

Agenda

- Make the world fantastic
- Fill the characters' lives with adventure
- Play to find out what happens

Questions

- ◆ Why was your grandfather afraid of the faerie?
- ◆ When did you realize you were lost?
- ◆ What were the fair folk known for in your village?
- ◆ What, if anything, do you have that is made of iron?
- ◆ What did the fae do to you when you fell asleep, drunk, out on the moors?
- ◆ What has been promised you for finding the child?

Impressions

- ◆ A high ridge overlooking a wide valley
- ◆ An unmarked fork in the path
- ◆ A shallow brook lined with fern
- ◆ A ring of toadstools
- ◆ A faerie road you dare not step off of
- ◆ An empty village, save for one hut
- ◆ An infant who knows far too much
- ◆ A copse of bone-white birch
- ◆ A sucking wind and the first traces of smoke
- ◆ Three fat geese with pleading eyes
- ◆ Stone seals embedded in the old oaks
- ◆ A procession of fae courtesans
- ◆ Bread and honey laid out on the ground
- ◆ A faerie fort, whether they know it or not
- ◆ A shallow, moss-ringed pool
- ◆ An abandoned cart, laden with rotten fruit
- ◆ A strand of blackened oaks
- ◆ A flock of birds, suddenly taking flight
- ◆ A mass grave in an open pit
- ◆ A flock of sheep, wandering free
- ◆ The sounds of a battle that cannot be seen
- ◆ A steep wooded slope, barely scalable
- ◆ A senile woman protected by her cats
- ◆ A faerie door leading somewhere... unexpected
- ◆ A field of standing stones in long rows
- ◆ A lone fae soldier, fleeing for his life
- ◆ The forest around you, awash with flames
- ◆ A deep ford through unrelenting waters
- ◆ A handful of families, secreted in a remote cellar
- ◆ More damned trees...

Black Oak Ridge

A Dungeon Starter by Marshall Miller
for Sage LaTorra and Adam Koebel's

Dungeon • World

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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 NPCs
- 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



Custom Moves

When you **accept faerie gold**, roll+Wis. On a 10+, choose 1:

- The gold is real
- You know the gold is not real, see below

On a 7-9, each time you make camp thereafter, roll a die. On a 1, the coins turn to leaves.

When you **are bitten by a faerie**, you have a moment of clarity before losing consciousness. See the cleric spell True Seeing (Level 5).

When you **pry the seal from an oak**, a cloud of ash is expelled and the tree blackens and dies before your eyes.

When you **are exposed to the iron blight**, your veins begin to run black as it spread throughout your body. While you will eventually grow accustomed to the slight chill, you will never gaze upon a faerie again.

When **it is revealed that you have faerie blood**, choose one:

- A fae noble owed your true father a great debt but your father was still his vassal.
- You are descended from fae nobility but it's now important that you notify your daughter before the wedding.
- You and your kith are bountied kinslayers but your new power may yet save you.

When you **step off of a faerie road**, roll+Wis. On a 10+, choose 1. On a 7-9, choose 2.

- You haven't strayed far and you can make your way back to the road
- They can smell you and are following you back to the road, stepping where you stepped
- You can hear them calling to you from the tree
- line, mark 3 XP if you go to them now It's been moments for you but hours for them
- You can tell that the road is now just a road, where all of you are currently, however, is less clear

When you **drink fae food or drink**, you can see the fairies as they are until you next make camp.



Things

Faewood Staff Close, Two-handed, 1 Weight
It would look entirely normal, if not for the small buds and roots emerging from the staff's bark. When the staff is tapped against the ground, it grows to a full-sized oak for as long as its bearer wishes.

Claymore 9 Gold, Close, +2 vs groups, 2 Weight

Fae Tattoo Touch, 0 Weight
While it may look like a faint florid tattoo, it is actually a vine growing just under the skin. The fae tattoo is transmitted through the transfusion of blood. Those who possess a fae tattoo may communicate wordlessly with only a touch.

Toadstools Touch, 3 Uses, 0 Weight
It is said that where you find a ring of toadstools, there the fair folk have danced on the full moon last but consume at your own risk. When you consume a toadstool from a faerie ring, just for a moment, it blows your mind. Exchange one -1 Forward for a +1 Forward.

Fairy Sheet Music Requires Bard, 0 Weight
Penned in ages long past, the music of the fair folk is as haunting as it is beautiful. When you perform the a piece of faery music, you may add "You perform a legendary musical feat" to the list of options for Arcane Music but the notes disappear from the score as they are performed.

Monsters

Will-o-wisp *Group, Flying, Small*
Electrical Discharge (d8 Damage) 8 HP 0 Armor
Close, Reach

Long stranded visitors from another plane, will-o-wisps are motes of light floating several feet in the air. The meander at will through swamps and marshes, often leading to secret paths and places that only they know. *Instinct:* To lead astray

- Blind everyone who can see it with a flash of light
- Speak the mad logic of their native plane
- Mimic the lights of a camp, settlement, or safe haven

Fae Host *Horde, Intelligent, Magical*
Sword and bow (d6 Damage) 10 HP 1 Armor
Close, Near

The fae are of this world and the world behind it; they make their home in faerie forts and among the hidden hills. *Instinct:* To serve their liege and after that themselves

- Appear and disappear
- Ambush them
- Sparkle disorientingly
- Issue an ultimatum

Changeling Babe *Solitary, Magical, Small*
Bite (1 Damage) 4 HP 0 Armor
Close

More than they appear, changelings are swapped with human babes to keep tabs on the tribes and clans of man. *Instinct:* To pass as human

- Wait and watch
- Play dumb
- Bite unexpectedly
- Run with surprising speed

Urisk *Solitary, Magical*
Hooves and horns (6 Damage) 10 HP 2 Armor
Close

Sad and solitary, the urisk are hard workers and faithful friends to those who can look past their gnarled and mangy appearance. *Instinct:* Do what is asked of them

- Work diligently
- Ruminant mournfully
- Hide when things go sideways

Ashen Stalker *Solitary, Stealthy, Magical*
Choke and Bite (d6 Damage) 15 HP 3 Armor
Close

When you unleash the faerie's ash, which holds the iron blight at bay, its soul becomes hungry for vengeance. *Instinct:* To kill those responsible

- Silently stalk
- Choke with ash
- Bite unexpectedly
- Dissipate and reform

Choking Ash: When you make camp after awakening an ashen stalker, roll+Wis. On a 10+ your vigilance keeps you safe this night. On a 7-9, the sounds of the night keep you awake and you take no benefit from your rest. On a 6-, you awake with its ashen hands flooding into your lungs.

Sprites *Group, Flying, Intelligent*
Bite (1 Damage) 1 HP 0 Armor
Close

Finger-tall with wings like dragonflies, these tiny fae are a menace to outsiders. It is good that they are easily bribed. *Instinct:* To devil the big folk

- Swarm about their heads
- Steal their smallest possessions
- Betray their position to others
- Bite unexpectedly

