

WITCH'S GARDEN v1.0B

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 Witch's Garden?
- Why do you need Mandrake root?
- What terrible fate has befallen trespassers?
- What do you know about this Witch?

IMPRESSIONS

- The warm light pouring from the windows of a strange brown cottage into the twilight
- A happy burble of friendly tavern conversation.
- The green of the garden.
- The comic little gnome statuettes
- Sweet scent of herbs
- Towering trees
- A sign: "Trespassers will be eaten".
- An explosion of colorful 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

"Most books on witchcraft will tell you that witches work naked. This is because most books on witchcraft were written by men."

— Neil Gaiman

CUSTOM MOVES

Witch's Tarot Reading

When the Witch deals your cards, roll +Charisma.

• 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 Forest Inn (The Witch's Cauldron)

When you find the Unexpected Inn, roll +Charisma.

• On a 10+, the inn patrons provide useful items and/or information in exchange for a promise to banish the witch.

• On a 7-9: Decent food and drink are provided at normal rates.

• Less than 6: The inn charges double normal rates for terrible food and service.



SERVICES

Witch's Tarot Reading: 3 Coins

THINGS

Gingerbread Cottage

A snug cottage made of gingerbread enchanted to be as sturdy as wood. Looks better than it tastes.

Witch's Love Potion: 100 Coins

A sham that tastes terrible but has no effect.

Monsters

Decapus

Solitary, Large

Tentacles (d10 damage 1 piercing) 16 HP

Far

Special Qualities: On ground attacks do half damage

The Decapus is a creature usually found in forests. They look like bloated hairy globes sprouting ten tentacles. The hair is usually brown, but sometimes it is black. The body is normally green, although some purple or yellow Decapuses have been found. In the center of the Decapus's 4' wide body is its mouth. The mouth of a Decapus is terrible to behold. It is very wide and has long yellow teeth and a horrible foul breath. Decapuses usually live alone, preferring to hunt by themselves. They hunt by swinging through trees and scooping up their prey in their tentacles. The tentacles are 10' long. They extend from all parts of its body. The tentacles are covered with suckers which the Decapus can use not only to grasp prey but to climb walls and ceilings. The Decapus attacks with nine of its tentacles, using the tenth tentacle to hang from the ceiling (or trees). On the floor or ground, the Decapus is much more helpless. Its tentacles are not strong enough to support its weight upright for long periods of time. On the ground, the Decapus can only manage six attacks, and these attacks do only half normal damage.

Inspirations include the classic D&D Basic adventure module Palace of the Silver Princess, Goosebumps movie and the Harry Potter films.

Garden Gnome

Group, Construct

Strike (d8-2 damage 1 piercing) 2 HP Armor: 4

Hand, Near

Special Qualities: Relentless

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

Instinct: Protect the garden

- Tends the Witch's Garden

Shrieking Mandrake

Group, Tiny, Stealthy, Devious

Bite (1d4d)

2 HP

Hand

These ugly creatures with a body made from roots and hair of leaves will spend their lives doing nothing. That is until some idiot gardener mistakes one for a parsnip and tries to pull them up by the hair.

Instinct: Scream and summon Garden Gnomes

Vampire Rose

Solitary, Stealthy

Entangle and drain (b [2d10] damage) 10 HP

Close, Near

Special Qualities: Hypnotic anesthetic

A vampire rose 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. 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.

Instinct: Trap prey

- Looks like a white rose bush
- Drain blood

Custom Move: 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 rolls 10+ pulls free and they gain an additional attack on the rose.

Witch

Stealthy, Magical, Devious, Hoarder

Black bolt (d8 damage) 6 HP Armor: 1

Far

"Upon our wicked life, another hero comes, you see? Toil, toil, bubble and strife! Another one will lose their life!"

Special Qualities: Cast spells

Instinct: To ensnare the weak

- Concoct a foul experiment, ritual, or potion
- Evade capture (by broomstick, giant pestle & mortar, house on chicken-legs etc.)
- Bring a curse upon the people
- Unleash a terrible doom

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