

Dungeon World HACK

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WHAT IS THIS?

Dungeon World is a roleplaying game that uses sweet modern roleplaying techniques to create an old school adventure game feel.

The cool modern ideas are mostly from Apocalypse World, D Vincent Baker's game of a post-apocalyptic wasteland. The rollicking adventure feel is taken from editions of Dungeons and Dragons from Advanced Dungeons and Dragons through 4th Edition. Together, they make for a fast, fun, driven fantasy adventure game.

The first Apocalypse World/Dungeons and Dragons hybrid was Tony Dowler's Apocalypse D&D. This is a continuation of Tony's great ideas to a bigger game.

This isn't the full Dungeon World game. Dungeon World is a complete game, Dungeon World Hack requires Apocalypse World to play it.

WHAT DO I NEED TO PLAY?

Some stuff to write with and 2d6 for each person, plus some dice in other sizes for damage. You should also already be familiar with Apocalypse World and at least know the basic tropes of D&D. No AD&D experience necessary.

GMs AND PLAYERS

Dungeon World uses Game Master and player roles like many other games. Each player controls one character, the GM describes the world, monsters, and everything outside of the player characters.

3-5 Players + 3-4 Hours + 1-20 Sessions SETTING

The setting for Dungeon World is a fantasy world filled with monsters and adventures. That's all we're going to say, the rest is up to you. There's no list of places, monsters, or deities, that's all for everyone at the table to fill in together.

CHARACTERS

The characters are all skilled but untested adventurers. At the start of the game they all know each other, but you don't have to worry about that, the rules will make sure that happens. You can give as much more detail to their shared past as you want, but the rules will make sure the basics are there.

THE FLOW OF PLAY

The basic structure of Dungeon World is that the GM describes the world (including monsters, supporting characters, and locations) and the players say what they do.

The only time anyone picks up the dice is when the rules say you have to, and only the players will ever roll the dice. The things in the rules that make you roll are called moves, they're the things you do that make you powerful adventurers. A move always says when it happens. For example you Discern Realities when you study a situation, area, or person. If a player says their character does something that isn't a move, it just happens and the GM describes the result. If a player says their character does something that is a move, they have to roll the dice.

A move's roll is always 2d6 + a stat. Roll 2d6, add your stat modifier: if the result is 10+ you've succeeded admirably, 7-9 you've succeeded, but with complications, and 2-6 the GM takes the opportunity to make something bad happen.

PRINTING

At some point you'll probably want to print this game. The best way to get ready for a session is to print:

- ◆ A few copies of the basic moves and special moves (double sided, basic on one side and special on the other)
- ◆ One copy of each class sheet, double sided
- ◆ One copy each of the cleric and wizard spell sheets, double sided
- ◆ A few copies of the equipment sheet

QUESTIONS OR COMMENTS?

Try these:

- ◆ gm@dungeon-world.com
- ◆ <http://www.latorra.org>
- ◆ <http://apocalypse-world.com/forums/index.php?board=19.0>

THANKS

Dungeon World wouldn't exist without Tony Dowler, Vincent Baker, and John Harper. Some of the early Dungeon World players were Jenni Higgenbotham, Anna Kreider, Daniel Lofton, Isaac Milner, Paul Riddle, Shannon Riddle, and Daniel Solis.

BASIC MOVES

HACK AND SLASH (STR)

When you attack an enemy in melee, roll+Str. On a 7-9, you deal your damage to the enemy and take their damage. On a 10+ you deal your damage to the enemy. You can choose to also take the enemy's damage to deal +2 damage.

VOLLEY (DEX)

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: you either have to move to get the shot, placing you in danger of the GM's choice; or have to take several shots, reducing your ammo by one. Either way you deal damage.

DEFY DANGER (DEX)

When you act despite an imminent threat, roll+Dex. On a 10+, you do it, no problem. On a 7-9, you stumble, hesitate, or flinch: the GM will offer you a worse outcome, hard bargain, or ugly choice.

DEFEND (CON)

When you stand in defense of a person, item, or location, roll+Con. On a 10+, Hold 3. 7-9, Hold 1. So long as you stand in defense, you may spend the hold, 1 for 1, when you or the thing you defend is attacked, on these:

- ◆ Redirect an attack against the thing you defend to you
- ◆ Half the attack (half damage or effect)
- ◆ Open up the attacker to an ally, giving that ally +1 forward against the attacker
- ◆ Deal damage to the attacker equal to your level

SAVING THROW (CON)

When you take damage from an enemy of higher level, or when an enemy inflicts something upon you,

roll+Con. On a 10+, nothing else bad happens. On a 7-9 the GM chooses one. On a 6- the GM chooses two.

- ◆ You drop something valuable
- ◆ You break something mundane
- ◆ You miss something important
- ◆ You lose your footing
- ◆ You lose track of someone or something
- ◆ It's worse than it seemed, take +monster level damage

SPOUT LORE (INT)

When you interact with an item, monster or location and unleash your accumulated knowledge on it, roll+Int. On a 10+ ask the GM 3 questions from the list below, on a 7-9 ask 1. Take +1 forward when acting on the answers.

- ◆ Is it dangerous to me?
- ◆ What's its value?
- ◆ What does it do?
- ◆ What type of monster is it?
- ◆ How can I prevent it from ____?
- ◆ How can I make it ____?
- ◆ How effective is (particular plan) likely to be?

DISCERN REALITIES (WIS)

When you closely study a situation, roll+Wis. On a 10+ ask the GM 3 questions from the list below, on a 7-9 ask 1. Take +1 forward when acting on the answers.

- ◆ What happened here recently?
- ◆ What 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 (CHA)

When you have leverage on someone (something they need or want) and you try to get them to do what you want, roll+Cha. If they're an NPC, on a hit they ask you for something and do it if you promise. On a 7-9, they need some concrete assurance of your promise, right now. If they're a PC, on a 10+ both, on a 7-9 choose one:

- ◆ If they do it, they mark experience
- ◆ If they refuse, it's defying danger

What they do is up to them.

AID OR INTERFERE (BOND)

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

SPECIAL MOVES

ORDER HIRELINGS (CHA)

When you enter a dangerous area with hirelings, or start a session in a dangerous area with hirelings, roll+Cha. Take -1 for each hireling beyond the first. On a 10+, the hireling provides their Skill, and you owe them their Cost, take note of it. On a 7-9, the hireling provides their Skill only if you pay them their Cost first, including any owed. On a 6-, in addition to anything the GM does, the hireling provides their Skill only if you pay them their Cost first and then refuses to serve you again.

LAST BREATH

When you're dying, you catch a glimpse of what lies beyond the black gates of death, roll (just roll, +nothing). On a 10+ you're stable. On a 7-9 death offers you a bargain, take it and stabilize or refuse and pass beyond the black gates into whatever fate awaits you. On a 6-, you're dead.

ENCUMBRANCE (LOAD)

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.

CAROUSE (CON)

When you return triumphant and throw a big party, mark XP and roll+Con. On a 10+ choose 3, on a 7-9 choose 1.

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

UNDERTAKE A PERILOUS JOURNEY (CON)

When you travel through hostile territory, roll+Con-the distance in rations. On a 10+, you avoid hardship in the wild and reach your destination. On a 7-9, you reach your destination but the GM chooses one:

You run out of food

You run out of adventuring supplies

You're fatigued and need rest (take -1 forward until you do)

You've been followed to your destination

MAKE CAMP (WIS)

When you make camp, consume a ration and heal damage equal to half your max HP. If you don't have a ration to consume, you don't heal and take -1 Forward. If your camp is in dangerous territory, roll+Wis. On a hit you may choose one to be true for the camp:

- ◆ You position is well-hidden from enemies
- ◆ You manage to find food and potable water nearby, no one at camp needs to consume a ration
- ◆ You leave no trace behind when you leave

OUTSTANDING WARRANTS (CHA)

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

- ◆ The constable has a warrant for you
- ◆ A gang has a price on your head
- ◆ Someone you care for has been hurt as a result of your actions

LOOT (WIS)

When you search a monster's lair or a group of bodies, the GM will tell you what gold and gems the monster had, roll+Wis. On a 10+, choose 2. On a 7-9, choose 1.

- ◆ You find it quickly
- ◆ You find it with little trouble
- ◆ Something you find has useful information, the GM will tell you what
- ◆ Something you find has magic about it, the GM will tell you what

A single lair or group of bodies can only be looted once.

END OF SESSION

When you reach the end of a session, choose one of the other player characters who has learned about you or spent time with you. Tell that character's player that they know your character better, they get +1 Bond with you. If this would take their Bond with you to +4, they mark XP and it goes to +1 instead.

CHARACTER CREATION

Dungeon World characters are quick and easy to make. You should all create characters together at the beginning of your first session. Character creation is, just like play, a kind of conversation, so everyone should be there for it.

If you're the GM, your role during character creation is to help everyone, ask questions, and take notes. When a player makes a choice, particularly for their Bonds, ask them about it. Get more detail. Then use that detail.

The GM should also set expectations: the players are to play their characters as people. Skilled adventurers delving into dangerous places, but real people. The GM's role is to play the rest of the world as a dangerous, changing, place.

Some questions commonly come up during character creation:

Are the characters friends? No, not necessarily, but they do work together as a team for common goals. Their reasons for pursuing those goals may be different, but they generally manage to work together.

Are there other Wizards? Not really. There are other workers of arcane magic, and the common folk may call them wizards, but they're not like you. They don't have the same abilities, though they may be similar. Same goes for any class: there's only one Cleric, though there are many with similar powers of divine servitude. There's only one Thief, but there are others that fight from the shadows and steal things. Etc.

What's gold? Gold's the currency of the realm. It's good pretty much everywhere. It'll buy you mundane stuff, like steel swords and wooden staves, but the special stuff, like magic weapons, isn't for sale.

Is the GM trying to kill us? Nope. The GM is the world. It's a dangerous place, and yeah, you might die. But she's not trying to kill you.

Most everything you need to create a character you'll find on the character sheets over the next few pages. These steps will walk you through filling out a character sheet.

1. CHOOSE A CLASS

Look over the character classes and choose one that interests you. Everyone chooses a different class, there aren't two Wizards. If two people want the same class, talk it over like adults and compromise.

2. CHOOSE STATS

Assign these scores to the stats of your choice: 17, 16, 15, 12, 10, 8.

Alternatively, if everyone wants a little more randomness, you can roll stats. Roll 3d6, then assign the total to a stat, then repeat until you have all your stats.

If you want something really random, you can roll for stats in order (Str, Dex, Con, Int, Wis, Cha). If you roll in order, you get to roll before you choose your class.

3. FIGURE OUT MODIFIERS

Next you need to figure out the modifiers for your stats. From now on only the modifiers matter, you won't actually use the raw scores much.

$$1-3 = -3$$

$$4-5 = -2$$

$$6-8 = -1$$

$$9-11 = 0$$

$$12-15 = +1$$

$$16-17 = +2$$

$$18 = +3$$

4. CHOOSE RACE

Every class has a few race options, found below the starting moves for that class. Choose one and fill in the check box next to it. Your race also gives you a special move.

5. CHOOSE STARTING MOVES

Some classes, like the Bard, have their choice of starting moves. Others, like the Fighter, have choices to make as part of one of their moves. Make these choices now.

6. CHOOSE LOOK

The lower left hand corner of each class sheet describes the character's appearance. Choose one item from each list.

7. CHOOSE ALIGNMENT

Your alignment describes, in general, your moral code. Some classes may only be certain alignments. Choose your alignment, your alignment gives you more ways to earn XP.

8. CHOOSE GEAR

The lower right hand corner of each character sheet has space for gear and an amount of starting gold. Spend your starting gold on gear from the equipment list.

9. CHOOSE A NAME

Choose your character's name.

10. DESCRIBE YOUR CHARACTER

Now that you know who your character is, it's time to introduce them to everyone else. Wait until everyone's finished choosing their name. Then go around the table, each player gets to share their look and class, maybe even their alignment if they feel like it.

This is also the time for the GM to ask questions. They can be small (How old are you?) or big (So you've got a past no one knows about?). The GM should just listen to everything in the description and ask about anything that stands out. Establish where they're from, who they are, how they came together, anything that comes up.

11. CHOOSE BONDS

Once everyone has described their characters, you can now fill in the bond located just above the gear list. You must fill in one bond, and it's in your best interest to fill in more. For each one, fill in the name of one character. You can use the same character for more than one statement.

Once everyone's filled in their bonds, tell everyone your bonds. Then total up the number of Bonds you have with each character, that's your starting Bond with them. If you didn't fill in a character's name anywhere, you have Bond 0 with them.

12. SET STARTING HP

Your starting HP is equal to class's base HP+Con. Minimum starting HP is 4.

13. HIGHLIGHT STATS

Hand your character sheet to the player you have the most bonds with. In case of a tie, choose one however you want. They get to choose one of your stats to highlight. The GM chooses the other.

If everyone wants a little more randomness, you can select your highlights randomly instead. Everyone has to agree to choose randomly, otherwise use the above method. The random method is to roll 2d6 (if they both come up the same number, roll one again). For each dice, count stats starting with Str, the number rolled is the highlighted stat. (So, rolling a 1 and 3 would highlight Str and Con.)

When you gain a level from 2-10, choose from these moves.

☐ DIVINE FAVOR

You gain the Dutiful Prayer and Cast a Spell cleric moves. Count your Cleric level starting at your current level.

☐ ARCAINE CASTER

You gain the Spellbook, Prepare Spells and Cast a Spell wizard moves. Count your Wizard level starting at your current level.

☐ FAMILIARITY

When you meet someone you've met before (your call) you take +1 Forward to Discern Realities about them.

☐ KIND

When you give a generous gift, physical or otherwise, without strings attached, you take +1 Forward with the recipient.

☐ HELPING HANDS

When you successfully Aid someone you take +1 Forward as well.

☐ ARCAINE CHORDS

When you use Arcane Music, you choose two effects instead of one.

☐ OPEN BOOK

When you Spout Lore or Discern Realities, if you allow the GM to ask you a question from the list, you can ask an extra question from the list.

☐ BAMBOOZLE

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

☐ ARTFUL (CHA)

When you perform your art before an interested audience, roll+Cha. On a 10+ hold 2, on a 7-9 hold 1. Spend Hold to name an NPC in the audience and choose an option.

- ◆ This person must meet me
- ◆ This person must have my services
- ◆ This person loves me
- ◆ This person must give me a gift
- ◆ This person admires my patron

☐ REPUTATION (CHA)

When you meet someone for the first time, 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.

☐ SHARP EAR

When you hear an enemy cast a spell the GM will tell you the name of the spell and its effects.

☐ DEVIOUS

When you use Charming and Open you may also ask "How are you vulnerable to me?"

☐ HEALER'S TUNE

When you heal with Arcane Music, you heal +2 damage.

☐ VICIOUS MELODY

When you grant bonus damage with Arcane Music, you grant an extra +1 damage.

☐ PARRY

When you Hack and Slash, you take +1 Armor forward against that enemy.

☐ FORCE OF PERSONALITY

When you cast an arcane spell, you may use Cha instead of Int.

☐ MONEY ON THE MIND

When you Spout Lore and ask "What's its value?" you also get to ask "And who would pay more than that?"

☐ PERSONAL

When you formally introduce yourself to someone for the first time you can ask their player one question off the Charming and Open list without them asking you a question back.

☐ MATCHMAKER

When you formally introduce an ally to someone for the first time your ally takes +1 forward to their next Cha roll against that person.

☐ 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.

☐ MULTICLASS MASTER

Get one move from another class. Treat your level as one lower for choosing the move.

GEAR

Your Load is 5+Str. You can use Simple or Hard weapons and Simple armor. You start with 17 Gold in tips and gifts, use it to buy equipment.

NAMES

Elf: Astrafel, Daelwyn, Feliana, Damarra, Sistranalle, Pendrell, Mel-liandre, Dagoliir
Human: Baldric, Leena, Dunwick, Willem, Edwyn, Florian, Seraphine, Quorra, Charlotte, Lily

<div style="border: 1px solid black; padding: 5px; margin-bottom: 5px;"> NAME </div> <div style="border: 1px solid black; padding: 5px; margin-bottom: 5px;"> LOOK Choose one for each Kind Eyes ♦ Sharp Eyes ♦ Sad Eyes Tonsure ♦ Shorn Hair ♦ Bald Flowing Robes ♦ Habit ♦ Common Clothes Thin Body ♦ Knobby Body ♦ Flabby Body </div> <div style="border: 1px solid black; padding: 5px; margin-bottom: 5px;"> ALIGNMENT <input type="checkbox"/> GOOD When you put the dead to rest or bring a friend back from the brink mark XP. <input type="checkbox"/> EVIL When you disturb the dead mark XP. </div> <div style="border: 1px solid black; padding: 5px; margin-bottom: 5px;"> XP </div> <div style="border: 1px solid black; padding: 5px; margin-bottom: 5px;"> BONDS Choose at least one statement and fill in the name of one of your companions. _____ has insulted my deity. _____ is a good and faithful person, I trust them implicitly. I worry about the ability of _____ to survive in the dungeon. I am working on converting _____ to my faith. </div> <div style="border: 1px solid black; padding: 5px;"> HOLD </div>	<div style="text-align: center; margin-bottom: 5px;">Stat</div> <div style="border: 1px solid black; padding: 5px; margin-bottom: 5px;"> STR Hack and Slash </div> <div style="border: 1px solid black; padding: 5px; margin-bottom: 5px;"> DEX Volley, Defy Danger </div> <div style="border: 1px solid black; padding: 5px; margin-bottom: 5px;"> CON Defend, Saving Throw </div> <div style="border: 1px solid black; padding: 5px; margin-bottom: 5px;"> INT Spout Lore </div> <div style="border: 1px solid black; padding: 5px; margin-bottom: 5px;"> WIS Discern Realities </div> <div style="border: 1px solid black; padding: 5px;"> CHA Parley </div>	<div style="margin-bottom: 5px;">Highlight</div> <div style="border: 1px solid black; width: 20px; height: 20px; margin: 0 auto;"></div> <div style="border: 1px solid black; width: 20px; height: 20px; margin: 0 auto;"></div> <div style="border: 1px solid black; width: 20px; height: 20px; margin: 0 auto;"></div> <div style="border: 1px solid black; width: 20px; height: 20px; margin: 0 auto;"></div> <div style="border: 1px solid black; width: 20px; height: 20px; margin: 0 auto;"></div> <div style="border: 1px solid black; width: 20px; height: 20px; margin: 0 auto;"></div>	<div style="text-align: center; font-size: 2em; font-weight: bold; margin-bottom: 10px;">CLERIC</div> <div style="border: 1px solid black; padding: 5px; margin-bottom: 5px;"> LEVEL </div> <div style="border: 1px solid black; padding: 5px; margin-bottom: 5px;"> HP / 5 </div> <div style="border: 1px solid black; padding: 5px; margin-bottom: 5px;"> DAMAGE d6 </div> <div style="border: 1px solid black; padding: 5px; margin-bottom: 5px;"> Choose a racial move <input type="checkbox"/> DWARF You are one with stone. You can ask to be granted a special version of Speak with Unliving as a first level spell, it only works on stone. <input type="checkbox"/> HUMAN Your faith is diverse. Choose one wizard spell, you can cast and be granted it as if it was a Cleric spell. You start with these moves TURN/COMMAND UNDEAD When you hold forth your holy symbol and say a prayer for the undead, roll+Wis. On a hit you may either distribute 1d12 damage or give a short command to undead who's total level is less than your result. COMMUNE When you spend uninterrupted time in quiet communion with your deity, you lose any spells already granted to you and are granted new spells of your choice that's total levels add up to your level. You cannot be granted spells with tags, such as Death or Damaging. CAST A SPELL (WIS) 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 describe it ♦ Your casting distances you from your deity, take -1 Ongoing to Cast a Spell until 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. DEITY You serve and worship some deity or power which grants you spells. Choose your deity's domain: ♦ Healing and Restoration ♦ Bloody Conquest ♦ Civilization ♦ Knowledge and Hidden Things ♦ The Downtrodden and Forgotten ♦ What Lies Beneath </div>	<div style="border: 1px solid black; padding: 5px; margin-bottom: 5px;"> Choose two precepts of your religion: ♦ Your religion preaches the sanctity of suffering, add Petition: Suffering ♦ Your religion is cultish and insular, add Petition: Gaining Hidden Knowledge ♦ Your religion has important sacrificial rights, add Petition: Offering ♦ Your religion believes in trial by combat, add Petition: Personal Victory </div> <div style="border: 1px solid black; padding: 5px;"> DIVINE GUIDANCE When you fulfill one of your religions' petitions, your deity grants you some useful knowledge or boon related to their domain, the GM will tell you what. </div>
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OTHER MOVES

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

☐ **READY HEALING**

Cure Light Wounds does not count against your limit of granted spells.

☐ **CHOSEN**

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

☐ **INQUISITOR**

Your deity gives you domain over pain and suffering. You can cast spells with the Damaging tag.

☐ **LIFE AND DEATH**

Your deity gives you domain over the dead and undead. You can cast spells with the Death tag.

☐ **DIVINE PROTECTION**

When you wear no armor or shield you get 2 Armor.

☐ **COMPASSIONATE HEALER**

When you use a spell to heal an ally, you may heal +2 damage by taking 1 damage (armor does not apply).

☐ **SERENITY**

You ignore the first -1 penalty from maintaining spells.

☐ **RELIGIOUS STUDIES**

When you Spout Lore you may also ask "What god does it serve?" When you Discern Realities you can also ask "What god is revered here?"

☐ **RIGHTEOUS FURY**

Name another deity. When you Discern Realities, you always get to ask "Is that deity revered here?" When you Spout Lore, you always get to ask "Does it serve that deity?"

☐ **REAPER**

When you take time after a conflict to dedicate your victory to your deity and deal with the dead, take +1 Forward and mark experience.

☐ **PENITENCE**

When you take damage, you may take +your level damage. If you do, take +1 forward to Cast a Spell.

☐ **SHATTERING CHAINS**

When you Hack and Slash on a hit you may destroy one of the target's mundane possessions instead of dealing damage.

☐ **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:

The spell's effects are doubled

The spell's targets are doubled

☐ **PRAYER OF KNOWLEDGE**

When you sacrifice something of value to your deity and pray about a specific person or item, your deity tells you where that person or item is. Take +1 Forward when traveling to that location.

☐ **PRAYER OF BANISHMENT**

When you sacrifice something of value to your deity to sanctify a location, you bar extradimensional travel in or out of the location. This protection cannot be broken while you are still in the location, and it persists until removed by a higher-level being afterwards.

☐ **PRAYER OF 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.

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

☐ **GREATER READY HEALING**

Cure Moderate Wounds does not count against your limit of granted spells.

☐ **MULTICLASS DABBLER**

Get one move from another class. Treat your level as one lower for choosing the move.

☐ **CONFESSION**

When another PC comes to you for advice and you tell them what you think is best and they do it, they get +1 Forward when following your advice and you mark experience.

☐ **MARTYR**

When you use a spell to heal someone's damage, you may take damage and heal the target of twice the amount of damage you take (armor does not apply).

☐ **VICIOUS**

When you do damage with a spell, you deal +2 damage.

☐ **PIETY**

When you cause someone to fulfill your religion's petition, they get the same benefit you would.

☐ **PROVIDENCE**

You ignore the first -1 penalty from maintaining spells. If you have Serenity as well, you ignore the penalties from two spells.

☐ **SAINTLY**

When you heal damage, you heal +your level.

GEAR

Your Load is 5+Str. You can use Simple weapons and Simple or Hard armor. You start with 18 Gold in donations, use it to buy equipment or give it as a sacrifice to your god.

NAMES

Dwarf: Durga, Aelfar, Gerda, Rurgosh, Bjorn, Drummond, Helga, Siggrun, Freya,
Human: Wesley, Brinton, Jon, Sara, Hawthorn, Elise, Clarke, Lenore, Piotr, Dahlia, Carmine

Cleric Spells

Level 1 Spells

Bless

Level 1

You deity smiles on the target, they take +1 forward.

Cure Light Wounds

Level 1

Wounds scab and bones cease to ache. Heal an ally of 1d8 damage.

Command Undead

Level 1, Death

You get 1d4 Hold. Choose an undead creature and spend hold equal to its level to give it a command which it follows as best it can.

Detect Evil

Level 1

The next time you Discern Realities, you can also ask "What here is evil?" Take +1 forward to Discern Realities.

Detect Magic

Level 1

The next time you Discern Realities, you can also ask "Who's magic is at work here?" Take +1 Forward to Discern Realities.

Inflict Light Wounds

Level 1, Damaging

You open wounds. Deal 1d8 damage to the target.

Magic Weapon

Level 1

The weapon you select does +2 damage until you dismiss this spell. Until you dismiss this spell you take -1 to Cast a Spell.

Sanctuary

Level 1

The next time a monster causes you to Defy Danger or make a Saving Throw, you may use Wis instead of Con or Dex. Take +1 forward to Defy Danger and Saving Throw. When you Hack and Slash, Volley, or Defend you lose this bonus.

Speak With Dead

Level 1

A corpse converses with you briefly. Ask 3 questions off either the Discern Realities or Spout Lore lists, which are answered by the corpse.

Level 3 Spells

Animate Dead

Level 3, Death

A risen zombie acts for you. It has +1 modifier for all stats and 1 hitpoint. You may make any move except Cast a Spell through the zombie instead of yourself. You can only have one zombie at a time. You get 1d4 of these effects:

- + The zombie is talented, give one stat a +2 modifier
- + The zombie is durable, it has +2 hitpoints for each level you have
- + The zombie has a functioning brain and can complete complex tasks
- + The zombie is not obviously evil

Bear's Endurance

Level 3

The target takes +1 when rolling Con until you dismiss this spell. Until you dismiss this spell you take -1 to Cast a Spell.

Bull's Strength

Level 3

The target takes +1 when rolling Str until you dismiss this spell. Until you dismiss this spell you take -1 to Cast a Spell.

Cure Moderate Wounds

Level 3

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

Inflict Moderate Wounds

Level 3, Damaging

You break bones and leave gushing wounds. Deal 1d10 damage.

Protection From Evil

Level 3

This spell targets all evil creatures you can see when you cast this spell. Targets of lower level than you cannot attack you. Take +1 ongoing against all targets.

Shield

Level 3

The target uses your Wis bonus to Defy Danger and make Saving Throws. Until you dismiss this spell you take -1 to Cast a Spell.

Level 5 Spells

Revelation

Level 5

Ask the GM any one question about something or someone you can see. When acting on the answer, you take +1 Forward.

Cure Critical Wounds

Level 5

Heal an ally of 4d8 damage.

Divination

Level 5

Name the person, place or thing you want to learn about, they do not have to be present. Make a Discern Realities and Spout Lore roll about the target and their location with +1 to both. You get to ask one extra question (even on a failure you get to ask one question).

Inflict Critical Wounds

Level 5, Damaging

You cause horrific harm. Deal 1d8+1d4 damage.

Speak With The Unliving

Level 5

You can speak with the target of this spell even if it is dead, undead, or has never been alive. Ask the target three questions from the Discern Realities or Spout Lore lists.

Tongues

Level 5

All creatures in the area hear and understand you. Make a Parley roll, but you choose to spend the hold instead of the targets, applying it to anyone who heard you. You take +1 against all the targets so long as you have Hold over them. Once a target leaves your presence you can no longer spend hold on them.

True Seeing

Level 5

Your vision is opened to the true nature of everything you lay your eyes on. The next time you Discern Realities you may ask any questions you like about what you see, they don't have to be from the list.

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 you cast the spell at. Casting Word of Recall again before speaking the word replaces the earlier recall.

Mass

Level 7

As you perform a service to your deity, everyone who can hear you are healed of 3d8 damage.

Heal

Level 7

Heal an ally of an amount of damage up to your maximum HP.

Sever

Level 7, Damaging

Choose an appendage on the target and one of the target's moves related to that appendage. The appendage is magically severed from their body, causing no damage, but considerable pain. So long as you maintain the magical separation, the target cannot use the chosen move and you take -1 to Cast a Spell.

Symbol of Death

Level 7, Death

Choose a type of creature. You inscribe runes matching that type of creature. The next mortal creature of that type to look on the runes is immediately slain.

Resurrection

Level 7

Tell the GM you would like to resurrect a corpse you have laying on or in ground holy to your deity. The GM will tell you "yes, you can resurrect them, but..." and then one to all of the things from this list:

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

Level 9 Spells

Dictum

Level 9

All non-Lawful creatures that can hear you stand paralyzed so long as you continue speaking.

Gibber

Level 9

All non-Chaotic creatures that can hear you stand paralyzed so long as you continue speaking.

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, Damaging

Every creature must ask your leave to enter your presence, and you must speak permission for them to enter. Any creature that you deny permission takes an extra 1d10 damage whenever they take damage in your presence.

Consume Unlife

Level 9, Death

Choose undead creatures who's total level is less than or equal to your level. These creatures are destroyed. You steal the death energy that powers these creatures and can use it to heal an amount of damage equal to the destroyed creatures' current HP, or deal damage equal to the destroyed creatures current HP to any living creatures nearby.

Peace

Level 9

Choose one traumatic memory in the target's past. The target's memory of that event is calmly erased. If the target is a PC, they must be willing.

NAME

LOOK

Choose one for each

Hard Eyes ♦ Dead Eyes ♦ Worn Eyes

Wild Hair ♦ Shorn Hair ♦ Bald

Calloused Skin ♦ Tanned Skin ♦ Scarred Skin

Built Body ♦ Lithe Body ♦ Flabby Body

ALIGNMENT

☐ GOOD

When you defend those weaker than you mark XP.

☐ NEUTRAL

When defeat a worthy opponent mark XP.

☐ EVIL

When you kill a defenseless or surrendered enemy mark XP.

XP

BONDS

Choose at least one statement and fill in the name of one of your companions.

_____ owes me their life.

I have sworn to protect _____.

I worry about the ability of _____ to survive in the dungeon.

_____ is a weakling, but I will make them tough.

HOLD

Stat

STR

Hack and Slash

DEX

Volley, Defy Danger

CON

Defend, Saving Throw

INT

Spout Lore

WIS

Discern Realities

CHA

Parley

Highlight

FIGHTER

LEVEL

HP / 7

DAMAGE d10

Choose a racial move

☐ DWARF

When you share a drink with someone, you may Parley with them with Con instead of Cha.

☐ ELF

Choose one weapon, such as the long sword, you can always treat weapons of that type as if they had the Precise tag.

☐ HALFLING

When you make a Saving Throw because of damage from someone larger than you, take +1.

☐ HUMAN

When you deal damage to a group, you deal +1 damage.

You start with these moves

BEND BARS, LIFT GATES (STR)

When you use pure strength to destroy an 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

UNDERESTIMATED

You count as one level higher for the purposes of the Saving Throw move and being attacked by higher level enemies. An enemy must be two levels higher than you to force you to make a Saving Throw just by dealing damage.

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 use your weapon true.

Choose a base weapon:

♦ Sword

♦ Axe

♦ Hammer

♦ Mace

♦ Flail

♦ Fists

Your base weapon is 2 weight.

Choose two enhancements:

♦ Frighteningly big. +1 damage, but +1 weight.

♦ Sharp. +2 piercing.

♦ Perfectly weighted. +precise.

♦ Vicious barbs. +1 damage.

♦ Glows in the presence of one type of creature, your choice.

♦ Huge. +messy, +forceful.

♦ Well crafted. -1 weight.

Choose a look:

♦ Ancient

♦ Unblemished

♦ Ornate

♦ Blood-stained

♦ Sinister

OTHER MOVES

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

☐ **MERCILESS**

When you deal damage, deal +1 damage.

☐ **IRON HIDE**

When you wear simple armor or no armor, you gain +1 Armor.

☐ **ONE MAN ARMY**

You take damage as if you were a crowd.

☐ **OVER HERE!**

When you hurl insults at an enemy to draw their attention you may Defend with Cha.

☐ **HEIRLOOM**

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

☐ **BONDED**

You always know your signature weapon's location. You can also ask the GM for an impression of your signature weapon's surroundings at any time.

☐ **GRAPPLE**

When you grab and hold someone, roll+Str. On a hit, you hold them until you decide to let them go. On a 7-9, they get a chance to deal damage to you in the process.

☐ **ENTERTAINER**

When you fight before a crowd of spectators, deal +1 damage.

☐ **IMPROVED WEAPON**

Choose one extra enhancement for your signature weapon.

☐ **COMBAT VISION**

When you Discern Realities during combat, you take +1.

☐ **TOUGHER**

You count as an additional level higher for the purposes of Saving Throw. Only enemies three or more levels higher than you force you to make a Saving Throw when they deal damage.

☐ **SCENT OF BLOOD**

When you Hack and Slash an enemy, you take +1 damage Forward against that enemy.

☐ **BLACKSMITH**

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. If you had already given your signature weapon magical powers through this process, the previous powers are wiped out by the new ones.

☐ **EYE FOR WEAPONRY**

When you look over an enemy's weaponry, ask the GM how much damage they do.

☐ **MULTICLASS DABBLER**

Get one move from another class. Treat your level as one lower for choosing the move.

☐ **VETERAN**

When you meet someone new and mention your military service, roll. On a 10+, they served for the same military as you and treat you as a brother in arms. On a 7-9, they were protected by your military and treat you with respect.

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

☐ **COMMANDER**

When you fight with your comrades, at the end of the battle increase your Bond with one of them by one.

☐ **SHIELD HURLER**

When you throw your shield at an enemy, you deal 1d10 + your level damage. Your shield doesn't come back to you.

☐ **HOSTAGE**

While you have someone grappled, you may choose to split damage with them, half and half.

☐ **DAINGEROUS**

When you go into a dangerous situation, 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 miss, your enemies immediately identify you as their biggest threat.

☐ **BLOODTHIRSTY**

When you deal damage, deal +Str damage.

☐ **VISIONS**

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 a -1 throughout the battle.

☐ **MULTICLASS INITIATE**

Get one move from another class. Treat your level as one lower for choosing the move.

GEAR

Your Load is 7+Str. You can use Simple, Hard, or Complex weapons and armor. You start with 25 gold in payments and winnings, use it to buy equipment.

NAMES

Dwarf: Ozruk, Surtur, Brunhilda, Annika, Janos, Greta, Dim, Rundrig, Jarl, Xotoq
Elf: Elohiir, Sharaseth, Hasrith, Shevaral, Cadeus, Eldar, Kithracet, Thelian
Halfling: Finnegan, Olive, Randolph, Bartleby, Aubrey, Baldwin, Becca
Human: Hawke, Rudiger, Gregor, Brianne, Walton, Castor, Shanna, Ajax, Hob

NAME	Stat	Highlight	LEVEL	HP / 7
LOOK	STR Hack and Slash	<input type="checkbox"/>	PALADIN	
Choose one for each Kind Eyes ♦ Fiery Eyes ♦ Glowing Eyes Helmet ♦ Styled Hair ♦ Bald Worn Holy Symbol ♦ Fancy Holy Symbol Fit Body ♦ Bulky Body ♦ Thin Body	DEX Volley, Defy Danger	<input type="checkbox"/>	DAMAGE d10	
ALIGNMENT	CON Defend, Saving Throw	<input type="checkbox"/>		
<input type="checkbox"/> LAWFUL GOOD (AVENGER) When you deny mercy to an unbeliever mark XP. <input type="checkbox"/> LAWFUL GOOD (DEFENDER) When you protect someone weaker than you mark XP.	INT Spout Lore	<input type="checkbox"/>		
XP	WIS Discern Realities	<input type="checkbox"/>		
	CHA Parley	<input type="checkbox"/>		
BONDS				
Choose at least one statement and fill in the name of one of your companions. I have worries about the soul of _____. _____ has stood by me in battle and is one of my closest friends. I respect the beliefs of _____ but hope they will someday see the true way. _____ is a brave soul, I learn much from them.				
HOLD				

You are human, so you get this move.

☐ **HUMAN**
When you Spout Lore you may also ask "Is it evil?"
When you Discern Realities you may also ask "What here is evil?"

You start with these moves

LAY ON HANDS (CHA)
When you touch someone, skin to skin, and pray for your deity to cure them, roll+Cha. On a 10+, you heal twice your level damage, or remove one disease up to your level. On a 7-9, they are healed, but the damage or disease is transferred to you.

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

- ♦ They do it
- ♦ They back away cautiously, then flee
- ♦ They 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.

KNIGHTLY ORDER
You are part of an order of knights sworn to divine service. By default:

- ♦ Your order has an outpost in every town of 1,000 or more.
- ♦ Your order has many junior members. Surplus: Hirelings

Choose one:

- ♦ Your order is commonplace. It has an outpost in every settlement.
- ♦ Your order is rich. Add Surplus: Gold.
- ♦ Your order is well armed. Add Surplus: Gear.
- ♦ Your order has many secrets. Add Surplus: Knowledge.

Your order has an ideal that it values above all others. Choose it:

- ♦ Power. Petition: Dead enemies
- ♦ Honor. Petition: Captured enemies
- ♦ Knowledge. Petition: Secrets
- ♦ Charity. Petition: Money

KNIGHT
Whenever you visit a community where your order has a presence and present them with Petition appropriate to your order, they grant you Surplus appropriate to your level.

OTHER MOVES

When you gain a level from 2-10, choose from these moves.

☐ **DIVINE FAVOR**

You gain the Dutiful Prayer and Cast a Spell cleric moves. Count your cleric level starting at this level.

☐ **PENETRATING STARE**

When you Spout Lore or Discern Realities on a creature you may also ask "What evil acts has this person committed recently?"

☐ **SMITE EVIL**

When you deal damage to a creature you know is evil you do +1 damage.

☐ **TURN UNDEAD**

When you use divine power against the undead, roll+Wis. On a 7+ you distribute 2d6 damage amongst undead who's total level is less than your result.

☐ **SWORN CRUSADER**

When you strike the killing blow against a creature you know is evil mark experience.

☐ **BEACON OF GOOD**

When you Defend against evil, take +1 Forward to Defend.

☐ **CHARGE!**

When you lead the charge into combat, those you lead take +1 Forward.

☐ **STAINCH DEFENDER**

When you Defend you always get +1 Hold. Even on a failure, you get 1 Hold.

☐ **SETUP STRIKE**

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

☐ **HOLY PROTECTION**

You get +1 Armor against creatures you know are evil.

☐ **VOICE OF AUTHORITY**

Take +1 to Order Hirelings.

☐ **ENEMY OF THE UNDEAD**

When Turning Undead, take +2.

☐ **SCOURING LIGHT**

When you Turn Undead, you distribute +2 damage.

☐ **REGALIA**

When your Parley while fully armed and armored, you get +1 Hold on a hit.

☐ **DEMON HUNTER**

When you deal damage to a creature from the lower planes, you deal +2 damage.

☐ **WEAPON SPECIALIZATION**

Choose a type of weapons: swords, axes, maces, or flails. When wielding a weapon of that type, you deal +1 damage.

☐ **HOSPITALER**

When you heal an ally, you heal +4 damage.

☐ **SWORN VENGEANCE**

When you speak aloud your promise to defeat an enemy, you deal +1 damage against that enemy and -1 damage against anyone else. This effect lasts until the enemy is defeated or you admit your failure before your order.

☐ **HAMPER**

When you Defend you may also spend hold to hamper the attacker, giving them a -2 penalty to damage until they leave your presence. You can only hamper a creature once.

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

☐ **HOLY AURA**

Your allies also gain the benefit of your Holy Protection.

☐ **DIVINE TRACES**

When you see divine magic as it happens, you can ask the GM which deity granted the spell and one question about that deity or their followers.

☐ **SIXTH SENSE**

When you touch someone, skin to skin, the GM will immediately tell you if they are evil and if so one evil act they have committed.

☐ **GREATER TURNING**

When you Turn Undead you distribute 2d8 damage instead of 2d6.

☐ **HEALER'S TOUCH**

When you Lay on Hands, you may also ask your target one question from the Discern Realities or Spout Lore list.

☐ **REPUTATION (CHA)**

When meet someone for the first time, 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.

☐ **FAVORED**

You never make a Saving Throw from creatures you know to be evil.

☐ **MIGHTY SMITE**

When you deal damage to a creature you know is evil you do +Str damage.

GEAR

Your Load is 8+Str. You can use Simple, Hard, or Complex weapons and armor. You start with 27 gold given to you to better serve your god, use it to buy equipment or give it to your order.

NAMES

Human: Thaddeus, Augustine, Lux, Cassius, Hadrian, Lucia, Octavia, Regulus, Valeria

<div style="border: 1px solid black; padding: 2px; margin-bottom: 5px;">NAME</div> <div style="border: 1px solid black; padding: 2px; margin-bottom: 5px;">LOOK</div> <p style="font-size: 0.8em;">Choose one for each Wild Eyes ♦ Sharp Eyes ♦ Animal Eyes Covered Head ♦ Wild Hair ♦ Bald Cape ♦ Camouflage ♦ Traveling Clothes Lithe Body ♦ Wild Body ♦ Sharp Body</p> <div style="border: 1px solid black; padding: 2px; margin-bottom: 5px;">ALIGNMENT</div> <p style="font-size: 0.8em;"> <input type="checkbox"/> CHAOTIC GOOD When you free someone from literal or figurative bonds mark XP. <input type="checkbox"/> GOOD When you guide someone through a dangerous area mark XP. <input type="checkbox"/> NEUTRAL When you help or defend an animal mark XP. </p> <div style="border: 1px solid black; padding: 2px; margin-bottom: 5px;">XP</div> <div style="border: 1px solid black; padding: 2px; margin-bottom: 5px;">BONDS</div> <p style="font-size: 0.8em;"> Choose at least one statement and fill in the name of one of your companions. 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. </p> <div style="border: 1px solid black; padding: 2px; margin-bottom: 5px;">HOLD</div>	<div style="text-align: center; font-size: 0.8em;">Stat</div> <div style="text-align: right; font-size: 0.8em;">Highlight</div> <div style="border: 1px solid black; padding: 5px; margin-bottom: 5px;"> <div style="display: flex; justify-content: space-between;"> <div style="font-size: 2em; font-weight: bold;">STR</div> <div style="font-size: 0.8em;">Hack and Slash</div> <div style="width: 50px; border-bottom: 1px solid black; position: relative;"> <div style="position: absolute; right: 0; top: 0; bottom: 0; width: 10px; border-left: 1px solid black;"></div> </div> </div> </div> <div style="border: 1px solid black; padding: 5px; margin-bottom: 5px;"> <div style="display: flex; justify-content: space-between;"> <div style="font-size: 2em; font-weight: bold;">DEX</div> <div style="font-size: 0.8em;">Volley, Defy Danger</div> <div style="width: 50px; border-bottom: 1px solid black; position: relative;"> <div style="position: absolute; right: 0; top: 0; bottom: 0; width: 10px; border-left: 1px solid black;"></div> </div> </div> </div> <div style="border: 1px solid black; padding: 5px; margin-bottom: 5px;"> <div style="display: flex; justify-content: space-between;"> <div style="font-size: 2em; font-weight: bold;">CON</div> <div style="font-size: 0.8em;">Defend, Saving Throw</div> <div style="width: 50px; border-bottom: 1px solid black; position: relative;"> <div style="position: absolute; right: 0; top: 0; bottom: 0; width: 10px; border-left: 1px solid black;"></div> </div> </div> </div> <div style="border: 1px solid black; padding: 5px; margin-bottom: 5px;"> <div style="display: flex; justify-content: space-between;"> <div style="font-size: 2em; font-weight: bold;">INT</div> <div style="font-size: 0.8em;">Spout Lore</div> <div style="width: 50px; border-bottom: 1px solid black; position: relative;"> <div style="position: absolute; right: 0; top: 0; bottom: 0; width: 10px; border-left: 1px solid black;"></div> </div> </div> </div> <div style="border: 1px solid black; padding: 5px; margin-bottom: 5px;"> <div style="display: flex; justify-content: space-between;"> <div style="font-size: 2em; font-weight: bold;">WIS</div> <div style="font-size: 0.8em;">Discern Realities</div> <div style="width: 50px; border-bottom: 1px solid black; position: relative;"> <div style="position: absolute; right: 0; top: 0; bottom: 0; width: 10px; border-left: 1px solid black;"></div> </div> </div> </div> <div style="border: 1px solid black; padding: 5px;"> <div style="display: flex; justify-content: space-between;"> <div style="font-size: 2em; font-weight: bold;">CHA</div> <div style="font-size: 0.8em;">Parley</div> <div style="width: 50px; border-bottom: 1px solid black; position: relative;"> <div style="position: absolute; right: 0; top: 0; bottom: 0; width: 10px; border-left: 1px solid black;"></div> </div> </div> </div>	<div style="font-size: 4em; font-weight: bold; text-align: center;">RANGER</div> <div style="display: flex; justify-content: space-between; margin-top: 10px;"> <div style="border: 1px solid black; padding: 2px; font-size: 0.9em;">LEVEL</div> <div style="border: 1px solid black; padding: 2px; font-size: 0.9em;">HP / 6</div> </div> <div style="border: 1px solid black; padding: 2px; text-align: center; margin-top: 5px; font-size: 0.9em;">DAMAGE d8</div> <div style="margin-top: 20px;"> <div style="font-weight: bold; font-size: 0.9em;">Choose a racial move</div> <div style="margin-top: 5px;"> <input type="checkbox"/> ELF When Undertaking a Perilous Journey through forests or wilderness you automatically succeed as if you rolled 10+. </div> <div style="margin-top: 5px;"> <input type="checkbox"/> HUMAN When you Make Camp in a dungeon or city, you don't need to consume a ration. </div> <div style="font-weight: bold; font-size: 0.8em; margin-top: 5px;">You start with these moves</div> <div style="margin-top: 5px;"> HUNT AND TRACK (Wis) When you follow a trail of clues left behind by passing creatures, roll+Wis. On a hit, you follow the creature's trail until there's a significant change in its direction or mode of travel. On a 10+, you also choose 1: ♦ Gain an impression of the target as accurate as if you were able to observe them briefly from several yards away ♦ Determine what caused the trail to end </div> <div style="margin-top: 10px;"> CALLED SHOT (Dex) 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+: Maximum damage; 7-9: Next move against them is at +1. ♦ Arms - 10+: As 7-9, plus your damage; 7-9: The target deals -your level damage. ♦ Legs - 10+: As 7-9, plus your damage; 7-9: +1 to Defy Danger and Saving Throw against them ongoing. </div> <div style="margin-top: 10px;"> ANIMAL COMPANION You have a supernatural connection with a loyal animal. Name your animal companion, it has half your HP and 1 Armor. Choose a base: ♦ Dog ♦ Hawk ♦ Owl ♦ Wolf ♦ Cougar </div> <div style="margin-top: 5px;"> By default you animal companion is: ♦ Skittish. Nature: Panic. ♦ A skilled tracker. Trick: +1 forward to follow a trail. ♦ Loyalty +1 </div> </div> <div style="margin-top: 20px;"> <div style="font-weight: bold; font-size: 0.8em;">Choose 2 for your animal companion:</div> <div style="margin-top: 5px;"> ♦ Trained for combat. Trick: Attack someone, giving you +1 damage against them. ♦ Brave. Remove Nature: Panic. ♦ Trained to guard. Trick: Patrol an area so no creature may enter or leave without you knowing about it. ♦ Psychic bond. You can communicate with it no matter the distance and without speaking. ♦ Forager. Trick: Find 2 rations of food. </div> <div style="margin-top: 5px;"> <div style="font-weight: bold; font-size: 0.8em;">Choose 1 for your animal companion:</div> <div style="margin-top: 5px;"> ♦ Vicious. Nature: Kill ♦ Flighty and unreliable. Nature: Flee ♦ Old and broken. Nature: Hurt </div> </div> <div style="margin-top: 10px;"> COMMAND When you speak a command to your animal companion roll+Loyalty. On a hit, it does as you say and grants you the benefit of the Trick of your choice. On a 7-9, it also gives in to one of its natures. </div> </div> <div style="border: 1px solid black; padding: 10px; margin-top: 20px; height: 200px;"> <div style="font-weight: bold; font-size: 1.2em; text-align: center;">OTHER MOVES</div> </div>
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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.

☐ **SURVIVALIST**

When you Discern Realities you may also ask “Where is the nearest fresh food and water?”

☐ **DUAL WIELD**

You can use any two melee weapons of total Weight 3 at once. When you deal damage you deal both weapon’s damage, added together.

☐ **CAMOUFLAGE**

When you’re in natural surroundings, enemies never spot you until you make a move.

☐ **FAVORED ENEMY**

Choose a type of creature: goblinoids, aberrations, orcs, giants, or dragons. When you Discern Realities, you always get to ask if creatures of that type are present or nearby.

☐ **QUARRY**

You take +1 Forward against someone who’s trail you follow.

☐ **BROAD TRAINING**

Choose another favored enemy from the favored enemy list.

☐ **NEW TRICK**

Add another option to you animal companion.

☐ **NATURAL SPELLS**

You get the Cleric’s Dutiful Prayer and Cast a Spell moves. Count your Cleric level starting at this level.

☐ **TOOTH AND CLAW**

When your animal companion is attacking someone, the damage you deal to them has +1 Piercing.

☐ **PACK DEFENSE**

When you fight side by side with your animal companion, you gain +1 Armor.

☐ **ANIMAL KNOWLEDGE**

When you Spout Lore you always get to ask what type of monster it is.

☐ **GUIDE**

When you Undertake a Perilous journey with others, you can roll for a number of your companions equal to your level. Make your move once, you and your companions all take the results you choose.

☐ **CAMPER**

You always succeed when Making Camp as if you rolled a 10+.

☐ **TAMER**

When you Parley with a creature in its natural habitat, you take +1.

☐ **SELF-SUFFICIENT**

You do not consume rations while Undertaking a Perilous Journey through natural surroundings.

☐ **OBSERVANT**

When you Hunt and Track, on a hit you may also ask one question about the creature you are tracking from the Spout Lore list for free.

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

☐ **SUPERIOR TRACKING**

When you Hunt and Track, on a 7-9 you get to choose one, and on a 10+ you get both.

☐ **SHARPER CLAWS, MEANER TEETH**

When your animal companion is attacking someone, the damage you deal to them has +1 Piercing.

☐ **SPECIAL TRICK**

Choose a move from another class. When you work with your animal companion, you have access to that move.

☐ **HUNTER’S SENSE**

When you have a moment of silence to look for natural signs, the GM will tell you the location of the nearest creature in your favored enemy type.

☐ **PACK LEADER**

When you lead someone through dangerous terrain, take +1 Bond with them.

☐ **MONSTER TAMER**

Your animal companion is a monster, not an animal. Describe it. Replace Nature: Panic with Nature: Cause Panic and choose one:

◆Your animal companion has one supernatural sense. Trick: +1 to Discern Realities

◆When you take damage, you can choose to split the damage with your animal companion.

GEAR

Your Load is 6+Str. You can use Simple or Hard melee weapons and Simple or Hard armor. You are particularly good with ranged weapons, you can use Simple, Hard, or Complex ranged weapons. You start with 23 gold you scavenged, use it to buy equipment.

NAMES

Elf: Throndir, Elrosine, Aranwe, Celion, Dambrath, Lanethe
Human: Jonah, Halek, Brandon, Emory, Shrike, Nora, Diana

NAME

LOOK

Choose one for each
Shifty Eyes ♦ Sharp Eyes ♦ Criminal Eyes
Covered Head ♦ Cropped Hair ♦ Bald
Cloak ♦ Mask ♦ Common Clothes
Lithe Body ♦ Knobby Body ♦ Flabby Body

ALIGNMENT

☐ GOOD
When you loot or steal something and use it to help others mark XP.
☐ NEUTRAL
When you loot or steal something especially valuable mark XP.
☐ EVIL
When you harm an unsuspecting victim mark XP.

XP

BONDS

Choose at least one statement and fill in the name of one of your companions.
I stole something from _____ and they don't know it.
I stole something from _____ and they found me out.
_____ knows incriminating details about me.
_____ and I have a long con running.

HOLD

Stat

Highlight

STR

Hack and Slash

DEX

Volley, Defy Danger

CON

Defend, Saving Throw

INT

Spout Lore

WIS

Discern Realities

CHA

Parley

THIEF

LEVEL

HP

/

5

DAMAGE d8

Choose a racial move

☐ HALFLING

When you attack with a ranged weapon, deal +1 damage.

☐ HUMAN

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

You start with these moves

TRAP EXPERT (DEX)

When 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 should I be on the lookout for?

THIEF SKILLS (DEX)

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

BACKSTAB (STR)

When you attack a surprised or defenseless enemy in melee, you can choose to deal your damage or roll+Str. If you roll, on a 10+ choose two, on a 7-9 choose one.

- ♦ You don't get into melee with them
- ♦ You deal your damage+2
- ♦ You or an ally of your choice take +1 Forward against them
- ♦ Reduce their armor by 1

FLEXIBLE MORALS

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

OTHER MOVES

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

☐ THICK AS THIEVES (CHA)

When you give someone the secret thieves' sign and they return it, roll+Cha. On a 10+, tell their player two things they've heard about you. On a 7-9, tell them one, and the GM tells them one.

☐ QUICK LEARNER

When you Spout Lore about written or spoken words, you can also select "What's the gist of it?" as one of your choices, even if you don't speak the language.

☐ EVASION

When your quick reflexes come to your aid you use Dex to make a Saving Throw instead of Con.

☐ LIFE OF THE PARTY

When you Carouse with someone who has something you want, on a success you can choose "Steal a useful item of your choice."

☐ PRECISION

When using a Precise weapon, your Backstab deals an extra +1 damage.

☐ CAUTIOUS

When you use Trap Expert you always get +1 Hold, even on a failure you get 1 Hold.

☐ USE DEVICE

You can use items regardless of their requirements.

☐ OPPORTUNIST

When an ally Hack and Slashes someone you're in melee with, before they roll you can choose to add +1 to the damage they do, but you also take any negative effects including damage.

☐ EYE FOR MONEY

When you Spout Lore about an item, you always get to ask "What's its value" for free, even on a failure.

☐ SHOOT FIRST

When an enemy gets the drop on you, roll+Dex. On a 10+, you act before they can do anything. On a 7-9, choose: act first, but expose yourself to danger; or let them act first.

☐ POISONER

You've mastered the care and use of a poison. That poison is no longer dangerous for you.

☐ ENVENOM

When you apply a poison that's not dangerous to you to your weapon, it's tag instead of applied.

☐ 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?

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

☐ POISON MASTER

Choose another poison, that poison no longer has the dangerous tag for you.

☐ THROW

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.

☐ WEALTH AND TASTE

When you make a show of flashing around your most valuable possession, choose a person present. They will do anything they can to obtain your item, or one like it.

☐ UNDERDOG

When you're outnumbered, you have +1 Armor.

☐ 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.

☐ CONNECTIONS

Whenever you arrive in a new town, village, or city, ask the GM who's in charge of criminal activity there. You know these people and they know you.

☐ DEFENSIVE ROLL

When you avoid an attack through whatever means necessary, you can reduce the damage by 5 and take -1 forward.

☐ ASSASSIN

When you Backstab and deal damage, you deal an extra +1 damage.

GEAR

Your Load is 5+Str. You can use Simple weapons and Simple armor. You may also use any Precise weapon. You start with 27 gold you stole, use it to buy equipment or loan it out to further your interests.

NAMES

Halfling: Felix, Rook, Mouse, Sketch, Trixie, Robin, Omar, Brynn, Bug
Human: Sparrow, Shank, Jack, Marlow, Dodge, Rat, Pox, Humble, Farley

NAME		Stat	Highlight	WIZARD		LEVEL	HP / 4
LOOK		STR Hack and Slash		DAMAGE d4			
Choose one for each Bruised Eyes ♦ Sharp Eyes ♦ Crazy Eyes Styled Hair ♦ Wild Hair ♦ Pointed Hat Worn Robes ♦ Stylish Robes ♦ Strange Robes Pudgy Body ♦ Neglected Body ♦ Thin Body		DEX Volley, Defy Danger		Choose a racial move <input type="checkbox"/> ELF Choose one cleric spell, you can cast it as if it was a wizard spell. <input type="checkbox"/> HUMAN Take +1 to any dice rolled for a Summoning spell (but not for casting Summoning spells). You start with these moves			
ALIGNMENT		CON Defend, Saving Throw		SPELLBOOK You have mastered several spells and inscribed them in your spellbook. You start out with two first level spells in your spellbook. Whenever you gain a level, you add a new spell of your level or lower to your spellbook. You spellbook is 1 Weight.			
<input type="checkbox"/> GOOD When you prove the superiority of magic mark XP. <input type="checkbox"/> NEUTRAL When you discover something about a magical mystery mark XP. <input type="checkbox"/> EVIL When you use magic to bind or control others mark XP.		INT Spout Lore		PREPARE SPELLS When you spend uninterrupted time in quiet contemplation of your spellbook, you lose any spells you already have prepared and prepare a number of new spells who's total level add up to your level.			
XP		WIS Discern Realities		CAST A SPELL (INT) When you release a spell you prepared, roll+Int. On a 10+, the spell is successfully cast and you do not forget 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 describe it ♦ The spell stretches your mind as it is cast, take -1 Ongoing to Cast a Spell until you Prepare Spells. ♦ After is it cast, the spell is forgotten. You cannot cast the spell again until you Prepare Spells.			
BONDS		CHA Parley		RESEARCH (INT) When you spend time looking for answers within a large collection of books like a library, roll+Int. On a 10+, you may ask the GM any one question. On a 7-9, the GM will answer a question of their choice.			
Choose at least one statement and fill in the name of one of your companions. _____ refuses to let me explore the full depths of magic. _____ has been the subject of my experiments before, and hates me for it. One day _____ will stop laughing at me. One day.				RITUAL When you spend time and materials costing at least your level in gold researching a magical effect, tell the GM what you're trying to achieve. The GM will tell you "yes, you can do that, but..." and then 1 to 4 of the following: ♦ It's going to take days/weeks/months ♦ First you must _____ ♦ You'll need help from _____			
HOLD				OTHER MOVES			

- ♦ 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

SPELL DEFENSE
 When you disassemble an ongoing spell into a makeshift shield to deflect an attack, you subtract the spell's level from the damage done to you.

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 you it were one level lower.

☐ EMPOWER

When you Cast a Spell, on a 10+ you have the option of choosing an option from the 7-9 list. If you do, you may choose one of these as well:

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

☐ EIDETIC MEMORY

You can ignore the first time a spell is forgotten. You have essentially memorized each spell twice.

☐ FOUNT OF KNOWLEDGE

When you Spout Lore you get to ask one more question (even on a failed roll you get to ask one).

☐ 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 you Defy Danger or make a Saving Throw due to the effects of arcane spells.

☐ OFTEN RIGHT

When another PC comes to you for advice and you tell them what you think is best and they do it, they get +1 Forward when following your advice and you mark experience.

☐ EXPANDED SPELLBOOK

Add a new spell from any class to your spellbook.

☐ ARCAINE TOUCH

When you touch a living creature, skin to skin, you can ask the GM what the last spell to effect that creature was.

☐ COUNTERSPELL

When you are affected by arcane magic you may attempt to counter the spell. Stake one of your prepared spells of equal or higher level 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. If the spell has other targets they are effected as usual.

☐ PROTECTIVE COUNTER

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

☐ LOGICAL

When you use strict deduction to analyze your surroundings, you can Discern Realities with Int instead of Wis.

☐ PLANAR SENSE

When Spout Lore you can also ask "What plane is it from?"

☐ MYSTICAL PUPPET STRINGS

When you have hold over someone from Parley, you get to choose when and how they spend hold instead of the GM.

☐ ARCAINE ARMOR

As long as you have at least one prepared spell, you have +1 Armor.

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

☐ ETHEREAL TETHER

When you have time and intimacy with someone, you can craft an ethereal tether with them. You 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.

☐ HEAVY ARCAINE ARMOR

As long as you have at least one prepared spell, you have an additional +1 Armor.

☐ PLANAR AMBASSADOR

When you speak with a creature from another plane you take +1 to Parley.

☐ FLEXIBLE MAGIC

As long as your mind still contains a spell, you can wield its arcane energies as a weapon. You make moves as if you were equipped

with the mundane weapon of your choosing. Ignore the Hard and Complex tags when choosing what weapon to imitate.

☐ MAGICAL TOLERANCE

You never have to make a Saving Throw due to spells or damage from spells.

☐ CALCULATING

When you aid or interfere with someone who can cast spells, you roll+Int instead of +Bond.

☐ SPELL AUGMENTATION

When you deal damage to a creature you can shatter a spell's energy into them, end one of your ongoing spells and add the spell's level to the damage dealt.

GEAR

Your Load is 3+Str, and your spellbook is 1 Weight. You can use Simple weapons and armor. You start with 10 Gold left over from your last experiment, use it to buy equipment.

NAMES

Elf: Galadiir, Fenfaril, Lilliastre, Phirosalle, Enkirash, Halwyr
Human: Avon, Morgan, Rath, Ysolde, Ovid, Vitus, Aldara, Xeno, Uri

Wizard Spells

Level 1 Spells

Charm Person

Level 1

Choose a target and speak a simple fact to them. If they're an NPC, they can believe it or resist, giving you +1 Forward against them. If they're a PC, they can believe it and mark XP or resist and Defy Danger.

Contact Spirits

Level 1, Ongoing, Summoning

You draw a creature from another plane just close enough for you to hear its voice. You gain 1d6 Hold. You may spend one point of Hold at any time to have the spirit answer a question of its own choosing from the Spout Lore or Discern Realities lists. The spell ends when you run out of hold or you dismiss the creature. While the spell is ongoing, the creature's presence unnerves those nearby: everyone in your presence takes -1 to Parley.

Daze

Level 1, Ongoing

A single creature can do nothing but stand and drool. The spell persists until the creature is directly threatened or you end the effect. While the spell is ongoing, you take -1 Ongoing.

Detect Magic

Level 1, Divination

The next time you Spout Lore you get to ask "Is it magical?" for free (even on a failure). You can also choose to ask "Where did this magic come from?"

Telepathy

Level 1, Divination

You connect your mind to another, holding a short mental conversation. You can Parley with the target without speaking to them, and you take a +1 to Parley with them.

Identify

Level 1

The next time you Spout Lore about an item you get two free questions. You may also choose questions from the Discern Realities list.

Invisibility

Level 1, Ongoing, Illusion

No one can see you. The spell persists until you make a move or dismiss the effect.

Magic Missile

Level 1, Evocation

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

Level 3 Spells

Clairvoyance

Level 3, Divination

The next time you Discern Realities you can ask one extra question (even on a failure) and ask questions about the entire dungeon, wilderness, or city you are in.

Fireball

Level 3, Evocation

You hurl fire at someone, the target and everyone within reach of them takes 2d6 damage.

Heroism

Level 3

The next 1d4 times the target Defies Danger or makes a Saving Throw they can use the stat of their choice.

Mimic

Level 3, Ongoing

You take the form of an ally of your choice, you can use their stats and moves. The spell persists until you take damage or choose to return to your own form. While the spell is ongoing, you lose access to all your own moves except Cast a Spell.

Mirror Image

Level 3, Illusion

You're surrounded by illusory afterimages of yourself. The next 1d4 attacks against you deal no damage.

Sleep

Level 3, Enchantment

Up to four creatures of lower level than you, or one creature of your own level, are put to sleep.

Summon Lesser Monster

Level 3, Ongoing, Summoning

A monster appears and aids you as best it can. Choose the type of monster by choosing 1d6 statements from the list below, the GM will tell you the type of monster you get based on your choices:

- + The monster is intelligent
- + The monster is not reckless
- + The monster is happy with you
- + The monster follows one command
- + The monster is a vicious combatant
- + The monster is charismatic
- + The monster has some useful adaptation

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.

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. Name a type of extraplanar entity (demon, angel, elemental, etc.), make a request, and make a Parley roll. A creature of the appropriate type is effected by that roll.

Greater Invisibility

Level 5, Illusion, Ongoing

No one can see you. The spell persists until you Cast a Spell or dismiss the effect.

Polymorph

Level 5, Enchantment, Ongoing

You modify the target's body, shaping it through magic. They remain in the shape you craft until you dismiss this spell. While the spell is ongoing you take -1 to Cast a Spell. You gain 1d6+1 hold to modify the target; spend your hold, 1 for 1, on these effects:

- + Additional organs: Increase one of the target's stats by 1
- + Chop: Decrease one of the target's stats by 1
- + Attachment: Give the target one of your moves or one of your allies' moves
- + Dismemberment: Remove one of the target's moves
- + Empower/Enfeeble: Change the target's HP by an amount up to your level

Summon Monster

Level 5, Summoning, Ongoing

A monster appears and aids you as best it can. Choose the type of monster by choosing 1d8 statements from the list below and the Lesser Summon Monster list, the GM will tell you the type of monster you get based on your choices:

- + An extra controllable monster is summoned
- + The monster is especially helpful: choose one move, the monster grants you +1 to that move.

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.

Level 7 Spells

Dominare

Level 7, Enchantment

You push yourself into the target's mind. If the target is an NPC, you Gain 1d4 Hold over them. You may spend Hold at any time to make the target to take one of these actions: Speak a few words of your choice
Give you something they hold
Truthfully answer one question
If used on a PC, tell the PC what you want. They mark experience if they do what you want and are Defying Danger otherwise.

True Seeing

Level 7, Divination, Ongoing

You see all things as they truly are. When you first lay eyes on something, you may ask one question from the Discern Realities list for free. 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, Ongoing

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. While you have a contingent spell, you can't gain another one.

Miasma

Level 7, Summoning, Ongoing

A portion of the atmosphere from another plane crosses over, filling the immediate area. Whenever a creature in the area takes damage, it takes an extra 1d4 damage. 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 site 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. You can only have one Alert 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 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.

ADVANCEMENT

Nothing ever stays the same in Dungeon World, and that includes the characters. As their adventures progress, player characters gain experience, XP, which leads them to greater power and more dangerous adventures.

Advancement, like everything else in Dungeon World, is both prescriptive and descriptive. Prescriptive means that, when a player changes their character sheet, the character changes. Descriptive means that, when the character changes, the player should change the character sheet to reflect that.

This isn't a benefit for the players or the GM: it's not an excuse to gain more powers or take them away. It's just a reflection of life in Dungeon World.

Malle's gained her Knightly Order's surplus from the chapter in the city of Kerlend before. After a very public battle with Duke Ormland, Malle's order is banned from the city. Even if she arrives in Kerlend with her Petition, she won't get the surplus since there's no chapter in Kerlend anymore.

Ciar, despite being a wizard, has risen to the notice of Lenoral, the deity of arcane knowledge. After being blessed by an avatar of Lenoral, Ciar is always under the deity's watch. He can fulfill Petitions and gain boons like a Cleric.

Descriptive changes only happen when the character has clearly gained access to an ability. Befriending a stray dog does not have the same benefits as an animal companion.

LEVELS

A character's advancement in Dungeon World is measure by levels. Characters start at first level, and at each level they gain more moves and HP. A character of higher level is more powerful than a character of lower level, they may be less likely to fail, able to attempt greater actions, or both.

Levels also compare a character to the world around them. Monsters and other dangers, like diseases, have levels as well. Characters are generally well equipped to

deal with threats of lower level, challenged by threats of their level, and at a disadvantage against threats of higher level.

MARKING XP

XP is tracked in the XP tracker at the top right hand corner of the character sheet. To "mark XP" means to put a check in the next open box in the XP tracker.

There are three things that make a player mark XP: highlighted stats, bonds, and moves.

Whenever a player rolls their highlighted stat, they mark XP, simple as that.

When a character's Bond would go up to +4 or down to -4, they instead mark XP and reset to +1 (if it would have gone to +4) or -1 (if it would have gone to -4).

Some moves tell a player to mark XP. The most common ones are the alignment moves, but some others may as well.

LEVEL UP

When you have marked XP equal to your level * 10, you gain a level. Increase your level by one. Erase all your marked XP. Choose a new move from your class. If your new level is 3, 6, or 9, increase one of your stats by 2, which may change your bonus with that stat. Then roll+Con to determine HP. On a 10+, you get class+Con+2 HP, add that to your current and total HP. On a 7-9, you get class+1+Con HP instead. On a 6-, you get class+Con HP but don't suffer any consequences.

New moves are chosen based on the character's new level. If a move requires 6th level, it's available as the character advances from 5th to 6th level.

New HP is added to the character's maximum and current HP. Advancing in the middle of combat can be a boon to the wounded warrior. Each class lists its base HP gained: the Wizard gets 4, Cleric and Thief get 5, Ranger and Bard get 6, while the mighty Paladin and Fighter get 7.

Some classes also have special instructions to do when leveling up, like adding a spell to the Wizard's spellbook. Do whatever else the character's class or moves say to do.

EQUIPMENT

The musty tombs and forgotten treasure troves of the world are filled with useful items. Fighters pick up a new sword, the thief applies poison to her blade. Most items are mundane, meaning not magical or intrinsically important. 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.

Weapons don't deal damage, their wielder does, so weapons don't have damage listed. 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, its useful because its small and easy to strike with at close distance. A dagger in the hands of a wizard is not nearly so dangerous as one in the hands of a skilled fighter.

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 these the stats for a typical weapon of that type, a specific weapon could have different tags to represent its features.

TAG GLOSSARY

n armor: It protects you from harm and absorbs damage. When you take damage, subtract your armor from the damage take. 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.

+n damage: It is particularly harmful to your enemies. When you deal damage, you add n to it.

+bonus: It aids you in some particular situation. It might be "+1 forward to Spout Lore" or "-1 ongoing to Hack and Slash."

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.

Applied: It's only useful when carefully applied to a person or something they eat or drink.

Close: It's useful for attacking something at arm's reach plus a foot or two. Attacking something closer is tricky, attacking something further away is impossible.

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.

Hand: It's useful for attacking something within your reach, no further.

Weight: It weighs the listed amount. Something with no listed weight isn't designed to be carried. You can comfortably carry total weight up to your load.

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

Awkward: It's unwieldy and tough to use.

n Uses: It can only be used n times.

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.

Tag: It's used by touching it to the target's skin.

n Treasure: How much it costs to buy, normally.

Worn: To use it, you have to be wearing it.

n Ammo: It counts as n ammo for appropriate ranged weapons.

Two-handed: It takes two hands to use it effectively.

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

Requires: Its only useful to certain people. If you don't meet the requirements, it works weakly, if at all.

Dangerous: Its 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.

Precise: It rewards careful strikes. You use Dex to Hack and Slash with this weapon, not Str.

Slow: It takes minutes or more to use.

WEAPONS

Ragged Bow

Near, 3 Gold, 2 Weight

Fine Bow

Near, Far, 7 Gold, 2 Weight

Hunter's Bow

Near, Far, 10 Gold, 1 Weight

Club, Shillelagh

Close, 1 Gold, 2 Weight

Staff

Close, Two-handed, 1 Gold, 1 Weight

Dagger, Shiv

Hand, 1 Gold, 1 Weight

Short Sword, Axe, Hammer, Mace

Close, 5 Gold, 1 Weight

Spear

Reach, 5 Gold, 1 Weight

Long Sword, Heavy Axe, Flail, Warhammer

Close, +1 damage, 7 Gold, 2 Weight

Halbred

Reach, +1 damage, Two-handed, 7 Gold, 2 Weight

Rapier

Close, Precise, 10 Gold, 2 Weight

Dueling Rapier

Close, 1 piercing, Precise, 15 Gold, 2 Weight

ARMOR

Leather, Chainmail

1 Armor, Worn, 10 Gold, 1 Weight

Scale Mail, Plate

2 Armor, Worn, 20 Gold, 3 Weight

Shield

+1 Armor, 5 Gold, 2 Weight

DUNGEON GEAR

Adventuring Gear

Torches, poles, spikes, and other miscellaneous gear
3 Uses, 5 Gold, 1 Weight

When something from your adventuring gear comes to your aid when making a move, take +1 to you roll and expend a use.

Bandages

3 Uses, Slow, 5 Gold, 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, 10 Gold, 1 Weight

When you carefully treat someone's wounds with poultices and herbs, heal them of 7 damage and expend a use.

Healing Potion

12 Gold, 1 Weight

When you drink an entire healing potion, heal yourself of 10 damage.

Keg of Dwarven Stout

10 Gold, Cost 4

When you open a keg of dwarven stout and let everyone drink freely, take +1 to your Carouse roll.

Cart and Donkey

4 Gold

Bag of Books

3 Uses, 10 Gold, 2 Weight

When you spend a few minutes to consult your books while Spouting Lore, take +1 to your roll.

Antitoxin

10 Gold, 0 Weight

When you drink antitoxin, you're cured of one poison affecting you.

Dungeon Rations

Ration, 5 Uses, 2 Gold, 1 Weight

Personal Feast

Ration, 2 Gold, 1 Weight

Dwarven Hardtack

Ration, Disgusting, 7 Uses, Requires dwarf, 2 Gold, 1 Weight

Elven Bread

Ration, Delicious, 7 Uses, 10 Gold, 1 Weight

Halfling Snacks

Ration, 5 Uses, 5 Gold, 1 Weight

When you share halfling snacks with someone, expend two uses and take +1 Forward to Parley with them.

Bundle of Arrows

3 Ammo, 2 Gold, 1 Weight

Elven Arrows

4 Ammo, 20 Gold, 1 Weight

POISONS

Oil of Tagit

Dangerous, Applied, 30 Gold, 0 Weight
The target falls into a light sleep

Bloodroot

Dangerous, Applied, 20 Gold, 0 Weight
The target deals -2 damage ongoing until cured

Lichbile

Dangerous, Applied, 40 Gold, 0 Weight

The target treats the next creature they see as a trusted ally, until proved otherwise

SERVICES

A week's stay at a peasant inn

10 Gold

A week's stay at a civilized inn

35 Gold

A week's stay at a fancy inn

105 Gold

A week's unskilled mundane labor

6 Gold

A month's enlistment in an army

30 Gold

A custom item from a blacksmith

Base Item + 50 Gold

A night's companionship

15 Gold

An evening of song and dance

10 Gold

Escort for a day's journey along a bandit-infested road

17 Gold

Escort for a day's journey along a monster-infested road

35 Gold

A killing

5 Gold

An assassination

120 Gold

Healing from a Churgeon

5 Gold

A month's prayers for the departed

1 Gold

Repairs to a mundane item

5 Gold

MEALS

A hearty meal for one

1 Gold

A poor meal for a family

1 Gold

A feast

15 Gold per person

LAND AND BUILDINGS

A hovel

20 Gold

A cottage

100 Gold

A house in the city

200 Gold

A city mansion

1000 Gold

A country mansion

3000 Gold

A castle

10000+ Gold

A month's upkeep for a household

100 Gold

A month's upkeep for a mansion

300 Gold

A month's upkeep for a castle

1000 Gold

BRIBES

A peasant dowery

20 Gold

Protection from organized crime for a small business

100 Gold

A government bribe

50 Gold

A compelling bribe

80 Gold

An offer you can't refuse

200 Gold

GIFTS AND FINERY

A nice gift

3 Gold

A generous gift

10 Gold

A noble gift

75 Gold

A ring or cameo

10 Gold

Finery

30 Gold

Art

70+ Gold

A crown fit for a king

300 Gold

HORDES

A goblin family's stash

2 Gold

A lizardman nest's trinkets

5 Gold

A priceless sword

80 Gold

An orc chieftan's tribute

20 Gold

A powerful dragon's mound of coins and gems

2000 Gold

MONSTERS

Great heroes need horrendous enemies. This section is about how to make and run those enemies.

USING MONSTERS

A monster is any living thing with stats that works against the players, which means pretty much everything. Even hirelings are just a special case of monster.

How you use monsters all follows directly from your Agenda and Principles. If you just stay true to your principles, use your moves, and pursue your agenda, you can't go wrong.

Your first agenda is to Make the world fantastic, which shines through mostly in how you think about monsters. Everyone who comes up against the players is a monster, but that doesn't mean you have to stat them out ahead of time. In a fantastic world, every goblin might end up in a fight, but you don't have to know their HP before that happens. A monster is so simple to make you can jump right into the fiction, describing whatever you want, and back it up with stats as needed. So, make the world fantastic: describe your monsters first, worry about their stats later, it's simple enough.

The player characters are the heroes, so you shouldn't be rooting for the monsters. Every monster is there to make the players the stars of the show. If you feel like your monsters are being beaten too easy: so what. The world is always filled with more monsters, beating that one may have just put the characters in the way of something even bigger.

That's kind of summed up in your principle Be Evil. An evil overlord doesn't care about every golem, demon, and harpy. Until proved otherwise, assume every monster is a bullet: a tool fired at the players that no one will miss when its gone.

A monster stops being a bullet when its given a chance to shine by the players actions. When the players have to run away from something, you know that monster's a big deal. When a monster somehow survives the players' assault, now it's interesting. The players are the heroes, remember, so your monsters are only important when they become important to the heroes.

One thing that your Agenda and Principles don't say anything about is making a fair fight. Heroes are often out numbered, faced with ridiculous odds, sometimes they even have to retreat and make a new plan. When adding a monster to a front, placing them in a dungeon, or making them up on the fly, your first responsibility is to the fiction (Make the world fantastic) and to give the characters a real threat (Make the characters heroes), not to make a balanced fight.

MONSTER SETTINGS

The monsters in this book are presented in monster settings. A monster setting is just a location (or type of location) and the monsters that inhabit it. It's a way of grouping monsters by location, not by threat. A monster setting tells you what kind of monsters might inhabit an area, while your fronts tell you what monsters are working together, or have ongoing plots.

The monster settings in this book cover the most common dangerous places in Dungeon World, the locations most likely to contain unclaimed treasure or ancient evils. They are: Cavern Dwellers, Denizens of the Murky Swamp, Legions of the Undead, The Gnarled Woods, The Ravenous Hordes, Twisted Experiments, Creatures of the Lower Depths, and Planar Powers.

When creating your own monster settings, they can be more specific. You could create a monster setting for the Great Western Steppes or the Domains of the Horse Lords.

Consult a monster setting when you want a threat that is only tangentially related to one of your fronts. For example, if the heroes are dealing with your adventure front for The Cult of Khul-ka-ra by venturing into the ancient ruins that the cult has made its base in, you might use monsters from the Legions of the Undead as a related threat, not truly part of the front, but still a block in the heroes' path.

Monsters within a given setting will tend to be around the same level, just by virtue of competing with each other. Cavern Dwellers the Denizens of the Murky Swamp are likely to be faced by fresh adventurers, as they most often encroach on civilization. The Gnarled

Woods, Ravenous Hordes, and Twisted Experiments are more powerful, these threats can crush entire cities. Planar Powers and Creatures of the Lower Depths are the most dangerous enemies for the heroes to face, often posing threats to entire kingdoms. The Legions of the Undead are everywhere, from the lowly zombie to the mighty lich, and the heroes will likely never escape the never-ending battle with them.

MAKING MONSTERS

A monster is made up of just a few things:

- ◆ A cool idea
- ◆ An instinct
- ◆ A level
- ◆ Some amount of HP
- ◆ Armor
- ◆ Damage
- ◆ GM Moves
- ◆ Player Moves

The best way to create a monster is to come up with each in order. Just go down the list.

A COOL IDEA

This is the most important part, without a good idea the monster won't be worth anything. Think about what the monster is doing, why they are a thorn in the side of the heroes. Boil down your cool idea into a short description, a sentence or two long, just enough to remind you what this thing is all about.

An Instinct

A monster's instinct is a reminder of how to play it. An instinct is what drives the monster to action, why it comes into conflict with the players. Don't think about a specific monster, think about them as a type. Orcs seek bloody conquest, goblins fight to prove their worth.

In play, a monster's instinct is how you decide what it does, moment-to-moment. Orcs, in play, want to conquer. That doesn't mean they're stupid about it: an orc might still fall back for reinforcements, or negotiate. It just means that, in the dark corners of every orc's

heart, it seeks to crush its foes and take what's theirs. This guides their every action.

SOME AMOUNT OF HP

A monster's HP is a measure of how tough it is. Monster HP doesn't go up much with higher levels, a higher level monster is more threatening because it can do worse things, not because it has a larger pool of HP to whittle down.

A weak monster will have 1-10 HP. These creatures will often fall in a single blow.

A standard monster has 10-20 HP. They can often survive a single attack, but still must rely on numbers to pose a significant threat.

Tough monsters, those that can face a hero in single combat, have 20-30 HP. Even just a couple of these creatures are dangerous.

Creatures with more HP than that will often require cunning plans or significant advantages to defeat.

These numbers can vary a little depending on the level of the monster, feel free to adjust them a bit for higher level creatures. Remember that your monster is a bullet, resist the urge to load your creation with HP just so it sticks around longer.

ARMOR

Not every monster has Armor, but most do. Anything but the lowliest creatures has at least a point of Armor.

Weak creatures have anywhere from 0 to 2 Armor, usually 1. 1 Armor is at best a speedbump to the heroes, but it does allow characters with Piercing to shine, so use it freely.

A typical monster has 1-3 Armor. The exceptionally protected may have more than that. Beware of armor above 5, since many attacks will be completely ineffective.

DAMAGE

Every monster has some base amount of damage. When writing down base damage, always note how the monster does that damage: wicked claws, ice spells, silvered weapons, etc.

Dungeon World monsters are dangerous, and that comes in part from the damage they deal. While HP and Armor are usually better low, if you're considering a

higher amount of damage, go with it. The heroes are resilient, and running away can be an interesting choice. Since getting away from a monster isn't simply moving on a grid, it can cause the characters to Defy Danger, make Saving Throws, maybe Defend to buy someone else time. Running away and making a better plan for another fight is certainly in line with your Agenda and Principles.

Weak monsters do around their level in damage. At low levels, this may be entirely absorbed by armor, and even at high levels it's unlikely to be a problem, except maybe to the Wizard.

The typical monster does between 2 and 3 times its level in damage. These are threatening amounts of damage, even to the Cleric and Thief.

Powerful monsters can do more damage than that, up to about 6 times their level. When using damage this high, make sure to use moves to make this apparent, in particular Show Signs of Doom. Damage at this level can kill the unprepared in a single blow.

GM MOVES

Each monster has GM moves associated with it, which describe the awesome or horrible things the creature can accomplish. These moves are the heart of the monster, they make it real.

Like any GM move, a monster move is just something that happens, in the fiction of the game, when an opportunity arises. Writing them is as simple as thinking of a few cool things the monster does and writing them down, to be used later.

A good GM move for a monster is a little more specific than a normal GM move, but still general enough to be applied in different situations. Think of favored tactics of the monster, or abilities that really make it shine.

GM moves are particularly good for magical actions, or tactics that have clear effects. You can simply write "toss someone away" for an ogre, because that's what fictionally happens, or "cast the flames of forenthall upon them, melting weapons and armor." So long as the GM move describes what happens, it's useful.

Remember that being able to change the fiction is a powerful thing, and has mechanical effect since moves come from the fiction. Tossing someone away is actu-

ally a powerful thing to do: they're now probably on their back, someplace they don't want to be, away from the target they were fighting.

PLAYER MOVES

Player moves are moves like the basic and class moves, which apply when the players take some action. You can use these as freely as you like. but don't feel like every monster has to have them, most won't.

Player moves are best suited for things that the players do that behave differently around the monster. Think, for example, of entering the presence of a dragon. Entering the presence of someone isn't normally a move, but the presence of a dragon is decidedly different.

When writing player moves tied to monsters, keep Defy Danger in mind. You can use Defy Danger as a template for monster moves, but you can also use it as a check to make sure the move is really needed. Ask yourself, "is this move really needed, or is this just an imminent danger that'll cause them to Defy Danger?"

CAVERN DWELLERS

Ankheg

Burrowing insects that prefer to wait below ground for their unsuspecting pray to pass overhead.

Instinct: To undermine

- ◆Tunnel under, throwing those above to the ground
- ◆Burst from the earth
- ◆Leave a tunnel to an important location
- ◆Spray forth acid, eating away at metal and flesh

Level 3, 15 HP, 4 Armor, 8 damage (mandibles)

Black Beetle

Built like a small horse, but still just a big cockroach.

Instinct: To swarm, to reproduce

- ◆Charge someone, knocking them to the ground
- ◆Tunnel away into the earth
- ◆Call for the swarm

Level 2, 4 HP, 1 Armor, 5 damage (mandibles, charge)

Blood Tunneler

These snake-like worms require warm, moist, nutrient-rich spaces to lay their eggs. They prefer the nose, mouth, and ears of unprepared adventurers.

Instinct: To lay eggs

- ◆Implant into someone's nose, mouth, or ears
- ◆Lay eggs within
- ◆Hatch eggs

Level 1, 3 HP, 2 damage (corrosive slime)

Carrion Eater

Insect-like creatures that devour flesh, both dead and alive.

Instinct: To consume flesh

- ◆Paralyze someone for a few minutes
- ◆Fill an area with an unholy stench
- ◆Devour flesh, regaining a like amount of HP

Level 2, 11 HP, 1 Armor, 4 damage (dissolve)

Cave Rat

Rats living in the same tunnels as goblins and other such creatures have become decidedly more dangerous. Having bred to the size of house cats, these rats can chew through just about anything given enough time.

Instinct: To devour and spawn

- ◆Pierce armor with sharp front teeth
- ◆Overrun someone or someplace
- ◆Retreat into sewers and tunnels

Level 1, 2 HP, 2 damage, 1 piercing

Choker

Those that live too long underground, surrounded by ancient magics and strange flora, sometimes devolve into rubbery grey mockeries of life. Their flexible flesh and hatred for life lead them to attack from the shadows, choking the unsuspecting.

Instinct: To steal breath

- ◆Wrap a hand around someone's throat
- ◆Put a held enemy in the path of an attack
- ◆Squeeze into impossibly small spaces (to launch an attack or retreat)

Level 3, 11 HP, 1 Armor, 6 damage (rubbery punches)

Choke: When a choker has its rubbery hands around your throat, you have a number of chances to escape equal to your level. When you try to escape, roll+Con. On a 10+, you're free. On a 7-9, you take 6 damage and gain +1 Ongoing to escape. If you run out of chances to escape, you pass out and will die.

Cloaker

No one knows if these strange beasts' resemblance to a simple cloak is a hunter's adaptation, or the product of some mad design. However they came to be, many an adventurer has died from what they thought was merely a cloak.

Instinct: To surprise

- ◆Appear as a usable, fashionable cloak

- ◆Engulf someone, cutting them off from the outside world

Level 2, 8 HP, 1 Armor, 3 damage (choke, sting)

Fashionable: When you willing put on a cloaker, the cloaker immediately deals 10 damage and engulfs you.

Dwarven Warrior

The dwarves have fought as long as they have existed to retain the ancestral dwarven caves from the encroachments of every other species under the ground. They will fight to the death to keep those that do not belong out of dwarf lands.

Instinct: To protect the dwarven lands

- ◆End a magical effect
- ◆Drive them back
- ◆Disarm someone

Level 1, 10 HP, 1 Armor, 3 damage (axe, hammer, ale)

Earth Elemental

Some points within complex tunnel systems cross over into the elemental plane of earth, allowing elementals to cross over.

Instinct: To destroy all in its path

- ◆Move forward with unstoppable force
- ◆Meld into stone, earth, or soil
- ◆Warp and rearrange stone and earth

Level 5, 19 HP, 4 Armor, 17 damage (shards)

Goliath

Giants who flee the surface world to live underground in the face of the hatred and fear of common people.

Instinct: To drive away others

- ◆Throw someone
- ◆Collapse the ceiling of a room
- ◆Snatch someone up in one hand

Level 4, 10 HP, 3 Armor, 11 damage (fists, clubs)

Fire Beetle

Small-dog-sized beetles with fire in their veins.

Instinct: *To defend with fire*

- ◆ Catch something or someone on fire
- ◆ Cling to someone's leg, arm, or head, and start chewing
- ◆ Take to the air

Level 1, 4 HP, 1 Armor, 3 damage (mandibles)

Gargoyle

These winged reptilian creatures are able to hold absolutely still, using their rock-like flesh to appear to be statues.

Instinct: *To torment*

- ◆ Attack from an unexpected direction
- ◆ Grab someone and take to the air
- ◆ Observe while disguised as a statue

Level 3, 9 HP, 3 Armor, 8 damage (stoney claws)

Gelatinous Cube

A curiously perfect adaptation to underground tunnels, a gelatinous cube is a transparent ooze that completely fills passageways, waiting for careless travelers to walk into it and be dissolved.

Instinct: *To lay in wait*

- ◆ Fill on otherwise empty hall
- ◆ Trap someone inside
- ◆ Dissolve an item or a bit of flesh

Level 1, 6 HP, 2 Armor, 4 damage (dissolve)

Goblin

Some believe goblins to be the twisted reflections of half-lings, slimy green creatures filled with hatred.

Instinct: *To overwhelm greater creatures and civilizations*

- ◆ Sound the alarm
- ◆ Attack with poisoned weapons
- ◆ Learn from past encounters and prepare for the next one

Level 2, 5 HP, 1 Armor, 4 damage (swords, spears)

Goblin Orkaster

Even the goblins have developed their own primitive magics.

Instinct: *To prove superiority*

- ◆ Cast Whispers of Evil on someone, filling their head with evil suggestions
- ◆ Cast Hold on someone, paralyzing them so long as the goblin maintains it
- ◆ Contact a powerful being
- ◆ Cast Inflict Disease, giving someone Goblin Pox

Level 3, 6 HP, 1 Armor, 7 damage (acid orb)

Goblin Pox: When you go to sleep while suffering from Goblin Pox, roll+Con. On a 10+, no new sores break-out. On a 7-9, a few more painful sores appear. Take -1 Ongoing to Cha rolls until cured, but +1 forward to your next Goblin Pox roll. On a 6-, just the sores, -1 Ongoing to Cha rolls until cured. Goblin Pox is a 3rd level disease.

Monstrous Leech

Like swamp leeches of the surface, a monstrous leech feeds on the blood of other animals. However, a monstrous leech is the size of a hunting dog and surprisingly agile.

Instinct: *To feed*

- ◆ Attach to someone
- ◆ Drain blood from someone attached with a leech, healing the leech of the same amount
- ◆ Drain a memory from someone attached with a leech

Level 2, 7 HP, 7 damage (flail)

Otyugh

All mouth and tentacles, these creatures thrive in muck and grime.

Instinct: *To foul*

- ◆ Fill an area with filth and disease
- ◆ Cover someone in filth and give them Filth Fever
- ◆ Attack anyone in sight using rubbery tentacles

Level 4, 13 HP, 2 Armor, 9 damage (tentacles)

Filth Fever: When you go to sleep with Filth Fever, make a saving throw. The GM may also choose "Reduce max and current by 1 HP until Filth Fever is cured" as an option.

Purple Worm

A monstrous cousin of the common earthworm, the purple worm is as large of a house, capable of devouring a person whole.

Instinct: *To consume everything in its path*

- ◆ Swallow someone whole
- ◆ Tunnel under and collapse the floor
- ◆ Appear or escape by tunneling through soil and rock

Level 4, 18 HP, 3 Armor, 13 damage (ram, bite)

Roper

An amorphous creature made up of several long strands of unbreakable sinew, a roper hunts by using its strands to bash victims into rocks, walls, or anything else handy.

Instinct: *To grab and fling*

- ◆ Wrap someone up in strands
- ◆ Crush someone wrapped in strands
- ◆ Fling someone wrapped in strands

Level 2, 8 HP, 2 Armor, 5 damage (strands)

Spiderlord

Legend has it that these creatures are the gods of the common spiders.

Instinct: *To entomb in webs*

- ◆ Spew web fluid at a weapon or item, sticking it where it is
- ◆ Spew web fluid at someone, sticking them to the floor
- ◆ Trap an area with nearly invisible webs

Level 3, 13 HP, 2 Armor, 8 damage (fangs, legs)

Troglodyte

Lizard-like cave-dwellers, troglodytes are thought to be forgotten ancestors to the common races.

Instinct: *To slay humans, dwarves, elves, and halflings*

- ◆ Take captives for further torture
- ◆ Use hidden or forgotten tunnels to advantage
- ◆ Drive them away with an overpowering stench

Level 3, 10 HP, 1 Armor, 6 damage (spears, axes)