

CATACOMBS OF THE BLACK KREMLIN v1B

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

- What terrible favor do you owe Baba Yaga?
- What does she want from the Black Kremlin Catacombs?
- What do you know about Ivar the Cruel?
- What have you heard about the Codex of Wonders?
- What terrible things are rumored about the Chapel of the Hungry God?

FOLKLORE

Baba Yaga is a supernatural being who appears as a deformed and/or ferocious-looking woman. Baba Yaga flies around in a mortar, wields a pestle, and dwells deep in the forest in a hut usually described as standing on chicken legs (or sometimes a single chicken leg). Baba Yaga may help or hinder those that encounter or seek her out. She sometimes plays a maternal role, and also has associations with forest wildlife. According to Vladimir Propp's folktale morphology, Baba Yaga commonly appears as either a donor or villain, or may be altogether ambiguous. —From Wikipedia



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

IMPRESSIONS

- Staircase that only leads downwards to a collapsed corridor
- The constant drip of foul water
- The endless twittering of rats
- A chamber of ancient, broken sepulchers
- The ancient stonework from another era
- The endless, stone corridors lined with racks of broken skulls and yellow bone

CUSTOM MOVES

Exploring the Maze (the Catacombs)

Move was developed by Kasper Brohus Allerslev

Note: The party must be properly equipped before it can attempt this move

When you *explore the maze*, choose one party member as the *spotter*, one as the *rear guard* and one as the *cartographer* (the same character can only have one job). If you don't have enough party members or choose not to assign a job, treat that job as if it had rolled a 6. The *spotter* roll+DEX, the *rear guard* roll+WIS and the *cartographer* roll+INT.

On a 10+, the spotter can find a way around any traps on your way. On a 10+ the rear guard will spot any trouble quick enough to let you get the drop on it. On a 10+, the cartographer marks an efficient path on their between the room the left and the new room the group enters.

On a 7-9, each role perform their job as expected; you do not blunder into any traps but you still have to deal with them, no one gets the drop on you but you don't get the drop on them either, and you find a new room without getting lost.

Retracing your steps

When you *seek your way back to a previously visited room*, if you have an efficient path marked on your map you get there quickly, though you still have to deal with any traps left behind on that route.

If you do not have an efficient path marked on your map, you still take +1 for each time you visited it when rolling for *Exploring the Maze*, though on a hit you will get back to the previously visited room instead of a new one.

ADDITIONAL CUSTOM MOVES

(by Mike Horam)

When you attempt to pick a Poisoned Lock, roll+DEX. On a 7+, it unlocks. On a 9-, you feel a tiny pain in your finger, like a scrape or a pinprick at the edge of your nail. When next you miss a roll, it goes numb. When next you miss, the numbness spreads and the finger won't move. When next you miss, both conditions spread and the finger is stone. The process will continue. What do you do?

When you end a life in a Chapel of the Hungry God (Cleric Only), you hear a voice whisper "Another". Anytime you sleep makes the voice grows louder. Any rolls you miss make the voice louder. Every subsequent life you end outside the Chapel makes the voice louder. Each life you end within the chapel makes it louder. Every life but yours.

When you hear the voice of the Hungry God, roll d6. On a one, it sounds like "more". On a two, it sounds like "more" and "often". On a three, "more" and "number". On a four, "more" and "further". On a five, "more", "larger" and "again". On a six, "again", "new" and "replace". It always sounds like "Hungry". When you end a life at the behest of the voice, you become a **Priest of the Hungry God**.

These moves create the front "**Cult of the Hungry God**". Priests of the cult, alone or in a congregation, eventually acquire a church from another religion by killing the existing priest and congregation. They then widen their net of sacrifice. When a **priest of the Hungry God dies in a new church**, it becomes a **consecrated Chapel of the Hungry God**. A new voice issues from the new chapel; the voices from the previous chapels persist.

False Entrance Sliding Wall Trap (by Sersa Victory)

When this trap is triggered, a sliding block of stone grinds away from the wall, threatening to trap slow victims in the far end of the hallway. Each character in the hallway

should roll+DEX, one at a time. *On a 10+, they pick 3. *On a 7-9, they pick 1.

You don't get wedged between the sliding stone for 2d10 damage.

You don't accidentally drop something useful in the sealed hallway.

You don't inadvertently hinder another character's escape.

THINGS

Baba Yaga's Amulet 0 Weight
Bearer of this amulet may neither harm or be harmed by the undead.

Codex of Wonders Wizard Only 1 Weight
When you **research the answer to a question about magical items or relics with the codex**; roll +Intelligence. On a 10+, you can ask the GM one question concerning the subject, the GM must answer truthfully. On a 7-9, the GM will tell you where you can find the information at a price.

Constantine's Sword Paladin Only 1 Weight
Does double damage against undead.

Services

A greedy Kremlin guard smuggles your group into the Catacombs: 300 Coins

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

Dungeon Starter Inspired by Russian folklore and the legend of the Lost Library of Ivan the Terrible



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Monsters

Dire Rat *Small, Horde Devious*

Bite (d4 damage)

Hand 3 HP, 0 Armor

Dire rats prefer to live underground, only venturing to the surface at night. They skulk in the sewers of large cities, and inhabit dark caves, ruins, and occasionally dark thickets in the wilderness. Dire rats are stealthy, and like to hunt in small packs, sneaking up on prey and ganging up on one creature at a time.

Instinct: To nest and breed near an abundant food source

Skeleton *Undead, Horde*

Rusty weapon (d4 damage) 7 HP, 3 Armor

Close

The pile of bones suddenly stirs, rising up to take on a human shape. Its long, bony fingers reach out to claw at the living.

Instinct: to increase their ranks

Wight *Stealthy, Undead, Intelligent*

Claws (d6 Strength damage)

Close, Ignores Armor 16 HP, 1 Armor

When you take damage from a wight, it does its damage as Strength damage instead of HP damage. When your Strength score falls to zero or below, set your Strength to 0, you are paralyzed until your Strength is at least 1. Take your Last Breath [move]. If you have been Strength damaged and you receive the benefits of something that would restore HP, you may choose to restore the same amount of Strength instead.

Instinct: Corrupt life

- Drain the strength of the living
- Burst forth from its burying place
- Raise a slain foe as a wight
- Reread Lord of Rings