



20 Dungeon Starters

Written by Marshall Miller and Mark Tygart
Edited by Jason Lutes

Many thanks to our proofreaders:
Johnstone Metzger, Max Perman, and Thomas Walker

This supplement relies upon rules and concepts
published in *Dungeon World*, by Adam Koebel
and Sage LaTorra, and is licensed under a
Creative Commons Attribution 3.0
Unported license

The text of this supplement is released
under a Creative Commons
Attribution 3.0 Unported License



Contents

Introduction	1
How to use a dungeon starter	1
5 by Marshall Miller	
BLACK OAK RIDGE	2
THE ESCAPE	4
THE GOBLIN HOLE	6
THE SHALLOW SEA	8
THE SKY CHAIN	10
15 by Mark Tygart	
CASTLE DEATH	12
CESSPITS AND SEWER RATS	14
CITY OF PILLARS	16
DAUGHTER OF ICE	18
THE DREAMING WOOD	20
ELDRITCH ISLAND	22
THE GIBBELIN JOB	24
INTO THE FUNGAL FOREST	26
THE MINES OF FARA-DUL	28
MOUNTAIN OF FIRE	30
A SACRIFICE FOR A MOSASAUR	32
TEMPLE OF THE TERRIBLE NIGHT	34
THE TREASURE PIT	36
TROLLSTONE CAVERNS	38
THE WHISPERWAY	40

*This book is dedicated to the memory of
C. E. Tygart*

Introduction

I read a blog about a *Dungeon World* session a few years ago that had really frustrated a newbie GM. The party entered a new city and went wild creating bizarre stores that sold cages full of giant talking mosquitoes.

This behavior may have seemed unruly, but it's hard to fault players that invent cages of talking mosquitoes. What the hell would anyone do with a bunch of talking mosquitoes? The ideal *Dungeon World* response would be to reshape the adventure so that it was *about* talking mosquitoes.

A *Dungeon World* adventure should be like a pitch session for a well-run television show. The GM is the executive in charge of production—the show runner—while the players fill in for the writing staff. The writers should know that playing a Gygaxian fantasy adventure invites certain tropes, conventions, and subject matter. If the characters decide that they want to have a pirate adventure instead of climbing Mount Icy Doom, the GM should be prepared to reconfigure the Ice Gnomes as Jungle Goblins and revamp the horrific Wendigo Mage as the equally disturbing Cannibal Wraith.

Marshall Miller invented “dungeon starters” to help in this process. He wrote and posted the first ones for free on the web, along with a blank template for others to use. He then encouraged others to go forth and create their own dungeon starters. The rest, as they say, is history.

These starters are like the notes you might bring to a *Dungeon World* session, with plenty of blanks left in for improvisation at the table. A GM can use a starter as a one-shot, fold it into an ongoing campaign, or even as a link in a chain of starters that lead from one to the another. Say you want to run “Castle Death” (page 12). The characters may decide that the dragon in the basement is too powerful to kill without special help, and look into other solutions; a clever GM might tell them rumors of a gorgon, the sight of whose severed head might petrify the dragon, and send them off to the lost “City of Pillars” (page 16) to find *that* horrible creature.

The key is the blank spaces. A thoughtful GM once suggested to me that the entirety of Castle Death should be decorated with draconic art, and that the former warlord loved dragons so much that he had transformed himself by some dark art into a dragon; another thought that the warlord could have been devoured by the dragon, and that his friendly ghost would be a good addition to the monster roster. Whether your dragon needs slaying or liberation, there's no right answer in *Dungeon World*. These starters were written in that spirit.

Now, if you excuse me, I've got to decide where exactly to put that pit trap.

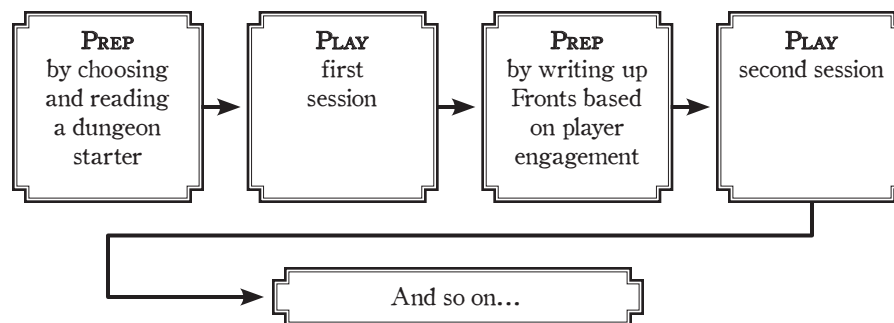
—Mark Tygart
2016

How to use a dungeon starter

A dungeon starter is a collection of themed prompts, mechanics, and monsters intended to help the GM get a game of *Dungeon World* rolling quickly. It's easy enough to play with no prepared material whatsoever, but sometimes it's nice to have someone else set the stage for you. To that end, this book is a collection of sets, props, special effects, and characters, but there's no set script.

To get started, just follow these steps:

- 1) Browse through this book and choose a starter that appeals to you.
- 2) Print out the two pages that comprise your chosen starter.
- 3) Read it through before you sit down to play, and keep it in front of you during play.
- 4) Start by asking the players some or all of the listed **Questions**, and take note of their answers. Their answers are more important than the text of the dungeon starter; if their answers contradict the content or point in a different direction, prioritize their answers!
- 5) Refer to the **Agenda**, **Goals**, and **Dungeon Moves** throughout play whenever you feel stuck.
- 6) Relay some or all of the **Impressions** to the players as you see fit (and not necessarily in the order listed).
- 7) Bring the written **Discoveries**, **Dangers**, and other elements into play when the opportunity arises, but remember that the things described are only part of the picture. They are like points on a map with blank space in between, ready to be filled by your imagination and the flow of the game.
- 8) After your first session with a dungeon starter, if the game is going to be continued, take a little time to prep before the next session. Reflecting on how the first session went, consider what the players did, what they didn't do, and what seemed to engage them the most. Use your prep time to write some Fronts based on that analysis.
- 9) Wait eagerly for the next session.
- 10) Play to find out what happens!



Black Oak Ridge

by Marshall Miller

Agenda

- * Make the world fantastic
- * Fill the characters' lives with adventure
- * Play to find out what happens

Goals

- * Establish details, describe
- * Use what they give you
- * Ask questions
- * Leave blanks
- * Look for interesting facts
- * Help the players understand the moves
- * Give each character a chance to shine
- * Introduce NPCs
- * Fill out your worksheet

Dungeon moves

- * Change the environment
- * Point to a looming threat
- * Introduce a new faction or type of creature
- * Use a threat from an existing faction or creature
- * Make them backtrack
- * Present riches at a price
- * Present a challenge to one of the characters

Questions

- * Why was your grandfather afraid of the faerie?
- * When did you realize you were lost?
- * What were the fair folk known for in your village?
- * What, if anything, do you have that is made of iron?
- * What did the fae do to you when you fell asleep, drunk, out on the moor?
- * What has been promised you for finding the child?

Impressions

- * A high ridge overlooking a wide valley
- * An unmarked fork in the path
- * A shallow brook lined with fern
- * A ring of TOADSTOOLS
- * A faerie road from which you dare not step
- * An empty village, save for one hut
- * An infant who knows far too much
- * A copse of bone-white birch
- * A sucking wind and the first traces of smoke
- * Three fat geese with pleading eyes
- * Stone seals embedded in the old oaks
- * A procession of fae courtesans
- * Bread and honey laid out on the ground
- * A faerie fort, whether they know it or not
- * A shallow, moss-ringed pool
- * An abandoned cart, laden with rotten fruit
- * A strand of blackened oaks
- * A flock of birds, suddenly taking flight
- * A mass grave in an open pit
- * The bleating of sheep in the mist
- * The sounds of a battle that cannot be seen
- * A steep wooded slope, barely scalable
- * A senile woman protected by her cats
- * A faerie door leading somewhere... unexpected
- * A field of standing stones in long rows
- * A lone fae soldier, fleeing for his life
- * The forest around you, awash with flames
- * A deep ford through unrelenting waters
- * A handful of families, secreted in a remote cellar



Custom Moves

When you *accept faerie gold*, roll +WIS: **on a 10+**, choose 1 from the list below; **on a 7-9**, each time you make Camp thereafter, roll a die—on a 1, the coins turn to leaves.

- * The gold is real
- * You know the gold's not real; it's just a matter of time

When you *are bitten by a faerie*, you have a moment of clarity before losing consciousness (as per the level 5 Cleric spell True Seeing).

When you *pry the seal from an oak*, a cloud of ash is expelled and the tree blackens and dies before your eyes.

When you *are exposed to the iron blight*, your veins run black as it spreads through you. You'll grow accustomed to the chill, but you'll never gaze upon a faerie again.

When you *are shown to have faerie blood*, choose 1:

- * A fae noble owed your true father a great debt, but your father was still his vassal
- * You're descended from fae nobility, but now you must notify your daughter before the wedding
- * You and your kith are bountied kinslayers, but your new power may yet save you

When you *step off of a faerie road*, roll +WIS: **on a 10+**, choose 1 from the list below; **on a 7-9**, choose 2.

- * You've not strayed far and can make your way back
- * They can smell you and are following you back to the road, stepping where you stepped
- * You can hear them calling to you from the treeline, mark 3 XP if you go to them now
- * It's been moments for you but hours for them
- * You can tell that the road is now just a road, where all of you are currently, however, is less clear

When you *drink fae food or drink*, you can see the fairies as they are until you next Make Camp.

Discoveries

FAEWOOD STAFF

Close, 2-handed, 1 weight

It would look entirely normal, if not for the small buds and roots emerging from the staff's bark.

When you *tap the staff against the ground*, it grows swiftly into a full-sized oak, and remains so until the bearer wishes otherwise.

CLAYMORE

Close, 2-handed, 2 weight, 9 coins

When you *wield a claymore against a Group*, take +2 to Hack and Slash.

FAEMARK

Touch, 0 weight

A faemark is transmitted through the transfusion of blood; what appears a faint florid tattoo is actually a vine growing just under the skin.

When you *are marked by the fae*, you may communicate wordlessly with anyone you touch, skin-to-skin.

FAERIE RING TOADSTOOL

0 weight

It is said that where you find a ring of toadstools, there the fair folk have danced on the full moon last; but consume at your own risk.

When you *eat a toadstool from a faerie ring*, it blows your mind (if only for a moment). Exchange one -1 forward for a +1 forward.

FAERIE COMPOSITION

0 weight

Penned in ages long past, the sheet music of the fair folk is as haunting as it is beautiful.

When you *are a Bard and play Arcane Music from a faerie composition*, you may add "You perform a legendary musical feat" to the list of options, but the notes disappear from the score as they are performed.

Dangers

ASHEN STALKER

Solitary, Stealthy, Magical

Damage Choke and bite 1d6 (close)

HP 15 **Armor** 3

Special Qualities None

When you *release a faerie's ash*, which holds the iron blight at bay, its soul becomes hungry for vengeance.

Instinct To kill those responsible

- * Stalk them, silently
- * Choke them with ash
- * Dissipate and reform

When you *Make Camp after awakening an ashen stalker*, roll +WIS: **on a 10+**, your vigilance keeps you safe, tonight; **on a 7-9**, your sleep is restless, and you gain nothing from it; **on a 6-**, mark XP, and awaken to its ashen hands, flooding your lungs.

CHANGELING BABE

Solitary, Small, Magical

Damage Bite 1 (hand)

HP 4 **Armor** 0

Special Qualities None

Swapped with human babes to keep tabs on the big folk.

Instinct To pass as human

- * Wait and watch, play dumb
- * Bite unexpectedly
- * Run with surprising speed

FAE HOST

Horde, Tiny, Intelligent, Organized, Devious, Magical

Damage Miniscule swords & bows 1d6 (close, near)

HP 10 **Armor** 1

Special Qualities Flying

Of this world and the world behind; they make their home in faerie forts and among the hidden hills.

Instinct To serve their liege first; then themselves

- * Appear and disappear
- * Sparkle in a disorienting manner
- * Issue an ultimatum

SPRITE

Group, Tiny, Intelligent, Devious

Damage Bite 1 (hand)

HP 1 **Armor** 0

Special Qualities Flying

Finger-tall with wings like dragonflies, these tiny fae are a menace to outsiders. Good thing they're easily bribed.

Instinct To bedevil the big folk

- * Swarm about their heads
- * Steal their smallest possessions
- * Betray their position to others

URISK

Solitary, Magical

Damage Hooves and horns 1d6 (close)

HP 10 **Armor** 2

Special Qualities None

Sad and solitary, the urisk are hard workers and faithful friends to those who can look past their gnarled and mangy appearance.

Instinct To do what is asked

- * Work diligently
- * Ruminant mournfully
- * Hide when things go sideways

WILL-O-THE-WISP

Group, Small

Damage Electrical discharge 1d8 (close, reach)

HP 8 **Armor** 0

Special Qualities Flying

Stranded visitors from another plane, wills-o-the-wisp are motes of light floating several feet in the air. They meander at will through swamps and marshes, often leading to secret paths and places that only they know.

Instinct To lead astray

- * Blind them with a sudden flash of light
- * Speak the mad logic of their native plane
- * Mimic the thoughts of a camp, settlement, or safe haven

The Goblin Hole

by Marshall Miller

Agenda

- * Make the world fantastic
- * Fill the characters' lives with adventure
- * Play to find out what happens

Goals

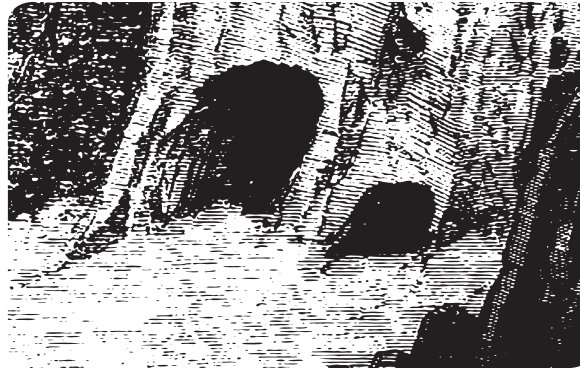
- * Establish details, describe
- * Use what they give you
- * Ask questions
- * Leave blanks
- * Look for interesting facts
- * Help the players understand the moves
- * Give each character a chance to shine
- * Introduce NPCs
- * Fill out your worksheet

Dungeon moves

- * Change the environment
- * Point to a looming threat
- * Introduce a new faction or type of creature
- * Use a threat from an existing faction or creature
- * Make them backtrack
- * Present riches at a price
- * Present a challenge to one of the characters

Questions

- * Whose idea was it to come here?
- * How long will the ponies be OK without you?
- * This far from civilization, what was the last thing you saw as you entered the cavern?
- * You weren't sure before but what is the smell that keeps getting stronger as the cave's entrance disappears from view?
- * What have you sworn to do here?
- * What scares you the most as darkness looms closer?



Impressions

- * A hole in the dirt just big enough for a man to squeeze through
- * A GOBLIN's corpse, hand stretched toward the well
- * A GOBLIN with his hand tied to a ring in the ceiling
- * Thick smoke, sweet-smelling, filling the air
- * A vertical shaft filled with debris
- * A series of shallow algae-filled pools
- * A talking bird skull on a string
- * A pack of slumbering FERAL DOGS
- * A chattering of starlings, desperate to reach the surface
- * Hairless, blind rabbits in hutches
- * A weeping willow whose tendrils extend into the depths below
- * A tunnel to somewhere else entirely
- * The throne-ridden patriarch of the GOBLINS, slumped and staring
- * Two hollow-eyed children in a cage
- * A heavy, antler-covered log swinging in from above
- * A well-covered pit where you might not expect
- * Five fish on a spit over coals
- * Black land-nettles that sting like crazy
- * A narrow ledge along a roughly carved canal
- * A flight of arrows in mid arc

Custom Moves

When you *are hit by a swinging log*, roll +DEX: **on a 10+**, choose 1 from the list below; **on a 7-9**, choose 2:

- * You're gored by an antler and take 1d6 damage
- * You're knocked back a ways and land on your back
- * You knock over the nearest ally but keep your footing

When you *are in the midst of a chattering of starlings*, all torches are extinguished as the birds flood the area. Take -1 forward until their chattering passes.

When you *sneak past the slumbering FERAL DOGS*, roll +party (number of PCs + NPCs): **on a 10+**, the pack leaps upon you—take -1 forward; **on a 7-9**, choose 1 from the list below; **on a 6-**, let sleeping dogs lie and creep on by.

- * Your approaching footsteps awake the pack and they bark and snarl, blocking your path; take +1 forward
- * As you congratulate yourselves on bypassing the pack, they awake and give chase

When you *traverse the debris-filled shaft*, roll +weight carried: **on a 10+**, choose 3 from the list below; **on a 7-9**, choose 2.

- * The debris gives way and disappears down the shaft
- * You plummet to a yet deeper part of the cavern
- * You suffer harm
- * You make a terrible clatter

On a 6-, choose 1 of the following:

- * Take +2 forward to Aid others negotiating the debris
- * Collect enough debris to gain 1 use of adventuring gear

When you *brush up against the black land-nettles*, roll +weight carried: **on a 10+**, your gear shields you from their stinging toxin; **on a 7-9**, take 3 stun damage.

When you *consume a cavern rabbit*, you know what they know, as per the Wizard spell Revelation.

Discoveries

TALKING BIRD SKULL

0 weight

Strange things happen when a familiar dies. When not covered or contained, the skull mercilessly heckles those nearby.

When you *witness an NPC being heckled by a talking bird skull*, take +1 forward to Parley with them.

When you *roll a 6- in the presence of the skull*, you gain the bond, “The talking bird skull knows the extent of my failure and won’t let me forget it.”

RABBIT TOTEM

0 weight

A small rabbit figurine carved from white limestone.

When you *are Good and hold the totem in the presence of cavern rabbits*, a telepathic bond is created, as per the Wizard spell Telepathy.

GOBLIN INCENSE

0 weight, 3 uses, *slow*

When you *smell the surprisingly sweet smoke of goblin incense* (considering it’s made from dung), take +2 forward to parley but also -1 forward to WIS and INT.

GOBLIN GROTESQUERY

4 weight, *clumsy*

When you *return to civilization with this monstrosity*, it’s bound to cause a stir; when you Carouse, add “You draw quite the crowd” to your list of options as you display your grotesque trophy.

SLING

1 weight, *near, stunning*

CAVE FISH

1 weight, 2 uses, *ration*

Dangers

CAVE RAT

Horde, Small, Cautious, Stealthy

Damage Bite 1 (*hand*)

HP 6 **Armor** 0

Special Qualities None

Rats living in the same tunnels as goblins become decidedly more dangerous. Having bred to the size of house cats, they can chew through just about anything.

Instinct To devour and spawn

- * Overrun a person or place
- * Pierce leather armor with sharp incisors
- * Retreat into dark places

FERAL DOG

Group, Small

Damage Bite 1d4 (*hand*)

HP 6 **Armor** 0

Special Qualities None

Feral dogs assemble on the outskirts of civilization and in forgotten places; that is, assuming they aren’t pushed out by wolves or wargs.

Instinct To protect the pack

- * Bark loudly
- * If it runs, chase it
- * Bring down the prey

ASSASSIN ROOT

Group, Large, Stealthy

Damage Constrict 1d6 (*close, reach*)

HP 1 **Armor** 0

Special Qualities Plant

The viney roots of this shrub-like specimen of subterranean flora extend deep underground.

Instinct To fertilize with flesh

- * Entangle someone in strangling roots
- * Attack from any crack or loose soil
- * Encapsulate unconscious creatures in root balls

INFECTED CHILD

Group, Small, Cautious

Damage Flailing arms and legs 1 (*close*)

HP 6 **Armor** 0

Special Qualities Infected

Scared, not feeling well, they just want to be held.

Instinct To be carried to safety

- * Hug with desperate arms
- * Whimper, babble, cry big wet tears
- * Infect them with Goblin Pox

GOBLIN

Horde, Small, Intelligent, Organized

Damage Small sword or jabby spear 1d6 (*close*)

HP 3 **Armor** 1

Special Qualities None

Slimy green creatures, filled with hatred.

Instinct To overwhelm greater creatures, civilizations

- * Sound the alarm
- * Attack with poisoned weapons
- * Learn from past encounters, prepare for the next

GOBLIN ORKASTER

Solitary, Small, Intelligent, Organized, Magical

Damage Acid orb 1d10+1 (*near, far, ignores armor*)

HP 12 **Armor** 0

Special Qualities Spellcaster

Oh lord, who taught them magic?

Instinct To prove goblin superiority

- * Unleash a poorly understood spell
- * Use underlings as shields
- * Cast Pox Upon Them, inflicting GOBLIN Pox

GOBLIN POX

When you *go to sleep after contracting goblin Ppox*, roll +CON: on a 10+, no new sores break out; on a 7-9, a few more sores appear—take -1 ongoing to CHA rolls until cured, but +1 forward to your next Goblin Pox roll; on a 6-, just more stinking sores (-1 ongoing to CHA rolls until cured).

The Escape

by Marshall Miller

Agenda

- * Make the world fantastic
- * Fill the characters' lives with adventure
- * Play to find out what happens

Goals

- * Establish details, describe
- * Use what they give you
- * Ask questions
- * Leave blanks
- * Look for interesting facts
- * Help the players understand the moves
- * Give each character a chance to shine
- * Introduce NPCs
- * Fill out your worksheet

Dungeon moves

- * Change the environment
- * Point to a looming threat
- * Introduce a new faction or type of creature
- * Use a threat from an existing faction or creature
- * Make them backtrack
- * Present riches at a price
- * Present a challenge to one of the characters

Questions

- * Prisoners: what did you do to make the Duke personally order your arrest and imprisonment?
- * Rescuers: what was the hardest part about breaking into the dungeon called the Duke's Gaol?
- * Why aren't the guards trying to stop you?
- * Which other prisoner can you not afford to leave behind and what will happen if you do?
- * After what you did to him, will the jailer live?
- * How long ago did THE DEAD breach the city walls?

Impressions

- * A long climbing tunnel, cramped and poorly lit
- * A sortie gate, doubly secured with bars and portcullis
- * Refugees, huddled in groups
- * An aqueduct extending toward the mountainside, heavily barricaded and reduced to a trickle
- * A bread line, restless and hungry
- * An all-but-dry well, a rope trailing into its depths
- * THE DEAD, pushing through the postern door, endangering the family who thought to escape
- * The Duke's Keep, its doors sealed and hastily scrawled with protective signs
- * The Duke's guards, going door to door with dogs
- * A soupy fog rolling down from the mountains
- * A gruesome murder and a shaken witness
- * Ten youths telling satirical tales of love and fortune
- * A guard nervously watching a cart laden with bodies
- * A fire spreading from one thatched roof to the next
- * A messenger, pleading to be let in, THE DEAD in pursuit
- * A woman shouting obscenities as she beats a man with her broom
- * A group of boys idly torturing a bedraggled... thing
- * A tavern, emptied of spirits and patrons alike
- * A charlatan, selling trinkets and charms
- * The unobtrusive monastery of the Gray Order
- * A fracas between the Duke's guard and THE DEAD

Custom Moves

When **THE DEAD take your last breath**, roll +nothing where only the GM can see: **on a 10+**, you cheat 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-**, you may make a number of moves equal to the number rolled before becoming one of the dead. Keep smiling until the end, because from now on you're earning XP toward your next character.

When you **use flashy magic among the fearful**, roll +WIS: **on a 10+**, your judicious use of restraint allows your magic to go unnoticed; **on a 7-9**, your power represents a ray of hope to those around you; **on a 6-**, "You! You brought this upon us!"

When you **witness the reawakening of a deceased ally**, mark XP and rewrite your bond to reflect your feelings about their newly animate corpse.

When you **Parley with the monks of the Grey Order**, they are not impressed by beauty or charm; roll +WIS instead of +CHA.

When you **impersonate the Duke's guards**, roll +CHA: **on a 10+**, you pull it off without a hitch; **on a 7-9**, you pull it off but choose 1:

- * You must go out of your way to pull it off
- * You must pay someone off to sustain your ruse
- * You have to tell a dangerous lie to pull it off
- * You're forced to abandon the charade, but take +1 forward

When you **lay the dead to rest**, hold 1. You may spend 4 hold to take +1 ongoing against the dead as their nature is revealed.

When you **go out in the fog**, roll +WIS: **on a 10+**, you recognize enough landmarks to reach your destination without delay; **on a 7-9**, choose 1:

- * You don't notice that they've followed you
- * You're not sure where you've ended up
- * You don't get there until it's too late
- * You sense that something else is afoot

When you **return to one of your old haunts**, roll +WIS: **on a 10+**, you find who or what you came for; **on a 7-9**, you spot the threat before you're noticed.

Discoveries

BOTTLE OF BARLEYWINE

Ration, 5 coins, 1 weight

Rivaling the best ales of the dwarves, the Grey Order's heavy brew, when properly aged, is a gift fit for kings.

When you *end a session without having consumed a bottle of barleywine in your possession*, its value doubles.

TRAINED SQUIRREL

Ration, 4 coins, 0 weight

Local children sometimes train vermin to retrieve objects from the wishing well and other inaccessible places.

When you *possess a trained squirrel*, it acts as a hireling with a cost of 1 ration, and will retrieve small, shiny objects at your command.

BRASS KEYS

Magical, 3 uses, 0 weight

Bound together by a leather thong, jingling like chimes, and apparently freshly minted.

When you *insert a Brass Key into a lock*, the lock will open and remain so evermore—the key is fused into its workings.

ALTAR CANDLE

Divine, 1 weight

Candles have burned on the altar of the Grey Order for as long as any can remember, carrying prayers on wisps of smoke. These enormous tallow glims cannot be extinguished by any normal means.

DEATH MASK

Worn, magical, 1 weight

At a masquerade or a funeral, this bone-white mask raises gooseflesh on even the most stalwart.

When you *hold the Death Mask over your face*, you are dead to those around you for all intents and purposes.

DWARF EGG

1 weight

An ovoid black stone, widely known to bring good fortune, protection, and cure baldness—just don't leave it near the hearth!

SCHOLAR'S RING

Worn, magical, 0 weight

One of a pair, this ring was once given by a scholar to his son so that he could always seek his father's advice. After these long years, who could now possess its mate?

When you *wear a Scholar's Ring and hold an object that fits in the palm of that same hand*, you may pass that object to the hand that wears the other ring, regardless of distance.

GRAY STOLE

Worn, 1 weight

Gray stoles are a symbol of agency granted by the Grey Order to those who act on its behalf. It is difficult to say whether the vestment's effect is divine or simply psychological.

When you *wear a Gray Stole*, you will be received at any monastery, and your words heeded by all holy folk. In addition, mark XP according to your class's Neutral Alignment in addition to your own.

Dangers

TOWNSPERSON

Horde

Damage Trample, beat, and kick 1 (close)

HP 3 **Armor** 0

Special Qualities None

They're tired, hungry, and most of all scared. After all that's happened, it doesn't take much to incite them.

Instinct To save them and theirs

- * Mill about, get in the way
- * "Hey everybody, look at that!"
- * Mob justice
- * Mass panic

HEART-EATER

Solitary, *Intelligent*, *Stealthy*

Damage Ram 1d8 (*close*, *forceful*) or whip-like tail 1d8 (*reach*, *entangle*)

HP 18 **Armor** 3

Special Qualities None

A bipedal, hornless goat-thing, said to stalk humans in their own shadows in pursuit of hearts to feed upon.

Instinct To collect hearts

- * Stalk them in their own shadows
- * Rip a heart from a fresh corpse
- * Eat a heart and gain its knowledge (ask the relevant player a question)

SPINEBACK

Solitary, *Small*, *Stealthy*

Damage Bite 1d4-1 (*close*)

HP 7 **Armor** 1

Special Qualities None

An obscene creature, appearing canine or bearlike at a distance, with a back covered in rigid quills or spines. Spinebacks are the only known predators of HEART-EATERS, and will hunt them over great distances.

Instinct To consume goat blood

- * Lurk in the darkness
- * Track prey by scent
- * Drink blood (and lick chops if it's goat blood)

THE DEAD

Horde, *Magical*

Damage Claw, bite, rend 1d4-1 (*hand*)

HP 3 **Armor** 0

Special Qualities Undead

Surging forward, tireless, in plodding waves.

Instinct To hound the living

- * Press forward relentlessly
- * Groan unnervingly
- * Encircle and overwhelm

When you *join the ranks of the Dead*, you start with half of your maximum HP.

The Shallow Sea

by Marshall Miller

Agenda

- * Make the world fantastic
- * Fill the characters' lives with adventure
- * Play to find out what happens

Goals

- * Establish details, describe
- * Use what they give you
- * Ask questions
- * Leave blanks
- * Look for interesting facts
- * Help the players understand the moves
- * Give each character a chance to shine
- * Introduce NPCs
- * Fill out your worksheet

Dungeon moves

- * Change the environment
- * Point to a looming threat
- * Introduce a new faction or type of creature
- * Use a threat from an existing faction or creature
- * Make them backtrack
- * Present riches at a price
- * Present a challenge to one of the characters

Questions

- * The Shallow Sea stretches for hundreds of leagues; how long ago did you lose sight of land?
- * What do you hate most about traversing the warm, thigh-deep water of the Shallow Sea?
- * When did you realize the horses wouldn't survive?
- * What sea creatures were you surprised to see?
- * Have you slept at all? If so, on what?
- * Thus far, you've only seen their PIROGUES from afar; what do you hope to find among the water folk?

Impressions

- * A group of houses, raised on poles above the Sea
- * A large flat stone protruding from the water
- * An unexpected depth (well over your head)
- * Islanders selling LUMBER AND CANE at exorbitant prices
- * A darkness in the water that seems to follow you
- * A PIROGUE, adrift without a pilot
- * A welter of lightning strikes in rapid succession
- * Fishermen on stilts, spearing fish with pikes
- * A stone lighthouse rising from the barrier reef
- * Rajakaba the Gullmaster, directing his flock
- * A bloated corpse, fish-torn but all too informative
- * Eggs of the FROGFOLK, bobbing in blankets
- * Shrouded pilgrims wading to the continental shelf
- * Sucking rip tides when the moon is on the horizon
- * A burning pyre, elevated above the waters and surrounded by a crowd of mourners
- * Ghost nets, loosed from their moorings, adrift
- * The Court of the Everdry, who pride themselves on never having touched the water
- * The dark entrance to a submerged cavern
- * A group of FROGFOLK, circling a pleading landlubber
- * A tethered garden, each plant floating in its own pot
- * FROGFOLK hunters, towing a whale carcass
- * A rickety watchtower, reaching high into the sky
- * Markasha the Sigilist, tracing magics in the sand
- * The stone foundations of a long-forgotten city
- * More damned water...

Custom Moves

When you *move in the waters of the Shallow Sea*, your Load (weight you can carry) is increased by 2.

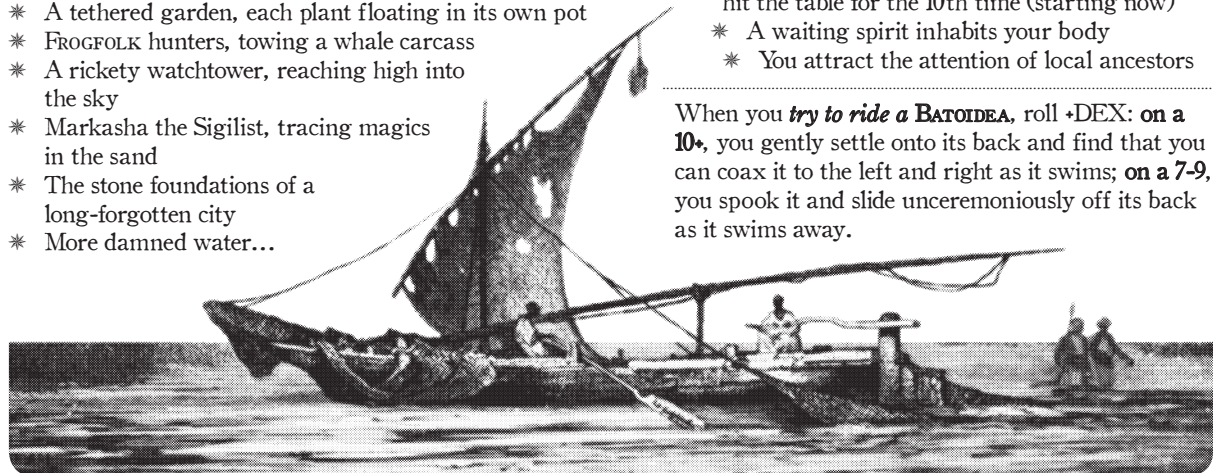
When you *make a move in the open during a storm*, roll +STR: **on a 10+**, the waves are manageable for now, and your move is unhindered; **on a 7-9**, you are buffeted by waves, salt stings your eyes, and water fills your mouth and nose—choose 1:

- * You make progress through the tumult, but that's all
- * You make the move as normal, but then you're washed far leeward
- * You make the move as normal, but in the course of it everything you hold is swept from your grasp

When you *subject yourself to the jellyfish in order to loose your spirit*, roll +CON: **on a 10+**, choose 1 from the list below; **on a 7-9**, take 2 damage and choose 2.

- * Your spirit is free to roam until the dice hit the table for the 10th time (starting now)
- * Your spirit cannot return to your body until the dice hit the table for the 10th time (starting now)
 - * A waiting spirit inhabits your body
 - * You attract the attention of local ancestors

When you *try to ride a BATOIDEA*, roll +DEX: **on a 10+**, you gently settle onto its back and find that you can coax it to the left and right as it swims; **on a 7-9**, you spook it and slide unceremoniously off its back as it swims away.



When you *Make Camp on the Shallow Sea*, roll +WIS: **on a 10+**, consume a ration and heal damage equal to half your max HP; **on a 7-9**, you need sleep and must find somewhere dry to rest. If you don't have a ration to consume or a dry place to rest, take -2 forward.

When you *learn the fighting style of the water folk*, take +1 ongoing when you fight, unarmored, in the water.

When you *spend an entire session in the Shallow Sea*, you may shift your alignment one step to the left or right:

Good · Lawful · Neutral · Chaotic · Evil

Harsh environs make heroes and villains of us all.

Spell

PART WATERS

Spell, Level 1, *ongoing*

Choose an ally; the waters part around them. All water is cleared for 10+level feet in all directions. The spell is ongoing until you next prepare spells or until dismissed.

Discoveries

FROGFOLK IDOL

Touch, 1 weight,

The frogfolk worship idols, returned from the barrier reefs. They will do much to prevent an idol's destruction.

When you *take up a frogfolk idol*, hold 3. Spend your hold, 1-for-1, to give orders to the frogfolk.

LUMBER AND CANE

20 coins, 5 weight

Enough to build a stilted platform, a raft, or a small boat—building materials are hard to come by here.

MAGIC PEBBLES

0 weight, *Magical*

Turquoise stones, offerings to the gods of the FROGFOLK.

When you *swallow a magic pebble*, you become able to breathe underwater until the stone passes.

PIROGUE

35 coins, 10 Load, *forceful*

A long, shallow boat that may be rowed with paddles, punted, or fitted with an outrigger and small sail.

SHELL CHIME

1 weight

When you *hang a Shell Chime in the breeze*, it tinkles pleasantly, attracting sea life for leagues around.

SPYGLASS

0 weight

Two pieces of glass and a collapsing tube: like magic, only more expensive.

When you *Discern Realities using a spyglass*, add “What secrets does the horizon hold?” to your available options.

Dangers

WATER-DWELLER

Group, Intelligent, Organized

Damage Scaling knife or paddle 1d4 (*close*)

HP 6 Armor 0

Special Qualities None

Humans like you or I, at home in the Shallow Sea, take full advantage of these accursed waters.

Instinct To part ways with outsiders

- * Trade only for what they need
- * Use a boat
- * Grab them and drag them beneath the waves

GIANT LAMPREY

Group

Damage Sucking mouth 1d6 (*close*)

HP 6 Armor 0

Special Qualities Aquatic

Instinct To exsanguinate

- * Latch on
- * Draw first blood that calls kin to the spot
- * Constrict around them and keep sucking

FROGLING

Horde, Small

Damage Head butt 1d4 (*close, reach, forceful*)

HP 4 Armor 0

Special Qualities Amphibian

Adolescent FROGFOLK, with short tails and limbs in various stages of development.

Instinct To swarm

- * Force them back, knock them down
- * Consume shiny objects
- * Charge or flee *en masse*

FROGFOLK

Group, Intelligent, Organized

Damage Spear 1d6 (*reach*)

HP 7 Armor 2

Special Qualities Aquatic

Despite appearing seemingly from nowhere, the frogmen have, with great numbers, taken over large parts of swamps and coastal areas for unknown reasons.

Instinct To intrude on the natural order

- * Drive natural creatures from an area
- * Drag someone with a tongue
- * Hop onto them, taking them to the ground

BATOIDEA

Solitary, Huge, Stealthy

Damage Barb and teeth 1d12+2 (*close, reach, 1 piercing*)

HP 18 Armor 3

Special Qualities Amphibian

Often lying flat and cloaked in sand beneath the waves, invisible despite a fin span of 25 feet. You won't know you're standing on one until it lashes out with its barbed tail and slips out from under you.

Instinct To lay in wait

- * Knock them off their feet
- * Confuse them in a storm of sand and water
- * Seize a limb and start a tug-of-war

The Sky Chain

by Marshall Miller

Agenda

- * Make the world fantastic
- * Fill the characters' lives with adventure
- * Play to find out what happens

Goals

- * Establish details, describe
- * Use what they give you
- * Ask questions
- * Leave blanks
- * Look for interesting facts
- * Help the players understand the moves
- * Give each character a chance to shine
- * Introduce NPCs
- * Fill out your worksheet

Dungeon moves

- * Change the environment
- * Point to a looming threat
- * Introduce a new faction or type of creature
- * Use a threat from an existing faction or creature
- * Make them backtrack
- * Present riches at a price
- * Present a challenge to one of the characters

Questions

- * How far back do stories of the Sky Chain go?
- * Who was it that disappeared up the Sky Chain when you were young, and what were they looking for?
- * As you climb the massive chain that extends into the sky, what measures are you taking to prevent a fall?
- * What kept you from completing the previous ascent?
- * Will you have to bivouac before you reach the first of the skystones?
- * Can you see your village from here?

Impressions

- * A small city surrounding the base of the chain
- * Klatterro's Gear & Guides Shoppe
- * A hermit's dwelling, dangling from the chain
- * A flock of birds nesting all along the chain
- * The skeleton of a climber, still tethered
- * A cluster of skystones, anchored to the chain by vines
- * The wreckage of a glider, tangled in the chain
- * A menagerie of terrestrial animals, mysteriously out of place on a skystone
- * Dark smoke wafting up from the city below
- * A skystone with its own ecosystem, foreign and wild
- * A damaged link, close to breaking
- * Another expedition, in the midst of making an emergency descent
- * Thick, white clouds that obscure the view
- * Ice crystals coating the links as the air grows thin
- * The setting sun, the coming night
- * Monkeys above, hooting and screaming
- * Giant air plants, rainwater trapped in their folded leaves
- * The nest of a world owl and a pair of speckled eggs
- * Two skystone settlements, connected by a zip-line
- * The web of a skyspider, spanning a cluster of skystones
- * Stormheads on the horizon, the sound of thunder
- * Bits of rock raining from above as skystones collide
- * An unexpected fork in the chain, far above the clouds
- * A hole in the sky
- * More damned chain...

Custom moves

When you *climb the Sky Chain*, roll +DEX in climbing order. **On a 10+**, you climb with confidence; **on a 7-9**, describe what disrupts your climbing; **on a 6-**, wait for the next player to make their roll—if they roll a 7+, they save you at the last moment.

When you *fly a GLIDER*, roll +WIS: **on a 10+**, you nail the landing; **on a 7-9**, choose 1:

- * You miss your mark by a long shot
- * You land in the midst of danger (ask the GM what)
- * Take damage equal to the total of your carried weight as you land, hard

When you *make a great leap*, roll +STR to Defy Danger, but subtract the total of your carried weight from the roll.

When you *bivouac*, consume a ration and heal damage equal to half your max HP. If you don't consume a ration, you don't heal and take -1 forward until you consume a ration. Then, roll +WIS: **on a 7+**, choose 1 effect from the list below to apply to your bivouac:

- * Everyone is firmly secured to the chain
- * Your gear is packed and ready to go at a moment's notice
- * You are well-positioned to defend the bivouac

When you *climb significantly higher than you ever have before*, take -1 ongoing until you Make Camp or bivouac and adjust to the thinning air.

When you *sever the chain*, choose which end of the chain you'll never see again:

- * The upper end: you're falling now, most likely
- * The lower end: it's hard to tell if the world is falling away from you or if you're rising higher
- * Neither end: you'll have to find another way forward or back from where you are now

When you *sneak onto a skyship*, roll +INT: **on a 10+**, all 3 from the list below apply; on a 7-9, choose 2.

- * You go unheard
- * You go unseen
- * You don't have to leave anything behind

Discoveries

BAG OF TRICKS

1 weight

This unassuming pouch has been the cause of more problems than young halflings with flint and steel.

When you *cast a cantrip or rote into the bag*, it remains there, ready to escape the next time the bag is opened.

GLIDER

5 Load, 3 weight

Resembling a wooden bird, but many times the size of a human. Surprisingly easy to fly once you're already falling, but it does take some finesse to land one safely.

HIGH LINK FLAG

0 weight

You know you've climbed higher than those before you when you can replace their flag with your own.

When you *return with another's High Link Flag*, take +1 forward to Carouse, and food and drink are on them.

SKY LANTERN

5 coins, 1 weight

When you *open a lit Sky Lantern*, it projects its light above and below (instead of forward and back, like a mundane lantern) using a clever combination of mirrors and ellipsoids.

SKY-LILY NECTAR

1 coin (5 coins in the lands below), 1 use, 1 weight

Fermenting in a slurry of rainwater, the nectar of the sky-lily is sweet and potent.

When you *consume the nectar of the sky-lily*, it acts as a ration and you heal 5 hit points.

UNIVERSAL CALL

1 weight

This wooden pipe may at first appear broken, as it produces no sound when blown. However, those who live to tell of its power describe an unimaginable flock of all kinds of birds descending upon them.

YANG SAP

3 uses, 1 weight

Yang trees grow on the underside of skystones, their tacky sap allowing them to cling where other plants do not compete for soil.

When you *apply yang sap to your hands and feet*, you too may cling to to any surface.

Spells

GENTLE DESCENT

Level 1, ongoing

As if by a giant's hand, magical forces envelop you and slow your descent. This spell is ongoing until you make a move or it is dismissed.

LITTLE BIRD

Cantrip/Rote

Your words, no matter how quietly whispered, can be heard clearly by any desired recipient within sight.

Dangers

MOTHPMAN

Solitary, Intelligent, Magical

Damage Anguish 1d10 (*reach, near*, ignores armor)

HP 12 Armor 0

Special Qualities Flying

A dark winged form with red eyes. Many an expedition has returned early, claiming Mothman interference.

Instinct To terrify and bewilder

- * Seek out a source of light
- * Communicate an incomprehensible message
- * Freeze them with fear

When you *are receptive to a Mothman's message*, roll +WIS: **on a 10+**, the GM describes your vision—use it to write a new bond with the Mothman; **on a 7-9**, ask each other player to tell you what the Mothman is trying to communicate; the GM will remember which is true.

SKY RAT

Group, Small

Damage Bump and bite 1d4-1 (*hand*)

HP 6 Armor 0

Special Qualities Flying

A dog-sized breed of flying squirrel that makes expert use of the skystones' altitude cycle.

Instinct To retrieve bedding material

- * Swoop in from above
- * Knock them into the open sky
- * Navigate cleverly among the skystones

When you *study the movements of the Sky Rats*, roll +INT: **on a 10+**, you discern the pattern of skystone movement and take +1 forward to negotiate that pattern; **on a 7-9**, the GM will tell you one thing gleaned from your observation.

WORLD OWL

Solitary, Huge, Intelligent

Damage Beak and talons 1d20 (*reach*)

HP 25 Armor 2

Special Qualities Flying

As big as a tower, as old as the sky, and literally at the top of the food chain.

Instinct To feed within their territory

- * Swoop down and snatch them up
- * Buffet them with flaps of great wings
- * Destroy armor with sharp beak

When you *Parley successfully with a World Owl*, it will Discern Realities on your behalf, answering any questions to which its lofty perch and piercing gaze might lend an answer.

Castle Death

by Mark Tygart

Agenda

- * Make the world fantastic
- * Fill the characters' lives with adventure
- * Play to find out what happens

Goals

- * Establish details, describe
- * Use what they give you
- * Ask questions
- * Leave blanks
- * Look for interesting facts
- * Help the players understand the moves
- * Give each character a chance to shine
- * Introduce NPCs
- * Fill out your worksheet

Dungeon moves

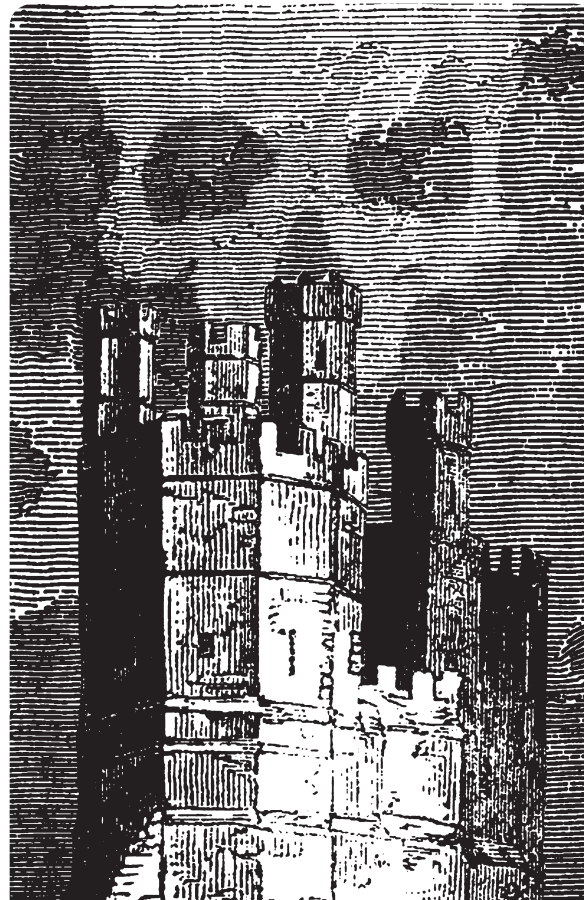
- * Change the environment
- * Point to a looming threat
- * Introduce a new faction or type of creature
- * Use a threat from an existing faction or creature
- * Make them backtrack
- * Present riches at a price
- * Present a challenge to one of the characters

Questions

- * What brings you here, to Castle Death?
- * Have you been in this adventuring business for long?
- * What stories have you heard about the cruel tyrant said to have once ruled this place?
- * What do the locals say they see or hear at night when the battlements are observed from a safe distance?
- * What rumors of wealth are associated with the keep?
- * Do you believe in the prophecy of the return of a rightful lord?

Impressions

- * A stark silhouette against a stormy sky
- * Ancient stonework, vine-cloaked walls
- * A flash of lightning, deafening thunder
- * Rain and wind across the crumbling battlements
- * The gaping maw of the front gate
- * A raised portcullis, like a line of iron teeth
- * The stench of goblin
- * The flickering light of torches, here and there
- * A high-ceiling passage, dense with thick webs
- * Rich and soiled furnishings, looted from elsewhere
- * The distant sound of guttural laughter



Places

HIDDEN SANCTUARY

When you *take a short rest in the Hidden Sanctuary*, roll +WIS: **on a 10+**, choose 3 from the list below; **on 7-9**, choose 1.

- * You Recover as if you have rested for three days
- * You eat and drink your fill and collect 1d6 rations
- * You experience a vision (ask the GM what you see)
- * You do not collapse into mystical sleep

THRONE ROOM

When you *enter the Throne Room for the first time*, roll +WIS: **on a 10+**, both things on the list apply; **on 7-9**, the GM chooses 1.

- * You notice the PIT TRAP
- * BONGAZ THE BUGBEAR OVERLORD is asleep

Discoveries

OLD MAP

0 weight

A 3'x3' piece of vellum, soft as silk from a lifetime of folding and unfolding. Fingerprints, scratch marks, and unidentifiable stains (blood? tea?) obscure a detailed architectural schematic in faded brown ink.

When you *examine the Old Map*, you can tell it's a floorplan of Castle Death. With a little effort, you may discern the location of the HIDDEN SANCTUARY, and one or more of the ARCHITECT'S PIT TRAPS.

SALAMANDER AMULET

0 weight, *magical*

An arrowhead-shaped amulet of polished black onyx on a square-linked chain.

When you *bear the Salamander Amulet*, you are immune to the effects of mundane and magical heat and flame.

LIGHTBLADE

0 weight, 1 piercing, *close, magical*

A short sword, as easy to wield as a willow switch.

When you *are Good and wield the Lightblade*, it glows white, illuminating the area as brightly as a torch.

When you *are Good and deal damage with the Lightblade*, roll your damage twice and use the best roll.

When you *are Evil and touch the Lightblade*, you suffer 1d4 damage and are momentarily blinded by a flash of white light.

CODIX OF WONDERS

1 weight, *magical*

A thick tome with a latching cover, bound in canvas that appears gray, but upon close examination swirls with living color.

When you *are a Wizard and use the Codex to research an artifact or magic item*, roll +INT: **on a 10+**, you may ask the GM 2 questions about it, which must be answered truthfully; **on a 7-9**, you may ask 1 question, but the answer may or may not be complete.

RING OF SHADOWS

0 weight, *worn*

A simple band of smoky quartz.

When you *are a Thief or Ranger and wear the Ring of Shadows*, you become invisible to the naked eye, but roll +nothing: **on a 10+**, GM chooses 1 side effect from the list below that applies for as long as you wear the ring; **on a 7-9**, the GM chooses 2 that apply as long as you wear it.

- * All light sources in your vicinity flicker and go out
- * You draw the attention of nearby creatures of shadow
- * You'll have to Defy Danger with WIS to take it off

DEED TO CASTLE DEATH

0 weight

A sheaf of yellowed pages, tied up with string.

When you *decipher the ridiculous legal language of the Deed*, you learn that a member of your party is the true and rightful heir to Castle Death! Ask the GM who it is.

Dangers

ARCHITECT'S PIT TRAP

When you *fall into an ancient hidden pit*, you suffer 1d8 damage from the fall.

GOBLIN DART TRAP

When you *are struck by what looks like a pathetic goblin dart*, roll +CON: **on a 10+**, you suffer 1 damage; **on a 7-9**, you suffer 1 damage and start to gradually stiffen from the spider venom—you'll soon be unable to move at all.

GOBLIN LACKEY

Horde, Small, Intelligent, Cautious, Hoarder

Damage Shiv, crude club, pointy stick 1d4+1 (*close*)

HP 3 Armor 0

Special Qualities None

Yellow-eyed, snaggle-toothed, underfed; oppressed.

Instinct To obey Bongaz

- * Pelt them with rocks, sticks, dried excrement
- * Assault *en masse* with raucous enthusiasm
- * Retreat in a disorganized panic

SKELETON

Horde

Damage Rusted or makeshift weapon 1d4 (*close*)

HP 4 Armor 1

Special Qualities Undead, resistant to piercing damage

Instinct To increase their ranks

- * Advance relentlessly
- * Drag them down
- * Cease movement only when skull is smashed

GIANT SPIDER

Group, Small, Stealthy, Devious, Hoarder

Damage Fangs 1d6+1 (1 piercing, *close*)

HP 6 Armor 0

Special Qualities None

Instinct To capture and feed

- * Entangle them in a clot of webbing
- * Inject them with paralyzing venom
- * Avoid halflings like the plague

BONGAZ, BUGBEAR OVERLORD

Leader, Large, Intelligent, Organized, Stealthy, Cautious, Hoarder

Damage Morningstar 1d8+4 (*close, forceful*)

HP 10 Armor 2

Special Qualities None

Hulking, gray-skinned, goblin-blooded, with a head, neck, and back covered with thinning black hair. Self-proclaimed master of Castle Death and bullying ruler of its goblin inhabitants. Surprisingly sneaky, always hungry, not above eating his subjects.

Instinct To bully or eat the weak

- * Command lesser goblins
- * Ambush or flank them
- * Wrench a weapon or shield away

MORDRIVAUG, DRAGON OF DEATH

Solitary, Huge, Magical, Intelligent, Hoarder, Terrifying

Damage Tail swipe 2d6 (*reach, forceful*) or bite 2d6 (2 piercing, *close, messy*)

HP 20 Armor 3

Special Qualities Flying, immune to fire, vulnerable to divine power

The true master of Castle Death.

Instinct To rule

- * Act with disdain
- * Demand tribute
- * Blast all before him with black fire

When you *are about to be blasted by the black fire of Mordrivaug*, roll +WIS: **on a 10+**, if suitable cover exists, you find it and escape harm, but that cover is destroyed (if suitable cover doesn't exist, treat as a 7-9); **on a 7-9**, you hit the dirt just in time, but must choose to either sacrifice an item of the GM's choice to the black fire or suffer 1d6 damage; **on a 6-**, 2 items of the GM's choice are destroyed and you suffer 2d6 damage.



Cesspits and Sewer Kats

by Mark Tygart • Maze exploration move inspired by Kasper Brohus Allerslev

Agenda

- * Make the world fantastic
- * Fill the characters' lives with adventure
- * Play to find out what happens

Goals

- * Establish details, describe
- * Use what they give you
- * Ask questions
- * Leave blanks
- * Look for interesting facts
- * Help the players understand the moves
- * Give each character a chance to shine
- * Introduce NPCs
- * Fill out your worksheet

Dungeon moves

- * Change the environment
- * Point to a looming threat
- * Introduce a new faction or type of creature
- * Use a threat from an existing faction or creature
- * Make them backtrack
- * Present riches at a price
- * Present a challenge to one of the characters

Questions

- * What brought you to the town of New Nilemah?
- * What reason do you have to love or hate the Lord Mayor of New Nilemah?
- * What tempting reward has the Lord Mayor promised you in exchange for finding his daughter?
- * Why does the Lord Mayor think she's in the sewer, of all places?
- * What have you heard about the madman they say lives down there?
- * And the Muckmonster? What about that?



Impressions

- * Scabbie the street urchin, a willing sewer guide to any who cross her palm with silver
- * The gag-inducing stench of sewage
- * A corroded iron grate, caked with nasty stuff
- * The constant drip of foul water
- * Rats, everywhere—chittering, squeaking, scrabbling
- * The rush and gurgle of unfiltered wastewater
- * Is that the sound of a crying child?
- * Ancient stonework
- * Clutches of long-stemmed green mushrooms, sprouting from holes where waste has collected
- * An eerie piping, echoing faintly through the tunnels

Custom moves

When you *explore the maze of sewer tunnels*, choose one party member as the *spotter*, one as the *mapper*, and one as the *rearguard*. If you don't have enough party members to assign 1 person to each job, treat any unassigned job as a 6- result.

When you *are the spotter*, roll +DEX: **on a 10+**, you find your way past hidden hazards ahead without mishap; **on a 7-9**, you'll have to deal with whatever dangers lie ahead, but at least they won't take you by surprise.

When you *are the mapper*, roll +INT: **on a 10+**, you record the journey well enough to find your way back to the last known location you visited; **on a 7-9**, you think you have the lay of things, but you'll need to **RETRACE YOUR STEPS** to get back to the last known location.

When you *are the rearguard*, roll +WIS: **on a 10+**, you get the drop on any trouble that shows up behind you; **on a 7-9**, you can't cover all of the angles all of the time, especially with all of these intersections and pipes.

When you *try to find your way back to a known location in the sewers using a questionable map*, choose 1 member of the party to roll +WIS: **on a 10+**, you make it back without mishap; **on a 7-9**, choose 1 from the list below.

- * It doesn't take an inordinate amount of time
- * You don't use up precious resources (light, food, etc.)
- * You avoid danger along the way

When you *are subject to a sudden burst of sewage from an unexpected direction*, roll +DEX: **on a 10+**, you leap clear avoid the worst of it; **on 7-9**, choose 1 from the list:

- * You don't lose something valuable or useful
- * You don't become *sick* from the vile effluent
- * You don't become so filthy that no one—not even your alleged friends—will talk to you until you clean up

Discoveries

MUCKMONSTER BAIT

1 weight, 1 use, 120 coins

Stewed goblin, spoiled peaches, and crushed rosemary: a sure lure for cesspit reptiles.

When you *remove the lid from a pot of muckmonster bait*, any MUCKMONSTER in the vicinity will pay the pot an eager visit, as swiftly as it is able.

FILTHY MAP

0 weight

A stained, smeared, sodden wad of parchment, on which a map of the spagehtti-tangle of sewer tunnels has been sketched in grease pencil. One area is circled, and the words PIPER HERE are scrawled next to it.

When you *navigate the sewers using the filthy map*, you end up lost or worse, because it's counterfeit. The circled area is actually the lair of the MUCKMONSTER.

FOUNTAIN OF THE RAT

20 weight

A 6' tall bronze idol of a demonic-looking rat, teeth bared. One eye socket is empty; a RUBY EYE occupies the other. A trickle of yellow-brown water falls from the idol's open mouth into a steaming basin at its feet.

When you *pry the RUBY EYE from its eye socket*, roll +DEX: **on a 10+**, your light touch spares you the effects of any hidden trickery; **on 7-9**, pressure on the back side of the eye socket triggers an internal mechanism that causes yellow gas to stream suddenly from the idol's ear- and nose-holes, suffusing the area in a FOG OF FEAR.

When you *bring yourself to drink from the cesspool at the foot of the rat idol*, roll +CON: **on a 10+**, you heal 1d6 points of damage; **on a 7-9**, you heal 1d4 points of damage, but are struck by a sudden craving for cheese.

On a 6-, mark XP, and you immediately regurgitate the contents of your stomach back into the pool. Later, you will find yourself the dismayed owner of a new rat-like feature to be described by the GM (tail, red eyes, whiskers, etc.).

RATTAIL

0 weight, 3 uses, 15 coins

Named for its size, shape, and texture, this bitter parsnip-like root vegetable grows only in "night soil."

When you *eat a raw rattail*, you are cured of the ill effects of ratbite (see DIRE RAT and RAT-CHILD, below).

RUBY EYE

0 weight, 1500 coins

A rough-cut red gemstone of unusual size.



SILVER SHAWM

1 weight, 750 coins

A woodwind instrument of exquisite craftsmanship, called a "pipe" by commoners.

When you *are a Bard and play the Silver Shawm*, roll +CHA: **on a 10+**, all animals within earshot and half your size or smaller will not harm you and will do what the music tells them to do, for as long as you keep playing; **on a 7-9**, they won't hurt you, and will follow you wherever you go with no regard for their own safety.

Dangers

FOG OF FEAR

When you *inhale the Fog of Fear*, roll +WIS: **on a 10+**, your vision blurs, but you'd better find a way out of this stuff; **on a 7-9**, describe your worst fear, the GM will tell what you need to do to keep it from paralyzing you.

DIRE RAT

Horde, Small, Stealthy, Devious

Damage Bite 1d4 (*hand*)

HP 3 **Armor** 0

Special Qualities Swimmer

Skulking, filthy, an equal match to a hunting dog.

Instinct To nest and breed near a source of food

- * Ambush them from a side tunnel
- * Gang up on the tastiest
- * Infect them with a a foul disease

MUCKMONSTER

Solitary, Large, Stealthy

Damage Snapping jaws 1d10+4 (*close*, 1 piercing)

HP 15 **Armor** 2

Special Qualities Amphibious

*Alley-gator, alley-gator, can't catch me,
Swimmin' in the filth where none can see,
Keep your teeth sharp gator, listen to my plea:
Gobble up them bully-boys, one-two-three!*

Instinct To devour

- * Lurch up suddenly from the stinking effluent
- * Sweep them waterwise with a swipe of the tail
- * Thrash them like a rag doll against a wall

THE PIPER

Solitary, Intelligent, Cautious, Magical

Damage Rat swarm 1d12 (*close, reach, near, far*, ignores armor)

HP 16 **Armor** 1

Special Qualities None

The rodentine hordes dwelling in the drainage tunnels and sewer systems of the civilized world could themselves be civilized, with but a touch of magic. And every civilization needs a ruler. A charming rogue of a ruler, resting on a throne of pestilence and entropy.

Instinct To surround himself with servitude

- * Mock their aversion to filth
- * Summon RAT-CHILDREN with a clap of the hands
- * Play the SILVER SHAWM and watch them dance

RAT-CHILD

Group, Intelligent, Devious

Damage Claws or teeth 1d4+2 (*close*, 1 piercing)

HP 8 **Armor** 2

Special Qualities Swimmer

Victims of THE PIPER, transformed by the curse of the FOUNTAIN OF THE RAT.

Instinct To do THE PIPER's bidding

- * Chant a nursery rhyme
- * Look at them with large, sad eyes
- * Fall upon them with a deep hunger

City of Pillars

by Mark Tygart • Inspired by *The Road to Ubar* by Nicholas Clapp and the work of Ray Harryhausen

Agenda

- * Make the world fantastic
- * Fill the characters' lives with adventure
- * Play to find out what happens

Goals

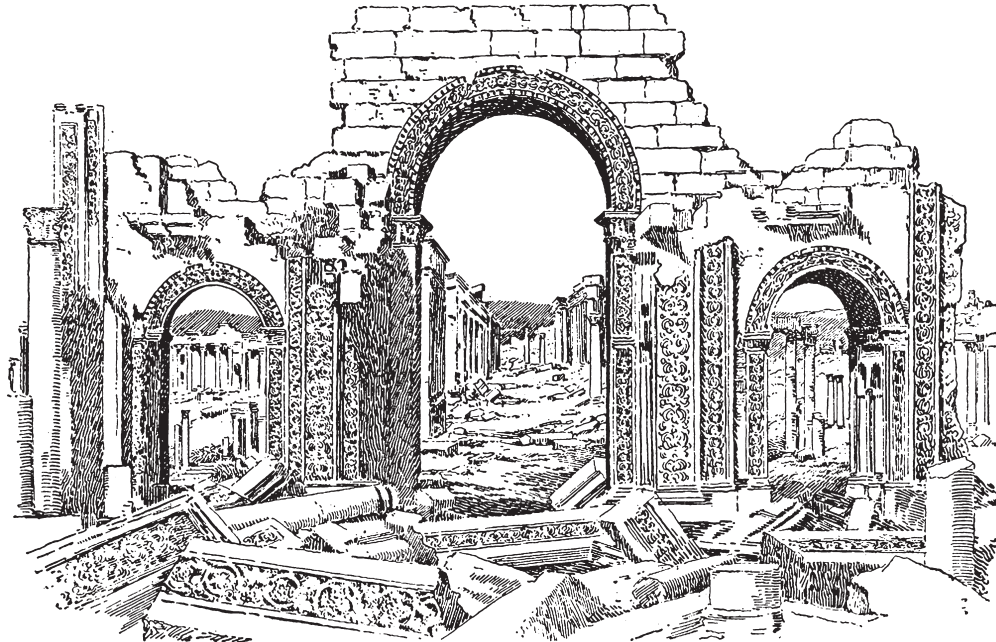
- * Establish details, describe
- * Use what they give you
- * Ask questions
- * Leave blanks
- * Look for interesting facts
- * Help the players understand the moves
- * Give each character a chance to shine
- * Introduce NPCs
- * Fill out your worksheet

Dungeon moves

- * Change the environment
- * Point to a looming threat
- * Introduce a new faction or type of creature
- * Use a threat from an existing faction or creature
- * Make them backtrack
- * Present riches at a price
- * Present a challenge to one of the characters

Questions

- * Why do you seek the head of a GORGON?
- * How did you learn of the Omanu, the City of Pillars?
- * Why do you believe a GORGON dwells there?
- * How much time have you spent in the desert called *Albyr Matruq*, the Sea-of-No-Tracks?
- * Why do the people of Shis fear the desert?
- * Who among you worships HAMIA, the Protector?



Custom move

When you *consult a scholar in the town of Shis about the lost city of Omanu*, pay 20 coins and roll +CHA: **on a 10+**, the GM chooses 3 things from the list below; **on a 7-9**, the GM chooses 2; **on a 6-**, the GM chooses 1, and there may be strings attached.

- * You are shown a map of the lost city and are permitted to make your own copy
- * You are warned about the GHULS, eaters of the dead who prey upon unwary desert travelers
- * You are regaled with the legend of the COLORLESS CLOAK, and how Princess Iffa used it to escape Omanu before the fall
- * You are shown an ancient drawing of ALQATIL, the blade of Omanu's priest-king, which was said to cut through stone itself

Impressions

- * Baking heat
- * More kinds of sand than you knew existed—powdery, crusted, gritty like the teeth of mice
- * The shadows of carrion birds, wheeling slowly across the dunes
- * Thirst, pursuing you like an implacable foe
- * A measured swig from a clay jug
- * An inviting shimmer in the near distance
- * Evening falling like a blessing of the gods
- * The desert wind, whipping at tent flaps
- * A silver moon and rivers of stars, shining in the blackness of an infinite night
- * A profusion of shattered pillars and stonework, half-buried in drifts of sand

Deity

HAMIA, THE PROTECTOR

Goddess of the Omanu people, forsaken when the city fell, but still worshipped in some quarters. Believers claim that she grants oracular visions and protection to the truly devout. Her symbols are the evening star and a lone acacia tree; in statuary and other carvings, she is depicted as a somber, tall woman with a star in the center of her forehead.

Tenets

- * The defenseless must be protected
- * Life is more precious than material goods
- * Sacrifice of material goods honors the goddess
- * Nonbelievers must be exiled to the Sea-of-No-Tracks

Discoveries

ALQATIL, THE KING'S RAZOR

1 weight, *close*, *magical*, ignores armor

A curved blue-black blade, with a cutting edge so thin as to be transparent.

When you *approach an enemy of the long-dead people of Omanu*, Alqatil begins to vibrate.

When you *raise Alqatil for all to see*, enemies that recognize the King's Razor may cower and flee.

When you *roll a 10+ to Hack and Slash with Alqatil*, your foe is decapitated.

BLESSED URN

2 weight, *divine*

A vessel of red clay, large enough to hold a human head, filled with water tinted with oil of acacia, and blessed by a priestess of HAMIA.



When you *place a GORGON's head in a blessed urn*, it will remain perfectly preserved and potent, allowing you to draw it forth and inflict its gaze upon enemies at will.

COLORLESS CLOAK

0 weight, *worn*, *magical*

A simple garment of pale silk, frayed with the passage of time and covered with a dense pattern of tiny, star-shaped stitches.

When you *wear the Colorless Cloak and invoke the name of HAMIA*, she veils your presence from all living things until you utter a sound or commit an act of aggression, whichever comes first.

When you *violate any tenet of HAMIA*, the Colorless Cloak turns to dust and you are revealed for all to see.

GARDEN OF STONE

When you *discover an intact archway that opens into a courtyard full of lifelike statues*, roll +WIS: **on a 10+**, choose 2 from the list below; **on a 7-9**, choose 1.

- * You notice something important about the archway (ask the GM what)
- * If there's anything in the courtyard, it hasn't noticed you yet
- * You recognize one of the statues (ask the GM whom it resembles)

NETHER-EYED HELM

0 weight, *magical*

A bronze helm with a visor of of smokey quartz.

When you *wear the Nether-Eyed Helm*, you are unaffected by any power that depends upon making eye contact (including the gaze of PHORCYSA).

Dangers

ALHAJAR POISON

When you *suffer from the effects of the toxin called "stone blood" by the people of Shis*, roll +CON: **on a 10+**, your skin grows temporarily hard as you metabolize the poison—take +1 armor forward to the next time you suffer damage; **on a 7-9**, your limbs begin to stiffen, and you will soon become immobilized.

BOLT TRAP

When you *step on a pressure-sensitive flagstone and hear a sudden THWIT*, roll +DEX: **on a 10+**, your reflexes save you from a stone-tipped bolt that whistles past; **on a 7-9**, you suffer 1d6 damage (1 piercing) and the effects of ALHAJAR POISON.

GHUL

Group, Intelligent, Organized, Cautious, Stealthy

Damage Black nails and teeth 1d6 (*close*)

HP 8 **Armor** 0

Special Qualities Demon

A desert-dwelling demon, jealous of life. Able to assume the form of those it consumes, the ghul moves from body to body, extending its existence in defiance of the

laws of mortality. Incautious investigators of forsaken places may find themselves surrounded by a hideous congregation, in search of feast.

Instinct To consume still-living flesh

- * Fall slavering upon them
- * Rend at the joint
- * Break and flee as soon as the edge is lost

NASNAS

Horde

Damage Fist 1d4 (*hand*)

HP 5 **Armor** 0

Special Qualities Undead, immune to Phorcysa's gaze

Half a human being; having half a head, half a body, one arm, and one leg, with which it hops with much agility.

—*The Thousand and One Nights*, translated by Edward Lane

Former citizens of Omanu, cursed for their crimes and committed to Phorcysa in undeath.

Instinct To serve PHORCYSA

- * Hop like a herd of obscene pogo sticks
- * Assault them in a mindless, hopping mob
- * Relent only when its half-heart is destroyed

PHORCYSA, GORGON OF OMANU

Solitary, Intelligent, Devious, Terrifying, Hoarder

Damage Claws 1d6 (*close*)

HP 14 **Armor** 1

Special Qualities Petrifying gaze

The half-serpent daughter of a serpent-haired mother, birthed in ancient times and rendered lonely and mad with the passage of centuries. Phorcysa collects works of art, foremost among them her victims (though she is known to destroy less successful pieces on fits of pique).

Instinct To collect the vain and foolish

- * Welcome the intrusion
- * Glance at them *just so*, to capture the proper pose
- * Become incensed at any sign of clever defiance

Daughter of Ice

by Mark Tygart

Agenda

- * Make the world fantastic
- * Fill the characters' lives with adventure
- * Play to find out what happens

Goals

- * Establish details, describe
- * Use what they give you
- * Ask questions
- * Leave blanks
- * Look for interesting facts
- * Help the players understand the moves
- * Give each character a chance to shine
- * Introduce NPCs
- * Fill out your worksheet

Dungeon moves

- * Change the environment
- * Point to a looming threat
- * Introduce a new faction or type of creature
- * Use a threat from an existing faction or creature
- * Make them backtrack
- * Present riches at a price
- * Present a challenge to one of the characters

Questions

- * Why do the villagers of Upnak call it *Turn af Is* ("Tower of Ice")?
- * It appeared recently, as if overnight—how does Himinauga the Upnaki seer explain this?
- * How often are hapless travelers found headless and discarded in the frozen waste?
- * What do local legends say of the ISDRAUGA ("ice-ghosts") said to dwell in the rock itself?
- * How do villagers describe the SVARTVAEN ("black-wings") they have seen against the sky at dusk?
- * Who among the Upnaki is not to be trusted?

Impressions

- * Leaden gray skies turning pink and mauve at dusk
- * The Bay of Bones, a black mirror to the frozen stars
- * Curtains of dancing light against the constellations
- * A low buzzing, shifting in frequency and direction
- * A freezing wind, moaning through frozen crags and clefts in the twisted ice
- * A ragged trail of blood that leads nowhere
- * A headless corpse, still steaming, covered in red insects that resemble tiny crabs
- * The distant, mournful howl of a dog or wolf
- * Blue light, glimmering from a narrow window
- * A tunnel mouth, nearly sealed by layers of rime
- * A frantic flapping sound in the darkness
- * A midden, bearing a fresh layer of split skulls
- * A yawning portal exerting a vertiginous pull

Places

UPNAK

A cluster of stone huts hugs the shore of the Bay of Bones at the foot of a cliff that protects it from the freezing wind. Most homes include a lean-to which shelters a kayak-like fishing boat of animal hide and a dogsled. Dogs (and their tracks) are numerous here, and prized above all else by the taciturn Upnaki.

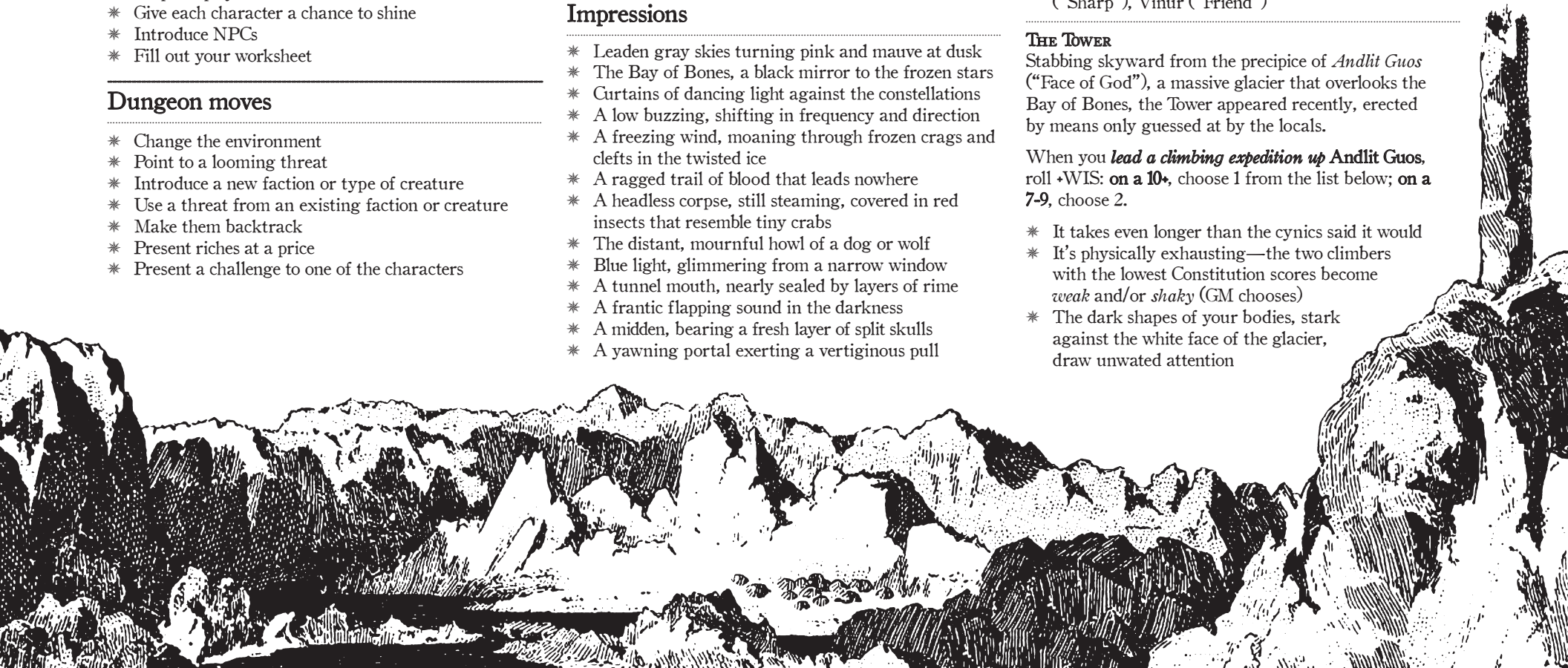
♀ Names: Blaer, Fjolvar, Kaldi, Skapti, Ulfar, Zakar
♂ Names: Alba, Arnheid, Finfreed, Laretta, Oddny, Sila
Dog names: Andi ("Spirit"), Frostaug ("Frost-eye"), Gulfut ("Gold-foot") Raekjur ("Shrimp"), Skarpur ("Sharp"), Vinur ("Friend")

THE TOWER

Stabbing skyward from the precipice of *Andlit Guos* ("Face of God"), a massive glacier that overlooks the Bay of Bones, the Tower appeared recently, erected by means only guessed at by the locals.

When you *lead a climbing expedition up Andlit Guos*, roll +WIS: **on a 10+**, choose 1 from the list below; **on a 7-9**, choose 2.

- * It takes even longer than the cynics said it would
- * It's physically exhausting—the two climbers with the lowest Constitution scores become *weak* and/or *shaky* (GM chooses)
- * The dark shapes of your bodies, stark against the white face of the glacier, draw unwated attention



Discoveries

ANDISTAFIR ("SPIRIT-STAVES")

Runic symbols, inscribed by the Upnaki on metal, stone or wood, to call upon or ward off supernatural forces.



When you *make the Mark of Sja*, roll +WIS: **on a 10+**, all hidden things within sight are revealed to you; **on a 7-9**, the GM will tell you whether anything is hidden here.



When you *make the Mark of Vërnda*, roll +INT: **on a 10+**, the thing marked is protected from theft of all kinds; **on a 7-9**, a thief will think twice before taking it.



When you *make the Mark of Kveikja*, roll +CHA: **on a 10+**, the thing marked bursts into magical white flame which burns the wicked (+1d6 damage) and will last until the next time you sleep peacefully; **on a 7-9**, the thing flares with white flame that momentarily blinds all those of impure intention who look upon it, then gutters out.

BRAIN-GLOBE

2 weight

A crystal sphere filled with clear fluid, in which is suspended a human brain. Close examination of the globe's surface reveals an intricate filigree running throughout, like a maze of golden hairs.

When you *touch a brain-globe*, a telepathic link is established between your mind and that within the globe for as long as you maintain contact, and roll +WIS: **on a 10+**, you may communicate freely with the prisoner, and it will reveal all that it knows to you; **on a 7-9**, you may communicate with the prisoner, but it is likely confused or insane; **on a 6-**, the intense psychic trauma suffered by the prisoner passes instantly through your consciousness, paralyzing you with shock and horror.

When you *shatter a brain-globe*, you kill the prisoner once and for all, and draw the attention of all SVARTVAERN within a mile, across multiple dimensions. In addition, anyone who had established a telepathic link with that prisoner immediately suffers 1d8 damage and knows that you're responsible.

Dangers

DROTTNI, THE CRYOMANCER

Solitary, Intelligent, Cautious, Devious, Magical

Damage Ice shards 1d10 (*reach, near, 1 piercing*)

HP 12 Armor 2

Special Qualities Magic-user

Daughter, once, before her parents were exiled and claimed by the cold; mother, now, to frozen and deathless progeny; destroyer, soon, of that pathetic village and the fools that cower within.

Exiled along with her parents from UPNAK because her eyes turned white on her thirteenth birthday (marking her as *bolvadur*, or cursed by the gods), Drottni was found dying in the snow by the first SVARTVAERN surveyors. They kept her alive, and teased out her latent sorcerous powers over time. Now she makes the most of the black-wings' castoff corpses, assembling a terrible host to exact vengeance on those who sent her and her parents out to die. SVARTVAERN may often be found in her vicinity, watching. Drottni considers them friends and saviors.

Instinct To kill the Upnaki with cold

- * Change the weather
- * Bend snow and ice to her will
- * Send forth the ISDRAUGA

ISDRAUGA ("ice-ghost")

Solitary, Terrifying

Damage Clumsy swipe 1d10 (*hand, forceful*)

HP 12 Armor 2

Special Qualities Undead, immune to cold

A headless corpse, animated by forces both fell and frosty.

Instinct To lay hands on the living

- * Cleave to their bare skin like iron to a magnet
- * Fill them with paralyzing cold
- * Drain their heat (1d6 ongoing while in contact)

SVARTVAERN ("black-wing")

Group, Intelligent, Organized, Cautious, Stealthy, Planar

Damage Crescent-shaped talons 1d8 (*close*)

HP 6 Armor 1

Special Qualities Flying, telepathic

Externally, much as the villagers have described; internally, they share a hive-mind, possess a deep scientific curiosity, and operate with knowledge of multiple dimensions and nonlinear time. They perceive and navigate their surroundings by way of a kind of sonar, manifested as a low-frequency buzzing, and communicate with intelligent creatures telepathically, but only when in physical contact.

Instinct To study brains of all species

- * Abduct an isolated specimen
- * Assemble for an orderly attack
- * Split a skull for science

When you *touch a svartvaern for the first time*, roll +CHA: **on a 10+**, choose 2 from the list below; **on a 7-9**, choose 1.

- * It recognizes you as a superior specimen and will eschew acquisition of your brain in favor of observing your behavior closely
- * It will answer your questions truthfully
- * It is open to cooperation in the interest of science



The Dreaming Wood

by Mark Tygart · Inspired by H.P. Lovecraft's "The Dream-Quest of Unknown Kadath" and Eric Lochstampfor.

Agenda

- * Make the world fantastic
- * Fill the characters' lives with adventure
- * Play to find out what happens

Goals

- * Establish details, describe
- * Use what they give you
- * Ask questions
- * Leave blanks
- * Look for interesting facts
- * Help the players understand the moves
- * Give each character a chance to shine
- * Introduce NPCs
- * Fill out your worksheet

Dungeon moves

- * Change the environment
- * Point to a looming threat
- * Introduce a new faction or type of creature
- * Use a threat from an existing faction or creature
- * Make them backtrack
- * Present riches at a price
- * Present a challenge to one of the characters

Questions

- * Why are you traveling through the Dreaming Wood?
- * How did you learn of its secret location?
- * What do you know about the Cult of Hypnos and their plot to destroy reality?
- * How do you plan to foil their plot?

Impressions

- * The gloomy forest, all around
- * The smell of wet leaves and decay
- * A ring of toadstools in a dewy clearing
- * The feeling that you're being watched
- * A shallow brook traced through a welter of ferns
- * The hushed trickle of a small waterfall
- * A ragged fork in the path, insects falling silent
- * The sudden appearance of a white stag, like a ghost in the gloom
- * Cool mist on your skin
- * Many corpses, heaped in an open pit
- * A small shrine to Hypnos, pieced together from bits of nature and scattered with dried poppies

Custom move

When you *first encounter the Zoogs*, roll +CHA: **on a 10+**, the Zoogs don't attack, and they may trade useful things (items, information) in exchange for a promise to attack the CULTISTS; **on a 7-9**, the Zoogs will not attack, but only if you agree to eliminate the CULTISTS; **on a 6-**, you are lunch for the Zoogs.

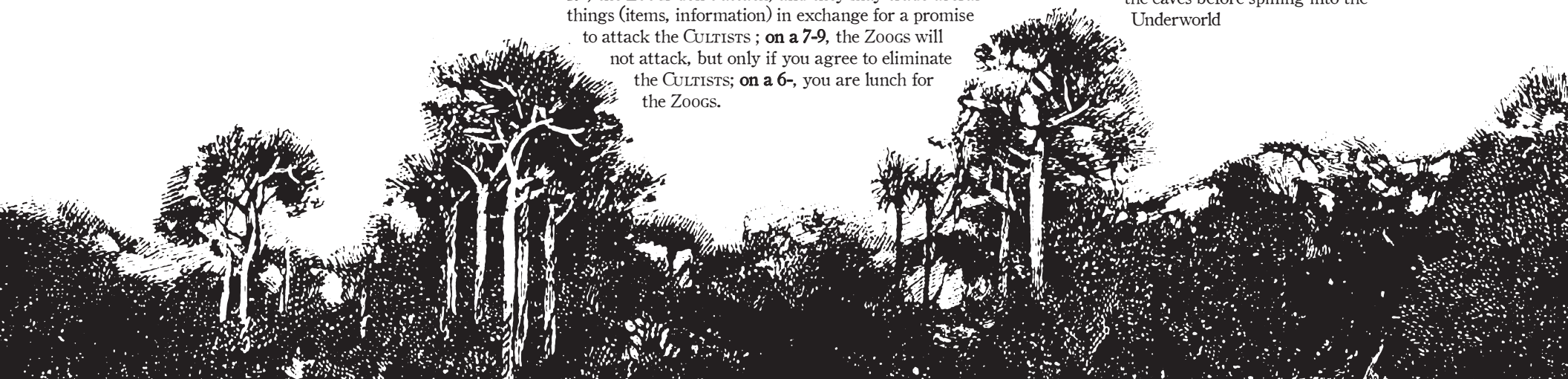
Lore

GLEANED FROM *Astral Projection and Other Modes of Extraphysical Transport*, BY HASSAN THE SCHOLAR:

- * There exists great patchwork of worlds parallel to our own, entrance to which may only be gained in dreams
- * Experienced dreamers from our world are among the most powerful inhabitants of these "Dreamlands"
- * If you occupy the Dreamlands when your body dies in our world, you become a permanent resident of the Dreamlands.
- * Someone named "Hypnos" maintains the borders between the Dreamlands and our world.

GLEANED FROM *Gods and their Dwelling-Places*, BY ZENOPUS OF PORTOWN:

- * The god Hypnos is the personification of sleep
- * Hypnos dwells in a mansion of caves which sees neither sunrise, sunset, nor lightsome noon
- * You will know the entrance to the mansion by the field of blood-red poppies that carpet the ground there
- * The entrance is barred by neither door nor gate, so that Hypnos not be awakened by a creaking hinge
- * The Lethe—River of Forgetfulness—winds through the caves before spilling into the Underworld





Hypnos, the personification of sleep.

Discoveries

DUNGEON WORLD RULEBOOK

0 weight, 3 uses

When you *possess the Dungeon World Rulebook and Spout Lore in a display of your superior knowledge*, mark off 1 use and revise the information the GM gives you. You may not directly contradict what the GM says.

POLYHEDRALS

0 weight, 3 uses

A handful of small cut gemstones that grant visceral satisfaction when cast upon a hard surface.

When you *possess the Polyhedrals and make any roll*, you may mark 1 use to reroll the dice and use that result.

REALITY PORTAL

A glimmering opening of any shape and size, reminiscent of a window or door.

When you *pass through the Reality Portal*, you encounter your real self (1 HP) playing a role-playing game in a suitably bizarre environment, along with the real selves of everyone else who is playing.

When *your real self is killed*, you must take your Last Breath.

When *the real GM is killed*, all of reality dissolves.

When you *exit this fearful place via the Reality Portal*, it closes behind you, leaving no trace of its existence.

Dangers

BONETREE

Solitary, Huge

Damage Stinging vines b[2d6+5] (*reach*, 2 piercing)

HP 18 **Armor** 3

Special Qualities Mindless, fire resistant

Standing as tall as a hill giant, this tree is pale brown with scores of leafless branches reaching skyward, giving it a skeletal appearance. Its trunk is covered in knots, and suppurating holes of varying size. When prey nears a Bonetree, the branches begin to rattle, creating a sound similar to that of a nest of rattlesnakes. Stinging white tentacles lash out from some of the holes in the trunk to grasp prey and reel it in. Once fully embraced, prey is rended into small enough pieces to be stuffed into various of the tree's orifices.

Instinct To protect the REALITY PORTAL

- * Seize them with tentacles
- * Sting them, deeply
- * Drag them closer
- * Piece them apart with gruesome efficiency

When you *are stung by a Bonetree tentacle*, start a 4-mark countdown if you haven't already done so, and roll +CON: **on a 10+**, you resist the poison and suffer no other effects, for now; **on a 7-9**, the poison wracks your body—as a GM move, as long as the poison remains in your body, the GM may mark 1 off your countdown and apply the corresponding effect; **on a 6-**, as 7-9, but mark 1 right now and apply the effect immediately.

- You start to quiver and spasm, becoming *shaky* (DEX -1)
- You are *blinded* by incredible pain
- You feel the life ebbing out of you, becoming *weak* (STR -1) and *sick* (CON -1)
- You seize up in a twisted mockery of yourself, paralyzed and awaiting your doom

CULTIST OF HYPNOS

Group, Devious, Stealthy

Damage Shard of iron, rock, or fists 1d4 (*hand*)

HP 2 **Armor** 0

Special Qualities Fanatical

Robed in red, pale-skinned, lethargic until awakened to the will of their master.

Instinct To sacrifice all

- * Follow them at a distance
- * Sing a song of Dreamland
- * Stab them, again and again and again

ZOOG

Tiny, Group, Organized, Devious, Stealthy

Damage Bite 1d4 (*hand*)

HP 2 **Armor** 0

Special Qualities All-seeing

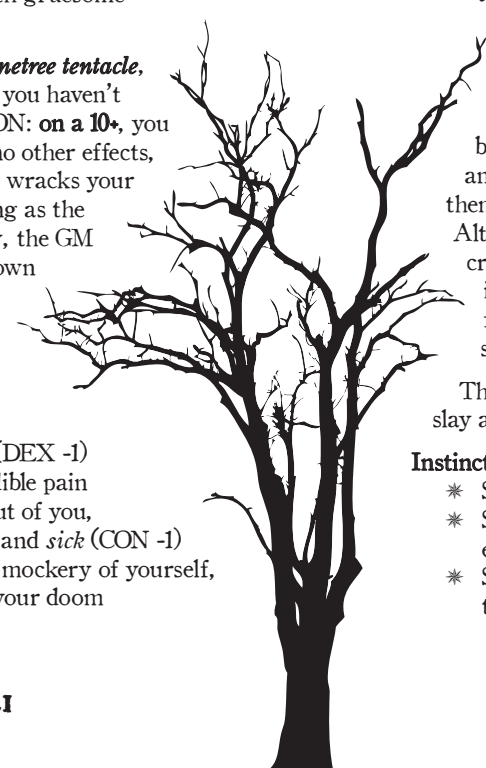
Spiteful, nasty creatures with a taste for the flesh of sentient beings, Zoogs lurk in the shadowy, moldering places of the world. Although they are often mistaken for otherworldly animals, their foul intentions and unnatural viciousness sets them apart from lowly beasts.

Zoogs congregate in loose, tribal groups, favoring lands where the boundaries between worlds grow thin and strange creatures—not unlike themselves—slip from one to the other. Although lone Zoogs shy away from larger creatures, as soon as they have advantage in numbers they will strike, leaping from sagging boughs and hidden dens to swarm their prey.

They detest cats, and go to great lengths to slay and devour felines of any sort.

Instinct To savor sentience as a delicacy

- * Swarm them
- * Start biting where openings already exist: eyes, ears, nose, etc.
- * Scatter like leaves in the gloom as soon as the tide turns against them



Eldritch Island

by Mark Tygart • Inspired by H.P. Lovecraft's story "The Call of Cthulhu"

Agenda

- * Make the world fantastic
- * Fill the characters' lives with adventure
- * Play to find out what happens

Goals

- * Establish details, describe
- * Use what they give you
- * Ask questions
- * Leave blanks
- * Look for interesting facts
- * Help the players understand the moves
- * Give each character a chance to shine
- * Introduce NPCs
- * Fill out your worksheet

Dungeon moves

- * Change the environment
- * Point to a looming threat
- * Introduce a new faction or type of creature
- * Use a threat from an existing faction or creature
- * Make them backtrack
- * Present riches at a price
- * Present a challenge to one of the characters

Questions

- * Why were you traveling on the doomed ship?
- * How did you manage to escape the sucking whirlpool created by the ship when it finally sank?
- * How did you manage to reach this black shore through the storm-wracked sea?
- * How many of the crew survived and lie clinging now to this desolate piece of rock?
- * A crate from the ship washed ashore with you—what supplies or gear did you find inside?
- * How do you plan to get off this godsforsaken island?

Impressions

- * The island—a gleaming wet black mountain recently upthrust from the sea floor
- * The staggering stench of muck from the depths, freshly wrenched into the moist air
- * Bloated sea creatures, gasping and dying
- * A slippery carpet of ropey seaweed
- * The slurp of the black muck clinging to each step
- * Cyclopean towers of black and green stone
- * The feeling of being watched by alien eyes
- * A child's pathetic and repeated whisper for help
- * A sudden wave of nausea
- * A small waterfall of seawater, spotted unexpectedly amidst the gigantic ruins
- * A tremor like the shiver of a great beast
- * Something incongruous splashing in a tidepool
- * The remains of a giant squid, like great slabs of wet rubber scattered across the rocks
- * An unexpected onyx statue of a giant toad
- * A stairway, leading down to a saltwater lake
- * Pictograms, cut into the rock, depicting humanoids being dismembered by tentacles



Custom moves

When you *disturb the unspeakable ritual in progress*, roll +CHA: **on a 10+**, the ritual fails and the CULT LEADER leads his followers against you (make a 9-tick countdown); **on a 7-9**, The CULTISTS are distracted, but manage to complete the ritual (make a 6-tick countdown); **on a 6-**, the ritual was nearly complete anyway (make a 3-tick countdown).

When you *start a countdown*, the GM may mark 1 tick as a GM move at any point thereafter.

When you *mark the first third of a countdown's total length*, an AVATAR of CTHULHU appears at the tomb at the island's summit.

When you *know a cultist or other person has been consumed by the AVATAR*, mark 1 tick on the countdown.

When you *mark the last tick of the countdown*, the island sinks beneath the waves.

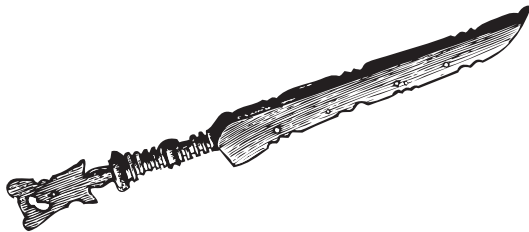
Discoveries

RAZOR OF R'LYEH

Close, magical, ignores armor, 1 weight

A ragged blade of living black coral that pulses and writhes with eldritch wizardry.

When you *deal damage with the Razor*, deal your damage twice.



FOUNTAIN OF DAGON

Site, magical

When you *drink from the Fountain of Dagon*, the salt burns your throat, and you gain the *Amphibious* tag until the next new moon.

PRIMEVAL PORTAL

Site, magical

A hole in space-time, ripped open with the rising of the island.

When you *peer into the Primeval Portal*, you see shifting sights: the steaming jungles of a long-lost continent; the swirling expanse of a great desert; a group of robed figures chanting in a circle, elsewhere on this very island.

When you *step through the Primeval Portal*, roll +WIS: **on a 10+**, you step into the place you intended; **on a 7-9**, you step into the intended place, but some part of you or your gear (ask the GM what) instantly ages 1,000 years.

Dangers

GIANT CRAB

Group

Damage Pincers 1d8 (*close, messy, 1 piercing*)

HP 6 Armor 3

Special Qualities Amphibious

Larger than a cart wheel, with pincers strong enough to cut through leather and sever limbs.

Instinct To feast on carrion

- * Emerge suddenly from a body of salt water
- * Skitter sideways with extraordinary speed
- * Pinch through a body part or piece of gear

CULTIST OF CTHULHU

Horde, Intelligent, Organized

Damage Flurry of zealous blows 1d6 (*close, forceful*)

HP 3 Armor 0

Special Qualities Fanatical

Robed in black, twisted of mind and intent, chanting without surcease: "Ph'nglui mglw'nafh Cthulhu R'lyeh vegah'nag!"

Instinct To awaken dead Cthulhu

- * Call other cultists to the fray
- * Show no fear
- * Disturb them with senseless behavior

DEEP ONE

Group, Intelligent, Organized

Damage Harpoon b[2d8] (*reach, near*)

HP 6 Armor 2

Special Qualities Amphibious

A species of humanoid with characteristics of both frog and fish, said to dwell in cities upon the ocean's floor.

Instinct To kidnap and enslave

- * Rise in numbers from the waves
- * Pursue them as hunters after prey
- * Drag them into the depths

AVATAR OF CTHULHU

Solitary, Huge, Intelligent, Hoarder, Planar, Terrifying, Magical, Divine,

Damage Great rending claws 1d12+9 (*reach, forceful*)

HP 33 Armor 6

Special Qualities Amphibious, flying, regenerating

An ancient and terrible god of vaguely anthropoid outline, with an octopus-like head whose face is a mass of feelers; a scaly, rubbery-looking body, prodigious claws on hind and fore feet, and long, narrow wings behind.

Instinct Unknowable

- * Move like a mountain
- * Force them trembling to their knees at the mere sight
- * Flatten them underfoot
- * Sweep them into the sea
- * Take flight, and eclipse the sun
- * Return in an eon, even after defeat



After a drawing by H.P. Lovecraft

The Gibbelin Job

By Mark Tygart • Inspired by Lord Dunsany's classic short story "The Hoard of the Gibbelins."

Agenda

- * Make the world fantastic
- * Fill the characters' lives with adventure
- * Play to find out what happens

Goals

- * Establish details, describe
- * Use what they give you
- * Ask questions
- * Leave blanks
- * Look for interesting facts
- * Help the players understand the moves
- * Give each character a chance to shine
- * Introduce NPCs
- * Fill out your worksheet

Dungeon moves

- * Change the environment
- * Point to a looming threat
- * Introduce a new faction or type of creature
- * Use a threat from an existing faction or creature
- * Make them backtrack
- * Present riches at a price
- * Present a challenge to one of the characters

Questions

- * Why are you traveling to the tower of the Gibbelins?
- * How did you learn of its location, at the utmost edge of Terra Cognita?
- * By what means did you pass the Forest Unpassable, and what did it cost you?
- * What do you plan to do with the fortune in gems that awaits you?
- * What are the specifics of the empty casket memorial service you've arranged in case you don't return?



Sidney Sime, original illustration for "The Hoard of the Gibbelins," 1912.

"To Serve Man—It's a cookbook!"

—The Twilight Zone

"That's a fugazi."

—About a jewel, from the film *Donnie Brasco*

Cooking with the Gibbelins will be coming soon to your local cable network. Bon appétit!

Impressions

- * The gloom of the huge trees looming above
- * The smell of wet leaves and decay
- * A ring of stones
- * The feeling you are being watched
- * The gurgle of the river
- * The splash of a small waterfall
- * A path of ancient stone
- * The sudden appearance of a black stag
- * Fog and more fog...
- * That evil tower, upon its narrow island
- * A small, unexpected shrine to Thanatos
- * More damned huge trees...

Lore courtesy of Edward Plunkett, Baron of Dunsany

ON THE DWELLING-PLACE OF THE GIBBELINS:

Their tower stands on the other side of that river known to Homer—ho rhoos okeanoio, as he called it—which surrounds the world. And where the river is narrow and fordable the tower was built by the Gibbelins' gluttonous sires, for they liked to see burglars rowing easily to their steps. Some nourishment that common soil has not the huge trees drained there with their colossal roots from both banks of the river.

There the Gibbelins live and are discredibly fed.

ON THE ECONOMICS OF THE GIBBELIN DIET:

The Gibbelins eat, as is well known, nothing less good than man. Their evil tower is joined to Terra Cognita, to the lands we know, by a bridge. Their hoard is beyond reason; avarice has no use for it; they have a separate cellar for emeralds and a separate cellar for sapphires; they have filled a hole with gold and dig it up when they need it. And the only use that is known for their ridiculous wealth is to attract to their larder a continual supply of food. In times of famine they have even been known to scatter rubies abroad, a little trail of them to some city of Man, and sure enough their larders would soon be full again.

Places

GIBBELIN GEM CELLARS

These contain a hoard of various cut and uncut stones of various sizes of a given type. Unfortunately for the adventurers a large percentage of these are actually counterfeit ("fugazi").

GIBBELIN COIN HOARD

A large percentage of these coins are also counterfeit.

Discoveries

BABYLON CANDLE

0 weight, 2 uses

When you *light the Babylon Candle, hold hands in a circle with the other players at the table, and think of a desired destination*, you disappear in a flash of light! Roll +nothing; **on a 10+**, you find yourself exactly where desired—mark off 1 use; **on a 7-9**, you find yourself near the desired destination—mark 1 use and ask the GM where you are; **on a 6-**, the Candle fizzles and you end up in a difficult place of the GM's choice (don't mark a use).

TOWER MAP

0 weight

When you *decipher the scribbles on the Tower Map*, you find indication of a secret entrance into the tower proper via a tunnel from the catacombs beneath.

RING OF TWILIGHT

0 weight, worn

When you *slip on the smoked-glass ring*, you gain the *Insubstantial* tag as long as you are not in daylight: you may not physically affect the world, but may interact fully with those which share your lack of substance.

MASTER'S REMAINS

The preserved corpse of the Tower's former master, pierced through the ribcage by a long wooden stake.

When you *remove the stake from the remains*, the corpse will slowly regenerate, until, after you've forgotten all about it, it will reclaim the Tower as its own.

Dangers

GIBBELIN NET TRAP

When you *step through a hidden tripwire*, Roll +DEX: **on a 10+**, both from the list below apply; **on a 7-9**, choose 1 from the list; **on a 6-**, the alarm is sounded—summoning a hungry Gibbelin horde—and you're ensnared.

- * You're able to avoid setting off the alarm
- * You avoid being ensnared in the net

GIBBELIN PIT TRAP WITH LOCKING COVER

When you *step on a cleverly camouflaged section of false floor*, Roll +DEX: **on a 10+**, all from the list below apply; **on a 7-9**, choose 2 from the list; **on a 6-**, the alarm is sounded—summoning a hungry GIBBELIN HORDE—you take 1d4 damage, and you're locked in the pit.

- * You're able to avoid setting off the alarm
- * You avoid being locked in the pit
- * You suffer 1d4 damage from the fall into the pit

GHOST OF A GIBBELIN VICTIM

Solitary, Devious, Terrifying

Damage Phantom touch 1d6 (*close, reach*)

HP 16 **Armor** 0

Special Qualities Floating, insubstantial

Every culture tells the story the same way. You live, you love or you hate, you win or you lose, you die somehow you're not too fond of and here you are: ghostly, full of disappointment. Some people—brave and kindly folks—take it upon themselves to seek out the dead and help them pass on to their rightful rest. You can find these folks, most times, drinking away the terrors in the tavern or babbling in the madhouse. Death takes a toll on the living, in one way or another.

Instinct To haunt

- * Haunt a place of importance
- * Offer information from the other side, at a price
- * Reveal the terrifying nature of death

GIBBELIN HORDE

Solitary, Hoarder

Damage Flurry of blows and bites b[3d6] (*close, reach*)

HP 25 **Armor** 0

Special Qualities See below

A great mob of unseelie fey cannibals.

Instinct To replenish the pantry

- * Lure them with jewels and semiprecious stones
- * Ambush them
- * Fight over the juiciest parts

Special moves

When you *fight the Horde*, roll +STR: **on a 10+**, choose 2 from the list below; **on a 7-9**, choose 1.

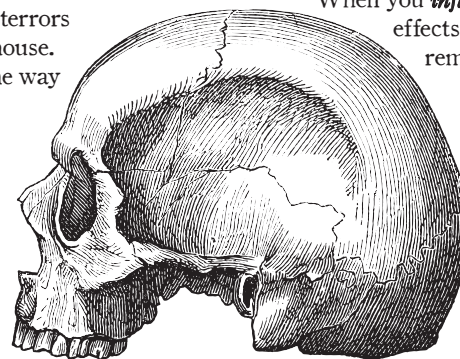
- * You avoid capture by countless grasping hands
- * You land a meaningful hit; inflict your damage
- * You maintain your position before the horde
- * You help another person escape the horde

When you *are caught by the Horde*, roll +STR: **on a 10+**, you manage to pull free; **on a 7-9**, you aren't mauled or eviscerated, but they worsen your position—choose 1 from the list below and mark it off (if no choices remain, treat this roll as a 6-); **on a 6-**, they tear you to shreds and feast upon your bits (take your Last Breath).

- ☐ You drop an item of value
- ☐ You lose an item to their grasping hands
- ☐ You lose some clothing to their tearing claws
- ☐ You stumble and fall or collide with an obstacle
- ☐ You have a revelation that your end is nigh

When you *inflict damage on the Horde*, the effects vary depending on the Horde's remaining HP:

HP	EFFECT
20+	Still a teeming sea of teeth and claws
15-19	Damage reduced to b[2d6]
6-14	Damage reduced to 1d6
0-5	The survivors scatter, to regroup later



Into the Fungal Forest

by Mark Tygart

Agenda

- * Make the world fantastic
- * Fill the characters' lives with adventure
- * Play to find out what happens

Goals

- * Establish details, describe
- * Use what they give you
- * Ask questions
- * Leave blanks
- * Look for interesting facts
- * Help the players understand the moves
- * Give each character a chance to shine
- * Introduce NPCs
- * Fill out your worksheet

Dungeon moves

- * Change the environment
- * Point to a looming threat
- * Introduce a new faction or type of creature
- * Use a threat from an existing faction or creature
- * Make them backtrack
- * Present riches at a price
- * Present a challenge to one of the characters

Questions

- * What experience do you have with the religious group known as the Choir of Yth?
- * Why are you searching for the **STONE OF YTH**, the Choir's most venerated relic?
- * What powers is the **STONE** said to possess?
- * What answers do you believe to be inscribed upon its surface?
- * How did you learn of its secret location?

Impressions

- * The smell of rotten wood, dirt, loam
- * Oppressive humidity, condensation
- * Huge rust-red mushrooms, looming above
- * Spongy earth, softening every footfall
- * **RUSSET MOLD** growing on every underside
- * A fallen monument, covered in fungus
- * An atonal chorus of distant voices

Lore

ON THE DEMON-GOD CALLED YTH:

A shapeless entity of tenscore eyes and powdered flesh, coterminous with all time and space, yet locked in some rubine vastness beyond our world. From thence do Yth's followers seek to call It, by singing open the lock and calling the red dust of that place to flood into this one, suffocating all.

—Hazarah of the Many Tongues



Discoveries

SPORE MASK

0 weight, *worn*, 60 coins

A thick-stitched leather mask that straps tightly to the wearer's head. The eyeholes are fitted with the repurposed eye casings of giant scuttle-flies (giving a densely refracted view of the world), and the circular mouth opening is sealed with a spongelike cover.

When you *wear the spore mask*, the air you breathe is purified of all ill effects, but looking through the scuttle-fly eyepieces is extremely disorienting.

VIAL OF BLACK KERNELS

0 weight, 5 coins

A rust-colored ceramic vial no larger than a thumb, stoppered with a cork. It contains a dozen tiny black kernels, suspended in cinnamon water.

When you *ingest the black kernels*, roll +CON: **on a 10+**, you fight back the urge to vomit and regain your composure; **on a 7-9**, you are overcome with nausea and become *sick* until the next time you Make Camp. Regardless of the result, you are cured of the ill effects of inhaling RUSSET MOLD.

THE STONE OF YTH

An enormous reddish stone, shiny with condensed humidity, lying askew in the midst of a grove of particularly tall fungi. It pulses with a nausea-inducing warmth, and is completely covered in a dense pattern of inscrutable markings.



Creatures ill-suited to this plane of existence, such as the FROGHEMOTH and the CHOIR OF YTH, may be pulled here by the Stone's sickening call.

When you *feel the pulse of the Stone*, you realize it's been drawing you to it all along, perhaps since birth.

Dangers

CHOIR OF YTH

Group, Intelligent, Organized, Devious

Damage Rock 1d6 (*hand, thrown, near*) or makeshift club 1d6 (*close*)

HP 6 **Armor** 0

Special Qualities Mad

Former monks, nuns, and pious folk, drawn to the STONE OF YTH after tapping into the world beyond in search of divine meaning.

Instinct To bring Yth from that place to this

- * Feign being lost in the Fungal Forest
- * Chant a disturbing song of veneration
- * Smash a head in offering upon the STONE OF YTH

FROGHEMOTH

Solitary, Huge, Stealthy

Damage Tentacle-tongues b[2d12]+3 (*reach, forceful, messy*)

HP 24 **Armor** 3

Special Qualities Amphibious

Scholars have long debated the origin of this impossibly immense predator, arguing that its unusual senses, physiology, and resistances make it something more than animal. It's not unheard of to find a froghemoth far from its usual habitat, as if the marsh itself disagreed with it and sent it wandering in search of a new home. Perhaps these wanderings are instinctual urges to seek its place of origin—a place where creatures of its scale might be considered normal.

Instinct To find a way home

- * Cause a tremor with a deafening croak
- * Grab them with sticky tentacle-tongues
- * Swallow them whole

When you *seek a soft spot in the Froghemoth's damnable hide*, Roll +INT: **on a 10+**, you see one and choose 1 from the list below; **on a 7-9**, you see one and choose 2.

- * It's not as soft as you'd like (2 armor)
- * It can only be exploited once
- * It'll take some doing to reach it

RUSSET MOLD

When you *inhale russet mold spores*, roll +CON: **on a 10+**, you start sneezing, but are otherwise unaffected; **on a 7-9**, choose 1 from the list below.

- * You don't throw up your last meal
- * You don't begin to excrete foul-smelling sweat
- * Fungus doesn't start to grow in all your damp places

On a 6-, the fungus takes root in your intestinal tract, allowing the GM to inflict the following effects on you, in order, as GM moves over the next week or so:

- You become *sick*
- Fungal root-webs begin to emerge from various bodily orifices
- You become *shaky* and unable to move with alacrity
- Your skin starts to mottle, rust-red and green
- You are seized by an unquenchable thirst, but are repulsed by food
- You die of starvation
- 2d4 YTHITES sprout forth from your rotting corpse

YTHITE

Horde, Small, Organized

Damage Suffocating lunge 1d4 (*hand, ignores armor*)

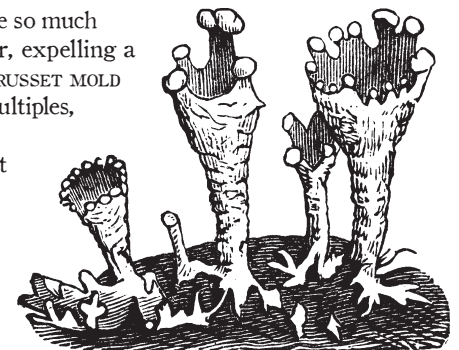
HP 3 **Armor** 0

Special Qualities Headless, mindless, vulnerable to fire

Trumpet-like manifestations of Yth's crimson consciousness, born of RUSSET MOLD and brought to fruition on this plane of existence, possessing all of the structural integrity of a loaf of fresh bread left out on a rainy day.

Instinct To suffocate all in the redness of Yth

- * Swarm them in spongy, flailing multitudes
- * Fall apart like so much useless matter, expelling a final puff of RUSSET MOLD
- * Regrow in multiples, each from a scattered part



The Mines of Fara-Dul

by Mark Tygart

Agenda

- * Make the world fantastic
- * Fill the characters' lives with adventure
- * Play to find out what happens

Goals

- * Establish details, describe
- * Use what they give you
- * Ask questions
- * Leave blanks
- * Look for interesting facts
- * Help the players understand the moves
- * Give each character a chance to shine
- * Introduce NPCs
- * Fill out your worksheet

Dungeon moves

- * Change the environment
- * Point to a looming threat
- * Introduce a new faction or type of creature
- * Use a threat from an existing faction or creature
- * Make them backtrack
- * Present riches at a price
- * Present a challenge to one of the characters

Questions

- * How did you first hear about the plague that infests the Mines of Fara-Dul?
- * What are the specific symptoms of the plague?
- * Why do the dwarves of Fara-Dul consider you particularly qualified to cleanse their domain?
- * How have they promised to reward you for doing so?
- * Who among you hates the dwarves, and why?
- * Who was the latest victim of the CANNIBAL BEAST that is said to haunt the Mines?

Impressions

- * The endless, winding tunnels
- * The dreadful sauna heat
- * Abandoned and rusty mining tools
- * The distant sound of mechanical drilling
- * A clutch of mushrooms sprouting from the tunnel floor, throbbing with green light when touched
- * A waterwheel set in a subterranean canal, connected to a mass of clashing machinery
- * An iron mining cart, toppled and empty
- * A scrawl in blood, written in the dwarven language: *ROBIGUS IS ANGRY!*
- * A chant, echoing through the hot darkness: "RO-BI-GUS! RO-BI-GUS! RO-BI-GUS!"
- * The dim glow of luminescent lichen, mottling the walls and ground like a disease
- * An underground lake, swimming with albino fish and eyeless crawdads
- * A sweet smell, like rotting flowers, on a warm breeze

Lore

ON THE LAND BEYOND THE LAND OF THE DWARVES:
...only among these people did I hear the name used, during rites in damp weather; and when spoken, 'twas with an odd tone, as if mouth and tongue were impediments to the words themselves.

From serf and sage alike in my travels I have learned why crops set by all circumstance to flourish might die, with reasons running from poisonous webs of lowly fungus to the whim of the gods above. But what of a force that might marry these two extremes? What of the entity that calls the lowly fungus its will upon the earth?

I believe it has a name; I have heard it. But I will not share it, lest I draw unwanted notice.

—Zenop the Wanderer

Custom moves

DREAM OF VISITATION

When you *fall asleep in the Mines of Fara-Dul and are visited by the forgotten demigod ROBIGUS*, roll +CHA: **on a 10+**, he entreats you to cleanse his shrine by slaying the CANNIBAL BEAST, and is open to negotiation on that point; **on a 7-9**, you dream of a wonderful party somewhere in the humid depths, where white-robed celebrants cavort before falling upon one of their own at the height of the feast; **on a 6-**, mark XP, and you awaken with a start to find that the surrounding LUMINESCENT LICHEN has grown across your head, reaching countless tiny root-like "feet" into the layer of muscle beneath your skin.

Demigod

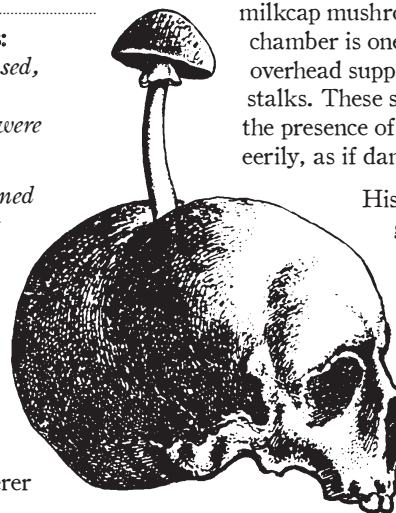
ROBIGUS, LORD OF THE LOW

The Lord of the Low appears as a pale man with a circlet of shining dewdrops upon his brow, seated on a backless white chair that resembles an oversized milkcap mushroom. Likewise, his audience chamber is one organic mass: gill-arches overhead supported by twisted, pillar-like stalks. These stalks—and all fungal life in the presence of Robigus—hum and undulate eerily, as if dancing for their master.

His symbol is a white mushroom growing from a human skull.

Tenets

- * All rot is a sacrament to Robigus
- * From death springs new life
- * All spawn of Robigus are as one



Discoveries

AMBERHEAD MUSHROOM

0 weight, *divine*, ration, 1 use

A meaty, saddle-shaped hunk of fungus that smells like heaven when fried up nice-like in butter.

When you *sleep after consuming an amberhead mushroom*, roll +CON: **on a 10+**, you heal 1d8 hit points and are cured of 1 debility of the GM's choice; **on a 7-9**, you heal 1d4 hit points; **on a 6-**, mark XP, and fall into a DREAM OF VISITATION.

DARKSIGHT GOGGLES

0 weight, *worn*, 150 coins

Eyewear of dwarven make, fitted with lenses of flaked mica etched with runes of power.

When you *wear the darksight goggles*, you can see in even total darkness, but everything is monochromatic and lit as if by light shining from the center of the earth.

SACRED SKULL

1 weight, *divine*

A human skull with a large crack in its pate, from which grows a single, white-stalked mushroom.

When you *hold the Skull aloft before servants of ROBIGUS*, roll +CHA: **on a 10+**, the servants bow before you, and remain subservient until they perceive intentions against the will of their master; **on a 7-9**, they give you a wide berth, unsure of your relationship to their master; **on a 6-**, you mark XP, and they mark you as spore food.

SHROOMBANE

0 weight, *reach, fragile*, 3 uses, 50 coins

A blue glass bottle the size of a fist, topped with a copper nozzle attached to a cat's bladder by a thin reed. The bottle contains a watery fluid that smells like urine.

When you *squeeze the cat's bladder*, the air pressure atomizes and sprays the fluid in the bottle in a direction of your choice. The resulting small cloud of mist dissolves fungal structures on contact, and causes all MYCONITES to recoil or retreat.

Dangers

LUMINESCENT LICHEN

When you *fall prey to the luminescent lichen*, roll +WIS: **on a 10+**, the lichen dries up and falls from you like dandruff; **on a 7-9**, you scrape off the exterior growth, but it has taken root in your mind, and ROBIGUS may act through you as long as the lichen has a foothold; **on a 6-**, mark XP, and the GM makes a move.

When you *are a puppet of ROBIGUS*, mottled patches of your skin glow faintly in the dark.

When you *stand in sunlight*, all lichen on your exposed skin dies, taking the influence of ROBIGUS with it.

CAVE SUCKER

Group, Small, Stealthy

Damage Talons 1d4 (*hand*)

HP 6 **Armor** 0

Special Qualities Flying, darksight

A silent, leather-winged terror with an obscene mouth, ringed with needle-like teeth.

Instinct To suck

- * Flutter soundlessly through the blackness
- * Clamp onto exposed flesh like a lamprey
- * While attached, drain 1d4 HP and heal the same

MYCONITE (SPORELING/FUNGOID)

SPORELING *Horde, Small, Stealthy*

FUNGOID *Group, Organized*

Damage Clublike limb or makeshift weapon 1d4/1d6 (*hand*)

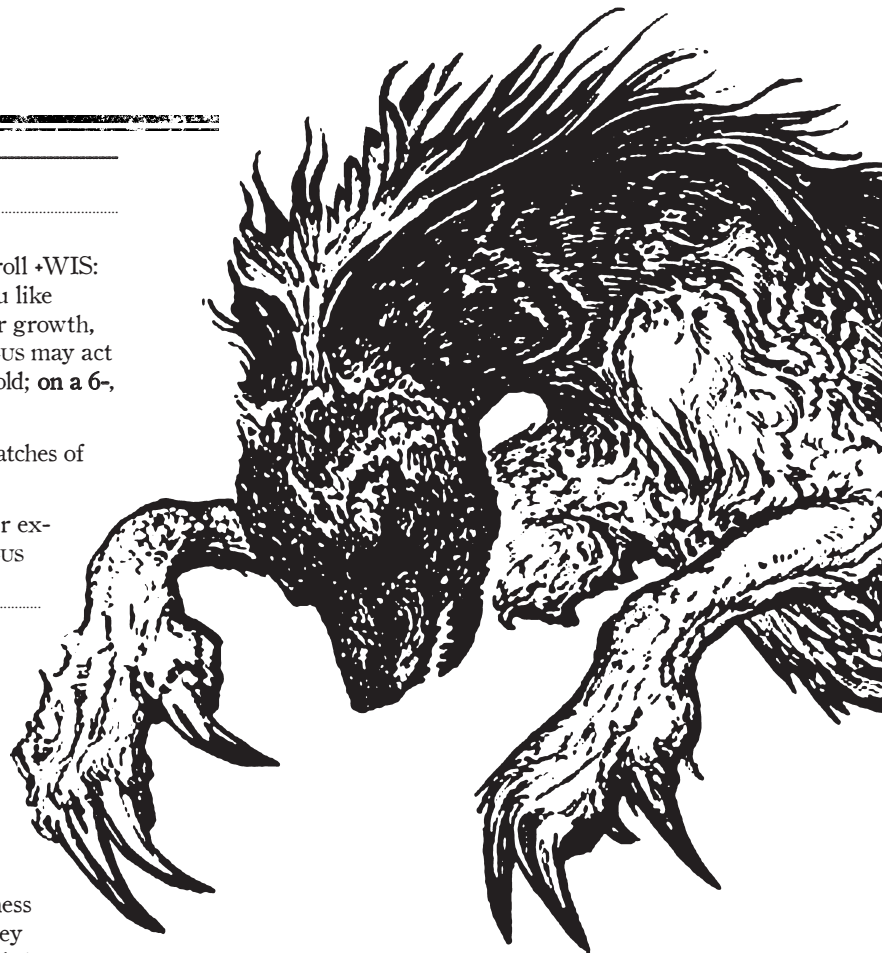
HP 3/6 **Armor** 0/0

Special Qualities Fungal senses, vulnerable to sunlight

The lowest form of creeping life, lifted from the loam by magic or a god's touch to stand erect on stalk-like legs. They lack obvious sensory organs but are extremely sensitive to vibration, light, and humidity.

Instinct To disperse spores upon rotting flesh

- * Alert home colony with a soundless call
- * Expel a puff of spores upon being struck
- * Regrow anew from a severed part



CANNIBAL BEAST

Solitary, Intelligent, Terrifying, Hoarder

Damage Claws 1d10+4 (2 piercing, *close, forceful*)

HP 16 **Armor** 1

Special Qualities Blind, mad

An accursed heretic; a sage who pursued forbidden knowledge to its darkest end—whoever it once was, this emaciated, greasy monstrosity now consumes its own kind to extend its own life. If it goes without eating living human flesh for a full lunar cycle, it will perish.

Instinct To extend existence by consuming living flesh

- * Scream like a rake across their hearts
- * Tear or bite off a hunk
- * Chew and swallow while the victim still lives

Mountain of Fire

by Mark Tygart

Agenda

- * Make the world fantastic
- * Fill the characters' lives with adventure
- * Play to find out what happens

Goals

- * Establish details, describe
- * Use what they give you
- * Ask questions
- * Leave blanks
- * Look for interesting facts
- * Help the players understand the moves
- * Give each character a chance to shine
- * Introduce NPCs
- * Fill out your worksheet

Dungeon moves

- * Change the environment
- * Point to a looming threat
- * Introduce a new faction or type of creature
- * Use a threat from an existing faction or creature
- * Make them backtrack
- * Present riches at a price
- * Present a challenge to one of the characters

Questions

- * What terrible act does the squid-headed sorcerer commit in your recurring dreams of the volcano?
- * What do you know of the force called red magic?
- * What do you think happened to the loved one taken from you by the RED ORCS?
- * What does the recent smoking of the volcano portend?
- * Surely evil dwells there—why must it be stopped?

Impressions

- * A well-trodden switchback trail up a blackened slope
- * Abrasive rock, glass-like along broken edges
- * Suffocating heat and rotten-egg stench
- * Tunnel mouths, here and there across the slope
- * A charred ruin atop the furthest peak

Places

TELLUROS

A village of pumice-stone buildings and terracotta roofs, the streets and mountainside flecked white with sheep. Spinning, weaving, and dyeing comprises the main textile industry, famed for wollen cloth of rich blacks and deep reds. Residents are sanguine about living in the shadow of a smoking mountain.

♀ Names: Camila, Fausta, Isa, Mia, Orsalina, Petronella
♂ Names: Agosto, Bruno, Efen, Grazzo, Tobi, Turibio

MOUNTAIN PATH

When you *climb the long switchback trail*, roll +nothing: **on a 10+**, you make it to the top out of breath, but without incident; **on a 7-9**, something, somewhere, takes note of your approach.

CHASM CROSSING

Three spans of iron chain, slung from lip to lip across a rift in the rock, from which wells up a red glow and great heat. Peering into the depths reveals a seething mass of molten lava, far below.

The chains are arranged to form a sort of bridge, with a lower length to stand on and two flanking upper lengths to act as handrails.

When you *make the chasm crossing*, roll +CON: **on a 10+**, you hotfoot your way to the other side; **on a 7-9**, it's too hot—you must either retreat or press on and suffer 1d4 damage from the intense heat.



Discoveries

DEMONS OF THE MIDDLE-EARTH

1 weight, *magical*

A hefty volume of ragged black pages (apparently blank), bound in flayed salamander skin and stamped with the golden sigil of Holmex the Daimomancer.

When you *spend many hours poring over this compendium of summoning and warding rituals*, golden runes appear—as if burning, wherever your eyes fall on the page—and roll +INT: **on a 10+**, you learn the Holmexian sigil of demon-warding and choose 1 from the list below; **on a 7-9**, you still learn it, but choose 2; **on a 6-**, mark XP, the book bursts into black flame (inflicting 1d6 damage), and everything on the list applies. Good times.

- * You draw the attention of the demon world
- * An unbound balrog is summoned
- * An unstable space-time vortex shudders into being
- * The Mountain of Fire is spurred into eruption

GANOTTA'S KINDNESS

0 weight, *worn, magical*, 350 coins

A ring of translucent white calcite crystal, delicately carved to look like a circle of tiny, overlapping feathers.

When you *wear Ganotta's Kindness and no metal armor*, you have the weight of a feather whenever no part of your body is touching the ground.

POTION OF SPIDER-CLIMBING

0 weight, *magical*, 1 use, 100 coins

A terracotta vial stamped with the maker's mark of Kymas the Alchemist and sealed with black wax. The fluid within is oily and odorless, but tastes like dirt.

When you *imbibe the oily fluid*, roll +CON: **on a 10+**, you suddenly possess arachnoid agility, and are able to scale any surface as long as the potion remains in effect; **on a 7-9**, you acquire arachnoid agility as above, along with a voracious appetite for insects which sticks around long after the potion's effects diminish; **on a 6-**, mark XP, regurgitate the contents of your stomach, and the GM makes a move.

RED DRAGON AMULET

0 weight, *worn, magical*, 350 coins

A dragon's head of beaten copper with eyes of blue-green beryl, attached to a copper chain.

When you *wear the Red Dragon Amulet*, you are immune to the harmful effects of mundane fire, and suffer only half damage from unnatural or magical fire.

WAX WINGS

0 weight, *worn, magical*

An armature of reeds supporting delicate spans of translucent yellow wax, affixed to a leather harness.

When you *wear the wax wings and take to the air*, roll +STR: **on a 10+**, you manage to get aloft and may remain there until you grow tired with the effort; **on a 7-9**, you get aloft, but choose 1 from the list below.

- * You are *weak* (STR -1) by the at the end of your flight, and remain so until you're able to rest
- * You end up in a worse position when you set down
- * The wings destroyed by the time you set down

Dangers

BALROG

Solitary, Large, Planar, Terrifying

Damage Blade of black flame 1d10+2 (*reach*, 2 piercing) or flaming whip 1d10 (*reach*, *near*, *entangle*)

HP 16 **Armor** 2

Special Qualities Demon, immune to all fire, darkvision, will not pass beneath open sky

A figure strode to the fissure, no more than man-high yet terror seemed to go before it. They could see the furnace-fire of its eyes from afar; its arms were very long; it had a red tongue.

—J.R.R. Tolkien,
early draft of *The Lord of the Rings*

Instinct To destroy agents of light and life

- * Burn them with searing aura (1d6)
- * Scatter them like toys
- * Paralyze them with a roar from the roots of the world

NOTHOS, FLAYER OF MINDS

Solitary, Intelligent, Cautious, Devious, Stealthy

Damage Mind blast 1d10 (*close*, *reach*, *near*, ignores armor)

HP 12 **Armor** 1

Special Qualities Psionic, telepathic, darkvision, vulnerable to sunlight

An evil humanoid of the ashen depths, whose head resembles a cephalopod, with ten tentacles surrounding a lamprey-like mouth and milky eyes. Its translucent, rubbery skin is always slick with slime, and it is able to harden its tentacle-tips at will.

Instinct To feed on the brains of intelligent beings

- * Alter their perception with mind control
- * Scornfully dismiss an opposing spell
- * Stab a nearby brain with a hardened tentacle

KATHARMA THE QUASIT

Solitary, Tiny, Cautious, Devious, Stealthy

Damage Claws 1d6 (*hand*)

HP 8 **Armor** 1

Special Qualities Demon, shapeshifter, darkvision

An ambitious, horn-hided imp, resentful of being summoned and bound by NOTHOS.

Instinct To serve Master NOTHOS

- * Deliver, abscond with, or assume the form of DEMONS OF THE MIDDLE-EARTH
- * Throw something useful into the lava
- * Leverage a contractual loophole

RED ORC

Horde, Organized, Cautious

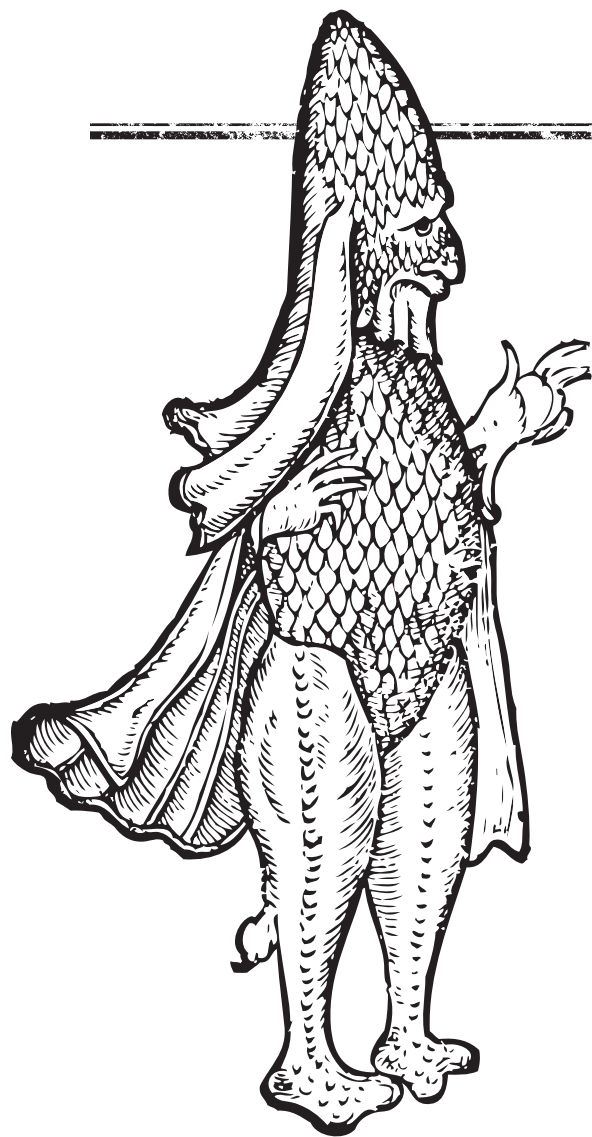
Damage Recurve bow (*near*, *far*) or obsidian knife (*hand*) 1d6

HP 3 **Armor** 1

Special Qualities None

Instinct To serve Master NOTHOS

- * Greet them with a hail of arrows
- * Pick off a straggler
- * Retreat into the tunnel network



A Sacrifice for a Mosasaur

by Mark Tygart

Goals

- * Establish details, describe
- * Use what they give you
- * Ask questions
- * Leave blanks
- * Look for interesting facts
- * Help the players understand the moves
- * Give each character a chance to shine
- * Introduce NPCs
- * Fill out your worksheet

Dungeon moves

- * Change the environment
- * Point to a looming threat
- * Introduce a new faction or type of creature
- * Use a threat from an existing faction or creature
- * Make them backtrack
- * Present riches at a price
- * Present a challenge to one of the characters

Questions

- * Who did the the LIZARDFOLK abduct, and why are you compelled to undertake their rescue?
- * How did you learn of Blood Beach?
- * What past history do you have with the LIZARDFOLK?
- * What experience do you have as a jungle explorer?

Impressions

- * The crash of surf on the rocks at the head of the cove
- * The sea, blue-green and bright beneath a white sun
- * Humid, salty air, feeling too much like a final shroud
- * Pterosaurs, circling your position
- * The rust-colored, burning-hot sands of Blood Beach
- * The intense green of the primeval jungle vegetation
- * The yellow, unblinking eyes of the LIZARDFOLK
- * A smoking volcano in the distance

Custom moves

When you *challenge a LIZARDFOLK champion to a duel to the death on Blood Beach*, roll +CHA: **on a 10+**, the champion accepts, and preparations are begun; **on a 7-9**, the champion accepts, but preparations grant the champion some hidden advantage (GM will decide); **on a 6-**, you have a moment to act before the tribe attacks.

When you *win a duel to the death with a LIZARDFOLK champion*, roll +CHA: **on a 10+**, the tribe accepts the outcome and grants your party safe passage (along with anyone marked for sacrifice); **on a 7-9**, you have proven your mettle—you and your friends are invited to the sacrifice as honored guests; **on a 6-**, you alone will be an honored guest at the sacrifice; your friends, not so lucky.

When you *barter for information with a knowledgeable local*, roll +CHA: **on a 10+**, they are sympathetic, will tell you what you need to know, and may show up at an opportune moment later on to lend a hand; **on a 7-9**, they'll share their knowledge, but it'll cost you the equivalent of 100 coins, a special favor, or that shiny thing which you so obviously prize (GM decides).

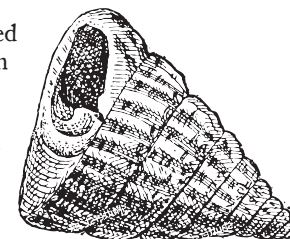
Discoveries

BLESSED CONCH

2 weight

The massive, polished, peach-colored shell of a giant sea-snail, suspended from a tree by corded vines.

When you *blow the Blessed Conch*, the MOSASAUR is called from the depths to dine upon whatever sacrifice has been placed in the waters off Blood Beach. If no sacrifice lies there, the MOSASAUR will be displeased.



Agenda

- * Make the world fantastic
- * Fill the characters' lives with adventure
- * Play to find out what happens

Dangers

LIZARDFOLK

Group, Stealthy, Intelligent, Organized

Damage Obsidian-tipped spear 1d8 (*reach*)

HP 3 **Armor** 0

Special Qualities Amphibian

A traveling sorcerer once told me that lizardfolk came before we did. That before elves and dwarves and men built even the first mud hut, a race of proud lizard kings strode the land. Maybe that's true, maybe it isn't—but now they dwell in places forgotten or abandoned by the other races, crafting tools from volcano-glass and lashing out against the works of the civilized world. Perhaps they only want back what they lost, long ago.

Instinct To destroy civilization

- * Ambush from the water or underbrush
- * Call the tribe
- * Shower them in glass-tipped spears

MOSASAUR

Solitary, Huge, Terrifying

Damage Massive teeth b[2d12+3] (2 piercing, *reach*)

HP 20 **Armor** 3

Special Qualities Amphibian

Over ten tons of mass, moving slowly through the depths like a Leviathan in the old stories, able to swallow a shark in a single gulp.

Instinct To devour

- * Erupt from the sea
- * Swallow whole
- * Escape with prey

Fighting Big-Ass Monsters (B.A.M.s)

by Delos Admaski

When you *seek some way—any way—to harm an apparently unstoppable behemoth*, roll +WIS or +INT: **on a 10+**, you find a weak spot, but choose 1 from the list below; **on a 7-9**, you find a weak spot, but choose 2.

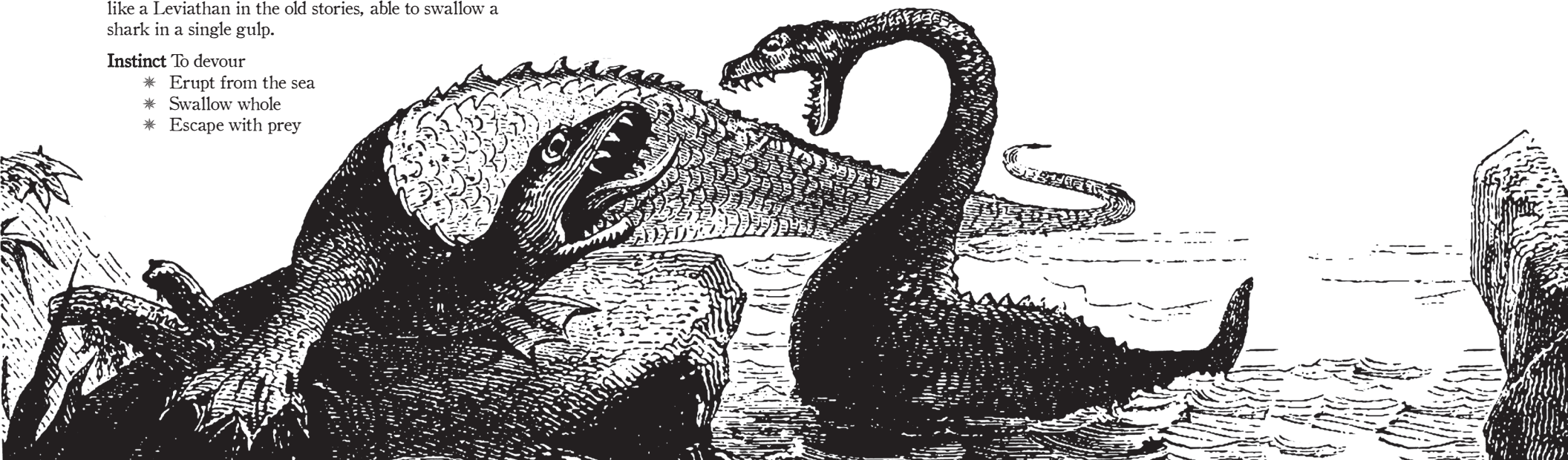
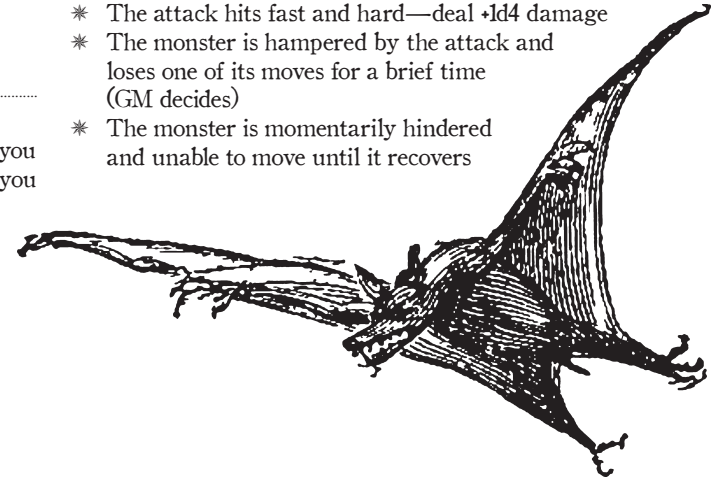
- * The weak spot is armored (1-3 armor)
- * The weak spot can only be exploited once
- * The weak spot is hard to get to

When you *climb upon a moving monster*, say where you're trying to go and roll +STR or +DEX: **on a 10+**, you get there, and choose 1 from the list below; **on a 7-9**, you get there, but you choose 1 and the GM chooses 1.

- * You only make it part way there
- * You lose something on the way (GM decides)
- * The thing knows you're there, and wants you off

When you *use a catapult, ballista, or some other large siege weapon to stop a giant monster*, roll +nothing: **on a 10+**, deal 1d8 damage to the monster and choose 2 from the list below; **on a 7-9**, deal 1d8 damage and choose 1; **on a 6-**, something goes wrong—ammo runs out, a mechanism breaks, someone is injured, or the like.

- * A direct hit bolsters morale; everyone takes +1 forward
- * The attack hits fast and hard—deal +1d4 damage
- * The monster is hampered by the attack and loses one of its moves for a brief time (GM decides)
- * The monster is momentarily hindered and unable to move until it recovers



Temple of the Terrible Night

by Mark Tygart

Agenda

- * Make the world fantastic
- * Fill the characters' lives with adventure
- * Play to find out what happens

Goals

- * Establish details, describe
- * Use what they give you
- * Ask questions
- * Leave blanks
- * Look for interesting facts
- * Help the players understand the moves
- * Give each character a chance to shine
- * Introduce NPCs
- * Fill out your worksheet

Dungeon moves

- * Change the environment
- * Point to a looming threat
- * Introduce a new faction or type of creature
- * Use a threat from an existing faction or creature
- * Make them backtrack
- * Present riches at a price
- * Present a challenge to one of the characters

Questions

- * What has brought your expedition into the depths of the Emerald Jungle?
- * What reason do you have to distrust GAN KAPU, the Jangalog guide who led you this way?
- * Who among you is showing symptoms of poisoning, and what does that look like?
- * What sign of ancient civilization do you see ahead, nearly subsumed by jungle?
- * Why do you think you're being followed, and what's your best guess as to who or what is stalking you?

Impressions

- * A claustrophobic maze of bright green vegetation
- * Water dripping like rain from the canopy far above
- * The whirr and swarm and sting of insects
- * The mocking chatter of parrots
- * The guttural song of toads, deafening at night
- * Trees as thick as houses, as tall as towers, grown together like walls
- * A gaping hole between ancient ebonwood roots, the way to it well-trodden by who-knows-what
- * Mud so thick it threatens to take your boots
- * A path of ancient stone leading into the undergrowth
- * A sudden clearing that reveals a sky rich with stars
- * A well-kept shrine to RAAT MAANA of polished agate



NPCs

GAN KAPU, JANGALOG GUIDE

Jungle-wise, Athletic, Cautious, Guide (Emerald Jungle), Self-sufficient, Stealthy

Quality 0 Loyalty 0 Cost Lucre

Damage Throwing knife 1d6 (*hand, reach, near*)

HP 3 Armor 0

Instinct Avoid danger or punishment

Gan Kapu paints his skin with white designs meant to ward off evil spirits. If his professed deep knowledge of the jungle is real, why is the party lost? Is he less competent than advertised, or is something else afoot?

ARUNA, JANGALOG SORCERESS

Spirit-wise, Beautiful, Cunning, Healer, Magical, Stealthy

Quality +2 Loyalty 0 Cost Knowledge

Damage Dagger 1d6 (*close, 1 piercing*)

HP 6 Armor 0

Instinct Ask the spirits for advice

Wise leader of the Jangalog people, skeptical of outsiders but willing to credit those who behave peacefully.

Deity

RAAT MAANA, MOTHER OF THE NIGHT

A schism within the priesthood of the *Pracheen*, or Ancient Ones, shifted allegiance toward Din Pita, the sun god, and Raat Maana's followers were exiled. They plotted, prayed, and sacrificed to their goddess in order to bring about the downfall of their own people. Some Jangalog believe descendants of the Night Mother's cult still dwell in the jungle.

Tenets

- * Bless the moon; curse the sun
- * The restraint of inner madness is a sin
- * MOTHER'S CHILDREN must be fed the blood of nonbelievers

Spell

SUNLIGHT

Cleric/Wizard, level 1, *ongoing*

Your hand or any object you hold radiates blindingly-bright, full-spectrum light, which acts as sunlight for all intents and purposes. While this spell is ongoing you take -1 to cast a spell.

Discoveries

EBON AMULET

A piece of smooth, hard ebonywood the size and shape of an egg, hung on a necklace of animal tendon strung with polished black seeds.

When you *wear the Ebon Amulet*, MOTHER'S CHILDREN will not attack you.

THE MOONLIGHT PATH

A silver trail, winding through the undergrowth, that appears only in the light of the moon, and only to a friend or enemy of RAAT MAANA.

When you *are a friend of the Night Mother and follow the Moonlight Path*, it leads you to THE TEMPLE.

When you *are an enemy of the Night Mother and follow the Moonlight Path*, it leads you to a Danger.

THE TEMPLE

Crumbling stone walls, overgrown to the degree that they seem part of the vegetation, interrupted by doorless, vine-draped portals that beckon into darkness.

Somewhere near the center of the complex, the walls and broken chambers open up into a circular, moonlit courtyard which is also a marsh. At its center is visible the stone rim of a large, deeper pool, full of water that reflects the sky. Night-lilies grow here in profusion, and the air is redolent with a fragrance somewhere between nectar and rotting meat.

When you *bathe in the ritual pool*, you become Amorphous until the next time sunlight falls upon you.

Dangers

FANGED FLYING FROG

Group, Tiny, *Stealthy*

Damage Fangs 1d6-2 (*hand*)

HP 4 **Armor** 0

Special Qualities Flying, amphibian, vulnerable to sunlight

Just a *flit-flit-flit* before they're on you, in numbers.

Instinct To find a liquid meal

- * Flock through the trees in a croaking cloud
- * Poison them (making them *sick* and/or *shaky*)
- * Hide in a body of water

MOTHER'S CHILD

Group, Organized, *Stealthy, Construct, Divine*

Damage Striking hand 1d8 (*hand, forceful*)

HP 10 **Armor** 1+

Special Qualities Mindless, vulnerable to sunlight

An ebonywood statue of a beautiful man or woman, animated by moonlight, blood sacrifice, or the will of RAAT MAANA.

Instinct To absorb the blood of nonbelievers

- * Remain inanimate until the right moment
- * Embrace them with irresistible force
- * Soak up 1d6 HP of blood through their skin—for each 3 points absorbed, gain 1 armor (to max. 4)

QUICKSAND

When you *find yourself sinking into the earth*, Defy Danger with DEX to leap free before the quicksand takes hold.

When you *fail to leap free of the quicksand*, roll +WIS: on a 10+, you know that the more you struggle, the deeper you will sink, so stay calm but mark 1 on the countdown below; on a 7-9, you struggle instinctively—mark 2. Thereafter, the GM may mark 1 on the countdown as a GM move.

- You sink in up to your knees
- The quicksand reaches your waist
- Only your head and arms remain unclaimed
- You belong to the earth

WAMP

Solitary, Large, Stealthy

Damage Needle-tipped proboscis 1d10 (*hand*, 1 piercing)

HP 16 **Armor** 1

Special Qualities Silent, darksight, immune to disease

An eyeless, eight-legged horror with a searching, worm-like, needle-tipped proboscis.

Instinct To feed upon the still-living

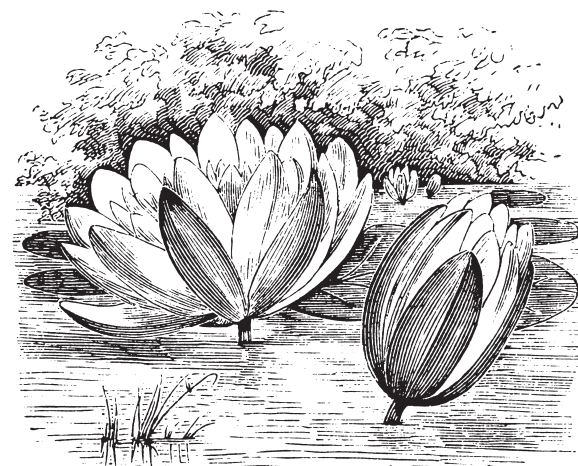
- * Stalk them silently through the trees
- * Drain 1d6 HP and heal the same amount
- * Become incensed at any sign of defiance

When you *are pierced by the Wamp's proboscis*, roll +CON: on a 10+, you suffer no further ill effects; on a 7-9, you will contract *Kaalee Chimadi* ("Blackskin").

When you *contract Kaalee Chimadi*, mark 1 on the countdown below. Thereafter, the GM may mark 1 on the countdown as a GM move.

- Your skin begins to turn black, beginning at the extremities
- You lose all of your hair
- Your skin becomes completely black and begins to harden—you become *sick*
- Your skin becomes rock hard (+1 armor)
- Your eyes start to harden and you become *confused*
- Your eyes harden to the point of blindness
- You become unable to digest food

When you *beg the help of ARUNA the Jangalog sorceress*, she will brew a cure for *Kaalee Chimadi*, but only if the necessary ingredients—night-lily, powdered brimstone, and the fresh heart of a crownbird—are provided to her.



The Treasure Pit

by Mark Tygart • Inspired by the legend of the Money Pit of Oak Island, Nova Scotia

Agenda

- * Make the world fantastic
- * Fill the characters' lives with adventure
- * Play to find out what happens

Goals

- * Establish details, describe
- * Use what they give you
- * Ask questions
- * Leave blanks
- * Look for interesting facts
- * Help the players understand the moves
- * Give each character a chance to shine
- * Introduce NPCs
- * Fill out your worksheet

Dungeon moves

- * Change the environment
- * Point to a looming threat
- * Introduce a new faction or type of creature
- * Use a threat from an existing faction or creature
- * Make them backtrack
- * Present riches at a price
- * Present a challenge to one of the characters

Questions

- * The Lonely Isle is not on any charts—how did you come to find yourselves upon its shores?
- * Who among you loves the sea, and why?
- * Who among you loathes the sea, and why?
- * Who among you hungers after pirate treasure?
- * What did that scurvy gambler at the last port say about the green jewel known as the MERMAID'S EYE?
- * What tales are whispered about the Curse of the Treasure Pit?

Impressions

- * The cry of gulls over the rhythm of the waves
- * A black brig with striped sails, anchored offshore
- * Cold mist drifting in off the water
- * The crunch of pebble beach underfoot
- * Waves crashing on rocks as the tide comes in
- * Tidepools, teeming with tiny crustaceans and mollusks as the tide goes out
- * A longboat left above the tideline, oars shipped
- * A forest of dark firs, whipped by a salty wind
- * A path or two, winding amongst the trees and moss-covered rocks
- * A sailor's working song, faint on the breeze
- * The empty stares of shattered skulls lining the path
- * A block and tackle, hanging from a wide-boled tree
- * The flash of green in the west at sunset
- * A cold knot of doom in your gut

Places

DEVILFISH GROTTO

A maze of underwater caves that weave through the bedrock of the Lonely Isle, teeming with fish and... other life.

When you *swim the twists and turns of Devilfish Grotto in search of a way out*, lose 1d6 Constitution and roll +INT: **on a 10+**, All 3 from the list below apply; **on a 7-9**, choose 2; **on a 6-**, the aquatic labyrinth confuses you—lose 1 Progress (to a minimum of 0) and choose 1.

- * You glimpse brighter water ahead—mark 1 Progress
- * You find an air pocket and catch your breath—regain 2d6 Constitution
- * You do not draw unwanted attention from beasts of the deep

When you *have 0 Constitution or less*, you drown.

When you *have marked 3 Progress*, you escape Devilfish Grotto, and restore your Constitution to its full value.

THE PIT

At the center of a clearing in the woods is a circular hole about six feet in diameter, opening into a shaft that descends to a hundred feet below sea level (see diagram on next page).

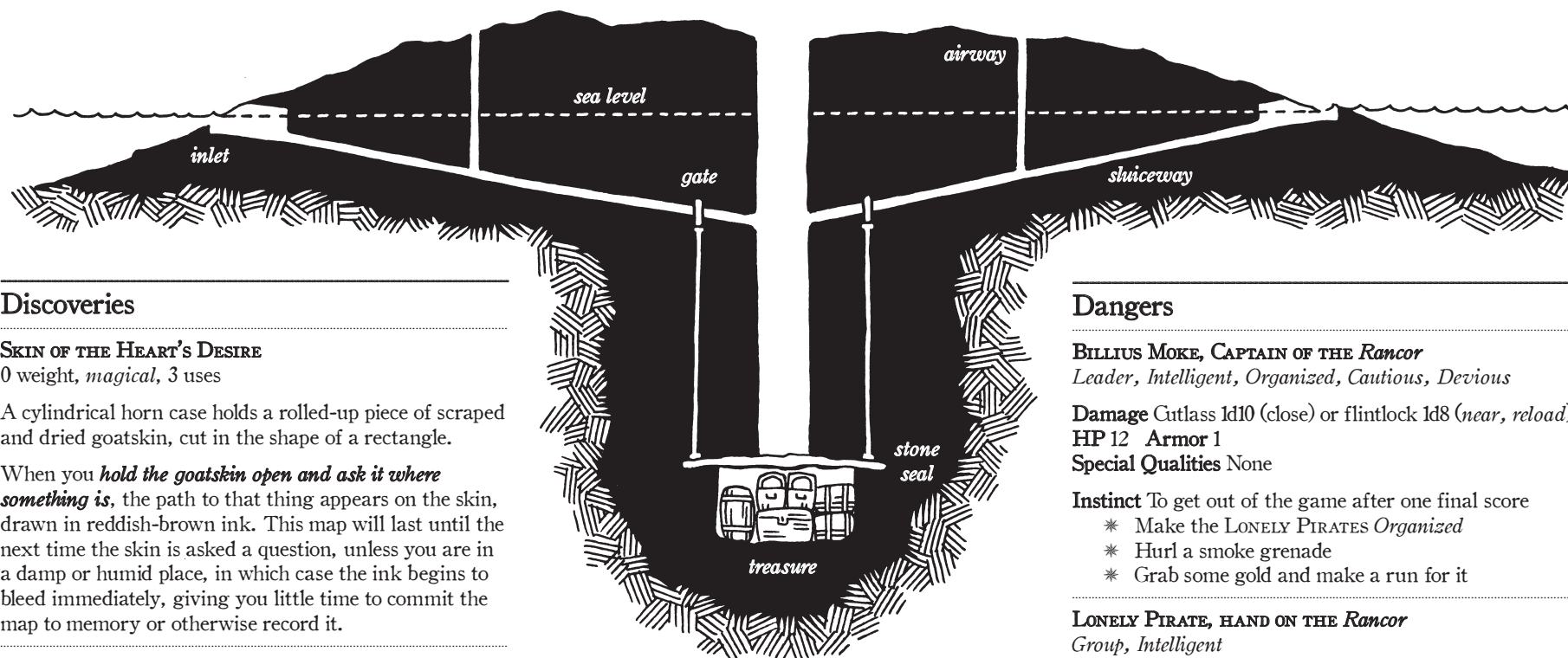
Fifty feet above the bottom, the wall of the shaft is pierced on opposite sides by two holes about one foot square, each of which is the mouth of a sluiceway that runs at a slight angle up through the earth of the island until it meets the sea. Seawater is kept at bay by crude stone gates, located about five feet up from the mouth of each sluiceway.

The bottommost five feet of the shaft are sealed off by a flat, round piece of stone, which conceals and protects the treasure from unwelcome visitors.

When you *break the stone seal*, a hidden mechanism drops the sluiceways, releasing seawater into the Pit in great volume. Do something, before you drown in the crushing force!

When you *swim upward against the raging torrent*, roll +CON: **on a 10+**, you are shaken, but make it to the surface, and are able to stay afloat until the water level in the Pit equalizes at sea level; **on a 7-9**, choose 1 from the list below; **on a 6-**, all 3 apply, and a weak spot in the wall of the shaft gives way, sweeping you through subterranean hollows and into DEVILFISH GROTTO.

- * You lose a valuable or useful item (GM chooses)
- * You suffer 1d8 damage
- * You suffer -1 ongoing until you Make Camp



Discoveries

SKIN OF THE HEART'S DESIRE

0 weight, *magical*, 3 uses

A cylindrical horn case holds a rolled-up piece of scraped and dried goatskin, cut in the shape of a rectangle.

When you *hold the goatskin open and ask it where something is*, the path to that thing appears on the skin, drawn in reddish-brown ink. This map will last until the next time the skin is asked a question, unless you are in a damp or humid place, in which case the ink begins to bleed immediately, giving you little time to commit the map to memory or otherwise record it.

RING OF BARNACUS

0 weight, *magical*

A ring of rough gray stone like a cluster of barnacles, rough to the touch, but smooth on its inner side.

When you *slip on the Ring of Barnacus*, your skin becomes hard, gray, and pocked with barnacles. While you wear the Ring, you have +1 armor, can breathe underwater, and can climb any surface with ease, but you also become *Slow*, *Clumsy*, and *Scarred* (-1 CHA).

When you *attempt to remove the Ring*, roll +WIS: on a 10+, you slip it off and return to your usual self; on a 7-9, you remove it with effort and return to your usual self, but you are *Sick* and *Shaky* until you immerse yourself in salt water; on a 6-, the ring becomes indistinguishable from your flesh, and you are permanently changed until such time as you can find a cure for this curse.

Cutaway view of the Treasure Pit (not to scale).

MERMAID'S EYE

0 weight, *magical*, 300 coins

A fist-sized, ovoid piece of blue-green malachite.

When you *call upon the power of the Mermaid's Eye within sight of the ocean*, you attract a SEA SERPENT (if one is not already present), and roll +WIS: on a 10+, hold 3; on a 7-9, hold 2; on a 6-, hold 1, and the Eye cracks to pieces in your hand, losing its power forever.

You may spend your hold to control the serpent, at a cost of 1 hold per command. The serpent will obey your commands to the best of its ability.

When you *spend your last hold*, the serpent is released from your control and acts according to its Instinct.

Dangers

BILLIUS MOKE, CAPTAIN OF THE *Rancor*

Leader, Intelligent, Organized, Cautious, Devious

Damage Cutlass 1d10 (close) or flintlock 1d8 (near, reload)

HP 12 Armor 1

Special Qualities None

Instinct To get out of the game after one final score

- * Make the LONELY PIRATES Organized
- * Hurl a smoke grenade
- * Grab some gold and make a run for it

LONELY PIRATE, HAND ON THE *Rancor*

Group, Intelligent

Damage Marlinspike 1d6 (1 piercing, close) or axe 1d8 (close)

HP 6 Armor 0

Special Qualities None

Instinct To find better friends

- * Ambush the unwary
- * Fight dirty
- * Scatter and run when the tide of battle turns

SEA SERPENT

Solitary, Large

Damage Snapping jaws 1d10+3 (reach, forceful)

HP 12 Armor 2

Special Qualities Aquatic

Instinct To feast on the warm-blooded

- * Smash watercraft to flinders
- * Dive and resurface at an opportune moment
- * Bite off a limb

Trollstone Caverns

by Mark Tygart



Agenda

- * Make the world fantastic
- * Fill the characters' lives with adventure
- * Play to find out what happens

Goals

- * Establish details, describe
- * Use what they give you
- * Ask questions
- * Leave blanks
- * Look for interesting facts
- * Help the players understand the moves
- * Give each character a chance to shine
- * Introduce NPCs
- * Fill out your worksheet

Dungeon moves

- * Change the environment
- * Point to a looming threat
- * Introduce a new faction or type of creature
- * Use a threat from an existing faction or creature
- * Make them backtrack
- * Present riches at a price
- * Present a challenge to one of the characters

Questions

- * Who among you is the least experienced in this adventuring business?
- * What brought you to the Trollstone Caverns?
- * What mighty civilization once ruled the Caverns?
- * How do the graybeards explain the disappearance of that civilization, and what sorts of treasures might have been left behind?
- * How long ago do they say the famous troll moved in?
- * What prophecy is associated with these danksome limestone halls?

Impressions

- * An unbelievable smell, like a pudding made of rotten clams, moldy raisin bread, and sour milk
- * A great black void in the earth, stirred by the silent frantic fluttering of thousands of bats
- * Ancient carvings on every wall
- * The drip... drip... drip of water from stalactite to stalagmite
- * Curtain after curtain of stalactites, suspended overhead like cruel daggers
- * A cave floor, uneven and slick with guano
- * Tunnels winding away through the earth like the intestines of a dead god
- * A vast subterranean lake, stretching into the dark amongst stone pillars, through gallery after gallery
- * A sudden chorus of booming laughter, as if the joke's on you and all the giants know it

Custom moves

When you *lead the way into the cavernous depths*, roll +WIS: **on a 10+**, choose 2 from the list below; **on a 7-9**, choose 1.

- * You'll get the drop on whatever Danger lies ahead
- * You'll be able to find your way back to the last place you paused to take in your surroundings
- * You happen upon a Discovery

When you *swim the black waters of the subterranean lake*, say where you're trying to go and roll +CON: **on a 10+**, you manage to reach a spot where you can haul yourself out before your body is rendered insensate by the cold; **on a 7-9**, you swim a fair distance before your limbs begin to go numb and you notice the bones carpeting the floor of the lake—someone had better lend you a hand, or your own will soon be among them!

Discoveries

HOYTL, THE MAGIC DOOR

Intelligent, magical

A semicircular opening in the rock, which appears to be humming to itself.

When you **approach the magic door**, the sigils etched all around its circumference glow white, and the door clucks at you in warning.

When you **attempt to cross the threshold of the magic door**, a field of energy springs into existence across the opening like an arcane soap bubble, repelling you.

When you **address the magic door in a respectful manner**, it may be open to Parley (GM decides).

MANENKUT, THE MOONBLADE

1 weight, 1 piercing, *close, magical*

A slightly curved short sword with a tarnished silvered hilt and a delicately carved sheath of horn.

When you **brandish Manenkut**, it glows with the light of the full moon, which intensifies in proximity to living hearts laden with corruption or darkness.

POUCH OF RUNES

0 weight, *magical*

A drawstring buckskin bag that contains a fistful of small black stones, worn smooth with use. Each stone is cut with a different runic mark.

When you **ask the stones a question and cast them upon the ground**, roll +WIS: **on a 10+**, the GM will answer your question truthfully; **on a 7-9**, the answer will be cryptic.

TROLLSTONE

1 weight, *magical*

A crudely hewn figurine of greenish stone, possibly intended to be a bipedal creature with several heads.

When you **possess the trollstone in the presence of TREDORAG**, they want it more than anything else and will be willing to trade almost anything for it.

Dangers

ANCIENT SEAL

Various tunnel junctures were designed to be sealed off by the ancient inhabitants of the Caverns—against what, who can be sure?

When you **cross a seal-mark cut into the floor**, you hear the sound of stone scraping on stone, and you have enough time to do just one thing before great stone wheels roll out of slots cut in the rock to seal off this section of tunnel.

LONGLEG OF THE LAKE

Solitary, Large, Intelligent, Devious, Terrifying

Damage Spearlike foot 1d8+3 (*reach, near*, 1 piercing) or grinding maw 1d10 (*hand*, ignores armor)

HP 16 Armor 0

Special Qualities Dark vision, amphibious

Six impossibly long white legs extend from a sack-like “body” that is little more than concentric sets of teeth attached to a stomach.

Instinct To seek prey in need of spearing

- * Impale them and drag them mouthward
- * Rise up out of the water like a telescoping tower
- * Fold up like a packet and sink into the depths

CAVERNITE

Group, Small, Cautious, Hoarder

Damage Dagger 1d6 (*close*, 1 piercing)

HP 6 Armor 1

Special Qualities Dark vision, aquatic

Hunched, lurching humanoids with bulging yellow eyes and gray, scaly skin that hangs from their bones like wet cloth. They do whatever TREDORAG says, in hopes that the troll will cast them a coin or two, which they will then quickly secrete in some private nook or cranny.

Instinct To serve TREDORAG

- * Emerge from the dark or water
- * Knock aside annoying sources of light
- * Fight with each other over shiny things

TREDORAG THE TROLL

Solitary, Slow, Stupid, Terrifying, Hoarder

Damage Stone hammer 1d10+1 (*close, reach, forceful*)

HP 16 Armor 3

Special Qualities Dark vision

A cretinous, monstrous giant of chaotic disposition, thanks to the conflicting attitudes of the five or six different heads that vie for control of their gnarled body. Two things they can all agree on, though: people’s f’r eatin’ and gold is f’r keepin’.

Instinct To rule supreme over the Caverns

- * Argue about the proper course of action
- * Command the CAVERNITES, cruelly
- * Regenerate a limb (but not a head)



The Whisperway

by Mark Tygart · Inspired by “The Lichway” by Albie Fiore, which appeared in *White Dwarf* no. 9 (1978)



Agenda

- * Make the world fantastic
- * Fill the characters' lives with adventure
- * Play to find out what happens

Goals

- * Establish details, describe
- * Use what they give you
- * Ask questions
- * Leave blanks
- * Look for interesting facts
- * Help the players understand the moves
- * Give each character a chance to shine
- * Introduce NPCs
- * Fill out your worksheet

Dungeon moves

- * Change the environment
- * Point to a looming threat
- * Introduce a new faction or type of creature
- * Use a threat from an existing faction or creature
- * Make them backtrack
- * Present riches at a price
- * Present a challenge to one of the characters

Questions

- * Why is the Assassins' Guild of Korm known as the Hand of Heaven?
- * What will the Hand of Heaven do to you if you fail to retrieve both the ACCURSED KEY and ILLUMINATING EYE from the catacombs called the Whisperway?
- * What curse is said to lie upon the Whisperway?
- * What treacherous territory did you traverse in order to reach the entrance to the Whisperway?
- * What mishap did you suffer on that journey?
- * Which of you got everyone into this mess, and how?

Impressions

- * Dust-filled catacombs, walls lined with ancient skulls and yellowed thighbones
- * Claustrophobic, crooked passages
- * Deep gloom, pressing in against even a blazing torch as if to snuff it
- * Cold, dry air, tainted by the stench of flesh long gone
- * A faint voice raised in haunting, ceaseless song
- * Was that a woman laughing? From which direction?
- * A bluish candle held briefly aloft by a shadowed figure before both melt into the darkness
- * A vast hall, lined with pillars carved with the dancing and feasting dead, its ceiling lost in darkness
- * Muffled, inhuman sobbing, accompanied by the clink and scrape of chains on stone
- * A statue of Kathec—three-faced goddess of the moon, crossroads, and the dead—hands broken off at the wrists.
- * A deep-cut bas-relief depicting a great dance, its skeletal participants drawn from all walks of life, from pauper to king
- * A chamber of six sepulchers, all defiled and empty
- * A clay horseman—a child's toy?—lying in the dust

Custom moves

When you *navigate the catacombs*, roll...

...•WIS if you do it by instinct.

...•INT if you do it using deduction and reason.

On a 12+, hold 2; **on a 10+**, hold 1; **on a 7-9**, hold 1, but you also encounter a Danger; **on a 6-**, you lose all hold, and the GM makes a move.

When *the GM's description of your surroundings gives you the opportunity*, you may spend 1 hold to find a Discovery of the GM's choosing.

Discoveries

ACCURSED KEY

1 weight, *magical, sentient*

A cube of iron, engraved with keyholes of every imaginable configuration. On one face it bears molded iron lips, concealing iron teeth and iron tongue capable of both speech and consumption.

When you **hold the Key before any locked or sealed door and ask the Key to open it**, the Key demands a specific viand in return. It is open to Parley on this count.

When you **deliver the specified foodstuff to the hungry mouth**, the Key devours it with delectation and the door is unlocked, just like that.

When you **fail to deliver the specified foodstuff**, the Key will start to grumble, complain, and offer insults with increasing intensity and volume.

ILLUMINATING EYE

1 weight, *magical, unbreakable*

A crystal sphere the size of a melon, full of amber fluid, in the center of which is suspended an oversized eyeball that bobs and turns as if surveying its surroundings.

When you **invoke the aid of the Eye**, it radiates pale light equal to that of a lantern. When this light shines in proximity to any concealed thing (a secret door, invisible entity, etc.), the Eye turns its gaze upon that thing, focusing its illumination with spotlight intensity.

When you **thank the Eye for its service**, the light goes out.

WHISPERING PIPES

1 weight, *magical, near*

A set of panpipes consisting of seven hollow bones of increasing length, fused together by unknown means.

When you **play the Pipes within range of the bones of the dead**, the bones gather to form a SUSURRU.

When you **play the pipes in the presence of an awakened SUSURRU or BONE HORDE**, roll +CHA: **on a 10+**, you are able to direct its next action; **on a 7-9**, you lose control and it acts accoring to its Instinct.

Dangers

BONE HORDE

Horde, Undead, Construct

Damage Bones bones bones b[3d8+2] (*close, reach, near*)

HP 20 **Armor** 1

Special Qualities Blind, mindless, senses life

A clattering mob of mismatched assemblages, like abominable puppets slapped together by a bored goddess of the underworld.

Instinct To take the living down to size

- * Come at them from all sides
- * Surprise them with ribcage jaws, barrage of hurled skulls, vertebrae whip
- * Subsume parts of the freshly deceased

Special moves

When you **fight the Horde**, roll +STR: **on a 10+**, choose 2 from the list below; **on a 7-9**, choose 1.

- * You avoid injury, but must fall back before the onslaught into a worse position
- * You land a hit; deal your damage
- * You help another person escape the horde

When you **deal damage to the Horde**, the effects vary depending on the Horde's remaining HP:

HP EFFECT

15+	Potency undiminished
8-14	Damage reduced to b[2d8+1]
1-7	Damage reduced to 1d8
0	The bones lie broken and scattered

SUSURRU

Solitary, Large, Undead, Construct

Damage Bludgeon 1d10+2 (*reach, forceful*)

HP 16 **Armor** 3

Special Qualities Blind, mindless, senses life

A limbed yet headless hulk of animate bones and skulls. Air whisper-whistles through the spaces in its skeletal mass with each ponderous movement.

Instinct To defend the dead

- * Disorient them with eerie whispers
- * Smash them into a wall, the floor
- * Reassemble into a BONE HORDE upon defeat

TOMB ROBBER

Group, Intelligent, Cautious, Devious

Damage Shortsword 1d8 (*close*) or shortbow 1d8 (*near*)

HP 6 **Armor** 1

Special Qualities None

Scavengers, come a long way from Korm to plunder the Whisperway, and unwilling to leave empty-handed.

Instinct To find treasure

- * Seek cover at the sound of their approach
- * Ambush them
- * Reveal true identity as Hand of Heaven assassin

