

THE WARLOCK

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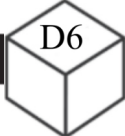


You bartered your service, your soul, and your blood in exchange for a fragment of a powerful entity's might. Name and describe that entity, and what they want in return.

LOOK

EYES: shifty, luminous, piercing
HAIR: tangled nest, always windblown, shaved
CLOTHING: patched, immaculate, iridescent
BODY: wightish, brick outhouse, scholarly

Assign these scores to your stats: 16 (+2), 15 (+1), 13 (+1), 12 (+0), 9 (+0), 8 (-1)

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
<input type="checkbox"/> WEAK -1	<input type="checkbox"/> SHAKY -1	<input type="checkbox"/> SICK -1	<input type="checkbox"/> STUNNED -1	<input type="checkbox"/> CONFUSED -1	<input type="checkbox"/> SCARRED -1
STR	DEX	CON	INT	WIS	CHA

DAMAGE  ARMOR  HP  CURRENT MAX YOUR MAX HP IS 4+CONSTITUTION

ALIGNMENT/DRIVE

- LAWFUL**
Perform your service to your patron at any cost.
- GOOD**
Use your powers to do good that can't (or won't) be repaid.
- EVIL**
Trick or entrap someone into your debt.

STARTING MOVES

BORROWED BOOK (CHA)

You have a tome of powerful, ever-changing incantations granted to you by your patron, and when you **chant them aloud**, choose an effect:

- you deal 1d6 damage to a target.
- you conjure a simple, intangible illusion.
- you perform a small act of telekinesis or telepathy

Then roll +CHA. On a 10+, the desired effect occurs. On a 7-9, the effect happens, but is amplified, diminished, or twisted in an undesirable way.

If the book is ever lost or damaged, you can summon a new one by paying tribute to your patron.

CURSE (CHA)

Your patron lets your show its (and your) displeasure with someone by laying a curse upon them. When you make a warlock, choose three effects from the list below, which become curses you can lay upon people. Curses last as long as you can focus on them.

- The cursed begins to sweat prodigious amounts of slime.
- You tie your soul to the cursed. Whatever you feel, they feel, and vice-versa—damage, emotions, fear.
- The cursed's tongue falls flat in their mouth. They cannot speak until the curse is lifted.
- The cursed develops a sudden allergy to something of your choice.
- You interfere with the cursed's constitution, giving them a temporary debility. Describe how that happens.
- The cursed see an image of their deepest fear that only they can see.
- An illusion settles around the target, making it appear as something it's not.
- You inure an enemy to damage. Attacks against the cursed deals +1d4 damage.
- You sense when the target tells a lie.
- You shake an enemy's psyche; the next time they take damage, they are also stunned.

When you **chant a curse upon someone**, roll +CHA. On a 7+, your curse goes off without a hitch. On a 6-, you draw unwelcome attention or put yourself in a spot.

I SERVE SOMETHING GREATER (+CHA)

When you **invoke your supernatural nature to an unsuspecting mortal**, roll+CHA. On a 10+, they either do what you say or flee. On a 7-9 they either attack you, flee, or obey only partially.

RACE/BACKGROUND

- HUMAN**
Take +1 forward after the other shoe drops.
- ELF**
Sleep is something you do for fun sometimes.
- HALFLING**
You always notice when something or someone goes missing.
- OTHER**

BONDS

Fill in the names of your companions (min. 1):

_____ is a morsel my patron desires.

_____ doesn't appreciate the power I wield. . . yet.

My patron wants something of _____'s.

_____ seems like someone I could convince to join my patron's service.

GEAR

Your load is 9+STR. You start with Dungeon Rations (5 uses 1 weight) and your Borrowed Book.

Choose one:

- Healing Potion (1 weight)
- 3 Antitoxin (0 weight)

Choose one:

- Shillelagh (Close, two-handed, 1 weight)
- Sickle (Hand, 1 weight)

Choose one:

- Leather Armor (1 armor, 1 weight)
- Bag of Books (5 uses, 2 weight)

Choose your equipment (choose two):

- Adventuring Gear; (5 uses, 1 weight)
- Poulitices and Herbs; (2 uses, slow, 1 weight)
- Dungeon Rations (5 uses, 1 weight)
- Personal Feast (1 use, 1 weight)

ADVANCED MOVES

When you gain a level from 2-5, choose from these moves.

RITUALIST

You gain the Ritual move, as in the wizard playbook.

SIGNING BONUS

When you make your pact with your patron, they gave you a token of power that provides a minor magical benefit of your creation, such as a rock that glows on command, a notebook that never runs out of pages, or an endless source of fresh water. Choose your benefit and describe or sketch the artifact.

BUBBLING SKIN AND BURNING FLESH

When you use your borrowed book to deal damage, roll 1d8 instead of 1d6.

CURSE ADEPT

You become more adept at casting your base curses. Choose two additional effects from the Curse move list to add to your repertoire. Additionally, you may now have 2 curses ongoing at one time.

PATRON'S GUIDANCE

When you **beseech your patron's knowledge with a tribute**, your patron grants you a vision of clarity and length corresponding to the value of your tribute.

SPILL BLOOD IN MY NAME

Your patron grants you a weapon of your choice. Describe it. When you **hack & slash with that weapon**, roll +CHA instead of +STR.

EXTENDED WARRANTY

If your Borrowed Book is ever lost, stolen, or damaged, it reappears near you at the next dawn.

READER'S SENSITIVITY

When you **gaze deeply into someone's eyes**, ask the GM one of these questions:

- What does this person want or fear most?
- What do they think about me, or someone else?
- What are they hiding from me?

Then roll +CHA. On a 10+, the GM answers you honestly. On a 7-9, the GM gives you a vague answer or general impression.

ILLUSIONIST

The illusion from your borrowed book becomes more complex. You can now easily create large illusions, and create intricate smaller illusions that can withstand even intense scrutiny. If the reality of your illusions ever comes into question, roll Defy Danger +INT to maintain the facade.

MARK OF SERVICE

Your patron marks in you some way: a halo, a new birthmark or tattoo, claws, an everliving flower crown, tentacles where there weren't tentacles before, or simply a weird gleam in your eye. You also gain one of the following benefits:

- You are never defenseless; your mark acts a weapon with the *hand* and *forceful* tags.
- Your mark inoculates you against a natural force: fire, ice, poison, stone, etc.
- A stranger that you share a meal or drink with feels that they can trust you, treating you as a close friend.
- You gain +1 armor, which you cannot lose.
- You can see clearly even in the deepest darknesses.

PSIONIC INITIATE

Your patron grants you further telekinetic and telepathic powers, allowing your messages to travel far distances and for you to lift the weight of large, fully-grown humanoid, albeit strenuously.

When you gain a level from 6-10, choose from these moves or the level 2-5 moves.

NOTHING LEFT BUT DUST

(requires Bubbling Skin and Burning Flesh)

The damage from your borrowed book spell becomes 1d8 +CHA.

MASTER OF CURSES

(requires Curse Adept)

You may add two more potential effects from your Curse move, making your total known effects 7. Additionally, you may now have 3 curses ongoing at one time.

TRANSMOGRIFY

Your patron teaches you the soft weakness of mortal flesh. When you touch a creature, roll +CHA. On a 10+, they become a creature of your choice until your focus breaks or they take grievous damage. On a 7-9, they become a creature of your choice as before, but only for a few moments. On a 6-, the GM chooses what creature they become.

MASTER ILLUSIONIST

(replaces Illusionist)

You have become a master in the art of illusion; your thoughts spin themselves into immaculately detailed creations that, while still intangible, are so life-like as to leave footprints and have breath. If the reality of your illusions ever comes into question, roll +INT. On a 7+, the facade is maintained.

PSIONIC PRODIGY

(requires Psionic Initiate)

The power of your mind ascends to an entirely new level; the options for your Borrowed Book's effects now include "stun an enemy with psychic force" and "perform a feat of incredible psionic strength."

EYES TO SEE

Your eyes are opened to a deeper sight. Things that are magical, such as artifact or normally-invisible runes, glow with a dim light, and illusions are transparent to you. Additionally, there is a one-in-ten chance each day that you'll have an accurate, though likely cryptic, vision of the future.

POWER NAP

When you **make camp** and are injured, you can wrap yourself in something fitting to your patron to form a protective and restorative cocoon. If you stay inside it for several uninterrupted hours, you can heal an additional amount equal to twice your level, or remove one debility from yourself.

BEGONE, KNAVE!

When you **touch a foe to banish them to the plane of your master**, roll +CHA. On a 10+, the enemy is banished, and doesn't return for 1d6 hours (on a 6, it's six days). On a 7-9, they're for an hour or so. On a 6-, as 7-9, but you are banished with them.

THE DEVIL'S OWN

Calamities that befall you occasionally turn out to be harmless; when you roll a miss or a mixed success, you can treat it as a complete success. You can't do this again until you offer an especially choice tribute to your patron.