

## Agenda

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

## Questions

- ◆ Now that the cell door's open, which one of you is getting sprung?
- ◆ What's so important that the duke had you arrested?
- ◆ Why aren't the guards arresting all of you right now?
- ◆ What was the hardest part about breaking *into* prison?
- ◆ Which other prisoner can't you leave behind and what will happen if you do?
- ◆ After what you did to him, will the jailer live?
- ◆ Had the dead breached the walls of the city when you entered the dungeon?

## Impressions

- ◆ A long climbing tunnel, poorly lit and cramped
- ◆ A sortie gate, doubly secured with bars and gates
- ◆ Refugees huddling in groups with their meager possessions
- ◆ An aqueduct extending toward the mountainside, heavily barricaded and barely flowing
- ◆ A bread line, restless and hungry
- ◆ An all but dry well, a rope trailing into the dark below
- ◆ The dead, pushing through the postern door, threatening the family who thought to escape
- ◆ The duke's keep, its doors sealed and hastily scrawled with protective signs
- ◆ The duke's guards going door to door with dogs
- ◆ A soupy fog rolling down from the mountains
- ◆ A heartless, gruesome murder and a shaken witness
- ◆ Ten youths telling satirical tales of love and fortune
- ◆ A guard nervously watching a cart laden with bodies
- ◆ A fire spreading from one thatched roof to the next
- ◆ A messenger pleading to be let in, the dead almost upon him
- ◆ A woman, shouting obscenities while pummeling a man with a broom
- ◆ A group of boys idly torturing a bedraggled... thing
- ◆ A tavern, empty of spirits as well as patrons
- ◆ A charlatan selling trinkets and artifacts
- ◆ The unobtrusive monastery of the Grey Monks
- ◆ The dead, the duke's guard, or maybe both

# The Escape

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

## Dungeon • World

[www.dungeon-world.com](http://www.dungeon-world.com)

## 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 **the dead take your last breath**, roll the dice where only the GM can see. On a miss, you may make that many moves before becoming one of the dead. Keep smiling until the end, from now on you're earning XP toward your new character.

When you **use flashy magic among the fearful**, roll+Wis. On a 10+, your judicious use of restraint allows your magic to go unnoticed. On a 7-9, your power represents a ray of hope to those around you. On a miss: You! You brought this upon us!

When you **witness the short-lived death of a companion**, mark XP and rewrite your bond to reflect your feelings about their newly animate corpse.

When you **parley with the Grey Monks**, roll +Wis instead of +Cha. The monks are not impressed by beauty or charm.

When you impersonate the duke's guards, roll+Cha. On a 10+, you pull it off without a hitch. On a 7-9, you pull it off but choose 1:

- You must go out of your way to pull it off
- You must pay someone off to sustain your ruse
- You have to tell a dangerous lie to pull it off
- You are forced to abandon the charade, take +1 forward

When you **lay the dead to rest**, hold 1. You may spend 4 hold to take +1 ongoing against the dead as their nature is revealed.

When you **go out in the fog**, roll+Wis. On a 10+, you recognize enough landmarks to reach your destination without delay. On a 7-9, choose 1:

- You don't notice that they've followed you
- You're not sure where you've ended up
- You don't get there until it's too late
- You sense that something else is afoot

When you **return to one of your old haunts**, roll+Wis. On a 10+, you find who or what you came for. On a 7-9, you spot the threat before you're noticed.



## Things

### Alter Candle

1 Weight

Candles have burned on the altar of the grey monks for as long as any can remember, carrying prayers on wisps of smoke. The alter candles of the grey monks cannot be extinguished by any normal means.

### Dwarf Egg

Mundane, 1 Weight

Dwarf eggs are widely known to bring good fortune, protection, and cure baldness - just don't leave it near the hearth! It's a rock.

### Death Mask

Worn, 1 Weight

At a masquerade or a funeral, this bone white mask raises gooseflesh on even the most stalwart. While you hold this mask up to your face, you are dead to those around you for all intents and purposes.

### Trained Squirrel

4 Gold, Ration, 1 Weight

The local boys have been known to train small animals to retrieve objects from the local wishing well. A trained squirrel will retrieve small, shiny objects when ordered, as would a hireling. Their Cost is 1 ration.

### Brass Keys

Contact, 3 Uses, 0 Weight

These keys, bound together by a leather thong, look newly minted and jingle with the sound of chimes. Once inserted into a lock, the lock will open and remain so evermore – the key fused into its workings.

### Scholar's Ring

Worn, 0 Weight

One of a pair, this ring was once given by a scholar to his son such that he could always seek his father's advice. After these long years, who could now possess its mate? Any object that will fit within the palm of your hand may be transported between the owners of these rings.

### Grey Stole

Worn, 1 Weight

Grey stoles are a symbol of agency granted by the Grey Brotherhood to those who act on its behalf. It is difficult to say whether the vestment's effect is divine or simply psychological. Those who wear the grey stole will be received at any monastery and their words heeded by all holy men. When you wear a grey stole, mark XP according to your class's neutral alignment in addition to your own.

### Barleywine

5 Gold, Ration, 1 Weight

Rivaling the best ales of the dwarves, the Grey Brotherhood's heavy brew, when properly aged, is a gift fit for kings. Each session you do not consume a bottle of Barleywine, its value doubles.

## Monsters

### Townfolk

Horde

Trample, Beat, and Kick (1 Damage) 3 HP 0 Armor  
*Close*

The people are tired, hungry, and most of all scared. After everything that's happened, it doesn't take much to incite them. *Instinct:* to save them and theirs

- Mill about
- Choke thruways
- "Hey everybody, look at that!"
- Mob justice
- Mass panic

### Sigben

Solitary, Intelligent

Ram (d8 Damage) 18 HP 3 Armor  
*Close*

Intelligent goat-like creatures who feed on the blood and hearts of men. *Instinct:* To collect hearts

- Rip out a dead creature's heart
- Drink a creature's blood and gain their knowledge: ask their player a question
- Release echoes of a soul from a hearts

### Chupacabra Pup

Solitary, Small

Bite (d4-1 Damage)  
*Close*

7 HP 1 Armor

At a distance, Chupacabra appear canine but, upon closer examination, bear only an obscene resemblance. They are the only known predator of the Sigben and will stalk them great distances.

*Instinct:* to consume goat's blood

- Lurk in the darkness
- Track their prey by scent
- Consume blood, preferably goat

Cruel Joke: Despite their unfortunate appearance, chupacabra are not evil by nature. Properly trained, they are loyal companions and peerless trackers.

### The Dead

Horde, Magical

Claw, Rend, and Bite (d4-1 Damage) 3 HP 0 Armor  
*Close*

Never tiring, the dead surge ever forward in plodding waves that break upon the landscape. Who knows why they do not rest or why they spite the living.

*Instinct:* to hound the living

- Approach relentlessly
- Groan unnervingly
- Encircle and overwhelm
- Find a way in, over, or around

Familiar Face: When a character joins the ranks of the dead, it retains half of his/her max HP.

