

DUNGEON WORLD

STAT	STAT	MOD	DEBILITY		
STR			<input type="checkbox"/> WEAK		
INT			<input type="checkbox"/> STUNNED		
WIS			<input type="checkbox"/> CONFUSED		
DEX			<input type="checkbox"/> SHAKY		
CON			<input type="checkbox"/> SICK		
CHA			<input type="checkbox"/> SCARRED		
16 (+2)	15 (+1)	13 (+1)	12 (+0)	9 (+0)	8 (-1)

RACE

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.

ALIGNMENT

GOOD

Endanger yourself to heal another.

LAWFUL

Endanger yourself following the precepts of your religion.

EVIL

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

NAME:

CLERIC

LEVEL

XP

Kind Eyes, Sharp Eyes, Sad Eyes, Knowing Eyes
Strange Hair, Wild hair, Tonsure, Bald,
Flowing Robes, Habit, or Common Garb

HIT PTS



ARMOR



DAMAGE



CONSTITUTION +8

STARTING MOVES

You start with all of these:

DIETY

You serve and worship some deity or power which grants you spells. Give your god a name _____, and choose a **domain**:

- | | | |
|---|--|--|
| <input type="checkbox"/> Healing, Restoration | <input type="checkbox"/> Honor and Vengeance | <input type="checkbox"/> The Downtrodden |
| <input type="checkbox"/> Knowledge, Secrets | <input type="checkbox"/> The Ancestors | <input type="checkbox"/> What Lies Beneath |
| <input type="checkbox"/> Law, Civilization | <input type="checkbox"/> Sun, Moon, Stars | <input type="checkbox"/> Fortune |
| <input type="checkbox"/> War and Conquest | <input type="checkbox"/> The Elements | <input type="checkbox"/> _____ |

DIVINE GUIDANCE

Choose one or two **precepts** of your religion:

- | | | |
|--|--|---|
| <input type="checkbox"/> Suffering is Sanctity | <input type="checkbox"/> Serve Others | <input type="checkbox"/> Perform sacrifice |
| <input type="checkbox"/> Uncover/Keep Secrets | <input type="checkbox"/> Dole out Justice | <input type="checkbox"/> Gain Power |
| <input type="checkbox"/> Share the Story | <input type="checkbox"/> Prove yourself | <input type="checkbox"/> Venerate the Diety |
| <input type="checkbox"/> Smite your Enemies | <input type="checkbox"/> Create/Destroy Beauty | <input type="checkbox"/> Enlightenment |

When you **petition your deity according to the precept of your religion**, you are granted useful knowledge or a boon related to your deity's **domain**. The GM will tell you what.

TURN UNDEAD

When you **hold your deity's symbol aloft and call on your deity**, ROLL+WIS.

10+: So long as you continue turning, no undead may come within reach of you.

7-9: Intelligent undead are momentarily dazed and mindless undead flee. If you move aggressively towards an undead creature while you Turn Undead it breaks the effects and they are able to act as normal. Intelligent undead, vampires and so on, may still find ways to harry you from afar.

COMMUNE

When you **spend 1 uninterrupted hour or so in quiet communion 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 your **rotas**, which never count against your limit.

CAST A SPELL

When you **unleash a spell granted to you by your deity**, ROLL+WIS.

10+: The spell is cast and not revoked by your deity, so you may cast it again.

7-9: The spell is cast, but choose one:

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

Note that maintaining spells with **ongoing** effects sometimes causes a penalty to your roll to **Cast a Spell**

BONDS

(Fill in the name of one of your companions in at least one bond:)

- _____ has insulted my deity; I do not trust them.
 _____ is a good and faithful person; I trust them implicitly.
 _____ is in constant danger, I will keep them safe.
 I am working on converting _____ to my faith.

ADVANCED MOVES *(Choose one new move each time you gain a level.)*

LEVEL 2-10 MOVES

CHOSEN ONE

Choose one spell. You are granted that spell as if it were 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

You are able to divide your power effectively. 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.

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.

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.

DIVINE PROTECTION

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

DEVOTED HEALER

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

LEVEL 6-10 MOVES

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

Once, after taking this move, the next time you spend time in prayer as appropriate to your god, choose a feature associated with your deity (rending claws, wings of sapphire feathers, an all-seeing third eye, etc). When you emerge from prayer, you permanently gain that physical feature. This feature forever marks you as chosen by your god, and your piety will be obvious to all who look upon you.

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 two spells you maintain.

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.

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, who intervenes with an appropriate manifestation (a sudden gust of wind, a lucky slip, a burst of light) and negates 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 and add your level to any damage done or healed by the spell.

DIVINE ARMOR *Replaces: Divine Protection*

When you wear no armor or shield you get 3 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

MULTICLASS DABBLER

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

GEAR *(Your Load is 10+STR.)*

You carry **dungeon rations** (1 weight, 5 uses) and some **symbol of the divine** (weight 0); describe it.

Choose your defenses:

- Chainmail** (1 armor, 1 weight)
- Shield** (+1 armor, 2 weight)

Choose one:

- Adventuring gear** (1 weight) and **extra dungeon rations** (1 weight)
- Healing potion** (1 weight, 1 use)

Choose your armament:

- Warhammer** (Close, 1 weight)
- Mace** (Close, 1 weight)
- Staff** (Close, Two-handed, 1 weight) and **bandages**

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CLERIC SPELLS

ROTES

You gain access to all of your rites every time you Commune without having to select them or count them toward your allotment of spells.

□ LIGHT ONGOING 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.

LEVEL 1 SPELLS

□ BLESS ONGOING LEVEL 1

Your deity smiles on a target of your choice in combat. 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 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.

□ CAUSE FEAR LEVEL 1

Choose an intelligent 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, panic, fight. While this spell is ongoing you take -1 to Cast a Spell.

□ MAGIC WEAPON ONGOING LEVEL 1

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.

□ SANCTUARY LEVEL 1

By walking the perimeter of an area, you make it holy 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.

□ SPEAK WITH DEAD LEVEL 1

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.

LEVEL 3 SPELLS

□ ANIMATE DEAD ONGOING LEVEL 3

You invoke a hungry spirit to possess a recently-dead body and act for you. This creates a zombie that follows your orders to the best of its limited abilities. Treat the zombie as a character, but with access to only the basic moves. It has a +1 modifier for all stats and 1 HP. The zombie also gets your choice of 1d4 of these traits:

- It's talented. Give one stat a +2 modifier.
 - It's durable. It has +2 HP for each level you have.
 - It has a functioning brain and can complete complex tasks.
 - It does not appear obviously dead, at least for a day or two.
- The zombie lasts until it is destroyed by taking damage in excess of its HP, or until you end the spell..

□ CURE MODERATE WOUNDS LEVEL 3

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

□ DARKNESS ONGOING LEVEL 3

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.

□ RESURRECTION LEVEL 3

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 (and possibly all) of these conditions to fulfill:

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

The GM may, depending on the circumstances, allow you to resurrect the corpse now, with the understanding that the conditions must be met before it's permanent, or require you to meet the conditions before the corpse is resurrected.

□ HOLD PERSON LEVEL 3

Choose a creature you can see. Until you Cast a Spell or leave their presence they cannot act except to speak. If they're harmed this effect ends.

LEVEL 5 SPELLS

□ REVELATION LEVEL 5

Your deity answers your prayers with a moment of perfect understanding. The GM will explain the true nature of the current situation. When acting on the information, you take +1 Forward.

□ CURE CRITICAL WOUNDS LEVEL 5

Heal an ally of 3d8 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.

□ CONTAGION ONGOING LEVEL 5

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.

□ WORDS OF THE UNSPEAKING LEVEL 5

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.

□ TRUE SEEING ONGOING LEVEL 5

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.

□ TRAP SOUL LEVEL 5

When cast in the presence of a ghost or recently dead body this spell traps the target's soul in a gem you provide. While trapped the soul answers every question posed to it and cannot resist your requests. Once released the soul is likely to hold a grudge against its captor.

LEVEL 7 SPELLS

□ WORD OF RECALL LEVEL 7

Choose a word. The first time after casting this spell that you speak the chosen word, you and any allies touching you when you cast the spell are immediately returned to the exact spot 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 LEVEL 7

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

□ HARM LEVEL 7

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

□ SEVER ONGOING LEVEL 7

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.

□ MARK OF DEATH LEVEL 7

Choose a creature whose true name you know. This spell inscribes runes that will kill that creature, should they read them.

□ CONTROL WEATHER LEVEL 7

Pray for rain-or sun, wind, or snow. Within a day or so, your god will answer. The weather will change according to your will and last a handful of days.

LEVEL 9 SPELLS

□ STORM OF VENGEANCE LEVEL 9

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 LEVEL 9

Choose one event in the target's past. All effects of that event, including damage, poison, disease, and magical effects, are ended and repaired. HP and diseases are healed, poisons are neutralized, magical effects are ended.

□ DIVINE PRESENCE ONGOING LEVEL 9

Every creature must ask your leave to enter your presence, and you must speak permission 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.

□ CONSUME UNLIFE LEVEL 9

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 LEVEL 9

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.