



Vampire Castle



A Dungeon World Adventure

By Mark Tygart

Visit the Cats of Tindalos (<http://catsoftindalos.blogspot.com/>) for more free Dungeon World material.



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

Inspired by: Castle Ravenloft, Dracula, Anne Rice and other classic vampire fiction.

(No mortals were harmed in the production of this short Dungeon World adventure. Really, you don't you trust us vampires? Sad. That is really nice neck you have there; you should show off more! What are you doing this evening? Do you like the music of the night? How about a nice quick bite?)

WILL-O-WISP

*Solitary, Tiny, Magical,
Amorphous*

Electrical Bolt (d6 damage)

6 HP

0

Hand, Ignores Armor

Special Qualities: Incorporeal, Only damaged by magic or magic weapons

Will-o'-wisps can be yellow, white, green, or blue. They are easily mistaken for lanterns, especially in the foggy marshes and dark ruins where they reside. A will-o'-wisp's body is a globe of pure energy about 1 foot across and weighing about 3 pounds, and its glowing body sheds as much light as a torch. In order to sustain itself, it must feed off upon the electricity generated by the brains of people who realize they are about to die. It lures those who wander into its midst by taking the form of a guiding light (the creatures can alter their forms, size and color to a small extent), and then have them wander into deep pools where they get sucked down and drown. The wisp then feeds on the energy generated. If the creature cannot lure victims into a trap, it is also capable of generating electricity on its surface to act as an attack.

Instinct: Doom

- Beguile the living with illusions
- Retreat if attacked
- Consume energy from the dying

Vampire Castle 1.4b

A Dungeon World adventure by Mark Tygart for Sage LaTorra and Adam Koebel's tabletop Role Playing Game Dungeon World (www.Dungeon-World.com)

Agenda

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

Questions

- What brought you to Castle Vampire?
- What have you heard about the Castle's cruel countess?
- What experience do you have with vampires?
- Which of you is the castle's rightful lord or lady?

Impressions

- The stench of death
- Harsh flash of lightning
- The wail of the storm
- The fiery light of torches
- The rich furnishings looted from the helpless
- The ancient stonework from another era
- Distant sound of a woman's laughter

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



VAMPIRE THRALL

Organized, Intelligent

Drain Blood (2d8 damage)

10 HP

1 armor

Close

Special Qualities: Undead

Enthralled by vampiric charm and compelled to act out their masters wishes the vampire thrall does everything they can to provide for their vampire mistress, without too much worry for their own well-being.

Instinct. To please their creator

- Attack the living
- Drink Blood
- Obey mistress blindly

VAMPIRE COUNTESS

*Solitary, Organized, Intelligent,
Hoarder*

Drains blood (b[2d12+2] damage 1
piercing)

20 HP

1 armor

Close, Forceful

Special Qualities: Undead

A vampire lady that has lived for so long that it has seen civilization start and end. The vampire's mind is alien and her knowledge is infinite. Plans made by her span hundreds of years and involve cities as pawns. Any player killed by her becomes her vampire slave at the next sunset unless the body is burnt or staked by the party. If the countess is killed the player is freed but a vampire. Consult *Number Appearing* downloaded from the Dungeon World website as needed. She will summon help and retreat as mist if she feels overwhelmed.

Instinct: To rule from darkness

- Charm and drain victims
- Call on the creatures of night
- Return to unlife at the next sunset

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

- Take damage.
- The Vampire charms you and you not directly harm it in this encounter
- The Vampire establishes a mental link with you and can track and communicate with you at will. -1 on all rolls until she is destroyed due to your divided mind.

On a 6-, all three take effect.

Custom Rules

When you **search the ruins of Castle Vampire for the Vampire Countess Irina Von Crowcroft** (based on Jason Cordova's Labyrinth Move), describe your path and how you search, and roll + STAT. The GM will tell you which STAT to use based on your description.

12+, Hold 2

10-11, Hold 1

7-9, Hold 1, plus Castle Guardian Encounter

4-6, Castle Guardian Encounter

3-, Will O'Wisp Encounter, plus lose all Hold

Any time you are not engaged in an encounter you may spend 1 Hold to discover a **Castle Relic**, 2 Hold to find a **Sanctuary** (describe the room you found the relic or the safe haven) or 3 Hold to find the **Vampire Countess** for a final showdown (describe the room you found her in, and how you were able to track her there).

Castle Relics are always found in the following order: **Crowcroft Codex**, **Silver Scimitar**, and **Icon of the Undying Sun**. The **Crowcroft Codex** must be found to complete the mission while the additional relics will greatly aid the party in its quest. A **Castle Relic** will always be guarded by a **Trap** (unless gained by answering a riddle).

When you find a **Sanctuary** Roll+WIS:

On a 10+, choose 3. On 7-9, choose 1. On a miss the **Sanctuary** will not admit you.

- You *Recover* as if you have rested for three days
- You eat and drink to your fill and collect 3 rations
- You may ask the GM three "yes or no" questions about the quest
- You gain a useful item (Examples: Potion of Healing, 3 Vials of Holy Water, A Map of the Castle (+1 on all search the ruins rolls) etc.
- Answer a riddle to gain a **Castle Relic**.

Example Riddles

I am, in truth, a yellow fork from tables in the sky by inadvertent fingers dropped. The awful cutlery of mansions never quite disclosed and never quite concealed. I am an apparatus of the dark to ignorance revealed. What am I? (Answer: Lightning)

Ever on and forever I ride in splendor upon the sky, though often seen I'm never touched sailing vastly high. I sometimes will kiss your face and caress your body with my tender sigh, or stab your eyes and scold your skin with my brutal caress. Still you love me and ever revere me for without my presence you are doomed to die die. What am I? (Answer: The Sun)

Examples of a Sanctuary include a Holy Chapel, A Vampire Hunter's Secret Hideout, A Magical Dining Hall (Think Beauty and the Beast) or a picture that comes to life for an enchanted period (as in Disney's film *Mary Poppins*). Try to have the players describe. Any specific **Sanctuary** may only be used once.)

Example Traps

Pit Trap

When you step on a hidden pit trap; Roll+Dex. On a 10+, choose 1. Otherwise you gain both negative outcomes (injury and item damage):

- You are able to avoid taking damage (1d8 damage)
- You are able to avoid damaging a useful item of your choice

Dart Trap

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

- You are able to avoid taking damage (1d4 damage)
- You avoid being affected by the dart's paralyzing poison

KINDER GHUL “CASTLE CHILDREN”

Group, Small, Terrifying

Talons (d6 damage) 3 HP 0 armor
Close, Ignore Armor

Special Qualities: Undead child, Fast, May disarm with tongue, Inability to focus

Children killed by the ghoul virus become Kinder Ghul; merry packs of gruesome black eyed children who combine childish games with cannibalism.

Instinct: Devour

- Swarm intruders
- Chant nursery rhymes
- Praise the Vampire Countess

SKELETON

Group, Construct

Rusty sword (d8 damage) 6 HP 3 armor
Close, Forceful

Special Qualities: They perform simple tasks as mandated by the Countess but are incapable of higher thought.

A skeletal warrior appears as a cracked and yellowing skeleton covered with shards of decaying flesh. Its eyes are black holes containing pinpoints of reddish light. It is clad in the blackened armor and rotted trappings it wore in its former life.

Instinct: To destroy all life

GM's Note: Bones must be scattered, buried, blessed or have holy water poured on them after “death” or the creature(s) will assemble.



GIANT SPIDER

Solitary, Devious

Bite (d8 damage)

12 HP

Close, Reach

Mutated by dark sorcery, this spider has grown a large as a man.

.Instinct: To Devour

- Spin sticky webs to catch tasty prey
- Paralyzing venom
- Ambush from above

Custom Move: When first bitten by the Giant Spider the player must roll +CON: On 10+ the player is immune; 7-9 the player takes -1 on all rolls until magically healed. On a fail the player will fall into a coma until magically healed or death.



Throne Room

When you enter the Throne room for the first time, roll+Wis.

On a 10+, gain both. On a 7-9, choose one.

- You notice the spike trap (1d8 damage)
- The Vampire Countess appears on the Throne (This is an illusion. She will banter with the party for awhile, summon a Castle Guardian(s) of the GM's choice for a second combat and disappear. The relic will be on the throne.)

Medusa Rune

When you step on a hidden magical trigger; DEFY DANGER by a Roll+Dex. On a fail you are turned to stone. Note that the Crowcroft Codex has a prayer that anyone can say to reverse this enchantment.

Castle Relics

Crowcroft Codex (Weight 1)

This document contains the magical prayer that when repeated over the **Vampire Countess'** remains will prevent her from ever returning to unlife to plague the living from her castle lair.

Silver Scimitar (Weight 1)

The weapon will hit noncorporeal monsters and cause damage. Does double damage on 10+ against all types of the undead, except vampires. A hit of 10+ will behead and kill any vampire, including the **Vampire Countess**.

Icon of the Undying Sun (Weight 0, 1 use)

Flares and is consumed by magical sunlight that will paralyze the **Vampire Countess** until she is destroyed or the Icon is taken away from her unholy presence.

Castle Guardians

CASTLE ZOMBIE

Solitary, Intelligent

Improvised weapon (b[2d10] damage) 16 HP 1 armor

Close

Special Qualities: Undead

Death came suddenly for the butlers, maids and various servants of the Castle Vampire. Their confused spirits remains locked within their undead bodies, unaware of their post-mortem state. As decay sets in, so does the pain, their brains become clouded and they lose the ability to discern between past and present, often jumping at perceived enemies of old or still thinking they are defending themselves from whatever killed them in the first place. They are pitiful, if dangerous creatures and ending their existence is a mercy.

Instinct: Perform duties

- Be the perfect servant until you...
- Go berserk!
- Obey the Lady of the Castle

GARGOYLE

Horde

Claws (d6 damage) 7 HP 3 armor

Close

Special Qualities: Flight, Camouflage, Arcane Construct

Gargoyles are statuesque beings. They often lair in ruins and in castles, using their ability to look like statues to get by. They are dedicated ambush predators, rarely engaging in all out warfare unless driven to it by an outside force.

Instinct: To defend their home

- Stand perfectly still
- Defend the Castle
- Obey the Countess; your creator...



GIBBERING PUDDING (“CASTLE PET”)

Solitary, Terrifying, Amorphous

Countless jaws (d10+2 damage 1 piercing) 15 HP 1 armor

Ignores Armor

Special Qualities: Gibbering causes -1 on all rolls; Immune to normal weapons, Vulnerable to fire. Will retreat to heal if damaged by ordinary means and drops to zero HP. Fire damage to zero HP will destroy it forever, If gibbering is somehow deciphered message usually useful.

A Gibbering Pudding is a horrible hybrid of a Black Pudding and Gibbering Moulder. It resembles a writhing mass of ooze covered with dozens of randomly placed eyes and gibbering mouths, of different sizes and shapes.

Instinct: Consume

- Gibber “Codex, Scimitar, and Icon” endlessly...
- Obey the Countess, your mistress...
- Ooze destruction on the living