

BAD MOON RISING 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

- How did you first hear about the werewolf haunting the village of West Proctor?
- Which of you has a special reason to hate this werewolf?
- Why did the Mayor hire your party to destroy the werewolf?
- What has the Mayor threatened will happen to each of you if you don't destroy the werewolf?

IMPRESSIONS

- The howl of a wolf in the night
- A full moon rising above dark trees
- The ominous whisper of the wind
- The grisly corpse of the werewolf'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 yellowing eyes of Mama Fortuna 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 a local cleric and mayor's brother (**Secretly the werewolf!**)
- A sudden scream in the night, then silence

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

Woodland 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 werewolf's identity (Shred of a bloody clerical robe).

Forest 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 attack the werewolf.

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

Unexpected Inn (The Slaughtered Lamb)

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 attack the werewolf.

- 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 werewolf.

INSPIRATIONS: *THE WOLF MAN (VARIOUS FILMS), AN AMERICAN WEREWOLF IN LONDON, LADYHAWKE AND THE FRENCH FILM BROTHERHOOD OF THE WOLF.*

CUSTOM MOVES

Chapel Perilous

When you find the hidden outline of a concealed door etched amid the woodland castle ruins, roll+Wis.

On a 10+, choose two. On a 7-9, choose one.

- You find a useful clue in the chapel to the werewolf's identity (Bloody prayer book).
- The Angry Horde of Villagers does not notice you
- You find a **silver sword**

Hidden Forest Cache

When you find the outline of a concealed bundle stuck inside a tree stump, roll+Wis. On a 10+, gain all. On a 7-9, choose two:

- A set of **6 silver arrows**
- A sketch of the **Chapel Perilous** in blood on vellum
- A **silver dagger**

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 werewolves

- Attack furiously while surrounding the opposition

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

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

Mama Fortuna *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

- Lay a curse
- Mislead with an illusion
- Predict the future

Werewolf *Solitary, Intelligent*

Bite (d10+2 damage, 1 piercing) 12 HP 1 Armor

Close, Messy

Special Qualities: Only killed by silver, but will retreat for the night if brought to zero hp

"Beautiful, isn't it? The moon, I mean. She's watching us, you know? Her pretty silver eyes watch us while we sleep. Mad, too—like all the most beautiful ones. If she were a woman, I'd bend my knee and make her my wife on the spot. No, I didn't ask you here to speak about her, though. The chains? For your safety, not mine. I'm cursed, you see. You must have suspected. The sorcerer-kings called it "lycanthropy" in their day—passed on by a bite to make more of our kind. No, I could find no cure. Please, don't be scared. You have the arrows I gave you? Silver, yes. Ah, you begin to understand. Don't cry, sister. You must do this for me. I cannot bear more blood on my hands. You must end this. For me."

Instinct: To shed the appearance of civilization

- Transform to pass unnoticed as beast or man
- Strike from within
- Hunt like man and beast

Zoog *Group, Tiny, Stealthy, Devious, Organized, Intelligent, and Planar*

Bite (d4 damage) 2 HP

Special Qualities: Refugee from the Dreamlands, Can Detect Invisible

Spiteful, nasty creatures with a taste for the flesh of sentient beings, zoogs lurk in the shadowy, moldering places of the world. Often mistaken merely for otherworldly animals, zoogs possess base intentions and vicious demeanors that set them apart from lowly beasts.

Congregating in loose, tribal societies, these sinister creatures claim the depths of dark woodlands or moldy forests as their homes, favoring lands where the boundaries between worlds and planes grow thin and strange creatures—not unlike themselves—slip between reality's cracks. Although lone zoogs shy away from attacking larger creatures, when zoogs outnumber an invader they launch deadly ambushes, leaping from sagging boughs and hidden dens to swarm foes.

Zoogs also detest cats, and go to great lengths to slay felines of any sort and devour them.



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

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