



A mashup of
Advanced Dungeons & Dragons and
Apocalypse World
By Tony Dowler

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The Preliminaries

About This

This is a playtest version of a role-playing mashup of the classic D&D role-playing adventure games and D Vincent Baker's Apocalypse World (<http://www.lumpley.com/apocalypse/>). Tony Dowler made it (tony.dowler@gmail.com).

To play this game, you'll want some version of original D&D (like the Moldvay Red Box Edition of Basic D&D, the Holmes edition, Advanced Dungeons & Dragons), or one of the many excellent clones (like Labyrinth Lord or Swords & Wizardry). I wrote these rules based on 1st edition Advanced Dungeons & Dragons.

This game will work a lot better for you if you already know something about Apocalypse World. Turn back now or face the consequences if you do not.

How to Play

I'm assuming you know about role-playing games.

Here's the basic procedure for Apocalypse D&D:

Players, describe what your character is doing. Ask the DM questions about what's around. At some point, the DM might tell you that what you're doing is a move. If you agree, you can roll dice or back off and do something else. Once you know the moves, you can also request a move by name. Then the DM will ask you something like "OK, how do you do that?" Tell the DM how, then do the move and roll the dice.

When you fail a roll, the DM will make the hardest move they want, appropriate to the situation.

Getting stuck:

If you're stuck and don't know what to do, here's what to do:

1. Is what you're doing one of the moves? Then do that move.
2. Is what you're doing covered by some D&D rule? Then use that rule.
3. Still stuck? Make a judgment call.
4. Send an email to tony.dowler@gmail.com and tell me what happened and how you handled it. I'll write back to you, honest.

Making Moves

When you make a move roll 2D6 and add the appropriate ability adjustment (explained later). To know which ability to use, look in the parenthesis after the move name.

Notes

The names of moves are normally capitalized and in italics, like this:

- *Go Aggro*
- *Spout Lore*
- *Discern Realities*
- *Make your Move*
- *Defy Danger*
- *Hold a Parley*

Except when a move is first explained, it's underlined, like this: *Go Aggro (strength)*.

The Basic Moves

When you make a move, roll 2D6, add the appropriate attribute adjustment, and read the table for the results.

The basic moves are for players only. The DM never uses them. In some situations, you may be given options that don't make sense in that situation. In that case, just ignore the ones that don't make sense.

Some terms and clarifications:

- **Danger** is whatever terrible thing you're risking, like falling into a chasm or being hit with an arrow. In a lot of situations, like in a fight, danger may mean damage.
- A **fight** is where both sides are dishing it out, doing damage to one another.
- **Your opponent** is typically the one enemy you're attacking in the fight.
- **Landing a blow** typically means doing damage in a fight.
- **Your enemies** typically refer all the enemies that are fighting you right now or that you have the power to directly effect.

Go Aggro (strength)

Going aggro means threatening violence and being willing to fight. Roll this when you:

1. Demand their life
2. Coerce their obedience by violence
3. Drive them before you

Roll 7-9	Roll 10+
Your enemy must choose: do what you want, or take the consequences (you choose, below).	
Player chooses 1	Player chooses 2
Prevent your enemies from landing a blow Kill your opponent (or, if they have more HD than you, do your maximum damage) Prevent your enemies from escaping or pulling back to a position of safety Push your enemies back and put them right where you want them Divide your damage as you wish among any number of opponents you can reach	

Spout Lore (intelligence)

Spouting lore means taking some time to examine or observe the thing and demonstrate your great intelligence. To spout lore regarding a device or magical artifact requires that you handle the thing experimentally, like tasting a potion, or pointing a wand.

Roll 7-9	Roll 10+
Ask 1	Ask 3
Questions about anything: <ul style="list-style-type: none"> • Is it dangerous to me? • What's its name and history? Questions about a thing: <ul style="list-style-type: none"> • Who is its previous or current owner? • How does it work? • What does it do? • What's it worth? • Is it magical? Questions about a monster: <ul style="list-style-type: none"> • What type of monster is it? • How could I prevent it from attacking me? • How effective is (particular plan or method of attack) likely to be? 	

Discern Realities (wisdom)

Roll this when you spend some time observing the situation or looking for threats or when you leave no stone unturned searching the area. If there's nothing left to find, the DM will tell you so.

Roll 7-9	Roll 10+
Hold 1, spend to ask	Hold 3, spend to ask
General questions <ul style="list-style-type: none"> • Where's my best escape route? • What happened here recently? • What should I be on the lookout for? • Spend and have an insight, taking +1 to an immediate follow-up action • Spend to ask one question off the <i>Spout Lore</i> list Regarding a situation or place <ul style="list-style-type: none"> • Which enemy is the most vulnerable to me? • Who's really in control here? • Is there magic at work here? • What secret doors or compartments are there? 	

Make your Move (dexterity)

Making your move means acting decisively in a situation of some danger or urgency (possibly a fight). Roll this when you:

1. Make an awesome move in a fight
2. Try to take hold of something in a tense situation
3. Seize the advantage over your enemies

Roll 7-9	Roll 10+
Player chooses 1	Player chooses 3
Put yourself exactly where you want to be Seize control of something in the situation Suffer little harm (half damage) Inflict great harm on an opponent (double damage) Make a precision strike, ignoring armor Impress, confuse, or trick your enemy Temporarily escape your opponent's grasp Make a spectacular move, taking +1 to an immediate follow-up action	

Defy Danger (constitution)

Defying danger means acting to do something in a situation of risk. Roll this when you:

1. Try to do something in a dangerous situation
2. Do something in a fight other than fight
3. Endure adversity to get the job done

Roll 7-9	Roll 10+
You succeed, but... DM chooses one:	You do what you set out to do, without suffering harm or succumbing to danger. In a fight, take +1 to a follow up move.
You expose yourself to harm You're knocked down, surrounded, or cut off You expose yourself to more danger You're forced to make a hard choice	

Hold a Parlay (Charisma)

To *Hold a Parley* you need to be in a position to spend some time talking and making your wishes known. Do this when you have an opportunity to interact with potentially hostile parties, monsters, or individuals.

Roll 7-9	Roll 10+
Hold 1, spend to ask	Hold 3, spend to ask
What's your real name and identity? Is your character telling the truth? What's your character really thinking? What does your character intend to do? What does your character wish to do? How could I get your character to do _____?	

Making Characters

Roll 3d6 for each of the standard D&D abilities or determine them however you usually do if you play D&D.

Make a note of your ability adjustment for each according to the following table. You will use this adjustment when you roll moves.

Ability Score	Adjustment
Under 9	-1
9-11	0
12-15	+1
16-17	+2
18	+3

Figure out what class you're going to be and how many hit points you have.

Acquire starting money, equipment, and spells according to the D&D rules.

Class Special Abilities

These special abilities replace particular abilities from the D&D rules. Characters also gain the abilities that aren't listed here.

The Cleric

Turn Undead

The Cleric may use *Go Aggro* on undead using Wisdom instead of Strength (this is called turning). The damage associated with such an action is equal to 2d6 per Cleric level and may be divided any way the cleric wants among the affected undead.

Cast a spell (Wisdom)

Clerical magic comes from the cleric's divinity, its attendants, servants, demi-gods, or whatever is appropriate.

Roll 7-9	Roll 10+
Player chooses 1	Player chooses 2
The spell is not forgotten The spell has a powerful effect (maximize dice) The spell has a large effect (double range, duration, or number affected) The spell does not misfire	

When a clerical spell misfires, it still has its full normal effect, but the DM may make an immediate move:

- Manifestations of divine wrath or malice
- A divine or demonic being is informed, warned, or bolstered
- Enmity is created between the cleric and a powerful divine being (maybe even his/her god)
- The veils between the worlds are warped or damaged, maybe with stuff coming through
- The caster becomes more entangled in the incomprehensible schemes and politics of the divinities

On a failure, the spell is not forgotten. The DM may make a hard move.

The Druid

Cast a spell (wisdom)

Druidic magic comes from the primal force of Nature, possibly through the intermediary of some divinities, demigods, or spirits.

Roll 7-9	Roll 10+
Player chooses 1	Player chooses 2
The spell is not forgotten The spell has a powerful effect (maximize dice) The spell has a large effect (double range, duration, or number affected) The spell does not misfire	

When a clerical spell misfires, it still has its full normal effect, but the DM may make an immediate move:

- Wild uncontrolled manifestations of weather or natural life
- A divine, magical, or demonic being is warned, annoyed, or informed
- Enmity is created with an un-natural being
- Nature demands sacrifice

On a failure, the spell is not forgotten. The DM may make a hard move.

The Fighter

Bend Bars, Lift Gates (strength)

Use this move to carry out feats of strength, like smashing doors, bending iron bars, lifting gates, and so on.

Roll 7-9	Roll 10+
Player chooses 1	Player chooses 2
It doesn't take a very long time Nothing of value is damaged It doesn't make an inordinate amount of noise You can fix the thing again without a lot of effort	

The Paladin

With *Spout Lore*, a paladin may ask "Is it evil?" of any thing.

With *Discern Realities*, a paladin may ask "Where do I sense evil here?".

Lay on Hands

Once per day, a paladin may do this to heal 2 hit points of damage on another.

Once per week, a paladin may do this to cure disease.

Roll 7-9	Roll 10+
Player chooses 2	Player chooses 3
It works No divine or demonic beings are warned, angered, or attracted by this use of divine power The paladin's god (or a servant thereof) does not take special notice of the paladin or the character so healed	

The Ranger

With *Discern Realities*, a ranger may ask "who passed here recently" (and consequently be able to track whomever did).

A Ranger may *Spout Lore* regarding a monster using wisdom if he/she desires.

Hunt and Track (wisdom)

The ranger may hold and spend so long as he/she continues to track. As long as the ranger holds, he/she may not be ambushed or misled from the trail (though spending may be required to keep the trail).

Roll 7-9	Roll 10+
Player chooses 2	Player chooses 3
Follow the creature's trail until there's a significant change in its direction or mode of travel Gain an impression of the target as accurate as if the cleric were able to observe them briefly from several yards away Determine what direction the creature took when it changed its mode of travel, tried to escape pursuit, or made a major change of direction	

The Magic User

Cast a spell (intelligence)

Arcane magic comes from the use of formulae, ritual, and the magic user's own life force.

Roll 7-9	Roll 10+
Player chooses 1	Player chooses 2
The spell is not forgotten The spell has a powerful effect (maximize dice) The spell has a large effect (double range, duration, or number affected) The spell does not misfire	

When an arcane spell misfires, it still has its full normal effect, but the DM may make an immediate move:

- A powerful magical being takes notice of the magic user or his/her activities
- The spell's effects are wild, effecting additional targets (possibly including the caster)
- The spell manifests bizarre, demonic, or disturbing magic effects on the caster or vicinity
- The caster loses just a little more of her/her humanity (whatever that means)

On a failure, the spell is not forgotten. The DM may make a hard move.

The Illusionist

Cast a spell (intelligence)

Illusionist magic comes from the use of formulae, ritual, and the creative engine of the Illusionist's imagination.

Roll 7-9	Roll 10+
Player chooses 1	Player chooses 2
The spell is not forgotten The spell has a powerful effect (maximize dice) The spell has a large effect (double range, duration, or number affected) The spell does not misfire	

When an arcane spell misfires, it still has its full normal effect, but the DM may make an immediate move:

- A powerful magical being takes notice of the illusionist or his/her activities
- Demons or abominations from the illusionist's own imagination manifest in the physical world
- The spell manifests bizarre, demonic, or disturbing magic effects on the caster or vicinity
- The caster loses just a little more of her/her mind

On a failure, the spell is not forgotten. The DM may make a hard move.

The Thief

Thieves do their regular combat damage again when they stab from behind (i.e. usually double damage, but if combined with *Go Aggro*, triple damage).

With *Make your Move*, a thief may also select "slip into concealment" as one of their choices.

On a successful *Spout Lore* with written words, the thief may spend 1 to read basically what the words say, even if the thief doesn't know the language.

Trap Expert (dexterity)

The thief may hold and spend as they traverse the dungeon, for example, searching for traps in each successive area they pass through.

Roll 7-9	Roll 10+
Hold 1	Hold 3
Spend your hold when you want to ask: <ul style="list-style-type: none"> • Is there a trap here and if so, what activates it? • What does the trap do when activated? • What else should I be on the lookout for? 	

Thief Skills (dexterity)

A thief can use this move to pick a lock, pick a pocket, disarm a trap, hear noise, climb walls, or remain undetected when hiding.

Roll 7-9	Roll 10+
Player chooses 1	Player chooses 3
You succeed at the thing you were trying to do You don't give yourself away or arouse suspicion doing it You don't expose yourself to harm or danger It only takes a moment to do.	

The Assassin

Assassins may use poisoned blades (assuming they can acquire the poison), but any time they fail on a roll with poison exposed, the DM may choose to expose them, raise the alarm, or put a price on their head as a DM move.

Assassin gigs (intelligence)

Choose three gigs:

- Infiltration (discovered)
- Doing murders (embattled)
- Theft (bushwacked)
- Surveillance (deceived)
- Thuggery (embattled)

Whenever there's downtime, choose one or two to work.

Roll 7-9	Roll 10+
One gig is a catastrophe (you choose). You don't get profit, and the bad thing (in parenthesis) happens. Gain profit from your other gigs.	Gain profit from your gigs. Profit equals an experience check and 1d4*50 gold for each level you are.

Thief Skills (dexterity)

An assassin can use this move to pick a lock, pick a pocket, disarm a trap, hear noise, climb walls, or remain undetected when hiding.

Roll 7-9	Roll 10+
Player chooses 1	Player chooses 2
You succeed at the thing you were trying to do You don't give yourself away or arouse suspicion doing it You don't expose yourself to harm or danger It doesn't take a long time to do	

The Monk

With *Make your Move*, if the monk is under attack from missile weapons, the monk may choose "Take little damage" to take no damage at all.

Thief Skills (dexterity)

A monk can use this move to find a trap, disarm a trap, hear noise, climb walls, or remain undetected when hiding.

Roll 7-9	Roll 10+
Player chooses 1	Player chooses 3
You succeed at the thing you were trying to do You don't give yourself away or arouse suspicion doing it You don't expose yourself to harm or danger It only takes a moment to do.	

Spells

Use the spell lists in your game of choice. Read the spells carefully. The little details matter!

Most spells can be used exactly as written.

First Level Cleric Spells

All spells as written, with the following additions exceptions:

Command: If the spell is used on a PC, they may obey the command and gain experience. If they do not wish to obey, they must defiantly *Defy Danger* to do something else.

Detect Evil/Magic: With *Spout Lore* or *Discern Realities* you may additionally ask “where is evil here” or “where is magic here”.

Protection from Evil: Provides a +1 to rolls to Go Aggro, *Defy Danger*, or *Make your Move* where direct contact with evil creatures is concerned. Evil creatures of equal to or fewer HD than the caster can't harm the caster at all.

Resist Cold: Provides a +1 to all rolls to *Defy Danger*, where the danger is cold and provides 1 additional armor against cold attacks.

Remove Fear: When used on a PC, the PC may flee in fear and gain experience, otherwise they must successfully *Make your Move* to do anything other than flee in fear.

Sanctuary: Should a monster perform a hostile move against the cleric under sanctuary, the cleric may roll to *Defy Danger* using WIS instead of CON at +1.

First Level Magic User Spells

Charm Person: When used on a PC, the PC may choose to accept the charm and gain experience. Resisting a charm person requires the PC to successfully *Make your Move* to do anything other than what the charmer asks.

Shield: Provides 2 points of magical armor, as well as +2 to any *Defy Danger* rolls where the danger is a frontal attack.

Jump: When used by a magic user to make my move in an appropriate fashion, the magic user may use INT instead of DEX to make the move in addition to the normal effects of the spell.

Shocking Grasp: Note that touching an opponent in the context of a heated battle might require *Make your Move* or *Defy Danger*.

Fighting

Oftentimes you'll be in a fight. A fight is when two groups are in combat, doing damage to one another.

Go Aggro and *Make your Move* are both great ways to start a fight. A fight might also start for any number of other reasons, including the DM making a move.

Damage

If you're in a fight, taking damage from whomever you're fighting is always a possibility unless you make a move and choose a success option that specifically exempts you from damage. For example, if you choose an option that says your enemies can't land a blow, it means you don't take damage from them in the fight.

In a fight, *Go Aggro*, *Make your Move*, and *Defy Danger* are all usually legitimate moves to make. *Go Aggro* and *Make your Move* let you dish out damage on a success, depending on which options you choose. *Defy Danger* doesn't dish out damage, but lets you get other stuff done instead.

PCs dish out base damage just as they do in D&D, for example, according to weapon and spell modified by magic, strength, and so on. This might be modified by the move their doing (see *The Basic Moves*).

Enemies don't roll to hit. They just do damage whenever the moves or the fiction say it's appropriate. Dealing damage in a fight can be a DM move.

Armor

Armor reduces damage, as follows:

- Light armor (leather, cloth, studded) -1 damage
- Accouterments (shield, helmet) -1 damage each
- Medium armor (chain, banded, ring, scale) -2 damage
- Heavy armor (full plate) -3 damage

Damage and Multiple Enemies or Allies

When a PC is fighting multiple enemies, one enemy is the primary foe (normally the toughest foe or the one the PC is fighting if they're all the same), and it does its regular damage to the PC. If the monster has friends fighting with it in the same group, they do 1 point of damage each for each hit die they have. For example, a fighter is fighting 4 kobolds at once (1 hit die, 1d4 damage). When the kobolds do damage, they do 1d4+3 (1d4 for the primary foe plus 1 for each additional kobold).

If the PC has non-PC allies (like hirelings), they also each do 1 point of damage for each hit die to whomever they're fighting. For example, if a level 1 hireling and a kobold are fighting away in a corner, by default they do 1 hit point of damage to each other each round until one of them dies, a PC intervenes, or the DM makes a hard move.

Other Adventure Stuff

Advancement

At the start of each session, each player should randomly select two of their attributes. Every time you roll one of your selected attributes, mark a checkmark under experience. Once you've accumulated 10 checkmarks, chose:

- Gain a level
- Raise one of your attributes by 1 point

Hirelings

Hirelings may optionally be promoted to a PC when needed, like someone new comes to the table, or a PC gets killed and the player wants a new PC.

When you promote a hireling to a PC, the DM may set any of their ability scores they think appropriate. Roll for the rest.

If a player is away for some reason, their PC may be demoted to a hireling.

Order Hirelings Around (charisma)

Do this when you order your hirelings to do something particularly dangerous, go into danger unsupported, or carry a disproportionate weight of risk or labor.

Roll 7-9	Roll 10+
Player chooses 1	Player chooses 3
They do it They don't demand extra reward They don't question your authority They don't hold it against you or become disloyal	

Town and Downtime

Town is any safe place away from the adventure where the PCs can take a rest. When the PCs decide to rest up, make preparations, or do other non-adventure stuff, that's called downtime.

When you have downtime, every PC gets to do a downtime move. You don't do basic moves during downtime, there's no danger, and no fight.

During downtime, a PC may sell normal stuff, buy normal stuff, rest up and heal, and go up levels without making a move.

To do a downtime move, you need to find and engage an appropriate named NPC. This might be someone your character already knows, or somebody the DM just makes up.

When a downtime move results in failure or catastrophe, this is an invitation to turn the town scene into an adventure (with attendant possibilities of moves, danger, and fights).

Downtime Moves

Purchase Specialty Goods and Services (charisma)

Use this move to pay money for goods and services through legitimate channels.

Approach the appropriate NPC and choose one or more things you want to acquire from them:

- Services
- Succor, protection, or lodging
- Opportunities for adventure, fame, or personal gain (see adventure hooks)
- Specialty, magic, or rare stuff
- Information on a specific topic

Roll 7-9	Roll 10+
You can have it, but you'll need to undertake an adventure first (see adventure hooks).	Choose 2: <ul style="list-style-type: none"> • It's not expensive • It's ready right away • No strings attached

Go Through other Channels (varies)

Use this move to get stuff that's not available through regular channels, or to use less legitimate means to get what you want. Each channel uses a particular attribute and has its own risk (in parenthesis after the channel name). A given town might have more or fewer channels, including channels not listed here (which the DM should make up).

- Get what you want through threats, violence, or intimidation (strength/embattled)
- Get what you want through fraud, theft, or trickery (dexterity/discovered)
- Deal with the local temple, church, or cult (wisdom/entangled)
- Engage in risky arcane research (intelligence/ensorcelled or magical mishap)
- Deal with the local criminal underground (charisma/double-crossed)

On a failure you don't get it, AND the risk comes true.

Roll 7-9	Roll 10+
Choose 1: <ul style="list-style-type: none"> • You can have it, but you'll have to undertake an adventure first (see adventure hooks) • You get it, but the risk comes true. 	Choose 2: <ul style="list-style-type: none"> • There are no strings attached • You don't promise anything in return • It's not a matter of general knowledge that you got it.

Carouse (constitution)

Describe how you kick off your round of carousing and ante up 1d4 * 100 * your level in gold pieces.

If you need 3 or less experience checks to gain the next level, that's how much experience you can gain, otherwise, it's one check.

Roll 7-9	Roll 10+
Gain experience, but DM chooses: <ul style="list-style-type: none"> • Entangled • Embattled • Ensoceled • Tricked • Ambushed 	Gain experience and choose two: <ul style="list-style-type: none"> • Befriend a useful NPC • Lose only half your ante • Gain an adventure hook (as if you rolled 10+) • Gain useful information

Undertake a Dangerous Journey (intelligence)

John Harper came up with this one. On a failure, the DM may choose whichever they wish.

Roll 7-9	Roll 10+
Choose 1 to notice	Travel without incident
You're running low on food You're running low on adventuring supplies (rope, torches, oil, etc.) You're badly fatigued and need rest You've lost your way or are separated from your companions You've encountered a monster that regards this territory as its own	

Adventure Hook (wisdom)

Roll this when you meet with someone who can hire you to undertake an adventure or provide intelligence of a valuable treasure ripe for plucking. On a failure, you get only general information and rumors.

Roll 7-9	Roll 10+
Player chooses 1	Player chooses 2
You get a useful map, a guide, or detailed instructions You know the basic shape of the biggest threat There's an additional reward or extra-large treasure in it for you You know the specifics of one threat, danger, or obstacle	

Monster Moves

Monsters moves are just moves, that is, do the monster move when it's your turn to make a move. Use the AD&D Monster Manual or any other OD&D book as your monster source. It's really important you read the monster description and incorporate the fictional details into the encounter!

Here are some example monster moves:

Amorphous: Move options that allow you to increase your damage or pierce armor do not work on this creature (e.g. gelatinous cube, any ooze)

Blink: You have to *Make your Move* to successfully attack it

Breath Weapon: When attacked by a breath weapon, roll DEX. On a 7-9, you take half damage. On a 10+, you escape the breath attack altogether.

Blood Drain: Take damage every turn until you successfully *Make your Move* to remove the source of the blood drain (e.g. Stirges).

Cloud Attack: This attack hits everyone in a given area.

Crushing: Crushing is a brutal attack that does great damage unless the character successfully rolls *Defy Danger*

Fear: When under the effects of fear, you must defiantly face danger in order to act at all. The danger is that you'll be overpowered by your fear. Alternately, you can flee blindly and gain experience for it.

Gaze Attack: Doing anything while avoiding a monster's gaze is probably *Defy Danger*. The effects of meeting its gaze depend on the monster.

Grabbing: When grabbed, *Make your Move* (where it's themselves they're seizing) or be grabbed. Grabbed opponents can't move around and take damage automatically each round. Escaping is also *Make your Move* (e.g. roper, constrictor snake)

Ignores Armor: Just like it says; good for constriction attacks

Mindless: You can't have a conversation or *Hold a Parlay* with it, and you can't use *Go Aggro* to attack it!

Never Surprised: This monster is never taken by surprise.

Paralysis: To do anything once paralyzed, you must *Defy Danger* (where the danger is being immobilized). Once you succeed at this, the paralysis is passed.

Petrification: When this monster meets a character's gaze, that character may be turned into stone: *Defy Danger* (and a failure means you get turned to stone). Avoiding the gaze of a petrifying monster, once you know it's there, isn't a move. You can just do it..

Phasing: Thing can teleport or walk through walls

Poison (weak): *Defy Danger* in order to do anything until you've succeeded 1, 2, or 3 times (depending on strength).

Poison (strong): Defiantly Face Danger or die.

Shield Wall: This creature cannot be forced back using the *Go Aggro* move.

Spikes: When a characters uses *Go Aggro* in melee on this monsters, they must also *Defy Danger* or take 1d6 damage from the spikes.

Siren's Call: If you do what the charming creature wishes, you gain experience, otherwise *Defy Danger*.

Stealth: A stealthy monster's move is to attack from concealment with surprise; for example as from mimics and gelatinous cubes.

Surprise: This monster surprises its opponents on a roll of 2 in 6. It may also surprise them if they fail an appropriate move when it's near. When the monster surprises its opponents, make a hard move with it.

Swallow: Seize the advantage or be swallowed. Once you're swallowed, if you have a small weapon, you can *Go Aggro*, but if you fail, you take damage or just plain die, depending on the monster.

Trapping: Trappers, mimics, and the like have this custom move. *Discern Realities*. If you fail, you're trapped.

DM Moves

These are the basic DM moves:

- Take away their stuff
- Introduce a wandering monster
- Roll on a random table
- Make the monster's special move or activate the trap
- Put someone in a tight spot
- Inflict harm as per the situation
- Announce future trouble
- Announce trouble off-screen
- Activate their stuff's downside
- Inflict the natural consequences of their actions
- Use up resources (like torches, food, and stuff)

Credits

Heavily hacked from Advanced Dungeons & Dragons

Heavily hacked from Apocalypse World by Vincent Baker

Playtesters

- Brandon Amancio
- Philip LaRose
- Gabe Shapiro

Here's a good place to discuss this game:

<http://story-games.com/praxis/comments.php?DiscussionID=152&page=1>