

Dungeon World

TURNE D UP TO ELEVEN

There was this roleplaying game once, I forget the name, where after exhausting the standard character levels was all like, let's just have *more* of it. These extra *Dungeon World* Moves are like that. They're designed to be powerful, and to be taken at level 11+, I guess.

Alternately, you can decide to have an epic campaign and have folks take these badass Moves at whatever level you, as a group, think is the right time to treat Hell as a quick cash dungeon run.

Whether your *Dungeon World* has these Moves at all and how many levels beyond the regular you think is right is up to you guys to decide. Which classes are allowed access to these Moves is, again, your responsibility because I'm lazy and hey, you're epic, what can't you do?

Right, back to the *Dungeon World* mood in three, two, one...

When you become a *living legend* you may take one of these Moves when you level up:

Beowulf's Legacy

When you grapple with a monster far larger than yourself, roll+STR.

On a 10+, choose two.

On a 7-9, choose one.

- Break it in some fundamental way, hampering one of it's main Moves.
- The monster can only attack you, with limited reach.
- Plough it into a nearby obstacle or creature.
- Other foes back off, giving the pair of you space as you thrash about.

Not Today

When you should be dead, roll+CHA. On a hit, your allies take +1 forward to Defy Danger. On a 10+, you have dodged Death, with or without an explanation, and gain 1d6 HP. On a 7-9, you are badly injured but standing, and don't have much time before you must truly take your Last Breath.

Blueblood

Your true nature as a royal is revealed, whether you knew or not. Name a kingdom, previously journeyed through or yet to be seen, that you are heir absolute. On your body is a mark that holds this utterly true for all who see it, describe it.

Remembrance

When you spend a quiet day in contemplation in front of a grave of a fallen adventurer, gain 3 hold. Spend your hold one for one to execute a Move that adventurer possessed, the GM will tell you what they knew.

Witchfinder, Demonslayer

When you kill someone in the presence of their loved ones or peers, roll+CHA.

On a 10+, choose two.

On a 7-9, choose one.

- Convince them of the deceased's guilt, whether true or fabricated.
- They back-down, stand in shock or flee, for now.
- Gain an ally, their long held grudge revealed.
- Rumour spreads to nearby steadings that you slayed a villain most foul.

Diplomatic Immunity

Choose a kingdom or large independent city in which you are renowned, then take 3 hold. Spend your hold 1 for 1 to get away with something considered blasphemous, criminal or otherwise outrageous. It will be difficult to gain more hold, perhaps involving politicking or a quest, the GM will tell you how.

Grace of the Cat

When you survey the surroundings for ledges to grab and things to leap over, if only for a moment, roll+DEX.

On a 10+, hold three.

On a 7-9, hold two.

Spend your hold one for one at any time within a given area to:

- Jump to a location out of harm's reach.
- Scale a surface others would deem impossible.
- Leap a height or distance beyond your usual capabilities.
- Run across a dangerous, moving obstacle unharmed. An obstacle can be alive.

You lose your hold when you leave the area.

Beast Mode

When you would take your Last Breath, instead you involuntarily transform into a monstrous beast. The GM will tell you what Moves, strengths and flaws you now possess. You will survive anything until the current threat is destroyed, then you fall wherever you stand and take your Last Breath as usual. If you choose not to pursue the threat, you die anyway.

Bring the Thunder

When you roar like rolling thunder and take command of the sky through sheer might, roll+STR.

On a 10+, hold 3.

On a 7-9, hold 2.

Spend your hold 1 for 1 to:

- Strike a foe within your line of sight with a massive bolt of lightning, dealing 2d10 damage.
- Chain lightning through a group of nearby foes, deal 1d6 damage to each of them.
- Flatten a large group of foes with a *forceful* thunder clap, leaving them prone and disorientated.
- Raise a terrible, uncontrolled storm; the kind that sinks ships and topples towers.

When you are out of hold, take a debility of your choice.

Ghost Walk

Your passing leaves no mark on the world. No matter the surface, your steps are silent.

Every Little Helps

You have an army of tiny things that move about unseen and bend to your every whim. They aren't exactly combatants, but they can get into anywhere, relay information and fix-up or build simple things. Choose one:

- Rats. They carry disease. They are cunning. They are gluttonous.
- Fairies. They are magical. They are skilled crafters. They are capricious.
- Insects. They are hardy. They are organised. They are thoughtless.
- Imps. They are infernal. They are lore keepers. They are spiteful.
- Shades. They are almost immaterial. They are quick. They are wrathful.
- Tin Soldiers. They are self mending. They are brave. They are chivalrous.

Too Old to Die

You have +WIS armour when you wear only robes or light traveling gear.

Bed of Chaos

When you drag two or more creatures (live or dead) to your twisted lair and graft them into a chimerical abomination, tell the GM what you're trying to achieve. Grafting effects are always possible, but the GM will give you three of the following conditions:

- It's going to take days/weeks/months
- First you must _____
- You'll need help from _____
- It will require a lot of money
- The best you can do is a lesser version, unreliable and limited
- You and your allies will risk danger from _____
- You'll have to disenchant _____ to do it

Once made, the chimera will be a hireling with a starting loyalty of 2 and a hidden cost. How long the cost remains hidden and how terrible the consequences if it is not paid are up to the GM.

The Black Spyglass

When you enter a deep trance and cast your spirit stealthily towards the Black Gates of Death, roll+WIS.

On a 10+, pick one.

On a 7-9, pick one. Death felt your presence and will make a personal visit when you least expect it.

- Bring back the soul of a recently fallen ally or loved one. They now passively inhabit your body.
- See a great hidden truth. Ask the GM a question, anything at all, and they will answer honestly.
- Bring back a dangerous magical item, armour or weapon, with strings attached.

- Peer through the spirit realm into a single focused location on the material world.
- Gain an insight into the workings of Death. Increase your Class Damage die by one size until you next Make Camp.

Shoot First

When a tense situation escalates to violence, you always have the opportunity to act first and deal an additional +1d4 damage forward.

Born of Storm and Sea

When you overcome a harsh weather or hazardous environment and arrive on the other side, roll+CON.

On a 10+, choose two.

On a 7-9, choose one.

- Take an ally with you.
- You physically move the weather or environment as you pass, lessening it's effects for those behind you.
- Name someone or something, the weather or environment will impede their progress.
- Earn the fleeting respect of a strong and knowledgeable spirit that inhabits the place.

Well, in My Day

When you explore or fight alongside the young, they take +1 ongoing or, if they are hirelings, gain an advantage if they follow your advice on a task at hand. If they wind up in danger by heeding your words, you take -1 ongoing until you make camp.

Voice of a Monarch

When you stand at the heart of a gathering crowd, speaking with a booming righteous voice and sway the masses, roll+CHA.

On a 10+, choose two.

On a 7-9, choose one.

- They offer you what gear and coin they can spare.
- Someone of skill steps forward to become your hireling, with a reasonable cost; name it.
- Impress someone in authority. They offer you a position or say in the crowd's future.
- They form a torch and pitchfork mob to take on a threat of your choosing. The threat must be of lesser number than the crowd and no more than a day or two's march from the crowd's home.

Stop

When you speak the unspeakable words and struggle to hold back the march of time, roll without modifier. On a hit, time stops for all but you and your allies. On a 10+, state when time will commence again. On a 7-9, you must continue to weave your magic in place, if you cease casting time will commence again. On a 6-, time and space go *wrong* and you attract attention from the gods, or worse.

Aura of Power

You are always *forceful* when you wish to be, be it unarmed, with weapon or spell. When you duel a single opponent, if you grapple, cross swords or match them spell for spell, you always knock them away.

The Terrifying Arc

When you pull your bowstring taut almost to breaking point, and let your arrow loose as you see the whites of their eyes, roll+STR.

On a 10+, choose two targets, deal your damage to both and choose one effect for each.

On a 7-9, choose one target, deal your damage and choose one effect.

- Pin the enemy to an object.
- Reduce their armour by 1 and deal 2 *piercing* damage.
- Hobble the enemy, forcing them to move slowly.
- Fire through the enemy. The GM will tell you where the arrow lands.

My Final Form

Rewrite your looks to better fit your powerful, near-godly nature. Add descriptions such as “a shadow that moves of it’s own accord” or “sigils of a lost language hovering over head”. You can use your other worldly visage as Leverage in Parley if the one your are parleying with is alone.

Betwixtomancer

When you cut a door into the shadow between worlds, roll+INT.

On a hit, you pass through and return to the material world elsewhere. Name the place.

On a 10+, choose three.

On a 7-9, choose two.

- Pass through quickly.
- The openings made seal behind you.
- No one with you is lost.
- You attract no unwanted attention.

I am the Night

When you prowl a Steading at night, ask the GM “Where is criminal activity?”. The GM will tell you, and you will be there, with or without an explanation, behind the main culprit.

Kill Chain

You are always *messy* when you wish to be, be it unarmed, with weapon or spell. Whenever you kill an enemy during a large ongoing battle, gain +1 damage. After the battle ends, lose all additional damage.

Full Hearts Force

Any weapon in your hands can act as if it’s range has been increased by one. You ignore the *two-handed* tag.

Gale of Blades

When you allow your fury to build silently within you, then unleash an attack faster than the naked eye, roll+DEX. On a hit, deal your damage to a target.

On a 10+, choose two.

On a 7-9, choose one.

- Deal 1d6 damage to an additional target.
- Arrive behind the target.
- Arrive next to an ally and grant them +1 armour forward.
- Disarm the target.

Just as Planned

When you are surrounded, beaten bloody or on the brink of loss, state a plan you already had in place that tips the odds in your favour, roll+INT. On a hit, it comes to pass now.

On a 10+, choose one.

On a 7-9, choose two.

- There is a complication. Some element of the plan is lost or comes to pass too late.
- An element of the plan has an unforeseen consequence or cost.
- The enemy is aware of some element of the plan and avoids or hinders it.
- Someone is left out of the plan's influence. The GM will tell you who.

Weapon of the Gods

When you Make Camp, meditate over a monster who's material weakness (cold iron, silver, ivy) you know.

Your entire body and the weapon in your hand is considered their weakness.