

THE WARLOCK'S GREENHOUSE 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

- What rare jungle herb do you seek from the Warlock's Greenhouse?
- Why?
- What terrible fate has befallen trespassers?
- What do you know about this Warlock?

IMPRESSIONS

- The warm scent of decay
- Strange jungle plants.
- The green of the plants.
- The rush of a stream
- Humid air
- Towering palm trees
- A sign: "Trespassers will pay".
- An explosion of tropical flowers



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

"To see a world in a grain of sand and heaven in a wild
flower. Hold infinity in the palms of your hand and eternity
in an hour."

—William Blake

CUSTOM MOVES

Pool of Fate

When you gaze into this mysterious pool, roll +Wisdom:

- On a 10+, Learn something useful.
- On a 7-9: Learn something cryptic.
- Less than 6: Learn something disturbing and take -1 on all rolls until you make camp.

Unexpected Picnic

When you take a short rest at the Unexpected Picnic in the Warlock's Greenhouse Roll+Constitution:

On a 10+, choose 3. On 7-9, choose 1.

- You *Recover* as if you have rested for three days
- You eat and drink to your fill and collect 3 rations
- You experience a vision
- You do not collapse into mystical sleep



THINGS

Thievery Tools. (1 weight, 5 uses)

They contain lenses, wire cutters, lock picks and all of the tools of the trade of the thief. When you use them to open locks or disable traps take +1 forward and mark a use.

The Warlock's Jokes

A teleportation trap that doesn't instantly transport you somewhere, it instead just flings you through the air at insane speeds but you arrive safely, albeit freaked out.

Hit a pressure plate and half their weight in honey pours on the party, making them incredibly sticky. (Land speed is cut in half, they can't fly, they can't equip or unequip anything, or access their inventory, bears and bees are also very attracted to them, and the effect does not end till they get washed off.)

Illusory floor over pit with locking cover covered with fluffy pillows on the bottom...

Monsters

Tiny Garden Golem *Group, Construct*
Strike (d8-2 damage 1 piercing) 2 HP Armor: 4
Hand, Near

Special Qualities: Relentless

This small stone golem is a gardener's dream, but woe betide intruders!

Instinct: Protect the plants

- Tend the Warlock's Greenhouse
- Obey the Warlock

Homunculus Solitary, Tiny, Devious, Magical, Intelligent, Construct

Tiny fangs (w [2d8]-2, 1 piercing) 12 HP

Homunculus serve as spies, messengers, and so on. Their small size, agile flight, and natural stealth help them skulk unnoticed. Homunculi are complex extensions of their creator.

- Inject sleep venom with a bite

- Evade would-be captors
- Back draft damage to creator
- Dissolve when creator dies

Custom Move: When a homunculus bites you, ROLL+CON.

On a 10+, what a nasty pest! On a 7-9, choose 1:

- You take -1 until you next make camp
- You take an additional 1d4 damage (ignores armor) from the poison. On a 6-, you fall asleep.

Warlock *Stealthy, Magical, Devious, Hoarder*
Arcane bolt (d8 damage) 12 HP Armor: 1
Far

"I was alive when the Dead Sea was just a pond that was feeling a little poorly."

Special Qualities: Cast spells

Instinct: To ensnare intruders

- Concoct a strange experiment, ritual, or potion
- Force intruders to go on a dangerous quest
- Collect rare plants

Zenopus Flytrap, Giant Solitary, Large,
Stealthy, Devious

Strong digestive acid (d8+1 damage, ignores armor)
HP: 16, Armor: 2

Giant Zenopus Flytraps are popular as an alchemist's cultivated plants, but have a reputation for being difficult to grow. Successfully growing these specialized plants requires recreating a close approximation to the plant's natural habitat. They are also quite dangerous.

Instinct: To dissolve prey

- Hide in other fauna
- Digest prey with acid
- Engulf prey in a wink
- Attack with unused pods

Custom Move: When you are captured in a flytrap pod, ROLL+STR.

On a 10+, you get out rapidly.

On a 7-9, you get slightly burnt by acid, choose 1:

You don't lose your armor or one valuable item.
You don't get disfigured nor take 1d10 Damage.

On a 6-, you suffer both.

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