

AGENDA

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

QUESTIONS

- How did you first hear about the terrible Catacombs of Bone?
- What or who gave the Necromancer Organist his strange power to draw children into his catacomb lair with his organ music?
- What will happen to each of you if you don't return with the Sheriff's daughter?

IMPRESSIONS

- The endless, dusty stone corridors lined with racks of broken skulls and yellow bone
- The sudden evil laughter of a malicious child
- A bluish candle held by a shadowed figure that melts into the darkness
- An inexplicable eerie mist
- A haunting organ's song echoes throughout the catacombs
- An unexpected vast empty hall with pillars carved with screaming faces
- The stench of rotting flesh
- Moans of inhuman anguish and the shaking of chains
- A Vampire Child, scared and separated from its playmates
- A defaced statue of the ancient war god Crom, looking down on you disapprovingly
- Deep carven pictographs in a chamber's walls showing Crom welcoming the heroic dead
- A chamber of ancient, broken sepulchers
- A child's doll lost in the dust.

Inspirations: Bram Stoker's *Dracula* (also the Coppola film version) Robert E. Howard's Conan stories and Andrew Lloyd Webber's musical *Phantom of the Opera*

CATACOMBS OF CROM v1.0d

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

Dungeon World
www.Dungeon-World.com

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

"...He dwells on a great mountain. What use to call on him? Little he cares if men live or die. Better to be silent than to call his attention to you; he will send you dooms, not fortune! He is grim and loveless, but at birth he breathes power to strive and slay into a man's soul. What else shall men ask of the gods?"

-Conan

CUSTOM MOVES

Contracting Vampirism

After being bitten by a vampire child or children during combat fail a defy danger roll or be afflicted by vampire blood thirst:

You're becoming a Vampire, Bro!

Move was developed by Kevin Kloeck

When you see fresh human (elf, dwarf etc.) blood, roll+INT to stay in control.

On a 10+, you keep your cool.

On a 7-9, you have a strong desire to drink blood, choose two.

- You can settle for animal blood.

- You don't need to drink blood right now.

- You don't get the shakes until you drink blood.

Bonds

Sheriff's Daughter

When you rescue the sheriff's daughter, you may tell GM why you admire the Sherriff of Alam. If you do, write a bond with the Sherriff and gain 1 XP.



THINGS

Sword of Crom

Close, Two-handed, 2 Weight

A wide, heavy sword engraved with ancient runes. When you Hack and Slash with the sword, on a 10+ the sword will inflict double your rolled damage but this only applies against the undead. The sword emits a faint flickering reddish glow when the undead are present.

Lost Child's Harp

Requires Bard, 1 Weight

A harp made for small, nimble fingers. When you are playing the harp, the vampire children will not attack the party unless the Pale Organist is present.

Wand of Bone

1 Use, 0 Weight

If this wand of bone touches any undead creature in the catacombs then that creature and the wand will both crumble into dust.

Monsters

Necromancer Organist

Magical, Devious,

Intelligent Grave bolt (b [2d8] damage)

12 HP *Close, Far*

Special Qualities: Not Undead (A foul necromancer, but a gifted musician.)

Instinct: to seek eternal life by preying on children

- Play his marvelous organ in his catacomb lair
- Taunt his future child snacks
- Drain life from children and create vampire child minions
- Accompanied by its child vampire minions

Skeleton Warrior of Crom

Group, Terrifying

Attack with held weapon or skeletal claws

(d6 damage)

8 HP

4 armor

Close

Special Qualities: Its bones are held together by magic, Magic attacks bypass armor, Blunt weapons bypass armor, Undead.

A skeleton made out of bones of the dead and animated by the war god Crom to protect his follower's catacombs.

Instinct: To destroy the living

Vampire Child

Intelligent, Horde, Terrifying

Fangs (d8 damage)

5 HP

Close, Forceful

Special Qualities: Undead

Newly converted child vampires are pitiable and terrifying.

They are unpredictable but always lust after blood.

Instinct: To feast on mortal blood for the first time.

- Bite the living
- Obey the Pale Organist
- Play children's games

Vampire Compendium Class (Courtesy of Delos)

Requirement

You must be bitten by a vampire. Until you kill someone by drinking their blood, you are only really thirsty but are not a true vampire.

Blood Thirst

When you feed on the blood of someone, roll +STR. The victim dies. On a 10+ choose 3. On a 7-9 choose 2. On a miss choose 1 and you draw unwanted attention.

- You heal 1d8 HP
- You take +1 Forward
- Your next attack does the best of two rolls for damage
- The victim doesn't die.

Now that you are a full vampire be sure to wear lots of sun screen. Ask your GM what you can and cannot do now. (Go out during the day, eat garlic bread, wear color, avoid moving water, etc.)

VISIT THE CATS OF TINDALOS

(<http://catsoftindalos.blogspot.com/>)

Once you gain **blood thirst** the rest of these moves are open to you.

Children of the Night

When you use your powers to summon a swarm of bats, roll +CHA. On a hit a swarm of large bats appears and attacks your foes. Choose 1 bonus. On a 10+ choose 2. This move can normally only be done once per battle.

- They distract your foes, gain +1 forward
- They attack your foes, deal 1d6 damage
- There are even more bats in the area you can call. You may use this move again this battle.

Mist Form

When you take the form of fog or mist, roll +CON. On a hit you can slip through anything that allows air through it (walls with cracks in it, windows, etc). You cannot exert any force while in mist form and cannot be harmed by conventional means. Once you arrive at your location you return to your solid form On a 7-9 choose 1.

- A strong breeze forces you someplace near where you wanted to go.
- You draw unwanted attention.

Undead Strength

You have the strength of 10 men. You gain the Bend Bars, Lift Gates (from the Fighter playbook) move and you always treat your BB,LG roll as one step higher than it should be (Miss = 7-9 and a 7-9 = 10)

Unholy Resilience

You are near impossible to put down forever. Work with your GM to decide what the one thing that can kill you is. When you hit 0 HP you instead fall into torpor and appear to be a normal corpse. You will awaken a short time later, the GM telling you when, and you must try to drink the blood of the first person you see. If you are hit by the one thing that can kill you, you automatically die and fail your last breath roll, regardless of HP.

Quickened Death

You can cover short distances in the blink of an eye. When you move faster than humanly possible, roll +DEX. On a hit you make it to your intended destination near instantly. On a 7-9 choose 1.

- You lose something important along the way
- You draw unwanted attention
- You are in a dangerous location



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