

The Perilous Wilds

SURVIVAL KIT

Reference and play aids for
Dungeon World and *The Perilous Wilds*



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The use of the “Voronoi” pattern on the map templates is inspired by a similar use of the same pattern by Vincent Baker in his unpublished game *Apocalypse World: Dark Age*.



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Basic Moves

HACK AND SLASH

When you *attack an enemy in melee*, roll +STR: on a 10+, you deal your damage to the enemy and avoid their attack, unless you choose to do +1d6 damage and expose yourself to their attack; on a 7–9, you deal your damage to the enemy and the enemy makes an attack against you.

VOLLEY

When you *take aim and shoot at an enemy at range*, roll +DEX: on a 10+, you have a clear shot—deal your damage; on a 7–9, deal your damage and choose one:

- * You have to move to get the shot, placing yourself in danger (ask the GM how)
- * Take what you can get: -1d6 damage
- * You have to take several shots, reducing your ammo by one

DEFY DANGER

When you *act in the face of imminent threat or calamity*, say what you do and roll...

- ... +STR if you power through
- ... +DEX if you act fast
- ... +CON if you endure
- ... +INT if you think fast
- ... +WIS if you steel your will
- ... +CHA if you charm your way out

On a 10+, you do it, and the threat doesn't come to bear; on a 7–9, you stumble, hesitate, or flinch: the GM will offer you a worse outcome, hard bargain, or ugly choice.

DEFEND

When you *stand in defense of a person, item, or location under attack*, roll +CON: on a 10+, hold 3; on a 7–9, hold 1. As long as you stand in defense, when you or the thing you defend is attacked you may spend hold, 1 for 1, to choose an option:

- * Redirect an attack from the thing you defend to yourself
- * Halve the attack's effect or damage
- * Open up the attacker to an ally giving that ally +1 forward against the attacker
- * Deal damage to the attacker equal to your level

SPOUT LORE

When you *consult your accumulated knowledge about something*, roll +INT: on a 10+, the GM will tell you something interesting and useful about the subject relevant to your situation; on a 7–9, the GM will only tell you something interesting—it's on you to make it useful. The GM might ask you "How do you know this?" Tell them the truth, now.

DISCERN REALITIES

When you *closely study a situation or person*, roll +WIS: on a 10+, ask the GM 3 questions from the list below; on a 7–9, ask 1. Either way, take +1 forward when acting on the answers.

- * What happened here recently?
- * What is about to happen?
- * What should I be looking out for?
- * What here is useful or valuable?
- * Who's really in control here?
- * What here is not as it appears?

PARLEY

When you *have leverage on an NPC or monster and manipulate them*, roll +CHA: on a 10+, they do what you ask if you first promise what they ask of you; on a 7–9, they will do what you ask, but need some concrete assurance of your promise, right now.

AID OR INTERFERE

When you *help or hinder someone*, roll +bond with them: on a 10+, they take +1 or -2 to their roll, your choice; on a 7–9, they still get a modifier, but you also expose yourself to danger, retribution, or cost.

Special Moves

LAST BREATH

When *you're dying*, roll +nothing: on a 10+, you've cheated Death—you're in a bad spot but you're still alive; on a 7–9, Death himself will offer you a bargain—take it and stabilize or refuse and pass beyond the Black Gates into whatever fate awaits you; on a 6-, your fate is sealed. and you'll cross the threshold soon. The GM will tell you when.

ENCUMBRANCE

When you *make a move while carrying weight*, you may be encumbered. If your weight carried...

... does not exceed your load, you suffer no penalty.

... exceeds your load by no more than 2, you take -1 ongoing until you lighten your burden.

... exceeds your load by 3 or more, drop at least 1 weight and roll at -1, or automatically fail.

END OF SESSION

When you *reach the end of a session*, choose one bond that you feel is resolved, ask the player of the character you have the bond with if they agree; if they do, mark XP and write a new bond with whomever you wish.

Then, if you fulfilled your alignment at least once this session, mark XP. Then, answer these questions together:

- * Did we learn something new and important about the world?
- * Did we overcome a notable enemy?
- * Did we find a memorable treasure?

For each "yes," everyone marks XP.

CAROUSE

When you *return triumphant and throw a big party*, spend 100 coins and roll +1 for every extra 100 coins spent: on a 10+, choose 3; on a 7–9, choose 1; on a 6-, choose one, but things get out of hand (ask the GM how).

- * You befriend a useful NPC
- * You hear rumors of an opportunity
- * You gain useful information
- * You are not entangled, ensorcelled, or tricked

SUPPLY

When you *go to buy something*, you can buy it at market price if it's readily available. If it's something special, roll +CHA: on a 10+, you find it, at a fair price; on a 7–9, you'll have to pay more, jump through some hoops, or settle for something that's not exactly what you wanted (ask the GM which).

RECOVER

When you *do nothing but rest in comfort and safety*, after a day of rest you recover all your HP. After three days of rest you remove one debility of your choice. If you're under the care of a healer, you heal a debility for every two days of rest instead.

OUTSTANDING WARRANTS

When you *return to a civilized place in which you've caused trouble before*, roll +CHA: on a 10+, word has spread of your deeds and everyone recognizes you; on a 7–9, as above, and the GM chooses a complication:

- * The local constabulary has a warrant out for your arrest
- * Someone has put a price on your head
- * Someone important to you has been put in a bad spot as a result of your actions

BOLSTER

When you *spend your leisure time in study, meditation, or hard practice*, you gain preparation. If you prepare for a week or more, take 1 preparation. If you prepare for a month or longer, take 3 instead. When your preparation pays off, spend 1 preparation for +1 to any roll. You can only spend one preparation per roll.

Follower Moves

RECRUIT

When you *go looking to hire help*, tell the GM what you're offering and whom you're looking for, phrased in one of the following ways:

- * A group of _____ (porters, guards, minstrels, angry farmers, etc.)
- * A skilled _____ (guide, sage, burglar, bodyguard, etc.)

A group is a follower like any other, but with the *Group* tag.

If the GM says you can't find that hereabouts, start over or move on. Otherwise, roll +nothing and take +1 if you have a good reputation in these parts:

- 10+ They're yours for the hiring.
- 7-9 GM chooses 1 from the list below.
- 6- No one shows, but mark XP.

- * They demand greater compensation, in coin or some other form
- * No one here fits the bill, but you hear of someone elsewhere who does
- * They have a need that must be met first (permission from another, a favor, etc.)
- * You can tell at a glance they are less than ideal (ask the GM how)

The GM will choose or roll their specifics (Quality, Loyalty, Instinct, Cost, tags, etc.) as needed, to be discovered through play. Which might involve you grilling them, now.

ORDER FOLLOWER

When you *order or expect a follower to do something dangerous, degrading, or contrary to their Instinct*, roll +Loyalty:

- 10+ They do it, now.
 - 7-9 They do it, but GM picks one from the list below.
 - 6- Mark XP, and GM makes a move.
- * Decrease the follower's Loyalty by 1
 - * They complain loudly, now or later, and demand something in return
 - * Caution, laziness, or fear makes them take a long time to get it done

DO THEIR THING

When a follower *does something chancy within the scope of their tags or moves*, roll +Quality:

- 10+ They do it, as well as one could reasonably hope.
- 7-9 They do it, but there's an unforeseen cost, consequence, or limitation (ask the GM what).
- 6- Mark XP, and GM makes a move.

When a follower *does something chancy that falls beyond the scope of their tags or moves*, or does anything on their own, the GM will tell you what happens.

CALL FOR ASSISTANCE

When a follower *helps you make a move that calls for a roll*, take +1 to that roll but know that they will be exposed to any potential consequences.

When a follower *helps you Hack and Slash or Volley*, roll their damage die alongside yours and use the higher die.

When a follower *helps you Defend*, you can spend 1 hold to redirect an attack to them instead of yourself.

PAY UP

When you *pay a follower's cost*, increase their Loyalty by 1 (to a maximum of +3). You can't trigger this move again until both you and your follower have Made Camp.

WATCH THEM GO

When a follower *has -3 Loyalty*, they betray or abandon you at the first opportunity.

Travel Moves

JOURNEY

When you *travel by a safe route*, through safe or dangerous lands, indicate your destination on the map. The GM will tell you how long the trip takes, and what—if anything—happens along the way. When you reach your destination, choose someone to Manage Provisions to determine how many rations were consumed over the course of the trip.

UNDERTAKE A PERILOUS JOURNEY

When you *travel through dangerous lands*, and not on a safe route, indicate the course you want to take on the map and ask the GM how far you should be able to get before needing to Make Camp. If you're exploring with no set destination, indicate which way you go.

Then, choose one party member to Scout Ahead, and one to Navigate, resolving those moves in that order.

FORAGE

When you *spend a day seeking food in the wild*, and your surroundings are not *Barren*, roll +WIS:

- 10+ You gain 1d4 rations, +1d4 rations if you have the knowledge and gear needed to trap or hunt.
- 7-9 As above, but you must first deal with a Discovery or Danger of GM's choice.
- 6- Mark XP, and GM makes a move.

MAKE CAMP

When you *settle in to rest*, choose one member of the party to Manage Provisions. Then, if you eat and drink, and have enough XP, you may level up.

If you're bedding down in dangerous lands, decide on a watch order. Then, the GM chooses one person on watch during the night to roll +nothing:

- 10+ The night passes without incident.
- 7-9 GM chooses 1 from the list below.
- 6- Everyone marks XP, and a Danger manifests. You'd better Stay Sharp!
 - * The person on watch notices a nearby Discovery
 - * One party member of the GM's choice suffers a restless night
 - * One or more followers causes trouble
 - * A Danger approaches—it's not immediately hostile, but whoever's on watch had better Stay Sharp anyway

When you wake from at least a few hours of uninterrupted sleep, and you ate and drank the night before, heal damage equal to half of your max HP.

STAY SHARP

When you *are on watch and something approaches*, roll +WIS:

- 10+ You notice in time to alert everyone and prepare a response; all party members take +1 forward.
- 7-9 You manage to sound the alarm, but no one has time to prepare.
- 6- Mark XP, and whatever approaches has the drop on you.

Travel Moves

SCOUT AHEAD

When you *take point and look for anything out of the ordinary*, roll +WIS:

- 10+ Choose 2 from the list below.
- 7-9 Choose 1 from the list below.
- 6- Mark XP, and GM makes a move.
- * You get the drop on whatever lies ahead
- * You discern a beneficial aspect of the terrain—shortcut, shelter, or tactical advantage (describe it)
- * You make a Discovery (ask the GM)
- * You notice sign of a nearby Danger—ask the GM what it is, and what it might signify

NAVIGATE

When you *plot the best course through dangerous or unfamiliar lands*, roll +INT:

- 10+ You avoid dangers and distractions and make good time, reaching a point of the GM's choosing before you need to Make Camp.
- 7-9 GM chooses 1 from the list below.
- 6- Mark XP, and GM makes a move.
- * You happen upon a Discovery missed by the scout
- * The going is slow, or you wander off course. The GM says which, and where you end up on the map
- * You encounter a Danger; whether or not you're surprised depends on whether the scout has the drop on it

MANAGE PROVISIONS

When you *prepare and distribute food for the party*, roll +WIS:

- 10+ Choose 1 from the list below.
- 7-9 The party consumes the expected amount of rations (1 per person if Making Camp, 1 per person per day if making a Journey).
- 6- Mark XP, and GM makes a move.
- * Careful management reduces the amount of rations consumed (ask the GM by how much)
- * The party consumes the expected amount and the food you prepare is excellent—describe it, and everyone who licks their lips takes +1 forward

Marketplace

WEAPONS

A dull long sword might be -1 damage instead while a masterwork dagger could be +1 damage.

Ragged bow: *near*, 15c, 2 wt
Fine bow: *near, far*, 60c, 2 wt
Hunter's bow: *near, far*, 100c, 1 wt
Crossbow: *near*, +1 dmg, *reload*, 35c, 3 wt
Bundle of arrows: 3 ammo, 1c, 1 wt
Elven arrows: 4 ammo, 20c, 1 wt

Club/shillelagh: *close*, 1c, 2 wt
Staff: *close, two-handed*, 1c, 1 wt
Dagger/knife: *hand*, 2c, 1 wt
Throwing Dagger: *thrown, near*, 1c, 0 wt
Short sword/axe/warhammer/mace:
close, 8c, 1 wt

Spear: *reach, thrown, near*, 5c, 1 wt
Long sword/battle axe/flail:
close, +1 dmg, 15c, 2 wt
Halberd: *reach*, +1 dmg, *two-handed*, 9c, 2 wt
Rapier: *close, precise*, 25c, 1 wt
Dueling rapier
close, 1 pierce, *precise*, 50c, 2 wt

ARMOR

Leather/chainmail:
1 armor, *worn*, 10c, 1 wt
Scale mail:
2 armor, *worn, clumsy*, 50c, 3 wt
Plate:
3 armor, *worn, clumsy*, 35c, 4 wt
Shield: +1 armor, 15c, 2wt

DUNGEON GEAR

Adventuring Gear: 5 uses, 20c, 1 wt
Bandages: 3 uses, *slow*, heal 4 HP, 5c, 0 wt
Poultices and Herbs:
2 uses, *slow*, heal 7 HP, 10c, 1 wt
Healing potion:
heal 10/remove 1 debility, 50c, 0 wt
Keg of dwarven stout:
+1 Carouse, 10c, 4 wt
Bag of books:
5 uses, +1 Spout Lore, 10c, 2 wt
Antitoxin: cure poison, 10c, 0 wt
Dungeon rations: *ration*, 5 uses, 3c, 1 wt
Personal feast: *ration*, 1 use, 10c, 1 wt
Dwarven hardtack:
dwarf, ration, 7 uses, 3c, 1 wt
Elven bread: *ration*, 7 uses, 10c, 1 wt
Halfling pipeleaf:
6 uses, +1 Parley when shared, 5c, 0 wt

POISONS

Oil of Tagit: *dangerous, applied*, 15c, 0 wt
Target falls into a light sleep
Bloodweed: *dangerous, touch*, 12c, 0 wt
Target suffers -1d4 to damage until cured
Goldenroot: *dangerous, applied*, 20c, 0 wt
Target treats next creature seen as ally.
Serpent's Tears: *dangerous, touch*, 10c, 0 wt
Target suffers best of 2 damage rolls.

SERVICES

Peasant inn, 1 week: 14-Charisma coins
Civilized inn, 1 week: 30-Charisma coins
Fancy inn, 1 week: 43-Charisma coins
Mundane labor, 1 week: 10c
Enlisted service, 1 month: 30 coins
Custom blacksmithed item: base item +50c
Companionship, 1 night: 20-Charisma coins
Entertainment, 1 evening: 18-Charisma coins
Guard, risky route, 1 day: 20c
Guard, dangerous route, 1 day: 54 coins
Murder, low risk/repercussion: 5c
Murder, high risk/repercussion: 120 coins
Chirurgeon, healing: 5c
Prayers for the departed, 1 month: 1c
Repairs, mundane item: 25% item's cost

Marketplace

MEALS

Hearty meal: 1c
Poor meal for a family: 1c
Feast: 15c/person

TRANSPORT

Cart and donkey: 50c, load 20
Horse: 75c, load 10
Warhorse: 400c, load 12
Wagon: 150c, load 40
Barge: 50c, load 15
River boat: 150c, load 20
Merchant ship: 5,000c, load 200
War ship: 20,000 c, load 100
Passage, safe route: 1c
Passage, risky route: 10c
Passage, dangerous route: 100c

LAND & BUILDINGS

Hovel: 20c
Cottage: 500c
House: 2,500c
Mansion: 50,000c
Keep: 75,000c
Castle: 250,000c
Castle, grand: 1,000,000 coins
Upkeep, 1 month: 1% of the cost

BRIBES

Peasant dowry: 20-Charisma coins
“Protection” for small business:
 100-Charisma coins
Bribe, government: 50-Charisma coins
Bribe, compelling: 80-Charisma coins
Bribe, irresistible: 500-Charisma coins

GIFTS & FINERY

Gift, peasant: 1c
Gift, fine: 55c
Gift, noble: 200c
Ring/cameo: 75c
Finery: 105c
Tapestry, fine: 350c
Crown, fit for a king: 5,000c

HOARDS

Goblin stash: 2c
Lizardman trinkets: 5c
“Priceless” sword: 80c
Orc warchief’s tribute: 250 coins
Dragon’s mound of coins and gems: 130,000c

Region

TAGS

Impressions

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Notes

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Dungeon _____ ☐ Small ☐ Medium ☐ Large ☐ Huge

BUILDER _____ FUNCTION _____

RUINATION _____ ENTRANCE _____

THEME COUNTDOWN THEME COUNTDOWN

_____ ○○○○○○○○○○ _____ ○○○○○○○○○○

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Notes/history

Common areas Unique areas

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Discoveries

Dangers

follower

QUALITY -1 0 +1 +2 LOYALTY -3 -2 -1 0 +1 +2 +3

TRAITS _____

TAGS _____

INSTINCT _____

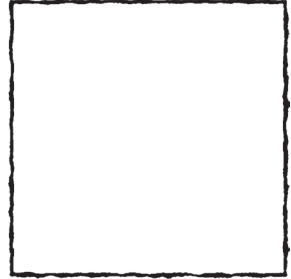
COST _____

ARMOR ____ DAMAGE ____ HP ○○○○○○○○○○

LOAD 2 GEAR _____

MOVES _____

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follower

QUALITY -1 0 +1 +2 LOYALTY -3 -2 -1 0 +1 +2 +3

TRAITS _____

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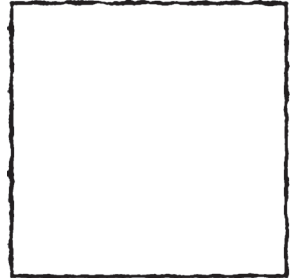
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follower

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TRAITS _____

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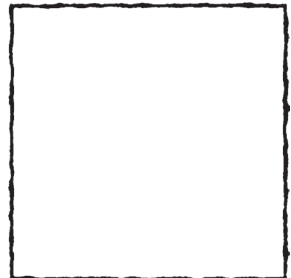
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ARMOR ____ DAMAGE ____ HP ○○○○○○○○○○

LOAD 2 GEAR _____

MOVES _____

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follower

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TRAITS _____

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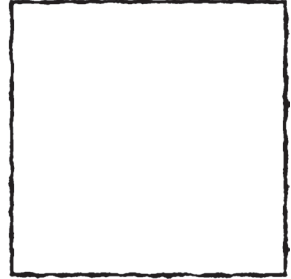
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LOAD 2 GEAR _____

MOVES _____

NOTES _____



follower

QUALITY -1 0 +1 +2 LOYALTY -3 -2 -1 0 +1 +2 +3

TRAITS _____

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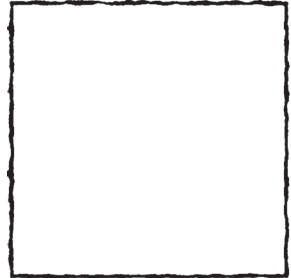
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ARMOR ____ DAMAGE ____ HP ○○○○○○○○○○

LOAD 2 GEAR _____

MOVES _____

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follower

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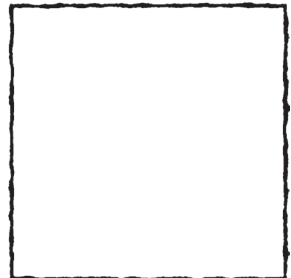
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LOAD 2 GEAR _____

MOVES _____

NOTES _____



Monster _____

TAGS _____

DAMAGE _____

ARMOR ____ HP _____

SPECIAL QUALITIES _____

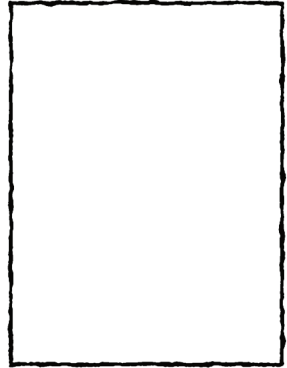
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Monster _____

TAGS _____

DAMAGE _____

ARMOR ____ HP _____

SPECIAL QUALITIES _____

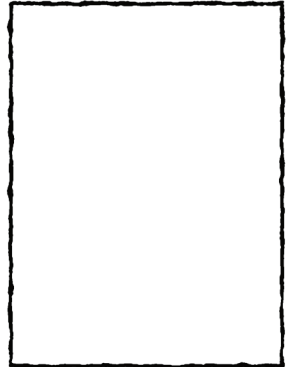
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Monster _____

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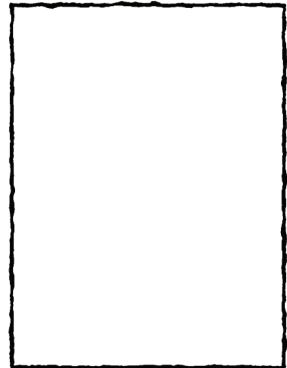
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Monster _____

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SPECIAL QUALITIES _____

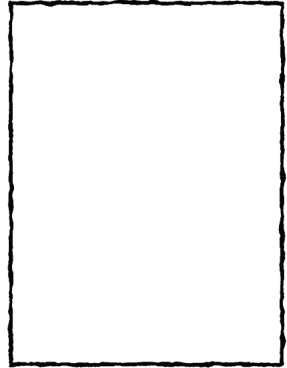
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Monster _____

TAGS _____

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SPECIAL QUALITIES _____

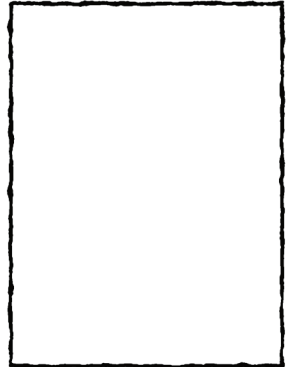
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NOTES _____



Monster _____

TAGS _____

DAMAGE _____

ARMOR ____ HP _____

SPECIAL QUALITIES _____

INSTINCT _____

MOVES * _____

* _____

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NOTES _____

