PLAYBOOKS

Version 2.4

Designed by Stefan Grambart
Dungeon World by Sage LaTorra and Adam Koebel

02 Basic & Special Moves
06 Barbarian
08 Bard
10 Cleric
14 Druid
16 Fighter
18 Immolator
20 Paladin
22 Ranger
24 Thief
26 Wizard
30 GM Sheet
31 Fronts
Hack & Slash
When you attack an enemy in melee, roll+Str. On a 10+ you deal your damage to the enemy and avoid their attack. At your option, you may choose to do +Id6 damage but expose yourself to the enemy’s attack. On a 7–9, you deal your damage to the enemy and the enemy makes an attack against you.

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

- You have to move to get the shot placing you in danger of the GM’s choice
- You have to take what you can get: -Id6 damage
- You have to take several shots, reducing your ammo by one.

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

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

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

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

Defend
When you stand in defense of a person, item, or location under attack, roll+Con. On a 10+, hold 3. On a 7–9, hold 1. So long as you stand in defense, when you or the thing you defend is attacked you may spend hold, 1 for 1, to choose an option:

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

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

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

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

Aid or Interfere
When you help or hinder someone you have a Bond with, roll+Bond with them. On a hit they take +1 or -2, your choice. On a 7–9 you also expose yourself to danger, retribution, or cost.
Last Breath
When you’re dying you catch a glimpse of what lies beyond the Black Gates of Death’s Kingdom (the GM will describe it). Then roll (just roll, +nothing—yeah, Death doesn’t care how tough or cool you are). On a 10+ you’ve cheated death—you’re in a bad spot but you’re still alive. On a 7–9 Death will offer you a bargain. Take it and stabilize or refuse and pass beyond the Black Gates into whatever fate awaits you. On a miss, your fate is sealed. You’re marked as Death’s own and you’ll cross the threshold soon, The GM will tell you when.

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

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

Take Watch
When you’re on watch and something approaches the camp, roll+Wis. On a 10+ you’re able to wake the camp and prepare a response, the camp takes +1 forward. On a 7–9 you react just a moment too late; the camp is awake but hasn’t had time to prepare. You have weapons and armor but little else. On a miss whatever lurks outside the campfire’s light has the drop on you.

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

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

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

Recover
When you do nothing but rest in comfort and safety after a day of rest you recover all your HP. After three days of rest you remove one debility of your choice. If you’re under the care of a healer (magical or otherwise) you heal a debility for every two days of rest instead.

Carouse
When you return triumphant and throw a big party, spend 100 coin and roll + extra 100s of coin spent. On a 10+ choose 3. On a 7–9 choose 1. On a miss, you still choose one, but things get really out of hand:
- You befriended a useful NPC
- You hear rumors of an opportunity
- You gain useful information
- You are not entangled, ensorcelled, or tricked

Recruit
When you put out word that you’re looking to hire help, roll. If you make it known:
- ...that your pay is generous, take +1
- ...what you’re setting out to do, take +1
- ...that they’ll get a share of whatever you find, take +1

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

End Of Session
When you reach the end of a session, choose one your bonds that you feel is resolved (completely explored, no longer relevant, or otherwise). Ask the player of the character you have the bond with if they agree. If they do, mark XP and write a new bond with whomever you wish.

Once bonds have been updated look at your alignment. If you fulfilled that alignment at least once this session, mark XP. Then answer these three questions as a group:
- Did we learn something new and important about the world?
- Did we overcome a notable monster or enemy?
- Did we loot a memorable treasure?

For each “yes” answer everyone marks XP.

Level Up
When you have downtime (hours or days) and XP equal to (or greater than) your current level+7, subtract your current level +7 from your XP, increase your level by 1, and choose a new advanced move from your class. If you are the wizard, you also get to add a new spell to your spellbook. Choose one of your stats and increase it by 1 (this may change your modifier).

Note that changing your Constitution increases your maximum and current HP. Ability scores can’t go higher than 18.

Outstanding Warrants
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. On a 7–9, that, and, the GM chooses a complication:
- The local constabulary has a warrant out for your arrest
- Someone has put a price on your head
- Someone important to you has been put in a bad spot as a result of your actions

• Someone important to you has been put in a bad spot as a result of your actions
**BASIC MOVES**

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

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

**Discern Realities**
When you closely study a situation or person, roll + Wis. On a 10+, the GM will ask you three questions from the list below. On a 7–9 ask only one. Take +1 forward when acting on the answers.
- What happened here recently?
- What is about to happen?
- Who’s really in control here?
- What here is useful or valuable to me?
- What here is not what it appears to be?

**Defend**
When you stand in defense of a person, item, or location under attack, roll + Con. On a 10+, hold 3. On a 7–9, hold 1. So long as you stand in defense, when you or the thing you defend is attacked you may spend hold, 1 for 1, to choose an option:
- Redirect an attack from the thing you defend to yourself
- Halve the attack’s effect or damage
- Open up the attacker to an ally giving that ally +1 forward against the attacker
- Deal damage to the attacker equal to your level

**Defy Danger**
When you act despite an imminent threat or suffer a calamity, say how you deal with it and roll. If you do it...
- by powering through, +Str
- by getting out of the way or acting fast, +Dex
- by enduring, +Con
- with quick thinking, +Int
- through mental fortitude, +Wis
- sing charm and social grace, +Cha

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

**Volley**
When you take aim and shoot at an enemy at range, roll +Dex. On a 10+, you have a clear shot—deal your damage. On a 7–9, choose one (whichever you choose you deal your damage):
- You have to move to get the shot placing you in danger of the GM’s choice
- You have to take what you can get: -1d6 damage
- You have to take several shots, reducing your ammo by one.

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

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

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

**Aid or Interfere**
When you help or hinder someone you have a Bond with, roll + Bond with them. On a 10+, they take +1 or -2, your choice. On a 7–9 you also expose yourself to danger, retribution, or cost.
Last Breath
When you’re dying you catch a glimpse of what lies beyond the Black Gates of Death’s Kingdom (the GM will describe it). Then roll (just roll, +nothing)—yeah, Death doesn’t care how tough or cool you are). On a 10+ you’ve cheated death—you’re in a bad spot but you’re still alive. On a 7–9 Death will offer you a bargain. Take it and stabilize or refuse and pass beyond the Black Gates into whatever fate awaits you. On a miss, your fate is sealed. You’re marked as Death’s own and you’ll cross the threshold soon. The GM will tell you when.

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

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

Take Watch
When you’re on watch and something approaches the camp, roll+Wis. On a 10+ you’re able to wake the camp and prepare a response, the camp takes +1 forward. On a 7–9 you react just a moment too late; the camp is awake but hasn’t had time to prepare. You have weapons and armor but little else. On a miss whatever lurks outside the campfire’s light has the drop on you.

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

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

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

Recover
When you do nothing but rest in comfort and safety after a day of rest you recover all your HP. After three days of rest you remove one debility of your choice. If you’re under the care of a healer (magical or otherwise) you heal a debility for every two days of rest instead.

Carouse
When you return triumphant and throw a big party, spend 100 coin and roll + extra 100s of coin spent. On a 10+ choose 3. On a 7–9 choose 1. On a miss, you still choose one but things get really out of hand. • You befriend a useful NPC • You hear rumors of an opportunity • You gain useful information • You are not entangled, ensorcelled, or tricked

Recruit
When you put out word that you’re looking to hire help, roll. If you make it known... • …that your pay is generous, take +1 • …that you’re setting out to do, take +1 • …that they’ll get a share of whatever you find, take +1 If you have a useful reputation around these parts take an additional +1. On a 10+ you’ve got your pick of a number of skilled applicants, your choice who you hire, no penalty for not taking them along. On a 7–9 you’ll have to settle for someone close or turn them away. On a miss someone influential and ill-suited declares they’d like to come along (a foolhardy youth, a loose-cannon, or a veiled enemy, for example), bring them and take the consequences or turn them away. If you turn away applicants you take -1 forward to Recruit.

End Of Session
When you reach the end of a session, choose one your bonds that you feel is resolved (completely explored, no longer relevant, or otherwise). Ask the player of the character you have the bond with if they agree. If they do, mark XP and write a new bond with whomever you wish.

Outstanding Warrants
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. On a 7–9, that, and, the GM chooses a complication: • The local constabulary has a warrant out for your arrest • Someone has put a price on your head • Someone important to you has been put in a bad spot as a result of your actions

Level Up
When you have downtime (hours or days) and XP equal to (or greater than) your current level+7, subtract your current level +7 from your XP, increase your level by 1, and choose a new advanced move from your class. If you are the wizard, you also get to add a new spell to your spellbook. Choose one of your stats and increase it by 1 (this may change your modifier).

Note that changing your Constitution increases your maximum and current HP. Ability scores can’t go higher than 18.

Outstanding Warrants
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. On a 7–9, that, and, the GM chooses a complication: • The local constabulary has a warrant out for your arrest • Someone has put a price on your head • Someone important to you has been put in a bad spot as a result of your actions

Level Up
When you have downtime (hours or days) and XP equal to (or greater than) your current level+7, subtract your current level +7 from your XP, increase your level by 1, and choose a new advanced move from your class. If you are the wizard, you also get to add a new spell to your spellbook. Choose one of your stats and increase it by 1 (this may change your modifier).

Note that changing your Constitution increases your maximum and current HP. Ability scores can’t go higher than 18.

Outstanding Warrants
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. On a 7–9, that, and, the GM chooses a complication: • The local constabulary has a warrant out for your arrest • Someone has put a price on your head • Someone important to you has been put in a bad spot as a result of your actions

Level Up
When you have downtime (hours or days) and XP equal to (or greater than) your current level+7, subtract your current level +7 from your XP, increase your level by 1, and choose a new advanced move from your class. If you are the wizard, you also get to add a new spell to your spellbook. Choose one of your stats and increase it by 1 (this may change your modifier).

Note that changing your Constitution increases your maximum and current HP. Ability scores can’t go higher than 18.
Musclebound
While you wield a weapon it gains the forceful and messy tags.

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

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

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

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

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

Choose one of these to start with:

- Full Plate And Packing Steel
  You ignore the clumsy tag on armor you wear.

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

You also start with all of these:

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

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

RACE
- Outsider
  You may be elf, dwarf, halfling, or human, but you and your people are not from around here. At the beginning of each session, the GM will ask you something about your homeland, why you left, or what you left behind. If you answer them, mark XP.
When you gain a level from 6-10, you may choose from these moves.

- **Still Hungry**
  Choose an additional appetite.

- **Appetite For Destruction**
  Take a move from the Fighter, Bard, or Thief class list. You may not take multiclass moves from those classes.

- **My Love For You Is Like A Truck**
  When you perform a feat of strength, name someone present whom you have impressed and take +1 forward to parley with them.

- **What Is Best In Life**
  At the end of a session, if during this session you have crushed your enemies, seen them driven before you, or have heard the lamentations of their kinfolk mark XP.

- **Wide-Wanderer**
  You've travelled the wide world over. When you arrive someplace ask the GM about any important traditions, rituals, and so on, they'll tell you what you need to know.

- **Usurper**
  When you prove yourself superior to a person in power, take +1 forward with their followers, underlings, and hangers on.

- **Indestructible Hunger**
  When you take damage you can choose to take -1 ongoing until you sate one of your appetites instead of taking the damage. If you already have this penalty you cannot choose this option.

- **Eye For Weakness**
  When you Discern Realities add “What here is weak or vulnerable?” to the list of questions you can ask.

- **On The Move**
  When you defy a danger caused by movement (maybe falling off a narrow bridge or rushing past an armed guard) take +1.

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

- **Khan Of Khans**
  Your hirelings always accept the gratuitous fulfillment of one of your appetites as payment.

- **Samson**
  You may take a debility to immediately break free of any physical or mental restraint.

- **Smash!**
  When you Hack & Slash, on a 12+ deal your damage and choose something physical your target has (a weapon, their position, a limb): they lose it.

- **A Good Day To Die**
  As long as you have less than your CON in current HP (or 1, whichever is higher) take +1 ongoing.

- **Kill 'Em All**
  Requires: Appetite For Destruction
  Take another move from the Fighter, Bard, or Thief class list. You may not take multiclass moves from those classes.

- **War Cry**
  When you enter the battle with a show of force, roll +CHA. • On a 10+ both, • on a 7-9 one or the other.
  • Your allies are rallied and take +1 forward.
  • Your enemies feel fear and act accordingly (avoiding you, hiding, attacking with fear-driven abandon)

- **Mark Of Might**
  When you take this move and spend some uninterrupted time reflecting on your past glories, you may mark yourself with a symbol of your power (a long braid tied with bells, ritual scars or tattoos, etc.) Any intelligent mortal creature who sees this symbol knows instinctively that you are a force to be reckoned with and treats you appropriately.

- **More! Always More!**
  When you satisfy an appetite to the extreme (destroying something unique and significant, gaining enormous fame, riches, power, etc.) you may choose to resolve it. Cross it off the list and mark XP. While you may pursue that appetite again, you no longer feel the burning desire you once did. In its place, choose a new appetite from the list or write your own.

- **The One Who Knocks**
  When you Defy Danger, on a 12+ you turn the danger back on itself, the GM will describe how.

- **Healthy Distrust**
  Whenever the unclean magic wielded by mortal men causes you to Defy Danger, treat any result of 6– as a 7–9.

- **For The Blood God**
  You are initiated in the old ways, the ways of sacrifice. Choose something your gods (or the ancestor spirits, or your totem, etc) value—gold, blood, bones or the like. When you sacrifice those things as per your rites and rituals, roll+WIS. • On a 10+ the GM will grant you insight into your current trouble or a boon to help you. • On a 7-9 the sacrifice is not enough and your gods take of your flesh as well, but still grant you some insight or boon. • On a miss, you earn the ire of the fickle spirits.
When you return to a civilized settlement you've visited before, tell the GM when you were last here. They'll tell you how it's changed since then.

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

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

Choose an area of expertise:

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

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

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

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

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

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

Fill in at least one with the name of a companion, or write your own.

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

Choose one for each, or write your own:

- BODY: Fit, well-fed, thin
- EYES: Knowing, fiery, joyous
- HAIR: Fancy, wild, stylish cap
- CLOTHES: Finery, traveling, poor

Choose one for each of your stats:

- CON - Sick -1
- WIS - Confused -1
- STR - Weak -1
- DEX - Shaky -1
- INT - Stunned -1
- CHA - Scarred -1

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

When you enter a civilized settlement (your call) you can ask the GM for one fact from the history of that location.

When you first enter an important location (your call) you can ask the GM for one fact from the history of that location.

When you first enter a civilized settlement someone who respects the custom of hospitality to minstrels will take you in as their guest.

When you enter an important location (your call) you can ask the GM for one fact from the history of that location.

When you first enter a civilized settlement someone who respects the custom of hospitality to minstrels will take you in as their guest.
ADVANCED MOVES

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

- **Healing Song**
  When you **heal** with **Arcane Art**, you heal +1d8 damage.

- **Vicious Cacophony**
  When you **grant bonus damage** with **Arcane Art**, you grant an extra +1d4 damage.

- **It Goes To Eleven**
  When you **unleash a crazed performance** (a righteous lute solo or mighty brass blast, maybe) choose a target who can hear you and roll+CHA. • On a 10+ the target attacks their nearest ally in range. • On a 7-9 they attack their nearest ally, but you also draw their attention and ire.

- **Metal Hurlant**
  When you **shout with great force or play a shattering note** choose a target and roll+CON. • On a 10+ the target takes 1d10 damage and is deafened for a few minutes. • On a 7-9 you still damage your target, but it’s out of control: the GM will choose an additional target nearby.

- **A Little Help From My Friends**
  When you **successfully aid someone** you take +1 forward as well.

- **Eldritch Tones**
  Your **Arcane Art** is strong, allowing you to choose two effects instead of one.

- **Duelist’s Parry**
  When you **Hack & Slash**, you take +1 armor forward.

- **Bamboozle**
  When you **parley with someone**, on a 7+ you also take +1 forward with them.

- **Multiclass Dabbler**
  Get one move from another class. Treat your level as one lower for choosing the move.

- **Multiclass Initiate**
  Get one move from another class. Treat your level as one lower for choosing the move.

When you gain a level from 6-10, you may choose from these moves.

- **Healing Chorus**
  **Replaces**: Healing Song
  When you **heal** with **Arcane Art**, you heal +2d8 damage.

- **Vicious Blast**
  **Replaces**: Vicious Cacophony
  When you **grant bonus damage** with **Arcane Art**, you grant an extra +2d4 damage.

- **Unforgettable Face**
  When you **meet someone you’ve met before** (your call) after some time apart you take +1 forward against them.

- **Reputation**
  When you **first meet someone who’s heard songs about you**, roll+CHA. • On a 10+, tell the GM two things they’ve heard about you. • On a 7-9, tell the GM one thing they’ve heard, and the GM tells you one thing.

- **Eldritch Chord**
  **Replaces**: Eldritch Tones
  When you use **Arcane Art**, you choose two effects. You also get to choose one of those effects to double.

- **An Ear For Magic**
  When you **hear an enemy cast a spell** the GM will tell you the name of the spell and its effects. Take +1 forward when acting on the answers.

- **Devious**
  When you use **Charming & Open** you may also ask “How are you vulnerable to me?” Your subject may not ask this question of you.

- **Duelist’s Block**
  **Replaces**: Duelist’s Parry
  When you **Hack & Slash**, you take +2 armor forward.

- **Con**
  **Replaces**: Bamboozle
  When you **parley with someone**, on a 7+ you also take +1 forward with them and get to ask their player one question which they must answer truthfully.

- **Multiclass Master**
  Get a move from another class. Treat your level as one lower for choosing the move.
THE CLERIC

Turn Undead
When you hold your holy symbol aloft and call on your deity for protection, roll+WIS. On a 7+, so long as you continue to pray and brandish your holy symbol, no undead may come within reach of you. On a 10+, you also momentarily daze intelligent undead and cause mindless undead to flee. Aggression breaks the effects and they are able to act as normal.

Commune
When you spend uninterrupted time (an hour or so) in quiet contemplation with your deity, you:
• Lose any spells already granted to you
• Are granted new spells of your choice whose total levels don't exceed your own level +1, and none of which is a higher level than your own level
• Prepare all of your rotes, which never count against your limit

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

Cast A Spell (WIS)
When you unleash a spell granted by your deity, roll+WIS. On a 10+ the spell is successfully cast and your deity does not revoke the spell, so you may cast it again. On a 7-9 the spell is cast, but choose one:
• You draw unwelcome attention or put yourself in a spot. The GM will tell you how.
• Your casting distances you from your deity; take -1 ongoing to cast a spell until the next time you commune.
• After it is cast, the spell is revoked by your deity. You cannot cast the spell again until you commune and have it granted to you.

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

Deity
You serve and worship some deity or power which grants you spells. Give your god a name and choose your deity's domain:
• Healing and Restoration
• Bloody Conquest
• Civilization
• Knowledge and Hidden Things
• The Downtrodden and Forgotten
• What Lies Beneath

Choose one precept of your religion:
• It preaches the sanctity of suffering, add Petition: Suffering
• It's clutish and insular, add Petition: Gaining Secrets
• It Observes important sacrificial rites, add Petition: Offering
• It believes in trial by combat, add Petition: Personal Victory

STARTING MOVES

X Deity
You serve and worship some deity or power which grants you spells. Give your god a name and choose your deity’s domain:
• Healing and Restoration
• Bloody Conquest
• Civilization
• Knowledge and Hidden Things
• The Downtrodden and Forgotten
• What Lies Beneath

Choose one precept of your religion:
• It preaches the sanctity of suffering, add Petition: Suffering
• It's clutish and insular, add Petition: Gaining Secrets
• It Observes important sacrificial rites, add Petition: Offering
• It believes in trial by combat, add Petition: Personal Victory

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

X Cast A Spell (WIS)
When you unleash a spell granted by your deity, roll+WIS. On a 10+ the spell is successfully cast and your deity does not revoke the spell, so you may cast it again. On a 7-9 the spell is cast, but choose one:
• You draw unwelcome attention or put yourself in a spot. The GM will tell you how.
• Your casting distances you from your deity; take -1 ongoing to cast a spell until the next time you commune.
• After it is cast, the spell is revoked by your deity. You cannot cast the spell again until you commune and have it granted to you.

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

X Commune
When you spend uninterrupted time (an hour or so) in quiet contemplation with your deity, you:
• Lose any spells already granted to you
• Are granted new spells of your choice whose total levels don’t exceed your own level +1, and none of which is a higher level than your own level
• Prepare all of your rotes, which never count against your limit

Name
DWARF: Durga, Aelfar, Gerda, Burgosh, Bjorn, Drummond, Helga, Siggrun, Freya
HUMAN: Wesley, Brinton, Jon, Hawthorn, Elise, Clarke, Lenore, Piotr, Dahlia, Carmine

Look
Choose one or each, write your own:
BODY: Thin, knobby, flabby
EYES: Kind, sharp, sad
HAIR: Strange, tonsure, bald
CLOTHES: Flowing robes, habit, common

Armour
D6
Hit Points
Max (8+Constitution) Current

Average
Strength
Dexterity
Constitution
16(+2), 15(+1), 13(+1), 12(–), 9(–), 8(-1)

Intelligence
Wisdom
Charisma

Weak -1
Shaky -1
Sick -1

Stunned -1
Confused -1
Scarred -1

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

Race
Dwarft

Human

Evil

Lawful

Good

Alignment

Branches

Body:
Thin, knobby, flabby

Eyes:
Kind, sharp, sad

Hair:
Strange, tonsure, bald

Clothes:
Flowing robes, habit, common

Dps

XP

Level

Alignement

Harm another to prove the superiority of your church or god.

Endanger yourself following the precepts of your church or god.

Endanger yourself to heal another.

Bonds

Fill in at least one with the name of a companion, or write your own.

I have insulted my deity; I do not trust them.

I trust them implicitly.

I am in constant danger, I will keep them safe.

I am working on converting to my faith.

DAMAGE

DEATH

Life

Evil

Lawful

Good

NAME

Current
Max (8+Constitution)

ARMOR
D6

HIT POINTS
Max (8+Constitution) Current

XP LEVEL

XP

LEVEL

Damage

D6

D6

XP

Level

Race

Dwarf

Human
ADVANCED MOVES

When you gain a level from 6-10, you may choose from these moves.

- **Chosen One**
  Choose one spell. You are granted that spell as if it was one level lower.

- **Invigorate**
  When you heal someone they take +2 forward to their damage.

- **The Scales Of Life And Death**
  When someone takes their last breath in your presence, they take +1 to the roll.

- **Serenity**
  When you cast a spell you ignore the first -1 penalty from ongoing spells.

- **First Aid**
  Cure Light Wounds is a rote for you, and therefore doesn’t count against your limit of granted spells.

- **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

- **Anointed**
  Requires: Chosen One
  Choose one spell in addition to the one you picked for Chosen One. You are granted that spell as if it was one level lower.

- **Apotheosis**
  The first time you spend time in prayer as appropriate to your god after taking this move, choose a feature associated with your deity (rendering claws, wings of sapphire feathers, an all-seeing third eye, etc.). When you emerge from prayer, you permanently gain that physical feature.

- **Reaper**
  When you take time after a conflict to dedicate your victory to your deity and deal with the dead, take +1 forward.

- **Providence**
  Replaces: Serenity
  You ignore the -1 penalty from up to two spells you maintain. If you maintain more than two you take normal penalties.

- **Divine Invincibility**
  Replaces: Divine Intervention
  When you Commune you gain 2 hold and lose any hold you already had. Spend that hold when you or an ally takes damage to call on your deity, they intervene with an appropriate manifestation (a sudden gust of wind, a lucky slip, a burst of light) and negate the damage.

- **Martyr**
  Replaces: Penitent
  When you take damage and embrace the pain, you may take +1d4 damage (ignoring armor). If you do, take +1 forward to cast a spell.

- **Devoted Healer**
  When you heal someone else of damage, add your level to the amount of damage healed.

- **Divine Intervention**
  When you Commune you get 1 hold and lose any hold you already had. Spend that hold when you or an ally takes damage to call on your deity, they intervene with an appropriate manifestation (a sudden gust of wind, a lucky slip, a burst of light) and negate the damage.

- **Penitent**
  When you take damage and embrace the pain, you may take +1d4 damage (ignoring armor). If you do, take +1 forward to cast a spell.

- **Orison For Guidance**
  When you sacrifice something of value to your deity and pray for guidance, your deity tells you what it would have you do. If you do it, mark experience.

- **Divine Protection**
  When you wear no armor or shield you get 2 armor.

- **Greater Empower**
  Replaces: Empower
  When you cast a spell, on a 10-11 you have the option of choosing from the 7-9 list. If you do, you may choose one of these effects as well. On a 12+ you get to choose one of these effects for free.
  - The spell’s effects are doubled
  - The spell’s targets are doubled

- **Greater First Aid**
  Requires: First Aid
  Cure Moderate Wounds is a rote for you, and therefore doesn’t 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.
CLERIC SPELLS

CURE MODERATE WOUNDS
3rd Level
You staunch bleeding and set bones through magic. Heal an ally you touch of 2d8 damage.

DARKNESS
3rd Level (ongoing)
Choose an area you can see: it’s filled with supernatural darkness and shadow. While this spell is ongoing you take -1 to cast a spell.

HOLD PERSON
3rd Level
Choose a person you can see. Until you cast a spell or leave their presence they cannot act except to speak. This effect ends immediately if the target takes damage from any source.

RESURRECTION
3rd Level
Tell the GM you would like to resurrect a corpse whose soul has not yet fully departed this world. Resurrection is always possible, but the GM will give you one or more (possibly all) of these conditions to fulfill:
• It’s going to take days/weeks/months
• You must get help from _____
• It will require a lot of money
• You must sacrifice _____ to do it
The GM may, depending on the circumstances, allow you to resurrect the corpse now, with the understanding that the conditions must be met before it’s permanent, or require you to meet the conditions before the corpse is resurrected.

CURE MILD WOUNDS
1st Level
At your touch wounds scab and bones cease to ache. Heal an ally you touch of 1d8 damage.

SANCTIFY
1st Level (Rote)
Food or water you hold in your hands while you cast this spell is consecrated by your deity. In addition to now being holy or unholy, the affected substance is purified of any mundane spoilage.

GUIDANCE
1st Level (Rote)
The symbol of your deity appears before you and gestures towards the direction or course of action your deity would have you take then disappears. The message is through gesture only; your communication through this spell is severely limited.

SPEW WITH DEAD
1st Level
A corpse converses with you briefly. It will answer any three questions you pose to it to the best of the knowledge it had in life and the knowledge it gained in death.

MAGIC WEAPON
1st Level (ongoing)
The weapon you hold while casting does +1d4 damage until you dismiss this spell. While this spell is ongoing you take -1 to cast a spell.

CAUSE FEAR
1st Level (ongoing)
Choose a target you can see and a nearby object. The target is afraid of the object so long as you maintain the spell. Their reaction is up to them: flee, panic, beg, fight. While this spell is ongoing you take -1 to cast a spell. You cannot target entities with less than animal intelligence (magical constructs, undead, automatons, and the like).

THIRD LEVEL SPELLS

SANCTUARY
1st Level
As you cast this spell, you walk the perimeter of an area, consecrating it to your deity. As long as you stay within that area you are alerted whenever someone acts with malice within the sanctuary (including entering with harmful intent). Anyone who receives healing within a sanctuary heals +1d4 HP.

BLESS
1st Level (ongoing)
Your deity smiles upon a combatant of your choice. They take +1 ongoing so long as battle continues and they stand and fight. While this spell is ongoing you take -1 to cast a spell.

CURE LIGHT WOUNDS
1st Level
At your touch wounds scab and bones cease to ache. Heal an ally you touch of 1d8 damage.

DARKNESS
1st Level (ongoing)
Choose an area you can see: it’s filled with supernatural darkness and shadow. While this spell is ongoing you take -1 to cast a spell.

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

FIRST LEVEL SPELLS

GUIDANCE
1st Level (Rote)
The symbol of your deity appears before you and gestures towards the direction or course of action your deity would have you take then disappears. The message is through gesture only; your communication through this spell is severely limited.

SANCTIFY
1st Level (Rote)
Food or water you hold in your hands while you cast this spell is consecrated by your deity. In addition to now being holy or unholy, the affected substance is purified of any mundane spoilage.

LIGHT
1st Level (Rote)
An item you touch glows with divine light, about as bright as a torch. It gives off no heat or sound and requires no fuel, but it is otherwise like a mundane torch. You have complete control of the color of the flame. The spell lasts as long as it is in your presence.

LIGHT
1st Level (Rote)
An item you touch glows with divine light, about as bright as a torch. It gives off no heat or sound and requires no fuel, but it is otherwise like a mundane torch. You have complete control of the color of the flame. The spell lasts as long as it is in your presence.

COMMUNE
1st Level (Rote)
Every time you Commune, you gain access to all of your rotes without having to select them or count them toward your allotment of spells.

SANCTIFY
1st Level (Rote)
Food or water you hold in your hands while you cast this spell is consecrated by your deity. In addition to now being holy or unholy, the affected substance is purified of any mundane spoilage.

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

LIGHT
Rote
An item you touch glows with divine light, about as bright as a torch. It gives off no heat or sound and requires no fuel, but it is otherwise like a mundane torch. You have complete control of the color of the flame. The spell lasts as long as it is in your presence.

SANCTIFY
Rote
Food or water you hold in your hands while you cast this spell is consecrated by your deity. In addition to now being holy or unholy, the affected substance is purified of any mundane spoilage.

GUIDANCE
Rote
The symbol of your deity appears before you and gestures towards the direction or course of action your deity would have you take then disappears. The message is through gesture only; your communication through this spell is severely limited.
CLERIC SPELLS

Divine Presence
9th Level (ongoing)
Every creature must ask your leave to enter your presence, and you must give permission aloud for them to enter. Any creature without your leave takes an extra 1d10 damage whenever they take damage in your presence. While this spell is ongoing you take -1 to cast a spell.

Storm Of Vengeance
9th Level
Your deity brings the unnatural weather of your choice to pass. Rain of blood or acid, clouds of souls, wind that can carry away buildings, or any other weather you can imagine: ask and it shall come.

Repair
9th Level
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.

Consume Unlife
9th Level
The mindless undead creature you touch is destroyed and you steal its death energy to heal yourself or the next ally you touch. The amount of damage healed is equal to the HP that the creature had remaining before you destroyed it.

Plague
9th Level (ongoing)
Name a city, town, encampment, or other place where people live. As long as this spell is active that place is beset by a plague appropriate to your deity’s domains (locusts, death of the first born, etc.) While this spell is ongoing you take -1 to cast a spell.

NINTH LEVEL SPELLS

Mark Of Death
5th Level
Choose a creature whose true name you know. This spell creates permanent runes on a target surface that will kill that creature, should they read them.

Harm
7th Level
Touch an enemy and strike them with divine wrath—deal 2d8 damage to them and 1d6 damage to yourself. This damage ignores armor.

Sever
7th Level (ongoing)
Choose an appendage on the target such as an arm, tentacle, or wing. The appendage is magically severed from their body, causing no damage but considerable pain. Missing an appendage may, for example, keep a winged creature from flying, or a bull from goring you on its horns. While this spell is ongoing you take -1 to cast a spell.

Cure Critical Wounds
5th Level
Heal an ally you touch of 3d8 damage.

Trap Soul
5th Level (ongoing)
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.

True Seeing
5th Level (ongoing)
Your vision is opened to the true nature of everything you lay your eyes on. You pierce illusions and see things that have been hidden. The GM will describe the area before you ignoring any illusions and falsehoods, magical or otherwise. While this spell is ongoing you take -1 to cast a spell.

Contagion
5th Level (ongoing)
Choose a creature you can see. Until you end this spell, the target suffers from a disease of your choice. While this spell is ongoing you take -1 to cast a spell.

Divine Presence
9th Level (ongoing)
Every creature must ask your leave to enter your presence, and you must give permission aloud for them to enter. Any creature without your leave takes an extra 1d10 damage whenever they take damage in your presence. While this spell is ongoing you take -1 to cast a spell.

Word Of Recall
7th Level
Choose a word. The first time after casting this spell that you speak the chosen word, you and any allies touching you when you cast the spell are immediately returned to the exact spot where you cast the spell. You can only maintain a single location; casting Word Of Recall again before speaking the word replaces the earlier spell.

Heal
7th Level
Touch an ally and you may heal their damage a number of points up to your maximum HP.

Cure Critical Wounds
5th Level
Heal an ally you touch of 3d8 damage.

Divination
5th Level
Name a person, place, or thing you want to learn about. Your deity grants you visions of the target, as clear as if you were there.

Trap Soul
5th Level (ongoing)
You trap the soul of a dying creature within a gem. The trapped creature is aware of its imprisonment but can still be manipulated through spells, parley, and other effects. All moves against the trapped creature are at +1. You can free the soul at any time but it can never be recaptured once freed.

Words Of The Unspeaking
5th Level
With a touch you speak to the spirits within things. The non-living object you touch answers three questions you pose, as best it can.

SEVENTH LEVEL SPELLS

Word Of Recall
7th Level
Choose a word. The first time after casting this spell that you speak the chosen word, you and any allies touching you when you cast the spell are immediately returned to the exact spot where you cast the spell. You can only maintain a single location; casting Word Of Recall again before speaking the word replaces the earlier spell.

Heal
7th Level
Touch an ally and you may heal their damage a number of points up to your maximum HP.

Cure Critical Wounds
5th Level
Heal an ally you touch of 3d8 damage.

Divination
5th Level
Name a person, place, or thing you want to learn about. Your deity grants you visions of the target, as clear as if you were there.

Trap Soul
5th Level (ongoing)
You trap the soul of a dying creature within a gem. The trapped creature is aware of its imprisonment but can still be manipulated through spells, parley, and other effects. All moves against the trapped creature are at +1. You can free the soul at any time but it can never be recaptured once freed.

Words Of The Unspeaking
5th Level
With a touch you speak to the spirits within things. The non-living object you touch answers three questions you pose, as best it can.

SEVENTH LEVEL SPELLS

Word Of Recall
7th Level
Choose a word. The first time after casting this spell that you speak the chosen word, you and any allies touching you when you cast the spell are immediately returned to the exact spot where you cast the spell. You can only maintain a single location; casting Word Of Recall again before speaking the word replaces the earlier spell.

Heal
7th Level
Touch an ally and you may heal their damage a number of points up to your maximum HP.

Cure Critical Wounds
5th Level
Heal an ally you touch of 3d8 damage.
Spend time in contemplation of an animal spirit, you may add its species to those you can assume using shapeshifting.

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

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

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

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

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

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

**RACE**

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

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

- **Halfling**
  - You sing the healing songs of spring and brook. When you make camp, you and your allies heal +1d6.

- **Name**

- **Class**

- **Alignment**

- **Damage**

- **Look**

- **Armor**

- **Hit Points**

- **Level**

- **XP**

- **Bonuses**

- **Bonds**

- **Starting Moves**

- **By Nature Sustained**
  - You don’t need to eat or drink. If a move tells you to mark off a ration just ignore it.

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

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

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

- **The Great Forests**
- **The Whispering Plains**
- **The Vast Desert**
- **The Stinking Mire**
- **The River Delta**
- **The Depths of the Earth**
- **The Sapphire Islands**
- **The Open Sea**
- **The Towering Mountains**
- **The Frozen North**
- **The Blasted Wasteland**
Choose one:
Choose your armament:
Choose your defenses:
Poisonous
Hardy Beasts
Flying Creatures
Pack Hunters

Some Token of your land. Describe it:

Choose your defenses:
- Hide Armor (+1 armor, worn, 1 weight)
- Wooden Shield (+1 armor, 1 weight)

Choose your armament:
- Shillelagh (close, 2 weight)
- Staff (close, two-handed, 1 weight)
- Spear (close, thrown, near, 1 weight)

Choose one:
- Adventuring Gear (5 uses, 1 weight)
- Poultices & Herbs (2 uses, slow, 1 weight)
- Halfling Pipeleaf (6 uses, 0 weight)

- Drive them back
- Inflict your poison on them
- Break through
- Trample them
- Pull an enemy aloft
- Drag them to the ground
- Summon the pack

Some COMMON ANIMAL MOVES

- Halfling Pipeleaf
  - (6 uses, 0 weight)
  - (2 uses, slow, 1 weight)
  - Poultices & Herbs
    - (5 uses, 1 weight)

- Adventuring Gear
- Spear
- Staff
- Shillelagh
- Wooden Shield
- Hide Armor

- Spear (close, thrown, near, 1 weight)

STARTING GEAR
Max Load (6+STR)
Current

- Drive them back
- Inflict your poison on them
- Break through
- Trample them
- Pull an enemy aloft
- Drag them to the ground
- Summon the pack

ADVANCED MOVES

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

- Hunter’s Brother
  - Choose one move from the ranger class list.
- Red Of Tooth And Claw
  - When you are in an appropriate animal form (something dangerous) increase your damage to d8.
- Communion Of Whispers
  - When you spend time in a place, making note of its resident spirits and calling on the spirits of the land, roll+Wis. You will be granted a vision of significance to you, your allies, and the spirits around you. • On a 10+ the vision will be clear and helpful to you. • On a 7–9 the vision is unclear, its meaning murky. • On a miss, the vision is upsetting, frightening, or traumatizing. The GM will describe it. Take -1 forward.
- Barkskin
  - So long as your feet touch the ground you have +1 armor.
- Eyes Of The Tiger
  - When you mark an animal (with mud, dirt, or blood) you can see through that animal’s eyes as if they were your own, no matter what distance separates you. Only one animal at a time may be marked in this way.
- Shed
  - When you take damage while shapeshifted you may choose to revert to your natural form to negate the damage.

When you gain a level from 6-10, you may also choose from these moves.

- Embracing No Form
  - When you shapeshift, roll 1d4 and add that total to your hold.
- Doppleganger’s Dance
  - You are able to study the essence of specific individuals to take their exact form, including men, elves, or the like. Suppressing your tell is possible, but if you do, take -1 ongoing until you return to your own form.
- Blood And Thunder
  - Replaces: Red Of Tooth And Claw
  - When you are in an appropriate animal form (something dangerous) increase your damage to d10.
- The Druid Sleep
  - When you take this move, the next opportunity that you have safety and time to spend in an appropriate location, you may attune yourself to a new land. This effect occurs only once and the GM will tell you how long it will take and what cost you must pay. From then on, you are considered to be born of the soil in both lands.
- Weather Weaver
  - When you are under open skies when the sun rises the GM will ask you what the weather will be that day. Tell them whatever you like, it comes to pass.

- Thing-talker
  - You see the spirits in the sand, the sea and the stone. You may now apply your spirit tongue, shapeshifting and studied essence to inanimate natural objects (plants and rocks) or creatures made thereof, as well as animals. Thing-talker forms can be exact copies or can be mobile vaguely humanoid-shaped entities.
- Formcrafter
  - When you shapeshift choose a stat: you take +1 ongoing to rolls using that stat while shifted. The GM will choose a stat, too: you take -1 ongoing to rolls using that stat while shifted.
- Elemental Mastery
  - When you call on the primal spirits of fire, water, earth or air to perform a task for you roll+Wis. • On a 10+ choose two. • On a 7–9 choose one. • On a miss, some catastrophe occurs as a result of your calling.
  - The effect you desire comes to pass
  - You avoid paying nature’s price
  - You retain control

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

- World-talker
  - Requires: Thing-talker
  - You see the patterns that make up the fabric of the world. You may now apply your spirit tongue, shapeshifter and studied essence moves to pure elements—fire, water, air and earth.
- Formshaper
  - Requires: Formcrafter
  - You may increase your armor by 1 or deal an additional +1d4 damage while in an animal form. Choose which when you shapeshift.
- Healthy Distrust
  - Whenever the unclean magic wielded by mortal men causes you to Defy Danger, treat any result of 6– as a 7–9.
- Chimera
  - When you shapeshift, you may create a merged form of up to three different shapes. You may be a bear with the wings of an eagle and the head of a ram, for example. Each feature will grant you a different move to make. Your chimera form follows the same rules as shapeshifter otherwise.
- Stalker’s Sister
  - Choose one move from the ranger class list.
**THE FIGHTER**

**ARMORED**
You ignore the clumsy tag on any armor you wear.

**Bend Bars, Lift Gates**
When you use pure strength to destroy an inanimate obstacle, roll+STR. • On a 10+, choose 3. • On a 7-9 choose 2.  
• It doesn’t take a very long time  
• Nothing of value is damaged  
• It doesn’t make an inordinate amount of noise  
• You can fix the thing again without a lot of effort

**STARTING MOVES**

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

Choose a base description, all are 2 weight:
- Sword
- Axe
- Hammer
- Spear
- Flail
- Fists

Choose a range that best fits your weapon:
- Hand
- Close

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

Choose a look:
- Ancient
- Blood-stained
- Unblemished
- Sinister
- Ornate

**BONDS**

Fill in at least one with the name of a companion, or write your own.

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

**RACE**

- Dwarf
  When you share a drink with someone, you may parley with them using CON instead of CHA.
- Elf
  Choose one weapon—you can always treat weapons of that type as if they had the precise tag.
- Halfling
  When you Defy Danger and use your small size to your advantage, take +1.
- Human
  Once per battle you may reroll a single damage roll (yours or someone else's).

**ALIGNMENT**

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

**ARMOR**

**HIT POINTS**
Max (10+Constitution) 

**DAMAGE**

**XP**

**LEVEL**

**NAME**

DWARF: Ozruk, Surtur, Brunnhilda, Annika, Jonas, Greta, Dim, Rundrig, Jarl, Xotoq  
ELF: Elohiir, Sharaseth, Hasrith, Shevaral, Cadeus, Eldar, Kithnaceth, Thelian  
HUMAN: Hawke, Rudiger, Gregor, Brianne, Walton, Castor, Shanna, Ajax, Hob

Fill in at least one with the name of a companion, or write your own.

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

**LOOK**

Choose one for each, or write your own:

- BODY: Built, lithe, ravaged
- EYES: Hard, dead, eager
- HAIR: Wild, shorn, battered helm
- SKIN: Calloused, tanned, scarred
ADVANCED MOVES

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

- **Merciless**
  When you deal damage, deal +1d4 damage.

- **Heirloom**
  When you consult the spirits that reside within your signature weapon, they will give you an insight relating to the current situation, and might ask you some questions in return. roll+CHA. • On a 10+, the GM will give you good detail. • On a 7-9, the GM will give you an impression.

- **Improved Weapon**
  Choose one extra enhancement for your signature weapon.

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

- **Iron Hide**
  You gain +1 armor.

- **Armored Perfection**
  Replaces: Armor Mastery
  When you choose to let your armor take the brunt of damage dealt to you, the damage is negated but you must reduce the armor value of your armor or shield (your choice) by 1. The value is reduced each time you make this choice. If the reduction leaves the item with 0 armor it is destroyed.

- **Evil Eye**
  Requires: Seeing Red
  When you enter combat, roll+CHA. • On a 10+, hold 2. • On a 7-9, hold 1. Spend your hold to make eye contact with an NPC present, who freezes or flinches and can’t act until you break it off. • On a 6-, your enemies immediately identify you as their biggest threat.

- **Taste Of Blood**
  Replaces: Scent Of Blood
  When you Hack & Slash an enemy, your next attack against that same foe deals +1d8 damage.

- **Multiclass Dabbler**
  Get one move from another class. Treat your level as one lower for choosing the move.
The Immolator

Hand Crafted

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

Zuko Style

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

Give Me Fuel, Give Me Fire

When you gaze intensely into someone’s eyes, you may ask their player “what fuels the flames of your desire?” they’ll answer with the truth, even if the character does not know or would otherwise keep this hidden.

Fighting Fire with Fire

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

Burning Brand

When you conjure a weapon of pure flame, roll + CON. On a 10+ choose two of the following tags, on a 7-9 choose one. You may treat your INT as your STR or DEX in regards to making attacks with this weapon. The weapon always begins with the fiery, touch, dangerous, and 3 uses tags. Each attack with the weapon consumes one use.

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

Hand Crafted

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

Evil

Sacrifice an unwilling victim to the flames.

Chaotic

Spread a dangerous new idea.

Neutral

Exchange a sacrifice, freely given, for a service rendered.

Bonds

Fill in at least one with the name of a companion, or write your own.

- has felt the hellish touch of fire, now they know my strength.
- I cast something into the fire for
- I still owe them their due.

Race

Fill in at least one with the name of a companion, or write your own.

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

Starting Moves

- Burning Brand
- Give Me Fuel, Give Me Fire
- Zuko Style
- Fighting Fire with Fire
THE IMMOLATOR

Fanning The Flames

Requires: Firebrand

You may apply the effects of your Firebrand move to a group of people - a dozen or so - all at once.

Watch The World Burn

When you open a channel to the burning planes and call a firestorm, tell the GM what you’re sacrificing and roll+WIS. The sky opens up and fire pours like rain from it within an area about equal to a small village. Everyone and everything in the area takes damage as appropriate. On a 10+, they’ll follow you and do as you desire, so long as nothing startles or surprises them. On a 7-9, the effect is only strong enough to distract or confuse them. On a miss, something cruel, intelligent and hungry comes with the storm.

Ogdru Jahad

Gain the Wizard move Ritual. The GM will always tell you what you have to sacrifice to gain the effect you desire.

Moth To The Flame

When you tempt a weak mind with your inner fire, roll+WIS. On a 10+, they’ll follow you and do as you desire, so long as nothing startles or surprises them. On a 7-9, the effect is only strong enough to distract or confuse them. On a miss, they become agitated and upset, your fire having sparked their hidden desires.

Burning Bridges

When you would take your last breath, don’t. Instead, you may erase one of your Bonds. This is permanent and lowers your total available Bonds forever. You are alive and have 1d6 hp. If you have no more Bonds, take your last breath as normal.

The Enkindler

When you bolster the courage of others roll+CHA. On a 10+, they shake off all fear and doubt, becoming brave in an instant. On a 7-9, this effect is fleeting, they realize its superficiality and resort to cowardice after a moment or two. On a miss, they’re cowed or terrified by your presence.

Sick Burn

When you insult an NPC roll+CHA. On a 10+, they believe the idea to be their own and take to it with fervour. On a 7-9, Their passion fades after a day or two. On a miss, they respond negatively, speaking out against the idea.

Lore Of Flame

When you stare into a source of fire, looking for answers, roll+WIS. On a hit, the GM will tell you something new and interesting about the current situation. On a 10+, the GM will give you good detail. On a 7-9, the GM will give you an impression. If you already know all there is to know, the GM will tell you that.

Burns Half As Long

You gain this move when you gain Burns Twice As Bright.

When you sacrifice a victory to the flames of fate, treat any roll of 10+ as a miss.

This Killing Fire

Add the following tags to your options for Burning Brand: messy, forceful, reach, near, far.

Firebrand

When you introduce a new idea to an NPC, roll+CHA. On a 10+, they believe the idea to be their own and take to it with fervour. On a 7-9, Their passion fades after a day or two. On a miss, they respond negatively, speaking out against the idea.

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

When you gain a level from 6-10, you may choose from these moves.

ADVANCED MOVES

You carry no weapons and need no armor but the flames that burn within you. You begin with:

A Symbol of your sacrifices past, describe it:

Adventuring Gear (5 uses, 1 weight)

1 Healing Potion (0 weight)

Choose two:

Dungeon Rations (5 uses, ration, 1 weight)

1 Healing Potion (0 weight)

10 Coins

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

From Hell’s Heart

When you summon fire with any of your moves, you can replace it with the black fires of hell itself. This fire does not burn with heat and ignores armor, scorching the soul itself. Those creatures without souls cannot be harmed by this type of flame.

Burning Ring Of Fire

When you fuse a willing person’s soul to yours, roll+CHA. On a hit you are bound together, able to sense each other at any distance, as well as sharing your emotional state. On a 7-9, the connection is unstable and dangerous, when you take a debility, so do they (and vice versa). On a miss, the branding is rejected and you both erase any Bonds you have to each other. You may write new Bonds with them at the End of Session as usual. This fusion, once performed, cannot be undone by mortal means.

Fanning The Flames

Requires: Firebrand

You may apply the effects of your Firebrand move to a group of people - a dozen or so - all at once.

Watch The World Burn

When you open a channel to the burning planes and call a firestorm, tell the GM what you’re sacrificing and roll+WIS. The sky opens up and fire pours like rain from it within an area about equal to a small village. Everyone and everything in the area takes damage as appropriate. On a 10+ you can extinguish the storm with a little effort. On a 7-9 the fires rage out of your control, spreading and gusting where they are carried by wind and weather. On a miss, something cruel, intelligent and hungry comes with the storm.
THE PALADIN

Armored

You ignore the clumsy tag on armor you wear.

I Am The Law

When you give an NPC an order based on your divine authority, roll+Cha.

• On a 7+, they choose one:
  • Do what you say.
  • Back away cautiously, then flee.
  • Attack you.

• On a 10+, you also take +1 forward against them.

• On a miss, they do as they please and you take -1 forward against them.

Lay On Hands (CHA)

When you touch someone, skin to skin, and pray for their well-being, roll+CHA.

• On a 10+, you heal 1d8 damage or remove one disease.

• On a 7–9, they are healed, but the damage or disease is transferred to you.

Quest

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

• Slay ________ , a great blight on the land.
• Defend ________ from the iniquities that beset them.
• Discover the truth of ________ .

Then choose up to two boons:

• An unwavering sense of direction to ________.
• Invulnerability to ________ (edged weapons, fire, enchantment, etc.).
• A mark of divine authority.
• Senses that pierce lies.
• A voice that transcends language.
• Freedom from hunger, thirst, and sleep.

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

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

Lay On Hands (CHA)

When you touch someone, skin to skin, and pray for their well-being, roll+CHA.

• On a 10+, you heal 1d8 damage or remove one disease.
• On a 7–9, they are healed, but the damage or disease is transferred to you.

I Am The Law

When you give an NPC an order based on your divine authority, roll+Cha.

• On a 7+, they choose one:
  • Do what you say.
  • Back away cautiously, then flee.
  • Attack you.

• On a 10+, you also take +1 forward against them.

• On a miss, they do as they please and you take -1 forward against them.

Armored

You ignore the clumsy tag on armor you wear.

NAME

NAMES: Thaddeus, Augustine, Lux, Cassius, Hadrian, Lucia, Octavia, Regulus, Valeria, Sanguinus, Titanus

LOOK

Choose one for each, or write your own:

BODY: Fit, bulky, thin

EYES: Kind, fiery, glowing

HAIR: Bald, styled, helmet

HOLY SYMBOL: Worn, fancy

ARMOR

Hit Points

Max (10+Constitution) Current

DAMAGE

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

STARTING MOVES

Quest

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

• Slay ________ , a great blight on the land.
• Defend ________ from the iniquities that beset them.
• Discover the truth of ________ .

Then choose up to two boons:

• An unwavering sense of direction to ________.
• Invulnerability to ________ (edged weapons, fire, enchantment, etc.).
• A mark of divine authority.
• Senses that pierce lies.
• A voice that transcends language.
• Freedom from hunger, thirst, and sleep.

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

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

I Am The Law

When you give an NPC an order based on your divine authority, roll+Cha.

• On a 7+, they choose one:
  • Do what you say.
  • Back away cautiously, then flee.
  • Attack you.

• On a 10+, you also take +1 forward against them.

• On a miss, they do as they please and you take -1 forward against them.

Armored

You ignore the clumsy tag on armor you wear.

ALIGNMENT

Lawful

Deny mercy to a criminal or unbeliever.

Good

Endanger yourself to protect someone weaker than you.

BONDS

Fill in at least one with the name of a companion, or write your own.

I respect the beliefs of ________ but hope they will someday see the true way.

I ________ is a brave soul, I have much to learn from them.

RACE

Human

When you pray for guidance, even for a moment and ask “what here is evil?” the GM will tell you, honestly.

CHA

Charisma

Confused -1

WIS

Wisdom

Stunned -1

INT

Intelligence

Shaky -1

STR

Strength

Weak -1

DEX

Dexterity

Confused -1

CON

Constitution

Sick -1

CON

Constitution

Shaky -1

DEX

Dexterity

Confused -1

INT

Intelligence

Stunned -1

CHA

Charisma

Scarred -1

NAME

NAMES: Thaddeus, Augustine, Lux, Cassius, Hadrian, Lucia, Octavia, Regulus, Valeria, Sanguinus, Titanus

LEVEL

XP

STARTING MOVES

Quest

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

• Slay ________ , a great blight on the land.
• Defend ________ from the iniquities that beset them.
• Discover the truth of ________ .

Then choose up to two boons:

• An unwavering sense of direction to ________.
• Invulnerability to ________ (edged weapons, fire, enchantment, etc.).
• A mark of divine authority.
• Senses that pierce lies.
• A voice that transcends language.
• Freedom from hunger, thirst, and sleep.

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

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

I Am The Law

When you give an NPC an order based on your divine authority, roll+Cha.

• On a 7+, they choose one:
  • Do what you say.
  • Back away cautiously, then flee.
  • Attack you.

• On a 10+, you also take +1 forward against them.

• On a miss, they do as they please and you take -1 forward against them.

Armored

You ignore the clumsy tag on armor you wear.
**THE PALADIN**

**Tandem Strike**
Replaces: Setup Strike

When you Hack & Slash, choose an ally. Their next attack against your target does +1d4 damage and they take +1 forward against them.

**Divine Protection**
Replaces: Holy Protection

You get +2 armor while on a Quest.

**Voice Of Authority**
Take +1 to order hirelings.

**Evidence Of Faith**
Requires: Divine Favor

When you see divine magic as it happens, you can ask the GM which deity granted the spell and its effects. Take +1 when acting on the answers.

**Holy Smite**
Replaces: Smite

While on a Quest you deal +1d4 damage.

**Holy Aegis**
When you take damage you can grit your teeth and accept the blow. If you do you take no damage but instead suffer a debility of your choice. If you already have all six debilities you can’t use this move.

**Smite**

While on a Quest you deal +1d4 damage.

**Divine Authority**
Replaces: Voice Of Authority

Take +1 to order hirelings. When you roll a 12+ the hireling transcends their moment of fear and doubt and carries out your order with particular effectiveness or efficiency.

**Perfect Hospitaller**
Replaces: Hospitaller

When you heal an ally, you heal +1d8 damage.

**Exterminatus**
When you speak aloud your promise to defeat an enemy, you deal +2d4 damage against that enemy and -4 damage against anyone else. This effect lasts until the enemy is defeated. If you fail to defeat the enemy or give up the fight, you can admit your failure, but the effect continues until you find a way to redeem yourself.

**Ever Onward**
Replaces: Charge!

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

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

**Setup Strike**
When you Hack & Slash, choose an ally. Their next attack against your target does +1d4 damage.

**Evidence Of Faith**
Requires: Divine Favor

When you see divine magic as it happens, you can ask the GM which deity granted the spell and its effects. Take +1 when acting on the answers.

**Holy Smite**
Replaces: Smite

While on a Quest you deal +1d4 damage.

**Holy Aegis**
When you take damage you can grit your teeth and accept the blow. If you do you take no damage but instead suffer a debility of your choice. If you already have all six debilities you can’t use this move.

**Smite**

While on a Quest you deal +1d4 damage.

**Divine Authority**
Replaces: Voice Of Authority

Take +1 to order hirelings. When you roll a 12+ the hireling transcends their moment of fear and doubt and carries out your order with particular effectiveness or efficiency.

**Perfect Hospitaller**
Replaces: Hospitaller

When you heal an ally, you heal +1d8 damage.

**Indomitable**
When you suffer a debility (even through Bloody Aegis) take +1 forward against whatever caused it.
**THE RANGER**

**Command**

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

- and you attack the same target, add its ferocity to your damage
- and you track, add its cunning to your roll
- and you Discern Realities, add its cunning to your roll
- and someone Interferes with you, add its instinct to their roll

---

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

- and you attack the same target, add its ferocity to your damage
- and you track, add its cunning to your roll
- and you take damage, add its armor to your armor
- and you Discern Realities, add its cunning to your roll
- and someone Interferes with you, add its instinct to their roll

---

**Called Shot**

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

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

---

**Hunt & Track (WIS)**

When you follow a trail of clues left behind by passing creatures, roll+WIS.

- On a 7+, you follow the creature’s trail until there’s a significant change in its direction or mode of travel.
- On a 10+, you also choose 1:
  - Gain a useful bit of information about your quarry, the GM will tell you what
  - Determine what caused the trail to end

---

**An animal companion**

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

Choose a species:

- Wolf, Cougar, Bear, Eagle, Dog, Hawk, Cat, Owl, Pigeon, Rat, Mule, ________

Choose a base:

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

Choose as many strengths as its Ferocity:

- Fast, Burly, Huge, Calm, Adaptable, Tireless, Quick Reflexes, Camouflage, Ferocious, Intimidating, Keen Senses, Stealthy,

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

- Hunt, Search, Scout, Guard, Labor, Travel, Fight Monsters, Perform,

Choose as many weaknesses as its Instinct:

- Flighty, Savage, Slow, Broken, Frightening, Forgetful, Stubborn, Lame,

---

**Look**

Choose one for each, or write your own:

**BODY:** Lithe, wild, sharp

**EYES:** Wild, sharp, animal

**HAIR:** Wild, bald, hooded

**CLOTHES:** Cape, camouflage, traveling clothes

---

**Starting Moves**

**Animal Companion**

Choose as many strengths as its Ferocity:

- Fast, Burly, Huge, Calm, Adaptable, Tireless, Quick Reflexes, Camouflage, Ferocious, Intimidating, Keen Senses, Stealthy,

Choose as many weaknesses as its Instinct:

- Flighty, Savage, Slow, Broken, Frightening, Forgetful, Stubborn, Lame,
When you set the watch for the night, everyone takes +1 to "Take Watch".

When you hunt and track, on a hit you may also ask one question about the creature you are tracking from the Discern Realities list for free.

Choose one:
- Hunter’s Bow (near, far, 1 weight), and Short Sword (close, 1 weight)
- Hunter’s Bow (near, far, 1 weight), and Spear (reach, 1 weight)

Choose one:
- Adventuring Gear (5 uses, 1 weight), and Dungeon Rations (5 uses, ration, 1 weight)
- Adventuring Gear (5 uses, 1 weight), and Bundle Of Arrows (3 ammo, 1 weight)

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

- **Half-elven**
  Somewhere in your lineage lies mixed blood and it begins to show its presence. You gain the elf starting move if you took the human one at character creation or vice versa. You may take this move only if it is your first advancement.

- **Wild Empathy**
  You can speak with and understand animals.

- **Familiar Prey**
  When you Spout Lore about a monster you use WIS instead of INT.

- **Viper’s Strike**
  When you strike an enemy with two weapons at once, add an extra 1d4 damage for your off-hand strike.

- **Camouflage**
  When you keep still in natural surroundings, enemies never spot you until you make a movement.

- **Man’s Best Friend**
  When you allow your animal companion to take a blow that was meant for you, the damage is negated and your animal companion’s ferocity becomes 0. If its ferocity is already 0 you can’t use this ability. When you have a few hours of rest with your animal companion its ferocity returns to normal.

When you gain a level from 6-10, you may choose from these moves.

- **Wild Speech**
  Replaces: Wild Empathy
  You can speak with and understand any non-magical, non-planar creature.

- **Hunter’s Prey**
  Replaces: Familiar Prey
  When you Spout Lore about a monster you use WIS instead of INT. On a 12+, in addition to the normal effects, you get to ask the GM any one question about the subject.

- **Viper’s Fangs**
  Replaces: Viper’s Strike
  When you strike an enemy with two weapons at once, add an extra 1d8 damage for your off-hand strike.

- **Smaug’s Belly**
  When you know your target’s weakest point your arrows have 2 piercing.

- **Strider**
  Replaces: Follow Me
  When you Undertake A Perilous Journey you can take two roles. Roll twice and use the better result for both roles.
The Thief

Poisoner

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

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

Flexible Morals

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

Poisoner

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

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

Backstab

When you attack a surprised or defenseless enemy with a melee weapon, you can choose to deal your damage or roll+DEX. On a 10+, choose one: You don't get into melee with them. You deal your damage+1d6. You create an advantage, +1 forward to you or an ally acting on it. Reduce their armor by 1 until they repair it.

The Thief

HALFLING: Felix, Rook, Mouse, Sketch, Trixie, Robin, Omar, Brynn
HUMAN: Sparrow, Shank, Jack, Marlow, Dodge, Rat, Pox, Humble, Farley

Name

Level

Xp

Look

Choose one for each, or write your own:

- Body: Lithe, knobby, flabby
- Eyes: Shifty, criminal
- Hair: Cropped, messy, hooded
- Clothes: Dark, fancy, common

Armour

Hit Points

Damage

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

Strength

Dexterity

Constitution

Intelligence

Wisdom

Charisma

Alignment

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

Bonds

Fill in at least one with the name of a companion, or write your own.

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

Race

- Halfling
- Human

Starting Moves

- Trap Expert
  - When you spend a moment to survey a dangerous area, roll+DEX. On a 10+, hold 3. On a 7-9, hold 1. Spend your hold as you walk through the area to ask these questions:
    - Is there a trap here and if so, what activates it?
    - What does the trap do when activated?
    - What else is hidden here?

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

- Backstab
  - When you attack a surprised or defenseless enemy with a melee weapon, you can choose to deal your damage or roll+DEX. On a 10+, choose two. On a 7-9, choose one:
    - You don't get into melee with them
    - You deal your damage+1d6
    - You create an advantage, +1 forward to you or an ally acting on it
    - Reduce their armor by 1 until they repair it

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

- Poisoner
  - You've mastered the care and use of a poison. Choose a poison from the list below; that poison is no longer dangerous for you to use. You also start with three uses of the poison you choose. Whenever you have time to gather materials and a safe place to brew you can make three uses of the poison you choose for free. Note that some poisons are applied, meaning you have to carefully apply it to the target or something they eat or drink. Touch poisons just need to touch the target, they can even be used on the blade of a weapon.
    - Oil of Tagit: (applied) The target falls into a light sleep.
    - Bloodweed: (touch) The target deals -1d4 damage ongoing until cured.
    - Goldenroot: (applied) The target treats the next creature they see as a trusted ally, until proved otherwise.
    - Serpent’s Tears: (touch) Anyone dealing damage to the target rolls twice and takes the better result.
ADVANCED MOVES

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

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

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

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

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

- **Underdog**
  When you’re outnumbered, you have +1 armor.

- **Poison Master**
  After you’ve used a poison once it’s no longer dangerous for you to use.

- **Envenom**
  You can apply even complex poisons with a pinprick. When you apply a poison that’s not dangerous for you to use to your weapon it’s touch instead of applied.

- **Brewer**
  When you have time to gather materials and a safe place to brew you can create three doses of any one poison you’ve used before.

- **Connections**
  When you put out word to the criminal underbelly about something you want or need, roll+CHA.
  • On a 10+, someone has it, just for you.
  • On a 7–9, you’ll have to settle for something close or it comes with strings attached, your call.

When you gain a level from 6-10, you may choose from these moves.

- **Dirty Fighter**
  Replaces: Cheap Shot
  When using a precise or hand weapon, your Backstab deals an extra +1d8 damage and all other attacks deal +1d4 damage.

- **Extremely Cautious**
  Replaces: Cautious
  When you use use Trap Expert you always get +1 hold, even on a 6+. On a 12+ you get 3 hold and the next time you come near a trap the GM will immediately tell you what it does, what triggers it, who set it, and how you can use it to your advantage.

- **Serious Underdog**
  Replaces: Underdog
  You have +1 armor. When you’re outnumbered, you have +2 armor instead.

- **Evasion**
  When you Defy Danger on a 12+, you transcend the danger. You not only do what you set out to, but the GM will offer you a better outcome, true beauty, or a moment of grace.

- **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?

- **Alchemist**
  Replaces: Brewer
  When you have time to gather materials and a safe place to brew you can create three doses of any one poison you’ve used before.

- **Disguise**
  When you have time and materials you can create a disguise that will fool anyone into thinking you’re another creature of about the same size and shape. Your actions can give you away but your appearance won’t.

- **Strong Arm, True Aim**
  You can throw any melee weapon, using it to volley. A thrown melee weapon is gone; you can never choose to reduce ammo on a 7–9.
The Wizard

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

• It's going to take days/weeks/months
• First you must ____________
• You'll need help from ____________
• It will require a lot of money
• The best you can do is a lesser version, unreliable and limited
• You and your allies will risk danger from ____________
• You'll have to disenchant ____ to do it

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

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

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

• Lose any spells you already prepared
• Prepare new spells chosen from your spellbook whose total levels don't exceed your own level +1
• Prepare your cantrips which never count against your limit

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

Startin Moves

✓ Cast A Spell (INT)
When you release a spell you've prepared, roll+INT. • On a 10+ the spell is successfully cast and you may cast the spell again later. • On a 7-9 the spell is cast, but choose one:

• You draw unwelcome attention or put yourself in a spot. The GM will tell you how.
• The spell disturbs the fabric of reality as it is cast; take -1 ongoing to cast a spell until the next time you Prepare Spells.
• After it is cast, the spell is forgotten. You cannot cast the spell again until you prepare spells.

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

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

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

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

• It's going to take days/weeks/months
• First you must ______
• You'll need help from ______
• It will require a lot of money
• The best you can do is a lesser version, unreliable and limited
• You and your allies will risk danger from ______
• You'll have to disenchant _____ to do it
### The Wizard

**ADVANCED MOVES**

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

- **Prodigy**
  Choose a spell. You prepare that spell as if it were one level lower.

- **Empowered Magic**
  When you cast a spell, on a 10+ you have the option of choosing from the 7-9 list. If you do, you may additionally choose one of the following effects:
  - The spell’s effects are maximized
  - The spell’s targets are doubled

- **Counterspell**
  When you attempt to counter an arcane spell that will otherwise affect you, stake one of your prepared spells on the defense and roll+INT. On a 10+, the spell is countered and has no effect on you. On a 7-9, the spell is countered and you forget the spell that you staked. Your counterspell protects you alone; if the countered spell has other targets they are affected as normal.

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

When you gain a level from 6-10, you may choose from these moves.

- **Master**
  Requires: Prodigy
  Choose one spell in addition to the one you picked for Prodigy. You prepare that spell as if it were one level lower.

- **Greater Empowered Magic**
  Replaces: Empowered Magic
  When you cast a spell, on a 10-11 you have the option of choosing from the 7-9 list. If you do, you may additionally choose one of the following effects. On a 12+ you get to choose one of these effects for free:
  - The spell’s effects are maximized
  - The spell’s targets are doubled

- **Arcane Armor**
  Replaces: Arcane Ward
  As long as you have at least one prepared spell of first level or higher, you have +4 armor.

- **Protective Counter**
  Requires: Counterspell
  When an ally within sight of you is affected by an arcane spell, you can counter it as if it affected you. If the spell affects multiple allies you must counter for each ally separately.

- **Arcane Ward**
  As long as you have at least one prepared spell of first level or higher, you have +2 armor.

- **Enchanter’s Soul**
  Requires: Enchanter
  When you have time and safety with a magic item you may ask the GM what it does. The GM will answer truthfully.

- **Ethereal Tether**
  When you have time with a willing or helpless subject you can craft an ethereal tether with them. You perceive what they do and can discern realities about them 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.

- **Spell Augmentation**
  When you deal damage to a creature, you can shunt a spell’s energy into them—end one of your ongoing spells and add the spell’s level to the damage dealt.

- **Self-Powered**
  When you have time, arcane materials, and a safe space, you can create your own place of power. Describe to the GM what kind of power it is and how you’re binding it to this place, the GM will tell you one kind of creature that will have an interest in this.
WIZARD SPELLS

THIRD LEVEL SPELLS

Miracle
3rd Level
You can do anything. Just name it and it will
be. Don’t use this spell often, though, or
your reputation will suffer.

See other gods
3rd Level Divination
You see another god watching your actions. If
you say anything, you see how the god looks
at you. You get a general sense of what the
god is thinking, and whether he or she
approved of your actions. This spell will
work on any god, and you don’t have to
believe in the god for it to work. It is
impossible to read the thoughts of a
god, but you will see how the god
considers your actions. This is
considered a force spell.

Telepathy
3rd Level Divination (ongoing)
You form a telepathic bond with a single
person you touch, enabling you to converse
with that person through your thoughts.
You can only have one telepathic bond
at a time.

Dispel Magic
3rd level
Choose a spell or magic effect in your
presence: this spell rips it apart. Lesser
spells are ended, powerful magic is just
reduced or dampened so long as
you are nearby.

Fireball
3rd Level Evocation
You evoke a mighty ball of flame that
envelops your target and everyone nearby,
inflicting 2d6 damage which ignores armor.

Mimic
3rd Level (ongoing)
You take the form of someone you touch
while casting this spell. Your physical
characteristics match theirs exactly but
your behavior may not. This change
persists until you take damage or choose to
return to your own form. While this spell is
ongoing you lose access to all your
wizard moves.

Visions Through Time
3rd Level Divination
Cast this spell and gaze into a reflective
surface to see into the depths of time. The
GM will reveal the details of a grim portent
to you—a bleak event that will come to
pass without your intervention. They’ll tell
you something useful about how you can
interfere with the grim portent’s dark
outcomes. Rare is the portent that claims
“You’ll live happily ever after.” Sorry.

Telepathy
1st Level Divination (ongoing)
The person (not beast or monster) you
touch while casting this spell counts you as
a friend until they take damage or you
prove otherwise.

Invisibility
1st Level Illusion (ongoing)
Touch an ally: nobody can see them. They’re invisible! The spell persists until
the target attacks or you dismiss the effect.
While the spell is ongoing you can’t cast a spell.

Contact Spirits
1st Level Summoning
Name the spirit you wish to contact (or
leave it to the GM). You pull that creature
through the planes, just close enough to
speak to you. It is bound to answer any one
question you ask to the best of its ability.

Detect Magic
1st Level Divination
One of your senses is briefly attuned to
magic. The GM will tell you what here is
magical.

Magic Missile
1st Level Evocation
Projectiles of pure magic spring from your
fingers. Deal 2d4 damage to one target.

Light
Cantrip
An item you touch glows with arcane light,
about as bright as a torch. It gives off no
heat or sound and requires no fuel, but it is
otherwise like a mundane torch. You have
complete control of the color of the flame.
The spell lasts as long as it is in your
presence.

Unseen Servant
Cantrip
You conjure a simple invisible construct
that can do nothing but carry items. It has
Load 3 and carries anything you hand to it.
It cannot pick up items on its own and can
only carry those you give to it. Items
handled by an unseen servant appear to
float in the air a few paces behind you. An
unseen servant that takes damage or leaves
your presence is immediately dispelled,
dropping any items it carried.

Prestidigitation
Cantrip
You perform minor tricks of true magic. If
you touch an item as part of the casting
you can make cosmetic changes to it: clean
it, soil it, cool it, warm it, flavor it, or
change its color. If you cast the spell
without touching an item you can instead
create minor illusions no bigger than
yourself. Prestidigitation illusions are crude
and clearly illusions—they won’t fool
anyone, but they might entertain them.

FIRST LEVEL SPELLS

Telepathy
1st Level Divination (ongoing)
You form a telepathic bond with a single
person you touch, enabling you to converse
with that person through your thoughts.
You can only have one telepathic bond
at a time.

Alarm
1st Level
Walk a wide circle as you cast this spell.
Until you prepare spells again your magic
will alert you if a creature crosses that
circle. Even if you are asleep, the spell will
shake you from your slumber.

Charm Person
1st Level Enchantment (ongoing)
The person (not beast or monster) you
touch while casting this spell counts you as
a friend until they take damage or you
prove otherwise.

Detect Magic
1st Level Divination
One of your senses is briefly attuned to
magic. The GM will tell you what here is
magical.

Prestidigitation
Cantrip
You perform minor tricks of true magic. If
you touch an item as part of the casting
you can make cosmetic changes to it: clean
it, soil it, cool it, warm it, flavor it, or
change its color. If you cast the spell
without touching an item you can instead
create minor illusions no bigger than
yourself. Prestidigitation illusions are crude
and clearly illusions—they won’t fool
anyone, but they might entertain them.

Light
Cantrip
An item you touch glows with arcane light,
about as bright as a torch. It gives off no
heat or sound and requires no fuel, but it is
otherwise like a mundane torch. You have
complete control of the color of the flame.
The spell lasts as long as it is in your
presence.
FIFTH LEVEL SPELLS

- **Cage**
  5th Level 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**
  5th Level Divination
  You send a request to another plane. Specify who or what you'd like to contact by location, type of creature, name, or title. You open a two-way communication with that creature. Your communication can be cut off at any time by you or the creature you contacted.

- **Summon Monster**
  5th Level Summoning (ongoing)
  A monster appears and aids you as best it can. Treat it as your character, but with access to only the basic moves. It has +1 modifier for all stats, 1 HP, and uses your damage dice. The monster also gets your choice of 1d6 of these traits:
  - It has +2 instead of +1 to one stat
  - It’s not reckless
  - It does 1d8 damage
  - Its bond to your plane is strong: +2 HP for each level you have
  - It has some useful adaptation

  The GM will tell you the type of monster you get based on the traits you select. The creature remains on this plane until it dies or you dismiss it. While the spell is ongoing you take -1 to cast a spell.

SEVENTH LEVEL SPELLS

- **Contingency**
  7th Level Evocation
  Choose a 5th level or lower spell you know. Describe a trigger condition using a number of words equal to your level. The chosen spell is held until you choose to unleash it or the trigger condition is met, whichever happens first. You don’t have to roll for the held spell, it just takes effect. You may only have a single contingent spell held at a time; if you cast Contingency while you have a held spell, the new held spell replaces the old one.

- **True Seeing**
  7th Level Divination (ongoing)
  You see all things as they truly are. This effect persists until you tell a lie or dismiss the spell. While this spell is ongoing you take -1 to cast a spell.

- **Shadow Walk**
  7th Level 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.

- **Cloudkill**
  7th Level Summoning (ongoing)
  A cloud of fog drifts into this realm from beyond the Black Gates of Death, filling the immediate area. Whenever a creature in the area takes damage it takes an additional, separate 1d6 damage which ignores armor. This spell persists so long as you can see the affected area, or until you dismiss it.

NINTH LEVEL SPELLS

- **Alert**
  9th Level Divination
  Describe an event. The GM will tell you what happens. You gain 1d4 hold. Spend one hold to make the target take one of these actions:
  - Speak a few words of your choice
  - Give the target something they hold
  - Make a concerted attack on a target of your choice
  - Truthfully answer one question

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

- **Polymorph**
  5th Level Enchantment
  Your touch reshapes a creature entirely, they stay in the form you cast until you cast a spell. Describe the new shape you craft, including any stat changes, significant adaptations, or major weaknesses. The GM will then tell you one or more of these:
  - The form will be unstable and temporary
  - The creature’s mind will be altered as well
  - The form has an unintended benefit or weakness

- **Dominate**
  7th Level Enchantment (ongoing)
  Your touch pushes your mind into someone else’s. You gain 1d4 hold. Spend one hold to make the target take one of these actions:
  - Speak a few words of your choice
  - Give the target something they hold
  - Make a concerted attack on a target of your choice
  - Truthfully answer one question

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

- **Shelter**
  9th Level 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**
  9th Level Summoning
  You teleport a creature to your presence. Name a creature or give a short description of a type of creature. If you named a creature, that creature appears before you. If you described a type of creature, a creature of that type appears before you.

- **Antipathy**
  9th Level Enchantment (ongoing)
  Choose a target and describe a type of creature or an alignment. Creatures of the specified type or alignment cannot come within sight of the target. If a creature of the specified type does find itself within sight of the target, it immediately flees. This effect continues until you leave the target’s presence or you dismiss the spell. While the spell is ongoing you take -1 to cast a spell.
What is its most common form of attack?
Note it along with the creature’s damage. Common answers include: a type of weapon, claws, a specific spell. Then answer these questions about it:
• Its armaments are vicious and obvious: +2 damage
• It lets the monster keep others at bay: reach
• Its armaments are small and weak: reduce its damage die size by one
• Its armaments can slice or pierce metal: Messy, +1 piercing or +3 piercing if it can just tear metal apart
• Armor doesn’t help with the damage it deals (due to magic, size, etc.): ignores Armor
• It usually attacks at range (with arrows, spells, or other projectiles): Near or Far or both (your call)

Which of these describe it?
(Choose all that apply)
• It isn’t dangerous because of the wounds it inflicts, but for other reasons: Devious, reduce its damage die size by one, write a move about why it’s dangerous
• It organizes into larger groups that it can call on for support: Organized, write a move about calling on others for help
• It’s as smart as a human or thereabouts: Intelligent
• It actively defends itself with a shield or similar: Cautious, +1 Armor
• It collects trinkets that humans would consider valuable (gold, gems, secrets): Hoarder
• It’s from beyond this world: Planar, write a move about using its otherworldly knowledge and power
• It abhors violence: roll damage twice and take the worse result

What is it known to do?
Write a Monster Move describing what it does.

What does it want that causes problems for others?
This is its Instinct. Write it as an intended action.

How big is it?
• Smaller than a house cat: Tiny, Hand, -2 damage
• Halfling-esque: Small, Close
• About human size: Close
• As big as a cart: Large, Close, Reach, +4 HP, +1 damage
• Much larger than a cart: Huge, reach, +8 HP, +3 damage

What is its most important defense?
• Cloth or flesh: 0 Armor
• Leathers or thick hide: 1 Armor
• Mail or scales: 2 Armor
• Plate or bone: 3 Armor
• Permanent magical protection: 4 Armor, Magical

What is it known for?
(Choose all that apply)
• Unrelenting strength: +2 damage, Forceful
• Skill in offense: Roll damage twice and take the better roll
• Skill in defense: +1 Armor
• Deft strikes: +1 Piercing
• Uncanny endurance: +4 HP
• Deceit and trickery: Stealthy, write a move about dirty tricks
• A useful adaptation like being amphibious or having wings: add a special quality for the adaptation
• The favor of the gods: Divine, +2 damage or +2 HP or both (your call)
• Spells and magic: Magical, write a move about its spells.

What is it known to do?
<table>
<thead>
<tr>
<th>CAST</th>
<th>STAKES</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>DANGER</strong></td>
<td><strong>DANGER</strong></td>
</tr>
<tr>
<td>TYPE:</td>
<td>TYPE:</td>
</tr>
<tr>
<td>IMPENDING DOOM:</td>
<td>IMPENDING DOOM:</td>
</tr>
<tr>
<td>GRIM PORTENTS</td>
<td>GRIM PORTENTS</td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Description:**
- Adventure
- Campaign
- Adventure
<table>
<thead>
<tr>
<th>CAST</th>
<th>STAKES</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>DANGER</strong></td>
<td><strong>DANGER</strong></td>
</tr>
<tr>
<td><strong>Type:</strong></td>
<td><strong>Type:</strong></td>
</tr>
<tr>
<td><strong>Impending Doom:</strong></td>
<td><strong>Impending Doom:</strong></td>
</tr>
</tbody>
</table>

**Grim Portents**

<p>| | | | | | |</p>
<table>
<thead>
<tr>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Grim Portents**

<p>| | | | | | |</p>
<table>
<thead>
<tr>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Grim Portents**

<p>| | | | | | |</p>
<table>
<thead>
<tr>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Grim Portents**

<p>| | | | | | |</p>
<table>
<thead>
<tr>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>