

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 ghost haunting the village of North Proctor?
- Which of you has a special reason to hate the undead?
- Why did the Sherriff hire your party to destroy the ghost?
- What has the Sheriff threatened will happen to each of you if you don't destroy the ghost?

IMPRESSIONS

- A bat flutters by in the night
- A full moon rising above dark trees
- The ominous whisper of the wind
- The webbed grisly corpse of a giant spider's last meal
- The glittering eyes of small creatures in the wood
- The soundlessly flight of an owl and the muffled shriek of its prey
- The warm light falling from the windows of a welcoming inn
- A bubbling creek forms shallow pools and slippery slopes
- The merry campfire and fiddle music of a brightly ornamented gypsy encampment
- The green eyes of Mistress Irina the Gypsy Fortune Teller who knows many secrets
- An ancient twisted oak, growing on the edge of a waterfall
- The angry cries of an angry mob of villagers with pitchforks and torches
- The kindly face of "Old Bob" a local tinker (Secretly the vampire!)
- A sudden scream in the night, then silence

SPIDERHAUNT Woods v1.0f

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



CUSTOM MOVES

Wolf Trap

When you step on a hidden wolf trap, Roll+Dex. On a 10+, gain both; with a roll of 7-9 choose one.

- You avoid the trap and taking the 1d8 of damage
- You find a useful clue in the trap to the vampire's presence (Bloody sock monogrammed with "Old Bob").

Gypsy Encampment

When you find the hidden enclave of gypsies, roll +Charisma.

- On a 10+, the gypsies don't attack and useful items and/or information are given in exchange for a promise to banish the ghost.

- On a 7-9: The gypsies don't attack in exchange for a promise to eliminate the ghost.

Unexpected Inn (The Broken Web)

When you find the Unexpected Inn, roll +Charisma.

- On a 10+, the inn patrons provide useful items and/or information in exchange for a promise to banish the ghost.

- On a 7-9: The inn patrons will coldly ask the party to leave and if insulted may become an angry horde of villagers and attack.

- Less than 6: The inn patrons will attempt to drug the party's food and drink and dump them in the woods to appease "The Bloody Ghost".

"In the middle of the journey of my life I found myself within a dark woods where the straightway was lost."

— Dante Alighieri

SERVICES

Mistress Irina's Tarot Reading: 1 coin

SPELLS (FIRST LEVEL)

Enchant Weapon

Spell that enchants a weapon so that it can hit incorporeal creatures until the party next makes camp.

Monsters

Angry Horde of Villagers

Solitary

A flurry of blows (d8x2 damage) 16 HP
Close, Reach, Far

Special Qualities: 3x normal health. Every health lost kills a civilian. -1 dmg for every civilian lost.

An angry group of civilians. Armed with torches and pitchforks. They seem to wearing a few pieces of armor.

Instinct: To kill the outsiders and "bloody ghosts".

- Attack furiously while surrounding the opposition

Forest Ghost (Vampire Victim) *Solitary, Devious, Terrifying*

Phantom touch (d6 damage) 16 HP
Close, Reach

Special Qualities: Incorporeal

The terrified ghost of a lonely young girl (but she is hungry!)

Instinct: To haunt and feed on the living

- Reveal your killer (Vampire)
- Ask to "snuggle" (and *feed*)
- Cry
- Beg to go home

Visit the Cats of Tindalos

(<http://catsoftindalos.blogspot.com/>) for more free Dungeon World material.

Inspirations include Tanith Lee's novel *Kill the Dead* and the film *Lost Boys*

"Why the tinkerer "Old Bob"---he's been dead for years!"
—Surprised North Procter Villager

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

Fangs (d6+2 damage)
Close, Near 6 HP
A large spider that lurks in the forest shadows; stalking you.

Instinct: To capture and feed.

- Ambush from the ceiling
- Hide in the Shadows
- Immobilizes with webbing after reducing prey to ½ HP; never completely kills in combat

Gypsy Bandit *Horde, Stealthy, Organized, Intelligent, Hoarder*

Sword (b [2d4] damage) 3 HP 1 armor
Close, Far

Instinct: Gain Money

- Rob and pillage
- Pickpocket
- Ambush - Summon 2 more bandits once per encounter per group

Exorcist *Solitary, Divine*

Silver blade (d10 damage 1 piercing) 14 HP
Close, Near

In some religions, an exorcist is a person who is believed to be able to cast out the devil or other demons. A priest, a nun, a monk, a healer, a shaman or other specially prepared or instructed person can be an exorcist. An exorcist is a person who performs the ridding of demons or other supernatural beings who are alleged to have possessed a person, or (sometimes) a building or even an object.

Instinct: Be Ruthless

- Kill the dead
- Listen to neither the Living nor Dead
- Be Grim and Heroic (and Stupid)

"I happen to like vampires more than zombies."
—Martin Scorsese

Mistress Irina *Magical, Organized, Intelligent*

Balefire Bolt (w [2d8] damage) 6 HP 1 armor
Close, Far

Leader of the local band of gypsy bandits.

Instinct: To prey on traditional society

- Disguise self as old woman
- Obey the Vampire
- Predict the future with wild inaccuracy

Vampire ("Old Bob") *Stealthy, Organized, Intelligent*

Dark Force (d8+5 damage, 1 Piercing) HP: 10 Armor: 2
Special Qualities: Must be killed by stake, fire, beheading or sunlight. May not cross running water and must be invited into a home.

Vampires beget vampires. Suffering begets suffering. Do not be drawn in by their seduction or you may be given their gift—a crown of shadows and the chains of eternal undying grief.

Instinct: To manipulate

- Charm someone
- Feed on their blood
- Retreat to plan again
- (Turn into a bat or gaseous)
- (Drain life and strength)

Custom Move: When a vampire drains life from you, ROLL+CON. On a 10+, it fails On a 7-9, choose 2:

- Take half damage.
- Take -1 ongoing until you make camp.
- Fall unconscious

On a 6-, all three take effect.



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GM notes: Consult Justin Whitbread's excellent supplement *Dungeon World: Number Appearing* freely available on the current Dungeon World website for information on incorporating vampires and vampirism in your game.