

SEWER ESCAPE! v1.0c

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 were you arrested and condemned to death by the Baron?
- How did you manage to squeeze down the dungeon drain into the sewers below?
- How did you obtain the dagger and torches that you all are currently armed with?
- How do you plan to replay the Baron for his "hospitality"?

IMPRESSIONS

- The stench of (of course!) sewer
- An unexpected statue of the sneering Baron
- Stairway that only leads up to a collapsed corridor
- Deep carven pictographs on the walls depicting the Baron as a military hero
- The hoarse shouts of searching Dungeon Guards
- Something floating in the water better not named
- The sudden shock of sunlight streaming from a grate above
- The leering faces of stone gargoyles
- The inexplicable sound of a group of voices singing choral music
- The desperate voice of a man pleading for mercy followed by a sudden watery thud
- The busy noise of a dwarf engineer clearing a passageway
- The scattered remains of a hobo's fireplace in a dry alcove
- Deeply engraved dwarf runes naming the sewer's designers and builders
- The endless, subterranean passageways filled with rushing water

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

"Going to prison is like dying with your eyes open."

-Bernard Kerik

CUSTOM MOVES

Hidden Cache (May be found more than once)

When you find the outline of a concealed bundle stuck behind a loose stone in an alcove, **Roll+Wis.** On a 10+, gain two of the following. On a 7-9, choose 1:

- Armor (for 1d4 Characters)
- Rations (for 1d4 Characters)
- Map of the Sewer
- Gain a key to the Exit Stairway portcullis controls
- Pouch of gems (1d6; worth 100 coins each)
- Healing Supplies (1d4 bandages or 1 potion)

Locked Exit Stairway to the Surface

When you find a stairway upwards behind a heavy rusted portcullis, roll+Wis. On a 10+, both. On a 7-9, choose 1:

- Notice the trap on the locked portcullis controls
- Discern the exit's hidden guardian

You Trigger a Sewer Water Pit Trap:

ROLL +DEX:

10+ You are shaken but safe

7-9 Choose one:

- You don't lose a valuable item
 - You don't take damage (1d6)
 - You don't take -1 ongoing until you warm up and rest
- 6 or less: Suffer all three



MORE CUSTOM MOVES

THINGS

Arcane Map

A blank map on withered parchment. After a player spends a few minutes concentrating on the item the map will show a route to his or her greatest desire. Note that the map does not usually show monsters, traps or hidden doors.

Brass Key of Opening

Magical key of opening that will transform to open any normal lock. When used roll:

On a 10+: Success

7-9: The locked item makes a loud noise when opening

6 or below: The key breaks

Sewer Crocodile Bait 2 Weight

Combination of stewed goblin, spoiled peaches, and crushed rosemary will summon a hungry Sewer Crocodile when taken from its wrappings quickly.

Services

Bribe to ignore you: 10-50 Coins with haggling

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

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Dwarf Engineer *Intelligent, Cautious*

Pickaxe (b [2d10+2] damage 1 piercing) 16 HP 6 Armor
Close, Forceful, Near

A Dwarf hired to work for the Baron.

Instinct: Profit.

- Attack with pickaxe, if necessary.
- Maintain fine stonework
- Spite his "horrible boss" the Baron

Murderous Hobo *Solitary, Intelligent, Hoarder*

Staff (w [2d8] damage) 12 HP
Close, Reach

Hermit who plans to murder and eat the party when they fall asleep. He is bat crap crazy.

Instinct: Consume his fellow man

- Talk about how much better the sewer used to smell
- Offer to give everyone "sponge baths"
- Promise to show the party an exit

Sewer Crocodile *Solitary, Large, Stealthy*

Bite (d10+4 damage 1 piercing) 15 HP 2 Armor

These sewer dwellers float along the murky waters of sewers looking for its next hapless victim be it Rat, Goblin, Thief or Adventurer. 'Ware the one caught in its steely bite as it dives into the depths to tear and drown its victims.

Instinct: To devour

Sewer Goblin *Group, Small, Intelligent, Hoarder*

Dagger (d4+2 damage) 3 HP

Close

Instinct: Survive by any means necessary

Inspiration: Philippe "The Mouse" Gaston's escape during the opening of Richard Donner's film *Ladyhawke* and the videogame *Dishonored*.

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: To increase their ranks

Sewer Guard *Group, Organized, Cautious*

Sword (b [2d8] damage) 6 HP 2 Armor

A Sewer guard hired to work for the Baron.

Instinct: To do as little as possible

- Imprison
- Call reinforcements
- Take a quiet bribe



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