

CASTLE DEATH v1.01

A Dungeon Starter by Mark Tygart
For Sage LaTorra and Adam Koebel's
Dungeon World
www.Dungeon-World.com

AGENDA

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

QUESTIONS

- What brought you to Castle Death?
- What have you heard about the Castle's cruel tyrant?
- What experience do you have with adventuring?
- What rumors have you heard about the wealth of this mysterious citadel?
- Do you believe in the prophecy of the return of a rightful lord?

IMPRESSIONS

- The stench of goblin
- Harsh flash of lightning
- The wail of the storm
- The fiery light of torches
- The rich furnishings looted from the helpless
- The ancient stonework from another era
- Distant sound of guttural laughter



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

CUSTOM MOVES

Hidden Sanctuary

When you take a short rest in the **Hidden**

Sanctuary Roll+WIS:

On a 10+, choose 3. On 7-9, choose 1.

You *Recover* as if you have rested for three days
You eat and drink to your fill and collect 3 rations
You experience a vision
You do not collapse into mystical sleep

Pit Trap

When you step on a hidden pit trap, Roll+Dex. On a 10+, choose 1.

- You avoid falling into the trap and taking damage (1d8)
- You find a useful item at the bottom of the trap

Goblin Dart Trap

When you step on a hidden trap trigger, Roll+Dex. On a 10+, gain both. On a 7-9, choose 1:

- You are able to avoid taking damage (1d4 damage)
- You avoid being affected by the dart's paralyzing poison

Throne Room

When you enter the Bugbear Overlord's Throne room for the first time, roll+WIS.

On a 10+, choose two. On a 7-9, choose one.

- You notice the pit trap (1d8 damage)
- The Bugbear Overlord is asleep

THINGS

Codex of Wonders (Wizard Only) 1 Weight

When you research the answer to a question about magical items or relics with the codex; roll +Intelligence. On a 10+, you can ask the GM one question concerning the subject, the GM must answer truthfully. On a 7-9, the GM will tell you where you can find the information at a price.

Salamander Amulet

Bearer of this amulet may not be harmed by any type of heat or fire.

Light Blade (Good PC Only) 1 Weight

This short sword gives its bearer the ability to cast the rote Light and roll twice when rolling for damage and use the higher roll.

Legal Dossier

This document reveals the identity of the true rightful heir to "Castle Death": a member of the adventuring party!

Old Map

Shows the location of the Hidden Sanctuary.

Ring of Shadows (Thief or Ranger Only)

Allows a Thief or Ranger to become invisible as per the wizard's spell.

Services

Bribing Goblin Guards to ignore you: 2-25 Coins with haggling

Pit Trap Mac (Warrior NPC) will become an excellent guide for the adventurers if he is freed from a Pit Trap and given a share of the treasure.

(This Dungeon Starter was inspired by the Chatty DM blog at: <http://www.critical-hits.com/blog/category/critical-hits/columns/chattydm/>)

Monsters

Bugbear Overlord *Large, Stealthy, Cautious*

Morningstar (d8+4 damage) 10 HP, 2 Armor

Close, Forceful

Bugbears take whatever they want and bully others into doing their work. They hunt for food, eating any creature they can kill, including other goblins. Bugbears stand between 7 and 8 feet tall and weigh in as the largest and burliest of the goblins at 500 pounds. Bugbears are surprisingly sneaky for their size. They sometimes send out their smaller kin to lead overeager adventurers into a trap. If they can't achieve surprise, bugbears look for chances to flank their foes.

Instinct: To bully or eat the weak

- Dominates lesser goblins
- Ambush or flank

Castle Death Dragon *Solitary, Huge, Magical, Intelligent, Terrifying*

2d6 damage (tail) 20 HP, 3 Armor

Reach, Forceful, Messy

Instinct: To rule

- Burn everything before him
- Demand tribute
- Act with disdain

Custom Move: When a dragon breathes his mystic fire at you, ROLL+WIS. On a 10+, you find suitable cover.

On a 7-9, you dodged but choose 2 anyway:

Your weapon melts on your hand.

Your armor burns and leaves you breathless for a while.

Say goodbye to your backpack.

On a 6-, all three apply plus 2d6 fire damage.

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Giant Spider *Group, Small, Stealthy, Devious, Hoarder*

Fangs (d6+2 damage)

Close, Near 6 HP

A large spider that lurks in the shadows; stalking you.

Instinct: To capture and feed.

- Ambush from the ceiling
- Hide in the Shadows
- Immobilize with Webbing
- Avoid Bilbo Baggins

Goblin Guard *Group, Small, Intelligent, Hoarder*

Dagger (d4+2 damage) 3 HP

Close

Instinct: Obey the Bugbear Overlord

Skeleton *Undead, Horde*

Rusty weapon (d4 damage) 4 HP, 3 Armor

Close

The pile of bones suddenly stirs, rising up to take on a human shape. Its long, bony fingers reach out to claw at the living.

Instinct: To increase their ranks



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