

Altai Keep



A WINTRY, FRENZIED ADVENTURE FOR **DUNGEON WORLD**

by Joe Banner

Altai Keep

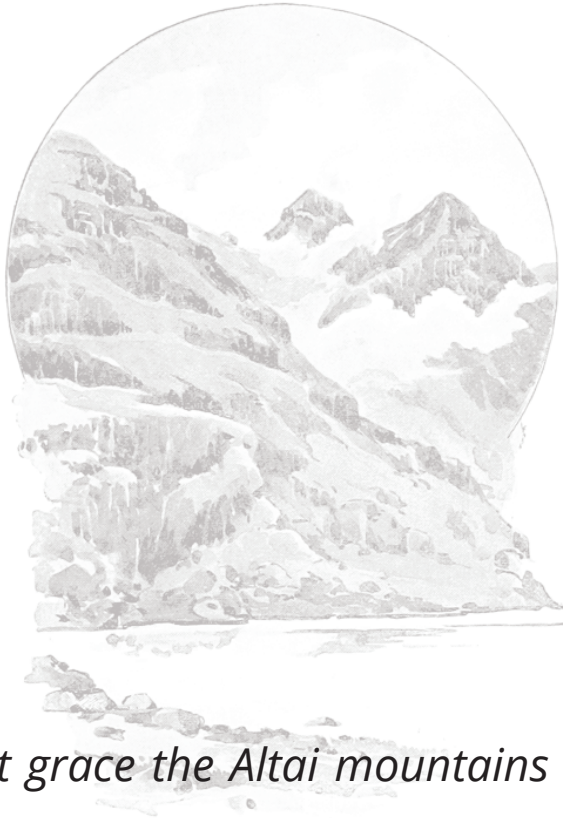
It's owners destroyed by the templars of the Stolen faith, Altai keep has been abandoned for centuries. But new evidence suggests the masters of this frozen mountain castle have returned.

The minotaur lords of Altai laid waste to a dozen villages before an army of templars managed to overthrow them. Their return could mean the end of centuries of prosperity for the farmers living in these lands. It will take heroes of renown to travel to this imposing fortress, find out who or what has brought about their return, and stop it - provided they can first survive an encounter with some of the most feared creatures in all the land.

Objectives

- » Find out who has returned to the keep, and their intentions
- » Discover what became of the missing villagers
- » Recover the sword of Deacon Gorric
- » Ensure Molekh and the minotaur lords stay dead





*What grace the Altai mountains hold
'twixt gloomy bough and fertile knoll.
But shepherd, watch your ibex herd!
For now the MOUNTAIN KING has stirred
and templars, heroes, soldiers brave
all fall before his wrath, disturbed.*

FOLKLORE

Reaper's Return

If no-one stops the return of the savage minotaurs, they will once again claim the mountains - and any who live on them - as their personal stomping grounds.

FRONT: HORDE / WANDERING BARBARIANS

Impulse: to grow strong, drive their enemies before them

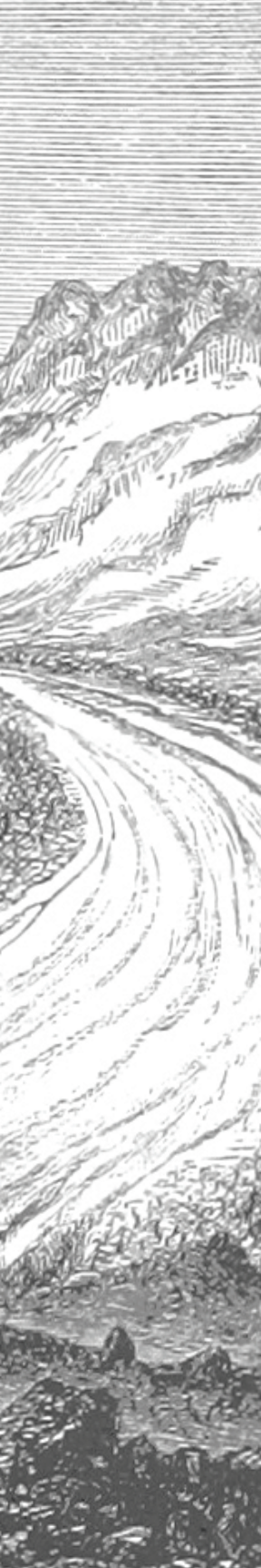
GRIM PORTENTS

- Mountain shepherds go missing at night
- Molekh rallies his horned brethren
- A new templar army is repelled
- Uryl village is destroyed

Doom: Destruction

Steading: Uryl village

- » **Prosperity** Dirt
- » **Population** Steady
- » **Defences** Watch
- » **Resources** Ibex (goats' milk, fur, etc.)
- » **Oath:** Dzhabbul village, The stolen faith
- » **Other** Blight (Minotaurs), need (heroes)



Molekh the Reaper

In life, Molekh earned his title not only because of his boundless rage but another trait, less common among his kind: ambition. More innocents fell to this black-furred bull than the rest of the lords put together. Sadly, undeath has done nothing to diminish his fury or resolve.

Solitary, Large, Intelligent

♥ 18 HP, 1 Armour

⚔ D10+2 **Bloodstained Scythe** (reach, messy)

Instinct: to see his foes driven before him

- » Trample enemies underfoot
- » Demand tribute from the conquered
- » Make a deal to gain more power

When you attempt to redirect a minotaur's charge, roll+CON.

On a hit, you divert it into something else of your choice a few feet away: a wall, an enemy, a feature. On a 10+ you also avoid taking any damage yourself.

Loot

🎁 **Molekh's Reaper (two-handed, +1 damage, 3 weight)**

A titanic scythe, half as tall again as a man. The carmine blade yearns for slaughter, but cannot abide rest. When you make camp, the blade grants +3 damage if you have killed recently. If not, your mind is clouded with blood-red visions, making you *confused* (-1 WIS) until you kill something.

Princess Deanera

Deanera was sent to Altai keep to raise the formidable minotaur lords from the crypts. The undead beasts were happy to ally with her dark masters in exchange for more power. Deanara is now in the process of turning the dank halls into accommodation more befitting of a princess.

Solitary, Intelligent, Terrifying, Hoarder

♥ 15 HP, 2 Armour

⚔ b[D10] **Chaos bolt** (near, forceful, ignores armour)

Instinct: to live in luxury

- » Steal the essence (blood, magic, emotion) of others
- » Curse someone with frailty, rage or stupidity
- » Summon undead thralls

Loot

🎁 **Maphide helm (1 weight)**

A cloth hat, stitched together from ancient maps. The next time you sleep after studying the hat's interior, the GM will describe a dream of the nearest place of magical power.

🎁 **Rod of the Sanguine (1 weight)**

The vampiric priesthood reward their most fervent acolytes with obsidian wands like this one. When fed fresh blood from a sentient creature, the wielder will be able to hear the heartbeat of anyone nearby that would do them harm.

Other Monsters

Ghoulish Minotaur

Of the minotaur lords, only their leader was reborn intact in mind and body. The rest found the transition... difficult. These creatures are more than capable of immense acts of destruction and cruelty and their undead state makes them even harder to kill.

Group, Large

♥ 12 HP, 0 Armour

✦ D8+1 **Horns'n'claws** (reach)

Instinct: to destroy in the name of it's masters

- » Bellow a savage cry
- » Damage something delicate

Sanguine Thrall

Most of the missing villagers were bled dry for Deanera to feed on. The rest now serve as a twisted parody of the courts of living beings.

Horde, Organised

♥ 3 HP, 0 Armour

✦ w[D6] **Silver cutlery** (close)

Instinct: to follow it's master's will

- » Provide sustenance and entertainment
- » Pray for release

From the Dungeon World rulebook:

- » Gargoyle (Cavern dwellers)
- » Draugr, Skeleton, Vampire (Legions of the undead)
- » Minotaur (Lower depths)

Dungeon Moves

When a roll is failed, when the rules call for it, or when the players look to you to see what happens next...

THE PARLOUR IS SPOTLESS

Something about this dining room doesn't add up. It's clean enough to serve royalty, but the braziers aren't lit - it's as cold and unwelcome as a grave. And there's a tang of copper in the air - blood was spilled here recently. Very recently.

THE MINOTAURS AWAKEN

The seal on the crypt shatters with a crash. An undead creature steps out of the opening, its head crowned by a pair of horns each the length of a greatsword. Glassy eyes set on the party, it bellows a warcry. You hear the roar answered by another beast, then another.

THE WAY IS BLOCKED BY FROZEN DEBRIS

Your route ahead comes to an abrupt dead end. The corridor is blocked by a wall of ice and collapsed stone. Through the misty ice, on the other side, you can see some figures working away clearing the area. You could try and find a way through back via the parlour room, or try and break through yourself?

A TEMPLAR'S BLADE, SULLIED BY EVIL

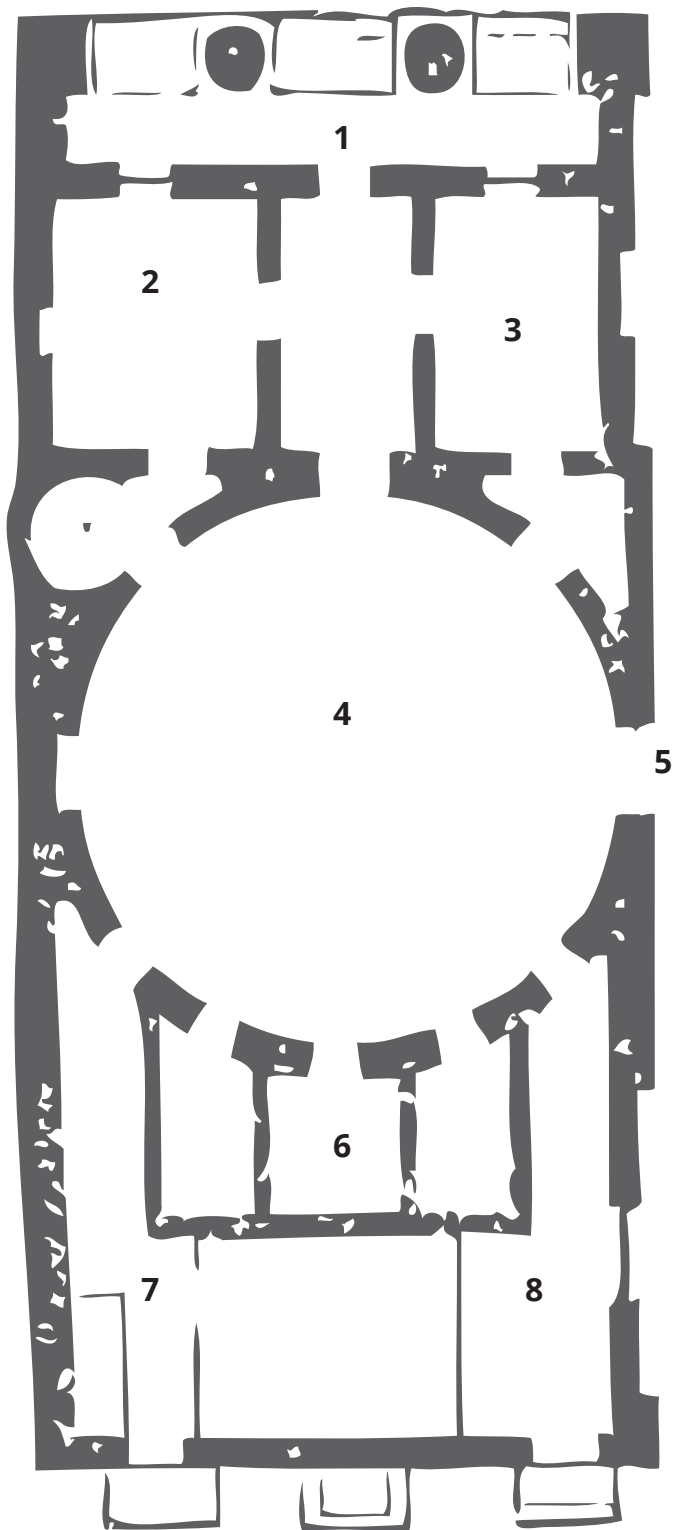
Frozen into the wall is the corpse of Deacon Gorric. A sword - his own, going by the heraldry - is currently embedded in his torso. The blood of it's former owner still glistens on the blade, but the body appears to have been here for decades. You should be able to work the blade free of the ice, though.

Other Moves:

- » A frozen ceiling section collapses
- » The thralls form a blockade
- » The old straw pallet hides a minotaur trap
- » The silver cutlery is cursed
- » More minotaurs arrive from the crypts
- » A cold wind blows out your torches
- » A templar is reanimated
- » You slip up on a patch of ice

"...What do you do?"





Map

1. *The crypts*
2. *The atrium*
3. *Molekh's throne*
4. *The feasting halls*
5. *Main entrance*
6. *The parlour room*
7. *The final stand*
8. *The shrine to the darkness*

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DUNGEON WORLD

Dungeon World created by Sage LaTorra and Adam Koebel.

THANK YOU TO...

My playtesters, who all take +1 ongoing to awesome.
Everyone at the G+ Dungeon World Tavern.

