

THE AWAKENED MIND

A DUNGEON WORLD COMPENDIUM CLASS

STARTING MOVES

It is in our nature to seek answers. To quest this wide world and wander in search of truth. It is the noblest endeavour, to find enlightenment even here, in a world of flame and steel and coin. There are those among us who walk a secret path, the eye of their mind open in the darkness. Their truth lies within.

*When you **discover the latent abilities that lie within your mind**, you may take this starting move the next time you level:*

EXPANDED CONSCIOUSNESS

When you **project your mind from your body**, choose two to describe your mind's form (it's always insubstantial):

- It's invisible.
- It moves quickly.
- Its senses are not clouded.

Your mental form can roam the physical world for as long as you like. While it does your body lies comatose. While in your mental form you have no access to your body's senses.

ADVANCED MOVES

When you gain a level, you may take advanced moves from this Compendium Class instead of your regular advanced or master moves:

TALISMAN

Requires: Expanded Consciousness

Choose an item of importance to you. From now on you can hear the thoughts of whomever holds that item.

SLEEP WALK WITH ME

Requires: Expanded Consciousness

When **your mental form passes through the body of a sleeping person**, you may choose to inhabit their body. Your control is limited as if they were sleepwalking: movement, maybe even simple conversations at most. The eyes of the body you inhabit never open; if they do open you are immediately expelled.

THOUGHTS BEYOND

Requires: Expanded Consciousness

While you **unleash your expanded consciousness**, you can choose 1 of these:

- You hear nearby thoughts instead of sounds.
- You can move small physical objects that have recently been touched by someone.
- You can communicate with the minds of people you are near.

MINDMELD

Requires: Expanded Consciousness

When you **touch a willing or sleeping subject**, your senses are tuned to their thoughts. The GM will give you an impression of what's going on inside their head.

THE BEARER

A DUNGEON WORLD COMPENDIUM CLASS

STARTING MOVES

Remember the tale of the Bastard's Blade. Remember the story of Galen's Hammer or Shah-ak-mar the Orcsbane Knife. Who held them? What hero bore those weapons of old? Lost now to time, their names and faces, to fatehaunted circumstances. Sometimes you wield a sword, sometimes she wields you.

When you **embrace the fate of carrying an intelligent weapon**, you may take this starting move the next time you level:

WHOSOEVER HOLDETH

You are bonded to your weapon. Write a new bond with your weapon. From now on, when you write new bonds, you may write them with your weapon instead of a player character. Your weapon cannot

leave your possession. Your weapon will make its desires known to you in a manner befitting its construction and purpose.

When you **accomplish something your weapon desires**, it bestows boons on you—choose as many different boons as you have bonds with your weapon:

- The weapon restores your health: heal 3d6 HP.
- The weapon grants you knowledge, the GM will describe it.
- The weapon bestows insight, mark XP.
- The weapon does not intrude on you, for a time.

If your weapon resists your actions, take **-bonds** with that weapon to any rolls made for that action.

ADVANCED MOVES

When you gain a level, you may take advanced moves from this Compendium Class instead of your regular advanced or master moves:

HUNGER

Requires: Whosoever Holdeth

Add your **bonds** with your weapon to any damage you deal with your weapon.

ALL THAT POWER

Requires: Whosoever Holdeth

When you **roll a 12+ while wielding your weapon**, you gain some insight into the origin, history, or purpose of your weapon. The GM will describe it.

ITS NAME IS DREAD

Requires: Whosoever Holdeth

When you **use your weapon (including its history and reputation) for leverage**, you can parley with **+bonds** with your weapon instead of **+Cha**.

BOUND FOR LIFE

Requires: Whosoever Holdeth

When you would take your **last breath while wielding your weapon**, you instead have a choice: give up your weapon and take your last breath, or take a permanent debility of the weapon's choice as it returns you to life.

THE BLOB

A DUNGEON WORLD COMPENDIUM CLASS

STARTING MOVES

Hail the great powers of the deep! Hail the Spiderling Lord and the Demon Princess. All praise unto Shumag, He Who Holds the Chains. Each deserving of their godly accolades of course, but we save our best for you. For our primordial womb. For the slime that oozes in the cracks of the earth, our love drips eternally.

When you are engulfed by a slime, ooze, or pudding, and some of it stays with you, you may take this starting move the next time you level:

AMBEOID OVERLORD

A piece of the thing that engulfed you is now yours to command. Treat it as your character: you say what it does and it triggers basic moves as a character would.

Slime, ooze, or pudding characters have +1 **Str**, +0 **Dex**, +2 **Con**, and no **Int**, **Wis**, or **Cha** (they cannot make moves with those stats). They have d4 damage and 4 HP but if they reach 0 HP they splatter and become inert instead of dying—scoop it together again and it'll be fine. They do not gain XP.

ADVANCED MOVES

When you gain a level, you may take advanced moves from this Compendium Class instead of your regular advanced or master moves:

SCUZZY METAMORPHOSIS

Requires: Ambeoid Overlord

You can turn yourself into an ooze. While in ooze form you can squeeze and slide like an ooze (fitting through any space a mouse could) and you gain +1 armor, but you take -1 ongoing to **Int**, **Wis**, and **Cha**.

SLIME RECRUITER

Requires: Ambeoid Overlord

You can keep a piece of any slime, ooze, or pudding you defeat and use it as your minion. It becomes your character, as described in Ambeoid Overlord. You can command at most 2+**Cha** slime minions. If your **Cha** changes such that you can't control some of your minions you choose which to lose control of—they act as slimes would, though you may still be able to convince them to do as you say.

SLIME SHAPER

Requires: Ambeoid Overlord

When you spend time in communion with your slime minions you may adapt their stats. For each slime minion, choose one of **Str**, **Dex**, or **Con** to be +2, the others are +1. Your slime minions never have **Int**, **Wis**, or **Cha** scores.

DIVIDE AND CONQUER

Requires: Ambeoid Overlord

You can create slime copies of yourself. Each copy reduces your **Int**, **Wis**, and **Cha** by -1. Your copies are your characters: you get to say what they do and they use your stats, but they cannot use any moves based on **Int**, **Wis**, or **Cha**. You can only create more copies so long as one of your **Int**, **Wis**, or **Cha** is +1 or greater.

THE BONE KNIGHT

A DUNGEON WORLD COMPENDIUM CLASS

STARTING MOVES

When you **collect several skeletons and form a suit of armor from them**, then perform the *Ritual of the Deathless* to bind it to your flesh, you may take this starting move the next time you level:

EXOSKELETON

You form a suit of armor made of bones that fuses to your flesh. This has 3 armor and 4 weight. In addition, undead treat you as one of their own.

ADVANCED MOVES

When you gain a level, you may take advanced moves from this Compendium Class instead of your regular advanced or master moves:

SKELETAL SERVITOR

Requires: Exoskeleton

You animate a skeleton to serve you. Treat it as a hireling with one of the following skills:

- Burglar 3
- Protector 3
- Warrior 3

Your servitor has no Loyalty or Cost. If it is ever destroyed, you can reanimate it in a couple of days.

SKELETAL ENTOURAGE

Requires: Skeletal Servitor

You animate another skeleton servitor. Choose a different skill for this hireling.

ON A PALE HORSE

Requires: Exoskeleton

When you **summon skeletal steeds for you and your companions and you ride them like devils through the wild**, treat it as rolling **10+** on the Nagivate roll to Undertake a Perilous Journey.

DEATH NEVER EATS, NEVER SLEEPS

Requires: Exoskeleton

Your link to the undead grants you vitality. When **a move tells you to mark off a ration**, ignore it. In addition, you are immune to sleep and can gain the benefits of making camp with a few hours spent mending your exoskeleton.

THE DELVER

A DUNGEON WORLD & PERILOUS WILDS COMPENDIUM CLASS

STARTING MOVES

When you **reach the lowest level of at least two different dungeons**, you may take this starting move the next time you level:

■ SNIFF THE AIR ■

When you **use your senses to assess a subterranean area**, ask the GM 2 questions:

- Which way lies the nearest danger?
- Which way lies the nearest treasure?
- Which way leads to the nearest exit?
- Which way will take me deeper?
- What lies hidden here?

ADVANCED MOVES

When you gain a level, you may take advanced moves from this Compendium Class instead of your regular advanced or master moves:

■ PACK SMART ■

Requires: Sniff the Air

When you **use the last of your adventuring gear**, you get 2 uses instead of 1, but you have to say what they both are, right now.

■ EMBRACE THE BLACK ■

Requires: Sniff the Air

When you **find yourself in utter darkness underground**, roll+Wis:

10+ Hold 3.

7-9 Hold 2.

6- Hold 1, mark XP, and the GM makes a move.

As long as this darkness persists, you may spend your hold, 1-for-1, to do the following:

- Know exactly where any one thing is in the near vicinity.
- Make any one move, without suffering consequences due to the darkness.
- Remain still and undetectable by mundane means until you move or make noise.

■ FUNGIVORE ■

Requires: Sniff the Air

When you **seek edible fungus and lichens underground**, you may Forage. Whether or not anyone else wants to eat what you find is another matter.

■ EAT THE ENEMY ■

Requires: Sniff the Air

When you **clean and dress a fresh monster carcass for consumption**, roll its damage and gain that many specious rations.

When you or anyone else **eats a specious ration**, the eater rolls+Con:

10+ Not good... but not awful. Counts as 1 normal ration consumed.

7-9 It counts as a ration, but choose 1 from the list below.

6- Mark XP, and the GM makes a move.

- You become sick and acquire a monstrous characteristic until you recover (the GM will tell you what).
- 1d6 of your remaining specious rations have spoiled.
- Nobody wants to be near you until the next time you Make Camp, and your followers suffer -1 Loyalty.

THE DRAGONSLAYER

A DUNGEON WORLD COMPENDIUM CLASS

STARTING MOVES

The Red Wyrms Zerthimrimax is dead. But oh, the cost you've paid. Solveig is dead, An'harra, too, most like. The village burns and so much blood now poisons the lake. The screams and burning all seem muted, somehow. The wounded cry for your aid and reach out to you but you keep taking stalwart strides towards the beast. Its final heartbeats shudder through your mind and in a voice not unlike your own you hear it—urging you to take what's rightfully yours. To drink deep of the fire that now gutters and fails. Your knife slides from its sheath and twilight seems to fall. How sweet its blood will taste, filling you with golden fire.

When you **drink the still-warm heart-blood of a dragon**, you may take this starting move the next time you level:

DOVAHKIIN

You gain a new stat called **Blood**, which starts at +1. When you call on your dragon blood for strength you take **+Blood** forward to **Str** rolls. Then roll 1d4, if the result is less than or equal to your **Blood** you must give in to dragon nature: greed, wrath, or disdain. When you drink the still burning heart-blood of a dragon your **Blood** increases by 1.

ADVANCED MOVES

When you gain a level, you may take advanced moves from this Compendium Class instead of your regular advanced or master moves:

DRAGON'S BREATH

Requires: Dovahkiin

When you **unleash the fire in your belly**, you breath fire: deal your damage to all creatures in the path of the flames and to yourself. Then roll 1d4, if the result is less than or equal to your Blood you must give in to dragon nature: greed, wrath, or disdain.

WYRM-TONGUE

Requires: Dovahkiin

You speak the language of dragons. Any creature of this world will understand what you say, and you can understand them.

TIRELESS BLOOD

Requires: Dovahkiin

The sick debility no longer applies to you. If something would cause you to become sick you get the debility, but it gives you no penalty.

FURY

Requires: Dovahkiin

When you **call on your dragon blood for strength**, your next attack also becomes messy, forceful, and +1 piercing.

FIERY VEINS

Requires: Dovahkiin

Heat and flame can no longer harm you (though they can still burn or melt your possessions).

WAKE THE DRAGON

Requires: Dovahkiin

When you **parley using greed, wrath, or disdain**, take **+Blood** to the roll.

THE EXPLORER

A DUNGEON WORLD & PERILOUS WILDS COMPENDIUM CLASS

STARTING MOVES

When you **enlist the support of a powerful patron to reward your forays into the unknown**, you may take this starting move the next time you level:

PATRON

You have the support of a powerful individual or group, who will reward you for the delivery of certain things gathered from foreign climes. Choose 1 patron, and the thing they want:

Church: evidence of church's history, divine presence or opposing deity

Guild: location and proof of materials useful to the guild

Historian: evidence of historic events

Jeweler: gemstones

Magnate: evidence of natural resources and their location

Wizard: magical items, or evidence and locations of magical places

Your patron will provide you with supplies for any expedition you undertake on their behalf, within reason.

When you **deliver the desired news or goods to your patron**, you are compensated. Negotiate your compensation with the GM, based on the nature of your patron.

ADVANCED MOVES

When you gain a level, you may take advanced moves from this Compendium Class instead of your regular advanced or master moves:

PLANT YOUR FLAG

Requires: Patron

When you **claim a place in your own name or that of your patron**, plant a flag or standard, and mark the place on your map. Whenever you lead an expedition to that place, you find it unerringly, and you take +1 ongoing to Hack and Slash or Defend as long as you are in sight of your flag. These effects apply only to the last place you planted your flag.

THRILL OF DISCOVERY

Requires: Patron

When you **come upon a previously undocumented and notable Discovery**, choose 1:

- The excitement of the moment grants you +1 forward.
- Mark XP at the end of the session (max. once per session).

LOG YOUR FINDINGS

Requires: Patron

You have a logbook or other external and portable repository of information that is always with you. Say what it is. When you **encounter a new and notable Danger or Discovery**, write it down (a brief note will do). This counts as an entry in your log. When you **share your findings with the inhabitants of a steading**, choose an entry you want to share, and roll +Cha:

10+ Choose 2 from the list below.

7-9 Choose 1 from the list below.

- Someone here can tell you more about it—ask the GM who, and what they know.
- Someone here is interested in this information—ask the GM who, and what they'll offer for it in trade.
- Someone here will respond strongly to this finding—ask the GM who, and whether they'll be impressed, frightened, or otherwise affected.
- Mark XP.

In any case, once you share a given entry, cross off that entry. You can only share an entry once.

THE FLATLINER

A DUNGEON WORLD COMPENDIUM CLASS

STARTING MOVES

When you **intentionally draw your Last Breath**, you may take this starting move the next time you level:

FACE OF DEATH

Write an additional bond with Death; this bond can be resolved as usual if you so desire. Hereafter, when you write a new bond, you may write it with Death. When you take your last breath you roll **+bond** with Death.

ADVANCED MOVES

When you gain a level, you may take advanced moves from this Compendium Class instead of your regular advanced or master moves:

DEVIL'S ADVOCATE

Requires: Face of Death

When you **hold a dying person in your arms**, you too see what lies beyond the Black Gates of Death's Kingdom and you may use your bond with them or with Death to aid or interfere as they take their last breath.

AT THE CROSSROADS

Requires: Face of Death

When you **draw your last breath and roll a 10+**, it's not your time. Before you stabilize, you may offer Death a bargain on your own terms. Use your mortal coil as leverage when you parley.

DEAD EYES

Requires: Face of Death

When you **Discern Realities**, you can see as Death sees all things. In addition to the normal questions, you may also ask:

- Whose time draws nigh?
- Whose time has not yet come?

THE FLUX

A DUNGEON WORLD COMPENDIUM CLASS

STARTING MOVES

Hello, friends. Surprised to see me? I understand your shock thinking I was dead and everything. Who wouldn't assume that someone you left to die in the aetheric void was lost and gone forever. Lucky for us all I'm more resilient than that, hmm? The void was not a pleasant place, as you remember strange forces breaking me down to my component elements, you see. Very uncomfortable. I would not be so easily broken. Eventually, I made it mine. Bent that place to my will and made it send me back. Oh, yes, of course there was a cost, things left behind, but let's not dwell on that. No no, don't get up. I have such interesting things to show you.

That cloak of phasing tickled that rift of chaos just right, and in that moment before you rematerialized a slice of the foundation of reality was captured within you.

When you **touched the mind of god**, you may take this starting move the next time you level:

BIND

When you **call upon the fundamental force within yourself while touching two objects no heavier than yourself**, roll+Con:

10+ Choose 3.

7-9 Choose 2.

- The objects are attracted to each other like Newton's apple to the ground.
- The bond lasts until you choose to break it.
- You are able to weaken the bond without breaking it.
- There are no adverse side effects.

ADVANCED MOVES

When you gain a level, you may take advanced moves from this Compendium Class instead of your regular advanced or master moves:

BINDING FIELD

Requires: Bind

You can bind any two objects you can see, not just those you touch.

FARADAY'S LAW

Requires: Bind

Magnetism pulses from your flesh stirring loose the charge that lives in all metal. When you **stir the charge within a weapon you hold**, it does +1d4 damage ongoing. Until you dismiss this effect you take -1 to bind.

REPEL

Requires: Bind

When you bind two objects you can choose to have them repel each other instead of attracting each other. The force is the same.

DUE NORTH

Requires: Bind

You always know where you are with respect to the northernmost point of the world.

SUBTLE SENSE

Requires: Bind

When you **discern realities** you can also choose to ask "What nearby is metal?"

VELOCITAS ERADICO

Requires: Bind

You can volley with any object up to 2 weight by repelling it from yourself. Objects launched this way are far range only. When volleying this way use **Con** instead of **Dex**.

THE HUNTER

A DUNGEON WORLD & PERILOUS WILDS COMPENDIUM CLASS

STARTING MOVES

When you **live for a week off only rations you have hunted yourself**, you may take this starting move the next time you level:

TRACK

When you **encounter tracks or spoor and take**

time to examine the scene, the GM will describe the sign, and tell you how long ago it was made. Then, you may ask the GM 2 questions about it, as long as the GM agrees the questions are reasonable.

ADVANCED MOVES

When you **gain a level**, you may take advanced moves from this Compendium Class instead of your regular advanced or master moves:

STALK

Requires: Track

When you **follow a trail left by a creature in order to locate it**, that creature becomes your quarry. Take +1 to any move made while pursuing, hiding from, subduing, or attacking your quarry. You may only have one quarry at a time.

SHOOT TO KILL

Requires: Track

When you **Volley at a target that is neither alert nor aware of your presence**, and roll a **10+**, deal your damage +1d6.

CLEAN AND DRESS

Requires: Track

When you **take the time to reduce a freshly slain creature to its constituent parts as efficiently as possible**, roll+Int:

10+ All 3 from the list below apply.

7-9 Choose 2 from the list below.

6- Mark XP, and choose 1 from the list below.

- You extract the maximum number of edible rations from the carcass.
- You preserve everything of potential value (hide, musk glands, etc.).
- You gain some insight into the creature's history or behavior (ask the GM what).

HUNTER'S REST

Requires: Track

When you **take the time to establish a shelter in the wild**, say what it looks like, how it takes advantage of the local landscape, and roll+Wis:

10+ All 3 tags below apply.

7-9 Choose 2 tags from the list below.

6- Mark XP, and choose 1 from the list below.

- Ambuscade: your shelter cannot be found by anyone who doesn't know to look for it.
- Vantage Point: when anyone Stays Sharp in your shelter, they always succeed as if they rolled a **10+**.
- Sanctuary: when anyone Makes Camp in your shelter, they take +1.

You may have only one active shelter per region; as soon as you establish a new shelter in a given region, any previous shelter of yours in that region is abandoned.

THE LANDED GENTRY

A DUNGEON WORLD COMPENDIUM CLASS

STARTING MOVES

The great chain of being hangs down to our kind from the gods. The world is theirs to give and ours but to tend. So to us comes power, land and title from the divine on high, and so to our lessers do we tend. In swearing true this oath, the lands and people granted to you are not merely yours to command but to protect, to love as your family as the gods love you as theirs. Under their sight, do you swear it?

*When you **granted a hold by your betters**, you may take this starting move the next time you level:*

LANDED

You own a stronghold. Give it a name! Add it to the world map as a keep standing with these tags: Poor, Steady, Guard, Oath (protection for nearby lands).

Choose 2 benefits:

Taxation: Your stronghold provides income, roughly one coin per family within its domain per year.

Fortified: Your stronghold is nearly impregnable, its walls and siege defenses are strong.

Garrisoned: Your stronghold is Garrison instead of Guard.

Prestigious: Your stronghold is well-known and therefore you are too. Add Personage (you).

Skilled: Your stronghold has people with exceptional skills, such as blacksmithing or magic. Add Craft.

The GM will also give you one complication:

Infested: There are monsters about.

Unrest: The people are unhappy with the stronghold.

Disputed: Someone else has a claim to your stronghold too.

ADVANCED MOVES

When you gain a level, you may take advanced moves from this Compendium Class instead of your regular advanced or master moves:

DIPLOMAT

Requires: Landed

When you **send a letter requesting a person's presence in your stronghold**, roll+Cha. On a **10+** they agree to visit with the expectation of hospitality. On a **7-9** they name some terms, you must meet them or they refuse.

CALL THE BANNERS

Requires: Landed

When you **recruit from your stronghold or the lands it protects**, you cannot get a **6-**, treat that as a **7-9**.

HOLD COURT

Requires: Landed

When you **hold court and hear the problems of the people**, the GM will tell you of at least one opportunity within your stronghold or the areas surrounding it.

LONG ROAD HOME

Requires: Landed

No matter where you are, you always know either a long and safe way or a shorter and more dangerous road home to your stronghold. Your choice.

IN THE SERVICE OF THE PEOPLE

Requires: Landed

When you either successfully deal with a problem in your realm set forth by the GM or successfully pursue an opportunity you heard while holding court, change any one tag for your stronghold.

THE LEADER

A DUNGEON WORLD & PERILOUS WILDS COMPENDIUM CLASS

STARTING MOVES

When you **return to civilization from any journey on which you had at least two followers, none of them abandoned you, and all of them survived**, you may take this starting move the next time you level:

GIVE ORDERS

When you **command a friend or follower to**

take a particular course of action in the face of danger, roll+Cha:

10+ They take +1 ongoing as long as they're acting on your orders.

7-9 They take +1 forward to execute your orders.

ADVANCED MOVES

When you **gain a level**, you may take advanced moves from this Compendium Class instead of your regular advanced or master moves:

INSPIRE

Requires: Give Orders

When you **give an encouraging speech to your allies before facing a known threat**, stand up, say your piece, and roll+Cha:

10+ Hold 3.

7-9 Hold 2.

6- Mark XP, and hold 1.

While your allies face the threat, you may spend your hold, 1-for-1, to grant a friend or follower one of these tags:

- **Fearless:** they stand fast and remain stable when they would otherwise hesitate, falter, or flee.
- **Invincible:** they ignore all damage from a single damage roll that would otherwise reduce them to 0 HP.
- **Vengeful:** they take +1 ongoing against the threat, as soon as you are incapacitated by it (maximum of +1 ongoing per character).

You may spend hold for this move even after you're incapacitated or have passed through Death's Black Gates.

IMPRESS THE LOCALS

Requires: Give Orders

When you **Recruit**, roll+Cha instead of +nothing.

BRING 'EM BACK ALIVE

Requires: Give Orders

When you **return to civilization after a dangerous expedition**, and everyone who left with you survives intact, each of your followers gains 1 Loyalty (maximum of +3), your reputation in the area improves, and you gain 1 XP.

MOURN THE DEAD

Requires: Give Orders

When you **ensure the last rites of a fallen comrade are conducted in a manner befitting their station and accomplishments**, say some kind words about them and roll+Cha:

10+ Each follower present gains 1 Loyalty (maximum of +3).

7-9 One follower of the GM's choice gains 1 Loyalty (maximum of +3).

THE PSYCHOPOMP

A DUNGEON WORLD COMPENDIUM CLASS

STARTING MOVES

When **someone you love dies and you accept Death's decisions as final**, you may take this starting move the next time you level:

THE END IS IMPORTANT

Death's word is law. You no longer have access to the last breath special move.

When you **die**, your weapons and armor become relics of great power, roll+nothing:

10+ All 3.

7-9 Choose 2.

6- Choose 1, but a great undead power will mark the relics for perversion and destruction (and the GM makes a move as normal).

- The relic glows when undead are far or closer.
- The relic burns undead flesh (grants +1 armor or +1 damage against undead).
- The relic seeks unerringly to end undeath (grants +1 ongoing against undead).

ADVANCED MOVES

When you **gain a level**, you may take advanced moves from this Compendium Class instead of your regular advanced or master moves:

LAST RITES

Requires: *The End is Important*

When you **have a few peaceful moments with a corpse**, you can ensure it will never rise again.

MUSIC OF THE DEAD

Requires: *The End is Important*

When you **strike the chimes to banish lost souls**, roll+**Cha**:

- 10+** Any undead in the area take 1d8 damage and are stunned as Death reaches back for them.
- 7-9** The chimes pull all who can hear them: undead take 1d6 damage and the living are shaken as a vision of Death (perhaps theirs?) flashes before their eyes.

SÉANCE

Requires: *The End is Important*

Once per day, you may shut your eyes, approach the Gate, and call a spirit to its other side. If you have time and focus, you may call anyone you knew in life. If you are rushed or distracted (by the clash of swords, perhaps), you may only call on those who died near your present location. Any spirit you call will speak with you honestly, but you may only speak 27 syllables in the common tongue to it.

While you are communing, your body is empty and vulnerable. If you suffer any harm while communing, your séance is broken and you may not attempt another today.

THE SCOUT

A DUNGEON WORLD & PERILOUS WILDS COMPENDIUM CLASS

STARTING MOVES

When you **have Scouted Ahead on at least three forays into the wild and back**, you may take this starting move the next time you level:

KNOW THE LAND

This move may be taken multiple times. Each time you take this move, choose 1 region in which you

have spent at least a week traveling. This region is considered familiar to you:

When you **Spout Lore** about a familiar region, roll+**Wis** instead of +**Int**.

ADVANCED MOVES

When you gain a level, you may take advanced moves from this Compendium Class instead of your regular advanced or master moves:

READ THE LAND

Requires: Know the Land

When you **survey the territory ahead from a good vantage point**, roll+**Wis**:

10+ The GM must answer all 3 questions from the list below.

7-9 Ask the GM 2 questions from the list below.

6- Mark XP, and ask 1 question.

- What danger lies ahead?
- What is the safest route across this territory?
- Where ahead will I find refuge?

In any case, take +1 forward to the next time you act on any answer.

BE THE LAND

Requires: Know the Land

When you **conceal yourself in a familiar region**, say how you do it and roll+**Dex**:

10+ You become nigh invisible, and difficult to locate even with senses other than sight, as long as you do not attract attention to yourself.

7-9 As above, but you must remain still to go unnoticed.

SENSE DANGER

Requires: Know the Land

When you **are subject to an imminent but unseen threat**, the GM must tell you; then, roll+**Wis**:

10+ The GM tells you which way it's coming from, and you can do two things before the threat manifests.

7-9 As above, but you only get to do one thing.

THE WRAITHLANDER

A DUNGEON WORLD COMPENDIUM CLASS

STARTING MOVES

Death is a guard at the gates. A keen eye and a black hand on the latch. Some folk find their way through the hollow kingdoms and out the other side. Slip the warden's sight and scramble back to where they used to belong. Shame they'll never fit in again—nobody comes back without a mark to show for it. An eye gone white, a limb grown weirdly strong. Half-sister to the dead, half-brother to the quick. Their new nature is a curse and a blessing but fairly earned.

*When you **return from the wraith lands** and you embrace your experience, you may take this starting move the next time you level:*

FROM THE LAND RETURNED

You bear a mark of your time in the wraith lands. Choose a part of your body that takes on the visible aspects of death while remaining fully functional:

Eye: When you touch a corpse you see what it saw in its last moments. Te GM will describe it.

Tongue: You may lace any spell, prayer, or oath with a link to the forbidden land. Its effects on the dying or dead will be amplified, as described by the GM.

Arm: Any weapon you grasp flows into the other world. It gains +2 piercing against living creatures.

Legs: Your passing leaves no mark or scent as a living person would.

Dead spirits see your mark and know you as their own. Any dead spirit that still clings to the mortal plane will speak with you, sharing openly. The living, especially the devout, see your mark as a sign of sin. You take -1 ongoing to **Cha** rolls with the devout who see your mark.

ADVANCED MOVES

When you gain a level, you may take advanced moves from this Compendium Class instead of your regular advanced or master moves:

FINAL TETHER

Requires: From The Land Returned

When you **speak to a dead spirit**, you take +1 forward with all who knew that spirit in life.

INDELIBLE

Requires: From The Land Returned

The mark of the wraith lands grows such that it may not be concealed, describe it. The dead will seek you out, giving you what aid they can. The undead will not harm you. The devout will treat you as a heretic.

DEATH'S FRIEND

Requires: From The Land Returned

When **another player character meets death**, you may immediately resolve a bond you have with them, marking XP and writing a new bond (maybe "...*knows something about death I do not, they will tell me*") as usual.

BRANDED

Requires: From The Land Returned

Choose another body part for From The Forbidden Land Returned.

STARTING MOVES

When you
you may take this starting move the next time you
level:

ADVANCED MOVES

When you gain a level, you may take advanced
moves from this Compendium Class instead of your
regular advanced or master moves:

Requires: The Starting Move

Requires: The Starting Move

Requires: The Starting Move

Requires: The Starting Move