

DUNGEON WORLD

NAME: _____

DRUID

LEVEL

XP

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)

Wise eyes, wild eyes, or haunting eyes
 Furry hood, messy hair, or braided hair
 Ceremonial garb, practical leathers, or weathered hides

HIT PTS  **ARMOR**  **DAMAGE** 

CONSTITUTION +6

STARTING MOVES *You start with all of these:*

BORN OF THE SOIL

You learned your magic in a place whose spirits are strong and ancient and they've marked you as one of their own. No matter where you go, they live within you and allow you to take their shape. Choose one of the following. It is the **Land** to which you are attuned - when using **Shapeshifter** you may, for free, take the shape of any animal who might live in your **Land**.

- | | |
|--|---|
| <input type="checkbox"/> The Great Forests | <input type="checkbox"/> The Open Sea |
| <input type="checkbox"/> The Whispering Plains | <input type="checkbox"/> The Towering Mountains |
| <input type="checkbox"/> The Vast Desert | <input type="checkbox"/> The Arctic Circle |
| <input type="checkbox"/> The River Delta | <input type="checkbox"/> The Cruel Steppe |
| <input type="checkbox"/> The Sapphire Islands | <input type="checkbox"/> The Blasted Wasteland |

Chose a **Tell** - a physical attribute that marks you as Born of the Soil - that reflects the spirit of your **Land**. It may be an animal feature like antlers or leopard's spots or something more general, hair like leaves or eyes of glittering crystal. Your **Tell** remains no matter what shape you take.

STUDIED ESSENCE

When you spend time in contemplation of an animal spirit, you may add its shape to those you can assume using **Shapeshifter**.

BY NATURE SUSTAINED

You don't need to eat or drink. If a move tells you to mark off a **ration** just ignore it.

SPIRIT TONGUE

The grunts, barks, chirps and calls of the creatures of the wild are as language to you. You can understand any animal native to your **Land** or akin to one whose essence you have studied.

SHAPESHIFTER

When you call upon the spirits to change your shape, **ROLL+WIS**.

10+: Hold 3

7-9: Hold 2

6-: Hold 1 in addition to whatever the GM says.

You may take on the physical form of any animal whose essence you have studied or who lives in your **Land**: you and your possessions meld into a perfect copy of the animal's form. You have any innate abilities and weaknesses of the form: claws, wings, gills, breathing water instead of air. You still use your normal stats but some moves may be harder to trigger - a housecat will find it hard to do battle with an ogre. The GM will also tell you one or more moves associated with your new form. Spend 1 **hold** to make that move. Once you're out of **hold**, you return to natural form. At any time, you may spend all your **hold** and revert to your natural form.

RACE

ELF

The sap of the elder trees flows within you. In additions to any other attunements, the Great Forest is always considered your **Land**.

HUMAN

Your people have bound up their fate with the animals of farm and field. You may always take the shape of any domesticated animal, in addition to your normal options.

HALFLING

You sing the healing songs of spring and brook. When you **Make Camp**, you and your allies heal +1d6.

ALIGNMENT

GOOD

Help something or someone grow

NEUTRAL

Eliminate an unnatural menace

CHAOTIC

Destroy a symbol of civilization.

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

_____ smells more like prey than a hunter.

The spirits spoke to me of a great danger that follows _____.

I have showed _____ a secret rite of the Land.

_____ has tasted my blood and I theirs. We are bound by it.

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

LEVEL 2-10 MOVES

□ HUNTER'S BROTHER

Choose one move from the [Ranger](#) class list.

□ RED OF TOOTH AND CLAW

When you are in an appropriate animal form (something dangerous) increase your damage to d8.

□ COMMUNION OF WHISPERS

When you spend time in a place, making note of its resident spirits and calling on the spirits of the land, **ROLL+WIS**. You will be granted a vision of significance to you, your allies and the spirits around you.

10+: The vision is clear and helpful.

7-9: The vision is unclear, its meaning murky.

6-: The vision is upsetting, frightening or traumatizing.

The GM will describe it. Take -1 Forward.

□ BARKSKIN

So long as your feet touch the ground you have +1 armor.

□ EYES OF THE TIGER

When you mark an animal (e.g. with dirt or blood) you can see through its eyes as if they were your own, no matter what distance separates you. Only one animal at a time may be marked.

□ SHED

When you take damage while in [Shapeshifter](#) form you may choose to revert to your natural form to negate the damage.

□ THING-TALKER

You see the spirits in the sand, the sea and the stone. You may now apply your [Spirit Tongue](#), [Shapeshifter](#) and [Studied Essence](#) moves to inanimate, natural objects as well as animals.

□ FORMCRAFTER

When you use [Shapeshifter](#) choose a stat and take +1 ongoing to rolls using that stat while in your shape. Then choose another stat and take -1 ongoing to rolls using that stat while in your shape.

□ ELEMENTAL MASTERY

When you call on the primal spirits of fire, water, earth or air to perform a task for you **ROLL+WIS**.

10+: Choose two

7-9: Choose one

6-: Some catastrophe occurs as a result of your calling.

- The effect you desire comes to pass
- You are unharmed
- You retain control

□ BALANCE

When you deal damage you may choose to deal -1d4 damage. If you do, gain one balance. Spend [balance](#) whenever you like to heal someone you touch of 1d4 damage.

LEVEL 6-10 MOVES

□ DOPPLEGANGER'S DANCE

You are able to use your [Studied Essence](#) move on specific individuals, including men, elves or the like. Suppressing your Tell is possible, but if you do, take -1 ongoing until you return to your own form.

□ BLOOD AND THUNDER

Replaces: Red of Tooth and Claw

When you Shapeshift into an appropriate animal form (something dangerous) increase your damage to d10.

□ THE DRUID SLEEP

When you take this move, the next opportunity that you have safety and time to spend in an appropriate location, you may attune yourself to a new [Land](#). This effect occurs only once and the GM will tell you how long it will take and what cost you must pay. From there on, you are considered to be [Born of this Soil](#) in both [Lands](#) and all the moves related to it act accordingly.

□ WORLD-TALKER

You see the patterns that make up the fabric of the world. You may now apply your [Spirit Tongue](#), [Shapeshifter](#) and [Studied Essence](#) moves to pure elements—fire, water, air and earth.

□ STALKER'S SISTER

Choose one move from the [Ranger](#) class list.

□ FORMSHAPER *Requires: Formcrafter*

You may increase your [armor](#) by 1 or deal an additional +1D4 damage while in your animal form. Choose when you shift.

□ CHIMERA

When you use your [Shapeshifter](#) ability, you may create a merged form of up to three different shapes. You may be a bear with the wings of an eagle and the head of a ram, for example. Each feature will grant you a different move to make. Your Chimera form follows the same rules as [Shapeshifter](#) otherwise.

□ SKY-BENDER

When you are under open skies when the sun rises the GM will ask you what the weather will be that day. Tell them whatever you like, it comes to pass.

GEAR *(Your Load is 6+STR.)*

You carry some **token of your Land**, describe it.

Choose your defenses:

- Hide armor (1 armor, 1 weight)
- Wooden shield (+1 armor, 1 weight)

Choose your armament:

- Shillelagh (Close, 2 weight)
- Staff (Close, 2-handed, 1 weight)
- Spear (Close, Thrown, Near, 1 weight)

Choose one:

- Adventuring Gear (1 weight)
- Poultices and herbs (2 uses, 1 weight)
- Halfling pipeleaf (1 weight)

SHAPESHIFT MOVES

Here are some common animal moves:

Pack Hunters

- Summon the pack
- Drag them to the ground

Flying Creatures

- Escape to the air
- Pull an enemy aloft

Hardy beasts

- Trample them
- Break through

Poisonous

- Inflict your poison on them

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DRUID 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 ROTE ONGOING

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 LEVEL 1 ONGOING

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 LEVEL 1 ONGOING

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 LEVEL 3 ONGOING

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 LEVEL 3 ONGOING

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 LEVEL 5 ONGOING

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 LEVEL 5 ONGOING

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—deal 2d8 damage to them and 1d6 damage to yourself. This damage ignores armor.

SEVER LEVEL 7 ONGOING

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 LEVEL 9 ONGOING

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.