


**BY BEARD & EAR!**  
&  
**AZULGUNDS BANE**

*An account of conflict  
'twixt dwarf & elf*



**JOE BANNER**



BY BEARD  
& EAR!

# AN ANCIENT GRUDGE

*Talk of warfare between the elves and dwarves has reached the human settlements of Earthsend, and Lord Faraday has dispatched you to find an solution to the violence. You have found the land in turmoil as the throngs of Skalfast Dragontamer wage their battles to destroy the hosts of Prince In'theri.*

The Yellow Nest was levelled by a dwarf missile in the early days of the war, yet it still vomits hordes of displaced orcs into the countryside. Enthralled by the primordial power Sylvannic, the company of Lord and Lady Euryale have abandoned their prince and now claim the forests as their home. Two warbands race to claim the fallen star first - the engineers of Magda Mintsilver and the Bladesworn of Barharroth Gorge. Human hunters under the leadership of the wily Starlingray prey on the unwary, while marching armies continue their endless assault.

With no end in sight, who will the common people turn to for aid? The dwarves and elves look poorly on outside interference, and helping one side will no doubt earn the ire of the other. Before you left, Lord Faraday sent the templars of Estern plain to aid the stricken, but they are isolated and their numbers few.

Can Skalfast and Prince In'theri be made to see sense? If not, who will be the victor? Will there be any land left worth ruling? And will Earthsend and the human realms be next?





## STAKES

- Can peace be found between elf and dwarf?
- If there is no peace, who will win the war?
- When the war is over, will Earthsend be next?
- Who will survive?

## QUESTIONS

- When did you visit the Yellow Nest? How did it fall to orcs?
- What is the Fallen Star? How might the dwarves use it to empower their war machines? How does it feature in the Bladesworn's prophecy?
- The power Sylvannic is the ancient knowledge of bark and bush, passed from seed to sap. How and why does it enthrall others? What does it intend to do with those it's enthralled?
- Skalfast Dragontamer bears a grudge against the haughty Prince In'theri - something great enough to spark war. What was it?

- Where is the dragon Skalfast Dragontamer (supposedly?) tamed?

## AREAS

**Fairmile, Oakshade, & the Heath** - three huge and ancient forests suffused with the power Sylvannic.

**Intherion** - Prince In'theri's ancestral home. Includes several acres of hunting ground where giant stag roam.

**Amon'elin** - An elven observatory. Previously under the guard of the Bladesworn of Barharroth Gorge; they have since left for reasons unknown.

**Usluk-dum** - ("Dragon's mansion" in dwarvish) seat of Skalfast Dragontamer's power. The mines below the mountain are rich in gold and obsidian.

**The Yellow Nest** - formerly Azulgund ("Lonely Halls"). Overrun by orcs some time ago and obliterated in the early days of the war. The ruins are still infested with orcs.

**Warrenstead** - an isolated human settlement. Under the protection of Ardal, templar of the Estern Fields.

## REWARDS

### **The prow of the Estellion (15 weight)**

- a full-size bronze statue of an elf maiden, half buried in the rubble of a recent conflict. A successful *Spout Lore* will reveal this is from the prow of an elf airship. A 10+ will reveal this is in fact from the Estellion, formerly the pride of the elven fleet. Delivering the prow to either leader will practically guarantee an audience and go a long way towards proving your loyalty. (A horse and cart could carry the statue whole. Safely cutting the statue into up to 3 equal-weight pieces is *defying danger* with DEX.)

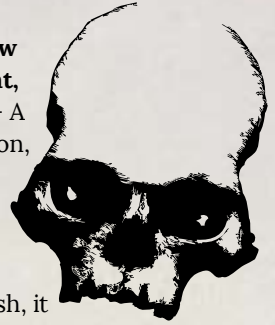
**A possessed birdcage (2 weight)** - a battered but whole birdcage, apparently of dwarven design. While underground a spectral canary will appear in the cage, granting dim light. The canary will 'die' (disappear, snuffing out the light) if danger approaches.

**The Everhart (0 weight)** - a simple elven necklace inset with a huge red ruby. It's beauty belies its true purpose - elven interrogators created it to improve their questioning (and questionable!) techniques.

When you discern realities on a person while wearing the Everhart, you get an extra clause: on a 12+, you learn their true heart's desire.

### **Sylvannic willow branch (1 weight, close, precise)**

- A whip-like weapon, carved screaming from a weeping willow tree. Where the whip strikes flesh, it will leave cruel lashes that heal poorly, leaving ugly green scars. The wounds will reopen while the victim is in a wood.



**A keg of Hogsback Tea (4 weight, awkward)** - a keg of dwarf ale from the since-destroyed Hogsback Brewery. The keg is worth a great deal, untapped, to a dwarf army or settlement. If you tap the keg, gain 8 rations.

**Magda's springheels (1 weight, 1 armour)** - a pair of boots engineered by Magda Mintsilver for travelling faster and escaping pitfalls. Although designed for dwarven feet, they could be modified to fit another race by any dwarven smith. The heels are reinforced with copper plate and clever springlock mechanisms, allowing the wearer to survive falls of up to 20 feet undamaged and escape narrow pits by bouncing from surface to surface. (Attempting either is *defying danger* with CON.)

# NPLCs

## CERIDAN, ELVISH HERO

**Ceridan** is an elvish folk hero, a scarlet pimpernel-type who is said to hide amongst the people, appearing to save them in their hour of need.

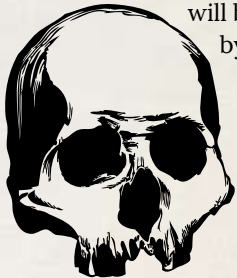
He leaves a distinctive throwing knife as a calling card, usually buried in the back of his latest target. Skalfast's son, Skalf Skalfastsson, hunts tirelessly for the rogue - the last target was his betrothed.

*Solitary, Devious, Throwing Knives (b[2d10] damage far), Duelling swords (b[2d8] damage close) 12 HP 1 Armour, Instinct: to be a legend to his people*

If encountered on friendly terms, Ceridan may join the group as a *hireling*. Ceridan will outright refuse to help if the group support the dwarves - they're more likely to make it onto his hit-list!

As a hireling, Ceridan has a score of 8. Distribute this score between his loyalty and the following skills:

*Hero's Welcome* - When you enter an elven settlement with Ceridan you will be treated as a friend by everyone present until your actions prove otherwise. You also subtract his skill from all prices in town.



*Track* - When considering a dwarven opponent while Making Camp, once camp is broken they can pick up the target's trail for a number of days' travel equal to Ceridan's skill.

Ceridan's costs are either *Fame* or an *Elven victory*. (See the hireling rules in the Dungeon World rulebook for more details.)

## THE SYLVANNIC HOST

**Lord Castur Euryale** first heard the whispers of the power Sylvannic as a child, but it was only when he came to this war-torn land that he truly understood the meaning. Now he and his devoted wife hold court in the forests, empowered by forces of nature and charged with defence of their new 'realm'.

Lord Euryale rides into battle atop his faithful treeman Broadbirch, while Lady Euryale can often be seen on foot channeling the forces of nature instead.

*Lord Euryale & Broadbirch: Solitary, Divine, Construct, Great branch-limbs (1d10+2 damage reach) Sylvannic magic (b[2d8] damage arcane near) 16 HP 3 Armour*

*Lady Euryale: Solitary, Arcane, Sylvannic magic (b[2d8] damage arcane near) 16 HP 1 Armour*

*Elves infused with the power Sylvannic - Horde, Branchlike limbs (1d6+1 damage reach), 3 HP 1 Armour*

## ELF WARRIORS

*Elf Soldiers* - Horde, Sword (b[2d6] damage close) 3 HP 1 Armor, Instinct: to win the war

*Barharroth Bladesworn* - Group, Greatsword (b[2d8] damage reach) 6 HP 1 Armor, Instinct: to stop the prophecy concerning the fallen star

## DWARVEN THROG

*Dwarven Clansman* - Horde, Hammer (1d6+1 damage close) 4 HP 2 Armor, Instinct: to win the war

*Mintsilver's Miners* - Group, Picks and Blowtorches (1d8+2 damage close) 7 HP 2 Armor, Instinct: to seek the fallen star

## OTHERS

*Stalingsray Bandits* - Horde, Trapper's bows (1d6 damage near), 3 HP 1 Armor, Instinct: to claim a toll

*Yellow Nest Orcs* - Horde, Jagged blade (1d6+2 damage 1 piercing) 3 HP 0 Armor, Instinct: to get tougher by fighting

## THE TEMPLAR OF ESTERN

**Ardal, Templar of Estern Plain** - The Templars of Estern Plain have ever been few, for their powers are great and many are those who would petition their aid. Ardal is one of the oldest still in service. Streaks of grey run through his hair; his skin is scarred and worn from many battles. His titanic battle mace has been battered and reforged many times, yet still burns with the templar's divine fury in combat.

A templar of Ardal's standing would be expected to have taken on a number of apprentices by now, but Ardal has only taken on one. They died long ago, and Ardal will not speak of them now. Until a worthy successor presents themselves, Ardal will continue his eternal crusade against evil.

*Solitary, Divine, Estern Mace* (1d10+2 damage close) *Holy smite* (1d6 damage near) 12 HP 3 Armour, Instinct: to protect the weak.

Ardal may be convinced to join the party as a *hireling* if they have made an effort to help him protect Warrenstead and/or vanquish the orc menace. As a hireling, he has a score of 7-10 (depending on the parties' efforts), two or more skills from the *priest* and *protector* and a cost of *Good Accomplished*. (See the hireling rules in the *Dungeon World* rulebook for more details.)



## **REGION: NO-MAN'S LAND**

*Contested Territory, Elven/Dwarven, Temperate, Old Woods and Dwarven Mines, Perilous*

### **STEADING - INTHERION ACRES**

Verdant hunting land, safe, lawful, civilized, resource (Hunting Grounds; giant stag) emnity (Dwarves)

### **AREAS - FAIRMILE, OAKSHADE AND THE HEATH**

Woodland, Perilous, Emnity (outsiders), Divine (power Sylvannic), Personage (Lord and Lady Euryale), Guard (Company)

### **SITE - AMON'ELIN**

Elven observatory, Lawful, Abandoned, Arcane

### **STEADING - USLUK-DUM**

Dwarven mountain, civilised, lawful, personage (Skalfast Dragon-tamer), guarded (Army) resources (gold, obsidian, et al.) emnity (Elves)

### **SITE - THE YELLOW NEST**

Destroyed dwarf fortress/orc nest, perilous, blight (orcs) treasure (lost dwarf relics)

### **STEADING - WARRENSTEAD**

Human settlement, guard (templar and militia) personage (Ardal, Templar of Estern Fields), shrinking, poor, unsafe, blight (orcs, elves, dwarves)

# SILVERMURK

## ABANDONED DWARF MINE

*This roll is made by the GM.*

When you explore a new area of the dungeon, declare who is going first and roll 2d6+areas explored (maximum of +3). Additionally, assign each d6 to either a *theme* or *location* below.

On a 10+, the party discover a vital clue, useful treasure, or escape route in addition to anything else. On a miss, whoever goes first marks XP and triggers a dungeon move of the GM's choosing.

When all themes have been encountered at least once, the dungeon can be considered fully explored, though it doesn't have to be.

### THEMES (1D6)

- 1-2 Wandering beasts & natural dangers (pitfalls, rockslides, etc.)
- 3-4 Broken Dwarf Constructs
- 5-6 Forgotten Treasures, and the mad dwarves who covet them

### LOCATIONS (1D6)

- 1-2 Endless natural caverns, glittering with unmined ores
- 3-5 Abandoned dwarf homesteads
- 6 Magda's old laboratory

## DUNGEON MOVES

*When someone rolls a 6- or the players give you an opportunity...*

- An 10-foot tall statue of a dwarf smith begins to crumble!
- Sounds of cruel sniggering - the sort many, many goblins might make - echoes through the tunnels ahead!
- A mad dwarf believes you've stolen his hoard, and claims a grudge against you!
- You encounter a rival treasure-hunter, and they seem a bit too friendly!
- A titanic forge breaks free, spilling molten lead everywhere!
- With a great rumble and shower of rocks, the way back is blocked!
- They have a cave troll!



# MENEL-TAMINE

## ELVEN AIRSHIP FACTORY

*This roll is made by the GM.*

When you explore a new area of the dungeon, declare who is going first and roll 2d6+areas explored (maximum of +3). Additionally, assign each d6 to either a *theme* or *location* below.

On a 10+, the party discover a vital clue, useful treasure, or escape route in addition to anything else. On a miss, whoever goes first marks XP and triggers a dungeon move of the GM's choosing.

When all themes have been encountered at least once, the dungeon can be considered fully explored, though it doesn't have to be.

## THEMES (1D6)

- 1-2 Wonders of elven construction
- 3-4 Elven enchantment - powers of air and skymetal
- 5-6 Elven battleplans and strategy

## LOCATIONS (1D6)

- 1-2 Tenuous sky-ladders, leading ever upward
- 3-4 Dozens of elf craftsmen churning out common airship parts
- 5 Elf mages, enchanting the airships with their gravity-defying powers
- 6 A military presence - the general's office, or a barracks

## DUNGEON MOVES

*When someone rolls a 6- or the players give you an opportunity...*

- A gravity-defying enchantment fails!
- The garrison is alarmed or summoned!
- A humble wood-weaver wants to be a hero!
- Storm-clouds gather - watch out for lightning!
- The general gets a good look at your face - she'll remember you, if she survives!





# AZULGUNDS BANE

# THE YELLOW NEST

*Years ago, Azulgund was lost to Goldbane Greasetooth and his greenskin hordes. Its people were forced to abandon the city. In their wake, the elf ranger Khulorien “volunteered” to plumb the depths in their name, claiming he would return with Greasetooth’s head or not at all.*

Only the most naive bystanders believed Khulorien - an egotist and rogue, even by the standards of rangerhood - acted out of a sense of honour. The dwarves were naturally furious an elf (of all people!) would deign to reclaim their honour for them. In any event, Khulorien was never heard from again. Suffice to say, the dwarves did not mourn his loss.

Today, Azulgund is a blasted ruin. The dwarves bombed the former city during the opening days of their war with the elves, spilling a veritable ants nest of greenskins into the surrounding countryside. Teague Tholinsson, heir to Azulgund’s former fortune, has hired the party to help him recover what little treasure may remain and discover the upstart elf’s final fate.

But the city is not the safe haven it once was. Stranger things than orcs and dwarves prowl the halls of Azulgund now. The peaceful, but slow-witted snails flee their former home, hounded at every turn by goblins and fungus-bred monsters. Goldbane still rules Azulgund, after a fashion - but a malign influence lurks in the shadows. And Khulorien is out there, somewhere - but will he be friend or foe?



# NPLS

## KHULORIEN, DARK RANGER

Khulorien's quest was never about honour. He infiltrated Azulgund on the orders of a council of elves to recover the Star of Conquest. This elven artefact was what gave Goldbane the power to unite the greenskins and overthrow Azulgund. With this powerful dwarf holding destroyed, the elves were keen to see the evidence of their meddling returned to them, for obvious reasons.

But by the time Khulorien found him, Greasetooth was already dead. The Star had drained his life and left him an undead ghoul, holding a grizzly court over zombified orc-things. Khulorien fought with a strength of desperation and only barely escaped that place with his life, only to wind up lost and starving in Azulgund's endless halls.

By the time he discovered the Star of Conquest, he was too weak to resist it's arcane influence. Khulorien is now the new master of the star - or perhaps it is the other way around. The elf lurks in the darkest corners of the ruins, hunting any who would cross his path.

*Solitary, longbow (b[2d10+2] damage, far, ignores armour) 12 HP 1 armour*

## TEAGUE THOLINSSON

Teague is the son of old Tholin Grudgebearer and the heir to the seat of Azulgund. He is a young dwarf with slightly more pride than sense, but his people look at to him as a beacon of hope in these dark times.

### AS A HIRELING

Teague will venture into Azulgund with the party; if their numbers are too few, his honour guard may accompany them too. Teague counts as a hireling with skill 6, loyalty 2 and the price *see Azulgund reforged*. Distribute his skill points between the following, as you see fit:

*Warrior* - when you take to battle with Teague, add his skill to the damage done. If Teague fights alongside his honour guard, he adds skill+1d6 instead.

*Taunt* - in battle, a number of opponents up to Teague's skill will treat him as a priority target. Add 1 to his skill for each honour guard by Teague's side. Hordes will always target Teague before groups, who will always target him before solitary creatures.

Teague starts with 6HP and armour equal to his loyalty. When Teague reaches 0HP, decrease his loyalty by 1. If Teague ever reaches -1 loyalty, he will declare the mission a failure and sound the retreat.

## **GOLDBANE GREASETOOTH, ORC REVENANT**

Enhanced by the power of the Star of Conquest, Goldbane wasted no time in amassing an army to lay waste to Azulgund. As is often the greenskins' way, Goldbane met his end at the end of his rival's dagger. The Star, along with his other effects, were lost.

But even without the Star, Goldbane's cold dead body was compelled onwards. Now, the half-dead thing wars with its still-living former armies. Every orc destroyed is added to his skeletal ranks. Soon, there will be no living left in Azulgund. And once he has reclaimed his people, Goldbane may once again consider the outside world...

*Solitary, bone-sword (1d10 damage, close, messy) 12 HP 2 armour*

### **GOLDBANE'S SKELETONS**

*Horde, jagged bone (1d6 damage close, messy) 6 HP*

- Fall apart when their master dies
- Tirelessly seek out the living
- Offer tributes of bone and blood to their master

### **YELLOW NEST ORCS**

*Horde, jagged blades (1d6+2 damage 1 piercing) 3 HP 0 Armor*

- Pick a fight with something bigger
- Get stronger with each victory

## **ZYRNA FUNGUSBREF, GOBLIN SHAMAN**

In the chaos following Goldbane's death and resurrection, the mantle of leadership has passed to Zyrna. The wizened goblin and his warband have been hopped up on psychotropic mushrooms since they arrived here, but so far the idiot's spells have proven to be the closest the orcs have to a *turn undead* spell. Even the other orcs turn to the Fungusbref shamans for protection, though it galls them to do so.

*Solitary, fungus magics (2d6 damage, close, near) 12 HP 1 armour*

### **YELLOW NEST GOBBOS**

*Horde, jabbin' sticks (w[2d6] damage close, reach) 3 HP*

- Argue with each other comically
- Consume psychotropic fungus
- Shower them with bags of rock salt, to no effect
- Summon a greater threat
- Gang up on them

### **FUNGAL MOLE RAT**

- Group, vicious incisors (1d8 damage close, 1-piercing) 6 HP
- Vent clouds of blinding spores
- Explode when jabbed or jostled
- Spit globs of sticky fungus



# A LIGHT IN THE DARKNESS

*The giant snails lived below the dwarves in peace for years. But when the dwarves were driven out, the goblins took to hunting the snails for sport. They pelted their settlements with cruel rock-salt bombs and harried them with packs of vicious mole-rats. Now, only a single warren of snails remains.*

In desperation, the great snail council dispatched the fastest of their number to race to the surface and seek aid. The party may encounter the last of these envoys in Azulgund.

The envoy is the size of a small cart. Its shell is etched in beautiful carvings, but scratched and dented from several battles. The envoy will beg the party help its people; if they agree, it will provide a map of Azulgund and the snail territories below, etched on a tiny shell. The envoy is sociable, if a little ponderous - it will be happy to talk about its people if the party are curious.

Being a particularly fast snail, the envoy can do about 3 miles an hour (a human's walking speed.) When it sees it's slowing the party down, the envoy will ask the party go on ahead.

Unfortunately, the envoy was traveling far too slowly to find rescue in time - the goblins destroyed the snail warrens weeks ago. A small horde of goblins and molarats will be living in the ruins, eating escargot out of baby snail-shells. The party can leave the goblins be, or take some small revenge for the snails' lost civilisation.

Elsewhere in the dungeon the party may encounter the final snail survivors, fleeing as fast as they can (!) up a sheer cliff surface. The cruel goblins harry them from small platforms and crannies, dislodging their climb or capturing them for their meat (especially the babies!) It will be a particularly heroic task for the players to scale the wall in time to save as many snails as possible...

## **SNAIL**

Large, Solitary, pseudopods (1d10+1 damage, close) 16 HP 3 armour

In battle against goblins, it's a bit like an elephant being set on by a pack of hyenas.

- Travel at great speed (for a snail)
- Repel attacks by its massive shell
- Ensnare them in sticky slime trails
- Deliver a vital message
- Display a weakness to salt

# AZULGUND, THE YELLOW NEST

## Ruined City/Orc Warrens

*This roll is made by the GM.*

When you explore a new area of the dungeon, declare who is going first and roll 2d6+areas explored (maximum of +3). Additionally, assign each d6 to either a theme or location below.

On a 10+, the party discover a vital clue, useful treasure, or escape route in addition to anything else. On a miss, whoever goes first marks XP and triggers a dungeon move of the GM's choosing.

When all themes have been encountered at least once, the dungeon can be considered fully explored, though it doesn't have to be.

### **THEMES (1D6)**

1. The elves' treachery
2. The dwarves' lost civilisation
3. The goblin and mole-rat menace
4. Goldbane's revenants
5. Khulorien's hunt
6. The exodus of the snails

### **LOCATIONS & PROPS (1D6)**

1. Khulorien's discarded backpack, with instructions (in elvish) on the Star of Conquest
2. Evidence of Khulorien's evil hunt
3. The ruins of the snail warrens, overrun by goblins
4. Snail-folk fleeing up a sheer cliff-face
5. Greenskins battling their undead in ruined dwarf streets
6. The dwarven throne room, now Goldbane's arena

### **DUNGEON MOVES**

*When someone rolls a 6- or the players give you an opportunity...*

- Khulorien gets closer
- Goldbane's revenants ambush the party
- They discover a patch of poisonous fungus
- The goblins are drugged up with psychotropic drugs
- The Star of Conquest exerts its influence
- A pack of mole-rats get the scent

# TREASURES

## KHULORIEN'S SACHEL

*Worn, 0 weight*

Khulorien owed no small part of his reputation to his enchanted satchel, which endowed his adventuring gear with no end of magical properties.

Khulorien's satchel may hold 5 uses (1 weight/20 coins' worth) of adventuring gear at a time. When the satchel contains at least 1 use of adventuring gear and you rummage through it for a useful dungeoneering tool, you find what you need and cross off a use.

Any object thus used is one use only, but innately magical - it will have either twice the effectiveness of it's mundane version, or some other magical property. Magic chalk will glow neon white; ten-foot poles will extend to up to 20 feet, ropes will take twice as much weight, and so on.

## RAILMASTERS MAIL

*Worn, +1 armour, 1 weight*

A fine shirt of dwarven mail, intended for the railmaster of Kheluz-Gund. Powerful runes and words of power are woven into it with silver thread.

By speaking one of the three dwarvish phrases woven in the hem, the bearer may activate a special ability that will last until the next dawn:

*Mellon, kharâm:* (Friend, brother.)

No dwarf will threaten you or deal you harm, unless provoked. (Female dwarves will still follow these rules, but be able to smelt enchantment on you.)

*Urus ni buzra!* (Fire in the deep!) You will feel pleasantly warm, even in the coldest depths.

*Ku bin-amrad!* (He who is deathless!) Treat last breath rolls of 7-9 as 10+.

Speaking all three phrases does nothing. A dwarf versed in runespeak (Teague, for example) could translate the phrases for you.

## THE STAR OF CONQUEST

This dark purple jewel is engraved with elven script, and glows with a baleful inner light.

Such is the jewels' power **you gain +1 ongoing to all rolls that can result in your dealing damage.**

However, **while carrying the jewel whenever you roll a 10+** your character hears a distant whispering. If your roll was even, you resist the effects for now. If the roll was odd, your alignment changes from good to neutral, or neutral to chaotic, as the jewel's effects warp your very mind.

In **DUNGEON WORLD**, nothing is constant. Today's monsters are tomorrow's trophies and no king rules forever. The actions of one adventurer - maybe your adventurer - may change the fate of the entire world!

## THE BASIC RULE

When you do something risky, roll 2d6 and add a modifier (-1 to +3). A 7+ is a 'hit', a 6 or less is a 'miss'. This is called a *move*.

On a 10+ things go as expected. On a 7-9 things go reasonably well. On a 6- the GM will tell you how things don't quite go your way, and you mark XP.

## CREATING A CHARACTER

You have a name: perhaps *Aventail*, *Bascinet*, *Morion* or *Schynbald*.

Roll 3d6 for each ability score, in order: **Strength**, **Dexterity**, **Constitution**, **Intelligence**, **Wisdom**, and **Charisma**. Check the table below to find your ability modifier:

SCORE	MODIFIER
3	-2
4-6	-1
7-12	0
13-15	+1
16-17	+2
18	+3

After rolling, you can swap any two of your scores.

## EQUIPMENT

Choose one of the following:

- Sword (1d8 damage close) and chainmail (1 armour\*)
- Pistol, Bow or Throwing Knives (1d8 damage near) and 3 ammo\*
- Magic Missile spell (2d4 damage far, must *defy danger* with INT to use) and dagger (1d4 damage close)
- Cure Light Wounds spell (heal 1d8 damage, must *defy danger* with WIS to use) and hammer (1d6 damage close)

You start with *adventuring gear*\* equal to half your wisdom score, *rations*\* also equal to half your wisdom score, and *coin*\* equal to your charisma score.

## HIT POINTS (HP)

You start with hit points (HP) equal to your constitution score - that's a figure between 3 and 18. If that feels too low, start earning experience - you get more when you level up.

## EXPERIENCE

You start with zero experience. When you roll a 6- or meet certain other requirements, you "mark XP" (add 1 to your experience.) When you reach 5xp, increase your maximum hit points by 1d6 and reset your xp to zero.

## RACE

You have a race: Human, Dwarf, Elf, Halfling, or another of your choosing. Your race will probably affect how your character is treated.

While you're creating your character, the GM will ask about your homeland: why you left, or what you left behind. If you answer, mark XP.

## ALIGNMENT

You have an alignment - a statement which sums up what your character wants most in life. Pick one of the following:

- "I defeated a worthy opponent today."
- "I defended someone who couldn't defend themselves."
- "I inspired my allies to try something very brave, or very stupid."

At the end of a session, if you did what your alignment describes at least once, mark XP.

## BOND

You have a bond with another player character (PC) - a sentence that describes your relationship with them, whether positive or negative.

If you can't think of a bond right now, keep it in mind during play. At the end of the session, you can either write a brand new bond or (with the other players' approval) update an old one. When you update an old bond, mark XP.

*Example: Schynbald makes a bond: "I swear on my knighthood to keep Morion safe." But later, Morion is shanked by orcs! At the end of the session, Schynbald updates his bond: "My honour is besmirched until my debt to Morion is repaid!"*

\*The rules for these are described in the *Dungeon World* rulebook.

## HACK AND SLASH

When you attack an enemy up close, roll+STR. On a hit, you deal 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, reducing your ammo by one.

## 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
- ...using dumb luck, +nothing!

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

## DEFEND

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

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

## 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 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.

## LAST BREATH

*Note: the following rule replaces the one given in the **Dungeon World** rulebook.*

When you reach 0HP, you black out. You regain consciousness when the GM says you do - you'll be in a perilous situation, on 1HP, at the mercy of your foes, with none of your equipment. When (if) you reclaim your equipment, regain all your HP - you're back in the fight!

BASIC MOVES

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