

AGENDA

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

QUESTIONS

- Why are you traveling through the Dreaming Woods?
- How did you learn of its secret location?
- What do you know about the Hypnos Cultists' plans to destroy reality?
- How do you plan to stop them?

IMPRESSIONS

- The gloomy forest all around you
- The smell of wet leaves and decay
- A ring of toadstools
- The knowledge you are being watched
- A shallow brook lined with fern
- The splash of a small waterfall
- An unmarked fork in the path
- Sudden appearance of a white stag
- Cool mist on your skin
- A mass grave in an open pit
- An unexpected small shrine to Hypnos
- More damned trees...



DREAMING WOODS v1.0B

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

Puck: "What fools these mortals be."

— Midsummer Night's Dream

CUSTOM MOVES

When you first encounter the Zoogs, roll +Charisma.
On a 10+, The Zoogs don't attack and useful items and/or information are given in exchange for a promise to attack the cultists

On a 7-9: The Zoogs don't attack in exchange for eliminating the cultists

Less than 6: The Zoogs attack and seek to consume the party

Lore

THE DREAMLANDS ARE A VAST, ALTERNATE DIMENSION THAT CAN BE ENTERED THROUGH DREAMS, SIMILAR TO ASTRAL PROJECTION. EXPERIENCED DREAMERS ARE AMONG THE MOST POWERFUL INHABITANTS OF THE DREAMLANDS AND MAY BECOME ITS PERMANENT RESIDENTS AFTER THEIR PHYSICAL DEATHS.

-HASSAN THE SCHOLAR

Hypnos is the personification of sleep; according to his followers Hypnos lives in a cave, whose mansion does not see the rising, or the setting sun, nor does it see the "lightsome noon." At the entrance are number of poppies and other hypnotic plants. His dwelling had no door or gate so that he might not be awakened by the creaking of hinges. The river Lethe, in the underworld, flows through his cave. This river is known as the river of forgetfulness. In the Dreamlands Hypnos is a powerful and dangerous deity associated with maintaining the borders between that dangerously mutable reality and this world.

—Zenopus of Portown

THINGS

Dungeon World Rulebook

When you possess the rulebook and display your superior knowledge of a subject when spouting lore, you may adjust the detail the GM gives you in some way. You may not contradict it.

Gamers' Dice

A character with Gamers' Dice may reroll any game roll they desire until a reroll produces snake eyes (2) at which point the dice will no longer work for that player.

Reality Portal Cave

Adventurers who enter the **Reality Portal** will find confront their real selves themselves (1 HP) playing Dungeon World in a suitably bizarre environment. Players may roll play interacting with their fictional selves. Players who kill themselves must roll **Last Breath**. If the GM is killed all of reality will dissolve (Real GM rules what follows). Smart players will try to obtain the **Dungeon World Rulebook** and **Gamers' Dice**. If the players exit this fearful place the **Reality Portal** will close behind them.



Visit the Cats of Tindalos

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



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Monsters

Bonetree Group (based on monster by Brian Vinciguerra)

Huge Stinging Vines (b [2d6+5] damage 1 piercing)
18 HP, 3 Armor

Special Qualities: Poisonous, Immune to mind influence, Blindsight, Resistance to fire

Standing as tall as a hill giant, this tree is pale brown with scores of branches that grow upward from its trunk, its branches are leafless giving it a skeletal appearance. Its trunk is covered in knots and jagged holes. When prey nears the bone tree it begins to rattle its branches creating a sound similar to a nest of rattle vipers. Stinging vines lash out of its trunk extending far out into the surrounding area to grasp prey and satiate its appetite.

Instinct: Protect the **Reality Portal Cave**

When you are first struck by a Bonetree roll + Con:

On a 10+ there is no additional effect from its stinging vines.

On a 7-9 choose 1; On a 6 or less choose 2:

The Bonetree has ensnared you and you are unable to flee, but can still make normal attacks

The Bonetree has embedded its stinging vines into your skin take -1 forward to DEX

The Bonetree poison has weakened you -1 forward to STR
The Bonetrees poison has inflicted you with the Sickness debility. For each additional hit received by the Bonetree choose an additional effect.

The Bonetree's trunk is charged with mystical energy.
When the Bonetree is first struck forcefully this energy is released in a flash of blinding light causing you to flinch and avert your eyes, Roll Defy Danger On a 10+ you are not blinded. On a 7 or less take -1 forward to your next attack.

Hypnos Cultist

Group, Magical, Devious

Dagger (d4 damage)

2 HP

Special Qualities: Insane

Standard Mythos creepy cultist

Instinct: Sacrifice yourself to the Bonetree Grove!

Zoog *Group, Tiny, Stealthy, Devious, Organized, Intelligent, Planar*

Bite (d4 damage)

2 HP

Special Qualities: Refugee from the Dreamlands, Can Detect Invisible

Spiteful, nasty creatures with a taste for the flesh of sentient beings, zoogs lurk in the shadowy, moldering places of the world. Often mistaken merely for otherworldly animals, zoogs possess base intentions and vicious demeanors that set them apart from lowly beasts.

Congregating in loose, tribal societies, these sinister creatures claim the depths of dark woodlands or moldy forests as their homes, favoring lands where the boundaries between worlds and planes grow thin and strange creatures—not unlike themselves—slip between reality's cracks. Although lone zoogs shy away from attacking larger creatures, when zoogs outnumber an invader they launch deadly ambushes, leaping from sagging boughs and hidden dens to swarm foes.

Zoogs also detest cats, and go to great lengths to slay felines of any sort and devour them.



Inspired by H.P. Lovecraft's *The Dream Quest for Unknown Kadath* and Eric Lochstampfor.