

GOTHIC v1.0c

A Dungeon Starter by Mark Tygart
For Sage LaTorra and Adam Koebel's

Dungeon World
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AGENDA

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

QUESTIONS

- What brought you to the Castle Ruins?
- What have you heard about the Castle's cruel owner?
- What experience do you have with adventuring?
- What rumors have you heard about the deadly monster about to be unleashed on the world?
- Do you believe in the prophecy of the return of a rightful lord?

IMPRESSIONS

- The smell of rain
- Harsh flash of lightning
- The wail of the storm
- The fiery light of torches
- The rich furnishings looted from the helpless
- The ancient broken stonework from another era
- Distant sound of high pitched 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

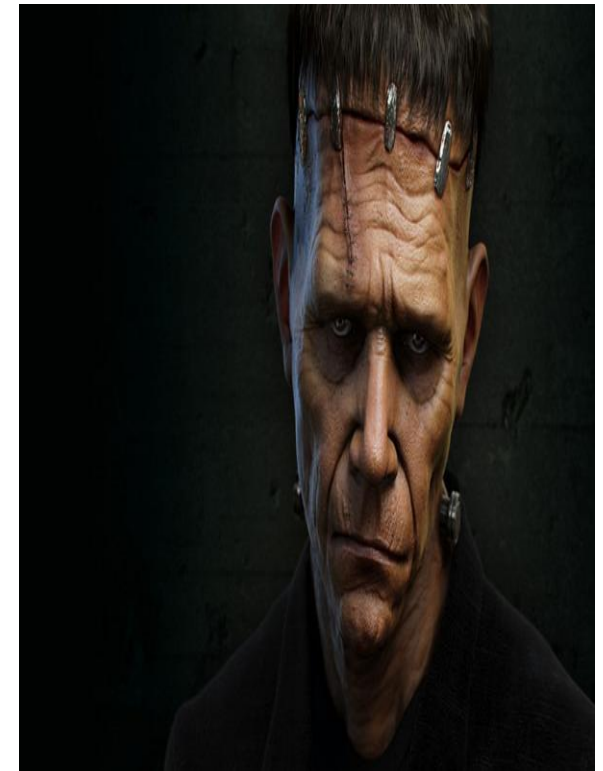
"If you make the mistake of creating a monster, don't be surprised when it turns on you."

- Dr. Frankenstein

CUSTOM MOVES

When you attempt to navigate the castle ruins, describe how you do it, and then roll +STAT. On a 12+, hold 2. On a 10+, hold 1. On a 7-9, hold 1, but you also encounter a monster. On a miss you just encounter a monster. On a 1-3, but lose all hold, lightning strikes the Mad Alchemist's lightning collection rod and the Berserk Flesh Golem is awakened and attacks everyone.

When multiple party members navigate in turn, their hold is pooled together. When you spend 1 hold, find a treasure, an answer, or a missing person and describe where you found it. When you spend 4 hold, find the mad alchemist's secret lair where the Berserk Flesh Golem is being created.



THINGS

Chalice of the Vampire

Once blood from this chalice is drunk the player will gain the following moves until next touched by daylight.

Vampire Fangs: Your hungry bite only causes 1d4 damage, but heals you of the same amount.

Vampiric Regeneration: 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.

Cloak of the Werewolf

Your skin has become protected from harm, regardless of what form you are in. You gain **+1 Armor**, but silver is now an anathema to you. Weapons imbued with silver are now Armor Piercing when they strike you.

Belt of Golem Strength

You have the strength of 10 men. You gain the **Bend Bars, Lift Gates** (from the Fighter playbook) move if you don't have it and you **always treat your Bend Bars, Lift Gates roll as one step higher than it should be** (Miss = 7-9 and a 7-9 = 10)

Monsters

Giant Amoeba

Large, Stealthy, Amorphous

Acidic Grab (d10 damage)

10 HP

A giant amoeba is a shapeless mass of living, liquid protoplasm. Though naturally translucent with darker interior spots, its surface is slightly sticky and tends to collect dirt and other debris from its environment; therefore, a moving giant amoeba looks like muddy water. A weaker cousin of creatures such as the gray ooze and black pudding the giant amoeba is the result of an alchemist's experiment gone horribly wrong.

Instinct: Dissolve flesh

(This Dungeon Starter was inspired by Mary Shelley's immortal *Frankenstein*)

Vampire Rose Bush

Solitary, Stealthy

Entangle and drain (b [2d10] damage)

Close, Near

10 HP

A vampire rose bush look like normal white rose bush. It can, however, uproot itself to move about slowly. The thorny stalks of vampire rose can whip around a victim, inflicting points of damage. The thorns are hollow. Once a thorn stalk has stuck and wrapped around a victim, the vampire rose injects a hypnotic anesthetic into the victim's bloodstream, the victim must Roll+CON or lose all willpower, allowing the vampire rose to continue sucking blood until the victim dies (Last Breath roll). If the player pulls free and rolls 10+ they gain an additional attack on the rose. After a vampire rose has completely drained a victim, the roses will be colored blood red instead of white for one day and will not attack while that color.

Special Qualities: Hypnotic anesthetic

Instinct: To capture and feed

Mad Alchemist

Solitary, Magical, Hoarder

Throws vials of acid (w [2d10] damage)

12 HP

Close, Ignores Armor, Near

The Mad Alchemist is a ruthless, cold aristocrat who lives in ruined castle. He brutally murders people to get body parts for his creations. Once he creates a monster, the Mad Alchemist uses it to kill people who get in his way.

Instinct: Play God

- Create Monsters
- Master of Alchemy
- Looks like Peter Cushing

Berserk Flesh Golem

Solitary, Large, Construct

Slam (d10+2 damage)

24 HP, 3 Armor

Close, Forceful

Special Qualities: Healed by electricity, Immune to magic

A hideous monstrosity crafted from body parts stitched together with thick string, wire, and metal staples lurches to horrific life.

Instinct: Kill All!

Reanimated Corpse

Group, Construct

Pummels (b[2d8] damage)

6 HP

Close

Special Qualities: Electrical damage heals, immune to magic

Stolen bits and flesh assembled in the night. Graveyards stealthily uprooted and maybe tonight an arm, a leg, another head (the last one came apart too soon). Even the humblest alchemist can make do with what he can and, with a little electricity, well—it's not only the gods that can make life, hmm?

Instinct: Smash

Homunculus (Igor) *Solitary, Tiny, Stealthy, Organized,*

Intelligent, Construct

Tiny Teeth (d8-2 damage)

7 HP

Special Qualities: flight, construct, coma bite

This vaguely humanoid creature is about the size of a cat but looks more like a toothy, winged devil.

Instinct: Serve the master

- Operate the master's wicked machines
- Put someone into a coma with a venomous bite
- Use telepathy to warn the master

Custom Move: When first bitten by the Homunculus the player must roll +CON: On 10+ the player is immune; 7-9 the player takes -1 on all rolls until the combat is over. On a fail the player will fall into a coma until the party next makes camp.



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