

# Sanglorian's Dungeon World Stuff

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## Terminology

**Epic Move:** A move you can choose when you gain a level from 6-10.

## Cleric

### *Alternative Moves*

**Turn Heretics (replaces Turn Undead):** When you hold your holy symbol aloft and pray aloud for protection, roll +Wis. On a hit, while you continue to pray and brandish your holy symbol no person who belongs to a religion opposed to your own can come within reach of you. On a 10+, priests are momentarily dazed by the radiance of your god and lay people flee. If you move aggressively towards a heretic while turning them, it breaks the effect and they are able to act as normal. Pagans may still find ways to harry you from afar. They're clever like that.

### *Advanced Moves*

**Demonlayer:** When you attack an outsider of your level or lower and would do damage to it, you may choose instead to do no damage and send the target to its home plane. The enemy makes an attack against you as it is banished, if you are within range of any of its weapons or spells.

**Damnation:** When you kill a creature with a weapon, its soul is lost forever. You cannot switch off this power.

**Inquisitor:** When you Discern Realities, you may also ask: 'Which religion takes dominates here?'

**Iron Mind:** When targeted by mind controlling or affecting powers (such as fear), you may choose to transfer your mind over to the stewardship of your deity who acts as he or she likes without being affected by any effects. Roll +Cha. On a 10+, pick 2. On a 7-9, pick 1.

- The control only lasts a short time.
- Your deity's control is not interrupted by demonic interference.
- Your deity does not single-mindedly pursue his or her agenda.
- Your deity may exercise some of his or her powers while in your body.

**Dauntless:** When you are targeted by mind controlling or affecting powers (such as fear), you may ignore the effect provided you attack the closest enemy in sight each round.

**Dispel Magic:** When you touch or otherwise interact with a spell you wish to dispel, roll +Con. On a 10+, the spell is dispelled. On a 7-9, choose 1.

- The spell continues, but only at half strength.
- While the spell continues, its caster cannot cast further spells.
- The spell is twisted in some way.
- The spell affects its caster as well, if not intended to, or you as well, if not intended to.

# Fighter

## *Advanced Moves*

**Awaken Blade:** Your Signature Weapon becomes intelligent and it can communicate with you telepathically while it touches you. If the weapon is ever taken from you, it returns to your side in a minute. If you fight with another weapon of the same type, your Signature Weapon becomes offended and you must reconcile with it.

# Paladin

## *Alignments*

**Lawful Good:** Deliver a lawful, just outcome.

**Lawful Neutral:** Deliver a lawful outcome that balances two powers.

**Lawful Evil:** Deliver a lawful outcome that causes suffering.

## *Alternative Racial Moves*

**Aura of Hope (Human):** When you or an ally Defy Danger, add 2 to your result.

**Detect Chaos (Human):** On a hit for Spout Lore, the GM will also tell you if the target of your investigation is chaotic or not. When you Discern Realities, you may also ask ‘What here is chaotic?’

## *Advanced Moves*

**Purge Wrongness:** When you Lay on Hands, instead of curing 1d8 damage or removing one disease, on a 10+ you may lift one ailment, handicap, spell or curse from the target for the duration of the encounter (or 5 minutes, whichever is shorter). On a 7-9, you may do the same but the ailment, handicap, spell or curse is transferred to you.

**Wellness:** When you Lay on Hands, you heal 1 damage.

**Aura of Life:** While you live, your Near allies cannot breath their Last Breath – they can at most be maimed, knocked unconscious, turned to stone, placed in a coma, etc.

**Came Not to Call the Righteous:** When you spend a lot of time around chaotic creatures, mark XP and roll +Wis. On a 10+, you stay pure. On a 7-9, choose 1.

- You behave chaotically yourself in a moment of weakness.
- You become frustrated and must spend time apart.
- One of the chaotic creatures does something that merits purification.

## *Epic Moves*

**Raise Dead:** When you raise a dead person, roll +Wis. On a 7-9, choose 1. On a 10+, the target returns from the dead.

- The target’s soul remains at large though the body lives.
- The target does not wish to return.
- The target returns, but traumatised.

- The target has lost his or her memories.
- The soul returns to the wrong body.

**Returning Soul:** When you die, make the Raise Dead move to see what happens to you (even if you do not have that move).

## Thief

**Reset Trap:** When you use Trap Expert, you may also ask ‘How do you reset it?’

**Expanded Skills:** When you use Tricks of the Trade, you may also do the following:

- *Remove Traces:* Remove any trace of someone’s passage or activities through a room
- *Disguise Object:* Modify one object to look like another. On a 7-9, the GM may also offer you the option: ‘Every so often, it flickers’.
- *Not Dead but Sleepeth Lie:* Make a corpse appear as if it were sleeping. On a 7-9, the GM may also offer you the option: ‘It still smells or drips’.
- *Mending:* Mend broken objects.
- *Aging:* Make an object seem much older than it is.

**Erase Memories:** When you Parley, on a hit the GM character also doubts their own memory.

**Blindsight:** When you Discern Realities you can also choose: “Is there an invisible or hidden creature or thing in this room?” Also, you are never surprised.

**Identify Poison:** When you Discern Realities you may also choose: “Can I smell, taste or even see a trace of poison?”

**Concealed Carry:** You always have or can fashion a dagger. It never takes you any time to draw or find this weapon.

**Nonchalant:** When you use Tricks of the Trade, you may always choose between suspicion and cost if you wish.

**Silence is Golden:** When you use Tricks of the Trade, you may always choose between danger and cost if you wish.

## Epic Moves

**Death Attack:** When you Backstab, you may also choose ‘Size up an opponent’. If you Backstab an opponent you have sized up, you may also choose ‘Kill the opponent’.

## Mini-Classes

Each mini-class has a requirement. If you meet that requirement, you can take the initial move of that mini-class instead of selecting a move from your class.

Once you've taken the initial move of a mini-class, add the other moves of that mini-class to the list of moves that you can select when levelling up.

### ***Noble***

**Requires:** You are a member of royalty or aristocracy.

**Pulling Rank (Initial Move):** When you pull rank, roll +Cha. On a hit, you get what you want. On a 7-9, choose 1.

- You don't attract the notice of the local lord.
- You don't leave bitterness and resentment behind.
- You are given a gift of goods or information.

**Taunt:** When you Defend, you may use Cha instead of Con.

**Gossip:** When you Carouse, you can Hold instead of choosing straight away.

**Etiquette:** Even if your Recruit is a miss, you are approached by someone close to your requirements as well as an influential and ill-suited candidate.

**Ally:** When you Carouse, you may also choose 'You are introduced to one of the influential' and 'You are invited to a social function'.

**Family Ties:** When you Recruit, take +1 if you open applications to members of your family.

**Refuge:** You have a safe place. Describe it. Reaching it never requires you to Undertake a Perilous Journey.

**Smear:** When you spread malicious rumours about someone, roll +Cha. On a hit, they stick. On a 7-9, choose 1.

- They don't suspect it was you.
- They don't have an alibi or evidence to disprove it.
- The relevant authorities are investigating.

**Lead by Example:** On a 10+ result for Hack and Slash, if you expose yourself to the enemy's attack without doing additional damage you take +1 forward to your next Recruit or Titled roll (Titled is a move for the Noble).

**Do You Know Who I Am?** When you Defend, you may also choose 'No enemy attacks you this round'.

**Titled:** When you Aid or Interfere with someone by giving them a command, roll Cha if it is higher than your Bond. In addition, instead of taking -1 or +2, you can instead allow them to use the stat of your choice for the move.

**Wealth:** When you pay for Supply with your family's wealth, choose one:

- Your family cuts off your account.
- Your flagrancy attracts attention.
- You are cornered by muggers.

## Epic Moves

**Absolute Power:** When you hit on a Hack and Slash or Volley, no enemy attacks you that round.  
*Requires:* Do You Know Who I Am?

## Oathkeeper

You zealously protect something.

**Requires:** You swear an oath to keep someone, some place or something safe that remains unfulfilled and unbroken by the time you level up.

**Zealous (Initial Move):** Your oath to keep someone, some place or something ('that which you love') safe lasts while that person, place or thing survives or until you void your oath. When your oath ends (for whatever reason), you can swear another to protect the same or a different person, place or thing.

When fighting to protect that which you love, you do not take your Last Breath immediately upon being reduced to 0 HP. Instead, you remain at full capacity for one extra round. At the end of that round, flip a coin. If the result is tails, you take your Last Breath. If the result is heads, you remain at full capacity for another round, and so on while you manage to flip heads.

Having been reduced to 0 HP, you cannot be healed above 0 HP. You must take your Last Breath, it is only a question of when.

**Perceptive Link:** Add to Discern Realities: 'How could this threaten that which I love?'

**Loyal Defender:** While in sight of that which you love, you and that which you love both gain +1 Armour.

**Blood for Blood:** When you inflict an amount of damage on yourself, that which you love heals the same amount.

**Holy Protection:** That which you love cannot be harmed or damaged until you are dead, unconscious or helpless. *Requires:* Level 6 or higher.

## Factotum

You are good at lots of different things.

**Requires:** You fill in for another character and do a decent job of it.

**Multiclass Dabbler (Initial):** Choose one starting move from any class.

**Arcane Caster:** You gain the Prepare Spells and Cast a Spell Wizard moves. Your effective Wizard level is two levels lower than your own level. You gain a spellbook with 2 spells in it, and a further one for every two levels you have or gain.

**Divine Caster:** You gain the Dutiful Prayer and Cast a Spell Cleric moves. Your effective Cleric level is two levels lower than your own level.

**Multiclass Initiate:** Choose one advanced move from any class.

# The Gunslinger

You wander around shooting things and feeling melancholy.

## Names

*Dwarf:* Flint, Arbolest, Agnes Bronzefoot.

*Gnome:* Argapargus, One-Eyed Flibbet, The Gnameless.

*Human:* Clint, No Name, Harry, Regia.

## Look

Choose one for each.

Thousand-Yard Stare • Bored Stare • Hungry Stare

Scarred Face • Damn Ugly Face • Soft Face

Riding Gear • Dueling Finery • Dirty Rags

Gaunt Body • Ravaged Body • Muscled Body

## Stats

Assign these scores to your stats:

17 (+2), 15 (+1), 13 (+1), 11 (+0), 9 (+0), 8 (-1).

You start with 8+Constitution HP.

Your base damage is d10.

## Alignment

Choose an alignment:

*Chaotic:* Leave behind your responsibilities.

*Chaotic Good:* Set someone or something free.

## Gear

Your load is 6+Str. You start with 15 gold, your signature weapon and Bullets & Shot (5 Ammo).

## Bonds

As Fighter.

## Starting Moves

Choose a racial move:

**Antimagic Bullet (Dwarf):** When you fire a bullet through a spell, the parts of the spell touched by the bullet are dispelled.

**Gunsmith (Gnome):** When you spend a few hours tweaking your signature weapon, roll +Int. On a 10+, change both enhancements and the range to whatever you like. On a 7-9, change one

enhancement or the range to whatever you choose. The GM will change the other two factors to whatever he or she chooses.

**Cheat Death (Human):** When you reach 0 HP, do not take your Last Breath. Instead, roll +Cha. On a hit, you live. On 10+, choose 1.

- One of Death's secrets is revealed to the world.
- Death is not enraged.
- You get to choose which soul slips past the gates.
- A wicked new gun or ammunition is brought out beyond the Black Gates.

You may forgo your life or make a bargain with Death for an additional choice.

### **You start with these moves:**

**Trick Shot:** When you make a trick shot, like scooting an object along by shooting it, blasting the lock off a door or cauterising a wound with the still-hot muzzle of a gun, roll +Dex. On a 10+, choose 3. On a 7-9, choose 2.

- It only takes one shot (don't lose 1 Ammo).
- Nothing of value is damaged.
- It's not too noisy.
- The shot goes off just as you wanted it to.

**Underestimated:** As Fighter.

**Signature Weapon:** You have a gun that means a lot to you.

Choose a base weapon. All are 2 weight.

- Musket
- Pistol
- Blunderbuss

Choose a range:

- Reach
- Near
- Far

Choose two enhancements:

- Sturdy butt. Also has Hand range, for Hack and Slash.
- Deadeye. +2 piercing.
- Heavy. +1 damage but +1 weight.
- Twin barrels. +1 damage.
- Never runs out of bullets.
- Huge. +messy, +forceful.
- Versatile. Choose another range.
- Fits in a purse. -1 weight.



Choose a look:

- Engraved with a mythical creature.
- Made of strange, glowing alloys.
- Clockwork and steampowered.
- Inlaid with gold and mother-of-pearl.
- Worn.

## ***Advanced Moves***

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

**Steady Aim:** You suffer no penalty for using a firearm at any range.

**Gun Tank:** When you wear armour, ignore the Clumsy tag.

**Resolve:** Ignore 1 point of piercing damage on each attack.

**Blow ‘em Apart:** When you Volley at Hand range, do 1 extra point of damage.

**Deflection:** When the damage from a ranged attack is completely absorbed by your armour, the bullet, sling, bolt or arrow ricochets off you and strikes a Near enemy.

**Secret Stash:** When you run out of ammunition, you can always find more mundane bullets in your pockets.

**Ricochet:** When you score a 10+ on Volley, you may do half damage to a second Near enemy as well.

**Birdshot Augur:** When you fire your gun into the air after quiet reflection, the passage of your bullet is meaningful. Roll +Wis. On a 10+, the GM will give you a strong insight. On a 7-9, the GM will give you a nudge.

**Clip:** When you miss on a Volley, you do half damage regardless.

**Stunning Shot:** When you get a 10+ result on a Volley, instead of doing damage you may stun the enemy. If anyone uses Hack and Slash on a stunned enemy, on a hit they will not suffer damage from the enemy. The creature can snap out of it as a hard move.

**Targeted Shot:** When you get a 10+ result on a Volley, you may also pick 1:

- Target is hit in the arm and drops an item.
- Target is hit in the leg and falls prone.
- Target is hit in the head and briefly confused (the target does nothing unless in immediate danger).
- Target is hit in the wing and falls from the sky.

**Clustered Shot:** When you and an ally attack an enemy in quick succession, you pool your damage for the purpose of overcoming armour.

**Frightening Shot:** When you fire a shot into the air, roll +Cha. On a 10+, a number of monsters whose levels equal your level flee for a short time, kowtow to you in worship or offer you tribute. On a 7-9, choose one:

- You must move into danger to make the shot.
- Your gun jams.
- Your Ammo is reduced by 1 as you fire multiple times.

# The Anchorite

A mendicant, monk, martial artist or ascetic.

**Names:** As Cleric.

**Look:** As Cleric.

## Stats

Assign these scores to your states:

17 (+2), 15 (+1), 13 (+1), 11 (+0), 9 (+0), 8 (-1)

You start with 10+Constitution HP.

Your base damage is d8.

## Alignment

**Good:** Suffer for righteousness.

**Neutral:** Bring balance to opposing forces.

## Gear

Your load is 6+Str. You carry some symbol of the divine, describe it (Weight 0). In addition, you start with one item from each list:

- The simple robes of a traveller *or* an ornate ceremonial robe
- Healing potion (1 weight)
- Adventuring gear (1 weight) and bandages (1 weight)
- Dungeon rations (1 weight)

## Bonds

As Cleric.

## Starting Moves

**Choose a racial move:**

**Attuned to Metaphysics (Human):** When you Discern Realities, you may also ask: 'Have Good or Evil been at work here?'

**You start with these moves:**

**Unarmed Fighting:** Choose a melee weapon. When you make an unarmed attack, it has the effects of that weapon.

**Sublime Powers:** Each morning, you gain Sublime points equal to your level. If your Sublime points ever reach 0, you fall unconscious until the next morning. If you put on armour, lose one Sublime point. The Sublime point returns the next morning that you do not wear armour.

## ***Advanced Moves***

**Candle Punch:** A flick of your fingers can extinguish a candle 10 feet away. Your unarmed attack can also be used at Near range.

**Expanded Style:** When you make an unarmed attack, choose any melee weapon. Your unarmed attack functions as that weapon.

**Mettle:** When you act despite the effects of a mind-affecting effect, you may always choose to roll Con for Defy Danger.

**Taboo:** You have a code of conduct you must obey. Mark XP when you Carouse. Add to Carouse: 'You violate your oath and must atone' and to Outstanding Warrants: 'You hear of or from your old master'.

**Internal Focus:** As the Paladin move Lay on Hands, but the only target is yourself. As well as healing damage or removing a disease, you also have the option to cure a poison. In addition, you are immune to fear effects.

**Dodge Spell:** When you act despite the effects of a spell, you may always choose to roll Dex for Defy Danger.

**See Dead People:** When you Discern Realities you may also ask: 'What incorporeal entities are here?' and 'What keeps something from achieving its final rest?'

**Canon:** You can cast Cleric spells by spending 1 Sublime point per level of the spell. Roll Cast a Spell (+Wis) when you do so.

**Broad Style:** Choose a Wizard spell. You can cast it by spending 1 Sublime point per level of the spell. Roll Cast a Spell (+Int) when you do so.

**Convert Energy:** When healed of 2 or more damage, you may choose to gain 1 Sublime point instead.

## ***Epic Moves***

**Lighthouse Punch:** Your unarmed attack can also be used at Far range. *Requires:* Candle Punch.

**Undying:** When you die, roll +Wis. On a 7-9, choose 1. On a 10+, choose 2.

- a new star glows in the sky
- you linger as a ghost
- you find peace
- a baby is born with your soul
- you reincarnate into the animal of your choice

## ***Sublime Spells***

Spend Sublime points equal to the level of the spell to manifest its effects.

### **Level 1**

**Ignore Fall:** You take no damage from a fall.

**Feign Death:** You appear to be dead for all intents and purposes until the time of your choice, set before your 'death'.

**Assess Threat:** At one point when facing an enemy, you may ask a single question from Discern Realities related to the foe.

**Breathless:** You do not need to breathe for the rest of the day.

**Inner Light:** You illuminate a room as if you were bearing a torch. This lasts for the rest of the day, even if you wish to quash it sooner.

**Message:** A creature of your choice hears your 10-word message. Though whispered, it can be heard at the source, at the destination and in between by those who know how to listen.

**Deafening Blow:** If you do damage, the target is deafened for the fight.

**Know Life:** Roll +Wis. On a 7-9, choose 1. On a 10+, choose 3.

- You know the location of all creatures in eyesight.
- You know the physical conditions of all creatures in eyesight.
- You know which creature in range is most endangered.

### Level 3

**Sublime Shield:** +1 Armor for the rest of the fight (or five minutes, whichever is shorter).

**Hidden Light:** As Inner Light, except only you and those you name can see by it.

**Share Life:** Subtract any number of your hit points and add them to a willing creature you touch, or vice versa.

**Orison:** Choose a level 1 Cleric spell. Cast that spell.

**Expedient:** You act first next round.

**Spider:** You can climb any surface, no matter how sheer or slippery.

**Share:** Choose a Sublime spell. It applies to all nearby allies.

**Tongue of the Sun:** You can speak to animals and plants for five minutes.

**Heavy Strike:** You do +2 damage on your next attack.

**Worldspirit:** Roll +Wis instead of the proper stat for any move of your choice.

**Without Hindrance:** For the rest of the fight, ignore any handicap or hindrance you have – including poison, blindness and wounds.

**Mask:** You adopt the appearance of any person you can name while you remain concentrating.

### Level 5

**Feather Step:** You can walk on any substance as if you were near weightless. This includes water, falling snow or sharp spikes.

**Healing Wind:** All Near allies and one Far ally of your choice heal 2 damage.

**Cantrip:** Choose a level 1 Wizard spell. Cast that spell.

**Animal Form:** You take the shape of an animal until daybreak. You cannot end this effect prematurely.

**Tongue of the Moon:** You can speak to stones, to the sky, and to anything else with a soul or spirit.

**Sublime Armour:** +2 Armour for the rest of the fight.

## **Guns**

Guns add another option to Volley on a 10+: your weapon jams, requiring you to Defy Danger to clean it.

### ***Types***

**Pistol:** Near, 7 Gold, 1 weight.

**Musket:** Near, Far, 10 Gold, 1 weight.

**Blunderbuss:** Reach, Reload, +1 damage, Two-Handed, 7 Gold, 2 weight.

**Bullets & Shot:** 5 Ammo, 10 Gold, 1 weight.

## **The Religious**

Any character may be initiated into a religion, provided he or she undergoes its initiation rites (if any). Such a character, if he or she sincerely believes in the teachings of that religion, can replace his or her alignment with one of the alignments of the faith while he or she remains devout.

### ***The Young Sun***

A mighty general, once a mortal, represented now by a rearing lion whose mane is the sun.

**Lawful Good:** Enforce the rule of law equally.

**Neutral Good:** Prevail despite enormous disadvantage.

# Monsters

## FOREST DRAKE.

Bite (Close, 1d8 damage); 6 HP; 3 Armour

**Special Qualities:** Never surprised

A man-sized reptile that lives in forests. *Instinct:* To pick off stragglers.

- Drag a bitten character to the ground
- Breath fire
- Track any creature whose blood it has tasted, however cold the trail

*Spout Lore:*

- The drake lurks near forest settlements to prey on the weak and isolated.

*Discern Realities*

- What happened here recently? A drake dragged its prey here to rot before it is eaten.

## ASHEN VAMPIRE. *Stealthy, Magical*

Burning touch (Close, 1d8+5 damage); 10 HP; 1 Armour

**Special Qualities:** Aura of death (small animals and plants only), vulnerable to silver, immortal

A fiery vampire. *Instinct:* To kill weak things.

- Feed on blood and heal from it
- Take the form of a cloud of ash and smoke
- Spit someone's blood back over them

*Spout Lore:*

- It will be destroyed for good if buried on holy ground for a year and a day.
- It cannot cross holy ground or enter a private dwelling without being invited

*Discern Realities:*

- What should I be the lookout for? That mouse died inexplicably.
- What here is not what it appears to be? That man casts no reflection.