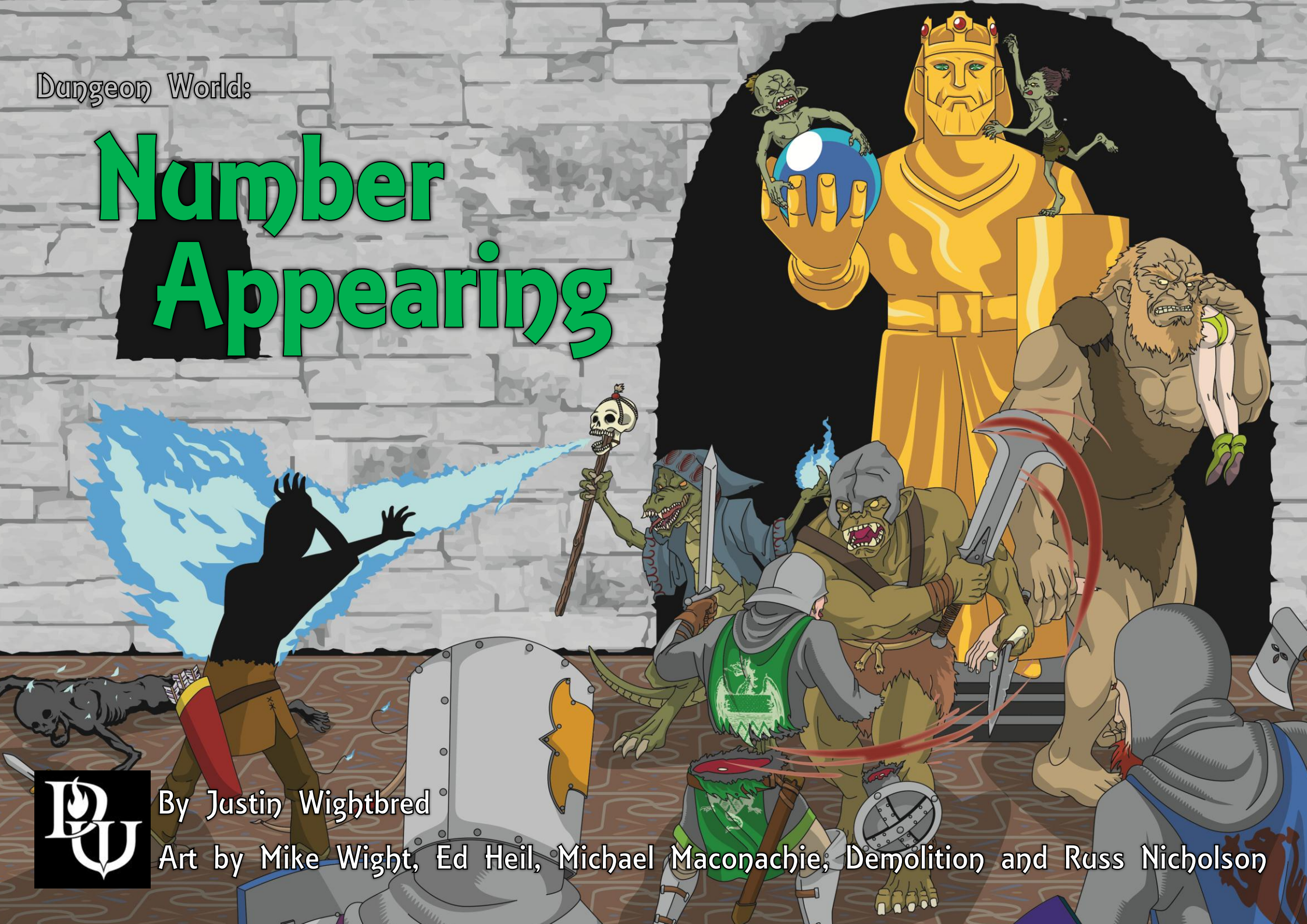


Dungeon World:

Number Appearing



By Justin Wightbred

Art by Mike Wight, Ed Heil, Michael Maconachie, Demolition and Russ Nicholson

The copper age of legend...

It used to be better in the shining copper age of legend but then we were cast down by the sunlovers to this. Now this is what we've got: you sleep in water and filth; you get some rotten biscuits to eat if you're lucky; you only get to go outside so the sunlover butchers can kill you; the only weapon you have is a rusty knife; all your so-called allies are all on your 'list'; and the Chief whips you if you complain.

*But you can fight back! **Marauding Hordes** swarm across the ploughed cuts the earthcutting sunlovers make in their fields and loot and pillage their farms. **Lycanthropes** rush in and drag down the forestlurkers before they can sing their cursing songs. The **Small & Sneaky** races slip in quietly behind the goldkissing longbeards and snatch their purses and slit their throats. The **Hungry Dead** smash in and start to feast on the fatbelly hairytoes before they can swallow their mouthful and scream. **Towering Brutes** push over the tower and crush the fleeing sunlovers. And through it all the **Restless Dead** sit up on the hill laughing without lungs.*

This is what we've got, yes. But what are you going to take and hide for yourself?



This document is a supplement for the Dungeon World roleplaying game by Sage LaTorra and Adam Koebel. These let you play characters from some of the monstrous races. This version was finished on 25 July 2012 as a stretch goal for the Dungeon World Kickstarter.

You can use this document to:

1. Play a character transformed into a monstrous race during play, because they are cursed or affected by a spell.
2. Play a character of a monstrous race in a normal party. It is usually best to talk this through with the group to check your character will fit in, as the inclusion of even a single character from a monstrous race can change a game completely.
3. Play a whole party of monstrous creatures, starting with the included adventure toolkit.

In this document you'll find...

Simple playbooks to use with the standard classes to play:

1. Marauding Horde races like orcs
2. Small & Sneaky races like goblins
3. Towering Brute races like ogres

More complicated playbooks (with more mature concepts and art) to use with the standard classes to play:

4. Lycanthrope races like werewolves
5. Restless Dead races like skeletons
6. Hungry Dead races like vampires

Each of these playbooks include:

- Things to replace choices on any of the standard class character sheets: name, look, bonds and alternative racial moves.
- Possible true facts or other details about your race to help you define it.
- Some relevant Compendium Classes. These are either: suggestions relevant to the particular race but that any race could take; or classes that have a race as a prerequisite and will further define that race.

A “real monster” section detailing the opponents that a party of monstrous characters is likely to encounter.

A magic section with two new magic items and the Reincarnation Cleric spell.

An adventure toolkit so you can play a party of monstrous creatures. This toolkit includes:

- A quick summary with adventure ideas
- Sample fronts
- A two-part dungeon worksheet to help design the player’s dungeon home
- Sample maps of a forest dungeon home and its surroundings to use in one shot adventures.

Transforming characters

A character may be transformed into another race in a number of ways:

- Through an Animate Dead spell a character could become a Zombie (Hungry Dead).

- Through the use of the Reincarnation or permanent Polymorph spells a character could become any other living race.
- As part of a deal with Death through the Last Breath move a character might become a Lycanthrope, Restless Dead or Hungry Dead.

For example, on a 7–9 with the Last Breath move Death will offer you a bargain. If the GM chooses that bargain could be transformation to another race. For example:

- A Lycanthrope, particularly for characters recently bitten by one of the Lycanthropic races.
- A Restless Dead, particularly for evil characters, those who committed unspeakable crimes or those who leave a great task unfinished.
- A Hungry Dead, particularly for characters killed by one of the Hungry Dead races or those who have given in to unnatural lusts.

If you are transformed you are considered to be that new race, gaining all its abilities and replacing your race move with appropriate race move(s) of the new race.

Some tips on using other races

When choosing a set of racial moves to represent a character with two races use the rules for the undead race first then the more complicated race. So a goblin werespider should use Lycanthrope rules. But if it became a zombie use Hungry Dead rules instead.

Part of the reason for writing Number Appearing was to act as inspiration for others to design new races. There is good advice on how to make your own race moves in the Dungeon World book, but Adam’s advice on RPGnet is a great summary:

It's really simple to add new races to each class. Just think about what makes a class of that race different, unique or how they connect to what that class "means" in your setting and write a quick rules-change or neat trick they can do.

Don’t feel you have to describe each race in perfect detail in the moves, just focus on the one or two key things that make that race most interesting. I also recommend that you don’t worry that the ogre can’t carry more than a goblin, or should do more damage, unless that is the cool thing about being an ogre. Rules for large characters to carry more and small less could be made up if you really want. But think about whether this rule will make the race more fun, and don’t include it if it doesn’t. The fact that your race is tall or short and other details of their size will naturally come up in the fiction if it is really important.

If it helps when dealing with smaller or larger races, think of the weapons as being made for their size. What a giant calls a dagger, is a sword to an orc and a two handed sword to a goblin. You don’t need special rules for this, just cover it through the fiction.

Thanks

Justin Wightbred wants to thanks to these excellent people (and point you to their work):

- The most excellent artists and collaborators you could hope to work with: Mike, Ed, Michael, Demolition and Russ.
- These people for ideas, suggestions or playtesting: Stras Acimovic, GT, Jim, Radium, Marshall Miller, rubiconium, Phil (Murgh Bpurn), Keith Stetson, John B, Flashback Jon, Jeremy and others from the Barf Forth and Story Games forums.
- Russ Nicholson (Warlock of Firetop Mountain) again for drawing the images that made me want to play a goblin and zombie.
- Bruce Heard (Orcs of Thar) for showing a way to do this in a traditional system.
- David Petersen and Luke Crane (Mouse Guard) for an award winning comic and game that drew us to other indie games.
- Jeff Lower (Giants RPG draft) for the cool idea of drawing up a map together at the start of the game. I'm hoping Jeff will finish his great game one day.
- Sage and Adam (Dungeon World) for putting out a cool hack and taking up the idea of this supplement as a Kickstarter stretch goal.
- And mostly Vincent Baker (Apocalypse World) for writing a game that is brilliant to play AND hack. 'The copper age of legend...' is a spoof of the back cover of Apocalypse World.



Dungeon World: Number Appearing

Text, layout (and one bit of art):
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Art: Mike Wight, Ed Heil, Michael Maconachie, Demolition and Russ Nicholson.

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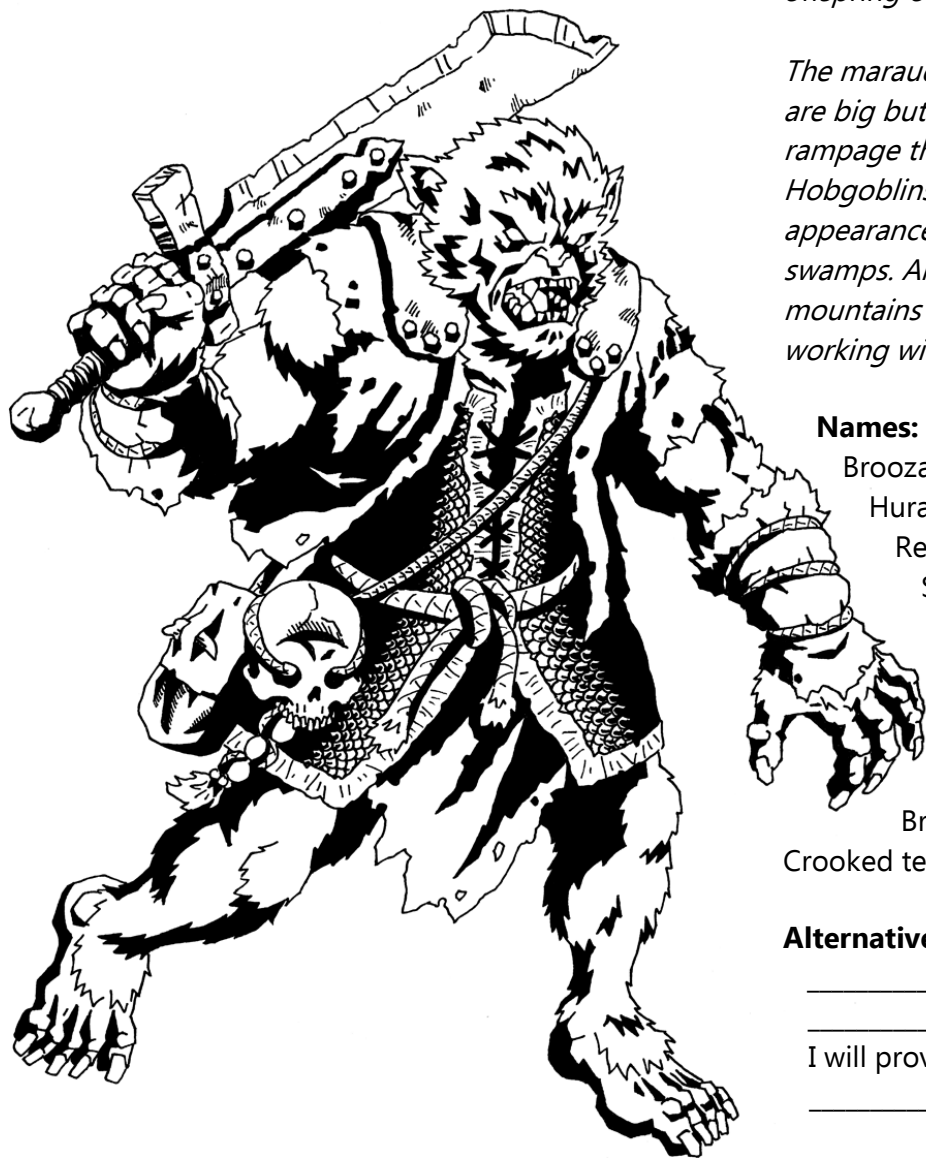
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AR ESSENCE and Ebrima.

Some Mature Content

The topic covered means some concepts and art in this document are intended for more mature players. Please check through it before using.

MARAUDING HORDE



Bigger, stronger and harder than goblins. Or so you tell us. Are you really part of an ancient race of tribal warriors, or just the cursed mutant offspring of a sunlover and a slimey goblin?

The marauding hordes differ greatly. Bugbears are big but sneaky. Hyena-headed gnolls rampage through the forests and badlands. Hobgoblins are big goblins that give the appearance of civilisation. Lizardmen hunt the swamps. And orcs live a violent tribal life in the mountains and dungeons. But all delight in working with their horde to raid sunlovers.

Names:

Brooza, Chock, Crunch, Fantak, Grik, Hauk, Hurai, Karun, Kish, Kol, Mord, Nok, Ravnar, Reaver, Ripper, Smitiez, Spit, Spangla, Spud, Thonk, Zimmerk.

Look:

Hard eyes, mean eyes, one eye.
Broken body, flabby body, fit body,
muscled body, scarred body.

Broken nose, crooked nose, flat nose.

Crooked teeth, braids, scars, tribal tattoos.

Alternative bonds:

_____ stole my kill.

_____ is a coward.

I will prove to _____ that I am trustworthy.

_____ has slain my brethren.

Racial moves

Choose a race below and gain this move instead of the race move on your class sheet:

- **Bugbear Thief:** When you Backstab and choose to roll +DEX you may also choose to: strangle them by the throat. When you successfully Defy Danger while strangling someone's throat, deal class damage to them.
- **Gnoll Ranger:** You can Hunt and Track using just your excellent sense of smell.
- **Hobgoblin Cleric, Fighter or Paladin:** You can grant your shield's bonus to Armor to both yourself and a single ally close to you who doesn't have a shield.
- **Lizardman:** Your vicious claws and teeth do class damage. You can swim well and hold your breath for long periods.
- **Orc Fighter:** When you suffer damage (after subtracting Armor) take +1 forward against that creature.
- **Troglodyte:** Your stench revolts both allies and enemies. They deal -1 damage while they are close to you.
- **Any other Marauding Horde:** Name a character who reminds you most of your kin. When you Aid them or they Aid you and roll a 10+ take +2 instead of +1.

Possible True Facts

Those sunlovers don't know everything. Choose some true facts about your marauding horde race that the learned sages don't know:

- Without outside interference your race will naturally form progressive governing structures, like democracies or republics
- You will turn cannibalistic when your population becomes too dense
- Your people were here first and land itself cries for the blood of the invaders
- You hear the voice of the Howler, and have succumbed to it
- Pain is holy; suffering it or inflicting it makes you holier
- Your bloody rites keep the Black Earth Mother appeased and quiet
- Your race live on coals and ash; the coals of burnt buildings are particularly nourishing
- You consume the bones of your felled heroes, and their strength lives on in you
- Your horde keeps and breeds a particularly dangerous type of animal
- The evil spirits that hunt your people revel in misery, death, and ruin, so you leave it in your wake to slow them down
- All cattle, weapons or land in the world originally belonged to your race: the other races stole it from you long ago
- Your race was created from a village of sunlovers, who tormented and were cursed by a witch into this form.

Compendium Class: Marauder

After you wantonly destroy a beautiful symbol of civilization, you may take this move when you level up:

- **The Uplifting Lamentations of their Kin:** Take +1 forward to your next Hack and Slash or Cast a Spell after you kill an enemy.

Once you've taken "The Uplifting Lamentations of their Kin," 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.

- **A Butcher Bathed in Blood:** When you kill in front of a creature take +1 forward to Parley with them.
- **Blood Rage:** When you suffer damage (after subtracting Armor) take +2 damage forward against that creature.
- **Me Looks Out for Me:** You are always ready for those dirty backstabbers. Gain +2 additional Armor against surprise attacks.
- **This is your blade:** Choose one weapon. No-one can ever take that weapon from you.



SMALL & SNEAKY



The small & sneaky races are all contrast. They appear small and weak but often have elaborate dreams of power. Sure, you're a vicious bastard when confident, but can you keep it up when you are frightened?

Names:

Balls, Blackie, Bugs, Catcha, Derk, Diver, Ears, Fantak, Firelegs, Foorloom, Gertrude, Gibly, Grimes, Hat, Hot, Lugga, Pain, Rat, Raz, Runna, Shabby, Skoog, Sneck, Spider, Spit, Spud, Squeak, Squagg, Stabby, Tiny, Y'ach, Zero.

Look:

Green eyes, moist eyes, piercing eyes.
Lean body, scrawny body, stooped body.
Beaked nose, hooked nose, running nose.
Clawed hands, curled hands, long hands.
Burns, huge ears, scars, twisted grin.

Alternative Bonds:

_____ beat me.
_____ isn't so big.
_____ is wearing something made from my kin.
_____ frightens me.

Racial moves

Choose a race below and gain the relevant move instead of the race move on your class sheet:

- **Goblin of any class:** When you Defy Danger to try to get away, take +1.
- **Kobold Thief:** When you have time and resources and you can build a trap, roll+INT. On a 10+, hold 4. On a 7-9, hold 2. As you

build the trap spend your hold one for one to add these features:

- It does 1d6 damage
 - It doesn't go off unexpectedly
 - It is hard to disarm
 - It is hard to detect
 - It affects more than one creature
 - It drops, pushes or throws a creature.
- **Ratkin Ranger:** Your vicious bite does class damage. When you Hack and Slash with your teeth on a 10+ you also inflict a disease on them. You can choose a swarm of rats as your Animal Companion.
 - **Any other Small & Sneaky:** When you Defy Danger and use your small size to your advantage, take +1.



Possible True Facts

Those sunlovers don't know everything. Choose some true facts about your small & sneaky race that the learned sages don't know:

- You are not born, you grow from fungus spores instead
- Your young are parasites that gestate in the bowels of giants
- You come from eggs, just like dragons
- You are the immature form of a surprising bigger race
- You enjoy eating waste and refuse and would happily just co-exist if they let you
- You have an eons old pact with a powerful sorcerer, and are awaiting his return to complete your duty.



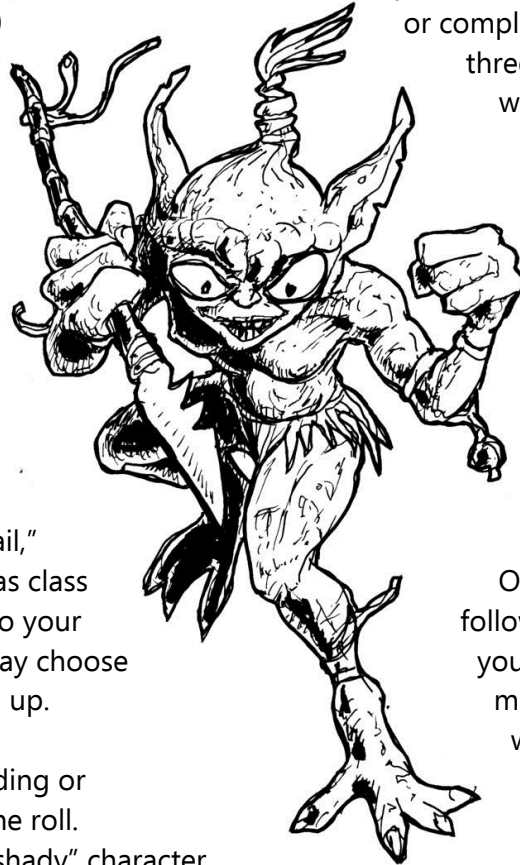
Compendium Class: Extortionist

After you have successfully blackmailed someone for more than 100 coins you may take this move when you level up:

- **Blackmail:** When you mention a debt you are owed it gives you +1 forward to Parley with the debtor. The debt can also count as leverage if you offer to waive it.

Once you've taken "Blackmail," 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.

- **A Great Help:** When Aiding or Interfering take +1 on the roll.
- **Connections:** When a "shady" character appears in the campaign for the first time, you can recall them from before and the debt they owe you.
- **Observant:** When you Discern Realities you can always ask the additional question "What are they hiding?"
- **Sycophant:** When you Defy Danger by cowering or flattering take +1 on the roll.



Compendium Class: Skirmisher

If your fellow players ask where your character is or complain that you have gone off again three times, you may take this move when you level up:

- **Swift Exit:** Name your escape route and roll+DEX. On a 10+ you escape. On a 7-9, you can choose to escape or stay, but if you escape it costs you: the GM will tell you what you leave something behind or take something with you. On a miss, you're caught vulnerable.

Once you've taken "Swift Exit," 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.

- **Slippery:** When you Defy Danger by moving quickly and decisively take +1 on the roll.
- **Master Skirmisher:** When you Hack and Slash and roll a 7-9 you may choose to dodge, parry or redirect their attack but do no damage of your own.
- **Hard Target:** When wearing no Armor and carrying less than half your load you effectively have Armor 2.



TOWERING BRUTES

Cutting you down in battle is no easier than cutting down a towering tree. Some say big and stupid. But not to your face of course.

*Are you big and dumb or a huge philosopher?
Or a giant but sneaky thief?*

While all Towering Brutes are big, they vary widely. An ettin is a giant with two heads that are prone to arguing the point with each other. A troll is green, grey or black and near impossible to kill unless you've fire or acid to spare. Ogres were once men, but they found dark gods of their own and grew large and full of hate.

Names:

Argh, Bash, Biff, Boggz, Brooza, Brudda, Demolition, Edgar, Grind, Hammer, Princess, Raz, Smak, Stomp, Titan, Trollbabe, Zannic.

Look:

Bloodshot eyes, one eye, squinting eyes.
Fat body, muscled body, stooped body.
Beaked nose, broken nose, pointy nose.
Burns and scars, huge canines, tattoos.

Alternative bonds:

_____ left me alone outside the inn.
_____ tricked me.
_____ is too little and lazy.
_____ uses big words for one so small.
_____ vastly underestimates my intelligence.

Racial moves:

Choose a race below and gain this move instead of the race move on your class sheet.

- **Ettin of any class:** When your two heads loudly and lengthily debate you can get a second opinion and take +1 to Spout Lore.
- **Hill Giant of any class:** You can carry +6 additional load. The huge weapons appropriate to your size are Messy.
- **Minotaur of any class:** Your horns are potent weapons that do class damage. When you charge in horns first take +1 forward to your Hack and Slash.
- **Ogre of any class:** When you Defy Danger by throwing your weight around, take +1.

Troll of any class: All Trolls get both of these racial moves:

- **One Thousand Cuts:** Imagine how being sliced up and reforming again and again would affect your ability. Your highest starting ability score is 15 (+1). Reduce all higher starting ability scores to 15.
- **Trollish Regeneration:** Unless you are affected by fire or acid: heal 2 HP whenever you roll a 10+; and instead of making a Last Breath move take a short rest and restore your HP to 1d6.

Possible True Facts

Those sunlovers don't know everything. Choose some true facts about your towering brute race that the learned sages don't know:

- Every mountain has a seed, and when the conditions are right that seed will grow to form a creature
- You become aggressive only in numbers, alone your race are artists and philosophers
- You were born in the lakes of the North and must return there to bear young
- In the summer you wade for months on the continental shelf to keep from overheating
- You are often forgotten when you spend decades in silent meditation
- You constantly graze and, in time, will clear the forest
- You hibernate in the winter.

Boast about your **feats of strength**:

- You pushed over the tallest tree in Blackwood Forest
- You wrestled the Stone of Might from the fiery titan that guarded it
- When you sleep, you lift the land to be your blanket
- You forded the mighty Aluran without wetting your hair
- You are the youngest and weakest of your siblings, but you can still lift a hut
- You pushed the tower onto the sunlovers
- All the inns in Larnetha are named after you.

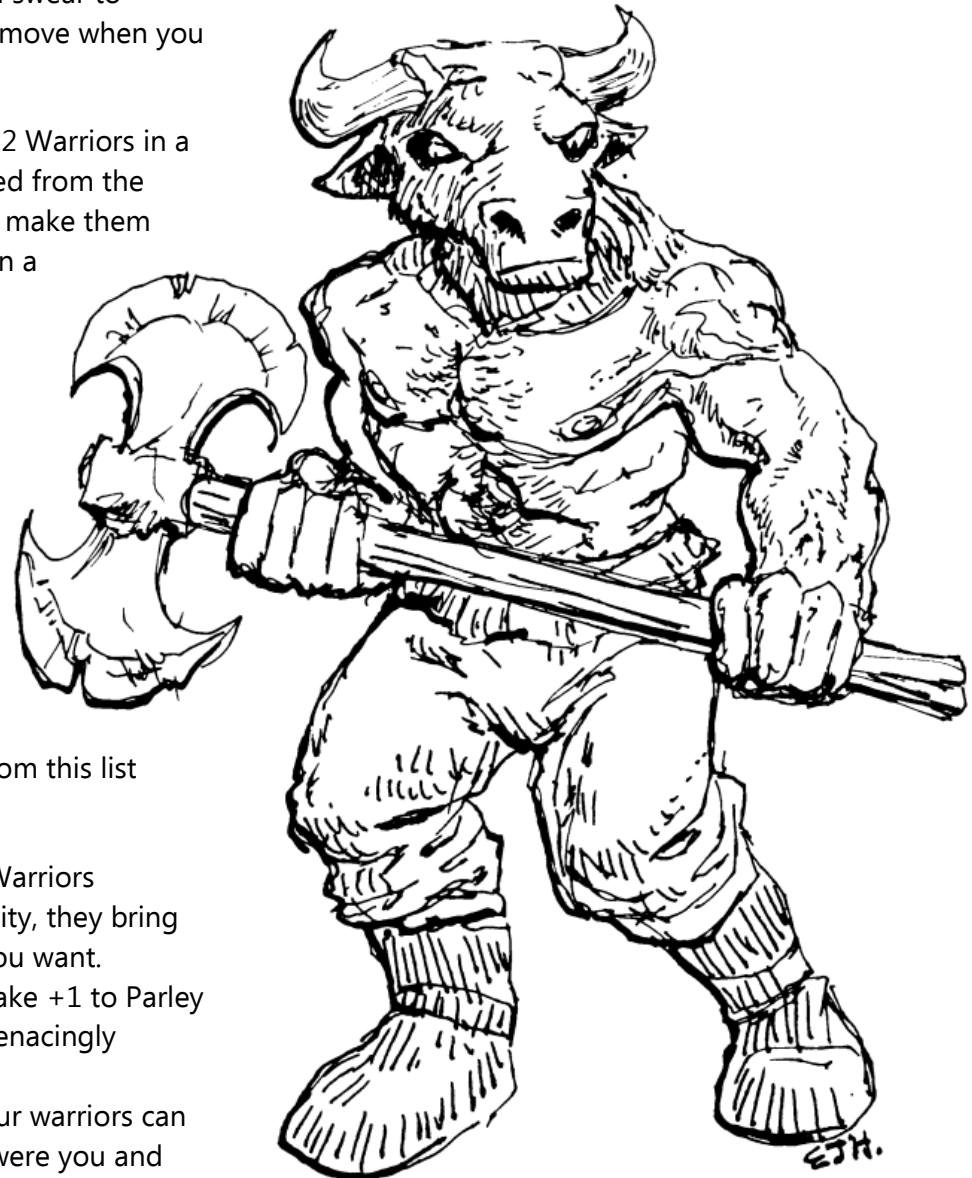
Compendium Class: The Chief

After you kill the leader of a monstrous community in single combat and swear to replace them, you may take this move when you level up:

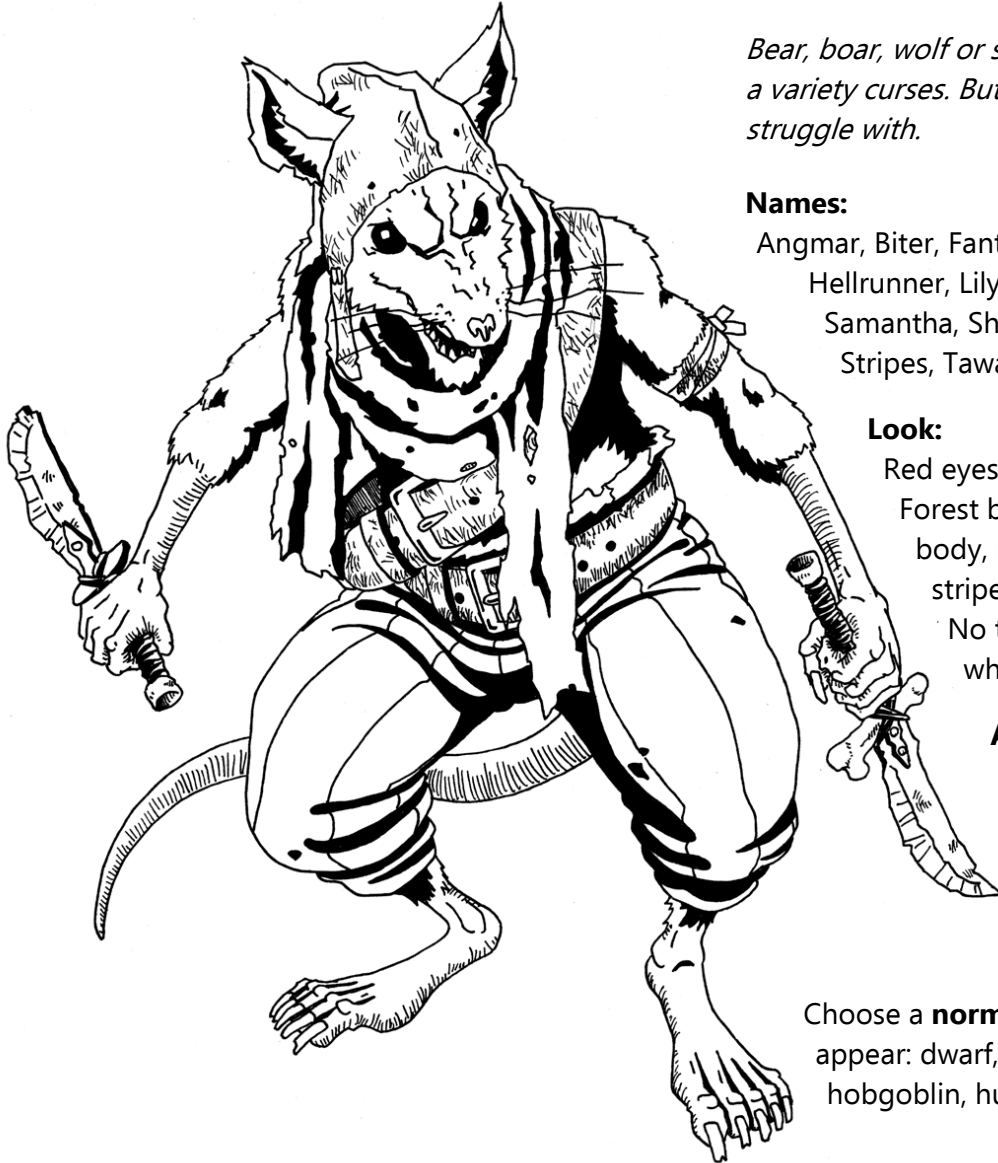
- **Hail to the Chief:** gain 1d4+2 Warriors in a cohort that can be replenished from the community. When you try to make them to do something roll+STR. On a 10+ choose 3. On a 7-9 choose 2.
 - They do it.
 - You don't have to make an example of one of them.
 - They don't fight back about it.

Once you've taken "Hail to the Chief," 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.

- **Bring it to me:** When your Warriors rampage through a community, they bring you one non-magical item you want.
- **It's good to be the Chief:** Take +1 to Parley when your Warriors stand menacingly behind you.
- **Wake me if they attack:** Your warriors can Take Watch as though they were you and you regain 1d6 additional HP.



LYCANTHROPE



The sorcerer-kings called it "lycanthropy" in their day—a creature that was both man and beast. It is said to be passed on by a bite, but dark curses and superstitions abound.

Bear, boar, wolf or spider? Lycanthropes come in a variety of curses. But they all have banes that they struggle with.

Names:

Angmar, Biter, Fantak, Firelegs, Gunther, Hellrunner, Lily, Ravnar, Rex, Ripper, Samantha, Shabby, Spinner, Stormbite, Stripes, Tawar, Whistle, Windrunner.

Look:

Red eyes, hungry eyes, piercing eyes.
Forest black body, ghostly grey body, raging white body, fierce striped body.
No tail, bushy tail, scrawny tail, whip tail.

Alternative bonds:

I will gift _____ with 'the change.'

I know a secret about _____.

_____ knows my banes.

Choose a **normal form** in which you usually appear: dwarf, elf, goblin, halfling, hobgoblin, human, kobold, ogre, orc, etc.

Choose an **animal form** which you can change to: bear, boar, fox, giant lizard, giant rat, giant snake, giant spider, panther, tiger, or wolf.

All Lycanthropes have these three moves:

- **Animal form:** You can change between your normal and animal forms whenever you like, unless you are affected by a bane. In animal form you and your possessions meld into a perfect copy of the animal and you have their innate abilities and weaknesses. You still use your normal stats but some moves may be harder to trigger—a wolf will find it hard to open a door for example.

If you are affected by a bane you must immediately change to your animal form and stay in it until the bane no longer affects you. A Druid Lycanthrope cannot use Shapeshifter while affected by a bane.

Choose **three banes**:

- The full moon
- No moon
- Less than half hit points
- Inebriation
- Anger
- Fear
- Passion
- Close to fire
- Touch of silver
- Touch of cold iron
- Touch of wolfsbane.

- **The Moon Gift:** When in animal form your bite does class damage. NPCs you kill with your bite might return as a Lycanthrope not in your control. When a character uses Last Breath and rolls a 7-9, you may offer them your 'gift' of transformation to a Lycanthrope as though you were death itself.
- **Wild Scent:** In animal form you can use the Ranger move Hunt and Track using your keen sense of smell.

If your animal form is a giant lizard, snake or spider, you get this move instead of Wild Scent:

- **Poison Bite:** Choose a Touch poison. Once per day when you are in animal form you can inflict that poison on someone you successfully bite.

When you find out **how you can be cured** chose a method:

- Wolfsbane, picked and prepared under a strict recipe
- An exorcism, in a certain place using words from an ancient tomb
- Killing the creature that caused it
- Agonizingly cutting out the animal parts
- Ritualistic piercing with iron nails
- It can't be cured, only endured as long as you can.

How did you **become a lycanthrope**?

- The child of a lycanthrope
- The curse of a witch
- Wounded by a lycanthrope
- Drinking from the footprint of an animal
- Sleeping with the full moon on your face
- The bite of a Worg or other supernatural animal.

Lycanthropes often have a few "**tells**" which stay with them in all their forms.

Choose one or more:

- Animal footprints
- Animal shadow
- Cat eyes
- Fur inside your flesh
- Hairy arms
- Monobrow
- Prominent birthmark
- Prominent scar
- Scaled arms
- Slurred or slow speech
- Stooped posture.



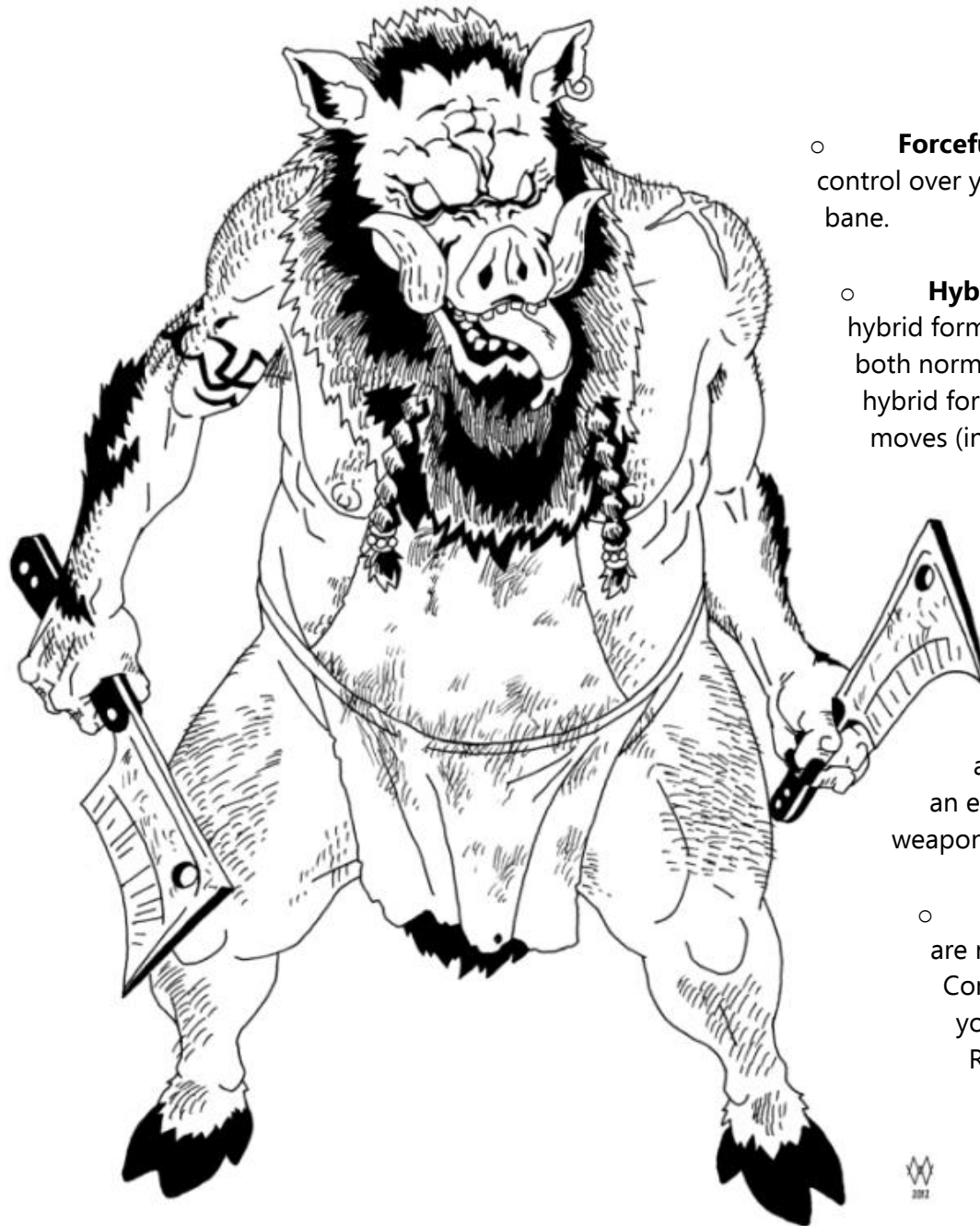
Compendium Class: Greater Lycanthrope

If you are a Lycanthrope and you successfully use The Moon Gift to transform a comrade, family member or innocent to a Lycanthrope, you may take this move when you level up.

- **Lycanthropic Regeneration:** When you are in animal form but not affected by any banes: heal 2 HP whenever you roll a 10+ on any move; and instead of making a Last Breath move after a short rest restore your HP to 1d6.

Once you've taken "Lycanthropic Regeneration," 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.

- **Additional Form:** You gain an additional animal form you can change. This form can include swarms of rats, snakes or spiders that can move through small holes but act as a single creature.
- **The Embrace:** When use the Moon Gift on an NPC, roll+CHA. On a 10+ they return as a faithful Lycanthrope and serve you. On 7-9 they return, but they only owe you three tasks. On a miss the GM can choose whether they will return or not, but if they do they will try to destroy you.



- **Forceful Will:** You gain more control over your changes. Remove one bane.
- **Hybrid:** You can change into a hybrid form which combines the best of both normal and animal forms. In hybrid form you can use all animal moves (including Lycanthropic Regeneration) and also have hands and access to your possessions.
- **Monkey's Tail:** To take this move you must have a tail in your animal form. When in animal form your tail acts like an extra hand including to use a weapon or shield.
- **Run with the Pack:** If you are not a Ranger, gain an Animal Companion of the same type as your animal form as per the Ranger move.

RESTLESS DEAD

The Restless Dead are all skeletons—flesh and skin and hair all rotted away. They can be ages old and recall a little of their lives.

The Draugr have come back from an ignoble death, frozen and twisted and empowered by jealous rage. The Mohrg overflows with twisted, knotted guts hanging from their bellies or wrapped, noose-like, about their necks. The Mummy is often ritually wrapped and prepared for burial, and if they have sufficient rage, they may return to drive off the thieves that come looting their graves.

Names:

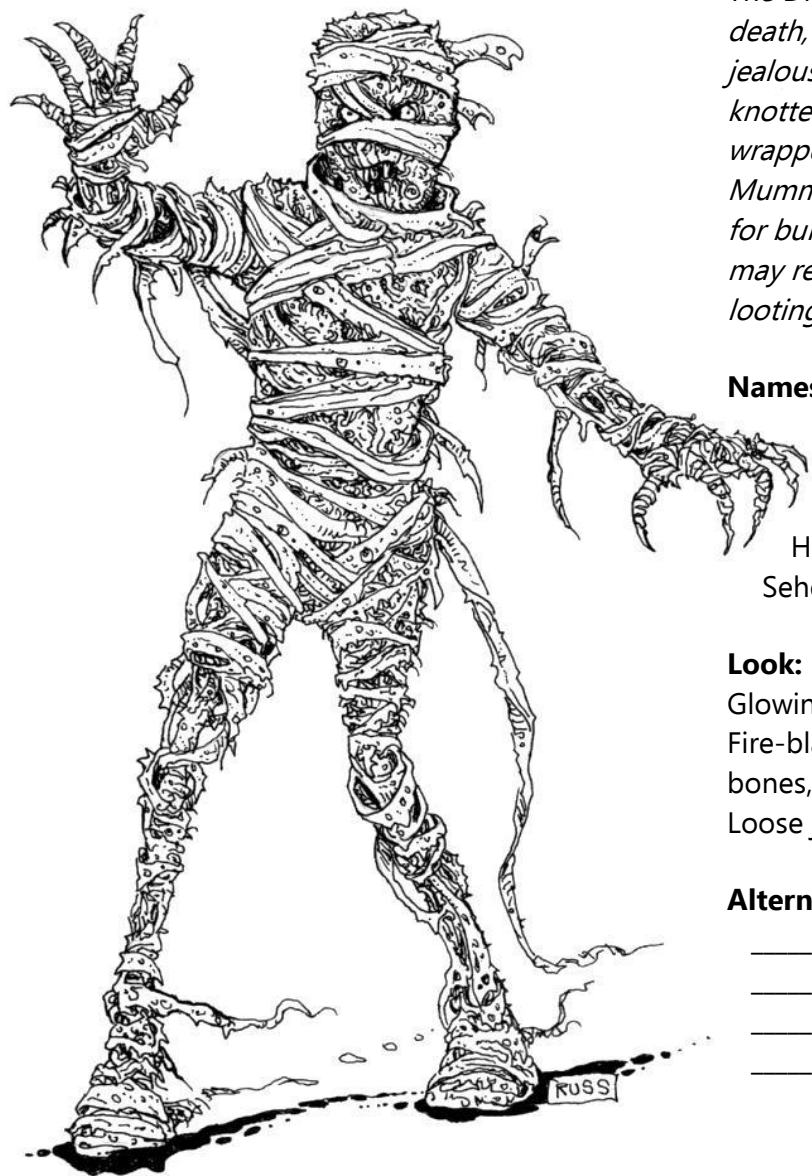
Alexander, Artaxerxes, Bartholomew, Benson, Boadicea, Bones, Cartimandua, Chomper, Cingetorix, Fariweather, Hematogone, Higgins, Krik, Meryhathor, Sehetepre, Smiley, Sticks, Venifax.

Look:

Glowing eyes, gem eyes, a patch, empty eyes. Fire-blackened bones, white bones, mismatched bones, yellowed bones, bandaged bones. Loose jaw, snapping jaw, missing teeth.

Alternative bonds:

- _____ is my distant kin.
- _____ has something I once owned.
- _____ reminds me of my long dead lover.
- _____ is the child of one I knew long before.



What makes you restless?

- A desire to revenge for the injustices of life makes you a Draugr
- A desire to commit more crimes, murder or mayhem makes you a Mohrg
- A desire for more gold or treasures or a hatred of thieves makes you a Mummy
- A desire to return to life makes you a Skeleton.

These two moves apply to all Restless Dead:

- **In Death Sustained:** You don't need to eat or drink and are not affected by poison. If a move tells you to mark off a ration just ignore it.
- **Turned from Life:** You must Defy Danger to enter consecrated ground or resist being pushed back by a strongly presented holy symbol.

You also get a race move depending on the type of Restless Dead you are:

- **Draugr:** Your chill touch makes frost appear on objects you touch. It does not cause damage but can temporarily paralyze creatures with fewer HP than twice your level or characters who fail to Defy Danger.
- **Mohrg:** When you add the guts of an intelligent creature to the collection you wear take +1 forward.

- **Mummy:** Take +1 ongoing against thieves after you catch them in the act.
- **Skeleton:** When you act as if you were alive, but the action serves no purpose now you are dead (like eating, sleeping or wooing), take +1 forward.

When you find out how you can achieve your **final rest** choose a method:

- Returning to the grave you were spawned from
- To be treated as truly alive for just one day
- The return of something you owned
- Your name cleared
- Your living kin honoured
- The kiss, or death, of your true love.

Compendium Class: Lich King

If you wantonly burn a true friend for knowledge, magical power or continued life and you are a Restless Dead or Hungry Dead, you may take this move when you level up:

- **I knew your grandfather:** Your power over death and ancient knowledge gives you a +1 bonus to spout lore if historical fact is relevant to the situation.



You are considered a Restless Dead if you weren't before and replace your race move with an appropriate Restless Dead move.

Once you've taken "I knew your grandfather," 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.

- **Eye of the Lich:** Once per day you can either cause consecrated ground to become normal or destroy a holy symbol you can see.
- **Hand of the Lich:** Your touch causes 1d4 damage and heals you of the same amount.
- **Mummy's Curse:** When you curse a creature, roll+CHA. On a 10+ they slowly waste away and become a Restless Dead. On a 7-9 they can choose one:
 - Take -2 ongoing to damage until you die or lift the curse
 - Flee in horror
 - Grovel before you in terror
 You may have a curse on one creature at a time, and can lift it at will.
- **Phylactery:** Choose a small item of emotional significance to the character. Instead of making a Last Breath move the character's essence will be stored in this phylactery. If the phylactery is not destroyed the character will reform in a dead body close to the phylactery after a day.

Compendium Class: Death Knight

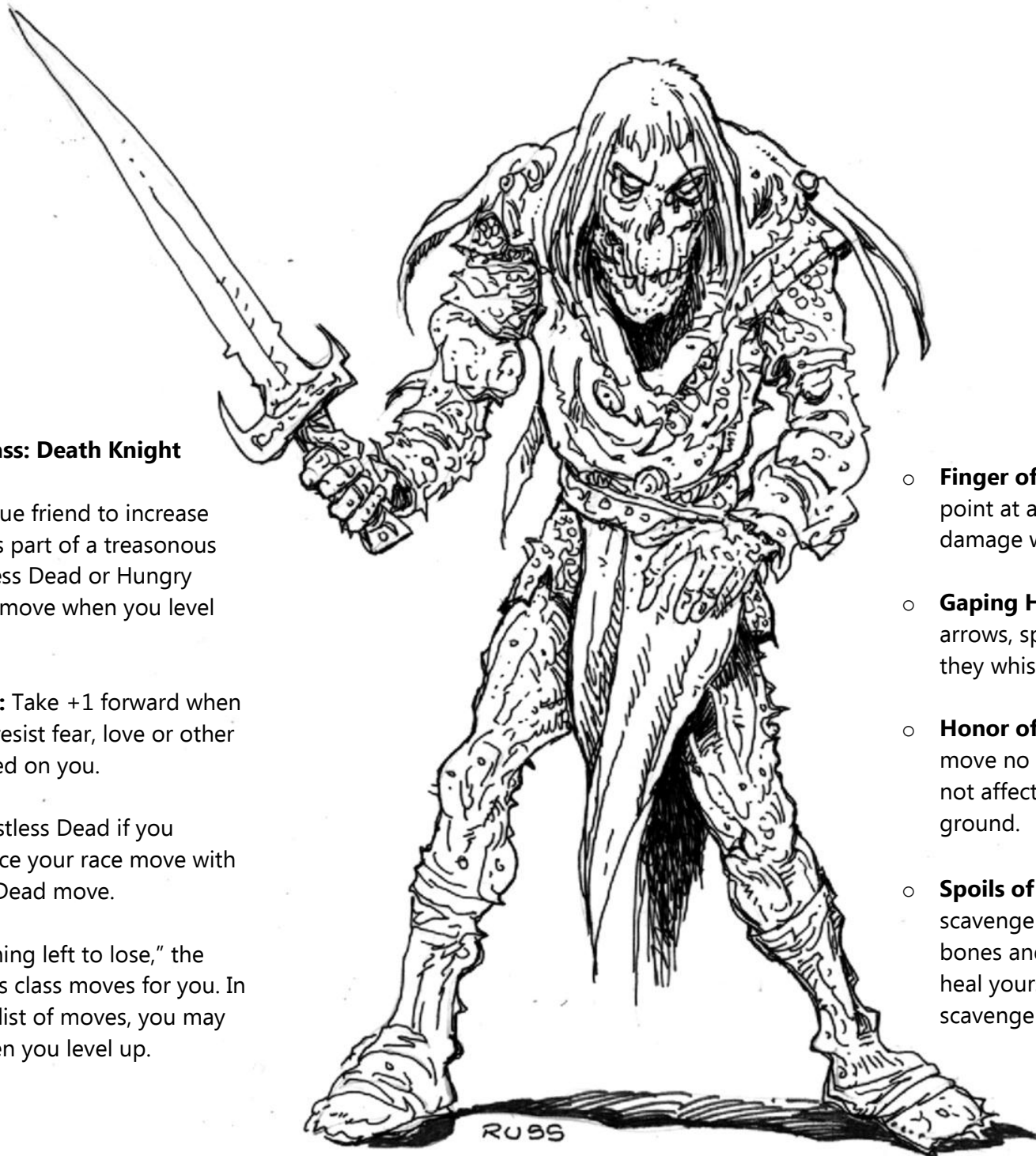
If you wantonly burn a true friend to increase your physical might or as part of a treasonous plot and you are a Restless Dead or Hungry Dead, you may take this move when you level up:

- **Nothing left to lose:** Take +1 forward when you Defy Danger to resist fear, love or other emotions being forced on you.

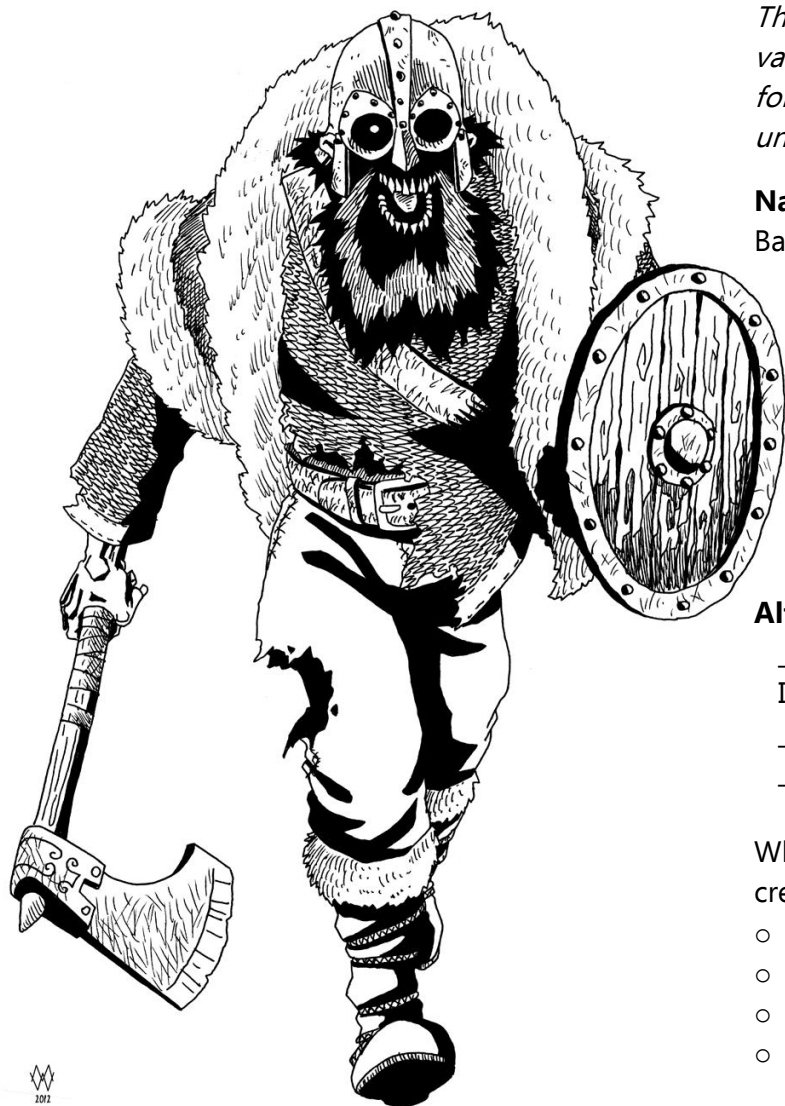
You are considered a Restless Dead if you weren't before and replace your race move with an appropriate Restless Dead move.

Once you've taken "Nothing left to lose," 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.

- **Finger of Death:** Once per day when you point at an enemy they immediately take 1d6 damage which ignores Armor.
- **Gaping Holes:** Gain +2 Armor against arrows, spears and similar piercing attacks as they whistle through the holes in your body.
- **Honor of the Dead:** The Turned from Life move no longer applies to you so you are not affected by holy symbols or consecrated ground.
- **Spoils of War:** When you take the time to scavenge a battlefield which is littered with bones and replace some of your bones, you heal yourself of 1d6-1 damage. You cannot scavenge from that battlefield again.



HUNGRY DEAD



Hunger hunger hunger. Desperate clinging void-stomach emptiness hunger. Sharp talons to rend flesh and teeth to tear and crack bones.

The Hungry Dead retain their flesh, but in various states of decay. Sometimes you can pass for the living, but eventually your gnawing unnatural hunger will rise up...

Names:

Bargle, Brains, Crichton, Crimson, Feastly, Godfrey, Gregor, Hugh, Julia Ghoulia, Knightly, Marrow, Rasputin, Ripper, Sebastian, Snappy, Teeth, Trevor, Vladimir.

Look:

Red glowing eyes, piercing eyes.
Hanging flesh, taut flesh, bloated flesh.
Claws, broken fingers, black fingers.

Alternative bonds:

_____ looks delicious.
I know a secret about _____.
_____ knows too much about me.
_____ has seen me feed.

What do you hunger for from intelligent creatures?

- If souls you are a Devourer
- If flesh you are a Ghoul
- If blood you are a Vampire Thrall
- If brains you are a Zombie.

All Hungry Dead have these three moves:

- **Gnawing Hunger:** You are sustained by the thing you hunger for rather than normal food. One intelligent creature will provide one ration for you. You can carry this as normal rations – jars of souls or wineskins of blood – and it perishes like real food. If a move says you require rations and you have none available you may go berserk and feed: for every easy opportunity you encounter to obtain the food you hunger for until you have fed, you must Defy Danger to avoid going into a feeding frenzy and attacking any intelligent creatures to obtain it.
- **Turned from Life:** You must Defy Danger to enter consecrated ground or resist being pushed back by a strongly presented holy symbol.
- **The Gift of Hunger:** Your gnawing bite does class damage. NPCs you kill with your bite or hands but don't consume might return as Hungry Dead not in your control. When character uses Last Breath and rolls a 7-9, you may offer them your 'gift' of transformation to a Hungry Dead as though you were death itself.

You also gain one of these racial moves:

- **Devourer of any class:** Your mere touch does class damage to an intelligent creature as you siphon their soul.
- **Ghoul of any class:** Your poisoned claws and bite cause class damage. They will also

temporarily paralyse creatures with fewer HP than twice your level or players who fail to Defy Danger.

- **Vampire Thrall of any class:** Your hungry bite only causes 1d4 damage, but heals you of the same amount. Choose two banes from the Vampire Lord Compendium Class that force you to take damage unless you successfully Defy Danger.
- **Zombie of any class:** Your dead flesh acts as armor. Increase your Armor by 1, but any attack that specifically targets your head ignores all your Armor.

Answer these **questions** if you'd like:

How did you become a Hungry Dead?

- An animal jumped over your corpse
- Through an exquisite poison
- Your fresh corpse was raised by a necromancer
- By the bite of another Hungry Dead
- From a fearful plague.

When you find out how you can achieve your final rest chose a method:

- Returning to the grave you were spawned from
- Consuming your nemesis
- Killing the creature that spawned you
- Spiked by iron rods and left painfully for the hunger to eat you from the inside
- Acceptance by your perfect victim.



Compendium Class: Lord of Filthy Gluttony

If you are a Hungry Dead (but not a Vampire Thrall) and you feast on a loved one or a comrade, you may take this move when you level up:

- **Sustaining Gluttony:** When you feast on intelligent creatures hold 1 per creature consumed up to 6. Spend your hold 1 for 1 to avoid using rations while travelling.

Once you've taken "Sustaining Gluttony," 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.

- **The Embrace:** When use the Gift of Hunger on an NPC, roll+CHA. On a 10+ they return as a faithful Hungry Dead and serve you. On 7-9 they return, but they only owe you three tasks. On a miss the GM can choose whether they will return or not, but if they do they will try to destroy you.
- **Ghastly Stench:** Your stench revolts both allies and enemies. They deal -1 damage while they are close to you.
- **Gluttonous Memories:** When you feast on a victim and try to access their memories roll+WIS. On a 10+ the GM will give you good details of their memories. On a 7-9 the GM will give you vague impressions.

Compendium Class: Vampire Lord

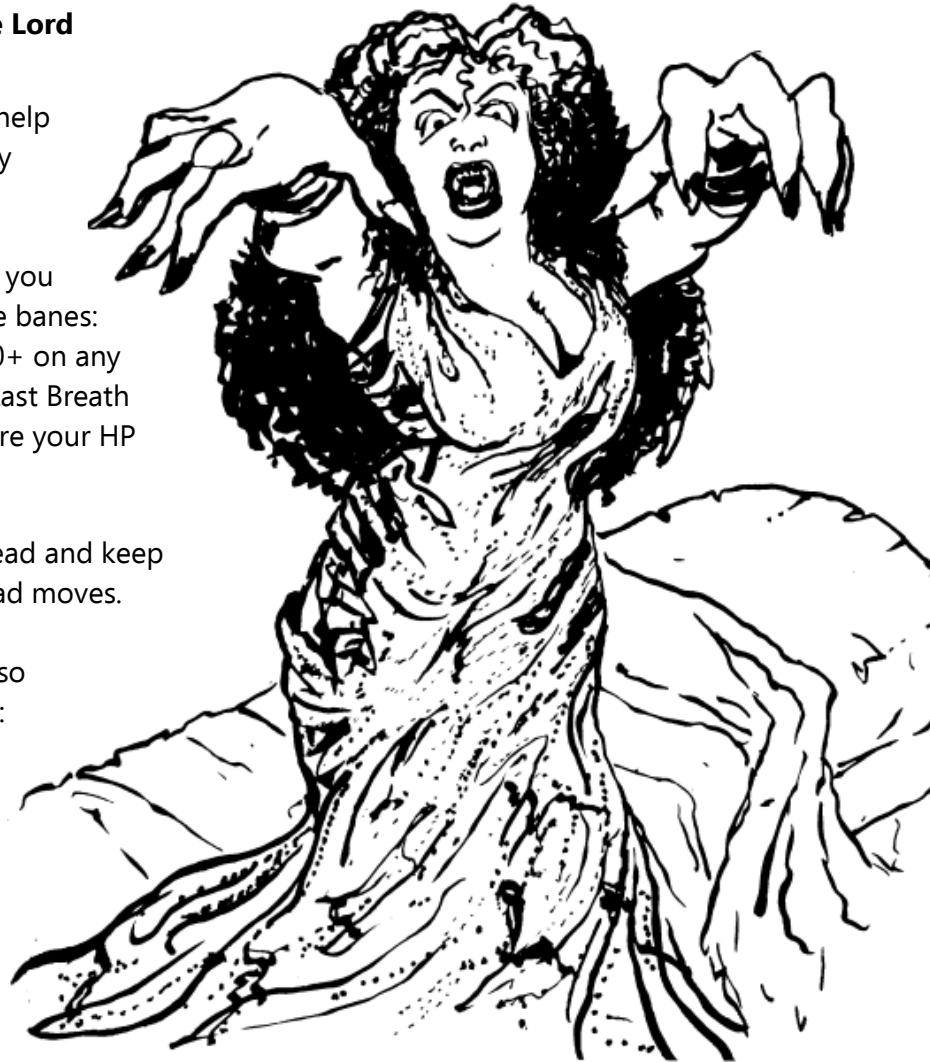
If you are a Vampire Thrall and you help destroy a powerful vampire, you may take this move when you level up:

- **Vampiric Regeneration:** Unless you are affected by one of your three banes: heal 2 HP whenever you roll a 10+ on any move; and instead of making a Last Breath move take a short rest and restore your HP to 1d6.

You are still considered a Hungry Dead and keep your Vampire Thrall and Hungry Dead moves.

In addition choose one more **bane**, so you have three in total, from this list:

- partially covered in water
- a holy symbol presented strongly
- seeing your reflection
- in direct sunlight
- in the presence of garlic
- on consecrated ground
- a stake in the heart
- a cut on the neck
- close to cold iron
- close to silver
- in a dwelling uninvited.



If you are affected by a bane you must Defy Danger or take damage and its ongoing presence prevents you from regenerating. The damage from failing to Defy Danger is usually 1d6 and ignores Armor.

Once you've taken "Vampiric Regeneration," 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.

- **Beast form:** Choose a form: rat, bat, wolf, snake, drifting mist, or flying head. You may take on this physical form and transform back at will. In this form you and your possessions meld into a perfect version of the form and you have its innate abilities and weaknesses. You still use your normal stats but some moves may be harder to trigger—a wolf will find it hard to open a door for example. You can take this move multiple times and choose a different form each time.
- **The Embrace:** When use the Gift of Hunger on an NPC, roll+CHA. On a 10+ they return as a faithful Vampire Thrall and serve you. On 7-9 they return, but they only owe you only three tasks. On a miss the GM can choose whether they will return or not, but if they do they will try to destroy you.
- **Physical Manipulation:** When you Parley with someone take +1 on the roll if get physically close to them.
- **Powerful Bite:** Your bite now causes and heals you of your Class damage instead of 1d4.

THE REAL MONSTERS

These "real monsters" are intended as opponents for a party of monstrous characters. They reinforce that the world is a tougher place for monsters, so they may be less suited to a regular Dungeon World campaign. Additional opponents from the Dungeon World book such as soldiers are compatible with, but not as tough these creatures.

In this section, Party means a group made up of the various Butchers of about the same number as the players.

Butchers

Armored Sunloving Butcher (Human Fighter)

Party, Intelligent, Terrifying

Eviscerating Blade (d10)+4 12 HP 3 Armor
Close, Forceful, Messy

Special Qualities: Kill seven in one blow

The armored sunloving butcher says: "never turn your back on a goblin" and "kill every single last one, no exceptions." Legends about the great armored butchers of the past that wiped out whole tribes are told in chilling detail by monstrous shamans. *Instinct:* Seek and destroy

- Charge ahead aggressively
- Call to summon healing



Fireballing Sunloving Butcher (Human Mage)

Party, Intelligent, Magical, Cautious

Fire spells (d10)+4 6 HP 1 Armor
Near, Far

Special Qualities: Magical fire and protection

There has to be a better way to learn magic than traipsing around a dangerous dungeon. But until the fireballing butcher finds it this is their lot.

Instinct: Stay back and rain fire

- Ignore any distraction to gain power
- Scream to summon help

Forestlurking Deathsinger (Elf Warrior Mage)

Party, Intelligent, Stealthy

Bow and blade (d8)+2 10 HP 2 Armor
Close, Far

Special Qualities: Quick magic, surprise attack

They lurk in the sinister forests, live forever and prey on all forms of monsters for sport. *Instinct:* Everything here belongs to me

- Wait until the perfect moment to strike
- Sing the plants and beasts to fury

Heretic Sunloving Butcher (Human Cleric)

Party, Intelligent, Magical

Smashing mace (d8)+2 10 HP 3 Armor
Close, Divine

Special Qualities: Turn undead and heal allies

The heretic butcher brings heretic faith to the dungeon, along with healing and the unfair ability to force back the dead. *Instinct:* Cleanse

- Dispense true wisdom
- Conveniently look the other way

Longbeard Berserker (Dwarf Warrior)

Party, Intelligent, Terrifying

Many axes (d10)+2 12 HP 4 Armor
Close, Forceful, Messy

Special Qualities: Killing rage

Longbeards have a pathological hatred for humanoid monsters, particularly goblins. *Instinct:* Drink, steal and kill

- Smash in and grab the gold
- Dig a tunnel around it



Murderous Sunloving Butcher (Human Thief)

Party, Intelligent, Stealthy

Quick knife (d8)+2 8 HP 1 Armor
Close

Special Qualities: Sneak and backstab

Lots of loot to be had in a dungeon. And why should they share? *Instinct:* Lurk and strike

- Wait until the perfect moment to strike
- Sneak off and grab the loot

Earthcutters

Bull / Ram

Solitary

Horns (d10) 9 HP 1 Armor

Close, Forceful

Special Qualities: Charge, butt and toss

Cows and sheep are great looting rewards for monsters. But beware not to take a bull or ram by mistake. *Instinct:* Protect the cows / ewes

- Keep a watchful eye
- Decline forcefully to be moved

Cat

Solitary, Tiny, Stealthy, Terrifying

Claw-Bite-Rake (d6) 9 HP 0 Armor

Hand

Special Qualities: Strike without warning

Monsters never, ever underestimate cats. A cat can easily kill a goblin. (A quick look at rules for popular fantasy roleplaying games will confirm this.) *Instinct:* Everything here belongs to me

- Wait until the perfect moment to strike
- Strut of victory

Frontier Sunloving Earthcutter (Human Farmer)

Group, Intelligent

Pitchfork (d8) 6 HP 0 Armor

Reach

Special Qualities: Keep it at bay

It's a tough life scratching a living on the edge of civilisation, but someone's got to do it.

Instinct: Protect family and farm

- Be outwardly stoic despite calamity
- Demand protection from authority

Vicious Dog

Group

Bite (d8) 6 HP 0 Armor

Small, Close

Special Qualities: Bite and hold

Earthcutters often keep vicious dogs to protect them and their animals. *Instinct:* Protect and obey my earthcutter

- Guard this thing
- Chase and hunt it down if it moves



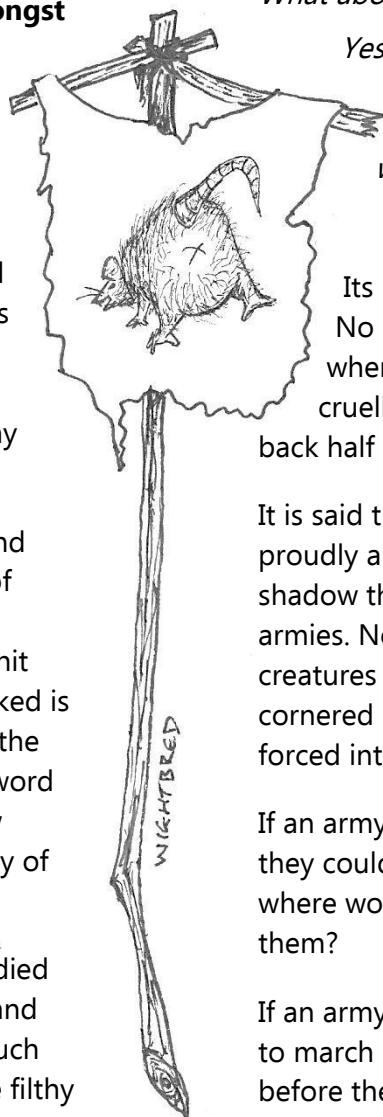
MAGIC ITEMS

The Ancient Book of Carnage Amongst the Sunlovers

This weighty tome was written by the crude hand of the orc warlord, expert slayer, torturer and cannibal Hegor the Glutton on parchment made from the flesh of his many and varied victims. It recounts his exploits in massacring creatures of all kinds during an expedition of discovery, torture, murder, destruction and filthy gluttony 300 years before today.

A character may consult this tome and study the methods and techniques of slaying a single type of monster, like goblins or sunlovers. As long as the hit points of each of the creatures attacked is less than the character's level, when the character successfully attacks with sword or spell they roll to discover not how much damage is dealt, but how many of the creatures are killed.

Once a single type of monster is studied the tome disappears and discretely finds its way to a new owner. Too much carnage is not palatable even for the filthy followers of Hegor the Glutton.



Foul Banner of the Rat's ...Backend

Are we the baddies? ... I really can't think of anything worse, as a symbol, than a skull.

What about a... rat's anus.

Yes, and if we were fighting an army matching under the banner of a rat's anus I'd probably be a lot less worried...

- That Mitchell and Webb Look

Its history is hidden in mystery and horror. No one has lived to tell accurately of its whereabouts or origins, just that it is a cruelly sewn banner with the likeness of the back half of a rat sketched rudely across its face.

It is said that when an army displays this banner proudly and marches solely in its disgusting shadow they have nothing to fear from evil armies. Nothing will induce an army of evil creatures to attack unless they are trapped or cornered by the bearers of this banner and forced into a fight.

If an army of evil marched under this banner they could unite evil forces across the world. But where would they find it? And who could stop them?

If an army of good could be somehow induced to march under it they could push back all evil before them. But how to induce good folk to march under something so foul?

Reincarnation Spell (Cleric, Level 3)

Tell the GM you would like to reincarnate a corpse whose soul has not yet fully departed this world. When determining their new form the player of the character to be reincarnated should roll (just roll, +nothing—you are in the hands of fate). On a 10+ swap your race to another option on your class playbook. On a 7-9 randomly choose a race from the Small & Sneaky, Marauding Horde, Towering Brute or Lycanthrope racial playbooks.

It is said that a jester god developed this spell for their amusement at watching mortals randomly inflicted. A righteous god may not even grant it. Yet, this is surely the easiest path to bring back a loved one... as something.



ADVENTURE TOOLKIT

This adventure toolkit is designed to help you run a series of adventures with players using characters from the monstrous races.

Phase 1: The first adventures

The GM should use the Dungeon Worksheet to work with the players to develop a dungeon for them to inhabit together. If the groups in the dungeon do not get along, the players should be the exception. Use the one of the two Campaign Fronts to start giving the characters challenges.



The GM should reinforce the horrors of the life of monsters. At the start the player characters are struggling to survive, not competent adventurers like in regular Dungeon World. Make their life tough initially so all they care about is fighting for their share of food and shelter. Also use the alternative terms "sunlover" and so on to demonise normal humans and other races in the character's eyes.

One way to achieve this is to have them initially sent on small scale missions by their local authority figure. These missions could include:

- "The vermin in the muck-pile are stealing whelps. Go and get rid of them."
- "One of the slaves has escaped. Go find them."
- "Go to the sunlover farm and steal two sheep for the feast."
- "Chief Balag is stealing from me. Go and rough up one of his Bodyguards."
- "Blood Shaman Rolig has cursed me with the bludy fluxx. Travel to the human village to bring back mead for the cure."
- "The Shaman needs a special type of excrement for our stinky stones."
- "We are at war with the kobolds / orcs / faeries, and you need to scout the edge of the forest."

And ultimately it will undoubtedly come to this:

- "Your stupid raid has stirred up the sunlovers. Join the glorious assault on the armored butchers in the tunnels. What will I

be doing? Ah... ducking out this way to get help."

Or even to this:

- "The Chief has been eaten by The Dragon and we are now its slaves. Go quietly and find a good place to hide our treasure, but don't tell ANYONE."

1d20 Loot ideas:

1. Bandage (keep using it again and again and then hand it down to your kin)
2. Beer keg
3. Pot lid that could be a shield
4. Chicken
5. Coins x 1d20
6. Cow or horse
7. "Mystery meat"
8. Miniature weapons (the sword, trident and shovel called "cutlery") x 1d20
9. Pig
10. Axe
11. Spear or sword
12. Sack of potatoes
13. Slave
14. Bucket
15. Pepper
16. Rotten biscuits
17. Sheep
18. Turned Fruit
19. Wine bottle
20. Player's choice from the above



Phase 2: Longer Term

Later on they may want to go on normal dungeon crawling adventures. But their monstrous status should make these more interesting social experiences than normal adventurers would encounter. They might also want to start taking over and running their own tribes, communities or even dungeons as part of these adventures.

Alternatively they may want to launch a significant raid on the sunlovers or take over a forestlurker forest.

Phase 3: Visions of The Fall

A possible ultimate goal is that the characters should be starting to engage in the reasons why the monstrous races fell from grace with the other races. This knowledge should tie into their battles with the sunlovers or trying to take over the tribe. The nature of "The Fall" of their races, like the Maelstrom in Apocalypse World, should emerge during the game and vary depending on the player characters and their actions.

Some examples of what The Fall could be and how it might interact with the players:

- Some members of your races summoned a daemon in times past and after the other races banished him in a lengthy war your races were cast out as evil. The Lord Necromancer is trying to summon it again.
- The other races blamed your races for something they didn't do. There is proof, but it is hard to get to and who would believe them?
- The monstrous races were firm allies to the other races, but one race (longbeards or forestlurkers perhaps) grew jealous and poisoned the relationship. This race is still working its evil against yours.
- The other races are invaders into the monstrous races native lands, and spread propaganda about the monstrous races until it came true.



CAMPAIGN FRONT: NOT ENOUGH FOR ALL

Dangers

Forestlurkers

Impulse: to stir up trouble to keep the monsters from the forest

Grim Portents:

- A body is found with an arrow of a rival tribe in it
- A senior warrior for a rival tribe moves furtively around the forestlurker forest
- Forestlurkers steal a weight of gold from the sunlovers and push blame on the monsters
- Forestlurkers bribe humanoids to cause problems between the tribes
- Forestlurkers force a tribe to attack another

Impending Doom: Mutual destruction of the tribes

Longbeards

Impulse: to drive the monsters from above rich mineral deposits by stealth and death

Grim Portents:

- A longbeard is seen in the distance examining rocks
- Longbeards move into the neighbouring caverns
- Noises are heard deep underground
- Cracks appear in the stone
- The longbeards burst out

Impending Doom: Eviction or destruction



Sunlovers

Impulse: to drive the monsters from the area

Grim Portents:

- More earthcutters (farmers) move into the area and clear land
- Earthcutters organise watches against monsters
- Earthcutters lobby the lord and soldiers are sent to protect the farms
- Butchers (adventurers) are hired to deal with the monsters once and for all
- Butchers destroy a neighbouring tribe

Impending Doom: Eviction or destruction

Description and cast

The clash of civilisation and monstrous communities can only bring pain: for the monsters. In a region on the edge of civilisation the dungeon sits at an important location for the communities.

Elinhol, the forestlurker's evil king has hatched a plan to have the multiplying monsters kill each other.

Grim, an agitated local sunlover earthcutter is worried about some of his flock going missing. Watches might work, but maybe he needs to get the steading to hire butchers...

Longbeard King Jarten has discovered a rich vein of ore running beneath the dungeon. He must have it so starts a secret tunnel for invasion.

Custom moves

When you raid the sunlovers the leader of the raid must roll+DEX. On a 10+ the raid cannot be pinned directly on the monsters. On a 7-9 choose either to abandon the raid or risk the sunlovers getting agitated and moving to the next grim portent.

Stakes

Who will control the dungeon?

How will the factions plans intersect?

CAMPAIGN FRONT: THE HORROR OF THE FALL

Dangers

A Plague on all your Dungeons

Impulse: to infect and spread

Grim Portents:

- A surprise visitor from the north, who hurries south as soon as they can
- A lone sneeze in the night
- Grim doesn't wake up in the morning
- The tribe falls to coughing
- The Chief dies screaming

Impending Doom: The tribes fall to sickness and death

The Dragon

Impulse: to gather wealth

Grim Portents:

- Tales of the Dragon from old are retold by the shamans
- A distant sighting, or was it a bird?
- A close sighting of the dragon blocking the sun
- Refugees from other tribes
- The Dragon arrives, eats the Chief and demands tribute

Impending Doom: Poverty and famine or destruction

Rival Tribes

Impulse: to control land and take slaves

Grim Portents:

- Enemy scouts are sighted
- A patrol goes missing
- A testing raid
- An aggressive raid
- Invasion

Impending Doom: Enslavement or destruction



Description and cast

Even without the sunlovers to interfere, the horrors of life after The Fall are very real.

In the north Gret the goblin fevers and sneezes on his comrades. The goblin flu is upon us.

In the west The Dragon wakes from a century of slumber. Now is the time to stretch and see the world. And take such tributes as it deserves.

The gnolls are massing again in the forest under Stripes the Slayer. And the glades echo with the whoops and snarls of war.

Custom moves

When you catch the Goblin Flu, roll+CON. On a 10+ you're fine after a day, no problem. On a 7-9 take -1 ongoing until you find a cure. On a miss make a bargain with Death as if you rolled a 7-9 on Last Breath.

Stakes

Can the dungeon survive the horrors of another year?

Who will step forward to lead the dungeon in these difficult times?

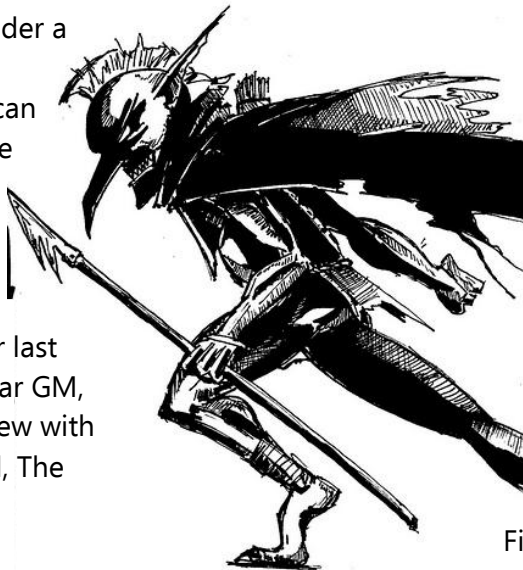
DUNGEON WORKSHEET

This worksheet is intended to help you design a dungeon for the player's characters to inhabit. Work through it as a group in the first session before you make your characters.

1. Choose general type of dungeon

As a group choose one (or roll 1d8) for the type of dungeon:

1. A natural cave.
2. An abandoned mine.
3. An ancient tunnel complex.
4. An above-ground ruin such as a castle, temple or windmill.
5. A pleasant village near a stream. For now.
6. A twisted forest with many hidden glades.
7. Sewers under a city.
8. What we can carry as we try to make it to _____. The _____ ruined our last cave. ("Dear GM, Please screw with us. Signed, The Players.")



2. Draw a quick internal map of the dungeon

One player at a time, choose (or roll 1d20) one of these and draw it on until there are 6 to 10:

1. A stream running through the dungeon.
2. A special area of strange fungi.
3. An area to spy from secretly.
4. A pond with blind white fish.
5. A garbage dump full of vermin.
6. An ancient crypt.
7. A crossroad or intersection.
8. Stairs, tunnels, paths or bridges.
9. A secret way.
10. Numerous hidden traps.
11. A trap in a well-travelled area.
12. A colony of rats, bats or stirges who stir when new creatures pass through.
13. The lair of a ferocious monster.
14. A cramped living area with a tribe of mostly Small & Sneaky.
15. A normal area with a tribe of mostly Marauding Horde.
16. An open area with a tribe of mostly Towering Brutes.
17. A crypt with a group of mostly Restless Dead.
18. A meat store with a group of mostly Hungry Dead.
19. A more refined area with evil sunlovers, like bandits or assassins.
20. A weird space, like a portal, talking wall, summoning circle or living statue.

Fill in any additional crossroads, intersections, stairs, tunnels, paths or bridges as needed.

3. Draw a quick map of dungeon surrounds

One player at a time, choose (or roll 1d20) one of these and draw it on until there are 6 to 10:

1. A scary forest that is probably full of forestlurkers.
2. A longbeard mountain hold.
3. A rival Small & Sneaky tribe.
4. A rival Marauding Horde or Towering Brute tribe.
5. A rival Restless Dead or Hungry Dead group.
6. The quiet farm where a murderous sunloving butcher has retired.
7. A sunlover castle.
8. A training academy for butchers.
9. A lake with tasty fish.
10. Earthcutter farms.
11. A sunlover inn.
12. A sunlover village or town.
13. A hairytoe community.
14. A well-travelled road.
15. A twisty path.
16. An ancient and deserted road.
17. An ancient battlefield.
18. An isolated wizard's tower.
19. A road travelled by juicy caravans.
20. A hanging tree with free mystery meat.

Add in additional trails, paths or roads need to connect these areas. If there are less than three details on the map from choices 1 to 8 in the list above the GM should feel free to add a few more to spice up the situation.

4. Choose the politics

As a group choose one (or roll 1d6) of these to describe the relations between most of the groups in the dungeon:

1. Collectively the slaves of a necromancer or other evil humanoid.
2. Ruled with an iron fist by a Chief.
3. An uneasy peace based on the balance of power.
4. A loose collective with regular markets and council meetings.
5. A democratically elected government with one vote per head.
6. Inhabitants are separated by magic or barriers, apart from a few anomalies.

5. Detail some members of the dungeon

Add colour to your home by detailing some of the creatures that live with you. The first blank is for a name and the second is for a type of creature.

Some of the details, like which player they are the sworn enemy of or who they belong to, can be done after character creation.

A Chief is _____ a _____. They are:

1. Indecisive.
2. Weak.
3. Greedy.
4. Ambitious.

A local Shaman is _____ a _____. They are:

1. Ancient and wise.
2. Ancient and incompetent.
3. Young and ambitious.

A warrior is _____ a _____. They are:

1. The sworn enemy of _____.
2. Hiding a terrible secret.
3. A dirty thief.
4. Ambitious.

A brute is _____ a _____. They are:

1. The sworn enemy of _____.
2. Hiding a terrible secret.
3. A brutal bully.
4. Always hungry. So very hungry.
5. Not as dumb as they look.
6. Ambitious.

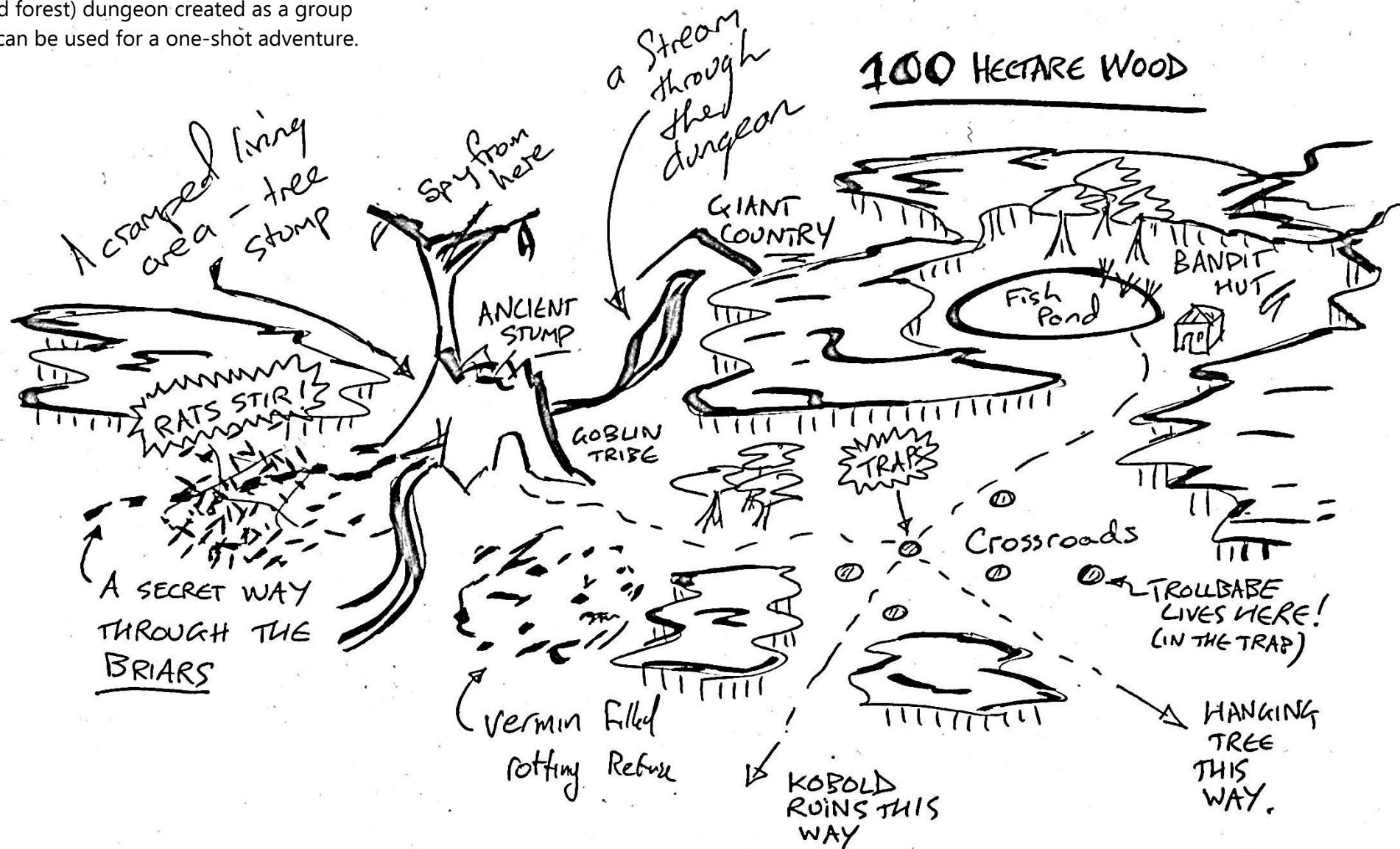
A whelp or slave is _____ a _____. They belong to _____. They are:

1. Always trying to escape.
2. Always getting lost.
3. Hiding their discovery of a strange artefact.
4. The hardest worker, but also most likely to lead any revolts.
5. Able to find "mushrooms".
6. Hiding their importance.



SAMPLE DUNGEON MAP

A sample of an internal dungeon map of the (twisted forest) dungeon created as a group which can be used for a one-shot adventure.



SAMPLE SURROUNDS MAP

A sample of the external map of the lands surrounding the dungeon created as a group which can be used for a one-shot adventure.

