



WARRENS OF ODOKAR

A DUNGEON WORLD ADVENTURE

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WARRENS OF ODOKAR

“THERE WERE TWELVE OF US, at first. They got Leland, his wound wouldn’t stop bleeding. He kept keening, like a dying pig.

Swarund put him out of his misery, but his wailing was enough to signal more.

They came from the dark. They howled like dogs and smelled of copper. I would swear the one that got my leg used to be our lighter-boy.

Now I sit and wait. When the wind blows, I hear their distant howls. I will not be kept waiting long, I think.”

If this is the first time you’ve run a game of Dungeon World, have everyone create their characters. (There’s a guide for making quick and dirty characters at the end of this book.)

When you’re ready to start, read the passage above. Tell the PCs they’re currently taking a short break at an abandoned campsite and one of them discovered the note in a bloodstained saddlebag. (The saddlebag is intact, and allows the wearer to carry +1 weight.)

While they ponder the note, tell them they ventured into these old caverns - the Warrens of Odokar - in search of treasure, fame or fortune. Allow them to introduce their characters, and discuss what it is they’re here for. (See *Rewards* for some examples.)

When they’ve finished, a howl echoes through the tunnels before them. The air grows hot and dusty. The shadows grow ever longer as the party’s torches burn on. What do they do?

The Warrens of Odoakar

As a child you heard of the Orcish Reds, their ghoulish leader Odoakar, and the squalid warrens where they made their last stand.

The Orcish reds were an army and a plague. Their bloodlust could never be slated. It took an alliance of dwarf and spider-kin to finally put an end to their fiendish ways.

The bloody army made their last stand in these catacombs. Even now, decades later, evidence of their defeat lies everywhere. The crude-carved walls are stained red. Few treasure-hunters dare to delve this deep; there is much potential for fanciful spoils.

Before the party got here, some fool managed to resurrect Odoakar. Maybe they did it to appease a dark god; maybe they did it to fulfil some foul science. In any case, the deed is done, and the mad ghoul is loose again. It falls to the party to put him down again, or at the least escape the warrens and warn civilisation.

Facts regarding Odoakar the Ghoul-Thing:

It was returned to life with only a measure of its intelligence, but is remembering more all the time.

It is cursed to seek the blood of its enemies, and may pass this curse onto anyone it wounds.

It has a fear of fire.

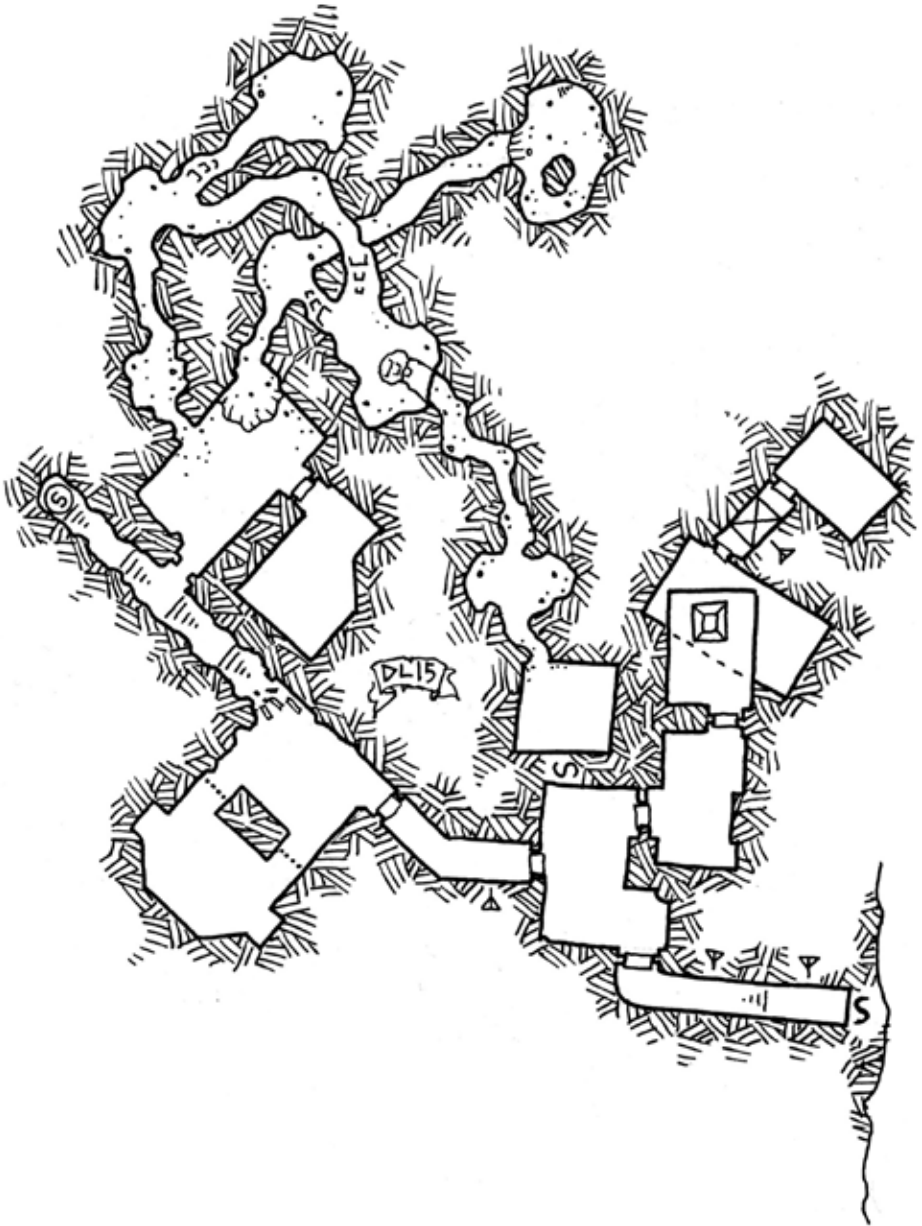
It will attempt to split up the party, and deal with them one by one

It hides in shadows; the darker the area, the higher the chance of an encounter

It is a physical thing, but can contort itself to move through small spaces.



WARRENS OF ODOKAR



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Enemies

Odokar the Mad Red

Solitary, d10+2 damage, 12 HP 2 Armour, Close, Reach, Messy

The reanimated remnants of a deranged orc warlord. He was put down long ago, but some idiot resurrected him. Then died. Now the Mad Red stalks his former tomb. He wants to recruit a new army of Orcish Reds.

Clues to suggest Odakar is nearby:

- Fresh corpses, drained of blood
- Deep gouges in the stonework, clawing up towards shadowed areas or small spaces
- A distinct rust-red smell in the air
- An NPC, lost and bleeding
- Orcish Reds, baying for blood

Orcish Reds

Group, d8+2 damage, 6 HP 1 Armour, Close, Messy

Creatures (roll or choose: spiderkin, orc, dwarf, elf, human, troll) infected with Odokar's bloodlust.

They want to drain the living of their blood to keep themselves alive (by drinking, bathing, using it as ingredients in insane rituals, etc.)

Spiderkin

Guard: Solitary, Stealthy, Intelligent, Cautious, d8 damage, 6 HP 1 Armour, Close

Young Brood: Horde, Stealthy, Intelligent, Cautious, d6 damage, 3 HP 1 Armour, Close

The spiderkin claimed this land after Odokar was put down as their territory. You may find a lone guard who wants to protect his kind's interests, or a young brood who want to truss up a victim.

Dwarf Miners

Group, d8 damage, 10 HP 2 Armour, Close

The dwarves may claim they have a fair stake to the land, but really these miners just want to get rich mining mithril. However, if they've found the Orcish Reds first, they just want to get the heck outta there!

About the Dungeon

Connections

- *Aumidar*, a dwarven outpost about a league away
- *Ban-Kala*, a clutch (city of spiders) about half a league deeper down
- *Chalcedon*, a human nation far above, unaware of the potential threat below their feet

Dungeon Moves

Odokar, or his Reds, get their scent

Odokar springs a crude trap

They're sent round in circles

The spiders or dwarves get the wrong impression

Blood starts dripping from the ceiling

Impressions

Blood... old blood, everywhere

Crude relics to a cruder god

Rusted armour from many races

Site of a former battle

Battlegrounds are common in the caverns, largely untouched for decades. A good eye will spot *elf*, *dwarf* and *spider* remains in the ruins. Old swords and armour are common, though most have rotted away or been tidied by spiders.

Blood-pit

A crudely-dug pit for holding gladiatorial games and other heretical blood rituals. Odokar will never deign to enter these; he remembers when he observed the twisted bloodsports of his army from on high. Instead, he will drive any infected towards the pits and observe how the party react.

Spiderkin Nest (Empty)

When a party member attempts to cross a webbed nest, roll+DEX. On a 10+ they're where they intended. On a 7-9, they're stuck - move and they'll alert spiders. On a miss, mark XP and the GM makes a move.

There's a 3-in-6 chance of discovering decent equipment scavenged from the battlefields in any nest.

Spiderkin Nest (Inhabited)

Roll 1d6. On a 1-3, the inhabitants are infected with bloodlust. (They gain the *messy* tag, and may infect others.)

The dwarven mining camp

There are three dwarves in the mining party. They were ambushed by a group of spiders; one of them was wounded, leaving a tell-tale blood trail. If the dwarves aren't encountered until later, the Orcish Reds will have found them first.

A floating obelisk room

Humanoid creatures built this at some point, though it probably (by the design) wasn't dwarf or spider. In the centre stands a narrow pyramid balanced impossibly on a stone globe. Humanoid stone gargoyles with awkward, abstract heads likewise squat upon stone globes. The globes are about the size of a tennis ball.

If the globe below the obelisk is removed, the pyramid will still hover in the air and the gargoyles will activate. The obelisk will then upend itself, screwing itself into

the ground beneath it and drilling a hole down directly into Odokar's grave.

Odokar's grave, disturbed

A simple earthen pit. The one who resurrected Odokar buried their way in by mechanical means, or teleported in by way of magic (your choice.)

His remains lie nearby, along with some evidence of how he got here. Odokar's grave is adorned with a variety of sigils; if one *spouts lore*, they may discover the Red's aversion to fire, or other weaknesses.



Rewards

What are you here in search of?

Fame

The dwarves and spiders made a truce following the death of Odokar the Red which hasn't been broken since. A team of dwarf miners went into the warrens in search of new prospects, but this is in violation of the compact made between the two races. The dwarf league of miners are keen to have a neutral third party enter the warrens and find the fate of the dwarves, without causing a political scene.

Meanwhile, there's been a lack of communication between the broods of the Warrens and those of *Ban-Kala*, the nearest spider city. This has deeply disturbed Envoy Pii'Treb, who fears infestation, warfare or worse. He will pay good money to anyone returning to Ban-Kala with news of the Warren Spider's fate.

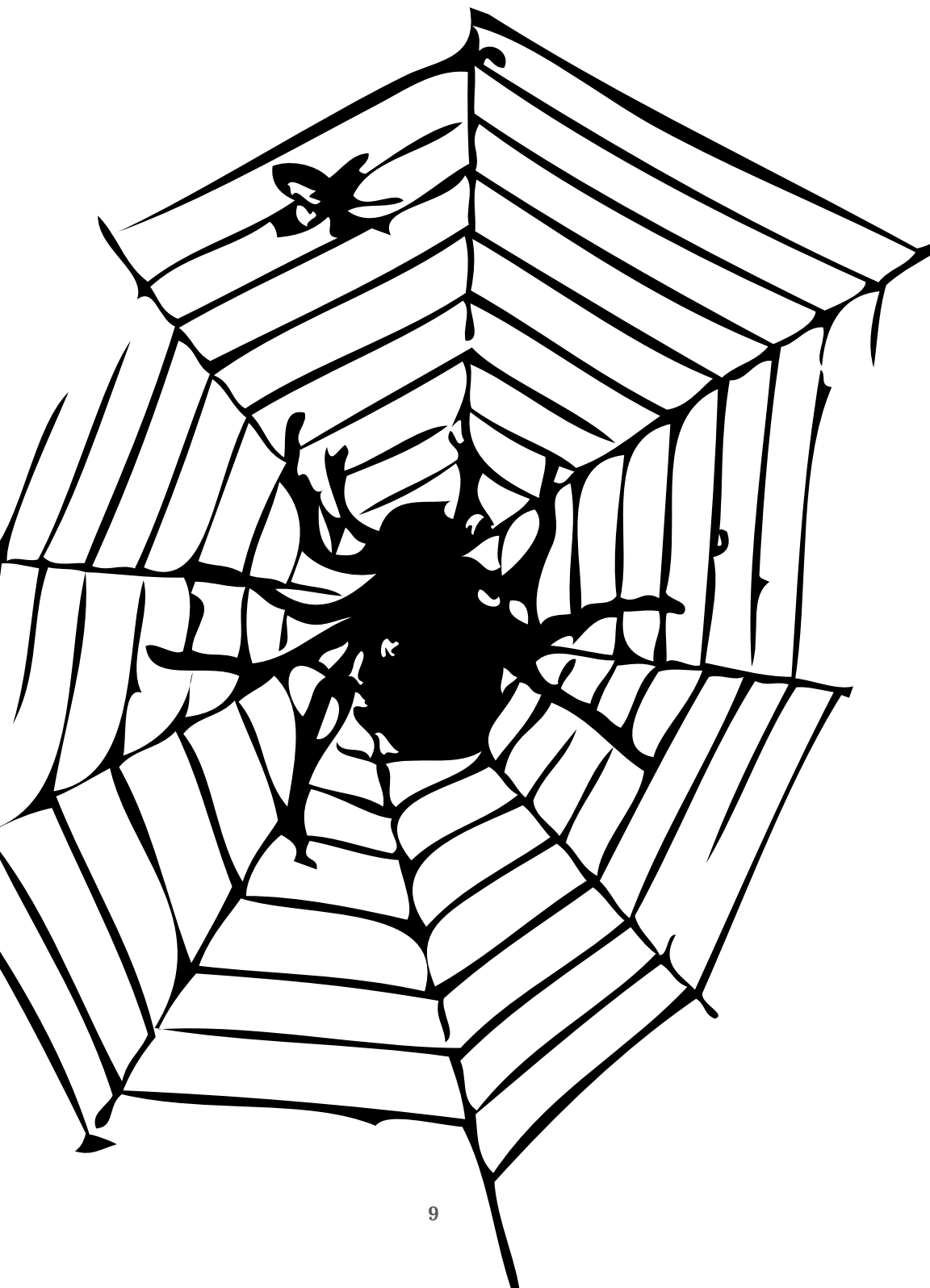
Unbeknownst to both races, a Chalcedon explorer has struck a deal with a band of quartz elementals to begin digging operations in the area. Unwittingly, he has broken into the warrens, paving the way for the mad idiot to resurrect him. The explorer, Juvenal Detrouite, has been asking for more strong-willed explorers to enter the warrens and put an end to the chaos he started.

Magic

Left to accumulate in many nooks and crannies is a mysterious **blue dust**. It's clear this dust is some kind of sleep-inducing poison, though apparently only fast-acting when consumed. Someone *spouting lore* on the dust may learn a pouches' worth, added to food or drink, would be enough to put someone in a coma. The nature and origin of the dust is unknown, but it doesn't appear to form naturally.

Hidden beneath a partially-collapsed bloodpit (or elsewhere) lies a spring of **pure cold water**. A splash or two of the water is enough to cleansing the red rage from someone's mind, at least for a little while.

Discarded in Odokar's midden pile is a **golden pistol**. Its barrel has a vague blueish hue, possibly related to the blue dust. Any shots fired by this gun explode and reconfigure into tiny saws mid-flight, ripping their targets to shreds (and granting the messy tag.)



Quick and Dirty Rules

Making a Character

You have a **NAME**: perhaps *Aventail*, *Bascinet*, *Morion* or *Schynbald*.

You have six **ATTRIBUTES**: **STREngth**, **DEXterity**, **CONstitution**, **INTelligence**, **WISdom** and **CHARisma**. Roll 3d6 for each to determine your **SCORE**. Check your score on the table below to find your **MODIFIER**:

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

You start with **HIT POINTS** equal to your constitution score plus six.

You have a means of defending yourself, pick one:

- Sword (d6 damage close) and shield (+1 armour.)
- Bow (d6 damage near) and 3 ammo.

You start with rations and adventuring gear equal to your wisdom modifier, plus one and coin equal to your charisma score plus six. (The rules for these are described in the *Dungeon World* rulebook.)

You have an **ALIGNMENT**, which sums up what your character wants most in life. If you do what your alignment describes at least once per session, you mark experience at the end. Pick one of the following:

- “I defeated a worthy opponent today.”
- “I defended someone who couldn’t defend themselves.”
- “I inspired my allies to try something very brave - or very stupid.”

Finally, you have a **HOMELAND**. Your homeland gives you a special move. Choose where you come from from the options overleaf, or work with the GM to create your own home.

Rolling the Dice

When you act under threat or do something risky, roll 2d6 and add one of your SCORES, based on what action you’re taking. (The GM will decide which score and say some of the consequences before you roll.)

On a 10+, you do what you intended; the threat doesn’t come to bear. On a 7-9, you stumble, hesitate, or flinch; the GM will offer you a worse outcome, hard bargain, or ugly choice. On a 6 or less (a miss) mark XP, and the GM gets to make a move.

APPENDIX

The world is an ever-changing place. Today's tyrants are tomorrow's trophies. Nations rise and fall. No king rules forever. Always remember: the actions of but a single adventurer may yet shape the fates of everything.

Mirkasa

The mountain gnomes and the templars of Saint Mirka. Two cultures sharing a land of ice and snow. They said they'd never work together. They were wrong! The "elektrickery" of the gnomes lights their streets; the faith of Mirka warms their hearts. But the brighter the light, the longer the shadow...

Special move: when you are struck by lightning or a magical attack, hold 1. Spend hold when you attack to deal +hold damage.

Umberto

What mysteries lie below the sands of Umberto? The young Caliph and his half-god queen rule their ancient city; devils and magi bargain with men's souls. They say it all began in the Iron Deserts. Perhaps it will end there, too.

Special move: you count as a "place of power" for the purposes of the move Ritual. Be warned: taking full advantage of this may risk your physical, mental or spiritual well-being.

The Green Scar

The Green Scar burns. It's gods have fled or died. Those that remain fight a losing battle against an unfamiliar foe, cruel men with the power of science and greed in their hearts. The once-limitless power of the jungle gods is nearly spent. But what miracles and terrors may come, before the end?

Special move: you start with FAITH equal to your wisdom. You may spend 1 faith at any time to turn a 6- result into a 7. Faith cannot be recovered; when it reaches 0, what remains of your gods is lost with it.

Chalcedon

Everything is broken. There's not enough to go around. And everyone has a price. These are the only laws that matter in Chalcedon. Remember them, and you may yet survive another day on the smog-choked streets.

Special move: when you discern realities, add these to your list of available questions:

- What will it cost to get rid of this person for a while/for good?
- What's the best way in/way out/way through?

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