

ADVANCED MOVES

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

☐CHOSEN ONE

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

☐INQUISITOR

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

☐THE SCALES OF LIFE AND DEATH

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

☐SERENITY

You are able to divide your power effectively. When you cast a spell you ignore the first -1 penalty from ongoing spells.

☐HEAVENLY LORE

When you take this move name another deity. When you Discern Realities, you always get to ask “Is that deity revered here?” or “Does it serve that deity?”

☐PENITENT

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

☐EMPOWER

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

- The spell’s effects are doubled
- The spell’s targets are doubled

☐ORISON FOR GUIDANCE

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

THE CLERIC

The lands of Dungeon World are a gods-forsaken mess. They’re lousy with the walking dead, beasts of all sorts, and the vast unnatural spaces between safe and temple-blessed civilizations. It is a godless world out there. That’s why it needs you.

Bringing the glory of your god to the heathens isn’t just in your nature—it’s your calling. It falls to you to proselytize with sword and mace and spell. To cleave deep into the witless heart of the wilds and plant the seed of divinity there. Some say that it is best to keep god close to your heart. You know that’s rubbish. God lives at the edge of a blade.

Show the world who is lord.

Introductory playbook RB1 for

DUNGEON · WORLD

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ADDITIONAL RULES

You’ll find the full spell list in the Cleric Spellbook, but here are your Rotes, you get them for free every time you Commune:

Light – Rote

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

Sanctify – Rote

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

Guidance – Rote

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



THE CLERIC



NAME

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

LOOK

Choose one for each:
Kind Eyes, Sharp Eyes, or Sad Eyes
Tonsure, Strange Hair, or Bald
Flowing Robes, Habit, or Common Clothes
Thin Body, Knobby Body, or Flabby Body

ALIGNMENT

☐GOOD
When you put the dead to rest or bring a friend back from the brink mark XP.

☐EVIL
When you disturb the dead mark XP.

RACE

Choose a racial move:

☐DWARF
You are one with stone. When you Commune you are also granted a special version of Words of the Unspeaking which only works on stone as a Rote.

☐HUMAN
Your faith is diverse. Choose one Wizard spell. You can cast and be granted that spell as if it was a Cleric spell.

GEAR

Your Load is 7+STR. You start with 18 Gold in donations. Use it to buy equipment or give it as a sacrifice to your god.

DAMAGE: D6

ARMOR

HP

6

Assign these scores to your stats: 17(+2), 15(+1), 13(+1), 11(o), 9(o), 8(-1)

	Base	Mod	Highlight
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STR

Hack and Slash

DEX

Volley, Defy Danger

CON

Defend, Make a Saving Throw

INT

Spout Lore

WIS

Discern Realities

CHA

Parley

BONDS

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

- _____ has insulted my deity.
- _____ is a good and faithful person; I trust them implicitly.
- I worry about the ability of _____ to survive.
- I am working on converting _____ to my faith.

XP

STARTING MOVES

You start with these moves

TURN OR COMMAND UNDEAD
When you hold forth your holy symbol to the mindless undead before you, roll+wis. On a hit, choose targets whose total level is less than your roll. If you are Good, you may distribute 1d12 damage amongst them. If you are Evil, give a short command—they will follow it for few moments.

COMMUNE
When you spend uninterrupted time (an hour or so) in quiet communion with your deity, you lose any spells already granted to you and are granted new spells of your choice whose total levels don't exceed your own+1. You also prepare your rites; they don't count against your limit. You cannot be granted spells with tags such as Death or Damaging unless you have a move which allows it. You can't prepare spells that are higher level than you.

CAST A SPELL (WIS)
When you unleash a spell granted to you by your deity, roll+wis. On a 10+, the spell is successfully cast and your deity does not revoke the spell, so you may cast it again. On a 7-9, the spell is cast, but choose one:

- You draw unwelcome attention or put yourself in a spot (the GM will describe it).
- Your casting distances you from your deity—take -1 ongoing to Cast a Spell until you Commune.
- After you cast it, the spell is revoked by your deity. You cannot cast the spell again until you Commune and have it granted to you.

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

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

Choose two precepts of your religion:

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

DIVINE GUIDANCE
When you fulfill one of your religion's petitions your deity grants you some useful knowledge or boon related to their domain. The GM will tell you what.

FIFTH LEVEL SPELLS

☐ **Revelation** – *Level 5*
Your deity answers your prayers with a moment of perfect understanding. The GM will explain the root cause of the current situation. When acting on the information, you take +1 Forward.

☐ **Cure Critical Wounds** – *Level 5*
Heal an ally of 4d8 damage.

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

☐ **Inflict Critical Wounds** – *Level 5, Damaging*
You cause horrific harm. Deal 1d8+1d4 damage.

☐ **Words of the Unspeaking** – *Level 5*
With a touch you speak to the spirits within things. The non-living object you touch responds to three questions you pose, answering them as best it can.

☐ **True Seeing** – *Level 5*
For a brief moment 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.

☐ **Trap Soul** – *Level 5, Death*
When cast in the presence of a ghost or recently dead body this spell traps the soul in a gem you provide. While trapped the soul answers every question posed to it and can not resist your requests. Once released the soul is likely to hold a grudge against its captor.

The lands of Dungeon World are a gods-forsaken mess. They’re lousy with the walking dead, beasts of all sorts, and the vast unnatural spaces between safe and temple-blessed civilizations. It is a godless world out there. That’s why it needs you.
Bringing the glory of your god to the heathens isn’t just in your nature—it’s your calling. It falls to you to proselytize with sword and mace and spell. To cleave deep into the witless heart of the wilds and plant the seed of divinity there. Some say that it is best to keep god close to your heart. You know that’s rubbish. God lives at the edge of a blade.
Show the world who is lord.

Introductory spellbook for
DUNGEON · WORLD
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ADDITIONAL RULES

Here are some moves you might have that would modify your spells and spellcasting:

☐ **CHOSEN ONE**
Choose one spell. You are granted that spell as if it was one level lower.

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

☐ **THE SCALES OF LIFE AND DEATH**
Your deity gives you domain over the dead and undead. You can cast spells with the Death tag.

☐ **SERENITY**
You are able to divide your power effectively. When you cast a spell you ignore the first -1 penalty from ongoing spells.

☐ **PENITENT**
When you take damage and embrace the pain, you may take +your level damage. If you do, take +1 forward to Cast a Spell.

☐ **EMPOWER**
When you Cast a Spell, on a 10+ you have the option of choosing from the 7-9 list. If you do, you may choose one of these effects as well:
• The spell’s effects are doubled
• The spell’s targets are doubled



COMMUNE

When you spend uninterrupted time (an hour or so) in quiet communion with your deity, you lose any spells already granted to you and are granted new spells of your choice whose total levels don’t exceed your own+1. You also prepare your rites, they don’t count against your limit. You cannot be granted spells with tags such as Death or Damaging. You can’t prepare spells that are higher level than you.

CAST A SPELL (WIS)

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

- You draw unwelcome attention or put yourself in a spot, the GM will describe it.
- Your casting distances you from your deity, take -1 Ongoing to Cast a Spell until you Commune.
- After you cast it, the spell is revoked by your deity. You cannot cast the spell again until you Commune and have it granted to you.

ROTES

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

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

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

FIRST LEVEL SPELLS

☐ **Bless** – *Level 1*
Your deity smiles on the target in combat. They take +1 ongoing for the duration of the fight.

☐ **Cure Light Wounds** – *Level 1*
At your touch wounds scab and bones cease to ache. Heal an ally of 1d8 damage.

☐ **Detect Alignment** – *Level 1*
When you cast this spell choose an alignment: Good, Evil, or Neutral. One of your senses is briefly able to detect that alignment. The GM will tell you what here is of that alignment.

☐ **Inflict Light Wounds** – *Level 1, Damaging*
You open wounds, channeling the wrath of your god. Deal 1d8 damage to the target.

☐ **Magic Weapon** – *Level 1, Ongoing*
The weapon you hold while casting does +1d4 damage until you dismiss this spell. Until you dismiss this spell you take -1 to Cast a Spell.

☐ **Sanctuary** – *Level 1*
You make an area holy to your deity. Walk the perimeter of the area. So long as you stay within that area you are alerted whenever someone acts with malice within the sanctuary (including entering with harmful intent). Anyone who receives healing within a Sanctuary heals +1d4 HP.

☐ **Speak With Dead** – *Level 1, Death*
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.

THIRD LEVEL SPELLS

☐ **Animate Dead** – *Level 3, Death*
You invoke a hungry spirit to possess a recently-dead body and act for you. This forms a zombie that follows your orders to the best of its limited abilities. Treat the zombie as your character, but with access to only the basic moves. It has a +1 modifier for all stats and 1 HP. You can only have one zombie at a time. You get 1d4 of these effects:

- The zombie is talented. Give one stat a +2 modifier.
- The zombie is durable. It has +4 HP for each level you have.
- The zombie has a functioning brain and can complete complex tasks.
- The zombie is restored by magic—it does not appear obviously dead, at least for a day or two.

☐ **Cure Moderate Wounds** – *Level 3*
You staunch bleeding and set bones through magic. Heal an ally of 2d8 damage.

☐ **Inflict Moderate Wounds** – *Level 3, Damaging*
You break bones and leave gushing wounds. Deal 1d10 damage.

☐ **Protection From Alignment** – *Level 3*
When you cast this spell, choose an alignment. Targets of that alignment who are lower level than you cannot harm you directly until you dismiss this spell. Until you dismiss this spell, you take -1 to Cast a Spell.

☐ **Hold Person** – *Level 3*
This spell affects a number of targets whose levels add up to less than or equal to your level. These targets are paralyzed by magical force. They can speak but cannot act unless you leave their presence or they are harmed in some way.

ADVANCED MOVES

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

☐MERCILESS

When you deal damage, deal +1d4 damage.

☐HEIRLOOM

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

☐BONDED TO THE BLADE

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

☐IMPROVED WEAPON

Choose one extra enhancement for your signature weapon.

☐SEEING RED

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

☐INTERROGATOR

When you Parley using threats of impending violence as leverage you may use STR instead of CHA.

☐SCENT OF BLOOD

When you Hack and Slash an enemy, you take +2 damage forward against that enemy.

☐MULTICLASS DABBLER

Get one move from another class. For the purposes of Multiclass Dabbler the Wizard's Spellbook, Prepare Spells, and Cast A Spell moves count as one move. The Cleric's Commune and Cast a Spell moves also count as one move. If you gain the ability to cast spells you cast them as if you were one level lower.

THE FIGHTER

It's a thankless job—living day to day by your armor and the skill of your arm. To dive heedlessly into danger. They won't be playing golden horns for the time you took that knife to the ribs for them in the bar in Bucksberg. No flock of angels to sing of the time you dragged them, still screaming, from the edge of the Pits of Madness, no.

Forget them.

You do this for the guts and the glory. The scream of battle and the hot hot blood of it. You are a beast of iron. Your friends may carry blades of forged steel but, Fighter, you are steel. While your traveling companions might moan about their wounds over a campfire in the wilderness, you bear your scars with pride.

You are the wall—let every danger smash itself to nothing on you. In the end, you'll be the last one standing.

Introductory playbook RB2 for

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ADDITIONAL RULES

Since you'll often have a weapon in hand, here's some common weapon traits:

n piercing: It goes right through armor. When you deal damage with n piercing, you subtract n from the enemy's armor for that attack.

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

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

Reach: It's useful for attacking something that's several feet away - maybe as far as ten.

Weight: Count the listed amount against your Load. Something with no listed weight isn't designed to be carried. 100 gold in miscellaneous coins is 1 weight. The same value in gems or fine art may be lighter or heavier.

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

Awkward: It's unwieldy and tough to use.

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

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

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

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

Clumsy: Its tough to move around with. -1 ongoing while using it.

Dangerous: Its easy to get in trouble with it. If you interact with it without proper precautions the GM may freely invoke the consequences of your foolish actions.

Ration: It's edible, more or less.

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



NAME

Dwarf: Ozruk, Surtur, Brunhilda, Annika, Janos, Greta, Dim, Rundrig, Jarl, Xotoq

Elf: Elohiir, Sharaseth, Hasrith, Shevaral, Cadeus, Eldar, Kithracet, Thelian

Halfling: Finnegan, Olive, Randolph, Bartleby, Aubrey, Baldwin, Becca

Human: Hawke, Rudiger, Gregor, Brianne, Walton, Castor, Shanna, Ajax, Hob

LOOK

Choose one for each:

Hard Eyes, Dead Eyes, or Eager Eyes

Wild Hair, Shorn Hair, or Battered Helm

Calloused Skin, Tanned Skin, or Scarred Skin

Built Body, Lithe Body, or Ravaged Body

ALIGNMENT

☐GOOD

When you defend those weaker than you mark XP.

☐NEUTRAL

When you defeat a worthy opponent mark XP.

☐EVIL

When you kill a defenseless or surrendered enemy mark XP.

RACE

Choose a racial move:

☐DWARF

While sharing a drink with someone, you may Parley with them with 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 Make a Saving Throw because of damage from someone larger than you, take +1.

☐HUMAN

When using a Close range weapon you are also able to attack at Hand range.

GEAR

Your Load is 9+STR. You start with 25 gold in payments and winnings. Use it to buy equipment.

DAMAGE: D10

ARMOR

HP

7

Assign these scores to your stats: 17(+2), 15(+1), 13(+1), 11(0), 9(0), 8(-1)

	Current	Max	Base

STR

Hack and Slash

DEX

Volley, Defy Danger

CON

Defend, Make a Saving Throw

INT

Spout Lore

WIS

Discern Realities

CHA

Parley

BONDS

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

• _____ owes me their life, whether they admit it or not.

• I have sworn to protect _____.

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

• _____ is soft, but I will make them hard like me.

XP

STARTING MOVES

You start with these moves:

BEND BARS, LIFT GATES (STR)

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

UNDERESTIMATED

You count as one level higher when you check if you need to Make a Saving Throw due to being attacked by higher level enemies. An enemy must be two levels higher than you to force you to Make a Saving Throw by dealing damage.

ARMORED

You ignore the Clumsy tag on armor you wear.

SIGNATURE WEAPON

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

Choose a base weapon, all are 2 weight:

☐Sword

☐Axe

☐Hammer

☐Spear

☐Fists

Choose a range:

☐Hand

☐Close

☐Reach

Choose two enhancements:

☐Hooks and spikes. +1 damage, but +1 weight.

☐Sharp. +2 piercing.

☐Perfectly weighted. +precise.

☐Glow in the presence of one type of creature, your choice.

☐Huge. +messy, +forceful.

☐Versatile. Choose another range.

☐Well crafted. -1 weight.

Choose a look:

☐Ancient

☐Unblemished

☐Ornate

☐Blood-stained

ADVANCED MOVES

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

□EVASION

When your quick reflexes come to your aid you use DEX to Make a Saving Throw instead of CON.

□CHEAP SHOT

When using a Precise weapon, your Backstab deals an extra +1d4 damage.

□CAUTIOUS

When you use Trap Expert you always get +1 hold (even on a failure you get 1 hold.)

□WEALTH AND TASTE

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

□SHOOT FIRST

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

□POISON MASTER

After you've used a poison 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.

□HEIST

When you take time to make a plan to steal something, name the thing you want to steal and ask the GM these questions. When acting on the answers you and your allies take +1 forward.

- Who will notice it's missing?
- What's its most powerful defense?
- Who will come after it?
- Who else wants it?

THE THIEF

You've heard them, sitting around the campfire. Bragging about this battle or that. About how their gods are smiling on your merry band. You count your coins and smile to yourself—this is the thrill above all. You alone know the secret of Dungeon World—filthy filthy lucre.

Sure, they give you lip for all the times you've snuck off alone but without you, who among them wouldn't have been dissected by a flying guillotine or poisoned straight to death by some ancient needle-trap? So, let them complain. When you're done with all this delving you'll toast their heroes' graves.

From your castle. Full of gold. You rogue.

Introductory playbook RB3 for

DUNGEON · WORLD

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ADDITIONAL RULES

A goblin family's stash – 2 Gold

A lizardman nest's trinkets – 5 Gold

A priceless sword – 80 Gold

An orc warchief's tribute – 20 Gold

A dragon's mound of coins and gems – 2000 Gold

A nice gift – 3 Gold

A generous gift – 10 Gold

A noble gift – 75 Gold

A ring or cameo – 10 Gold

Finery – 30 Gold

A crown fit for a king – 300 Gold

A peasant dowery – 20 Gold

Protection from organized crime for a small business – 100 Gold

A government bribe – 50 Gold

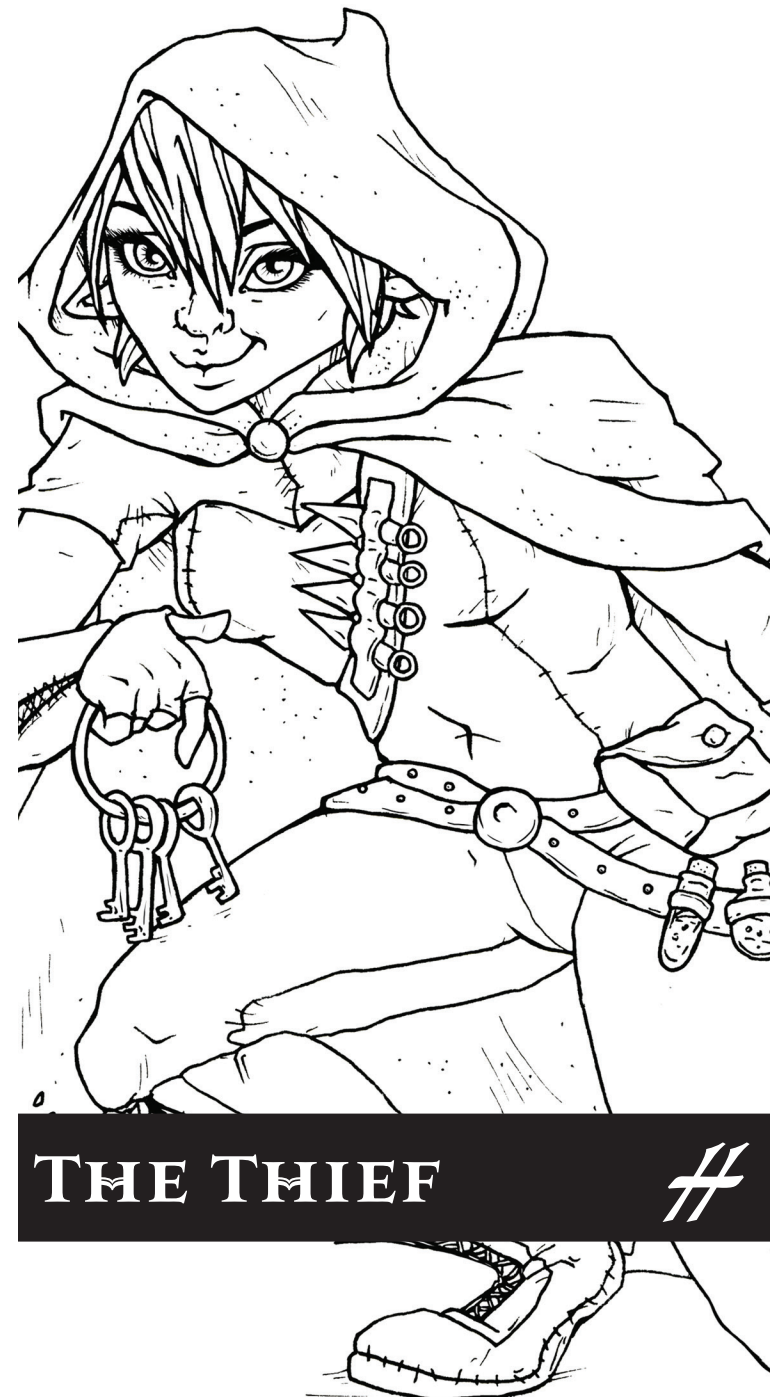
A compelling bribe – 80 Gold

An offer you can't refuse – 200 Gold

A run-of-the-mill killing – 5 Gold

An assassination – 120 Gold

A month's prayers for the departed – 1 Gold



NAME

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

LOOK

Choose one for each:
Shifty Eyes, Sharp Eyes, or Criminal Eyes
Hooded Head, Messy Hair, or Cropped Hair
Cloaked Outfit, Disguise Garb, or Common Clothes
Lithe Body, Knobby Body, or Flabby Body

ALIGNMENT

☐GOOD
When you use something you’ve stolen to aid another, mark XP.

☐NEUTRAL
When you avoid detection or infiltrate a location, mark XP.

☐EVIL
When you harm an unsuspecting victim mark XP.

RACE

Choose a racial move:

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

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

GEAR

Your Load is 7+STR. You start with 27 gold you stole. Use it to buy equipment or loan it out to further your interests.

DAMAGE: D8

ARMOR

HP

5

Assign these scores to your stats: 17(+2), 15(+1), 13(+1), 11(0), 9(0), 8(-1)

	Base	Current	Mod	Max	Base
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STR

Hack and Slash

DEX

Volley, Defy Danger

CON

Defend, Make a Saving Throw

INT

Spout Lore

WIS

Discern Realities

CHA

Parley

BONDS

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

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

XP

STARTING MOVES

You start with these moves

TRAP EXPERT (DEX)

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 move 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 (DEX)

When you pick locks or pockets or disable traps, roll+DEX. On a 10+, you do it, no problem. On a 7-9, the GM will offer you a tough choice involving suspicion, danger, or cost.

POISONER

You’ve mastered the care and use of a poison. Choose a poison from the equipment list; that poison is no longer Dangerous for you to use.

FLEXIBLE MORALS

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

BACKSTAB (STR)

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

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

POISONS

These are some commonly used poisons:

Oil of Tagit

Dangerous, Applied, 3 Gold, 0 Weight
The target falls into a light sleep

Bloodweed

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

Goldenroot

Dangerous, Applied, 10 Gold, 0 Weight
The target treats the next creature they see as a trusted ally, until proved otherwise

ADVANCED MOVES

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

☐PRODIGY

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

☐EMPOWERED MAGIC

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

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

☐FOUNT OF KNOWLEDGE

When you Spout Lore about something no one else has any clue about, take +1.

☐KNOW-IT-ALL

When another player's character comes to you for advice and you tell them what you think is best and they do it, they get +1 forward when following your advice and you mark experience if they do.

☐EXPANDED SPELLBOOK

Add a new spell from any class to your spellbook.

☐ELDRITCH TOUCH

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

☐LOGICAL

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

☐ARCANE WARD

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

THE WIZARD

Dungeon World has rules. Not the laws of men or the rule of some petty tyrant. Bigger, better rules. You drop something—it falls. You can't make something out of nothing. The dead stay dead, right?

Oh, the things we tell ourselves to feel better about the long, dark nights.

You've spent so very long poring over those tomes of yours. The experiments that nearly drove you mad and all the botched summonings that endangered your very soul. For what? For power. What else is there? Not just the power of King or Country but the power to boil a man's blood in his veins. To call on the thunder of the sky and the churn of the roiling earth. To shrug off the rules the world holds so dear.

Let them cast their sidelong glances. Let them call you "warlock" or "diabolist." Who among them can hurl fireballs from their eyes?

Yeah. We didn't think so.

Introductory playbook RB4 for

DUNGEON · WORLD

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ADDITIONAL RULES

You'll find more spells in the Wizard's Spellbook, but here are your Cantrips, you always prepare them when you Prepare Spells:

Light – Cantrip

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

Unseen Servant – Cantrip

You conjure a simple invisible construct that can do nothing but carry items. It has Load 2 and carries anything you hand to it. It cannot pick up items on its own, only carry those you give to it. Items carried by an unseen servant appear to float in the air a few paces behind you. An unseen servant that takes damage or leaves your presence is immediately dispelled.

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.



NAME

Elf: Galadiir, Fenfaril, Lilliastre, Phirosalle, Enkirash, Halwyr

Human: Avon, Morgan, Rath, Ovid, Vitus, Aldara, Xeno, Uri

LOOK

Choose one for each:

Haunted Eyes, Sharp Eyes, or Crazy Eyes

Styled Hair, Wild Hair, or Pointed Hat

Worn Robes, Stylish Robes, or Strange Robes

Pudgy Body, Creepy Body, or Thin Body

ALIGNMENT

☐GOOD

When you vanquish an evil with magic, mark XP.

☐NEUTRAL

When you discover something about a magical mystery, mark XP.

☐EVIL

When you use magic to bind or control others, mark XP.

RACE

Choose a racial move:

☐ELF

Choose one cleric spell. You can cast it as if it was a wizard spell.

☐HUMAN

When you cast a Summoning spell take +1.

GEAR

Your Load is 5+STR, and your spellbook is 1 weight. You start with 10 Gold left over from your last experiment. Use it to buy equipment.

DAMAGE: D4

ARMOR

HP

4

Assign these scores to your stats: 17(+2), 15(+1), 13(+1), 11(0), 9(0), 8(-1)

	Current	Max	Base
	Base	Mod	Highlight

STR

Hack and Slash

DEX

Volley, Defy Danger

CON

Defend, Make a Saving Throw

INT

Spout Lore

WIS

Discern Realities

CHA

Parley

BONDS

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

• _____ will play an important role in the events to come.

I have foreseen it!

• _____ is keeping an important secret from me.

• _____ is woefully misinformed about the world; I will teach him all that I can.

XP

STARTING MOVES

You start with these moves

SPELLBOOK

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

PREPARE SPELLS

When you spend uninterrupted time (an hour or so) in quiet contemplation of your spellbook, you lose any spells you already have prepared and prepare new spells of your choice from your spellbook whose total levels don't exceed your own+1. You also prepare your cantrips; they don't count against your limit.

CAST A SPELL (INT)

When you release a spell you've prepared, roll+INT. On a 10+, the spell is successfully cast and you do not forget the spell—you may cast it again later. On a 7-9, the spell is cast, but choose one:

- You draw unwelcome attention or put yourself in a spot (the GM will describe it)
- The spell disturbs the fabric of reality as it is cast—take -1 ongoing to Cast a Spell until you Prepare Spells again.
- After it is cast, the spell is forgotten. You cannot cast the spell again until you Prepare Spells.

SPELL DEFENSE

When you craft an ongoing spell into a makeshift shield of arcane energy to deflect an attack, the spell is ended and you subtract the spell's level from the damage done to you.

RITUAL

When you spend an hour or so and materials costing at least your level in gold researching a magical effect, tell the GM what you're trying to achieve. The GM will tell you “yes, you can do that, but...” and then 1 to 4 of the following:

- It's going to take days/weeks/months
- First you must _____
- You'll need help from _____
- 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

FIFTH LEVEL SPELLS

❑ **Cage** – *Level 5, Evocation, Ongoing*

The target is held in a cage of magical force. Nothing can get in or out of the cage. The cage remains until you cast another spell or dismiss it. While the spell is ongoing, the caged creature can hear your thoughts and you cannot leave sight of the cage.

❑ **Contact Other Plane** – *Level 5, Divination*

You send a request to another plane. Specify 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.

❑ **Cause Mutation** – *Level 5, Enchantment, Ongoing*

You modify the target’s body, shaping it through magic. They remain in the shape you craft until you dismiss this spell. While the spell is ongoing you take -1 to Cast a Spell. You gain 1d4 hold to modify the target; spend your hold, 1 for 1, on these effects:

- Cause the target to grow an appendage
- Attach an item to the target as if it was a limb
- Wither one of the target’s limbs to be nearly useless

❑ **Summon Monster** – *Level 5, Summoning, Ongoing*

A monster appears and aids you as best it can. Treat it as your character, but with access to only the basic moves. It has +1 modifier for all stats and 1 HP. Choose the type of monster by choosing 1d6 statements from the list below. The GM will tell you the type of monster you get based on your choices:

- The monster has +2 instead of +1 to one Stat
- The monster is not reckless
- The monster does 1d8 damage
- The monster’s bond to your plane is strong, +5 HP for each level you have
- The monster has some useful adaptation

The creature remains on this plane until it dies or you dismiss it. While the spell is ongoing, you take -1 to Cast a Spell.

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Here are some moves you might have that would modify your spells and spellcasting:

❑ **PRODIGY**

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

❑ **EMPOWERED MAGIC**

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

- The spell’s effects are doubled
- The spell’s targets are doubled

❑ **EXPANDED SPELLBOOK**

Add a new spell from any class to your spellbook.

❑ **ARCANE WARD**

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



PREPARE SPELLS

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FIRST LEVEL SPELLS

☐ **Contact Spirits** – *Level 1, Ongoing, Summoning*
You draw a creature from another plane just close enough for you to hear its voice. You gain 1d6 hold. You may spend one point of hold at any time to have the spirit give you useful information of its own choosing. The spell ends when you run out of hold or you dismiss the creature. While the spell is ongoing, the creature's presence unnerves those nearby: everyone in your presence takes -1 to Parley.

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

☐ **Telepathy** – *Level 1, Ongoing, Divination*
You form a telepathic bond, allowing you to speak to the person you touch with this spell through your thoughts. You can only have one telepathic bond at a time.

☐ **Identify** – *Level 1, Divination*
The history of the item you hold while casting this spell is made clear to you. The GM will tell you what it does, where it came from, and how it got here.

☐ **Invisibility** – *Level 1, Ongoing, Illusion*
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 another spell.

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

☐ **Alarm** – *Level 1*
Walk a wide circle. 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.

THIRD LEVEL SPELLS

☐ **Dispel Magic** – *Level 3*
Casting this spell ends any one ongoing magical effect in your presence if the caster was of your level or lower. If not, the effect is reduced or dampened so long as you are nearby.

☐ **Visions Through Time** – *Level 3, Divination*
Cast this spell and gaze into the depths of time. The GM will describe one significant thing that, unless you act to change it, will come to pass. This spell usually doesn't result in "you'll live happily ever after." Sorry.

☐ **Fireball** – *Level 3, Evocation*
You evoke a mighty ball of flame that envelops your target and everyone nearby, inflicting 3d6 damage.

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

☐ **Mirror Image** – *Level 3, Illusion*
You create 1d4 illusory images of yourself. Each one absorbs one attack against you—that attack resolves with no effect—before disappearing.

☐ **Sleep** – *Level 3, Enchantment*
Up to four creatures whose total level is less than or equal to yours are put to sleep.

SPECIAL MOVES

LEVEL UP

When you **gain XP equal to your current level × 10**, reset your XP to 0 and roll+CON. On a 10+, you get base+2 HP. Add that to your current and total HP. On a 7-9, you get base+1 HP instead. On a 6-, you get base HP but don't suffer any consequences. If your new level is 3, you can also increase a base stat by 2, adjusting the modifier as appropriate.

No matter the roll, you get a new advanced move from your class. If you are the Wizard, you also get to add a new spell to your spellbook and immediately prepare spells. If you are the Cleric, you immediately get to commune.

SELECTED CLASS MOVES

DIVINE GUIDANCE

When you fulfill one of your religion's petitions your deity grants you some useful knowledge or boon related to their domain. The GM will tell you what.

BEND BARS, LIFT GATES (STR)

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

TRAP EXPERT (DEX)

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 move through the area to ask these questions:

- Is there a trap here and if so, what activates it?
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Move — A move is a rule that tells you when it applies. You don't make moves by saying the name of the move, you make moves by taking action that triggers the move. When a move is triggered you can't refuse it. Moves are indivisible.

HP — Hitpoints. When you're out of HP you take your Last Breath.

Damage — Physical harm. When you take damage, you subtract it from your HP.

Armor — When you take damage, you subtract your armor from the damage.

Forward — A bonus or penalty forward applies to your next roll. If the bonus or penalty has a condition, such as "+1 forward to Spout Lore," it applies to the next roll you make that meets the condition.

Ongoing — An ongoing bonus or penalty applies to all rolls until the condition ends. If it has a condition, such as "-1 ongoing to Defy Danger," it only applies to those rolls.

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BASIC MOVES

HACK AND SLASH (STR)

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- 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

MAKE A SAVING THROW (CON)

When you **take damage from an enemy of higher level than you** or when **something inflicts an effect (magic, poison, calamity) upon you**, roll+CON. On a 10+, nothing else bad happens. On a 7-9 the GM chooses one. On a 6- the GM chooses two.

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

BASIC MOVES

SPOUT LORE (INT)

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 (WIS)

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

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

PARLEY (CHA)

When you have leverage on someone (something they need or want) and you try to **get them to do what you want**, roll+CHA. If they’re a GM character 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. If they’re a player character, on a 10+ both, on a 7-9 choose one:

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

This move doesn’t force you to keep your promise, mind. It just requires that you make one. What you do afterward is up to you.

AID OR INTERFERE (BOND)

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

SPECIAL MOVES

LAST BREATH

When **you’re dying** you catch a glimpse of what lies beyond the Black Gates of Death’s Kingdom (the GM will describe it), then roll (just roll, +nothing—yeah, Death doesn’t care how tough or cool you are). On a 10+ you’re stable. 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, you are dead.

ENCUMBRANCE (LOAD)

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

CAROUSE (CON)

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

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

MAKE CAMP (WIS)

When you **make camp**, consume a ration and heal damage equal to half your max HP. If you don’t have a ration to consume then you don’t heal and take -1 forward. If your camp is in dangerous territory, roll+wis. On a hit you may choose one for the camp as a whole:

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

END OF SESSION

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

START OF SESSION

When you **start a new session**, hand your character sheet to the player of the character that you have the highest Bond with (in case of a tie, just choose). They choose one of your stats to highlight. Then hand your character sheet to the GM who will choose another stat to highlight. These replace your previous highlighted stats.

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- You lose your footing
- You lose track of someone or something
- It’s worse than it seemed—take +monster level damage

BASIC MOVES

SPOUT LORE (INT)

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 (WIS)

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

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

PARLEY (CHA)

When you have leverage on someone (something they need or want) and you try to **get them to do what you want**, roll+CHA. If they’re a GM character 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. If they’re a player character, on a 10+ both, on a 7-9 choose one:

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

This move doesn’t force you to keep your promise, mind. It just requires that you make one. What you do afterward is up to you.

AID OR INTERFERE (BOND)

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

SPECIAL MOVES

LAST BREATH

When **you’re dying** you catch a glimpse of what lies beyond the Black Gates of Death’s Kingdom (the GM will describe it), then roll (just roll, +nothing—yeah, Death doesn’t care how tough or cool you are). On a 10+ you’re stable. 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, you are dead.

ENCUMBRANCE (LOAD)

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

CAROUSE (CON)

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

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

MAKE CAMP (WIS)

When you **make camp**, consume a ration and heal damage equal to half your max HP. If you don’t have a ration to consume then you don’t heal and take -1 forward. If your camp is in dangerous territory, roll+WIS. On a hit you may choose one for the camp as a whole:

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

END OF SESSION

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

START OF SESSION

When you **start a new session**, hand your character sheet to the player of the character that you have the highest Bond with (in case of a tie, just choose). They choose one of your stats to highlight. Then hand your character sheet to the GM who will choose another stat to highlight. These replace your previous highlighted stats.

Halfling Pipeleaf
5 Uses, 5 Gold, 1 Weight
When you share halfling pipeleaf with someone, expend two uses and take +1 forward to Parley with them.

Bundle of Arrows
3 Ammo, 2 Gold, 1 Weight

Elven Arrows
4 Ammo, 20 Gold, 1 Weight

POISONS

Oil of Tagit
Dangerous, Applied, 3 Gold, 0 Weight
The target falls into a light sleep

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

Goldenroot
Dangerous, Applied, 10 Gold, 0 Weight
The target treats the next creature they see as a trusted ally, until proved otherwise

Serpent’s Tears
Dangerous, Applied, 2 Gold, 0 Weight
The target takes 5 damage now and 3 damage a few moments later. These cannot be healed until the poison is cured.

SERVICES

A week’s stay at a peasant inn
10 Gold

A week’s stay at a civilized inn
35 Gold

A week’s stay at the fanciest inn in town
105 Gold

A week’s unskilled mundane labor
6 Gold

A month’s pay for enlistment in an army
30 Gold

A custom item from a blacksmith
Base Item + 50 Gold

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

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

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

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STARTING BUNDLES

THE CLERIC

- Mace (Close), Chainmail (1 Armor), Dungeon Rations (5 Uses), 1 Gold. Total Weight: 3.
- Warhammer (Close), Shield (+1 Armor), Adventuring Gear (5 Uses), Dungeon Rations (5 Uses), 1 Gold. Total Weight: 5.

THE FIGHTER

- Plate (2 Armor), Dungeon Rations (5 Uses), 3 Gold. Total Weight: 4.
- Chainmail (1 Armor), Shield (+1 Armor), Dungeon Rations (5 Uses), Adventuring Gear (5 Uses,), 3 Gold. Total Weight: 5.

THE THIEF

- Leather (1 Armor), Rapier (Close, Precise), Dungeon Rations (5 Uses), Adventuring Gear (5 Uses). Total Weight: 4.
- Leather (1 Armor), Dagger (Hand), Dungeon Rations (5 Uses), Adventuring Gear (5 Uses), Oil of Tagit, 6 Gold. Total Weight: 3.

THE WIZARD

- Leather (1 Armor). Total Weight: 1.
- Staff (Close, Two-Handed), Adventuring Gear (5 Uses), Dungeon Rations (Ration, 5 Uses), 2 Gold. Total Weight: 3.



EQUIPMENT

TAG GLOSSARY

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

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

n Armor: It protects you from harm and absorbs damage. When you take damage, subtract your armor from the total. If you have more than one item with n-armor, only the highest value counts.

+n Armor: It protects you and stacks with other armor. Add its value to your total armor.

Awkward: It's unwieldy and tough to use.

+Bonus: It modifies your effectiveness in some particular situation. It might be “+1 forward to Spout Lore” or “-1 ongoing to Hack and Slash.”

Clumsy: It's tough to move around with. -1 ongoing while using it.

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

Dangerous: It's easy to get in trouble with it. If you interact with it without proper precautions the GM may freely invoke the consequences of your foolish actions.

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

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

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

n Piercing: It goes right through armor. When you deal damage with n piercing, you subtract n from the enemy's armor for that attack.

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

Ration: It's edible, more or less.

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

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

Slow: It takes minutes or more to use.

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

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

n Uses: It can only be used n times.

n Weight: Count the listed amount against your Load. Something with no listed weight isn't designed to be carried. 100 gold in miscellaneous coins is 1 weight. The same value in gems or fine art may be lighter or heavier.

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

RANGE TAGS (FROM CLOSEST TO FURTHEST)

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

Close: It's useful for attacking something at arm's reach plus a foot or two.

Reach: It's useful for attacking something that's several feet away—maybe as far as ten.

Near: It's useful for attacking if you can see the whites of their eyes.

Far: It's useful for attacking something in shouting distance.

WEAPONS

- Ragged Bow**
Near, 3 Gold, 2 Weight
- Fine Bow**
Near, Far, 7 Gold, 2 Weight
- Hunter's Bow**
Near, Far, 10 Gold, 1 Weight
- Club, Shillelagh, Bludgeon or Truncheon**
Close, 1 Gold, 2 Weight
- Staff**
Close, Two-handed, 1 Gold, 1 Weight
- Dagger, Shiv, Sharpened Spike, Knife**
Hand, 1 Gold, 0 Weight
- Short Sword, Axe, Warhammer, Mace**
Close, 5 Gold, 1 Weight
- Spear**
Reach, 5 Gold, 1 Weight
- Long Sword, Battle Axe, Flail, Sledge**
Close, +1 damage, 7 Gold, 2 Weight
- Halberd, Voulge, Glaive-Guisarme**
Reach, +1 damage, Two-handed, 7 Gold, 2 Weight
- Rapier**
Close, Precise, 10 Gold, 1 Weight
- Dueling Rapier**
Close, 1 Piercing, Precise, 15 Gold, 2 Weight

ARMOR

- Leather, Chainmail**
1 Armor, Worn, 10 Gold, 1 Weight
- Scale Mail, Plate**
2 Armor, Worn, Clumsy, 20 Gold, 3 Weight
- Shield**
+1 Armor, 5 Gold, 2 Weight

DUNGEON GEAR

- Adventuring Gear**
5 Uses, 5 Gold, 1 Weight
Adventuring gear is a collection of useful mundane items such as chalk, poles, spikes, ropes, etc. When you rummage through your adventuring gear for some useful mundane item, you find what you need and mark off a Use.
- Bandages**
3 Uses, Slow, 5 Gold, 0 Weight
When you have a few minutes to bandage someone else's wounds, heal them of 4 damage and expend a use.
- Poultices and Herbs**
2 Uses, Slow, 10 Gold, 1 Weight
When you carefully treat someone's wounds with poultices and herbs, heal them of 7 damage and expend a use.
- Healing Potion**
12 Gold, 1 Weight
When you drink an entire healing potion, heal yourself of 10 damage.
- Keg of Dwarven Stout**
10 Gold, Weight 4
When you open a keg of dwarven stout and let everyone drink freely, take +1 to your Carouse roll. If you drink a whole keg yourself, you are very very drunk.
- Cart and Donkey**
4 Gold, Load 10
- Bag of Books**
3 Uses, 10 Gold, 2 Weight
When your bag of books contains just the right book for the subject you're Spouting Lore on, consult the book, mark off a use, and take +1 to your roll.
- Antitoxin**
10 Gold, 0 Weight
When you drink antitoxin, you're cured of one poison affecting you.
- Dungeon Rations**
Ration, 5 Uses, 2 Gold, 1 Weight
- Personal Feast**
Ration, 2 Gold, 1 Weight
- Dwarven Hardtack**
Ration, Disgusting, 7 Uses, Requires dwarf, 2 Gold, 1 Weight
- Elven Bread**
Ration, Delicious, 7 Uses, 10 Gold, 1 Weight