: 10, Armor: 1, Damage: d8+3 Talons (Close Reach Forceful). Special Qualities: Wings

- Judge someone's worthiness
- Carry an ally aloft
- Strike from above

Guardsmen: Group, Intelligent, Organized (Folk of the Realm) HP: 6, Armor: 1, Damage: d8 Spear (Close Reach).

- Uphold the law
- Make a profit

Halfling Thief: Solitary, Small, Intelligent, Stealthy, Devious (Folk of the Realm) HP: 12, Armor: 1, Damage: w2d8 Dagger (Close).

- Steal
- Put on the appearance of friendship

Hedge Wizard: Magical (Folk of The Realm) HP: -, Armor: -, Damage: - -.

- Cast almost the right spell (for a price)
- Make deals beyond their ken

Hell Hound: Group, Planar, Organized (Planar Powers) HP:

10, Armor: 1, Damage: d8 Fiery Bite (Close). Special Qualities: Hide of shadow

- Follow despite all obstacles
- Spew fire
- Summon the forces of hell on their target

High Priest: - (Folk of The Realm) HP: -, Armor: -, Damage: - -.

- Set down divine law
- Reveal divine secrets
- Commission divine undertakings

Hill Giant: Group, Huge, Intelligent, Organized (The Dark Woods) HP: 10, Armor: 1, Damage: d8+3 Thrown Rocks (Reach Near Far Forceful).

- Throw something
- Do something stupid
- Shake the earth

Hunter: Group, Intelligent (Folk of the Realm) HP: 6, Armor: 1, Damage: d6 Ragged Bow (Near Far).

- Bring back news from the wilds
- Slay a beast

Hydra: Solitary, Large (Denizens of the Swamp) HP: 16, Armor: 2, Damage: d10+3 Bite (Close Reach). Special Qualities: Many heads, Only killed by a blow to the heart

- Attack many enemies at once
- Regenerate a body part (especially a head)

Imp: Horde, Planar, Intelligent, Organized (Planar Powers) HP: 7, Armor: 1, Damage: d6 ignores armor Flame Gout (Close Near Far).

- Send information back to hell
- Cause mischief

Inevitable: Group, Large, Magical, Cautious, Amorphous, Planar (Planar Powers) HP: 21, Armor: 5, Damage: d10+1 Hammer (Close Reach). Special Qualities: Made of Order

- End a spell or effect
- Enforce a law of nature or man
- Give a glimpse of destiny

Iron Golem: Group, Large, Construct (Twisted Experiment) HP: 10, Armor: 3, Damage: d8+5 Metal Fists (Close Reach Forceful). Special Qualities: Metal

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

Knight: Solitary, Intelligent, Organized, Cautious (Folk of the Realm) HP: 12, Armor: 4, Damage: b2d10 Sword (Close).

- Make a moral stand
- Lead soldiers into battle

Kobold: Horde, Small, Stealthy, Intelligent, Organized (Denizens of the Swamp) HP: 3, Armor: 1, Damage: d6 Spear (Close Reach). Special Qualities: Dragon connection

- Lay a trap
- Call on dragons or draconic allies
- Retreat and regroup

Kraken: Solitary, Huge (Twisted Experiment) HP: 20, Armor: 2, Damage: d10+5 Giant Tentacles (Reach Forceful). Special Qualities: Aquatic

- Drag a person or ship to a watery grave
- Wrap them in tentacles

Larvae: Horde, Devious, Planar, Intelligent (Planar Powers) HP: 10, Armor: 0, Damage: w2d4 Slime (Close).

- Fill them with despair
- Beg for mercy
- Draw evil attention

Lich: Solitary, Magical, Intelligent, Cautious, Hoarder, Construct (Legions of the Undead) HP: 16, Armor: 5, Damage: d10+3 ignores armor Magical Force (Near Far).

- Cast a perfected spell of death or destruction
- Set a ritual or great working into motion
- Reveal a preparation or plan already completed

Lizardman: Group, Stealthy, Intelligent, Organized (Denizens of the Swamp) HP: 6, Armor: 2, Damage: d8 Spear (Close Reach). Special Qualities: Amphibious

- Ambush the unsuspecting
- Launch an amphibious assault

Maggot-Squid: Horde, Small (Cave Dweller) HP: 3, Armor: 1, Damage: d6 Chew (Close). Special Qualities: Amphibious, Paralyzing Tentacles

- Paralyze with a touch

Magmin: Horde, Intelligent, Organized, Hoarder (The Lower Depths) HP: 7, Armor: 4, Damage: d6+2 Flaming Hammer (Close Reach). Special Qualities: Fiery blood

- Offer a trade or deal
- Strike with fire or magic
- Provide just the right item, at a price

Manticore: Solitary, Large, Construct (Twisted Experiment) HP: 16, Armor: 3, Damage: d10+1 piercing 1 Stinger (Close Reach Messy). Special Qualities: Wings

- Poison them
- Rip something apart

Medusa: Solitary, Devious, Intelligent, Hoarder (Denizens of the Swamp) HP: 12, Armor: 0, Damage: d6 Claws (Close). Special Qualities: Look turns you to stone

- Turn a body part to stone with a look
- Draw someone's gaze
- Show hidden terrible beauty

Merchant: - (Folk of The Realm) HP: -, Armor: -, Damage: - -

- Propose a business venture
- Offer a "deal"

Minotaur: Solitary, Large (The Lower Depths) HP: 16, Armor: 1, Damage: d10+1 Axe (Close Reach). Special Qualities: Unerring sense of direction

- Confuse them
- Make them lost

Mohrg: Group (Legions of the Undead) HP: 10, Armor: 0, Damage: d8 Bite (Close).

- Rage
- Add to their collection of guts

Mummy: Solitary, Divine, Hoarder (Legions of the Undead) HP: 16, Armor: 1, Damage: d10+2 Smash (Close).

- Curse them
- Wrap them up
- Rise again

Naga: Solitary, Intelligent, Organized, Hoarder, Magical (The Lower Depths) HP: 12, Armor: 2, Damage: d10 Bite (Close Reach).

- Send a follower to their death
- Use old magic
- Offer a deal or bargain

Nightmare: Horde, Large, Magical, Terrifying, Planar (Planar Powers) HP: 7, Armor: 4, Damage: d6+1 Trample (Close Reach). Special Qualities: Flame and shadow

- Sheath a rider in hellish flame
- Drive them away

Nightwing: Horde, Stealthy (Legions of the Undead) HP: 7, Armor: 1, Damage: d6 Rend (Close). Special Qualities: Wings

- Attack from the night sky
- Fly away with prey

Noble: - (Folk of The Realm) HP: -, Armor: -, Damage: - -

- Issue an order
- Offer a reward

Ogre: Group, Large, Intelligent (The Dark Woods) HP: 10, Armor: 1, Damage: d8+5 Club (Close Reach Forceful).

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

Orc Berserker: Solitary, Large, Divine, Intelligent, Organized (Ravenous Hordes) HP: 20, Armor: 0, Damage: d10+5 Cleaver (Close Reach). Special Qualities: Mutations

- Fly into a frenzy
- Unleash chaos

Orc Bloodwarrior: Horde, Intelligent, Organized (Ravenous Hordes) HP: 3, Armor: 0, Damage:

d6+2 piercing 1 Jagged Blade (Close Messy).

- Fight with abandon
- Revel in destruction

Orc Breaker: Solitary, Large (Ravenous Hordes) HP: 16, Armor: 0, Damage: d10+3 ignores armor Hammer (Close Reach Forceful).

- Destroy armor or protection
- Lay low the mighty

Orc One-Eye: Group, Divine, Magical, Intelligent, Organized (Ravenous Hordes) HP: 6, Armor: 0, Damage: d8+2 ignores armor Inflict Wounds (Close Reach Near Far). Special Qualities: One eye

- Rend flesh with divine magic
- Take an eye
- Make a sacrifice and grow in power

Orc Shadowhunter: Solitary, Stealthy, Magical, Intelligent (Ravenous Hordes) HP: 10, Armor: 0, Damage: d10 piercing 1 Poisoned Dagger (Close Reach). Special Qualities: Shadow cloak

- Poison them
- Melt into the shadows
- Cloak them in darkness

Orc Shaman: Solitary, Intelligent, Organized (Ravenous Hordes) HP: 12, Armor: 0, Damage: d10 ignores armor Elemental Blast (Close Reach Near Far). Special Qualities: Elemental power

- Give protection of earth
- Give power of fire
- Give swiftness of water
- Give clarity of air

Orc Slaver: Horde, Stealthy, Intelligent, Organized (Ravenous Hordes) HP: 3, Armor: 0, Damage: d6 Whip (Close Reach).

- Take a captive
- Pin someone under a net
- Drug them

Orc Warchief: Solitary, Intelligent, Organized (Ravenous Hordes) HP: 16, Armor: 0, Damage: b2d10+2 Iron Sword of Ages (Close Reach). Special Qualities: One-Eye blessings, Shaman blessings, Divine protection from mortal harm

- Start a war
- Make a show of power
- Enrage the tribes

Otyugh: Solitary, Large (Cave Dweller) HP: 20, Armor: 1, Damage: d10+3 Tentacles (Close Reach Forceful). Special Qualities: Filth Fever

- Infect someone with filth fever
- Fling someone or something

Owlbear: Solitary, Construct (Twisted Experiment) HP: 12, Armor: 2, Damage: d10 Claws (Close).

- Strike from darkness

Peasant: - (Folk of The Realm) HP: -, Armor: -, Damage: -.

- Plead for help
- Offer a simple reward and gratitude

Pegasus: Group, Construct (Twisted Experiment) HP: 10, Armor: 1, Damage: d8 Sharp Hooves (Close). Special Qualities: Wings

- Carry a rider into the air
- Give their rider an advantage

Purple Worm: Solitary, Huge (Cave Dweller) HP: 20, Armor: 2, Damage: d10+5 Bite (Reach Forceful). Special Qualities: Burrowing

- Swallow whole
- Tunnel through stone and earth

Quasit: Horde, Planar (Planar Powers) HP: 7, Armor: 2, Damage: d6 Hellish Weaponry (Close). Special Qualities: Adaptable form

- Attack with abandon
- Inflict pain

Razor Boar: Solitary (The Dark Woods) HP: 16, Armor: 1, Damage: d10 piercing 3 Tusks (Close Messy).

- Rip them apart
- Rend armor and weapons

Rebel: Horde, Intelligent, Organized (Folk of the Realm) HP: 3, Armor: 1, Damage: d6 Axe (Close).

- Die for a cause

- Inspire others

Roper: Solitary, Large, Stealthy, Intelligent (Cave Dweller) HP: 16, Armor: 1, Damage: d10+1 Bite (Close Reach). Special Qualities: Rock-like Flesh

- Ensnare the unsuspecting
- Disarm a foe
- Chew on someone

Rot Grub: Horde, Tiny (Cave Dweller) HP: 3, Armor: 0, Damage: d6-2 Burrow (Hand). Special Qualities: Burrow into flesh

- Burrow under flesh
- Lay eggs
- Burst forth from an infected creature

Rust Monster: Group, Construct (Twisted Experiment) HP: 6, Armor: 3, Damage: d8 ignores armor Corrosive Touch (Close). Special Qualities: Corrosive touch

- Turn metal to rust
- Gain strength from consuming metal

Sahuagin: Horde, Intelligent (Denizens of the Swamp) HP: 3, Armor: 2, Damage: d6+4 piercing 1 Endless Teeth (Close Forceful Messy). Special Qualities: Amphibious

- Bite off a limb
- Hurl a poisoned spear
- Frenzy at the sight of blood

Salamander: Horde, Large, Intelligent, Organized, Planar (The Lower Depths) HP: 7, Armor: 3, Damage: b2d6+3 Flaming Spear (Close Reach Near). Special Qualities: Burrowing

- Summon elemental fire
- Melt away deception

Satyr: Group, Devious, Magical, Hoarder (The Dark Woods) HP: 10, Armor: 1, Damage: w2d8 Charge (Close). Special Qualities: Enchantment

- Pull others into revelry through magic
- Force gifts upon them
- Play jokes with illusions and tricks

Sauropod: Group, Huge, Cautious (Denizens of the Swamp) HP: 18, Armor: 4, Damage: d10+5

Trample (Reach). Special Qualities: Armor plated body

- Stampede
- Knock something down
- Unleash a deafening bellow

Shadow: Horde, Large, Magical, Construct (Legions of the Undead) HP: 11, Armor: 4, Damage: d6+1 Shadow Touch (Close Reach). Special Qualities: Shadow Form

- Snuff out light
- Spawn another shadow from the dead

Sigben: Horde, Large, Construct (Legions of the Undead) HP: 11, Armor: 2, Damage: d6+1 Tail Whip (Close Reach). Special Qualities: Vampire spawn

- Poison them
- Do a vampire's bidding

Skeleton: Horde (Legions of the Undead) HP: 7, Armor: 1, Damage: d6 Slam (Close).

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

Soldier: Horde, Intelligent, Organized (Folk of the Realm) HP: 3, Armor: 1, Damage: d6 Spear (Close Reach).

- March into battle
- Fight as one

Spectre: Solitary, Hoarder (Legions of the Undead) HP: 12, Armor: 0, Damage: d10 Withering Touch (Close). Special Qualities: Insubstantial

- Turn their haunt against a creature
- Bring the environment to life

Spiderlord: Solitary, Large, Devious, Intelligent (Cave Dweller) HP: 16, Armor: 3, Damage: d8+4 Mandibles (Close Reach). Special Qualities: Burrowing

- Enmesh in webbing
- Put a plot into motion

Sprite: Horde, Tiny, Stealthy, Magical, Devious, Intelligent (The Dark Woods) HP: 3, Armor: 0, Damage: w2d4 Dagger (Hand). Special Qualities: Wings, Fey Magic

- Play a trick to expose someone's true nature
- Confuse their senses
- Craft an illusion

Spy: - (Folk of The Realm) HP: -, Armor: -, Damage: - -.

- Report the truth
- Double cross

Swamp Shambler: Solitary, Large, Magical (Denizens of the Swamp) HP: 23, Armor: 1, Damage: d10+1 Lash (Close Reach Forceful). Special Qualities: Swamp form

- Call on the swamp itself for aid
- Meld into the swamp
- Reassemble into a new form

The Tarrasque: Solitary, Huge, Planar (Planar Power) HP: -, Armor: -, Damage: - -. Special Qualities: Impervious

- Swallow a person, group, or place whole
- Release a remnant of a long-eaten place from its gullet

Tinkerer: - (Folk of The Realm) HP: -, Armor: -, Damage: - -.

- Offer an oddity at a price
- Spin tales of great danger and reward in far-off lands

Treant: Group, Huge, Intelligent, Amorphous (The Dark Woods) HP: 21, Armor: 4, Damage: d10+5 Walloping Branches (Reach Forceful). Special Qualities: Wooden

- Move with implacable strength
- Set down roots
- Spread old magic

Triton Noble: Group, Organized, Intelligent (Ravenous Hordes) HP: 6, Armor: 2, Damage: d8 Trident (Close Near Far). Special Qualities: Aquatic

- Stir tritons to war
- Call reinforcements

Triton Spy: Solitary, Stealthy, Intelligent, Organized (Ravenous

Hordes) HP: 12, Armor: 2, Damage: w2d10 Trident (Close Near). Special Qualities: Aquatic

- Reveal their secrets
- Strike at weakness

Triton Sub-Mariner: Group, Organized, Intelligent (Ravenous Hordes) HP: 6, Armor: 3, Damage: b2d8 Harpoon (Close Near Far). Special Qualities: Aquatic

- Lead tritons to battle
- Pull them beneath the waves

Triton Tidecaller: Group, Divine, Magical, Intelligent (Ravenous Hordes) HP: 6, Armor: 2, Damage: d8+2 ignores armor Waves (Near Far). Special Qualities: Aquatic, Mutations

- Cast a spell of water and destruction
- Command beasts of the sea
- Reveal divine proclamation

Troglodyte: Group, Organized (Cave Dweller) HP: 10, Armor: 1, Damage: d8 Club (Close).

- Raid and retreat
- Use scavenged weapons or magic

Troll: Solitary, Large (Denizens of the Swamp) HP: 20, Armor: 1, Damage: d10+3 Club (Close Reach Forceful). Special Qualities: Regeneration

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

Vampire: Group, Stealthy, Organized, Intelligent (Legions of the Undead) HP: 10, Armor: 2, Damage: d8+5 piercing 1 Supernatural Force (Close Forceful). Special Qualities: Changing form, ancient mind

- Charm someone
- Feed on their blood
- Retreat to plan again

Werewolf: Solitary, Intelligent (The Dark Woods) HP: 12, Armor: 1, Damage: d10+2 piercing 1 Bite (Close Messy). Special Qualities: Weak to silver

- Transform to pass unnoticed as beast or man
- Strike from within
- Hunt like man and beast

Wight-Wolf: Horde, Organized, Intelligent (Legions of the Undead) HP: 7, Armor: 1, Damage: d6+1 piercing 1 Pounce (Close). Special Qualities: Shadow form

- Encircle prey
- Summon the pack

Will-o-wisp: Solitary, Tiny, Magical (Denizens of the Swamp) HP: 12, Armor: 0, Damage: w2d8-2 Ray (Near). Special Qualities: Body of light

- Lead someone astray
- Clear a path to the worst place possible

Word Demon: Solitary, Planar, Magica (Planar Power) HP: -, Armor: -, Damage: - -.

- Cast a spell related to their word
- Bring their word into abundance

Worg: Horde, Organized (The Dark Woods) HP: 3, Armor: 1, Damage: d6 Bite (Close).

- Carry a rider into battle
- Give its rider an advantage

Xorn: Solitary, Large, Construct (Twisted Experiment) HP: 12, Armor: 2, Damage: d10 Maw (Close Reach). Special Qualities: Burrowing

- Consume stone
- Give off a burst of light and heat

Zombie: Horde (Legions of the Undead) HP: 11, Armor: 1, Damage: d6 Bite (Close).

- Attack with overwhelming numbers
- Corner them
- Gain strength from the dead, spawn more zombies

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