

AGENDA

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

QUESTIONS

- Why are you traveling to the Mewlip Marsh?
- How did you learn of the location of the Mewlip ruins?
- What do you plan to do with a fortune in gold coins?
- Have you made arrangements for an empty casket memorial service if you don't return?

IMPRESSIONS

- The gloom of the moldy trees looming above
- The smell of rot and decay
- Swarms of stinging insects
- The feeling you are being watched
- The harsh, guttural cry of crows
- The squelch of your boots in the mire
- A path of ancient stone
- Sudden appearance of a stork
- Fog and more fog...
- Evil ruins in the center of the mire
- An unexpected small shrine to Hypnos
- More damned biting insects...



THE MEWLIP MARSH v1.0g

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

"Beyond the Merlock Mountains, a long and lonely road,
Through the spider-shadows and the marsh of Tode,
And through the wood of hanging trees and gallows-weed,
You go to find the Mewlips - and the Mewlips feed."

-J.R.R. Tolkien

CUSTOM MOVES

Mewlip Mire

When you step in Mewlip mire, Roll+Dex. On a 10+, gain both. On a 7–9, choose 1:

- You are able to avoid alerting the Mewlip lookout
- You avoid being ensnared in the Mire

Less than 6: The alarm is sounded and you are ensnared

Mewlip Ruins Bear Trap

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

- You are able to avoid setting off the alarm
- You suffer 1d8d

Less than 6: The alarm is sounded and you take 1d8d

Sounding the alarm will summon the Mewlips.

Locations

Mewlip Cellar Coin Hoard

Unfortunately for the adventurers a large percentage of these are actually counterfeit. The GM should allow the players a nice score, but not so much as to unbalance the game.

"Save the Mewlips!"

-Misguided Halfling Political Slogan, Second Age

THINGS

Sacred Scrolls of Hypnos

Players who read the scrolls roll+Wis. On a 10+, gain both. On a 7–9, choose 1:

- You gain one point (your choice) of either of Intelligence, Wisdom. or Charisma.
- You now have access to the Dunsany Dreamer Compendium Class

Lord Dunsany Dreamer Compendium Class

If you travel to the Dreamlands and return safely; converse with a tribe of Zoogs and are not eaten or read the scrolls of Hypnos and are not driven mad you may take the following move when you next level up:

Astral Projection

When you project your mind from your body choose two to describe your mind's form (it's always insubstantial):

- It's invisible
- It moves quickly
- Its senses are not clouded

Your mental form can roam the physical world for as long as you like. While it does your body lies comatose. While in your mental form you have no access to your body's senses.

Once you've taken "Astral Projection," the following moves count as class moves for you. In addition to your normal list of moves you may choose from this list when you level up:

There is No Spoon

You have a ward that is proof against arcane magic. This could be something you wear, like a bracelet or an amulet,

or it could be a procedure of limited duration—a potion you prepare, symbols painted on your skin, etc.

When you are targeted by magic while under the protection of your ward, roll+CON.

•On a 10+, you are unaffected by the magic.

•On a 7-9, you can either suffer the effect to a lesser degree or exhaust yourself and mark debility of your choice.

Life is Just a Dream

When you take your Last Breath, Death will always offer you a bargain, even on a 6-. If you don't keep your end of it, you'll still live, but Death will claim your soul the next time you are reduced to 0 HP.

Knowledge from Dreams

When a subject evokes the hazy memory of a portentous dream, you can sprout lore with WIS instead of INT.

Imaginary Friend

Your contract grants you dominion over a summoned Dreamlands creature. It is a Hireling that follows your orders to the best of its abilities, describe it. Choose a base:

- * Protector +1, Warrior +2, Loyalty +2
- * Adept +2, Priest +1, Loyalty +2
- * Burglar +1, Tracker +2, Loyalty +2
- * Minstrel +2, Warrior +1, Loyalty +2

If it dies or is otherwise unavailable, it summons itself to your side on the next sunset, alive and unharmed

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Monsters

Gargoyle

Group, Construct

Claws (d6 damage)

Close

5 HP

A hideous monstrosity crafted with stone and sorcery.

Special Qualities: Wings

- Protect the Sacred Scrolls of Hypnos!

Giant Spider

Group, Small, Stealthy, Devious, Hoarder

Fangs (d6+2 damage)

Close, Near

6 HP

A large spider that lurks in the ruins 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

Mewlip

Group, Small, Stealthy, Intelligent, Hoarder

Claws (d8 damage)

6 HP

Close, Near

Special Qualities: Sneaky cannibals

The Mewlips are a strange and secretive race, known only from a reference in a poem of the Hobbits of the Shire.

They were said to be dangerous creatures, dwelling in the dark and feasting on unwary travellers who sought them out.

Instinct: Lures with gold

- Devours unwary
- Backstabs

Inspired by the poem “*The Mewlips*” by J.R.R. Tolkien.



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