

Saviors of Hogtown

and other adventures



BY JUSTIN FORD WITH ART BY ALLUKEHART

Saviors of Hogtown

And Other Adventures

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The contents of *Saviors of Hogtown* are based upon the foundations established in *Dungeon World*, by Sage LaTorra and Adam Koebel, and *Funnel World* by Jason Lutes & Jesse

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WELCOME TO THE FUNNEL

The following adventures are designed for a mob of level 0 villagers caught up in conflicts beyond their ken. Their goal: Survival and the opportunity to rise above their station.

I hope you enjoy these ridiculous dungeon starters. Feel free to embellish the elements that most delight you and weave them into your campaign's larger narrative OR enjoy them as a one-shot.

And remember! it's important to kill your darlings.

✘ Justin F.

WHAT IS A FUNNEL?

Funnel adventures hearken to a style of play popularized by 1st edition Dungeons & Dragons. In this period, character death was common and players would take charge of multiple adventurers in order to tackle threats that would otherwise be too difficult for a party of low level adventurers.

Saviors of Hogtown calls back to this period in several ways.

- Randomly rolled characters
- Troupe-style play in which players control a cadre of low-level characters each with their own specialty
- A focus on creative solutions and improvisational play
- High stakes encounters in which death is always a possibility

A MODERN TWIST

Many classic elements of play have fallen by the wayside, and for good reason. If you are used to game experiences that seek to replicate old school play or have yet to experience a modern roleplaying game, I hope you are pleasantly surprised by the following elements:

- The integration of mechanics with narrative
- The absence of race or gender based stat bonuses
- Progressive safety tools to improve the play experience
- A storytelling style that draws maps but leaves blank spaces
- A focus on The Conversation: the space we occupy as narrators of the shared fictional universe

NO TWO DUNGEONS ALIKE

At the heart of every Dungeon World adventure is a shared story that is uniquely yours. Never begin a Dungeon World story with a clear ending in mind and always be ready to drive the plot in a new direction. The surprises you'll experience are half the fun.

As you absorb each of the three adventures included in this text you may notice unexplained allusions to undefined locations, references to enemies without stats, and an absence of prepackaged conclusions. This is by design.

ACKNOWLEDGMENTS

To Vincent & Meguey Baker, Adam Koebel, Sage LaTorra, and Jason Lutes for paving the way.

Max Hervieux, Rebecca Gold, and Travis Delknap for always being down to game.

To all the friends in the Seattle TTRPG community.

And to Eli Kurtz, Ben Robins, and Carolin Hobbs for always encouraging and inspiring me.

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ADVENTURE: SAVIORS OF HOGTOWN 16

For those seeking an irreverent adventure akin to your most beloved Saturday morning cartoons.

Themes: Courage, Trust, & Misconceptions.

ADVENTURE: THE KING BENEATH THE CASTLE 22

For those intrigued by darker stories of betrayal and accursed blood.

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For those with an urge to jump straight into the meat grinder.

Themes: Disaster, Heroism, & Hubris.

APPENDICES 34

A: MARITIME VILLAGERS

1d100 additional villagers for coastal communities.

B: ASPECT & FORM

1d20 random elements for monstrous creatures and transformations.

C: OCCURRENCES AT CAMP

1d20 random events to spice up your adventure.

PLAYING THE GAME

In most ways that matter, a funnel resembles a standard Dungeon World adventure:

1. An ominous danger exposes itself.
2. It's up to the players to stop it.
3. Adventure ensues.

I think you'll find that heroism comes naturally to villagers. They'll just need a little poke in the rear to send them off.

GATHERING PLAYERS

Saviors of Hogtown is designed for four to seven players, including one Game Master (or GM), whose job it will be to portray side characters and advance the dungeon's fronts. The remaining players take control of two to three villagers as they face their impending doom equipped only with the tools of their trade.

AGENDAS & PRINCIPLES

Dungeon World comes equipped with a comprehensive list of agendas and principles but, alas, villagers are not yet heroes. To honor this the GM's directives are modified to include the following:

•*Honor the Tone*

Before the game begins have everyone at the table agree on a tone and stand by it in play.

•*Embrace the Whims of Fate*

Allow the party to succeed when they succeed and fail when they fail. For good or for ill, let the dice fall where they may.

•*Revel in the Chaos*

Be a fan of the characters but also embrace the absurdity of the adventure's premise. Villagers don't belong in dungeons. Remind them of this often.

OCCUPATIONS

Instead of choosing a heroic class, lvl 0 characters have only the experience of their trade and station to rely on in the fight against evil. When creating a villager roll randomly for its stats, occupation, species, and gear. All villagers also gain access to the **Know Your Stuff** move and any moves attached to their species.

SPECIES

A villager's species is determined by their occupation roll. If you are a dwarf, elf, or halfling, you likely share the following traits.

Elves have keen senses and a natural affinity for magic.

Dwarves have a proud heritage of craftsmanship and oral histories.

Halflings are known around the world for their exceptional luck.

Mark the associated move for each species on your **Character Sheet**. There you can find a more in depth mechanical explanation of its effect on play.

ALIGNMENT

Villagers haven't the experience necessary to determine their alignment. They choose one once they **Level Up** for the first time.



XP & LEVELING UP

At first level, villagers earn the right to choose a heroic playbook. Think back on the adventure so far and choose the playbook that speaks to you. Recalculate your health and load, transferring your stats, gear, and moves to your new character sheet.

Also add the following question to the *End of Session* move and gain XP if the group answers in the affirmative:

•*Did we survive the funnel?*

DEATH & DYING

As they are normally beneath Death's notice, villagers may roll only a single d6 when they trigger the *Last Breath* move.

Rules lawyers may notice that this makes any result other than a *miss* exceedingly unlikely. Know that an additional die may be provided by the GM to reward acts of heroism or dramatic irony.

This rule is not meant to make light of a villager's passing but feel free to do that too. (So long as everyone is on board with the tone. See *Honor the Tone* in the *Agendas & Principles* section).

MOVES

All the basic and special moves of *Dungeon World* are available to villagers with a few caveats.

1. When a move would give a character **+1 or -1 forward**, consider giving them advantage or disadvantage instead, (see **Advantage & Disadvantage** in the *Tools & Options* chapter).

This includes the *Defend*, *Discern Realities*, and *Aid or Interfere* moves, among others.

2. The *Last Breath*, *End of Session*, and *Level Up* moves have all been modified, (see *previous*).

3. If you are playing with the Luck stat add **Tempt Fate** to the list of basic moves for all player characters.

4. When the party would **Make Camp**, consider providing them with a story prompt from the **Occurrences at Camp** table in Appendix C.

5. Players may establish or alter bonds at any time, not just at the end of a session, (though they may not be rewarded with XP for doing so).

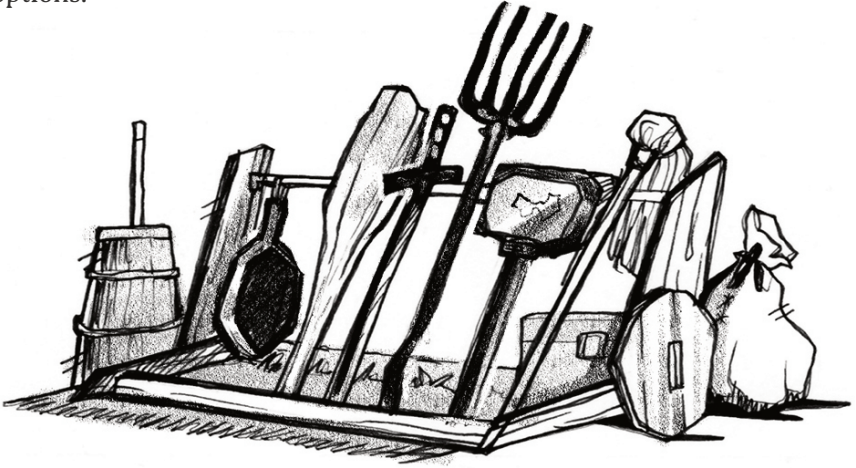
6. Each of the three adventures comes equipped with its own selection of moves and options. Review them before you play.

KNOW YOUR STUFF

When you *Spout Lore* or *Discern Realities* about something related to your occupation, **tell the GM why you deserve advantage and take it if they agree**. In addition, when you have the resources (time, materials, etc.) to do something you know how to do, you do it.

TOOLS & OPTIONS

Maximize your play experience with the following tools and options.



SAFETY TOOLS

Safety tools give the players at your table permission to better communicate their desires and expectations. It is expected that you use them because you care about that shared experience and acknowledge that your safety is as integral to the game as rolling dice or acting in-character.

I encourage you to use the safety tools that work best for your table. Here are a few favorites:

Lines are hard limits which we shall not cross. Take time before the game to discuss where each of you draw a line and agree to respect that boundary in play.

IE: Violence against animals, on-screen depictions of torture, slavery, etc.

Veiling is a technique used to acknowledge an event without depicting it on screen. This is used in play to skirt taboo topics.

IE: As things get hot and heavy, we draw a veil and fade to black.

ADVANTAGE & DISADVANTAGE

When you would take a **+1 or -1 forward**, roll with advantage or disadvantage instead: roll three dice and count the highest or lowest pair.

LUCK

Saviors of Hogtown supports an additional player attribute representing a character's **Luck**. Your **LUC** modifier is primarily used as a bonus for a new basic move, **Tempt Fate** (see below).

— TEMPT FATE (+LUC) —

When you act without a hope or a plan, roll **+LUC**. On **10+** it's your lucky day. You do it but your fortune is strained: you have **disadvantage** on your next **LUC** roll; **7-9**, your luck comes at someone else's expense. The GM will tell you how and when.

RETAINING AGENCY

As the author of this game I believe strongly in the importance of acknowledging a player's agency over the fictional characters they command.

To that end, if a player-character would lose control of their actions as the result of mind control or other such effects, consider employing the following move.

LOSE CONTROL

When you would lose control of your body or mind, give the GM three hold. They may spend hold to suggest a thought or course of action. If you accept it as your own, gain one XP. If you reject it, give the GM one hold. The GM may spend three hold to make a hard move against you.

LEAST
LIKELY TO
SURVIVE

LEAST
LIKELY TO
SURVIVE

END OF SESSION REWARDS

After character creation, the villager who rolls lowest on their stats or fails to make an impression may be nominated by the group for the coveted title of *Least Likely to Survive!* If a new villager would surpass the bearer of this title in fragility or ineptitude, the title holder is honor bound to pass it on.

At adventure's end this coveted award earns its champion the right to **Roll Over** a single villager. Any character may be returned to life with this move, including a favorite side-character or villain. If we play in this setting again, they are bound to make a surprising and miraculous reappearance.

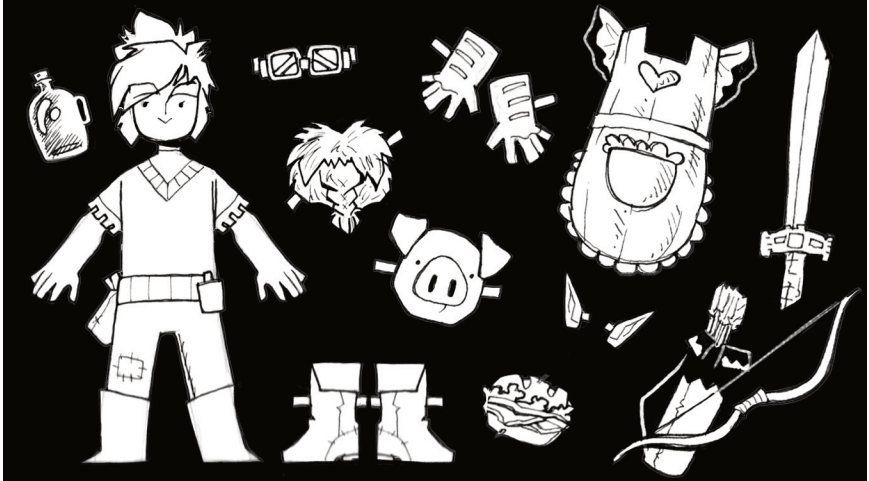
Roll Over (+LUC)

When you should be dead but the audience demands more, roll +LUC: On 10+ you awaken where you lie with a new lease on life. Somehow the rocks didn't quite crush you flat, the arrow just missed any important organs, or all that burning was merely superficial; 7-9, you awaken where you lie but something doesn't feel right. You're bleeding out, pursued by wolves, or maybe short a limb but you'll survive for now; **Miss**, everyone left you for dead, and you were, but not anymore. You arise again, all the worse for wear. As you open your eyes we see that something has changed. Then we fade to black.

CREATING VILLAGERS

The three adventures that follow are designed for a party of three to six players. As the GM, it's your job to review the "Before You Begin" section for any adventure specific rules. Then have the players muster two to three villagers each.

To muster villagers, follow the procedure below or create a set of pre-made villagers for the party to draw from as they play.



1ST: ABILITY SCORES

Roll 3d6, down the line, for each:

Strength, Dexterity, Constitution, Intelligence, Wisdom, Charisma, and Luck.

Option: at the GM's discretion a player may swap two stats after rolling their occupation.

Score	Mod
3	-3
4-5	-2
6-8	-1
9-12	0
13-15	+1
16-17	+2
18	+3

2ND: ABILITY MODIFIERS

A character's ability score determine their MOD, or bonus.

STR represents a character's raw physical power and how much they can carry.

DEX represents a character's speed and flexibility.

CON represents a character's hardiness and defines how much damage they can take.

INT represents a character's memory and knack for learning.

WIS represents a character's good judgment and force of will.

CHA represents a character's personal appeal or charm.

LUC represents a character's fortune, for good or ill.

3RD: DETERMINE HP (CON +4)

4TH: DETERMINE LOAD (STR +4)

5TH: NOTE DAMAGE DIE (d4)

6TH: ROLL OCCUPATION

Roll a d100 (2d10) on the Occupation Table (Table 1) to determine your occupation, species, and gear. Be sure to check the appropriate heritage move on your sheet, if relevant, and note the **Know Your Stuff** move.

7TH: NAME & LOOK

Choose a name for your villager, including pronouns, and develop their look: a short description of the villager's outward appearance and personality.

While determining a character's details can be a game in itself, don't get too bogged down in the details. A villager's life is fleeting.

At your option, you may roll on Table 2: Name and Table 3: Look to inspire your decision.

8TH: DETERMINE BONDS

A bond consists of a short actionable sentence that sums up your relationship with another character. During your adventures you'll be encouraged to invent and advance bonds with your fellow party members.

When creating your first villager you may choose to invent a bond out of whole cloth or you may roll 1d20 on the Bonds Table (Table 4) at character creation to determine it randomly.

Create your first bond with a character controlled by a player to your left or right and alternate for subsequent characters.

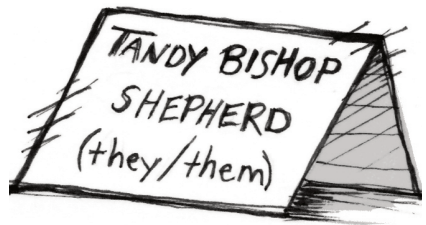
You may want to workshop your bond with its target but know that these relationships are unidirectional: the other character may not agree with your opinions nor your assessment of the situation in general.

9TH: ANSWER QUESTIONS

The GM will now introduce the adventure and ask leading questions to help establish the fiction. Use this opportunity to mentally flesh out your character and take stock of any threats looming on the horizon.

10TH: INTRODUCTIONS

Before you play take turns introducing the villagers to one another including their name, pronouns, species, occupation, etc. To help everyone keep track of all this information, create a standee like the one below.

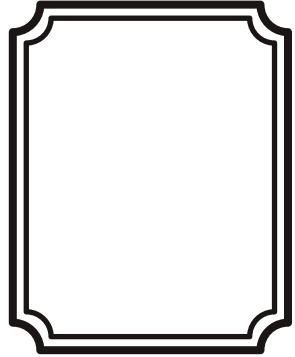


FINAL NOTE

No single roll of the dice is sacrosanct. If a player rolls an option they don't like or that makes them uncomfortable let them roll again.

When in doubt always remember to lead with empathy.

A VILLAGER



NAME _____ XP _____

OCCUPATION _____

LOOK _____

ABILITY	MODIFIER	DEBILITY
Strength _____	STR _____	<input type="checkbox"/> Weak
Dexterity _____	DEX _____	<input type="checkbox"/> Shaky
Constitution _____	CON _____	<input type="checkbox"/> Sick
Intelligence _____	INT _____	<input type="checkbox"/> Stunned
Wisdom _____	WIS _____	<input type="checkbox"/> Confused
Charisma _____	CHA _____	<input type="checkbox"/> Scarred
Luck _____	LUC _____	<input type="checkbox"/> Cursed



DAM.
d4

HP

CON +4



AR
Gear

LOAD
STR +4



BOND 1

BOND 2

GEAR

KNOW YOUR STUFF

When you *Spout Lore* or *Discern Realities* about something related to your occupation, **tell the GM why you deserve advantage and take it if they agree.** In addition, when you have the resources (time, materials, etc.) to do something you know how to do, you do it.

Etched in Stone (*Dwarven Heritage Move*)

When you *appraise an artificial item, object, or location*, the GM will tell you something interesting about the one who made it, no questions asked.

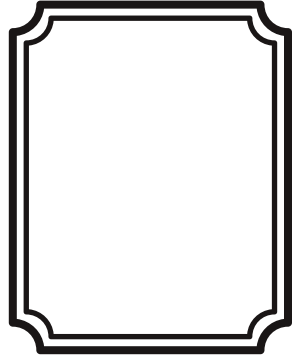
These Elf Eyes (*Elven Heritage Move*)

You see **perfectly in the barest light** and may focus your senses to **Detect Magic** at will.

Lucky (*Halfling Heritage Move*)

When you *Tempt Fate* and score a 10+ you don't suffer **disadvantage** and on a 12+ your luck rubs off; the nearest ally gains **advantage** on their next roll.

A VILLAGER



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LOOK _____

ABILITY	MODIFIER	DEBILITY
Strength _____	STR _____	<input type="checkbox"/> Weak
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DAM.
d4

HP

CON +4



AR
Gear

LOAD
STR +4



BOND 1

BOND 2

GEAR

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TABLE 1: VILLAGER OCCUPATIONS

d100	Occupations	Starting Gear
1	Alchemist	1d4 potions of healing (1 wt), antitoxin
2	Animal trainer	Roll 1d4 [1=leather gauntlet, falcon; 2=2 dogs, leashes; 3=monkey, music box (2 wt); 4=cage (1 wt), 2 ferrets]
3	Apiarist	Bee keeper's suit (<i>worn</i> , 1 wt), 1d4 honey jars (1 wt ea)
4	Apothecary	Sickle (<i>close, messy</i> , 1 wt), mortar & pestle
5	Baker	Baked goods (2 ratx, 1 wt)
6	Barber	Razor (<i>hand</i> , +1 Dam, 0 wt), scissors (<i>hand</i> , 0 wt)
7	Bartender	Bottle of wine (1 wt), dishrag, 2d4 wine glasses (1 wt)
8	Beggar	Begging bowl, 1d4 coins
9	Blacksmith	Hammer (<i>close</i> , 1 wt), 1d4 horseshoes (<i>thrown</i> , 1 wt)
10	Bricklayer	Trowel (<i>close, awkward</i> , 1 wt), 2d4 bricks (3 wt)
11	Burglar	Prybar (<i>close, awkward</i> , 1 wt), burlap sack (0 wt)
12	Butcher	Cleaver (<i>hand, mess</i> , 1 wt), sausages (2 ratx, 1 wt)
13	Candle maker	Carving knife (<i>hand</i> , 0 wt), 2d4 candles (0 wt)
14	Carpenter	Hammer (<i>close</i> , 1 wt), handsaw (<i>hand</i> , 1 wt), nails (1 wt)
15	Charlatan	Rucksack, 2d4 fake healing potions (0 wt)
16	Cheesemaker	Knife (<i>hand</i> , 0 wt), cheese wheel (4 ratx, 2 wt)
17	Cobbler	Tack hammer (<i>hand</i> , 0 wt), 1d6 footwear (2 wt), tacks
18	Courier	Knife (<i>hand</i> , 0 wt), satchel, letter
19	Cutpurse	Knife (<i>hand</i> , 0 wt), 1d6 coin
20	Ditch digger	Shovel (<i>close, awkward</i> , 2 wt), wheelbarrow
21	Doomsayer	Pamphlets (1 wt)
22	Dwarf digger	Shovel (<i>close, awkward</i> , 2 wt), helmet, adv. gear (4 uses, 1 wt), dwarven hardtack (7 uses, 1 wt)
23	Dwarf jeweler	Jeweler's lens, jewels worth 3d10 coins (0 wt)
24	Dwarf miner	Pick (<i>close</i> , 2 wt), adv. gear (4 uses, 1 wt)
25	Dwarf sculptor	Hammer (<i>close</i> , 1 wt), chisel (<i>awkward, hand</i> , 1 wt)
26	Dwarf smith	Hammer (<i>close</i> , 1 wt), masterwork shield (1 AR, 2 wt)
27	Elf hunter	Fine bow (<i>near, far</i> , 1 wt), arrows (1d4 ammo, 1 wt)
28	Elf poet	Elven lyre (1 wt), ink, quill, parchment
29	Elf stargazer	Telescope (1 wt), bag of books (5 uses, 2 wt)
30	Elf traveler	Walking stick (<i>close</i> , 1 wt), elven bread (7 uses, 1 wt)
31	Elf weaver	Shears (<i>hand</i> , 1 wt), needle & thread, bolt of silk (2 wt)
32	Executioner	Executioner's axe (<i>close, 2-handed, messy</i> , +1 Dam, 2 wt), black hood (<i>worn</i> , 0 wt)
33-35	Farmer	Pitchfork (<i>close, reach</i> , 1 wt), bushel of ... [(roll 1D10: 1=barley; 2=onions; 3=peppers; 4=potatoes; 5=squash; 6=rice; 7=wheat; 8=hops; 9=beets; 10=oats) 4 ratx, 2 wt]
36	Ferrier	Oar (<i>awkward, reach</i> , 2 wt), 1d6 coin
37-38	Fisher	Knife (<i>hand</i> , 0 wt), fishing net (<i>reach, thrown</i> , 1 wt)
39	Fletcher	Shortbow (<i>near, far</i> , 1 wt), arrows (1d4 ammo, 1 wt)
40	Forager	Knife (<i>hand</i> , 0 wt), basket (0 wt)
41	Fortune teller	Crystal ball (1 wt), deck of cards
42	Freebooter	Longsword (<i>close</i> , +1 Dam, 2 wt), adv. gear (1 wt), treasure map, ratx (1 wt), 2d10 coin
43	Gardener	Shears (<i>hand</i> , 1 wt), basket of flowers (1 wt)
44	Glassblower	Tongs (1 wt), metal rod (<i>close</i> , 1 wt), bag of sand (2 wt)
45	Goatherd	Crook (<i>close</i> , 1 wt), 1d4 goats
46	Gong farmer	Shovel (<i>close, awkward</i> , 2 wt), basket of gong (2 wt)
47	Gravedigger	Shovel (<i>close, awkward</i> , 2 wt)
48	Halfling brewer	Cask of halfling brandywine (+1 to <i>Carouse</i> , 4 wt)
49	Halfling cook	Cleaver (<i>hand</i> , +1 Dam, 1 wt), pies (1d4 rations, 1 wt)
50	Halfling footpad	Sap (<i>hand</i> , 1 wt), thief's tools (4 uses, 1 wt)

KEY: AR = Armor, Dam = Damage, ratx = Rations (4 uses), wt = Weight

d100 Occupations Starting Gear

51	Halfling fisher	Knife (<i>hand</i> , 0 wt), pole & tackle (<i>awkward</i> , <i>reach</i> , 1 wt)
52	H. greenthumb	Spade (<i>hand</i> , <i>awkward</i> , 0 wt), wheelbarrow
53	Healer	Knife (<i>hand</i> , 0 wt), bandages (1d4 uses, <i>slow</i> , 0 wt)
54	Hedge wizard	Staff (<i>close</i> , <i>2-handed</i> , 1 wt), belt pouch (0 wt), gain The Wizard's <i>Prepare Spells & Cast a Spell</i> moves. You know one cantrip: Unseen Servant
55	Herald	Shortsword (<i>close</i> , 1 wt), trumpet (1 wt)
56	Hunter	Shortbow (<i>near</i> , <i>far</i> , 1 wt), arrows (1d4 ammo, 1 wt)
57	Innkeeper	Club (<i>close</i> , 2 wt), provisions (2d4 rations, 2 wt)
58	Janitor	Mop (<i>awkward</i> , <i>close</i> , <i>2-handed</i> , 1 wt), bucket of soapy water (2 wt), rags
59	Jester	1d4 knives (<i>hand</i> , 0 wt)
60	Lamplighter	Lantern (1 wt), flask of oil, flint & steel, 10' pole (2 wt)
61	Launderer	Bar of soap, bag of dirty laundry (2 wt)
62	Marshal	Rapier (<i>close</i> , <i>precise</i> , 1 wt), badge, manacles (1 wt)
63	Miller	Sack of flour (2 wt)
64	Milliner	Bundle of hats (1 wt), scissors (<i>hand</i> , 0 wt)
65	Miner	Pick (<i>close</i> , +1 damage, 2 wt), lantern, flask of oil
66	Minister	Holy symbol, gain The Cleric's <i>Commune & Cast a Spell</i> moves. You know one rote: Guidance
67	Monk	Staff (<i>close</i> , <i>2-handed</i> , 1 wt), holy symbol
68	Musician	An instrument [Roll 1d8: (1=accordion (2 wt); 2=drum (1 wt); 3=fiddle (1 wt); 4=flute; 5=guitar (1 wt); 6=mbira; 7=horn (1wt); 8=banjo (1wt)), 2d6 coin
69	Netmaker	Fishing net (<i>reach</i> , <i>thrown</i> , 1 wt), 50' of rope (2 wt)
70	Outlaw	Ragged bow (<i>near</i> , 1 wt), arrows (1d4 ammo, 1 wt)
71	Oxherd	Whip (<i>reach</i> , 1 wt), 1d4 oxen
72	Peddler	2d4 pots & pans (1 wt ea)
73	Pickler	1d4 jars of pickles (1 ratx, 1 wt ea)
74	Potter	Burlap sack, vases (2 wt)
75-76	Poultry farmer	Hatchet (<i>hand</i> , 1 wt), Roll 1d4 [1=1d6 chickens; 2=1d6 ducks; 3=1d4 geese; 4=1d4 swans]
77	Quarrier	Maul (<i>close</i> , <i>forceful</i> , <i>2-handed</i> , 2 wt)
78	Rat catcher	Club (<i>close</i> , 2 wt), burlap sack, 2d4 rat traps (0 wt)
79	Ropemaker	100' of rope (2 wt)
80	Scholar	Bag of books (5 uses, 2 wt)
81	Scribe	2d4 pieces of parchment (0 wt), quill & ink
82	Shepherd	Shears (<i>hand</i> , 1 wt), 1d4 sheep
83	Stablehand	Pitchfork (<i>close</i> , <i>reach</i> , 1 wt), pale (2 wt)
84	Stable master	Whip (<i>reach</i> , 1 wt), mule
85	Swineherd	Club (<i>close</i> , 1 wt), 1d4 swine
86	Tailor	Shears (<i>hand</i> , 1 wt), needle & thread, bolt of cloth (1 wt)
87	Tanner	Knife (<i>hand</i> , 0 wt), 2d4 hides (2 wt)
88	Tax collector	Sword (<i>close</i> , 1 wt), 2d10 coin
89	Tinker	Tinker's tools (0 wt)
90	Thatcher	Handaxe (<i>close</i> , 1 wt), 1d4 sheaves of straw (1 wt ea.)
91	Trapper	Knife (<i>hand</i> , 0 wt), 1d4 snares (1 wt), 1 beartrap (2 wt)
92	Undertaker	Holy symbol, coffin (4 wt)
93-95	Watchman	Spear (<i>reach</i> , <i>thrown</i> , <i>near</i> , 1 wt), helmet, torch, flask of oil, flint & steel, horn (1wt)
96	Weaver	Shears (<i>hand</i> , 1 wt), needle & thread, bolt of cloth (1 wt)
97	Witchdoctor	Incense, 1d4 poultices & herbs (2 uses, <i>slow</i> , 1 wt)
98-00	Woodsman	Handaxe (<i>close</i> , 1 wt), bundle of sticks (2 wt)

adv. gear = *Adventuring Gear* (5 uses). If no *Weight* is listed, assume 0 wt

TABLE 2: VILLAGER NAMES

d20	Common	-	-	Elven	Dwarven	Halfling
1	Ajax	Andrea	Ace	Aegor	Amanita	Avish
2	Boroshka	Brianne	Brand	Cadriel	Diggin	Baker
3	Eckel	Cass	Briar	Dwire	Freya	Bo
4	Florian	Delphi	Carver	Elsivere	Gondor	Cadmus
5	Griff	Edna	Clip	Fallan	Grolf	Emory
6	Habib	Guari	Dill	Hycorax	Harber	Ford
7	Harrie	Junyi	Feldspar	Ivet	Janus	Gladys
8	Jamal	Kam	Harper	Jahir'ren	Kaska	Griffo
9	Lane	Loureline	Jay	Kelsinor	Koebel	Hob
10	Malik	Mabel	Joker	Lierenwal	Moji	Hojiro
11	Morgan	Onnette	Myrtle	Melliandre	Nadja	Ida
12	Nilton	Priscilla	Oak	Nym	Orin	Iver
13	Rajul	Qui	Opal	Pendrell	Puck	Keiko
14	Samuel	Rhea	Quill	Qoir	Rundrig	Lana
15	Shen	Sahar	Silver	Selene	Rygar	Lumpy
16	Thadeus	Shuri	Timber	Strix	Stras	Rosco
17	Urso	Tandy	Violet	Throndir	Tholga	Sakura
18	Xayir	Val	Wick	U'ura	Titania	Sorrel
19	Yorick	Wei	Winter	Valindarae	Willamette	Wigle
20	Zaim	Zilda	Zip	Zanne	Xoto	Xylas

TABLE 3: VILLAGER LOOK

d20	Face	Eyes	Hair	Body	Clothing
1	Angular	Bright	Braided	Bulky	Colorful
2	Brave	Charming	Covered	Calloused	Comfortable
3	Concerned	Concerned	Cropped	Curvy	Common
4	Eager	Dark	Curly	Delicate	Dark
5	Freckled	Crafty	Excessive	Fat	Dirty
6	Glowing	Dim	Fancy	Fit	Disheveled
7	Glowing	Flirtatious	Long	Knobby	Drab
8	Hard	Guilty	Messy	Large	Elegant
9	Haunted	Haunting	Natural	Maimed	Foreign
10	Laughing	Indifferent	Oiled	Scarred	Flowing
11	Noble	Judging	Perfumed	Soft	Loose
12	Pinched	Large	Shaved	Scrawny	Minimal
13	Rosy	Peaceful	Shiny	Short	Patched
14	Round	Piercing	Shorn	Stubby	Patterned
15	Scarred	Restless	Spiky	Sweaty	Strange
16	Simpering	Smouldering	Stylish	Tall	Tailored
17	Shrouded	Solemn	Swooping	Tanned	Tattered
18	Thoughtful	Tired	Tangled	Tattooed	Tawdry
19	Worried	Unusual	Tossed	Thin	Tight
20	Wrinkled	Vibrant	Wild	Wiry	Unkempt

TABLE 4: VILLAGER BONDS

d20 Bond

- 1 _____ doesn't know the first thing about ...
1=raising children, 2=fighting monsters, 3=coin, 4=the wider world
- 2 _____ isn't worthy of my trust. Everybody knows they're ...
1=my ex, 2=the town gossip, 3=a heretic, 4=just plain creepy
- 3 I'll prove to everyone that _____ is ...
1=a fraud, 2=a spy, 3=our rightful leader, 4=the hero we need
- 4 I must convince everyone _____ doesn't deserve ...
1=to be here, 2=the love of [villager], 3=disrespect, 4=their success
- 5 I will help _____ find ...
1=their true calling, 2=courage, 3=what was lost, 4=the light
- 6 _____ will be the death of us. I must do everything in my power to ...
1=distract them, 2=undermine them, 3=educate them, 4=expose them
- 7 _____ owes me ...
1=a drink, 2=their life, 3=a favor, 4=an explanation
- 8 I have to protect _____ from the dangers ahead. They are ...
1=family, 2=naive, 3=precious to me, 4=going to get themselves killed
- 9 _____ has much to learn about the ...
1=pecking order, 2=way of things, 3=meaning of family, 4=perilous wilds
- 10 _____ isn't likely to ...
1=survive, 2=contribute much, 3=notice me, 4=give me a shot
- 11 _____ can't be allowed to ...
1=corrupt us, 2=overshadow me, 3=lead, 4=embarrass themselves
- 12 I must find a way to make _____ listen to ...
1=my good ideas, 2=reason, 3=their heart, 4=[villager]
- 13 _____ and I are inseparable because we ...
1=are twins, 2=swore an oath, 3=are betrothed, 4=share a dark secret
- 14 _____ must come to see that ...
1=they're wrong, 2=we're screwed, 3=we need them, 4=I hate them
- 15 I can't help but undermine _____ because they ...
1=deserve it, 2=forced my hand, 3=smell funny, 4=are just so gullible
- 16 I will sing _____'s praises from the mountaintops. They ...
1=are beautiful, 2=are my kin, 3=can do no wrong, 4=will protect me
- 17 I owe _____ ...
1=a drink, 2=my life, 3=a favor, 4=an explanation
- 18 I mustn't underestimate _____'s ...
1=inner strength, 2=peculiar charisma, 3=special wisdom, 4=money
- 19 _____ needs to come clean about ...
1=[villager's] past, 2=their past, 3=us, 4=what's really going on here
- 20 I need to convince _____ to forget about ...
1=what they saw, 2=our past, 3=their mistakes, 4=old grudges

For a name, roll once and pick the option that strikes you best or simply choose from the list.

For a look, pick or roll two to three times.

Saviors of Hogtown



In Hogtown, destruction looms. Several days ago Old Brew-Beard spotted a veritable army of goblins and strange beast-headed folk pouring out of Chimney Hill. No one believed him until this morning when Hogtown's founder and mayor, Grimrod the Transmutor, rang the alarm bell and gathered everyone beneath his wizard's tower.

“As members of the militia it’s your job to keep everyone safe!

Now march out to Chimney Hill, find the goblin regent and bring back what was stolen from us while their army is away. Our lives may depend upon it.”

This is the story of those brave few who returned.



THE VILLAGE

Hogtown is sleepy village of farmers and brick makers resting atop clay-rich soils. What few visitors it receives are met with a mix of curiosity and outward suspicion. “Why would someone want to live anywhere else?”

Touchstones: Farms, Mud, Wizard’s Tower. **Prosperity:** Poor. **Resources:** Livestock, Produce. **Population:** Steady. **Defenses:** None. **Tags:** Safe, Trade (Stargard), Arcane, Personage (Grimrod).

THE CAST

Grimrod the Transmutor: The founder and mayor of Hogtown is a curious wizard of middling age. Detached and easily distracted from the village’s daily struggles, the mage has never quite fit in with the other townsfolk. They respect him all the same.

Gnasher The Wise: Once Grimrod’s friend and confidant, the ruler of Chimney Hill trusted one too many magic users. Now they’re a prisoner in their own throne room.

The Red Sorcerer: This mysterious figure with fire in his skin traveled to Chimney Hill from a distant mountain. With the Mirror of Transmutation firmly in his control, things look bleak.

Old Brew-Beard: The eldest villager in Hogtown is also the laziest. He doesn’t want for much, living on the good graces of others and occasionally making trouble for the mayor.

Brew-Beard has the honor of being the only villager privy to Hogtown’s secret. If pressed he’ll simply tap his nose and shrug, “Hog, human, elf, or halfling, what difference does it make?”

WHAT’S REALLY GOING ON HERE?

Not so secretly, the residents of Hogtown are ordinary farm animals transmogrified into loyal humanoid laborers by Grimrod the Transmutor.

But having lost the artifact that allowed Hogtown to thrive, an army of that very-same stock marches on Stargard castle. Short other options, It’s up to the villagers to slay the Red Sorcerer, free his thralls, and discover the truth of their own creation.

Make Them Forget

When a villager acts against their creator, **offer them one XP** to forget about all that nonsense and do as they are told.

If a villager resists the offer, **grant them one hold**. At three hold the spell is broken as new context floods their mind.

BEFORE YOU BEGIN

Review the adventure, read the intro text aloud, muster villagers, then ask the questions below.

The Outside World

Q: None of you have ever left the village. What do you love most about your quiet life here?

Q: How do you feel about the tall strangers from Stargard?

Q: What has Grimrod warned you about the goblins of Chimney Hill?

Trust

Q: What single incident temporarily strained your trust in Grimrod?

Q: To whom did Grimrod entrust the wriggling sack? (See Grim Grub)

THE DUNGEON

Chimney Hill is a stone's throw away from Hogtown; only half a day's journey from the safety of the village. While the party explores the dungeon, be sure to note the emptiness of the large subterranean locations, each with their own ominous intonations and atmosphere.

Any goblins met inside the fortress will view the villagers with suspicion: the citizens of Hogtown look very much like their own oppressor's Beast-Kin thralls. A handful of these unfortunate creatures still wander the fortress, looking for a fight.

Chimney Hill's eponymous chimney spouts steam over countless empty animal pens and goblin burrows. A **Stone Fortress** has been haphazardly built into the hillside, contrasting the red clay with rough-hewn brick and rickety scaffolding. Swarms of flies buzz about the mud and muck drawn by the stench of refuse and rotting carcasses.
Touchstones: Dark, Gates, Loot (Disadvantage), Steam & Clay.

The Stone Fortress protects an enclosed courtyard from which many tunnels branch. Structures stand half built, each marked with its own crude signpost. A marketplace, complete with stockades and a thespian's stage, dominates the common space. Several **Beast-Kin** loyal to the red sorcerer lurk here. *Connects to: Armory, Barracks, Dining Hall, Larder, Throne Room, The Moist Place. Recruitment: Several goblins locked in the stockades. Touchstones: Barred, Dark, Empty, Scrap, Loot.*

1d8 Encounters

1. A sleeping Guard
2. 1d4 Rot Grubs
3. 1d4 Beast-Kin
4. A Chimeric Beast
5. A crude trap
6. 1d6 Goblins
7. A cowering Goblin
8. The Guardian



The Throne Room is sealed shut by two heavy doors but a little elbow grease reveals a wide stairway leading up to a roughshod throne of iron and bronze upon which sits a cackling figure. A scrappy goblin rambles loudly from a cage nearby, frequently cut off by the piercing laughter of their bestial captor. *Touchstones: Boiling Hot Soup, King and Captor, Loot (Advantage), Tripwire.*

The Guardian

Damage: Spiked Club 1d6 (hand)
HP: 8 **AR:** 0 **Tags:** intelligent

This especially cruel Beast-Kin holds Gnasher the Wise prisoner in their own throne room stirring a boiling cauldron of stew which they gleefully feed to their captive in piping hot spoonfuls.

Instinct: To crush

•Hear, see, or smell, as a beast



Beast-Kin

Dam: Tooth & Fist 1d6 (*hand*)

HP: 4 **AR:** 0 **Tags:** *group*

Animals transformed into thralls of The Red Sorcerer by the mirror's power. Until it is broken, they exist solely to enact his will as Primarch of The Mountain.

Instinct: To do his bidding
 •Hear, see, or smell, as a beast

Chimeric Beast-Kin

Stats: As Beast-Kin but roll an **Aspect & Form** in appendix B.

Tags: *solitary*

Chimeric Beasts are the product of failed transformations and may not possess any of the humanoid intelligence or obedience common to other Beast-Kin. As such, the sorcerer's servants tend to stay well clear of their nests and lairs.

1d20 Beast-Kin Species

1. Rat	6. Mole	11. Mouse	16. Weasel
2. Cat	7. Crow	12. Donkey	17. Sheep
3. Dog	8. Hare	13. Vulture	18. Goat
4. Lizard	9. Fox	14. Falcon	19. Hog
5. Frog	10. Bear	15. Snake	20. Boar

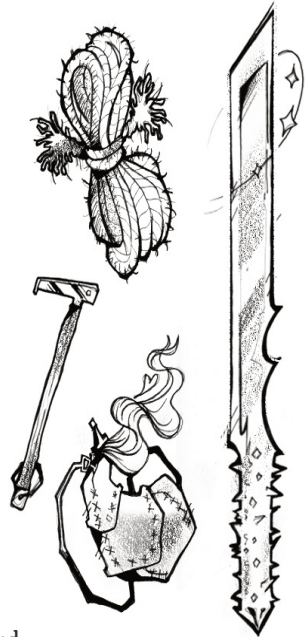
The Moist Place lies deep beneath the inner courtyard of the Fortress. Beyond a moss-choked corridor stone steps meander down to a cavernous system of underground rivers and sand-dusted islands covered in trash. At one end of a long beach a dock lies empty, a long rope extending into the oppressive fog. A series of interconnected tunnels pock-mark the water-worn stone. **Connects to:** *The Courtyard, Twisting Tunnels, The Temple.* **Touchstones:** *Loot (Poor), Rivers of Crystal Water, Trash, Steam Spouts, White Sand.*

1d8 Encounters

1. Quicksand
2. A Will-O-Wisp
3. A Mimic
4. A Chimeric Beast
5. A Roper
6. A Beast-Kin scout
7. A trash heap
8. A treasure

2d6 Objects Recovered from the Refuse

2. A corpse, (infected with Rot Grubs)
3. A skin of acrid oil (1 wt, smokes terribly)
4. A torn canvas (1 wt)
5. 10' of frayed rope (1 wt)
6. A broken spear (*awkward, close, 1 wt*)
7. Useful knick-knacks (1 wt, 3 uses)
8. A butcher's knife (*hand, messy, 1 wt*)
9. A dog catcher (*reach, 2 wt*)
10. Goblin's gear (5 uses, 2 wt)
11. A body, still warm (reinforcements)
12. The Bold Blade (see stat block)



The Bold Blade: This brilliant sword was seemingly forged from a single piece of metal the color and sheen of fool's gold. Taking it in your hands, you feel as if you are capable of great deeds. As you sleep, the sword whispers promises of fame and glory in your ears. **When you rush headlong into danger, heedless of the consequences, roll with advantage to Defy Danger.** **Tags:** *close, intelligent, cursed, 1 wt.*



Grim Grub: Inside this velvet sack is a wriggling grub. Consuming it takes you on quite the trip: You gain the *confused* condition and your senses attune to Grimrod's own; you see through his eyes, hear through his ears and you may speak to him as though he were with you in the room. This condition lasts until Grimrod remembers to end the call, so to speak. **Tags:** *consumable, magic, 0 wt.*



The Temple To The Mountain resides on an island deep within the mist tethered to the distant beaches by a rope-driven ferry. From the shoreline one can just make out the chanting of ritual phrases and the braying of a menagerie of animals contained in cages and tied to posts. At the temple's apex a robed figure holds in his hands an ornate mirror affixed to a rod of black yew; a perfect twin to Grimrod's own iconic wizard's staff. **Connects to:** *The Ferry, Twisting Tunnels.*
Touchstones: *Barking & Squawking, Chanting, Sconces, Shaped Stone.*

The Red Sorcerer

Dam: Firebolt 1d6 (*fiery, near*)
HP: 6 **AR:** 0 **Tags:** *intelligent, magic*
Special: Immunity to fire

Red Sorcerers belong to an ancient order of fire worshipers. They are rumored to perform profane rights deep beneath the earth, mixing the blood of men and beasts alike with molten metal and burning magma. This one promised Gnasher an army to shake the earth.

Instinct: To bring glory to The Mountain

The Mirror of Transmutation:

Within this silver-bound mirror resides the sacred power of binding transformation. When you catch someone's reflection in the surface and say your magic words, they are violently transformed and bound forever to do your bidding. **Tags:** *magic, 1 wt.*



The King Beneath The Castle



Stargard is lost. A week ago, the armies of The Mountain marched on the city and lay siege to the castle. Prior to the attack, the King opened his gates to the people only to be betrayed by his son-in-marriage, the Duke of Emberset.

In the chaos, one of your number found a secret entrance to a forgotten wing of the castle. A riddle scrawled upon the walls of a dusty dining hall beyond reads thus:

“Here thrive the lost sons and daughters of the Stargard line. Out of fear were they banished, on our love shall they dine. Covet their power and it will be thine. Their flesh is a boon but the heart is divine.”

It’s been three sunless days and supplies have run thin. With an army at your back, the only escape is through.



THE KEEP

Stargard Castle sits upon a rocky ocean bluff overlooking the ports and villages of the King's domain. Once thought to be impenetrable, its tattered flags now flap wildly in the wind, a figment of its former glory. *Touchstones: Coastal Cliffs, Besieged, Dark Secrets. Prosperity: Moderate, Trade (Emberset, Hogtown). Population: Dwindling. Defenses: An Honor Guard of Emberset Soldiers, High Stone Cliffs, Sturdy Gates. Other: History, Power (Political, Regional).*

THE CAST

His Majesty, King Gabriel

Stargard: A dignified soul who rules with a fair heart. His lineage hides a dark secret.

Her Grace, Queen Octavia: The queen is often seen amongst the people, granting alms and inquiring into their daily lives.

Princess Dulcinea Emberset: A woman of rare beauty and keen intellect whose kindness and generosity are world renowned.

The Duke of Emberset: The favorite son of a neighboring King, Duke Galahast Emberset was welcomed into the Stargard family with open arms. Now a contingent of his most trusted soldiers hold the Stargard royal family hostage.

Why he betrayed his new family remains a mystery.

The King Below: Far beneath the castle resides a faerie prince of Stargard blood grown into great power.

Forever banished from his rightful throne, The King Below nevertheless grants great fortune and good tidings to the land above. May it always be so.

WHAT'S REALLY GOING ON HERE?

Long ago, a faerie child found its way into the royal line. Raised as a noble heir, her cursed blood beat strong in Stargard hearts and it remains rare that a child of that house is born free of its black blight.

For generations the pallid ones, those born with the forms of beasts or possessed of strange-energies were banished to the forgotten crypts below. Here they find their place in the strange order that has taken root.

Near starving and without direction, the lost villagers must gather their bearings to brave the twisting tunnels and forsaken halls of a world unlike any they have known.

BEFORE YOU BEGIN

Review the adventure including the dungeon moves, (especially *Starve Them* and *Navigate the Twisted Halls*), read the intro text aloud, muster villagers (standard or maritime), and ask the questions below.

The Royal Family

Q: *How has the king earned your trust?*

Q: *What rumors preceded the Duke's betrayal?*

Q: *What have you heard about the cursed lineage of the Stargard line?*

Awaiting The End

Q: *How do you know you aren't alone here in the abandoned wing?*

Q: *When you ran out of rations, who was the first to panic? Who called for calm? (**reduce rations, live-stock, or produce to one**)*

Q: *What's the oddest thing you've eaten up till now?*

The Dungeon

The forgotten wing is an oddly constructed simulacrum of the castle above. The placement and construction of the rooms makes little sense: fireplaces connect to unfinished flues that choke a room in smoke; old paintings of veiled figures grace the walls, with only rats and empty sconces to appreciate them.

As the villagers delve deeper, entice them with the sounds and smells of the open ocean only to drive them back into the bare rock, where the lightless world of fae beasts, subterranean forests, and ethereal courtly graces may envelop them in a new order reflecting the world above.

Starve Them

As the adventure begins, reduce rations, livestock, or produce to one.

When a villager would sleep on an empty stomach, **mark a condition**, (weak, shaky, sick, etc. in descending order). Otherwise mark a ration.

If this move would trigger when all conditions have been marked, they perish.



The Forgotten Wing of Stargard Castle was built to serve and host the orphaned children of the royal line but that was long ago and the bones of those who cared for them now lie strewn about the halls. The few fey who lurk here survive hidden in a maze of secret passages built between stone walls, their steps descending ever downward into the gloom. **Reinforcements:** *Holed up in a secret chamber.* **Touchstones:** *Cries of Hunger, Dust and Decay, Echoes, Shelter.* **Connects to:** *The Nursery, Sea Caves, The Castle Below.*

1d8 Encounters

1. A Swarm of Rats
2. 1d6 Fey Pests
3. A Feral Thing
4. A pitfall or snare
5. A cursed painting
6. A sleeping Thing
7. Reinforcements
8. A secret passage

Navigate the Twisting Halls (+MOD)

When you navigate the dusty halls beneath Stargard Castle, describe how and roll +MOD; On a 10+ hold one and describe the spot you choose to make camp; 7-9, you run afoul of a trap, trial, or random encounter. The party receives a hold once they circumvent the threat; **Miss**, you personally suffer an ambush or fall victim to an obstacle that separates you from the party. Gain no hold.

Hold is shared by the party. At any time a villager may spend one hold to stumble upon food, shelter, or a useful item. Spend five hold, (three for a shorter game), to find the secret exit beneath the royal bedchamber.



Fey Creatures

Children of the royal line cursed with pale bestial forms stalk the tunnels below searching for a meal. Most fey creatures share humanoid traits but think and breed like feral beasts. A few are possessed with a keen intelligence, at once alien and familiar.

Create Fey Creatures by rolling an Aspect & Form in Appendix B and adding those elements to the templates below.

Fey Pest (Template)

Dam: Teeth W2d4 (*hand*)
HP: 2 **AR:** 0 **Tags:** (*horde, tiny, fey*)

Instinct: To strip the bones

Feral Thing (Template)

Dam: Tooth & Claw 1d6 (*hand*)
HP: 4 **AR:** 0 **Tags:** (*medium, fey*)

Instinct: To feed

Fey Courtier (Template)

Damage: Limb 1d4 (*hand*)
HP: 3 **AR:** 0 **Tags:** (*intel, med, fey*)

Instinct: To spout apocrypha
 •Offer advise, wrapped in a riddle

Forgotten Prince (Template)

Damage: Fine Bow 1d6 (*near, far*)
HP: 4 **AR:** 0 **Tags:** (*intel, med, fey*)

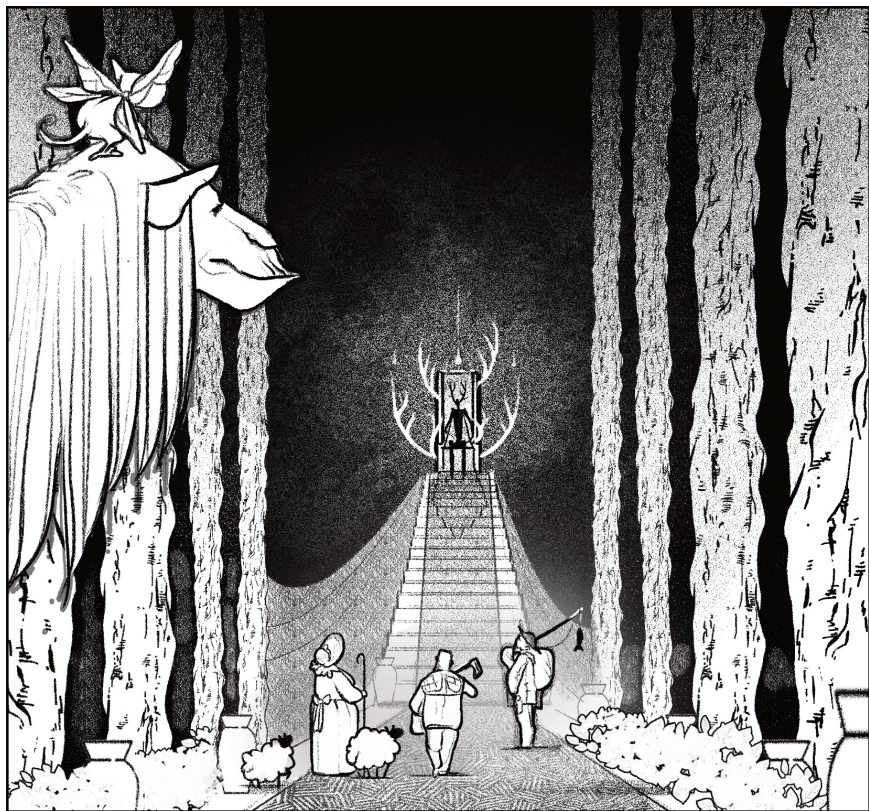
Instinct: To court favor
 •Make a binding pact

Prepare a Monstrous Meal (+WIS)

When you succumb to hunger and prepare a meal with something monstrous, roll +WIS: 10+ choose three; 7-9, choose two; Miss, choose one & the GM makes a move.

- ⇨ It's edible and nutritious: gain **Monster Rations** proportional to the source's size, (Tiny: 0, Small: 1, Medium: 2, Large: 3, Huge: 4)
- ⇨ It has medicinal properties.
- ⇨ There are no ill effects.
- ⇨ It's delicious.

On a miss consider afflicting them with a new Aspect or Form from Appendix B



The Castle Below is a wondrous place of fairy-light and decadent delights. Those seeking passage through this domain must first entreat the King Beneath. Be not afraid, his liege is a generous host and more than eager to entertain gifted performers and daring cooks in the heart of his hallowed dining hall.

A careful eye may notice the railing of a spiral stair locked away in the chamber beyond. Its tendrils bore softly through the vaulted ceiling and the mournful groaning of cold-iron steps whisper promises of a simpler world. *Touchstones: Decadence, Fairy Lights, Vast Spaces. Connects To: The Courtyard, The Castle Above.*

Siphon: The blade of this dagger is inlaid with dual garnets, its hilt wrapped in blood-red wires, its pommel styled to resemble the cap of a squid. Holding it, you can't shake the feeling it has a pulse. While you wield it you gain access to The Druid's *Shapeshifter* move, though you have access only to the forms of creatures whose blood you have fed to Siphon, The Dagger Prince. *Tags: hand, messy, intelligent, +1 Dam, 1 wt.*



1d10 Encounters

1. A hunting party (1d4 Princes)
2. An unseen servant w/ loot
3. A strange hermit (Fey Courtier)
4. A nest (A swarm of Fey Pests)
5. A lair (A solitary Feral Thing)
6. A suit of animated armor
7. A ballroom (1d10 Courtiers)
8. The kitchen (1d6 Fey Chefs)
9. A Guardian (Large Fey Thing)
10. A cursed weapon (on display)
11. A play (1d6 Fey Thespians)
12. A passing curse

The Fairy King

Dam: Acidic Bile B2d6 (*close*)

HP: 10 **AR:** 0 **Tags:** (*intelligent*)

Special: Each time The Fairy King is damaged, roll a new Aspect & Form on Appendix B.

Instinct: To enforce a pact

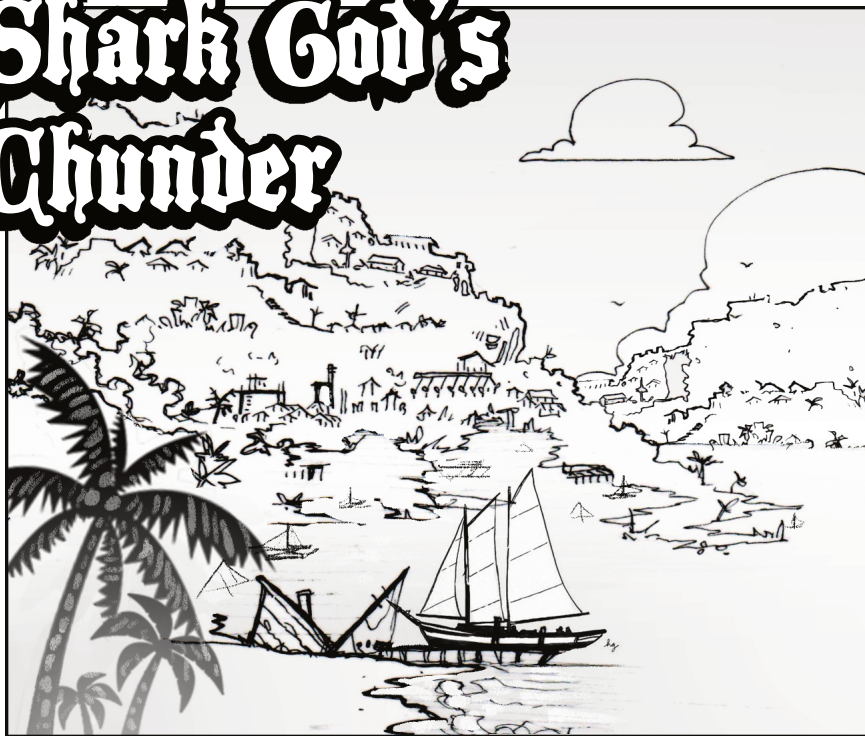
- Place them on trial
- Take on a terrible form

Lurking in his grand dining hall deep below Stargard Castle, the King Beneath awaits the one who will usurp him. Will you serve him, or become his next meal?

Crown of the Rightful Heir: The lingering warmth of fairy-blood resides in this antler-bone crown. Wearing it, you feel your heart grow hot with power. **While you wear this crown, others consider you royalty** for all purposes. **Tags:** *close, worn, 1 wt.*



Shark God's Chunder



Crater Bay is in ruins. A great shark from the darkest depths of the sea lay claim to the village, demolished the harbor, and sent wave after wave of its own writhing young to harry the survivors. The beast and its offspring cut a swathe through the town until, finally, three heroes sailed out to meet her among the waves.

A day ago the monster's body washed ashore beneath the lighthouse, aberrant energies pouring forth from the shark-god's gills. Those recovered from the sea, the ones who were not drowned, grow fins and scales reminiscent of the creatures that attacked the town.

With its heroes dead or missing, Crater Bay must fend for itself. It's up to you to discover the fate of your saviors and put an end to the corruption before everything that remains is consumed.



THE TOWN

Crater Bay was once a thriving culinary destination. Long past its glory days, the town is now best known as the last stop on a month long voyage to Emberset Isle.

Though the port was devastated in a terrible attack, The Ornerly Kobold Inn stands tall, and with it, the last vestiges of hope.

Touchstones: *Fog, Splintered Wood, Waves.* **Prosperity:** *moderate, trade (Emberset), resource (salt, fish).*

Population: *steady* **Defenses:** *none*
Other: *history*

CAST

Karysta, Shark Goddess, Harbinger of Storms, is an angry deity whose domain was carelessly desecrated by the great fishing nets that once made Crater Bay so famous.

Though she was defeated, some power remains in the The Trench Mother's glowing eyes and a palpable tension can be felt in the frigid wind that braces against the beach, as though she might jolt back to life and consume the town at any moment.

The Heroes Three were not born in Crater Bay but they did call it home. Having recently returned from a journey abroad, the trio of experienced adventurers sallied forth from the town to face the coming storm. Now their fate is certain: The Salt Skimmer dangles from Karysta's jaws, broken beyond repair.

The Cult of the Trench is descended from those very same fisher-folk who once drew bounty from the shark-god's domain. From atop the lighthouse they raise a glass of black ichor to their lips and sing wicked songs in honor of Karysta's glory.

WHAT'S REALLY GOING ON HERE?

Years long past, Crater Bay sent great nets into the trenches beyond the bay. Lowered on enormous steel chains, they rose to the surface each day ripe with wonders from the deepest depths.

Those chains that held lines taught lay slack for many years until, weeks ago, their moorings began to stretch and crack and blue waves gave way to the wrath of Karysta, Trench Mother, Daughter of the Hurricane.

The Three Heroes of Crater Bay rode out upon their ship, The Salt Skimmer, and thwarted Karysta's attack, but her vengeance on the town was incomplete. Now her spirit stirs, gathering the strength to fight again.

BEFORE YOU BEGIN

Randomly roll 8-10 Maritime Villagers (Appendix A), then read the intro text aloud and ask the questions below.

The Attack

Q: What strange shapes did you spy in the ocean swells?

Q: In your moment of despair, three heroes emerged. Who were they? (Note them).

Revengeance

Q: After the attack, what strange events let you know you'd just passed through the eye of this storm?

*Q: When those you'd pulled from the oil-slick waters began to change, how did the town react? (See **Aberrant**).*

Aberrant

When you ingest the blood-slick water that oozes from Karysta's wounds roll a new Aspect & Form on Appendix B.

The Dungeon

Much of this adventure takes place in open spaces marked by Karysta's black corruption. Her anger with the town is palpable and the villagers should feel her rage in the air.

As you describe the villager's journey, haunt every step with the wreckage of their shattered lives and offer them every opportunity to spot a looming horror in the mists that blanket The Beach of Gulls.

The Beach of Gulls stretches out along the northern cape of Crater Bay. Under the watch of the old lighthouse, one may take in the once beautiful ocean shores now polluted by ruddy red channels of filth pouring forth from the jaws of Karysta. Rolling fog, shoals of ghostly fish, and a low, methodical chanting lend it the aura of a haunted place. **Reinforcements:** *Among the wreckage.* **Touchstones:** *Distant Music, Sea Spray, Fog, Debris, The First Phantom, Red Oil, Scuttled Ships.* **Connects To:** *Karysta's Corpse, The Lighthouse, The Salt Skimmer*

Hero's Warning

When a villager stumbles across the phantom spirit of a Hero they may ask of them three questions.

Upon answering to the best of their ability, the spirit shall offer a dire warning and depart in a gust of wind or bubbling mire, leaving behind one of their most prized possessions (see Hero's Trappings).

Heroes Trappings: Each of The Heroes Three possessed a keepsake that defined them. Below is a list by class. Engaging in heroic action while in possession of an artifact may allow access to one of the indicated classes starting moves.

Barbarian	Ruined Axe (<i>Musclebound</i>)
Bard	Mangled Mandolin (<i>Arcane Art</i>)
Cleric	Desecrated Diadem (<i>Cast a Spell</i>)
Druid	Tattered Totem (<i>Spirit Tongue</i>)
Fighter	A Broken Sword (<i>Bend Bars ...</i>)
Immolator	An Odd Stone (<i>Burning Brand</i>)
Paladin	Shattered Shield (<i>Lay on Hands</i>)
Ranger	A Mangy Mongrel (<i>Hunt & Track</i>)
Rogue	Lucky Lockpicks (<i>Backstab</i>)
Wizard	A Blasted Rod (<i>Cast a Spell</i>)

Princess o' the Sea

Once she was
Karysta's own

Until the shipman
got'er

Drag her out
by the fishin' line

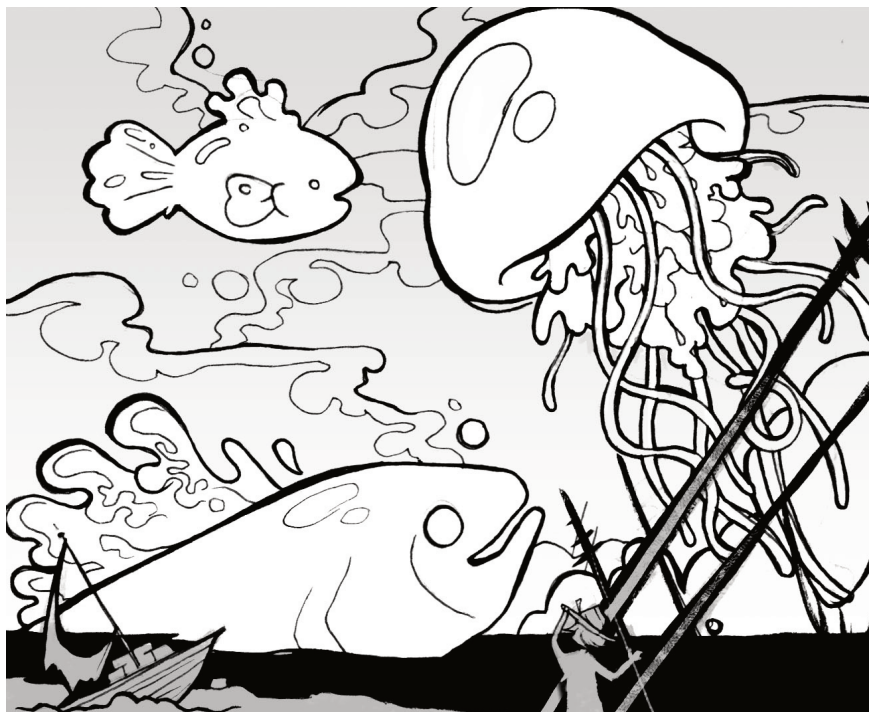
And now he has
a daughter

THREE DAYS ON FROM
THE BOTTOM

THREE DAYS ON FROM
THE BOTTOM

Once she was
Karysta's own

Now she's
a shipman's daughter



Ghostly Shoal

Dam: Nibbles 1 (*hand, messy*)

HP: 1 **AR:** 0 **Tags:** *horde*

Thousands of ghostly luminescent fish stalk the skies above the jetty. They aren't much of a threat on their own, but when they smell blood, watch out.

Instinct: To swarm the wounded

Drowned One

Dam: Grasp 1d4 (*hand*)

HP: 2 **AR:** 0 **Tags:** *group, undead*

Some of those who were drowned in the attack found new life as corrupted zombies. Their flesh possesses a jelly-fish like quality, complete with a painful sting.

Instinct: To drag them under
 •Inflict a painful sting

1d8 Encounters

1. A wandering Drowned One
2. A submerged Drowned One
3. A Ghostly Shoal
4. A swathe of ichor
5. A scavenger (wolf, bear, etc.)
6. 2d4 Cultists
7. A survivor (reinforcements)
8. A waterlogged chest (Loot)

Cultist

Dagger 1d4 (*hand*)

HP: 3 **AR:** 0

Tags: *intelligent*

The cultists of Karysta sing her praises from on high, praying for the revival of their queen.

Instinct: To revere

- Mutate
- Sing her praises (Karysta gains one hold to *Release the Kraken*)

The Old Lighthouse is situated on a sheer bluff overlooking both Crater Bay and The Beach of Gulls beyond. From the base of its tower you can just make out a crowd of six figures in grey robes crowding around its peak, undoubtedly the source of the strange shanties that permeate the mists below. For some reason, the hungry phantoms that haunt Karysta's Corpse steer clear of this place. **Touchstones:** *Cliff-Side Steps, Graffiti in Red Oil, Haunting music.* **Connects To:** *Karysta's Corpse, The Beach of Gulls.*

Put Wind in their Sails (+CHA)

When you let loose with a raucous shanty or haunting ballad to honor the dead and stave off despair, roll +CHA. On 10+ even the sharks respect your song, they'll hold off their assault for now; 7+, as above but the Trench Mother demands tribute. Explain how you weave her praises into your song and **offer her one hold to Release the Kraken.**

On a success, **if you also raise a glass, the party gains advantage on their next roll.**

2d6 Objects Found in the Belly of a Beast

2. Another, smaller creature
3. Sorry, just guts (*gross*)
4. A tarnished ring (0 wt)
5. A message in a bottle (*Please help ...*)
6. Several gold stars (10 coin)
7. An instrument (Musician, pg. 35)
8. A tarnished silver tray (1 wt, +coin)
9. Rusty armor (3 wt, 1 AR, *clumsy, worn*)
10. A cask of Emberwine (2 wt, +coin)
11. A treasure chest (2 wt, +loot, +coin)
12. A minor magic item (variable)

Married to Karysta

I'VE PAYED MY DUES
AND MADE MY PEACE

Glory to Karyyysssta

SETTLED THINGS
WITH THE BOSUN'S NIECE

Glory to Karyyysssta

SIGNED MY WILL
AND THROWN A FEAST

Fortune to Karyyysssta

INVITE THE GUESTS
I LIKE THE LEAST

We all belong to herrr

Release the Kraken

When you struggle with the Strangled Mass or otherwise disturb Karysta's slumber she may spend one hold to:

- ⇨ Birth an abomination
- ⇨ Spew forth the tides of change
- ⇨ Rock you with a hurricane

The Salt Skimmer rests in pieces at Karysta's side, its broken bow offering a point of entry to The Trench Mother's maw for those brave enough to clamber up its splintered timbers. **Touchstones:** *Debris, The Second Phantom, Hidden Dangers*. **Connects To:** *Karysta's Maw, The Beach*.

1d6 Encounters

1. A God Child
2. A strange growth
3. 1d4 Drowned Ones
4. Phantom Shark
5. A distracted Child
6. A clutch of eggs

God Child

Dam: Toothy Maw 1d8 (*hand, messy*)

HP: 10 **AR:** 0 **Tags:** *horde*

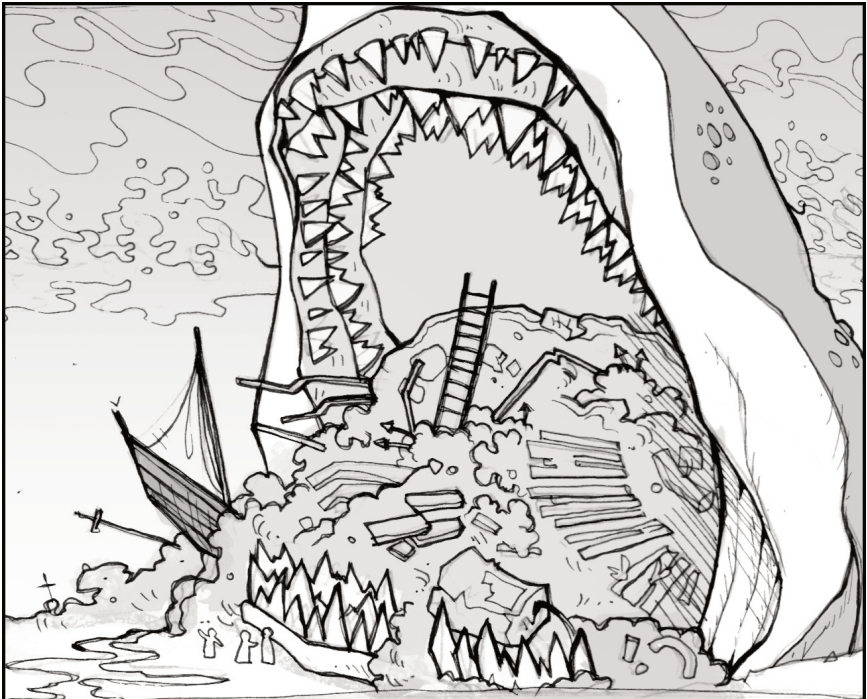
Karysta's children cling to life, drawing nourishment from their mother's body. Several gnaw at **The Strangled Mass**, struggling to free their mother from her pain.

Instinct: To free their mother

•Swallow them whole

Karysta's Body lies half submerged in a pool of her own black blood. A palpable tension can be felt in the frigid wind that swirls about her bloated body as if she might awaken at any moment.

An enormous chain dangles from the shark god's mouth and trails into her bloody guts. It's origin: a **Strangled Mass** of trash and debris bound in Crab Bay's own iconic dredging nets. **Touchstones:** *Gore, Jagged Debris, Putrefaction, The Third Phantom*



APPENDIX A: MARITIME VILLAGERS

d100 Occupations Starting Gear

1	Alchemist	1d4 potions of water breathing (1 wt), antitoxin
2	Animal trainer	Roll 1d4 [1=parrot; 2=cage w/ 2 canaries; 3=terrier; 4=1d4 cats, carrier (2 wt)]
3	Apothecary	Sickle (<i>close, messy</i> , 1 wt), mortar & pestle
4	Baker	1d4 baked goods (1 wt, 2 uses ea)
5	Barber	Razor (<i>hand</i> , +1 Dam, 0 wt), scissors (<i>hand</i> , 0 wt)
6	Barkeep	Dishrag, bottle of rotgut (1 wt, 3 uses, applied), flagon
7	Beachcomber	Beach-stuff [Roll 1d4: 1=seashells; 2=seaweed (0 wt, 1 ratx); 3 driftwood (2 wt); 4=ambergris (1 wt, +coin)]
8	Beggar	Begging bowl, 1d4 coins
9	Blacksmith	Hammer (<i>close</i> , 1 wt), barrel of nails (3 wt)
10	Bricklayer	Trowel (<i>close, awkward</i> , 1 wt), 2d4 bricks (2 wt)
11	Butcher	Cleaver (<i>hand, mess</i> , 1 wt), sausages (2 ratx, 1 wt)
12	Candle maker	Carving knife (<i>hand</i> , 0 wt), 2d4 candles (0 wt)
13	Carpenter	Handsaw (<i>close</i> , 1 wt), lathe (1 wt)
14-15	Chandler	Barrel of supplies [Roll 1d4: 1=tar (2 wt); 2=eels (2 wt, 2 ratx); 3=limes (2 wt, 2 ratx); 4=brandy (2 wt, 2 ratx)]
16	Charlatan	Rucksack, 2d4 fake water breathing potions (0 wt)
17	Cheesemaker	Knife (<i>hand</i> , 0 wt), cheese wheel (4 ratx, 2 wt)
18	Cobbler	Tack hammer (<i>hand</i> , 0 wt), 1d6 footwear (2 wt), tacks
19	Courier	club (<i>close</i> , 2 wt), satchel, letter
20	Coxswain	Oar (<i>awkward, forceful, reach</i> , 1 wt)
21	Cutpurse	Knife (<i>hand</i> , 0 wt), 1d6 coin
22-23	Deckhand	Bucket (1 wt), mop (<i>awkward, close</i> , two-handed, 1 wt)
24	Doomsayer	Pamphlets (1 wt)
25	Dwarf brewer	Cask of Dragon's Breath (+1 to <i>Carouse</i> , 4 wt, +coin)
26	Dwarf engineer	Hammer (<i>close</i> , 1wt), 2d4 planks (1 wt ea.), nails (1 wt)
27	Dwarf sailor	Saber (<i>close, precise</i> , 1 wt), flintlock pistol (near, +1 Dam, 1 wt), shot (1 ammo), powder horn
28	Dwarf sculptor	Hammer (<i>close</i> , 1 wt), chisel (<i>hand, awkward</i> , 1 wt)
29	Dwarf smith	Tongs (<i>awkward, close</i> , 1 wt), 1d4 cannon balls (1 wt ea.)
30	Elf farseer	Spyglass (1 wt), map
31	Elf poet	Elven flute (0 wt), ink, quill, parchment
32	Elf sailor	Knife (<i>hand</i> , 0 wt), 50' of rope (2 wt)
33	Elf stargazer	Telescope (1 wt), bag of books (5 uses, 2 wt)
34	Elf wanderer	Rapier (<i>close, precise</i> , 1 wt), elven bread (7 uses, 1 wt)
35	Executioner	20' rope (1 wt), black hood (<i>worn</i> , 0 wt)
36	Ferryman	Oar (<i>awkward, reach</i> , 2 wt), 1d6 coin
37-41	Fisher	Knife (<i>hand</i> , 0 wt), fisher's trappings [Roll 1d4: 1 =net (<i>reach, thrown</i> , 0 wt); 2=bucket o' chum (1 wt); 3=crabpot (1 wt) w/ live crabs (1 wt, 2 ratx); 4=rod & tackle (<i>awkward, reach</i> , 1 wt)]
42	Fletcher	X-bow (<i>near, reload</i> , +1 Dam, 3 wt), bolts (3 ammo, 1 wt)
43	Fortune teller	Crystal ball (1 wt), deck of cards
44	Freebooter	Longsword (<i>close</i> , +1 Dam, 2 wt), adv. gear (1 wt), treasure map, ratx (1 wt), 2d10 coin
45	Gardener	Shears (<i>hand</i> , 1 wt), basket of flowers (1 wt)
46	Glassblower	Tongs (<i>awkward, close</i> , 1 wt), metal rod (<i>close</i> , 2 wt)
47	Goatherd	Crook (<i>close</i> , 1 wt), 1d4 goats
48	Gravedigger	Shovel (<i>close, awkward</i> , 2 wt)
49	Halfling brewer	Cask of halfling rum (+1 to <i>Carouse</i> , 4 wt)
50	Halfling cook	Cleaver (<i>hand</i> , +1 Dam, 1 wt), fish (1d4 ratx, 1 wt)

KEY: AR = Armor, Dam = Damage, ratx = Rations (4 uses), wt = Weight

d100 Occupations Starting Gear

50	Halfling fisher	Knife (<i>hand</i> , 0 wt), pole & tackle (<i>awkward, reach</i> , 1 wt)
51	H. sailrunner	Knife (<i>hand</i> , 1 wt), sailcloth (1d4 yards, 1 wt/yard)
52	H. stowaway	Stolen food (1 ratx, 1 wt), locket (+coin)
53	Harbormaster	2d6 coins, manifest
54	Healer	Knife (<i>hand</i> , 0 wt), bandages (3 uses, <i>slow</i> , 0 wt)
55	Hedge wizard	Staff (<i>close</i> , 2-handed, 1 wt), belt pouch (0 wt), gain The Wizard's <i>Prepare Spells & Cast a Spell</i> moves. You know one cantrip: Prestidigitation
56	Innkeeper	Club (<i>close</i> , 2 wt), provisions (2d4 rations, 2 wt)
57	Lamp trimmer	Clippers, 2d4 wicks, skin of oil (1 wt), 1d6 matches
58	Lamplighter	Lantern (1 wt), flask of oil, flint & steel, 10' pole (2 wt)
59	Longshoreman	Hook (<i>close</i> , 1 wt)
60	Milliner	Bundle of hats (1 wt), scissors (<i>hand</i> , 0 wt)
61	Minister	Holy symbol, gain The Cleric's <i>Commune & Cast a Spell</i> moves. You know one rote: Guidance
62	Miller	Sack of flour (2 wt)
63	Musician	An instrument [Roll 1d8: (1=tambourine; 2=drum (1 wt); 3=cello (2wt); 4=fiddle (1 wt); 5=guitar (1 wt); 6=harmonica; 7=ukulele (1 wt); 8=tuba (2wt)], 2d6 coin
64	Navigator	Compass, sextant (1 wt)
65	Netmaker	Fishing net (<i>reach, thrown</i> , 1 wt), 50' of rope (2 wt)
66-68	Officer	Headgear by rank (<i>worn</i> , 0 wt) [Roll 1d4: 1=Bosun; 2=Second Mate; 3=First Mate; 4=Captain], Saber (<i>close, precise</i> , 1 wt), roll twice for sailor's trappings
69	Pearl diver	Knife (<i>hand</i> , 0 wt), lucky oyster (1 wt, +coin)
70	Peddler	1d4 sets of knives (<i>hand</i> , 1 wt)
71	Pickler	1d4 jars of pickles (1 ratx, 1 wt ea)
72-75	Pirate	Cutlass (<i>close</i> , +1 Dam, 1 wt), roll for sailor's trappings
76-77	Poultry farmer	Hatchet (<i>hand</i> , 1 wt), Roll 1d4 [1=1d6 chickens; 2=1d6 ducks; 3=1d4 geese; 4=1d4 swans]
78	Rat catcher	Club (<i>close</i> , 2 wt), burlap sack, 2d4 rat traps (0 wt)
79	Ropemaker	100' of rope (2 wt)
80	Salter	Bag of salt (2 wt), dried fish (1 wt, 1 ratx)
81-86	Sailor	Cutlass (<i>close</i> , +1 Dam, 1 wt), roll for sailor's trappings
87	Scholar	Bag of books (5 uses, 2 wt)
88	Sheriff	Rapier (<i>close, precise</i> , 1 wt), badge, irons (1 wt)
89	Swineherd	Club (<i>close</i> , 1 wt), 1d4 swine
90	Tailor	Shears (<i>hand</i> , 1 wt), needle & thread, bolt of cloth (1 wt)
91	Tanner	Knife (<i>hand</i> , 0 wt), 2d4 hides (2 wt)
92	Tax collector	Sword (<i>close</i> , 1 wt), 2d10 coin
93	Tinker	Tinker's tools (0 wt)
94	Thatcher	Handaxe (<i>close</i> , 1 wt), 1d4 sheaves of straw (1 wt ea.)
95	Undertaker	Holy symbol, coffin (4 wt)
96	Washer	Canvas sack, cake of soap
97-98	Watchman	Pike (<i>reach</i> , +1 Dam, 2-handed, 2 wt), helmet, flask of oil, flint & steel, lantern (1 wt), bell
99	Weaver	Shears (<i>hand</i> , 1 wt), needle & thread, bolt of cloth (1 wt)
00	Whaler	Harpoon (<i>reach, thrown, near</i> , 2 wt), 50' of rope (2 wt)

d12 Sailor's Trappings: 1=cards; 2=eye-patch; 3=gold earrings; 4=hurdy gurdy (1 wt); 5=monkey; 6=parrot; 7=pipe & pipeweed; 8=powder keg (2 wt); 9=prosthesis; 10=rum (2 wt); 11=scrimshaw, whittling knife (*hand*); 12=scurvy]

adv. gear = Adventuring Gear (5 uses). If no Weight is listed, assume 0 wt

APPENDIX B: ASPECT

d20	Aspects	Effect
1	Babbling	Instinct: To spout nonsense
2	Brutish	Natural Weapon: Fists (+1 Dam, <i>hand, forceful</i>)
3	Caustic	Move: •Release a burning spray
4	Chitinous	Tag: +1 AR
5	Deadly	Move: •Infect them with your poison
6	Enormous	Tag: +size, +reach
7	Fungal	Instinct: To spread its spores
8	Gorging	Instinct: To swallow
13	Harmless	Tag: Worst of 2dX Damage
9	Horny	Natural Weapon: Horns (<i>forceful, close</i>)
10	Impish	Tag: -size, -reach
11	Limbleless	Move: •Constrict them
12	Mindless	Instinct: Only to react
14	Regal	Tag: Best of 2dX Damage
15	Surging	Move: •Course swiftly along
16	Tentacled	Move: •Latch on
17	Vampiric	Move: •Drain them of (blood, color, emotion, etc.)
18	Weeping	Natural Weapon: Acidic Tears (<i>hand, piercing 2</i>)
19	Winged	Move: •Glide on leather wings
20	Wooly	Move: •Resist the cold

APPENDIX B: FORM

d20	Forms	Effect
1	Banshee	Move: •Stun them with a piercing screech
2	Beast	Move: •Feel, hear, see, smell, or taste as a beast
3	Chameleon	Move: •Hide in plain sight
4	Failure	Special: Vulnerable to (music, sunlight, water, etc.)
5	Growth	Tag: +3 HP, <i>clumsy</i>
6	Horror	Tag: <i>terrifying</i>
7	Hydra	Move: •Grasp with many limbs
8	Insect	Move: •Climb without effort
9	Lump	Instinct: To avoid action
10	Mystic	Move: •Create a telepathic connection
11	Pair	Move: •Act with two minds
12	Pet	Instinct: To make itself useful
13	Predator	Natural Weapon: Fangs (<i>hand, +1 Dam, piercing 1</i>)
14	Raptor	Natural Weapon: Claws (<i>hand, precise, +1 Dam</i>)
15	Reject	Tag: <i>solitary</i>
16	Spider	Move: •Weave a sticky web
17	Stalker	Tag: <i>stealthy</i>
18	Swarm	Tag: <i>amorphous</i> , Move: •Flow like water
19	Thing	Move: •Heal swiftly and completely
20	Trickster	Instinct: To trick them

APPENDIX C: OCCURRENCES AT CAMP

When the party takes a time out, ask one of these leading questions or invent your own. The players may modify a bond or craft a new one based upon the answers you receive.

- 1 Something passes silently in the distance. *What is it?*
- 2 Someone tells a joke that falls flat. *Which of you secretly thinks it's hilarious?*
- 3 There is a terrible silence around the camp this night. *Who is first to break it with a song?*
- 4 Someone's sleep is interrupted by a terrifying nightmare. *Who rushes to their side to soothe them?*
- 5 Something unexpectedly beautiful happens this night. *Who among you are moved to tears?*
- 6 Old grudges flair up! *Who's involved? Who attempts to break up the fight?*
- 7 There's a memorial this night. *Who is remembered and how?*
- 8 One of you weaves a tale about an object in your possession. *Who among you covets it.*
- 9 One of you catches another in a compromising moment. *What is it (the one so caught decides)? Who catches them?*
- 10 Two of you swear an oath this night! *What is the oath? Who joins them?*
- 11 Two of you lock eyes in the night. *What shared moment passes between you in the silence?*
- 12 Today should be a holiday. *What is it and how do you celebrate with your meager supplies?*
- 13 One of you dreams of returning home. *Who dissuades them and how?*
- 14 An argument arises over some loot. *Who's involved and how is it resolved?*
- 15 Someone falls asleep on watch. *Who are they and how are they admonished?*
- 16 Someone snidely comments on the food. *Which of you is the cook, and how do you react?*
- 17 A cold wind blows through camp this night. *Who do you snuggle up to in an effort to stay warm?*
- 18 Someone loses a wager. *Who is it? What was lost and what was gained?*
- 19 One of you tells a story that surprises everyone. *Who is the storyteller and whom is the most moved by their words?*
- 20 Someone stumbles across something morbid in the dark. *What is it? Do you keep it to yourself?*



Justin Ford (he/him) is a microscopist, writer, and tabletop game designer living in Seattle.

What's the oddest things he's eaten up till now?

A: Definitely elf knuckles.

 [@MothLands](#)

 [moth-lands.itch.io](#)

Al Lukehart (they/them) is an artist and illustrator whose work has graced many an adventure.

What strange and terrible shapes did they see in the ocean swells?

A: The incomprehensible horror that is the blue screen of death.

 [@al_lukehart](#)

 [lukehartstudio.com](#)



FIN

A Call to Adventure

Contained within are three Dungeon World funnels, each designed to test the determination and bravery of three to six normal, everyday folk in the face of abominable, creeping evil.

The first, *Saviors of Hogtown*: Porcine villagers are called to rise above their station and save someone else's bacon.

The second, *The King Beneath the Castle*: Simple townfolk escape certain doom only to stumble upon a far more sinister danger.

The third, *Shark God's Chunder*: A sleepy seaside town is thrust into chaos when a leviathan vows revenge.



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