

SWORD & SORCERY

ADVENTURE v1.0B

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

- Why are you searching for the Horn of the Dreaming God?
- What do you hope to gain?
- How did you learn of the ruined City of the Ghouls? The lost Temple of the Undying?
- What reason do you have to hate or love your aristocratic employer?
- What experience do you have as a mercenary?

IMPRESSIONS

- The dark mountains that surround this lost valley
- The strange ruins of unknown architecture
- Twisted vegetation before unseen
- Eerie silence
- Luminous eyes peering from dark alcoves
- The howl of a distant predator
- Defaced statuetes
- A murder of crows soars above



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

During his lifetime, Wilt Chamberlain claimed sexual encounters with over 20,000 women. Ironically, in this movie (*Conan the Destroyer*, 1984) Queen Taramis charges Chamberlain's character Bombaata with protecting Princess Jehnna's virginity.

CUSTOM MOVES

If you attempt to tear Dagoth's horn from the demon's body ROLL +DEX:

On a 10+ the demon dissolves into icky goo leaving behind only the horn

On 7-9 you suffer damage (d12+4) before wrenching the horn free

LORE

Sword and Sorcery is a subgenre of Heroic Fantasy, with which it is often lumped together, but having its own distinguishing characteristics. Coined by Fritz Leiber in the early '60s to define the style of his own works and those writers that inspired him, and to differentiate it from other works described as Heroic Fantasy, Sword & Sorcery is a genre of fantasy that is often considerably less glamorous and all about fast paced action. Almost universally, Sword & Sorcery stories are about mighty warriors fighting supernatural horrors with blade in hand, either an Eldritch Abomination or Evil Sorcerer. –TV Tropes



THINGS

Horn of Dagoth (1 Weight)

Monsters

Dagoth (as Toad-Bug Demon) *Solitary, Large, Planar*
Talons (b [12d+4] damage)

Forceful 16 HP, 1 Armor

Special Qualities: Reverts to statue if horn removed, only damaged by magic or magical weapons, immune from harm as a statute or horn

Dagoth, also referred to as the Dreaming God, was a demon worshipped by the people of Shadizar, particularly Queen Taramis. He participated in a large battle with other evil beings, during which his source of power, a jeweled horn, was broken off. Dagoth fell to Earth in a weakened state and his body turned into stone, becoming a statue. As written in the ancient Scrolls of Skelos, if the horn were found placed in the forehead of the statue, it would bring about the evil god's resurrection, and as long as a virgin girl was sacrificed at the hour of the god's rebirth (in this case, Taramis' niece Jehnna), everything would be fine. Legend holds that Dagoth will grant any wish his restorer desires, but great care should be used in the exact words used for the wish. Unfortunately, the ritual was interrupted by Conan and his companions and Taramis' vizier speared by Zula before he could sacrifice Jehnna, and the end result of this is that Dagoth became angered and transformed into a monstrous, lizard-like beast. The wizard Akiro deduced that Dagoth's horn was his life, and in tearing the horn from the ex-god's forehead, returned Dagoth to his statute form. Later both horn and statue vanished from Shalizar in different eras. Scholars speculate that Dagoth may be related to the ancient evil Zargon in some fashion.

Instinct: Destroy!

- Prefers Conan the Barbarian movie over Conan the Destroyer

Newhon Ghoul

Group, Cautious

Axe (d8 damage)

Close, Ignores Armor

6 HP, 2 Armor

Special Qualities: Transparent Flesh makes difficult to hit. These Newhon humanoids are almost totally transparent, save for their pinkish skeletons. Their unsavory diets make them unpopular with other races, but they rationalize cannibalism as an act of kindness by which muddy-fleshed humans are transformed into superior, crystal flesh.

Ghouls never wear clothing or any armor beyond the most minimal weapons-harness. Ghoulish fighters may use any weapon, but seem to have a preference for two-handed axes. The transparent nature of ghoul flesh makes it harder to locate their vital spots. Newhon ghouls live in a great city on the shores of the Sea of Monsters, emerging periodically to make war upon human cities. They have very little fear of death – in Fafhrd's opinion, this was because they were so close to skeletons that actually dying was only a short step away. Ghouls consider themselves paragons of civilization and enlightenment. Other races need to be civilized by being eaten. Humans are referred to as "mud-men" since ghouls consider normal flesh muddy and impure. Ghouls can occasionally overcome their cannibalistic natures to join human adventuring bands. They can be overbearing at times as they consider themselves more civilized than lesser, "barbaric", races. Ghouls generally consume only the flesh of animals, but consider humans and other intelligent races to be a delicacy (consuming another ghoul is considered, at best, rather poor behavior).

Instinct: Raid and consume lesser races



This work is licensed under a [Creative Commons Attribution 4.0 International License](http://creativecommons.org/licenses/by/4.0/).

Visit the Cats of Tindalos (<http://catsoftindalos.blogspot.com/>)

For more free Dungeon World material

Yellow Musk Zombie

Group

Bite (1d6 damage)

6 HP

Close

A yellow musk zombie is a rotting creature from which wet green vines have sprouted. Treat a yellow musk zombie as a standard zombie, but it is not undead. It is a plant creation of the Yellow Musk Creeper.

Instinct: Destroy Intruders!

- Obey the Yellow Musk Creeper
- Slow
- Mindless

Yellow Musk Creeper

Solitary, large Devious

Tendrils (1d6 damage)

16 HP

Special Qualities: Sprays Yellow Musk Zombie Pollen

The yellow musk creeper is a hideous plant that grows in haunted graveyards, grisly battlefields, and other places where death hangs heavy in the air and thick in the soil. The yellow musk creeper's method of procreation is singularly frightful—it slays the living, infests them with its seeds and pollen, and then animates them as zombies. These zombies serve the plant as a guardian, but when new zombies are created, older ones wander off, collapsing and breaking apart to give seed to a new yellow musk creeper.

Instinct: Create Zombies

- Spray Pollen

Custom Move: When you inhale yellow musk pollen, ROLL+WIS. On a 10+, you keep control. On a 7-9, choose 1: You're not dizzy for hours. (-1 on all rolls until you next make camp) You don't have to Defy danger vs. WIS to attack the musk. You don't take your friends for musk zombies. On a 6-, you're under the yellow musk charm. Fall asleep in the deadly embrace of the Yellow Musk Creeper, zombie soon to be...

(Inspired by the works of Robert E. Howard & Fritz Leiber and their homages from Hollywood)