

BLACKCHAPEL v1.0b

A Dungeon Starter by Mark Tygart
For Sage LaTorra and Adam Koebel's
Dungeon World
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AGENDA

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

QUESTIONS

- Why are you trying to help catch the Blackchapel Monster?
- Who are you meeting at the Slippery Eel Tavern?
- What reason do you have to hate or love the city guard?
- What experience do you have tracking down fugitives?

IMPRESSIONS

- The fog, everywhere the fog
- The damp that chills the bones
- The sound of hooves on cobbled streets
- The muffled cry of a woman in the dark
- The hushed voices in the tavern
- The distant, lovely music of a violin
- The harsh glare of a local tradesman
- The ever present feeling of being watched



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 NPC's
- 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 type of creature
- Make them backtrack
- Present riches at a price
- Present a challenge to one of the characters

“How often have I said to you that when you have eliminated the impossible, whatever remains, *however improbable*, must be the truth?”

—Sherlock Holmes

SETUP

A few months ago an illegal alchemist's shop exploded after a misguided experiment went wrong; somehow transforming the alchemist into a Salt Vampire and creating a Gibbering Pudding.

Custom Moves

Pickpocket (Move by Jeremy Strandberg)

When you stand idly about in the bustling streets of Blackchapel district, roll +Wis. On a 10+, you catch the pickpocket in the act or see him coming. On a 7-9, they only got away with trifles: 1d6 rations, uses of adventuring gear, or coin. On a miss, you'll miss whatever's gone.

The Game is Afoot!

When you chase someone or something through the foggy night streets of Blackchapel district roll +Dex. On a 10+ you corner your prey. On a 7-9 pick one:

- o You've trapped them in a building
- o They escape but you find a valuable clue
- o Your prey turns to attack!

On a miss your prey vanishes in the fog

“The city reeked of death, and the savages that resided within its imposing starkness existed in fear of their lives. They had been shocked by the recent bloody Whitechapel murders, as if starvation, disease, moral degradation, and perpetual smog drowning all color in gray wasn't enough to bring home the pathetic reality of their miserable existence. The police were no nearer to capturing the monster that lurked in the crevices, and London seemed stiller in the dark, the streets devoid of hope.” — Carol Oates, *Something Wicked*

“Blackchapel monster drains their very souls. Read all about it!” —Blackchapel Newspaper Street Urchin

THINGS

Alchemist's Diary

1 Weight

Describes in detail the failed experiment that created both the Gibbering Pudding and the Salt Vampire.

Deerstalker Hat of Detection

If worn this hat will provide a +1 bonus on all of a character's Discern Realities and Sprout Lore rolls

Body of a Salt Vampire Victim

6 Weight

A strange withered corpse covered in bizarre red mottled marks (Has been drained of all salt).

Services

Street Urchin Guide (1 hp): 30 Coins (Extremely helpful to an employer but avoids combat)

Consult Scholar: 200 coins (Will warn the party about shapeshifters)

Spells

Reveal True Self (Cantrip & Rote)

Forces any disguised creature into their true form for a few minutes.

Monsters

Corrupt City Guard (Group, Intelligent, Organized)

Spear (d8, close, reach)

HP 6, 1 Armor

Instinct: To lord over others

o Shake down for a bribe

o Turn the other way

o Express contempt for outsiders

"We could really use your help..."

—City Guard Captain Abbeline

City Rogue (Group, Intelligent, Stealthy)

Daggers, cudgels, short swords (d8, hand, and close)

Instinct: To take advantage of weakness

HP 6

o Lead into an ambush

o Retreat from a fair fight

o Steal

Gibbering Pudding (Solitary, Terrifying, Amorphous)

Countless jaws (d10+2 damage, 1 piercing, ignores armor)

15 HP, 1 armor

Special Qualities: Immune to death by normal weapons; Vulnerable to fire. Fire damage to zero HP will destroy it forever.

A Gibbering Pudding is a horrible hybrid of a Black Pudding and Gibbering Moulder. It resembles a writhing mass of ooze covered with dozens of randomly placed multicolored eyes, writhing tentacles and gibbering mouths, all of different sizes and shapes.

Instinct: To gibber and consume

Custom Moves:

- Gibbering causes -1 on all player rolls in earshot

- Gibber a random but useful message in an unknown tongue ("The real monster is among you!")

- Withdraw to regenerate when seriously damaged by mundane weapons.



Star Trek Salt Vampire (*Solitary, Stealthy, Intelligent, Planar, Terrifying*)

Suckers (d12 damage, close, ignores armor)

12 HP

Salt Vampire, or M-113 creature, is the unofficial nickname given to a now believed extinct sapient species which once inhabited planet M-113. This creature is notable for requiring extremely large quantities of salt, specifically sodium chloride, to live. It can remove salt directly through the skin of other beings using the sucker-like structures on its fingers, a process which usually results in the death of the victim. Also noteworthy are the creature's illusory shape shifting abilities. Although it cannot physically change its appearance, it can use telepathy to project an illusion into the minds of those around it, making it appear like any person it wants.

Special Qualities: Shape shifting Illusions

Instinct: Drain Salt

o Imitates PCs

o Murder and replace victims with perfect imitation

Note: Currently pretending to be City Guard Captain Abbeline, head of the Blackchapel monster hunt. The Salt Vampire intends to blame the Gibbering Pudding for the murders as long as possible (The Pudding has actually largely been eating rats).

Inspired by the legend of Jack the Ripper, Star Trek TOS, Sherlock Holmes adventures (Film: "Murder by Decree") and the British television crime series "Whitechapel".

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"Strange absence of rats has been noted on the streets of the Blackchapel District." —Daily Herald