

Dungeon World: Additional Alignment Moves

This document contains additional alignment moves for the Dungeon World core classes, as well as all four Funhaver classes (the Warlock, Initiate, Shaman and Namer). This is intended to allow you to play these classes with alignments they weren't published with. With this supplement, each class now has alignment moves for all five possible alignments.

The Bard

Lawful

Tell the truth when doing so would put you at risk.

Evil

Seduce another into doing your bidding.

The Cleric

Neutral

Cast your religion in a positive light through your actions.

Chaotic

Make someone question their own beliefs.

The Druid

Lawful

Prevent others from interfering with the natural order.

Evil

Subvert the natural order to serve your whims.

The Fighter

Lawful

Fight honorably against an opponent who doesn't.

Chaotic

Teach the oppressed to stand up for themselves.

The Paladin

Chaotic

Act against an unjust law.

Evil

Punish someone for acting above their station.

The Ranger

Lawful

Endanger yourself to protect civilization from the wilds.

Evil

Make the weak fear the strong.

The Thief

Lawful

Help others protect themselves from crime.

Good

Give from the rich to the poor.

The Wizard

Lawful

Use magic to enforce the status quo.

Chaotic

Use magic to bring about significant change.

The Warlock

Good

Help someone else repay their debts.

Neutral

Deflect blame or suspicion from yourself to another.

The Initiate

Neutral

Learn something about the world or yourself through fighting.

Evil

Leave an opponent a physical reminder of their defeat at your hands.

The Shaman

Good

Offer comfort to the bereaved.

Evil

Compel a spirit to act against its will.

The Namer

Lawful

Stop someone from bending the natural order.

Chaotic

Refuse to use coercion when it would be the easier choice.