

THE LICHWAY v1.0E

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

- How did you first hear about the cursed Lichway Catacombs?
- Who cursed this place? Why?
- Have you ever heard such strange music before?
- What will the Assassins' Guild do to each of you each of you if you don't return with the Devouring Key and Illuminating Eye?

IMPRESSIONS

- The endless, confusing dusty stone catacombs lined with racks of broken skulls and yellow bone
- Sudden evil female laughter
- A bluish candle held by a shadowed figure that melts into the darkness
- An inexplicable gloom
- Always the haunting song echoes throughout
- An unexpected vast empty hall with pillars carved with the dancing and feasting dead
- The stench of death
- Moans of inhuman anguish and the shaking of chains
- Again that endless tune!
- A defaced statue of the ancient goddess Hecate; looking down on you approvingly
- Deep carven pictographs on a chamber's walls showing the "Dance Macabre".
- A chamber of ancient, broken sepulchers
- A child's toy lost in the dust.

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

"LICHWAY"

COLLINS ENGLISH DICTIONARY:

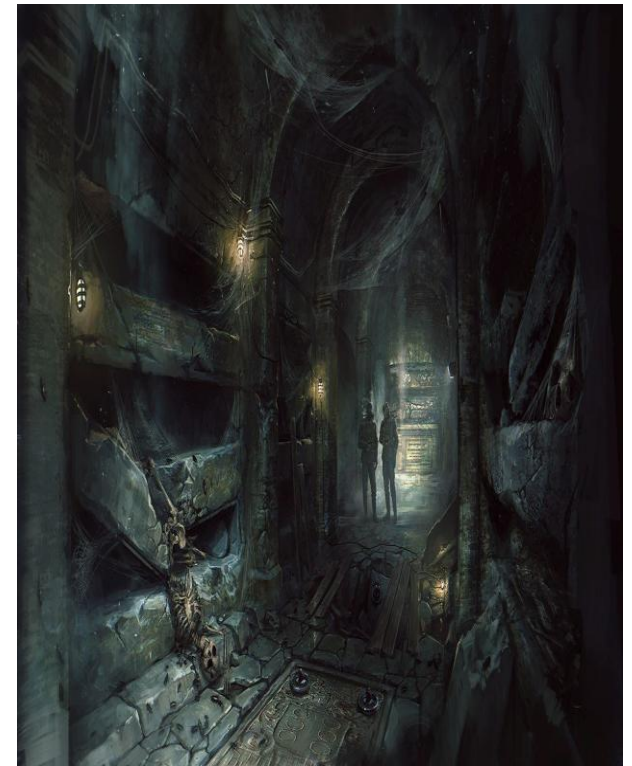
NOUN

"A PATH USED TO CARRY A COFFIN INTO A CHURCH OR TO BURIAL."

CUSTOM MOVES

When you attempt to navigate The Lichway, 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 Lichway monster or trap. *On a miss, you encounter a Lichway monster or trap. *On a 1-3, also lose all hold.

If multiple party members navigate in turn, their hold is pooled together for the entire party. To find one of the lichway's treasures, spend 1 hold and describe the room it is found in. You may spend 3 hold at any time to find the exit to the Lichway.



THINGS

The Illuminating Eye (1 Weight)

An unbreakable crystal sphere that contains a mystical arcane eye floating closed in mysterious amber fluid. When commanded to open by its owner the sphere acts like a Light spell. The illumination also reveals secret doors, traps, invisible creatures or objects and illusions.

The Devouring Key

This key will open any lock or door (magic or not) if the key's owner rolls 10+. A 7-9 and the key will require a food ration to open the door. On a fail the key will demand an expensive and rare fruit or vegetable to open the lock. If the owner agrees the key will open the lock but will not function again until it receives the promised gourmet item.

The Pipes of the Susurrus (1 Weight)

If played correctly these bone pipes will reassemble the Susurrus; if played to a Susurrus it will ignore the party.

Lichway Fear Glyph (Trap)

When you activate an invisible arcane Lichway Fear Glyph, it will briefly illuminate; roll+WIS. *On a 10+, you fight back your fear. *On a 7-9, choose one. *On 6-, choose two.

- Take -1 from fear forward until you make camp
- Scream loudly
- Refuse to venture further this way in the catacombs (Lose one **Navigate Lichway** hold).

Visit the Cats of Tindalos

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

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Monsters

Susurrus Solitary, Large, Construct
Pummel (d10 damage) 19 HP (1 armor)
Near

Special Qualities: Music that soothes the undead, Immune to Illusions and Invisibility, Death will create a **Zombie**

Horde

"Su-sur-rus": whispering, murmuring, or rustling.

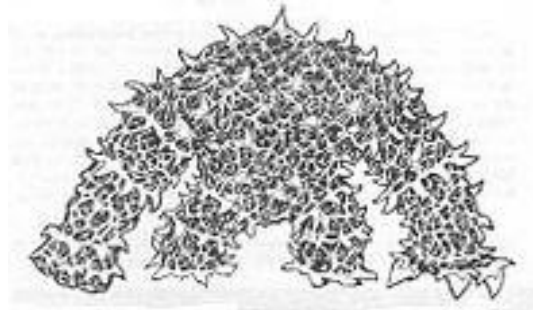
Example:"the susurrus of the stream"

Or...

A big headless hulk made of honeycombed bone channels? Wind blows through it and makes a sound that forces sleep on the undead? Check and double check. Many a party has destroyed this tomb guardian only to awaken things far worse...

Instinct: Attacks tomb raiders

- Creates undead pacifying music
- Guards tombs
- Sees with echolocation like a bat



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Inspired by the classic White Dwarf "Lichway" Dungeon and the Egil and Nix tales by Paul S. Kemp

Tomb Raiders Horde, Stealthy, Organized
Sword (b [2d4] damage) 3 HP (1 Armor)
Close, Far

- Rob and pillage
- Betray
- Ambush - Summon 2 more raiders once per encounter per group

Instinct: Rob

Zombie Horde Solitary
A flurry of blows (d8x2 damage) 20 HP
Close, Reach, Far

Special Qualities: 3x normal health. Every health lost kills a zombie. -1 dmg for every zombie lost. The horde is **very slow**.

- Created by the destruction of the Susurrus
- Horde will eventually escape Lichway and attack city if not destroyed
- Can be returned to rest by the Pipes of Susurrus

Special Rules: Fighting a Zombie Horde (Joseph Madigan)

When you fight the zombie horde, roll 2d6+STR:

10+ choose 2

7-9 choose 1

You avoid being caught by the zombies

You land a meaningful hit, roll damage against a zombie.

You maintain your position in the face of the zombie horde

You help another person escape the zombies

When you're caught by zombies, roll 2d6+STR:

10+ You escape their grasp

7-9 You aren't mauled or eviscerated, but they worsen your position - pin you down, take a weapon away, etc.

6- The undead horde tears you to shreds and feasts upon your bits.