

BLACK PEARLS & BLACK WATER_{v1.0B}

A Dungeon Starter by Mark Tygart
For Sage LaTorra and Adam Koebel's
Dungeon World
www.Dungeon-World.com

AGENDA

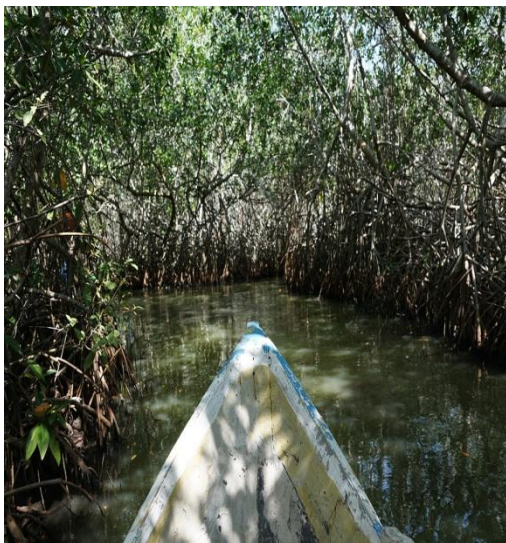
- Make the world fantastic
- Fill the characters' lives with adventure
- Play to find out what happens

QUESTIONS

- Why do you want to harvest black pearls from swamp polyps?
- What do you hope to gain?
- What relationship do you have with the vampire ruler of Blackwater swamp?
- What experience do you have diving?
- Why do you desire pearls above all other gems?

IMPRESSIONS

- The endless mangrove trees in black water
- The hum of biting insects
- The smile of a large saltwater crocodile
- The stench of rotting vegetation
- Spider eyes peering from the mangroves
- The song of harmless giant tree frogs
- Defaced statute of the vampire queen
- A cloud of flying toads 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

"The world is fixed, we say: fish in the sea, birds in the air. But in the mangrove swamps by the Niger, fish climb trees and ogle uneasy naturalists who try unsuccessfully to chase them back to the water. There are things still coming ashore." — **Loren Eiseley**

CUSTOM MOVES

When you search the gullet of a Blackwater Swamp Polyp roll 1d12 x 100 for the coin value of the black pearl you find.

LORE

Saltwater crocodiles hold the record for the highest bite force ever recorded in any animal. Despite the strong muscles to close the jaw, crocodiles have extremely small and weak muscles to open the jaw. The jaws of a crocodile can be securely shut with several layers of duct tape.

Of all the crocodylians, the saltwater crocodile has the strongest tendency to treat humans as prey, and has a long history of attacking humans who unknowingly venture into its territory. The only recommended policy for dealing with saltwater crocodiles is to completely avoid their habitat whenever possible, as they are exceedingly aggressive when encroached upon. (Source: Wikipedia)



THINGS

Blackwater Pearl Harvesting License

Allows the bearer to harvest pearls from the swamp polyps in exchange for 75% of the net profits going to Tanith, legal ruler by conquest of Blackwater Swamp

Monsters

Blackwater Swamp Polyp *Solitary, Small*

Bite (d10 damage 1 piercing)

Close, Reach 12 HP

Special Qualities: Aquatic, Immobile

Swamp Polyps have a columnar body with the beak uppermost surrounded by a ring of tentacles. They will often develop valuable "black pearls" in their guts like oysters, but have a nasty bite.

Instinct: Grab

Crocodile, Saltwater *Horde, Large*

Jaws (d6+2 damage)

Forceful 7 HP, 2 Armor

Special Qualities: Amphibious

Scaly primeval ambush predator that favor saltwater marshes and aggressive tactics...

Instinct: Consume

Custom Move: When a Saltwater Crocodile ambushes you, ROLL+DEX. On a 10+, you escape. On a 7-9, you dodged but choose 2 anyway:

- Your weapon is lost in the swamp.
 - Your armor is damaged beyond repair.
 - Say goodbye to your backpack.
- On a 6-, all three and take full damage.

(Inspired by *Niffth the Lean* by Michael Shea, Fritz Leiber's Lankmar stories and the saltwater crocodile horror film *Black Water*)

Visit the Cats of Tindalos

(<http://catsoftindalos.blogspot.com/>)

Mummy, Bog *Group, Magical, Terrifying*

Strangle (d8 damage)

Close, Near 12 HP

Special Qualities: Undead

A bog mummy is a human cadaver that has been naturally mummified in a peat bog. Such mummies are also called bog zombies; a type of undead it resembles more than a traditional mummy. Unlike most ancient human remains, bog mummies have retained their skin and internal organs due to the unusual conditions of the surrounding area. These conditions include highly acidic water, low temperature, and a lack of oxygen, and combine to preserve but severely tan their skin. While the skin is well-preserved, the bones are generally not, due to the acid in the peat having dissolved the calcium phosphate of bone. The overall impact is to make them tougher than the average zombie.

Instinct: Obey Tanith

Newhon Salt Spider *Solitary, Small, Devious*

Bite (d8 damage)

Close 12 HP

Special Qualities: Poisonous bite

This is a huge ugly spider about the size of a large pig. It has large suction pads on its feet allowing it to travel over any non-slippery surface. It lives in great salty swamps, where it makes complicated sticky web traps. It has a deadly poisonous bite.

Instinct: Hunt

Custom Move: When first bitten by the Salt 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 occurs.

"The rarest things in the world, next to a spirit of discernment, are diamonds and pearls."

-Jean de la Bruyere

Tanith, Ruler of Blackwater Swamp (*Solitary, Magical, Stealthy, Intelligent, Terrifying*)

Draining kiss, claws. (b [2d12] damage 1 piercing)

Close, Ignores Armor 16 HP

Special Qualities: Looking into her eyes fills the observer with dread, Undead

Ruler of Blackwater Swamp, Tanith is an ancient swamp vampire. She has lived through many kingdoms and empires. She is known to hire adventuring groups and spare pearl poachers for obtaining ancient treasures. Some say she devours such parties after the treasure is delivered.

Instinct: Drink blood, enthrall others

- Consumes life force to create bog mummies
- Rules Blackwater Swamp
- Can take the form of mist, flying toad or saltwater crocodile
- Use normal vampire methods to kill



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