

Playkit Plus

Version 1.3.2 [View Changelog](#)

Design and Additions by Riley Shea
Dungeon World by Sage LaTorra & Adam Koebel

[Google Doc Playbook Template](#) is available for use! (CC-BY) (also in [A4 size](#))

- 2 — [Basic & Special Moves](#)
- 4 — [Hirelings](#)
- 5 — [Equipment](#)
- 6 — [Barbarian](#)
- 8 — [Bard](#)
- 10 — [Cleric](#)
- 14 — [Druid](#)
- 16 — [Fighter](#)
- 18 — [Immolator](#)
- 20 — [Paladin](#)
- 22 — [Ranger](#)
- 24 — [Thief](#)
- 26 — [Wizard](#)
- 30 — [GM](#)
- 31 — [Steading Generator](#)
- 32 — [Instant NPCs](#)
- 33 — [Fronts](#)
- 34 — [Fronts \(Alternate\)](#)



Laughing Gnoll
Games

Contact: LaughingGnoll@gmail.com

Thanks to everyone from the G+ Tavern and r/DungeonWorld who provided feedback, especially Dylan Knight and Jordan Depew

Using other playbooks but still want to use the new races, alignments, and bonds? Here's a [table reference](#)!

Design and Additions by Riley Shea
(CC-BY) Creative Commons Attribution 4.0 International License

Dungeon World by Sage LaTorra & Adam Koebel
(CC-BY) Creative Commons Attribution 3.0 Unported License

Basic Moves

Hack & 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.

If the enemy is unaware or defenseless, just deal your damage instead of rolling.

Discern Realities

When you **closely study a situation or person**, roll+WIS.

*On a 10+, ask the GM 3 questions from the list below.

*On a 7-9, ask 1.

- 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?

Take +1 forward when acting on the answers.

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.

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, deal your damage, and choose 1:

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

Parley

When you **have leverage on a GM Character (NPC) and manipulate them**, roll+CHA.

Leverage is something they need or want.

*On a 10+, they do what you ask, as long as you first promise to do what they ask.

*On a 7-9, they will do what you ask, but need some concrete assurance of your promise, right now.

Leverage can be positive or negative, but it is always more than mere sweet talk—it has to have substance. Also, keep in mind that you can break your promise, but that may have consequences later on.

Aid or Interfere

When you **help or hinder another Player Character**, roll+Bond (the number of times their name is written in your bonds).

*On a 10+, they take +1 or -2 to their roll, your choice.

*On a 7-9, they still get a modifier, but you also expose yourself to danger, retribution, or cost.

Bonuses and penalties from this move don't stack.

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.

As 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

Once you are no longer close enough to the target to reasonably defend it, or take your attention off defense (like going on the offensive), you lose your hold. Note that you can Defend yourself.

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.

Special Moves

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.

If you're somewhere civilized, like an inn or a house, you still Make Camp.

Take Watch

When 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, everyone in the camp takes +1 forward.

*On a 7-9, you react just a moment too late; your companions in camp are awake but haven't had time to prepare. They have weapons and armor but little else.

*On a 6-, whatever lurks outside the campfire's light has the drop on you.

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 that's not exactly what you wanted, but close.

Carouse

When you **return triumphant and throw a big party**, spend 100 coins and roll +1 for every extra 100 coins spent.

*On a 10+, choose 3.

*On a 7-9, choose 1.

*On a 6-, you still choose 1, but things get really out of hand (the GM will say how).

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

Bolster

When you **spend your leisure time in study, meditation, or hard practice**, if you prepare...

*for at least a week, hold 1 Prep.

*for at least a month, hold 3 Prep instead.

When **your preparation pays off** spend 1 Prep for a +1 to any roll. You can only spend 1 Prep per roll.

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.

Encumbrance

When you **make a move while carrying weight that exceeds your Load**,

*if it is only 1 or 2 over, take -1 to your roll.

*If it is 3 or more over your Load, choose 1:

- drop at least 1 weight and roll at -1
- automatically fail (treat your roll as 6-)

Special Moves

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.

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
- Trailblazer reduces the amount of time it takes to reach your destination (the GM will say by how much)
- Scout will spot any trouble quick enough to let you get the drop on it

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

A journey between two places is measured in rations, with 1 ration being consumed for each day of travel. Each job rolls only once for the entire journey.

If you are out exploring the land instead of traveling to a particular location, don't use this move, but Make Camp along the way.

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, as above, 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

End of Session

When you **reach the end of a session**, choose one of 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.

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 6-, your fate is sealed. You're marked as Death's own and you'll cross the threshold soon. The GM will tell you when.

When you escape death you are stable at 0 HP, but unconscious until you receive healing.

Level Up

When you **have downtime (hours or days) and XP equal to (or greater than) your current level+7**, you can reflect on your experiences and hone your skills.

- Subtract your current level+7 from your XP.
- Increase your level by 1.
- 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.

Quick Reference

Using Cover

Characters can gain temporary armor by using their surroundings to block damage:

Partial Cover grants +1 Armor

Major Cover grants +2 Armor

Writing New Bonds

Pick something that happened last session that changes how your character thinks or feels about another player character, and say what action you'll take because of it.

Debilities

Weak (STR): You can't exert much force.

Maybe it's just fatigue and injury, or maybe your strength was drained by magic.

Shaky (DEX): You're unsteady on your feet and you've got a shake in your hands.

Sick (CON): Something just isn't right inside. Maybe you've got a disease or a wasting illness. Maybe you just drank too much ale last night and it's coming back to haunt you.

Stunned (INT): That last knock to the head shook something loose. Brain not work so good.

Confused (WIS): Ears ringing. Vision blurred. You're more than a little out of it.

Scarred (CHA): It may not be permanent, but for now you don't look so good.

Weapon Ranges

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.

Changing Alignment

As a character's viewpoints change you may choose to alter the condition you meet to fulfill your alignment or change to a different alignment entirely. The rulebook contains generic alignment options beyond those your class provides.

Stats Chart

Stat Score	Modifier	Stat Score	Modifier
1-3	-3	13-15	+1
4-5	-2	16-17	+2
6-8	-1	18	+3
9-12	0		

Tags Glossary

Ammo - An abstract representation of how much ammunition is left, when it's gone you're out

Applied - Needs to be consumed to take effect, or otherwise carefully applied

n Armor - Subtract n from damage you take, doesn't stack with other 'n armor'

+n Armor - as 'n Armor', but can stack with n & +n

Awkward - It's unwieldy and tough to use

Clumsy - It's tough to move around with. -1 ongoing while using it. This penalty is cumulative

Dangerous - Unsafe: take the proper precautions or the GM may invoke consequences

Forceful - It can knock someone back a pace, maybe even off their feet

Ignores Armor - Armor won't reduce the damage

Messy - It does damage in a particularly destructive way, ripping people and things apart

n Piercing - Treat target as if it had n less armor

Precise - You can Hack & Slash with +DEX

Ration - It's food.

Reload - After you attack with it, it takes more than a moment to reset for another attack

Slow - It takes a minute or more to use

Stun - It dazes the target instead of reducing HP

Thrown - You can Volley with it, but it has no ammo so it's gone until you recover it

Touch - It's used by touching it to the target's skin

Two-Handed - You need both hands to use it well

Worn - To use it, you have to be wearing it

n Uses - Can be used n times before it runs out

Moves & Rules

Order Hireling

When a hireling finds themselves in a dangerous, degrading, or just flatout crazy situation due to your orders, roll+Loyalty.

*On a 10+ they stand firm and carry out the order.

*On a 7-9 they do it for now, but come back with serious demands later. Meet them, or the hireling quits on the worst terms.

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 +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 to what you want or turn them away.

*On a 6-, 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.

Hireling Quality

Hirelings start with a number of points to distribute across their loyalty and skills based on what type of steading they were recruited in.

Villages — 2-5 points Keeps — 5-8 points

Towns — 4-6 points Cities — 6-10 points

Gain or Lose Allegiance

When you offer a hireling a bonus or show them special kindness, take +1 Loyalty forward with them.

When you treat your hireling with disrespect, take -1 Loyalty forward with them.

When you achieve a great deed with the help of a hireling, they gain 1 Loyalty.

When you suffer great failure or defeat with a hireling by your side, they lose 1 Loyalty.

Paying Hirelings

All hirelings come with a cost that the GM will tell you. Common costs are:

- The Thrill of Victory
- Money
- Uncovered Knowledge
- Fame and Glory
- Debauchery
- Good Performed

When it has been an unreasonably long time since a hireling was paid, they take -1 Loyalty ongoing until their cost is met.

Hirelings

Name: _____

Cost: _____ Loyalty: _____

Skill: _____ Points: _____

Skill: _____ Points: _____

Skill: _____ Points: _____

Skill: _____ Points: _____

Notes: _____

Name: _____

Cost: _____ Loyalty: _____

Skill: _____ Points: _____

Skill: _____ Points: _____

Skill: _____ Points: _____

Skill: _____ Points: _____

Notes: _____

Common Hirelings

Adept

A weak mage, able to boost the spells of others.

Arcane Assistance

When an adept aids in the casting of a spell of lower level than their skill, the spell's effects have greater range, duration, or potency, but any negative effects incurred from the casting are focused on the adept first. The exact effects of the adept is up to the GM according to the situation and the spell, though they will tell the player before the spell is cast.

Burglar

Burglars have illicit talents, especially with traps.

Experimental Trap Disarming

When a burglar leads the way they can detect traps almost in time. If a trap would be sprung while a burglar is leading the way the burglar suffers the full effects but the players get +skill against the trap and add the burglar's skill to their armor against the trap. Most traps leave a burglar in need of immediate healing. If the players Make Camp near the trap, the burglar can disarm it by the time camp is broken.

Minstrel

They bring cheer, and a keen knack for haggling.

A Hero's Welcome

When you enter a place of food, drink, or entertainment with a minstrel you will be treated as a friend by everyone present (unless your actions prove otherwise). You also subtract the minstrel's skill from all prices in town.

Protector

Protectors stand between their employer and harm.

Sentry

When a protector stands between you and an attack you increase your armor against that attack by the defender's skill, then reduce their skill by 1 until they receive healing or have time to mend.

Intervene

When a protector helps you defy danger you may opt to take +1 from their aid. If you do you cannot get a 10+ result, a 10+ instead counts as a 7-9.

Priest

Low ranking clergy, able to call upon minor aid.

Ministry

When you make camp with a priest if you would normally heal you heal +skill HP.

First Aid

When a priest staunches your wounds heal 2*skill HP. You take -1 forward as their healing is painful and distracting.

Warrior

Handy with a weapon, but not a master of one.

Man-at-arms

When you deal damage while a warrior aids you add their skill to the damage done. If your attack results in consequences (like a counter attack) the man-at-arms takes the brunt of it.

Name: _____

Cost: _____ Loyalty: _____

Skill: _____ Points: _____

Skill: _____ Points: _____

Skill: _____ Points: _____

Skill: _____ Points: _____

Notes: _____

Tracker

Knows the secrets of following a trail.

Track

When a tracker is given time to study a trail while Making Camp, when camp is broken they can follow the trail to the next major change in terrain, travel, or weather.

Guide

When a tracker leads the way you automatically succeed on any Perilous Journey of a distance (in rations) lower than the tracker's skill.

Note: Land and Building prices can be found in the rulebook.

Equipment

Dungeon Gear

Adventuring Gear 5 uses, 1 weight, 20 coins
Adventuring gear is a collection of useful mundane items such as chalk, poles, spikes, ropes, etc. When you rummage through your adventuring gear for some useful mundane item, you find what you need and mark off a use.

Bandages 3 uses, slow, 0 weight, 5 coins
When you have a few minutes to bandage someone else's wounds, heal them of 4 damage and expend a use.

Poultices and Herbs 2 uses, slow, 1 weight, 10 coins
When you carefully treat someone's wounds with poultices and herbs, heal them of 7 damage and expend a use.

Antitoxin 0 weight, 10 coins
When you drink antitoxin, you're cured of one poison affecting you.

Healing Potion 0 weight, 50 coins
When you drink an entire healing potion, heal yourself of 10 damage or remove one debility, your choice.

Keg of Dwarven Stout 4 weight, 10 coins
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, 2 weight, 10 coins
When your bag of books contains just the right book for the subject you're spouting lore on, consult the book, mark off a use, and take +1 to your roll.

Halfling Pipeleaf 6 uses, 0 weight, 5 coins
When you share halfling pipeleaf with someone, expend two uses and take +1 forward to parley with them.

Dungeon Rations Ration, 5 uses, 1 weight, 3 coins
Not tasty, but not bad either

Personal Feast Ration, 1 use, 1 weight, 10 coins
Ostentatious to say the least.

Elven Bread Ration, 7 uses, 1 weight, 10 coins
Only the greatest of elf-friends are treated to this rare delicacy.

Dwarven Hardtack Requires Dwarf, ration, 7 uses, Dwarves say it tastes like home. Everyone else 1 weight, 3 coins
says it tastes like home, if home is a hog farm, and on fire.

Poisons

Oil of Tagit Dangerous, applied, 0 weight, 15 coins
The target falls into a light sleep.

Bloodweed Dangerous, touch, 0 weight, 12 coins
Until cured, whenever the afflicted rolls damage, they roll an additional d4 and subtract that result from their normal damage.

Goldenroot Dangerous, applied, 0 weight, 20 coins
The target treats the next creature they see as a trusted ally, until proved otherwise.

Serpent's Tears Dangerous, touch, 0 weight, 10 coins
Anyone dealing damage against the target rolls twice and takes the better result.

Transport

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

Weapons

Weapons vary: e.g. 'dull sword' -1 damage, 'masterwork knife' +1 damage

Ragged Bow near, 2 weight, 15 coins
Fine Bow near, far, 2 weight, 60 coins
Hunter's Bow near, far, 1 weight, 100 coins
Crossbow near, +1 damage, reload, 3 weight, 35 coins
Bundle of Arrows 3 ammo, 1 weight, 1 coin
Elven Arrows 4 ammo, 1 weight, 20 coins
Club, Shillelagh close, 2 weight, 1 coin
Staff close, two-handed, 1 weight, 1 coin
Dagger, Shiv, Knife hand, 1 weight, 2 coins
Throwing Dagger thrown, near, 0 weight, 1 coin
Short Sword, Axe, Warhammer, Mace close, 1 weight, 8 coins
Long Sword, Battle Axe, Flail close, +1 damage, 2 weight, 15 coins
Spear reach, thrown, near, 1 weight, 5 coins
Halberd reach, +1 damage, two-handed, 2 weight, 9 coins
Rapier close, precise, 1 weight, 25 coins
Duelling Rapier close, 1 piercing, precise, 2 weight, 50 coins

Armor

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

Services

Healing from a surgeon 5 coins
Repairs to a mundane item 25% of the item's cost
A custom item from a blacksmith Base Item + 50 coins
An evening of song and dance 18-Charisma coins
A night's "companionship" 20-Charisma coins
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
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
A month's prayers for the departed 1 coin

Meals

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

Bribes

Peasant dowry ... 20-Charisma coins
Governmental ... 50-Charisma coins
Compelling 80-Charisma coins
"Protection" for a small business
..... 100-Charisma coins
An offer you can't refuse
..... 500-Charisma coins

Gifts and Finery

Peasant gift 1 coin
Fine gift 55 coins
Noble gift 200 coins
Ring or cameo 75 coins
Finery 105 coins
Fine tapestry 350+ coins
Kingly Crown 5,000 coins

The Cleric

Level:

XP:

Progress bar for XP with 20 squares and text "(Next level at __current level)"

Name: _____

Dwarf: Durga, Aelfar, Gerda, Rurgosh, Bjorn, Drummond, Helga, Siggrun, Freya
Human: Wesley, Brinton, Sara, Hawthorn, Elise, Clarke, Lenore, Piotr, Dahlia
Halfling: Ansel, Keris, Mayse, Emmer, Caradoc, Mendel, Deryn, Eira, Penrose
Elf: Stelios, Caenden, Bresswe, Lothlorine, Oberas, Naerdrel, Amanth, Seransus, Isilda

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.

Starting Moves

Deity: You serve and worship some deity or power which grants you spells.
Deity's Name: (e.g. Helfferth, Sucellus, Zorica, Devani, The Traveler, or Krugon the Bleak)

- Choose your deity's domain: What Lies Beneath, Healing and Restoration, Knowledge and Hidden Things, Bloody Conquest, The Downtrodden and Forgotten, Civilization

- 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

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.

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.

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

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.

Look

EYES: Kind, Sharp, Sad, or
HAIR: Tonsure, Strange, Bald, or
ROBES: Ornate, Roughspun, Commoner's Tunic, or
BODY: Thin, Knobby, Flabby, or

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

Stat cards for STR (Strength: Weak -1), INT (Intelligence: Stunned -1), DEX (Dexterity: Shaky -1), WIS (Wisdom: Confused -1), CON (Constitution: Sick -1), and CHA (Charisma: Scarred -1)

HP Max: HP:
Max HP = 8 + Constitution

Damage: D6 + Armor:
Tags:

Race

- 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.
Human: Your faith is diverse. Choose a wizard spell to use as a cleric spell.
Halfling: Ambrosial food and drink are part of your spirituality. In addition to your religion's petition, you can Petition: Epicurean Delights.
Elf: Nature is imbued with the divine. You gain the rote Bestial Tongues, which lets you understand the speech of animals.

Bonds Max Bonds: 4

I believe _____ has been sent to tempt me, but I will not fail my deity's test!
I'll comfort _____'s heavy heart by hearing their confession.
I must safeguard _____ from the world's corrupting pleasures.
I'll convert _____ from their wickedness to the true path.

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.

Stone Speech (Dwarf Only)

Special Rote

With a touch you speak to the spirits within rock and stone. The non-living stone you touch answers three questions you pose, as best it can.

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.

Bestial Tongues (Elf Only)

Special Rote - Ongoing

The grunts, barks, chirps, and calls of the creatures of the wild are as language, though you can only listen, not speak them yourself. While this spell is ongoing you take -1 to cast a spell.

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.

1st Level Spells

Bless

1st Level - 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.

Speak With Dead

1st Level

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.

Magic Weapon

1st Level - 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.

Detect Alignment

1st Level

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.

Sanctuary

1st Level

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.

Cause Fear

1st Level - 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).

Cure Light Wounds

1st Level

At your touch wounds scab and bones cease to ache. Heal an ally you touch of 1d8 damage.

3rd Level Spells

Resurrection

3rd Level

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:

- It's going to take days/weeks/months
- You must get help from ____
- It will require a lot of money
- You must sacrifice ____ to do it

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.

Hold Person

3rd Level

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.

Animate Dead

3rd Level - 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 also gets your choice of 1d4 of these traits:

- It's talented. Give one stat a +2 modifier.
- It's durable. It has +2 HP for each level you have.
- It has a functioning brain and can complete complex tasks.
- It does not appear obviously dead, at least for a day or two.

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.

Darkness

3rd Level - 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.

Cure Moderate Wounds

3rd Level

You staunch bleeding and set bones through magic. Heal an ally you touch of 2d8 damage.

Zombie

HP: _____

STR: _____ DEX: _____ CON: _____

INT: _____ WIS: _____ CHA: _____

- Doesn't appear dead... days left:
- Functioning brain

Other Important details:

Cleric Spells

5th Level Spells

True Seeing

5th Level - 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.

Divination

5th Level

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.

Revelation

5th Level

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.

Contagion

5th Level - 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.

Cure Critical Wounds

5th Level

Heal an ally you touch of 3d8 damage.

Trap Soul

5th Level

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.

Words of the Unspeaking

5th Level

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.

7th Level Spells

Word of Recall

7th Level

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

7th Level

Touch an ally and you may heal their damage a number of points up to your maximum HP.

Mark of Death

7th Level

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

7th Level

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.

Sever

7th Level - 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.

Harm

7th Level

Touch an enemy and strike them with divine wrath—deal 2d8 damage to them and 1d6 damage to yourself. This damage ignores armor.

9th Level Spells

Storm of Vengeance

9th Level

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

9th Level - [type, if any] - Ongoing

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

9th Level - 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.

Plague

9th Level - 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.

Consume Unlife

9th Level

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.

Bonus Healing Held: _____

The Paladin

Level:

XP:

Progress bar for XP with 20 squares and text: (Next level at __current level)

Name: _____

Human: Thaddeus, Augustine, Lux, Cassius, Hadrian, Lucia, Octavia, Regulus, Valeria
Dwarf: Brom, Iglin, Drikka, Hromund, Olyn, Jurgan, Hildur, Ulla, Gjurd
Elf: Callemwyr, Idreth, Tredaeus, Eirthel, Amanor, Galfenol, Bellamwe, Oliash, Lanethiir
Halfling: Kendrick, Errol, Avery, Jeridoc, Rhona, Lefred, Seamus, Angelica, Kyra

Alignment

- Lawful**
Deny mercy to a criminal or unbeliever.
- Good**
Endanger yourself to protect someone weaker than you.
- Evil**
Punish the innocent for your own gain or the sake of your quest.
- _____

Starting Moves

Lay On Hands
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.

I am the Law
When you **give an NPC an order based on your divine authority**, roll+CHA. *On a 10+, you take +1 forward against them, and they choose one:
• Do what you say
• Back away cautiously, then flee
• Attack you
*On a 7-9, they choose one of the above. *On a 6-, they do as they please and you take -1 forward against them.

Armored
You ignore the clumsy tag on armor you wear.

Quest
When you **dedicate yourself to a mission through prayer and ritual cleansing**, state what you set out to do:
 Slay _____, a great blight on the land
 Defend _____ from the iniquities that beset them
 Discover the truth of _____

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

The GM will then tell you what vow or vows is required of you to maintain your blessing (if evil, flip the vows, e.g. Lies (forbidden: truth), or write new ones):

- 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)
- _____
- _____
- _____

Look

EYES: Kind, Fiery, Glowing, or _____
HAIR: Bald, Styled, Helmet, or _____
BODY: Fit, Bulky, Thin, or _____
HOLY SYMBOL: Worn, Fancy, Bloodstained, or _____

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

STR Strength: Weak <input type="checkbox"/> -1	INT Intelligence: Stunned <input type="checkbox"/> -1
DEX Dexterity: Shaky <input type="checkbox"/> -1	WIS Wisdom: Confused <input type="checkbox"/> -1
CON Constitution: Sick <input type="checkbox"/> -1	CHA Charisma: Scarred <input type="checkbox"/> -1

HP Max: **HP:**
Max HP = 10 + Constitution

Damage: D10 + **Armor:**
Tags:

Race

Human
When you **pray for guidance**, even for a moment, and ask, "What here is evil?" the GM will tell you, honestly.

Dwarf
When you **spend hold while Defending someone**, in addition to whatever you choose, also reduce the attacker's damage by 1.

Elf
You have the dedication of the long lived. When you **Quest**, you may ask for an extra vow. If you do, choose another boon.

Halfling
When an **ally Aids you to pursue your Quest**, they take +1 to the roll.

Bonds

Max Bonds: 4

I will expose the falsehood of _____'s beliefs.
_____ has stood by me in battle, so I will stand by them in their time of need.
I will help _____ atone for their past misdeeds.
My brave example will inspire _____ to perform great deeds.

Gear

You start with:

Dungeon Rations (ration, 5 uses, 1 weight), Uses left:

Leather Armor (1 armor, worn, 1 weight)

Your Chosen Poison: _____ Uses left:

Poison effect:

10 Coins

Choose your arms:

Dagger (hand, 1 weight), & **Short Sword** (close, 1 weight)

Rapier (close, precise, 1 weight)

Choose a ranged weapon:

3 Throwing Daggers (thrown, near, 0 weight), Daggers Left:

Ragged Bow (near, 2 weight),

& **Bundle of Arrows** (3 ammo, 1 weight), Ammo left:

Choose one:

Adventuring Gear (5 uses, 1 weight), Uses left:

Healing Potion (0 weight), *drink to heal 10 HP or one debility*

Coin: ____ Load: ____ / ____

(100 coin = 1 weight)

(Your Load is 9+STR)

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

_____ : _____ :

Advanced Moves (Level 2+)

Cheap Shot

When using a **precise or hand weapon**, your Backstab deals an extra +1d6 damage.

Shoot First

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

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.

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.

Underdog

When you're **outnumbered**, you have +1 armor.

Poison Master

After you've **used a poison once** 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.

Cautious

When you **use Trap Expert** you always get +1 hold, even on a 6-.

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.

Advanced Moves (Level 6+)

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 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:

- It will only work under specific circumstances.
- The best you can manage is a weaker version.
- It'll take a while to take effect.
- It'll have obvious side effects.

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.

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.

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?

Disguise

When you **have the time and materials to fashion a disguise**, it 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.

Serious Underdog

Replaces: Underdog

You have +1 armor. When you're **outnumbered**, you have +2 armor instead.

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.

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 - Alteration

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 - Summoning

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.

Prestidigitation

Cantrip - Illusion

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.

1st Level Spells

Contact Spirits

1st Level - Summoning - Known:

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.

Telepathy

1st Level - Divination - Ongoing - Known:

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.

Invisibility

1st Level - Illusion - Ongoing - Known:

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.

Charm Person

1st Level - Enchantment - Ongoing - Known:

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.

Magic Missile

1st Level - Evocation - Known:

Projectiles of pure magic spring from your fingers. Deal 2d4 damage to one target.

Detect Magic

1st Level - Divination - Known:

One of your senses is briefly attuned to magic. The GM will tell you what here is magical.

Alarm

1st Level - Evocation - Known:

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.

3rd Level Spells

Mimic

3rd Level - Alteration - Ongoing - Known:

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.

Sleep

3rd Level - Enchantment - Known:

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.

Fireball

3rd Level - Evocation - Known:

You evoke a mighty ball of flame that envelops your target and everyone nearby, inflicting 2d6 damage which ignores armor.

Visions Through Time

3rd Level - Divination - Known:

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.

Dispel Magic

3rd Level - Alteration - Known:

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.

Mirror Image

3rd Level - Illusion - Known:

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.

Wizard Spells

5th Level Spells

Cage

5th Level - Evocation - Ongoing - Known:
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.

Polymorph

5th Level - Alteration - Known:
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:

- The form will be unstable and temporary
- The creature's mind will be altered as well
- The form has an unintended benefit or weakness

Summon Monster

5th Level - Summoning - Ongoing - Known:
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 monster also gets your choice of 1d6 of these traits:

- It has +2 instead of +1 to one stat
- It's not reckless
- It does 1d8 damage
- Its bond to your plane is strong: +2 HP for each level you have
- It has some useful adaptation

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.

Contact Other Plane

5th Level - Divination - Known:
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.

Monster:

HP: _____

STR: _____ DEX: _____ CON: _____

INT: _____ WIS: _____ CHA: _____

Reckless Damage: 1d4 or 1d8

Useful Adaptations:

7th Level Spells

Contingency

7th Level - Evocation - Known:
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.

True Seeing

7th Level - Divination - Ongoing - Known:
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

7th Level - Illusion - Known:
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.

Cloudkill

7th Level - Summoning - Ongoing - Known:
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.

Dominate

7th Level - Enchantment - Ongoing - Known:
Your touch pushes your mind into someone else's. You gain 1d4 hold. Spend one hold to make the target take one of these actions:

- Speak a few words of your choice
- Give you something they hold
- Make a concerted attack on a target of your choice
- Truthfully answer one question

If you run out of hold the spell ends. If the target takes damage you lose 1 hold. While the spell is ongoing you cannot cast a spell.

9th Level Spells

Alert

9th Level - Divination - Known:
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.

Perfect Summons

9th Level - Summoning - Known:
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.

Shelter

9th Level - Evocation - Ongoing - Known:
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.

Soul Gem

9th Level - Alteration - Known:
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.

Antipathy

9th Level - Enchantment - Ongoing - Known:
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.

The GM

◆ Portray a fantastic world

◆ Fill the characters' lives with adventure

◆ Play to find out what happens

Principles

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

Treasure

Start with the **monster's damage die**, then **modify** it if the monster is:

- Hoarder: *roll damage die twice, take higher result*
- Far from home: *add at least one ration (usable by anyone with similar taste)*
- Magical: *some strange item, possibly magical*
- Divine: *a sign of a deity (or deities)*
- Planar: *something not of this earth*
- Lord over others: *+1d4 to the roll*
- Ancient and noteworthy: *+1d4 to the roll*

Roll the result from above to find the monster's treasure:

1. A few coins, 2d8 or so
2. An item useful to the current situation
3. Several coins, about 4d10
4. A small item (gem, art) of considerable value, worth as much as 2d10×10 coins, 0 weight
5. Some minor magical trinket
6. Useful information (in the form of clues, notes, etc.)
7. A bag of coins, 1d4×100 or thereabouts. 1 weight per 100
8. A very valuable small item (gem, art) worth 2d6×100, 0 weight
9. A chest of coins and other small valuables. 1 weight but worth 3d6×100 coins
10. A magical item or magical effect
11. Many bags of coins for a total of 2d4×100 or so
12. A sign of office (crown, banner) worth at least 3d4×100 coins
13. A large art item worth 4d4×100 coins, 1 weight
14. A unique item worth at least 5d4×100 coins
15. All the information needed to learn a new spell and roll again
16. A portal or secret path (or directions to one) and roll again
17. Something relating to one of the characters and roll again
18. A hoard: 1d10×1000 coins and 1d10×10 gems worth 2d6×100 each

Moves

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

Dungeon Moves

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

Making Monsters on the fly

What is it known to do?

Write a monster move describing what it does

What does it want that causes problems for others?

This is its instinct. Write it as an intended action.

How does it usually hunt or fight?

- In large groups: horde, d6 damage, 3 HP
- In small groups, about 2-5: group, d8 damage, 6 HP
- All by its lonesome: solitary, d10 damage, 12 HP

How big is it?

- Smaller than a house cat: tiny, hand, -2 damage
- Halfling-esque: small, close
- About human size: close
- As big as a cart: large, close, reach, +4 HP, +1 damage
- Much larger than a cart: huge, reach, +8 HP, +3 damage

What is its most important defense?

- Cloth or flesh: 0 armor
- Leathers or thick hide: 1 armor
- Mail or scales: 2 armor
- Plate or bone: 3 armor
- Permanent magical protection: 4 armor, magical

What is it known for?

(Choose all that apply)

- Unrelenting strength: +2 damage, forceful
- Skill in offense: roll damage twice and take the better roll
- Skill in defense: +1 armor
- Deft strikes: +1 piercing
- Uncanny endurance: +4 HP
- Deceit and trickery: stealthy, write a move about dirty tricks
- A useful adaptation like being amphibious or having wings: add a special quality for the adaptation
- The favor of the gods: divine, +2 damage or +2 HP or both (your call)
- Spells and magic: magical, write a move about its spells

What is its most common form of attack?

Note it along with the creature's damage. Common answers include: a type of weapon, claws, a specific spell.

Then choose all that apply:

- Its armaments are vicious and obvious: +2 damage
- It lets the monster keep others at bay: reach
- Its armaments are small and weak: reduce its damage die size by one
- Its armaments can slice or pierce metal: messy, +1 piercing or +3 piercing if it can just tear metal apart
- Armor doesn't help with the damage it deals (due to magic, size, etc.): Ignores Armor
- It usually attacks at range (with arrows, spells, or other projectiles): near or far or both (your call)

Which of these describe it?

(Choose all that apply)

- It isn't dangerous because of the wounds it inflicts, but for other reasons: devious, reduce its damage die size by one, write a move about why it's dangerous
- It organizes into larger groups that it can call on for support: organized, write a move about calling on others for help
- It's as smart as a human or thereabouts: intelligent
- It actively defends itself with a shield or similar: cautious, +1 armor
- It collects trinkets that humans would consider valuable (gold, gems, secrets): hoarder
- It's from beyond this world: planar, write a move about using its otherworldly knowledge and power
- It's kept alive by something beyond simple biology: +4 HP
- It was made by someone: construct, give it a special quality or two about its construction or purpose
- Its appearance is disturbing, terrible, or horrible: terrifying, write a special quality about why it's so horrendous
- It doesn't have organs or discernible anatomy: amorphous, +1 armor, +3 HP
- It (or its species) is ancient—older than man, elves, and dwarves: increase its damage die size by one
- It abhors violence: roll damage twice and take the worst result

Steading Generator

Prosperity

Dirt: Nothing for sale, meager possessions, cheap laborers.
Poor: Bare necessities for sale, few weapons unless strongly defended, plenty of laborers.
Moderate: Common items for sale, a few skilled laborers.
Wealthy: All mundane items for sale, costly skilled laborers.
Rich: Unique items for sale, costly specialist laborers.

Population

Exodus: On the verge of collapse due to population loss.
Shrinking: Low population, empty buildings.
Steady: Well populated with slow growth.
Growing: More people than there are buildings.
Booming: Over populated, resources are stretched thin.

Defenses

None: Clubs, torches, farming tools.
Militia: Reserves with worn weapons when needed.
Watch: A few lookouts, militia on call.
Guard: Armed patrol on rotation, up to 100 employed guards.
Garrison: Multiple patrols, 100-300 employed guards.
Battalion: Sturdy defenses, up to 1000 defenders.
Legion: Intimidating defenses, 1000s of defenders.

Other

Arcane: Arcane spells can be performed here for a price. +1 to recruit adepts here.
Blight: Has a recurring problem, usually a type of monster.
Craft: The steading is known for excellence in the listed craft. Items of that craft are common and of higher quality here.
Divine: Has a cathedral, monastery, or similar. They can heal and maybe even raise the dead for a donation or resolution of a quest. Take +1 to recruit priests here.
Dwarven: Largely dwarven populace. Dwarven goods are more common and less expensive than they typically are.
Elven: Largely elven populace. Elven goods are more common and less expensive than they typically are.
Enmity: Holds a grudge against the listed steadings.
Exotic: Uncommon goods and services are here. List them.
Guild: Listed guild has a major presence/influence. +1 to recruit any hireling that would be associated with the guild.
History: Something important once happened here: a battle, miracle, myth, romance, tragedy, etc.
Lawless: Crime is rampant; authority is weak.
Market: Lively trade occurs. On any given day the available items may be far beyond prosperity level. +1 to Supply rolls.
Need: Has an acute or ongoing need for the listed resource. That resource sells for considerably more.
Oath: Has sworn oaths of some sort to the listed steadings.
Personage: There's a notable person who makes their home here. Name them and then note why they're notable.
Power: Holds sway of some type: political, divine, arcane, etc.
Religion: The listed deity is revered here.
Resource: Spices, ore, grapes, or etc. is abundant and cheap.
Safe: Outside trouble doesn't come here. If steading would lose or degrade another beneficial tag get rid of safe instead.
Trade: Regularly trades with the listed steadings.

Names

Graybark, Nook's Crossing, Tanner's Ford, Goldenfield, Barrowbridge, Rum River, Brindenburg, Shambles, Covaner, Enfield, Crystal Falls, Castle Daunting, Nulty's Harbor, Castonshire, Cornwood, Irongate, Mayhill, Pigton, Crosses, Battlemoore, Torsea, Curland, Snowcalm, Seawall, Varlosh, Terminum, Avonia, Bucksburg, Settledown, Goblinjaw, Hammerford, Pit, The Gray Fast, Ennet Bend, Harrison's Hold, Fortress Andwynne, Blackstone, Cat's Hollow, Silverthorne, Bleakwater, Obersen, Rockridge, Cold Harbor, Strathdale, Vantage, Redfield, Oaks, Bull Hill, Mossel, Kearny, Ramfall

Village

By default a village is **Poor, Steady, Militia, Oath** (steading of your choice), and **Resource** (choose).

If the village is part of a kingdom or empire choose 1: (or roll 1d6)

1. Somewhere naturally defended: **Safe, -Defenses**
2. Has an abundant resource: **+Prosperity, Resource** (choose), **Enmity** (choose)
3. Under the protection of another steading: **Oath** (that steading), **+Defenses**
4. On a major road: **Trade** (choose), **+Prosperity**
5. Built around a wizard's tower: **Personage** (wizard), **Blight** (arcane creatures)
6. Built on a site of religious significance: **Divine, History** (choose)

Choose 1 problem: (or roll 1d6)

1. In arid or uncultivable land: **Need** (food)
2. Dedicated to a deity: **Religious** (that deity), **Enmity** (settlement of another deity)
3. Recently fought a battle: **-Population, -Prosperity** if they fought to the end, **-Defenses** if they lost.
4. Has a monster problem: **Blight** (that monster), **Need** (adventurers)
5. Absorbed another village: **+Population, Lawless**
6. Remote or unwelcoming: **-Prosperity, Dwarven** or **Elven**

Town

By default a town is **Moderate, Steady, Watch, and Trade** (choose 2 steadings).

If the town is listed as trade by another steading choose 1: (or roll 1d6)

1. Population is booming (note why): **Booming, Lawless**
2. Located at a crossroads: **Market, +Prosperity**
3. Defended by another steading: **Oath** (that steading), **+Defenses**
4. Built around a church: **Power** (divine)
5. Known for its wares: **Craft** (choose), **Resource** (something required for that craft)
6. Built around a military post: **+Defenses**

Choose 1 problem: (or roll 1d6)

1. Lacking supplies: **Need** (grain, wood, stone, etc.), **Trade** (village or town with it)
2. Defending more steadings than itself: **Oath** (choose), **-Defenses**
3. Notorious outlaw's homebase: **Personage** (outlaw), **Enmity** (victimized steading)
4. Cornered the market: **Exotic** (good or service), **Enmity** (envious settlement)
5. Disease-ridden: **-Population**
6. Popular meeting place: **+Population, Lawless**

Keep

By default a keep is **Poor, Shrinking, Guard, Need** (supplies), **Trade** (someplace with supplies), **Oath** (choose).

If the keep is owed fealty by at least one settlement choose 1: (or roll 1d6)

1. Belongs to a noble family: **+Prosperity, Power** (political)
2. Run by a skilled commander: **Personage** (commander), **+Defenses**
3. Stands watch over a trade road: **+Prosperity, Guild** (trade)
4. Training facility for special troops: **Arcane, -Population**
5. Surrounded by fertile land: **remove Need** (supplies)
6. On a border: **+Defenses, Enmity** (steading across the border)

Choose 1 problem: (or roll 1d6)

1. Built on a naturally defensible position: **Safe, -Population**
2. Conquered: **Enmity** (steadings of the original owner)
3. Safe haven for brigands: **Lawless**
4. Built to defend from a specific threat: **Blight** (that threat)
5. Site of a horrible, bloody war: **History** (battle), **Blight** (restless spirits)
6. Manned by the worst of the worst: **Need** (skilled recruits)

City

By default a city is **Moderate, Steady, Guard, Guild** (choose), **Market**, and **Oath** (2 steadings, usually a town & keep).

If the city has trade & fealty from at least one steading choose 1: (or roll 1d6)

1. Permanent defenses, like walls: **+Defenses, Oath** (choose)
2. Ruled by a single individual: **Personage** (ruler), **Power** (political)
3. Diverse populace: **Dwarven** and/or **Elven**
4. Trade hub: **Trade** (every steading nearby), **+Prosperity**
5. Ancient, built on top of its own ruins: **History** (choose), **Divine**
6. Center of learning: **Arcane, Craft** (choose), **Power** (arcane)

Choose 1 problem: (or roll 1d6)

1. Outgrown its resources: **+Population, Need** (food)
2. Has designs on nearby territory: **Enmity** (nearby steadings), **+Defenses**
3. Ruled by a theocracy: **-Defenses, Power** (divine)
4. Ruled by the people: **-Defenses, +Population**
5. Supernatural defenses: **+Defenses, Blight** (related supernatural creatures)
6. Founded on a place of power: **Arcane, Personage** (overseer of the place of power), **Blight** (arcane creatures)

Instant NPCs

Instinct

1. To avenge
2. To spread the good word
3. To reunite with a loved one
4. To make money
5. To make amends
6. To explore a mysterious place
7. To uncover a hidden truth
8. To locate a lost thing
9. To kill a hated foe
10. To conquer a faraway land
11. To cure an illness
12. To craft a masterwork
13. To survive just one more day
14. To earn affection
15. To prove a point
16. To be smarter, faster and stronger
17. To heal an old wound
18. To extinguish an evil forever
19. To hide from a shameful fact
20. To evangelize
21. To spread suffering
22. To prove worth
23. To rise in rank
24. To be praised
25. To discover the truth
26. To make good on a bet
27. To get out of an obligation
28. To convince someone to do their dirty work
29. To steal something valuable
30. To overcome a bad habit
31. To commit an atrocity
32. To earn renown
33. To accumulate power
34. To save someone from a monstrosity
35. To teach
36. To settle down
37. To get just one more haul
38. To preserve the law
39. To discover
40. To devour
41. To restore the family name
42. To live a quiet life
43. To help others
44. To atone
45. To prove their worth
46. To gain honor
47. To expand their land
48. To gain a title
49. To retreat from society
50. To escape
51. To party
52. To return home
53. To serve
54. To reclaim what was taken
55. To do what must be done
56. To be a champion
57. To avoid notice
58. To help a family member
59. To perfect a skill
60. To travel
61. To overcome a disadvantage
62. To play the game
63. To establish a dynasty
64. To improve the realm
65. To retire
66. To recover a lost memory
67. To battle
68. To become a terror to criminals
69. To raise dragons
70. To live up to expectations
71. To become someone else
72. To do what can't be done
73. To be remembered in song
74. To be forgotten
75. To find true love
76. To lose their mind
77. To indulge
78. To make the best of it
79. To find the one
80. To destroy an artifact
81. To show them all
82. To bring about unending summer
83. To fly
84. To find the six-fingered man
85. To wake the ancient sleepers
86. To entertain
87. To follow an order
88. To die gloriously
89. To be careful
90. To show kindness
91. To not screw it all up
92. To uncover the past
93. To go where no man has gone before
94. To do good
95. To become a beast
96. To spill blood
97. To live forever
98. To hunt the most dangerous game
99. To hate
100. To run away

Knack

How the NPC pursues their Instinct

1. Criminal connections
2. Muscle
3. Skill with a specific weapon
4. Hedge wizardry
5. Comprehensive local knowledge
6. Noble blood
7. A one-of-a-kind item
8. Special destiny
9. Unique perspective
10. Hidden knowledge
11. Magical awareness
12. Abnormal parentage
13. Political leverage
14. A tie to a monster
15. A secret
16. True love
17. An innocent heart
18. A plan for the perfect crime
19. A one-way ticket to paradise
20. A mysterious ore
21. Money, money, money
22. Divine blessing
23. Immunity from the law
24. Prophecy
25. Secret martial arts techniques
26. A ring of power
27. A much-needed bag of taters
28. A heart
29. A fortified position
30. Lawmaking
31. Tongues
32. A discerning eye
33. Endurance
34. A safe place
35. Visions
36. A beautiful mind
37. A clear voice
38. Stunning looks
39. A catchy tune
40. Invention
41. Baking
42. Brewing
43. Smelting
44. Woodworking
45. Writing
46. Immunity to fire
47. Cooking
48. Storytelling
49. Ratcatching
50. Lying
51. Utter unremarkableness
52. Mind-bending sexiness
53. Undefinable coolness
54. A way with knots
55. Wheels of polished steel
56. A magic carpet
57. Endless ideas
58. Persistence
59. A stockpile of food
60. A hidden path
61. Piety
62. Resistance to disease
63. A library
64. A silver tongue
65. Bloodline
66. An innate spell
67. Balance
68. Souls
69. Speed
70. A sense of right and wrong
71. Certainty
72. An eye for detail
73. Heroic self-sacrifice
74. Sense of direction
75. A big idea
76. A hidden entrance to the city
77. The love of someone powerful
78. Unquestioning loyalty
79. Exotic fruit
80. Poison
81. Perfect memory
82. The language of birds
83. A key to an important door
84. Metalworking
85. Mysterious benefactors
86. Steely nerves
87. Bluffing
88. A trained wolf
89. A long-lost sibling, regained
90. An arrow with your name on it
91. A true name
92. Luck
93. The attention of supernatural powers
94. Kindness
95. Strange tattoos
96. A majestic beard
97. A book in a strange language
98. Power overwhelming
99. Delusions of grandeur
100. The wind at his back and a spring in his step

Names

Human

Adur, Agasha, Ajax, Aldara, Andanna, Augustine, Avon, Aziz, Baldric, Brandon, Brianne, Brinton, Cassius, Castor, Charlotte, Clarke, Dahlia, Diana, Dunwick, Edwyn, Elana, Elise, Elizabeth, Eloise, Emory, Farley, Fatia, Florian, Gregor, Hadrian, Halek, Hawke, Hawthorn, Herran, Hiko, Hob, Ignis, Jack, Jonah, Kalil, Leena, Lenore, Lily, Lucia, Lux, Marceline, Marlow, Morgan, Nils, Nora, Octavia, Omen, Ovid, Pelin, Piotr, Ramonde, Rath, Regulus, Rudiger, Sara, Shanna, Shrike, Sibel, Siobhan, Solomon, Thaddeus, Umlilo, Uri, Valeria, Vitus, Walton, Wei, Wesley, Willem, Xenon, Yajna, Ysolde

Halfling

Amaryllis, Angelica, Anne, Ansel, Aubrey, Avery, Baldwin, Bannegan, Barlow, Bartleby, Becca, Brynn, Caradoc, Clement, Deryn, Dunstan, Edan, Eira, Ellory, Emmer, Emrys, Ennis, Errol, Felix, Filbert, Finley, Finnegan, Fosric, Gannon, Gavis, Gower, Hart, Imogen, Jeridoc, Keane, Kearney, Kellen, Kendrah, Kendrick, Keris, Kyra, Leena, Lefred, Leoric, Mabe, Maered, Mallory, Mayweather, Mendel, Moira, Mortimer, Olive, Omar, Ophelia, Owen, Penrose, Poppy, Prynne, Randolph, Rhona, Rhoswen, Robard, Robin, Rose, Seamus, Serah, Shem, Theodore, Therys, Wesley, Webley, Wendle

Elf

Adenastre, Aegor, Amanor, Amanth, Arain, Aranwe, Astrafel, Befenral, Beldaril, Bellamwe, Bresswe, Cadeus, Caenden, Callemwyr, Celion, Celsithrine, Daelwyn, Dagolir, Damarra, Dambrath, Demanor, Eirthel, Eldar, Elohiir, Elrosine, Elsenwyn, Enkirash, Eraduin, Ethanwe, Feliana, Fenfaril, Fenlorsen, Galadiir, Galfenol, Gemenalle, Haeralos, Halwyr, Hasrith, Hycorax, Idreth, Ildaril, Isilda, Isilmwe, Ithemwe, Kindramil, Kithduin, Kithracet, Lanethe, Lanethiir, Lilliastre, Lothlorine, Melliandre, Menoliir, Mithralan, Naerdrel, Nedorath, Oberas, Oliash, Ostranor, Pelenash, Pendrell, Phirosalle, Seransus, Sharaseth, Shevaral, Sinathel, Sistranalle, Sorosthrine, Stelios, Taeros, Thelian, Throndir, Tredaeus

Dwarf

Aelfar, Agar, Albreathe, Alda, Annika, Balon, Bergi, Bjogan, Bjorn, Bolir, Breski, Bricla, Brom, Brunhilda, Dagmar, Dim, Dreft, Dregal, Drikka, Drummond, Durga, Edea, Egdorn, Fala, Faldin, Freya, Froia, Gendrig, Gerda, Gjurd, Gremma, Greta, Helga, Helmi, Higar, Hildur, Hromund, Hrona, Iglin, Jael, Janos, Jarad, Jarl, Jurgan, Karsk, Kelda, Kilkarn, Klimmeck, Kohl, Kosil, Kurgan, Meredda, Morg, Mordan, Niona, Odenil, Odilia, Olyn, Ozruk, Rasmus, Rehgar, Rilla, Rullya, Rundrig, Rurgosh, Sagnus, Siggrun, Sigrial, Surtur, Syglyn, Tobur, Torbjorn, Tresgoran, Udyr, Ulla, Uriel, Ysolt

Front

Name: _____

Campaign

Adventure

Description

Stakes

Danger:

Type: _____

Impulse: _____

Impending Doom: _____

Grim Portents:

Danger:

Type: _____

Impulse: _____

Impending Doom: _____

Grim Portents:

Cast

Danger:

Type: _____

Impulse: _____

Impending Doom: _____

Grim Portents:

Danger:

Type: _____

Impulse: _____

Impending Doom: _____

Grim Portents:

Front

Name: _____

Campaign

Adventure

Description

Stakes

Danger:

Type: _____

Impulse: _____

Impending Doom: _____

Grim Portents:

Danger:

Type: _____

Impulse: _____

Impending Doom: _____

Grim Portents:

Cast

Danger:

Type: _____

Impulse: _____

Impending Doom: _____

Grim Portents:

Danger Moves / Custom Moves