

DUNGEON WORLD 2

CAMPAIGN & GM REFERENCE

VERSION 3
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CAMPAIGN MOVES

ENJOY DOWNTIME

When you **spend a few days resting in a safe place**, you may do as many as you'd like of the following:

- ◆ *Carouse*. Spend 1 Treasure so all PCs can recover back to max HP.
- ◆ *Reconnect*. Spend 1 Treasure to clear a locked Condition or gain 1 Depth with another PC.
- ◆ *Resupply*. Spend 1 Treasure to refresh all uses on a PC's non-magic items.
- ◆ *Shop*. Spend 1 Treasure to repair equipment, purchase items, or enlist services; you spend 1 Treasure per good/service.
- ◆ *Train*. Once per Downtime each PC can spend 1 Treasure to mark XP.

FORGE A BOND

When **two PCs have 3 Depth with the each other**, clear both tracks and the Relationships, then choose one:

- ◆ *Establish a new Bond*. Choose a Bond; write it on both character sheets in place of the Relationships. If you shared another Bond, erase it; both of you mark 1 XP for each Bond Advanced Move it had unlocked.
- ◆ *Reinforce an existing Bond*. Unlock a new Bond Advanced Move from it.
- ◆ *"How are you really feeling?"* Ask each other at least one question about your character's thoughts, feelings, or motivations. If both answer truthfully, each marks 1 XP or clears 1 locked Condition.

REVEAL YOUR STRUGGLE

When you **MAKE CAMP with a locked Condition, or when you LEVEL UP**, you may choose to confess a new, terrible truth about your PC's Struggle. If you do, reveal a new Struggle or add a new detail to an already revealed one (and clear the locked Condition if any).

You can only have one revealed Struggle at a time. When your revealed Struggle is resolved, **LEVEL UP** (keeping marked XP), erase the Struggle, and lose both its Benefits (+) and Drawbacks (-). Clear the Advancement box if marked; you can choose a new Struggle in the future.

GM REFERENCE

AGENDA

- ◆ Fill the Player Characters' lives with adventure
- ◆ Play to find out what happens
- ◆ Portray a meaningful fantasy world

PRINCIPLES

- ◆ Be a fan of the Players & their characters
- ◆ Describe with dramatic detail
- ◆ Give every NPC a motivation
- ◆ Let the Players roleplay with each other
- ◆ Use the PCs' names whenever possible

MAKE A MOVE WHEN

- ◆ A Player rolls a 6- on a Move
- ◆ You have a golden opportunity
- ◆ The Players look to you for a response or answer

GM CORE MOVES

Increase the tension

- ◆ Make the situation worse
- ◆ Skip to the middle of the action
- ◆ Have one or more PCs pay a cost

Release the tension

- ◆ Allow for a moment of respite
- ◆ Make the situation better

Ask for a Player's input

- ◆ Ask someone to describe something
- ◆ Present the PCs with a decision

CREATING THREATS

1. **Name** — What the Threat is. This could be: *an infesting curse, an ambitious organization, a corrupting influence, an encroaching army, an invading plane, a collapsing society, an awakening titan, etc.*
2. **Description** — A short sentence adding context and details
3. **Goal** — How the Threat will change the world for the worse, intentionally or not
4. **Assets** — Advantages it has going for it before it's introduced, such as important locations, NPCs, objects, secrets, or even stranger things. During play the PCs may learn about these Assets and act to remove them from the Threat's control
5. **Developments** — Steps the Threat will enact to reach towards its Goal. Once enough Developments are completed, the goal is achieved. Maybe all Developments need to be completed, maybe just some of them, depending on the Threat and the fiction.
6. **Reactions** — Actions the Threat might take during a session in response to the PCs impeding it, often as a negative consequence or GM Move

Optionally, a Threat may also have:

7. **Scenes** that may happen in relation to the Threat
8. **Secrets** that can be discovered or revealed about the Threat

How many Developments should I prep?

- ◆ *Local Threat*, simple adventure of the week, resolved in one session — 2-3 Developments
- ◆ *Regional Threat*, straightforward steps to its Goal, resolved in 2-5 sessions — 4-6 Developments
- ◆ *World Threat*, complex machinations to its Goal, resolved in 6+ sessions — 7-10 Development

NPCs

CREATING NPCs

1. **Description:** *Who are they and what do they look like?*
2. **Drive:** *What core goal or desire do they protect or advance?*
3. **Resources:** *What do they use to pursue their Drive (approaches, tools, methods, weapons, etc.)*
4. **Resist:** *What are they particularly defended against or prepared for?*
5. **Conditions & Escalations:** *How relevant do you expect them to be to the fiction?*
 - ♦ *Barely a character at all* — 0 Conditions & Escalations
 - ♦ *Minor character with a single trait* — 1 Condition & Escalation
 - ♦ *Relevant character with time in the spotlight* — 2-3 Conditions & Escalations
 - ♦ *Critical character, potential major antagonist* — 4-5 Conditions & Escalations
6. *Do they know how to fight?* If “Yes”, continue on. If not, you’re done!
7. **Starting DMG and HP:** *How do they usually fight?*
 - ♦ *In large groups* — d4 DMG, 3 HP
 - ♦ *In small groups, about 2-5* — d6 DMG, 6 HP
 - ♦ *All by its lonesome* — d8 DMG, 12 HP
8. **How big are they?**
 - ♦ *Smaller than a house cat* — #hand, DMG die-1
 - ♦ *Between halfling and human sized* — #close #hand
 - ♦ *As big as a cart* — #close #hand #near, +4 HP, DMG die+1
 - ♦ *Much larger than a cart* — #close #far #hand #near, +8 HP, DMG die+2
 - ♦ *Can devour ships or houses whole* — #close #far #near, +12 HP, DMG die+3
9. **What is their most important defense?**
 - ♦ *Cloth or flesh* — Armor 0
 - ♦ *Leathers or thick hide* — Armor 1
 - ♦ *Mail or scales* — Armor 2
 - ♦ *Plate or bone* — Armor 3
 - ♦ *Permanent magical protection* — Armor 4 and/or list what it Resists
10. **Which of these describes it?** Choose all that apply:
 - ♦ *Abhors violence or especially frail* — DMG die-1
 - ♦ *Actively defends themselves with a shield or similar* — +1 Armor
 - ♦ *Usually attacks at range* — #near #far or both (your call)
 - ♦ *Especially deadly* — DMG die+1
 - ♦ *Prone to extreme emotion or outbursts* — +1 Condition & Escalation

SAMPLE NPC TRAITS

Conditions

Afraid, Terrified, Panicked
Amused, Entertained, Arrogant
Angry, Enraged, Furious
Charged, Explosive, Immolated
Confused, Disoriented, Perplexed
Controlled, Possessed, Enchanted
Desperate, Frantic, Frenzied,
Determined, Stubborn, Relentless
Excited, Impressed, Thrilled
Exposed, Cornered, Helpless
Greedy, Demanding, Impatient
Hopeless, Distraught, Despondent
Hungry, Thirsty, Sleepy
Injured, Hurt, Pained
Insulted, Embarrassed, Ashamed
Nervous, Anxious, Annoyed
Proud, Smug, Imperious
Rabid, Maddened, Delirious
Sick, Disgusted, Horrified
Surprised, Alarmed, Astonished
Suspicious, Paranoid, Cautious

Drives

A glorious death
Become a “true hero”
Collect and leverage secrets
Corrupt what is good or sacred
Destroy all magic
Devour metal
Grow and multiply endlessly
Hunt with allies
Money, and lots of it
Protect their family
Prove their might
Rebuild a broken relationship
Revenge no matter the cost
Rise to power and prominence
Spread the word of their god
Start and spread fires
Take to the skies
Test dangerous mixtures
To fight for the clan
True freedom
Uncover mysteries

Escalations

Blanket the area in anti-magic
Briefly stop time
Cover the area with smoke, fog, or darkness
Destroy a piece of gear or equipment
Divide into copies
Encase themselves in a forcefield
Get a (much) bigger weapon
Imprison someone in toxic vines
Maul someone
Open an unstable portal
Rapidly change someone’s age
Rip away an important memory
Summon a swarm of insects
Take a hostage
Take to the skies and attack from above
Throw a boulder, tree, or another person
Transform into something more dangerous
Trap someone in a dream or memory
Turn invisible
Unleash dangerous magic
Unleash elemental powers

Resources

A dangerous weapon and the skill to use it
Addictive substances
An enchanting gaze or voice
Binding deals and contracts
Bolts or streams of energy
Charming personality
Claws and/or teeth
Comprehensive backup plans
Crafted or summoned minions
Disguises or shapeshifting
Haunting dreams and visions
Hidden traps and ambushes
Incredible speed and reflexes
Necromantic magic
Possession and mind control
Scavenged weapons or tools
Spies and informants
Stinging swarms or pecking flocks
Teleportation magic or technology
Twisted curses or costly blessings
Vials of poison and disease

Resists

All magical effects
Arrows and bullets
Being seen from a distance
Binds and snares
Distractions once focused
Drowning or going overboard
Fear or guilt
Fire and heat
Gravity
Intimidation and blackmail
Lies and deception
Pain in any form
Physical weapons and harm
Poison and disease
Sleep and unconsciousness
Transform into something more dangerous
Trap someone in a dream or memory
Traps and ambushes
Turn invisible
Unleash dangerous magic
Unleash elemental power

ITEMS & COSTS

EXAMPLE TREASURE TRACK

Broke ☐ ☐ ☐ ☐ Poor ☐ ☐ ☐ ☐ ☐ ☐ Modest ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ Comfortable ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ Rich ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ Aristocratic ☐ ☐

MAKING A PURCHASE

The GM confirms the cost of the item, taking into account which Wealth tier would treat it as a meaningful purchase, but not a trivial or impossible one. If the Cost is **below your Wealth**, your finances can painlessly absorb it, and you can buy it without clearing any boxes from your Treasure track. If the Cost is **equal to your Wealth**, you'll still have to pay, but not a huge amount. Clear the rightmost box from your Treasure Track to buy it. If the Cost is **above your Wealth**, you can't afford it, or those who sell it aren't willing to sell you someone of your standing.

SELLING ITEMS

Just like when buying items, sold items also relate to your Wealth. If an item's cost is equal to your Wealth, it sells for 0 Treasure (you're no merchant). If it's above your Wealth, it's worth 1 Treasure, no matter how much higher above your Wealth it is, unless you go out of your way to find a broker or make a deal.

TAGS

#ammo — it needs ammunition to work. By default you always have enough, but you might run out as a result of a GM Move

#area — can affect multiple targets in close proximity

#close — the target must be up to a few paces away, close enough to see their face expressions but not to touch

#concealed — easy to hide from others unless they search you thoroughly

#distinctive — has an obvious sound or appearance that attracts attention

#far — you must be able to clearly see your target, or to hear them if they yell at the top of their lungs.

#forceful — inflicts powerful blows that knock targets back and down

#hand — the target must be within grabbing distance

#holy — blessed by a divine power, and thus especially effective against a deity's enemies; ADV on DMG rolls against them

#light — easily dual-wielded with similar weapons (roll DMG for both and keep highest)

#near — the target must be up to speaking distance, even if you may have to raise your voice

#piercing — cuts or bypasses thick armor and shielding. DMG of this type ignores armor and shield protection

#precise — requires quick and careful aim to use well; **TRADE Blows**+DEX (instead of +STR).

#reload — after you use it, you need to spend time reloading, rearming, or recharging it to use it again

#thrown — you can **TRADE Blows**+STR instead of +DEX when using it as a ranged weapon

#two-handed — needs two hands to use properly, maybe for weight, balance, a second part of it, etc.

MELEE	DETAILS	COST
<u>brass knuckles</u>	1d4 DMG #hand	Broke (0)
<u>club</u>	1d6 DMG #close	Broke (0)
<u>dagger</u>	1d4 DMG #ammo #hand #close #light #precise #thrown	Broke (0)
<u>greataxe/greatsword</u>	1d8 DMG #close #two- handed #forceful	Comfortable (3)
<u>longspear/halberd</u>	1d6 DMG #close #near #two-handed	Modest (2)
<u>longsword</u>	1d6 DMG #close	Modest (2)
<u>mace</u>	1d6 DMG #close	Modest (2)
<u>scimitar/shortsword</u>	1d6 DMG #hand #light #precise	Modest (2)
<u>shortspear</u>	1d6 DMG #close #hand	Poor (1)
<u>sword cane</u>	1d6 dmg #concealed #hand #precise #two- handed	Comfortable (3)
<u>quarterstaff</u>	1d6 DMG #close #hand two-handed	Broke (0)
<u>unarmed</u>	1d4-1 DMG #hand optionally #precise	Broke (0)
<u>whip</u>	1d4 DMG #close #near #precise. When you TRADE Blows , *On a 10+, you can choose to have the target drop something they're holding, or grab one of their extremities	Poor (1)

RANGED	DETAILS	COST
<u>arbalest</u>	1d8 DMG #ammo #near #far #reload #piercing #two-handed	Rich (4)
<u>crossbow</u>	1d8 DMG #ammo #near #far #reload #two-handed	Comfortable (3)
<u>hand crossbow</u>	1d4 DMG #ammo #hand #close #light #precise #thrown	Rich (4)
<u>javelin</u>	1d4 DMG #ammo #near #thrown	Comfortable (3)
<u>longbow</u>	1d6 DMG #ammo #near #far #reload #two-handed	Modest (2)
<u>net</u>	0 DMG #close #hand O use. Mark to trap one medium or some small creatures under it	Poor (1)
<u>sling</u>	1d4 DMG #near #ammo	Broke (0)
<u>shortbow</u>	1d6 DMG #ammo #near #reload #two-handed	Modest (2)
<u>slingshot</u>	1d6 DMG #near #ammo #two-handed	Poor (1)

ARMOR	DETAILS	COST
<u>light armor</u> (<i>studded leather, sturdy hides, or a padded gambeson</i>)	reduces DMG taken by 1, to a min of 1, req. STR+1	Modest (2)
<u>medium armor</u> (<i>breastplate, chain shirt, or half plate</i>)	reduces DMG taken by 2, to a min of 1, req. STR+2	Comfortable (3)
<u>heavy armor</u> (<i>scale mail or full plate</i>)	reduces DMG taken by 3, to a min of 1, req. STR+3	Rich (4)
<u>shield</u> (<i>polished steel or reinforced wood, usually takes an arm</i>)	O use. Mark to ignore all DMG from one attack	Modest (2)

EQUIPMENT	DETAILS	COST
<u>adventuring gear</u>	OOO uses. Mark to rummage through and find a useful mundane item	Poor (1)
<u>alchemical vials</u>	OOO uses. Mark to withdraw of any of the following types: acid, fire, or smoke	Comfortable (3)
<u>artistic samples</u>	OO uses. Mark to share with an NPC while you SENSE MOTIVE to roll with ADV. <i>Usually made rather than bought</i>	Comfortable (3)
<u>bag of books</u>	OOO uses. Mark to find a record of relevant information for the purposes of Spout Lore	Comfortable (3)
<u>fishing rod</u>	While fishing with someone, you can PULL STRINGS +WIS or SENSE MOTIVE +CHA against them. *On a 12+, you also catch something valuable, gain 1 Treasure	Poor (1)
<u>hearty feast</u>	O use. Mark to share it with your allies; everyone recovers half their max HP (rounded down)	Rich (4)
<u>holy water vials</u>	#close #holy OOO uses. Mark to ignore all Resists of an enemy of your deity until the end of the scene	Poor (1)
<u>medicine</u>	OO uses. Mark to have someone double the HP they recover next or to cure a minor disease or poison	Poor (1)
<u>pious supplies</u>	OOO uses. Mark to rummage through and find an item used in your deity's worship, such as candles, censer, incense, or holy vestments	Poor (1)
<u>poisoner's kit</u>	#dangerous for the untrained. OOO uses. Mark to produce a poison on the spot; state its effect, then choose two from the following: ♦ it can be delivered by touch (otherwise it's ingestion) ♦ the GM doesn't add an "and" or "but" to the effect (otherwise they do) ♦ it's undetectable ♦ you clear a poisoner's kit use	Rich (4)
<u>potion of healing</u>	O use. Mark to recover half your max HP or clear a locked Condition	Rich (4)
<u>provisions</u>	OOO uses. Mark once while you Comfort or Support to turn a "No" into a "Yes"	Poor (1)
<u>spellbook</u>	Req. WEAVE THE ARCANE from the Wizard. Once per session, you may reference or study it to Prepare a School instantly	Comfortable (3)
<u>thieves' tools</u>	Req. TRICKS OF THE TRADE from the Rogue. OOO uses. When you DEFY DANGER with a Roguish Skill, *on a 7-9 you may mark a use instead of another option	Poor (1)
<u>trap kit</u>	OO uses. When you spend time setting up a trap, mark once to create a dangerous, impeding hazard for anyone in its range; it typically deals 1d4 DMG	Poor (1)

SERVICES	MODEST (2)	COMFORTABLE (3)	RICH (4)
A week's stay at...	a shared room in a simple inn	separate rooms at a luxurious inn	a noble's manor or palace wing
Buying or building a...	simple one-room cottage	comfortable multi-room house	large homestead or manor
Guided passage through an area that is...	inconvenient or unpleasant	dangerous or unforgiving	deadly or unfathomable
A night of song, dance, or companionship with..	someone ordinary	someone prestigious or elusive	someone royal, magical, or divine
Access to an organization that is...	an everyday club or association	a noble court or prominent guild	a secret cabal or legendary group
Information about...	a public figure or recent event	a private figure or obscure history	a shadowy mastermind or ancient mystery
Repair of...	standard, ordinary equipment, a small house	masterwork equipment or most magical items, a mano	artifacts, ancient magical items, a palace or fortress
A fine, bounty, or bribe for a...	small crime, such as pickpocketing	significant crime, such as assault or arson	capital crime, such as murder or treason
A vehicle like a....	simple wagon or canoe	riding animal, six-person boat, or armored carriage	trained and armored war mount or fine small ship
The services of a...	common thug, sentry, or assistant	well-trained soldier, scholar, or spy	elite magician, advisor, or bodyguard
Enough food and drinks to supply a...	gathering with a handful of friends	boisterous feast	grand banquet
An outfit and style to...	blend in with ordinary citizens	impress ordinary citizens or blend in with the upper class	impress the upper class or blend in with royalty
Treatment and healing for...	mundane wounds and simple illnesses	magical wounds and debilitating illnesses	curses and other dark maladies

STRONG STARTS

CITIES & TOWNS

1. A golem from a wizards' academy goes on a rampage
2. A group of cultists kindly ask for a sample of a character's blood
3. A hooded patron visits the characters, asking the characters to kill them in two days
4. A noble lord bumps into one of the characters and threatens to have them arrested
5. A riot draws the local watch away, whereupon a squad of hired killers descends on the characters
6. A scarred explorer offers to sell one of the characters a map to a site of a lost or stolen ancestral heirloom
7. Something slithers out of a nearby sewer
8. The campaign's main villain shows up and invites the characters for a drink
9. The characters interrupt bandits breaking into a shop
10. The local monarch is assassinated and a villain takes over the government

DUNGEONS & CAVES

1. A spectral hound guides the characters to the camp of a reclusive mage.
2. A vampire appears from a sudden rise of mist, introduces herself, and asks the characters for a favor
3. A wounded knight collapses near the characters, begging them to find her lost love before she dies
4. An ancient statue turns its head toward the characters and whispers a valuable secret
5. An eyestalk swells out from an oozy patch on the wall, beholds the characters, and then vanishes into the wall
6. Stars swim in a moonlit well, then rise up to reveal themselves as will-o'-wisps
7. The characters come across two bands of goblins fighting each other for the favor of a hag named Auntie Chiptooth
8. The floor collapses, revealing even deeper tunnels long forgotten
9. The ground cracks open and a pillar of chipped obsidian juts out, projecting a prophecy in red Infernal glyphs on the walls of the chamber
10. Through a cracked wall, the characters spot a gateway flanked by two huge obsidian statues, and featuring a set of stairs leading down

WILDERNESS

1. A golden-antlered stag leaps into the characters' camp and asks to be defended from the hunters chasing it
2. A nearby tree opens up, and a satyr steps through and says "Hi!"
3. An old woman greets the characters, offering them baked treats if they will come to her nearby cottage
4. A rampaging werebear storms through the area, mistaking the characters for the hunters who killed their mate
5. A sinkhole opens up, revealing the tunnels of long-forgotten burial chambers
6. A skeleton hanging from a tree begs the characters to right the wrong it committed while alive
7. Night falls, revealing an alien starscape above
8. The characters see a tall humanoid with antlers stalking from the shadows, carrying a large scythe in one hand and three humanoid heads in the other
9. The ground suddenly churns, bringing the body of a long-lost elf king to the surface. The king's eyes open
10. The characters stumble upon a nest of skeletal pixies surrounding a desecrated fey gate

LOCATIONS

STARTING

1. Adventurers' guild
2. Crumbling fortress
3. Fortress under siege
4. Frontier outpost
5. Great library
6. Holy temple
7. Mining outpost
8. Planar hub city
9. Recent shipwreck
10. Refugee camp

ADVENTURE SITES

1. Abandoned dungeon
2. Ancient crypt
3. Dangerous caves
4. Dead hollow tree
5. Festering well
6. Faërie glade
7. Forgotten sewers
8. Haunted forest
9. Haunted keep
10. Huge hollow statue
11. Obsidian ziggurat
12. Otherworldly rift
13. Rat-infested cellar
14. Ruined watchtower
15. Submerged grotto
16. Sundered shipwreck
17. Sunken catacombs
18. Underground city
19. Unholy temple
20. War-torn citadel

SECRETS

HISTORICAL

1. What alien creature or power is hidden here?
2. What ancient civilization once thrived here?
3. What armies once battled here?
4. What cruel lord was slain in this place?
5. What dead god has a connection to the area?
6. What horrific monster once ruled here?
7. What old empire's settlements lie buried here?
8. What primeval mysteries lay buried here?
9. What rebellion took place here?
10. What was this location's former purpose?

NPC SECRETS

1. What dark history follows the NPC?
2. What does the NPC desire?
3. What foe did the NPC defeat?
4. What great power does the NPC possess?
5. What makes the NPC politically untouchable?
6. What makes the NPC think they're right?
7. What regular routines does the NPC follow?
8. What secret does the NPC want to keep hidden?
9. What was the NPC's great accomplishment?
10. Who does the NPC love above all others?

PC SECRETS

1. How is the villain related to the character?
2. What dreams fill the character's rest?
3. What family history might be revealed?
4. What ghost or spirit haunts the character?
5. What NPC who the character thinks is dead still lives?
6. What parasite secretly infests the character?
7. What previous event ties the character to the story?
8. What ritual was the character blessed with as a child?
9. What ties the character to this location?
10. Which family member is involved in the adventure?