

INHERITED CASTLE v1.0A

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

- Who has inherited the castle?
- Which of you discovered this?
- What are your plans?
- Why was the forest barony abandoned?

IMPRESSIONS

- The ominous whisper of the wind
- Wolf howl in the distance
- The webbed grisly corpse of a giant spider's last meal
- The glittering eyes of small creatures in the wood
- The soundlessly flight of an eagle and the muffled shriek of its prey
- The green of the forest
- The crunch of leaves
- A rusty bear trap (1d8d)
- The happy laughter from the windows of a welcoming inn
- A circle of toadstools
- A bubbling creek forms shallow pools and slippery slopes
- The sound of deep, rumbling laughter
- The merry campfire and singing of a forest brigand encampment
- The watery blue eyes of Captain Crawley who longs for respectability.
- The tumbled ruins of your castle
- Falling rocks trap (1d4) to welcome you
- Weathered stonework from another era
- A swarm of harmless bats from the crypts below
- Mist and damp everywhere
- The sudden appearance of a friendly, hungry cat

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

"History is hereditary only in this way: we, all of us, inherit everything, and then we choose what to cherish, what to disavow, and what do next, which is why it's worth trying to know where things come from."

— Jill Lepore

CUSTOM MOVES

Captain Crawley's Merry Men

When you find this hidden enclave of forest bandits, roll +Charisma.

•On a 10+, the bandits don't attack and useful items and/or information are given in exchange for a promise of pardons from the new lord.

•On a 7-9: The bandits don't attack in exchange for a promise of future pardons.

Unexpected Inn (The White Hart)

When you find the Unexpected Inn, roll +Charisma.

•On a 10+, the inn provides free food and lodging to their new lord and his friends.

•On a 7-9: The inn welcomes the party with food and lodgings at reasonable rates.

•Less than 6: The inn coldly turns the party away, the Innkeeper saying: "We need no lords and their taxes here! Begone!"



THINGS

Legal Dossier

This document reveals the identity of the legal owner of the inherited castle and the defunct forest barony: a member of the adventuring party!

Old Map

Shows the location of the inherited forest keep.

SERVICES

Local Guide: 100 coins (Runs away at first sign of trouble; but will return sheepishly after combat)

Monsters

Captain Crawley *Solitary, Stealthy, Intelligent, Cautious*
Morningstar (b [2d10+2] damage)

Close

12 HP, 4 Armor

This outlawed noble will stop at nothing to gain a pardon and restore his honor.

Instinct: Challenge an offensive villain to single combat!

Forest Bandit *Horde, Stealthy, Organized, Intelligent, Hoarder*

Sword (b [2d4] damage)

Close, Far

3 HP, 1 armor

Instinct: Gain Money

- Rob and pillage
- Pickpocket
- Ambush - Summon 2 more bandits once per encounter per group

Forest Troll *Large*

Giant Club (2d6 damage)

Close, Forceful 16 HP, 2 Armor

Instinct: To bully or eat the weak

- Ambush
- Tolkien Troll: Sunlight Turns to Stone
- Very stupid

Giant Spider *Group, Small, Stealthy, Devious, Hoarder*

Fangs (d6+2 damage)

Close, Near 6 HP

A large spider that lurks in the forest shadows; stalking you.

Instinct: To capture and feed.

- Ambush from the ceiling
- Hide in the Shadows
- Immobilizes with webbing after reducing prey to ½ HP; never completely kills in combat

Skeleton *Undead, Horde*

Rusty weapon (d4 damage) 4 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: Obey the Vampire

Vampire *Stealthy, Organized, Intelligent*

Dark Force (d8+5 damage, 1 Piercing) HP: 10 Armor: 2

Special Qualities: Must be killed by stake, fire, beheading or sunlight. May not cross running water and must be invited into a home.

Vampires beget vampires. Suffering begets suffering. Do not be drawn in by their seduction or you may be given their gift—a crown of shadows and the chains of eternal undying grief.

Instinct: To manipulate

- Charm someone
- Feed on their blood
- Retreat to plan again
- (Turn into a bat or gaseous)
- (Drain life and strength)

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

- Take half damage.
 - Take -1 ongoing until you make camp.
 - Fall unconscious
- On a 6-, all three take effect.



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Visit the Cats of Tindalos

(<http://catsoftindalos.blogspot.com/>) for more free Dungeon World material.

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

