

# DUNGEON WORLD

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## DM AGENDA

- Portray a fantastic world
- Fill the characters' lives with adventure
- Play to find out what happens

## DM PRINCIPLES

- Draw maps, leave blanks
- Address the characters, not the players
- Embrace the fantastic
- Make a move that follows
- Never speak the name of your move
- Give every monster life
- Name every person
- Ask questions and use the answers
- Be a fan of the characters
- Think dangerous
- Begin and end with the fiction
- Think offscreen, too

## DM MOVES

- Use a monster, danger, or location move
- Reveal an unwelcome truth
- Show signs of an approaching threat
- Deal damage
- Use up their resources
- Turn their move back on them
- Separate them
- Give an opportunity that fits a class' abilities
- Show a downside to their class, race, or equipment
- Offer an opportunity, with or without cost
- Put someone in a spot
- Tell them the requirements or consequences and ask

### WHEN TO MAKE A MOVE

- When everyone looks to you to find out what happens
- When the players give you a Golden Opportunity
- When they roll a 6-

After every move you make, always ask "What do you do?"

## DUNGEON MOVES

- Change the environment
- Point to a looming threat
- Introduce a new faction or type of creature
- Use a threat from an existing faction or type of creature
- Make them backtrack
- Present riches at a price
- Present a challenge to one of the characters

## BASIC MOVES

### HACK AND SLASH

When you attack an enemy in melee, roll+STR. On a 10+ you deal your damage to the enemy and avoid their attack. At your option, you may choose to do +1d6 damage but expose yourself to the enemy's attack. On a 7-9, you deal your damage to the enemy and the enemy makes an attack against you.

### VOLLEY

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

You have to move to get the shot placing you in danger of the GM's choice

You have to take what you can get: -1d6 damage

You have to take several shots, reduce your ammo by 1.

### DEFY DANGER

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

...by powering through, +STR

...by getting out of the way or acting fast, +DEX

...by enduring, +CON

...with quick thinking, +INT

...through mental fortitude, +WIS

...using charm and social grace, +CHA

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

## DEFEND

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

Redirect an attack from the thing you defend to you

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 equal to your level

## AID OR INTERFERE

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

## SPOUT LORE

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

## DISCERN REALITIES

When you closely study a situation or person, roll+WIS. On a 10+ 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

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

## 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've cheated death—you're in a bad spot but you're still alive. On a 7–9 Death will offer you a bargain. Take it and stabilize or refuse and pass beyond the Black Gates into whatever fate awaits you. On a miss, your fate is sealed. You're marked as Death's own and you'll cross the threshold soon. The GM will tell you when.

### ENCUMBRANCE

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

### MAKE CAMP

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

### TAKE WATCH

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

### CAROUSE

When you return triumphant and throw a big party, spend 100 coin and roll + extra 100s of coin spent. On a 10+ choose 3. On a 7–9 choose 1. On a miss, you still choose one, but things get really out of hand.

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

### UNDERTAKE A PERILOUS JOURNEY

When you travel through hostile territory, choose one member of the party to act as trailblazer, one to scout ahead, and one to be quartermaster (the same character cannot have two jobs). If you don't have enough party members or choose not to assign a job, treat that job as if it had rolled a 6. Each character with a job rolls+wis. On a 10+ the quartermaster reduces the number of rations required by one. On a 10+ the trailblazer reduces the amount of time it takes to reach your destination (the GM will say by how much). On a 10+ the scout will spot any trouble quick enough to let you get the drop on it. On a 7–9 each role performs their job as expected: the normal number of rations are consumed, the journey takes about as long as expected, no one gets the drop on you but you don't get the drop on them.

### SUPPLY

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

### RECOVER

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

### RECRUIT

When you put out word that you're looking to hire help, roll. If you make it known...

- ...that your pay is generous, take +1
- ...what you're setting out to do, take +1
- ...that they'll get a share of whatever you find, take +1

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

### OUTSTANDING WARRANTS

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

- The local constabulary has a warrant out for your arrest
- Someone has put a price on your head
- Someone important to you has been put in a bad spot as a result of your actions

### BOLSTER

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

### LEVEL UP

When you have downtime (hours or days) and XP equal to (or greater than) your current level + 7, subtract your current level +7 from your XP, increase your level by 1, and choose a new advanced move from your class. If you are the wizard, you also get to add a new spell to your spellbook.

Choose one of your stats and increase it by 1 (this may change your modifier). Changing your Constitution increases your maximum and current HP. Ability scores can't exceed 18.

### END OF SESSION

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

Once bonds have been updated look at your alignment. If you fulfilled that alignment at least once this session, mark XP. Then answer these three questions as a group:

- Did we learn something new and important about the world?
- Did we overcome a notable monster or enemy?
- Did we loot a memorable treasure?

For each "yes" answer everyone marks XP.

## ORDER HIRELINGS

Hirelings do what you tell them to, so long as it isn't obviously dangerous, degrading, or stupid, and their cost is met. When a hireling find themselves in a dangerous, degrading, or just flat-out crazy situation due to your orders roll+loyalty. On a 10+ they stand firm and carry out the order. On a 7-9 they do it for now, but come back with serious demands later. Meet them or the hireling quits on the worst terms.

## MONSTER TAGS

Amorphous: Its anatomy and organs are bizarre and unnatural.

Cautious: It prizes survival over aggression.

Construct: It was made, not born

Devious: Its main danger lies beyond the simple clash of battle.

Hoarder: It almost certainly has treasure.

Intelligent: It's smart enough that some individuals pick up other skills. The GM can adapt the monster by adding tags to reflect specific training, like a mage.

Magical: It is by nature magical through and through.

Organized: It has a group structure that aids it in survival. Defeating one may cause the wrath of others. One may sound an alarm.

Planar: It's from beyond this world

Stealthy: It can avoid detection and prefers to attack with the element of surprise.

Terrifying: Its presence and appearance evoke fear.

## ORGANIZATION TAGS

Group: Usually seen in small numbers, 3-6 or so.

Horde: Where there's one, there's more. A lot more.

Solitary: It lives and fights alone.

## SIZE TAGS

Huge: It's as big as a small house or larger.

Large: It's much bigger than a human, about as big as a cart.

Small: It's about halfling size.

Tiny: It's much smaller than a halfling.

## GENERAL EQUIPMENT TAGS

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

Awkward: It's unwieldy and tough to use.

+Bonus: It modifies your effectiveness in a specified situation. It might be "+1 forward to spout lore" or "-1 ongoing to hack and slash."

n coins: How much it costs to buy, normally. If the cost includes "-Charisma" a little negotiation subtracts the haggler's Charisma score (not modifier) from the price.

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.

Ration: It's edible, more or less.

Requires: It's only useful to certain people. If you don't meet the requirements it works poorly, 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 weight: Count the listed amount against your Load. Something with no listed weight isn't designed to be carried. 100 coins in standard denominations 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.

n Uses: It can only be used *n* times.

## ARMOR TAGS

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.

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

## WEAPON TAGS

n Ammo: It counts as ammunition for appropriate ranged weapons. The number indicated does not represent individual arrows or sling stones, but represents what you have left on hand.

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

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

Ignores Armor: Don't subtract armor from the damage taken.

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.

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

Stun: When you attack with it, it does stun damage instead of normal damage.

Thrown: Throw it at someone to hurt them. If you volley with this weapon, you can't choose to mark off ammo on a 7-9; once you throw it, it's gone until you can recover it.

## RANGE TAGS

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

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

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

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

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

## DAMAGE

### OTHER SOURCES OF DAMAGE

- It threatens bruises and scrapes at worst: d4 damage
- It's likely to spill some blood, but nothing horrendous: d6 damage
- It might break some bones: d8 damage
- It could kill a common person: d10 damage

Add the *ignores armor* tag if the source of the damage is particularly large or if the damage comes from magic or poison.

### CIRCUMSTANTIAL ARMOR

Temporary or circumstantial armor works the same way as armor that you wear: 1 armor for partial cover, 2 armor for major cover.

### DAMAGE FROM MULTIPLE CREATURES

If multiple creatures attack at once roll the highest damage among them and add +1 damage for each monster beyond the first.

### STUN DAMAGE

Stun damage is non-lethal damage. A PC who takes stun damage is defying danger to do anything at all, the danger being "you're stunned." This lasts as long as makes sense in the fiction—you're stunned until you can get a chance to clear your head or fix whatever stunned you. A GM character that takes stun damage doesn't count it against their HP but will act accordingly, staggering around for a few seconds, fumbling blindly, etc.

### BEST AND WORST

Some monsters and moves have you roll damage multiple times and take the best or worst result. In this case roll as normal but only apply the best (or worst) result.

If a monster rolls its d6 damage twice and takes the best result it's written b[2d6]. The b[] means "best." Likewise, w[] means worst, so w[3d10] means "roll a d10 for damage three times and use the worst result."

## DEBILITIES

Losing HP is a general thing, it's getting tired, bruised, cut, and so on. Some wounds are deeper though. These are debilities.

***Weak (STR):*** You can't exert much force. Maybe it's just fatigue and injury, or maybe your strength was drained by magic.

***Shaky (DEX):*** You're unsteady on your feet and you've got a shake in your hands.

***Sick (CON):*** Something just isn't right inside. Maybe you've got a disease or a wasting illness. Maybe you just drank too much ale last night and it's coming back to haunt you.

***Stunned (INT):*** That last knock to the head shook something loose. Brain not work so good.

***Confused (WIS):*** Ears ringing. Vision blurred. You're more than a little out of it.

***Scarred (CHA):*** It may not be permanent, but for now you don't look so good.

Not every attack inflicts a debility—they're most often associated with magic, poison, or stranger things like a vampire sucking your blood. Each debility is tied to an ability and gives you -1 to that ability's modifier. The ability's score is unaffected so you don't have to worry about changing your maximum HP when you're sick. You can only have each debility once. If you're already Sick and something makes you Sick you just ignore it.

## ABILITY SCORES

Score	Modifier
1-3	-3
4-5	-2
6-8	-1
9-12	0
13-15	+1
16-17	+2
18	+3

## MONSTER TREASURE

Start with the monster's damage die, modified if the monster is:

***Hoarder:*** roll damage die twice, take higher result

***Far from home:*** add at least one ration

***Magical:*** some strange item, possibly magical (usable by anyone with similar tastes)

***Divine:*** a sign of a deity (or deities)

***Planar:*** something not of this earth

***Lord over others:*** +1d4 to the roll

***Ancient and noteworthy:*** +1d4 to the roll

Roll monster's damage die plus any added dice:

1. A few coins, 2d8 or so
2. An item useful to the current situation
3. Several coins, about 4d10
4. A small item (gem, art) of considerable value, worth as much as 2d10×10 coins, 0 weight
5. Some minor magical trinket
6. Useful information (in the form of clues, notes, etc.)
7. A bag of coins, 1d4×100 or thereabouts. 1 wt / 100.
8. A very valuable small item (gem, art) worth 2d6×100, 0 weight
9. A chest of coins and other small valuables. 1 weight but worth 3d6×100 coins.
10. A magical item or magical effect
11. Many bags of coins for a total of 2d4×100 or so
12. A sign of office (crown, banner) worth at least 3d4×100 coins
13. A large art item worth 4d4×100 coins, 1 weight
14. A unique item worth at least 5d4×100 coins
15. All the information needed to learn a new spell and roll again
16. A portal or secret path (or directions to one), and roll again
17. Something relating to one of the characters and roll again
18. A hoard: 1d10×1000 coins and 1d10×10 gems worth 2d6×100 each

## EQUIPMENT AND SERVICES

### RANGED WEAPONS

Crossbow	<i>near, +1 damage, reload, 35 coins, 3 weight</i>
Fine Bow	<i>near, far, 60 coins, 2 weight</i>
Hunter's Bow	<i>near, far, 100 coins, 1 weight</i>
Ragged Bow	<i>near, 15 coins, 2 weight</i>
Bundle of Arrows	<i>3 ammo, 1 coin, 1 weight</i>
Elven Arrows	<i>4 ammo, 20 coins, 1 weight</i>

### MELEE WEAPONS

Club, Shillelagh	<i>close, 1 coin, 2 weight</i>
Dagger, Shiv, Knife	<i>hand, 2 coins, 1 weight</i>
Dueling Rapier	<i>close, 1 piercing, precise, 50 coins, 2 weight</i>
Halberd	<i>reach, +1 damage, 2-handed, 9 coins, 2 weight</i>
Long Sword, BattleAxe, Flail	<i>close, +1 damage, 15 coins, 2 wt</i>
Rapier	<i>close, precise, 25 coins, 1 weight</i>
Short Sword, Axe, Warhammer, Mace	<i>close, 8 coins, 1 wt</i>
Spear	<i>reach, thrown, near, 5 coins, 1 weight</i>
Staff	<i>close, two-handed, 1 coin, 1 weight</i>
Throwing Dagger	<i>thrown, near, 1 coin, 0 weight</i>

### ARMOR

Leather, Chainmail	<i>1 armor, worn, 10 coins, 1 weight</i>
Plate	<i>3 armor, worn, clumsy, 350 coins, 4 weight</i>
Scale Mail	<i>2 armor, worn, clumsy, 50 coins, 3 weight</i>
Shield	<i>+1 armor, 15 coins, 2 weight</i>

### GEAR

Adventuring Gear	<i>5 uses, 20 coins, 1 weight</i>
Antitoxin	<i>10 coins, 0 weight</i>
Bag of Books	<i>5 uses, 10 coins, 2 weight</i>
Bandages	<i>3 uses, slow, 5 coins, 0 weight</i>
Dungeon Rations	<i>Ration, 5 uses, 3 coins, 1 weight</i>
Dwarven Hardtack	<i>Dwarf, Ration, 7 uses, 3 coins, 1 weight</i>
Elven Bread	<i>Ration, 7 uses, 10 coins, 1 weight</i>
Halfling Pipeleaf	<i>6 uses, 5 coins, 0 weight</i>
Healing Potion	<i>50 coins, 0 weight</i>
Keg of Dwarven Stout	<i>10 coins, 4 weight</i>
Personal Feast	<i>Ration, 1 use, 10 coins, 1 weight</i>
Poultices and Herbs	<i>2 uses, slow, 10 coins, 1 weight</i>

### POISONS

Oil of Tagit	<i>Dangerous, applied, 15 coins, 0 weight</i>
Bloodweed	<i>Dangerous, touch, 12 coins, 0 weight</i>
Goldenroot	<i>Dangerous, applied, 20 coins, 0 weight</i>
Serpent's Tears	<i>Dangerous, touch, 10 coins, 0 weight</i>

### SERVICES

A week's stay at a peasant inn	<i>14-Charisma coins</i>
A week's stay at a civilized inn	<i>30-Charisma coins</i>
A week's stay at the fanciest inn in town	<i>43-Charisma coins</i>
A week's unskilled mundane labor	<i>10 coins</i>
A month's pay for enlistment in an army	<i>30 coins</i>
A custom item from a blacksmith	<i>Base Item + 50 coins</i>
A night's "companionship"	<i>20-Charisma coins</i>
An evening of song and dance	<i>18-Charisma coins</i>
Escort for a day along a bandit-infested road	<i>20 coins</i>
Escort for a day along a monster-infested road	<i>54 coins</i>
A run-of-the-mill killing	<i>5 coins</i>
An assassination	<i>120 coins</i>
Healing from a surgeon	<i>5 coins</i>
A month's prayers for the departed	<i>1 coin</i>
Repairs to a mundane item	<i>25% of the item's cost</i>

### MEALS

A hearty meal for one	<i>1 coin</i>
A poor meal for a family	<i>1 coin</i>
A feast	<i>15 coins per person</i>

### TRANSPORT

Cart and Donkey	<i>50 coins, load 20</i>
Horse	<i>75 coins, load 10</i>
Warhorse	<i>400 coins, load 12</i>
Wagon	<i>150 coins, load 40</i>
Barge	<i>50 coins, load 15</i>
River boat	<i>150 coins, load 20</i>
Merchant ship	<i>5,000 coins, load 200</i>
War ship	<i>20,000 coins, load 100</i>
Passage on a safe route	<i>1 coin</i>
Passage on a tough route	<i>10 coins</i>
Passage on a dangerous route	<i>100 coins</i>

### LAND AND BUILDINGS

A hovel	<i>20 coins</i>
A cottage	<i>500 coins</i>
A house	<i>2,500 coins</i>
A mansion	<i>50,000 coins</i>
A keep	<i>75,000 coins</i>
A castle	<i>250,000 coins</i>
A grand castle	<i>1,000,000 coins</i>
A month's upkeep	<i>1% of the cost</i>

### BRIBES

A peasant dowry	<i>20-Charisma coins</i>
"Protection" for a small business	<i>100-Charisma coins</i>
A government bribe	<i>50-Charisma coins</i>
A compelling bribe	<i>80-Charisma coins</i>
An offer you can't refuse	<i>500-Charisma coins</i>

### GIFTS AND FINERY

A peasant gift	<i>1 coin</i>
A fine gift	<i>55 coins</i>
A noble gift	<i>200 coins</i>
A ring or cameo	<i>75 coins</i>
Finery	<i>105 coins</i>
A fine tapestry	<i>350+ coins</i>
A crown fit for a king	<i>5,000 coins</i>

### HOARDS

A goblin's stash	<i>2 coins</i>
A lizardman's trinkets	<i>5 coins</i>
A "priceless" sword	<i>80 coins</i>
An orc warchief's tribute	<i>250 coins</i>
A dragon's mound of coins and gems	<i>130,000 coins</i>

## CREATE HIRELING

Start with a number based on where the hireling was found. Hirelings in villages start with 2–5. Town hirelings get 4–6. Keep hirelings are 5–8. City hirelings are 6–10. Distribute between loyalty, a main skill, and zero or more secondary skills. Starting loyalty higher than 2 is unusual, as is starting loyalty below 0. Choose a cost for the hireling and you're done.

A hireling's stats, especially their loyalty, may change during play as a reflection of events. A particular kindness or bonus from the players is worth +1 loyalty forward. Disrespect is -1 loyalty forward. If it's been a while since their cost was last paid they get -1 loyalty ongoing until their cost is met. A hireling's loyalty may be permanently increased when they achieve some great deed with the players. A significant failure or beating may permanently lower the hireling's loyalty.

### COSTS

The Thrill of Victory  
Money  
Uncovered Knowledge  
Fame and Glory  
Debauchery  
Good Accomplished

### SKILLS

Adept – *Arcane Assistance*  
Burglar – *Experimental Trap Disarming*  
Minstrel – *A Hero's Welcome*  
Priest – *Ministry, First Aid*  
Protector – *Sentry, Intervene*  
Tracker – *Track, Guide*  
Warrior – *Man-at-arms*

## STEADING TAGS

### POPULATION

Exodus: The steading has lost its population and is on the verge of collapse.  
Shrinking: The population is less than it once was. Buildings stand empty.  
Steady: The population is in line with the current size of the steading. Some slow growth.  
Growing: More people than there are buildings.  
Booming: Resources are stretched thin trying to keep up with the number of people.

### PROSPERITY

Dirt: Nothing for sale, nobody has more than they need (and they're lucky if they have that). Unskilled labor is cheap.  
Poor: Only the bare necessities for sale. Weapons are scarce unless the steading is heavily defended or militant. Unskilled labor is readily available.  
Moderate: Most mundane items are available. Some types of skilled laborers.  
Wealthy: Any mundane item can be found for sale. Most kinds of skilled laborers are available, but demand is high for m.  
Rich: Mundane items and more, if you know where to find them. Specialist labor available, but at high prices.

### DEFENSES

None: Clubs, torches, farming tools.  
Militia: There are able-bodied men and women with worn weapons ready to be called, but no standing force.  
Watch: There are a few watchers posted who look out for trouble and settle small problems, but their main role is to summon the militia.  
Guard: There are armed defenders at all times with a total pool of less than 100 (or equivalent). There is always at least one armed patrol about the steading.  
Garrison: There are armed defenders at all times with a total pool of 100–300 (or equivalent). There are multiple armed patrols at all times.  
Battalion: As many as 1,000 armed defenders (or equivalent). The steading has manned maintained defenses as well.  
Legion: The steading is defended by thousands of armed soldiers (or equivalent). The steading's defenses are intimidating.

### OTHER TAGS

Arcane: Someone in town can cast arcane spells for a price. This tends to draw more arcane casters, +1 to recruit when you put out word you're looking for an adept.  
Blight: The steading has a recurring problem, usually a type of monster.  
Craft: The steading is known for excellence in the listed craft. Items of their chosen craft are more readily available here or of higher quality than found elsewhere.  
Divine: There is a major religious presence, maybe a cathedral or monastery. They can heal and maybe even raise the dead for a donation or resolution of a quest. Take +1 to recruit priests here.

Dwarven: The steading is significantly or entirely dwarves. Dwarven goods are more common and less expensive than they typically are.  
Elven: The steading is significantly or entirely elves. Elven goods are more common and less expensive than they typically are.  
Enmity: The steading holds a grudge against the listed steadings.  
Exotic: There are goods and services available here that aren't available anywhere else nearby. List them.  
Guild: The listed type of guild has a major presence (and usually a fair amount of influence). If the guild is closely associated with a type of hireling, +1 to recruit that type of hireling.  
History: Something important once happened here, choose one and detail or make up your own: battle, miracle, myth, romance, tragedy.  
Lawless: Crime is rampant; authority is weak.  
Market: Everyone comes here to trade. On any given day the available items may be far beyond their prosperity. +1 to supply.  
Need: The steading has an acute or ongoing need for the listed resource. That resource sells for considerably more.  
Oath: The steading has sworn oaths to the listed steadings. These oaths are generally of fealty or support, but may be more specific.  
Personage: There's a notable person who makes their home here. Give them a name and a short note on why they're notable.  
Power: The steading holds sway of some type. Typically political, divine, or arcane.  
Religion: The listed deity is revered here.  
Resource: The steading has easy access to the listed resource (e.g., a spice, a type of ore, fish, grapes). That resource is significantly cheaper.  
Safe: Outside trouble doesn't come here until the players bring it. Idyllic and often hidden, if the steading would lose or degrade another beneficial tag get rid of safe instead.  
Trade: The steading regularly trades with the listed steadings.

## CREATE STEADING

### MAKING A VILLAGE

By default a village is Poor, Steady, Militia, Resource (your choice) and has an Oath to another steading of your choice. If the village is part of a kingdom or empire choose one:

- The village is somewhere naturally defended: Safe, -Defenses
- The village has abundant resources that sustain it: +Prosperity, Resource (your choice), Enmity (your choice)
- The village is under the protection of another steading: Oath (that steading), +Defenses
- The village is on a major road: Trade (your choice), +Prosperity
- The village is built around a wizard's tower: Personage (the wizard), Blight (arcane creatures)
- The village was built on the site of religious significance: Divine, History (your choice)

Choose one problem:

- The village is in arid or uncultivable land: Need (Food)
- The village is dedicated to a deity: Religious (that deity), Enmity (a settlement of another deity)
- The village has recently fought a battle: -Population, -Prosperity if they fought to the end, -Defenses if they lost.
- The village has a monster problem: Blight (that monster), Need (adventurers)
- The village has absorbed another village: +Population, Lawless
- The village is remote or unwelcoming: -Prosperity, Dwarven or Elven

### MAKING A TOWN

By default a town is Moderate, Steady, Watch, and Trade (two of your choice). If the town is listed as Trade by another steading choose one:

- The town is booming: Booming, Lawless
- The town stands on a crossroads: Market, +Prosperity
- The town is defended by another steading: Oath (that steading), +Defenses
- The town is built around a church: Power (Divine)
- The town is built around a craft: Craft (your choice), Resource (something required for that craft)
- The town is built around a military post: +Defenses

Choose one problem:

- The town has grown too big for an important supply (like grain, wood, or stone): Need (that resource), Trade (a village or town with that resource)
- The town offers defense to others: Oath (your choice), -Defenses
- The town is notorious for an outlaw who is rumored to live there: Personage (the outlaw), Enmity (where the crimes were committed)
- The town has cornered the market on a good or service: Exotic (that good or service), Enmity (a settlement with ambition)
- The town has a disease: -Population
- The town is a popular meeting place: +Population, Lawless

### MAKING A KEEP

By default a keep is Poor, Shrinking, Guard, Need (Supplies), Trade (someplace with supplies), Oath (your choice). If the keep is owed fealty by at least one settlement choose one:

- The keep belongs to a noble family: +Prosperity, Power (Political)
- The keep is run by a skilled commander: Personage (the commander), +Defenses
- The keep stands watch over a trade road: +Prosperity, Guild (trade)
- The keep is used to train special troops: Arcane, -Population
- The keep is surrounded by fertile land: remove Need (Supplies)
- The keep stands on a border: +Defenses, Enmity (steading on the other side of the border)

Choose one problem

- The keep is built on a naturally defensible position: Safe, -Population
- The keep was a conquest from another power: Enmity (steadings of that power)
- The keep is a safe haven for brigands: Lawless
- The keep was built to defend from a specific threat: Blight (that threat)
- The keep has seen horrible bloody war: History (Battle), Blight (Restless Spirits)
- The keep is given the worst of the worst: Need (Skilled Recruits)

### MAKING A CITY

By default a city is Moderate, Steady, Guard, Market, and Guild (one of your choice). It also has Oaths with at least two other steadings, usually a town and a keep. If the city has trade with at least one steading and fealty from at least one steading choose one:

- The city has permanent defenses, like walls: +Defenses, Oath (your choice)
- The city is ruled by a single individual: Personage (the ruler), Power (Political)
- The city is diverse: Dwarven or Elven or both
- The city is a trade hub: Trade (every steading nearby), +Prosperity
- The city is ancient, built on top of its own ruins: History (your choice), Divine
- The city is a center of learning: Arcane, Craft (your choice), Power (Arcane)

Choose one problem:

- The city has outgrown its resources: +Population, Need (food)
- The city has designs on nearby territory: Enmity (nearby steadings), +Defenses
- The city is ruled by a theocracy: -Defenses, Power (Divine)
- The city is ruled by the people: -Defenses, +Population
- The city has supernatural defenses: +Defenses, Blight (related supernatural creatures)
- The city lies on a place of power: Arcane, Personage (whoever watches the place of power), Blight (arcane creatures)

### STEADING NAMES

Graybark, Nook's Crossing, Tanner's Ford, Goldenfield, Barrowbridge, Rum River, Brindenburg, Shambles, Covaner, Enfield, Crystal Falls, Castle Daunting, Nulty's Harbor, Castonshire, Cornwood, Irongate, Mayhill, Pigton, Crosses, Battlemoore, Torsea, Curland, Snowcalm, Seawall, Varlosh, Terminum, Avonia, Bucksburg, Settledown, Goblinjaw, Hammerford, Pit, The Gray Fast, Ennet Bend, Harrison's Hold, Fortress Andwynne, Blackstone



## STEADING EVOLUTION

### GROWTH

When a **village or town is booming and its prosperity is above moderate** you may reduce prosperity and defenses to move to the next largest type. New towns immediately gain market and new cities immediately gain guild (your choice).

### COLLAPSE

When a **steading's population is in exodus and its prosperity is poor or less** it shrinks. A city becomes a town with a steady population and +prosperity. A keep becomes a town with +defenses and a steady population. A town becomes a village with steady population and +prosperity. A village becomes a ghost town.

### WANT

When a **steading has a need that is not fulfilled** (through trade, capture, or otherwise) that steading is in want. It gets either -prosperity, -population, or loses a tag based on that resource like craft or trade, your choice.

### TRADE

When **trade is blocked** because the source of that trade is gone, the route is endangered, or political reasons, the steading has a choice: gain need (a traded good) or take -prosperity.

### CAPTURE

When **control of a resource changes** remove that resource from the tags of the previous owner and add it to the tags of the new owner (if applicable). If the previous owner has a craft or trade based on that resource they now have need (that resource). If the new owner had a need for that resource, remove it.

### PROFIT

When a **steading has more trade than its current prosperity** it gets +prosperity.

### SURPLUS

When a **steading has a resource that another steading needs** unless enmity or other diplomatic reasons prevent it they set up trade. The steading with the resource gets +prosperity and their choice of oaths, +population, or +defenses; the steading with the need erases that need and adds trade.

### EMBATTLED

When a **steading is surrounded by enemy forces** it suffers losses. If it fights back with force it gets -defenses. If its new defenses are watch or less it also gets -prosperity. If it instead tries to wait out the attack it gets -population. If its new population is shrinking or less it loses a tag of your choice. If the steading's defenses outclass the attacker's (your call if it's not clear, or make it part of an adventure front) the steading is no longer surrounded.

### AID

When a **steading has oaths to a steading under attack** that steading may take -defenses to give the steading under attack +defenses.

### OPPORTUNITY

When a **steading has enmity against a weaker steading** they may attack. Subtract the distance (in rations) between the steadings from the steading with enmity's defenses. If the result is greater than the other steading's defenses +defense for each step of size difference (village to town, town to keep, keep to city) they definitely attack. Otherwise it's your call: has anything happened recently to stoke their anger? The forces of the attacker embattle the defender, while they maintain the attack they're -defenses.

### CLASH

When **two steadings both attack each other** their forces meet somewhere between them and fight. If they're evenly matched they both get -defenses and their troops return home. If one has the advantage they take -defenses while the other takes -2 defenses.

## CREATE MONSTER

Answer the following questions. When you're finished your monster may have only one move. If this is the case and you plan on using the monster often, give it another 1–2 moves of your choice. These moves often describe secondary modes of attack, other uses for a primary mode of attack, or connections to a certain place in the world.

### WHAT IS IT KNOWN TO DO?

Write a monster move describing what it does.

### WHAT DOES IT WANT THAT CAUSES PROBLEMS FOR OTHERS?

This is its instinct. Write it as an intended action.

### HOW DOES IT USUALLY HUNT OR FIGHT?

- In large groups: horde, d6 damage, 3 HP
- In small groups, about 2–5: group, d8 damage, 6 HP
- All by its lonesome: solitary, d10 damage, 12 HP

### HOW BIG IS IT?

- Smaller than a house cat: tiny, hand, -2 damage
- Halfling-esque: small, close
- About human size: close
- As big as a cart: large, close, reach, +4 HP, +1 damage
- Much larger than a cart: huge, reach, +8 HP, +3 damage

### WHAT IS ITS MOST IMPORTANT DEFENSE?

- Cloth or flesh: 0 armor
- Leathers or thick hide: 1 armor
- Mail or scales: 2 armor
- Plate or bone: 3 armor
- Permanent magical protection: 4 armor, magical

### WHAT IS IT KNOWN FOR? (CHOOSE ALL THAT APPLY)

- Unrelenting strength: +2 damage, forceful
- Skill in offense: roll damage twice and take the better roll
- Skill in defense: +1 armor
- Deft strikes: +1 piercing
- Uncanny endurance: +4 HP
- Deceit and trickery: stealthy, write a move about dirty tricks
- A useful adaptation like being amphibious or having wings: add a special quality for the adaptation
- The favor of the gods: divine, +2 damage or +2 HP or both (your call)
- Spells and magic: magical, write a move about its spells

### WHAT IS ITS MOST COMMON FORM OF ATTACK?

Note it along with the creature's damage. Common answers include: a type of weapon, claws, a specific spell. Then answer these questions about it:

- Its armaments are vicious and obvious: +2 damage
- It lets the monster keep others at bay: reach
- Its armaments are small and weak: reduce its damage die size by one
- Its armaments can slice or pierce metal: messy, +1 piercing or +3 piercing if it can just tear metal apart
- Armor doesn't help with the damage it deals (due to magic, size, etc.): ignores Armor
- It usually attacks at range (with arrows, spells, or other projectiles): near or far or both (your call)

### WHICH OF THESE DESCRIBE IT? (CHOOSE ALL THAT APPLY)

- It isn't dangerous because of the wounds it inflicts, but for other reasons: devious, reduce its damage die size by one, write a move about why it's dangerous
- It organizes into larger groups that it can call on for support: organized, write a move about calling on others for help
- It's as smart as a human or thereabouts: intelligent
- It actively defends itself with a shield or similar: cautious, +1 armor
- It collects trinkets that humans would consider valuable (gold, gems, secrets): hoarder
- It's from beyond this world: planar, write a move about using its otherworldly knowledge and power
- It's kept alive by something beyond simple biology: +4 HP
- It was made by someone: construct, give it a special quality or two about its construction or purpose
- Its appearance is disturbing, terrible, or horrible: terrifying, write a special quality about why it's so horrendous
- It doesn't have organs or discernible anatomy: amorphous, +1 armor, +3 HP
- It (or its species) is ancient—older than man, elves, and dwarves: increase its damage die size by one
- It abhors violence: roll damage twice and take the worst result

## INSTANT NPCs

### 100 INSTINCTS

- To avenge
- To spread the good word
- To reunite with a loved one
- To make money
- To make amends
- To explore a mysterious place
- To uncover a hidden truth
- To locate a lost thing
- To kill a hated foe
- To conquer a faraway land
- To cure an illness
- To craft a masterwork
- To survive just one more day
- To earn affection
- To prove a point
- To be smarter, faster and stronger
- To heal an old wound
- To extinguish an evil forever
- To hide from a shameful fact
- To evangelize
- To spread suffering
- To prove worth
- To rise in rank
- To be praised
- To discover the truth
- To make good on a bet
- To get out of an obligation
- To convince someone to do their dirty work
- To steal something valuable
- To overcome a bad habit
- To commit an atrocity
- To earn renown
- To accumulate power
- To save someone from a monstrosity
- To teach
- To settle down
- To get just one more haul
- To preserve the law
- To discover
- To devour
- To restore the family name
- To live a quiet life
- To help others
- To atone
- To prove their worth
- To gain honor
- To expand their land
- To gain a title
- To retreat from society
- To escape
- To party
- To return home
- To serve
- To reclaim what was taken
- To do what must be done
- To be a champion
- To avoid notice
- To help a family member
- To perfect a skill
- To travel
- To overcome a disadvantage
- To play the game
- To establish a dynasty
- To improve the realm
- To retire
- To recover a lost memory
- To battle
- To become a terror to criminals
- To raise dragons
- To live up to expectations
- To become someone else
- To do what can't be done
- To be remembered in song
- To be forgotten
- To find true love
- To lose their mind
- To indulge
- To make the best of it
- To find the one
- To destroy an artifact
- To show them all
- To bring about unending summer
- To fly
- To find the six-fingered man
- To wake the ancient sleepers
- To entertain
- To follow an order
- To die gloriously
- To be careful
- To show kindness
- To not screw it all up
- To uncover the past
- To go where no man has gone before
- To do good
- To become a beast
- To spill blood
- To live forever
- To hunt the most dangerous game
- To hate
- To run away

### 100 KNACKS

- Criminal connections
- Muscle
- Skill with a specific weapon
- Hedge wizardry
- Comprehensive local knowledge
- Noble blood
- A one-of-a-kind item
- Special destiny
- Unique perspective
- Hidden knowledge
- Magical awareness
- Abnormal parentage
- Political leverage
- A tie to a monster
- A secret
- True love
- An innocent heart
- A plan for the perfect crime
- A one-way ticket to paradise
- A mysterious ore
- Money, money, money
- Divine blessing
- Immunity from the law
- Prophecy
- Secret martial arts techniques
- A ring of power
- A much-needed bag of taters
- A heart
- A fortified position
- Lawmaking
- Tongues
- A discerning eye
- Endurance
- A safe place
- Visions
- A beautiful mind
- A clear voice
- Stunning looks
- A catchy tune
- Invention
- Baking
- Brewing
- Smelting
- Woodworking
- Writing
- Immunity to fire
- Cooking
- Storytelling
- Ratcatching
- Lying
- Utter unremarkableness
- Mind-bending sexiness
- Undefinable coolness
- A way with knots
- Wheels of polished steel
- A magic carpet
- Endless ideas
- Persistence
- A stockpile of food
- A hidden path
- Piety
- Resistance to disease
- A library
- A silver tongue
- Bloodline
- An innate spell
- Balance
- Souls
- Speed
- A sense of right and wrong
- Certainty
- An eye for detail
- Heroic self-sacrifice
- Sense of direction
- A big idea
- A hidden entrance to the city
- The love of someone powerful
- Unquestioning loyalty

### NPC NAMES

Finbar, Hywn, One Eye, Alhor, Arlon, Yev, Slime, Jocat, Ewing, Lim, Poy, Milo, Deryl, Medlyn, Astrafel, Daelwyn, Feliana, Damarra, Sistranalle, Pendrell, Melliandre, Dagoliir, Baldric, Leena, Dunwick, Willem, Edwyn, Florian, Seraphine, Quorra, Charlotte, Lily, Ramonde, Cassandra, Durga, Aelfar, Gerda, Rurgosh, Bjorn, Drummond, Helga, Siggrun, Freya, Wesley, Brinton, Jon, Sara, Hawthorn, Elise, Clarke, Lenore, Piotr, Dahlia, Carmine, Hycorax, Ethanwe, Sinathel, Demanor, Menoliir, Mithralan, Taeros, Aegor, Tanner, Dunstan, Rose, Ivy, Robard, Mab, Thistle, Puck, Anne, Serah, Elana, Obelis, Herran, Syla, Andanna, Siobhan, Aziz, Pelin, Sibel, Nils, Wei, Ozruk, Surtur, Brunhilda, Annika, Janos, Greta, Dim, Rundrig, Jarl, Xotoq, Elohiir, Sharaseth, Hasrith, Shevaral, Cadeus, Eldar, Kithracet, Theliam, Finnegan, Olive, Randolph, Bartleby, Aubrey, Baldwin, Becca, Hawke, Rudiger, Gregor, Brianne, Walton