

The Sanguine Forest

A **DUNGEON WORLD** ADVENTURE
By Joe Banner | www.joebanner.co.uk



"Tell me again the Bodigen are a "myth" when you find yourself at the mercy of some braying satyr, or those Nosjad witch hunters - only to find a silver dagger in your hunter's throat and your life your own for another day."

ELROSINE, THE AMBER DAUGHTER

Getting Started

This book is designed to give you, the GM, more tools to make your games of Dungeon World easier to manage, memorable, and more fun.

If you've never played a game like this before, read the guide in the Dungeon World rule book, drop me a line, and check out the Dungeon World tavern on Google+. The group's friendly, knowledgeable and happy to get people started.

You might find you need more content than this to play your game. It's worth remembering that in Dungeon World, you *play to find out what happens and ask questions and build off the answers*. This supplement is designed to help you do that. I'd love to hear what your group's answers were - and how those answers made your adventure totally awesome and unique!

Like what you've read?

If you enjoy this book and want to see more like this, check out **joebanner.co.uk** for more supplements. You can help me make more through my patreon campaign, available at **patreon.com/jbinc**. Have fun, and may your torches burn bright and long in the darkness!

DO THIS...

- » *Read this book*
- » *Use what inspires you*
- » *Ignore what doesn't*
- » *Add your own cool stuff*
- » *Have fun!*

The wood that wouldn't die

Between Altai and Nekesti, the greying firs and skeletal birch trees become more dense and inhospitable. This is the final resting place of *Mamut-bogh*, the necromancer's favoured beast. His bones lie here still, jutting from the ground like rotten teeth. Smart travellers do their best to avoid this cursed place - and the wild, enigmatic creatures that nest within Mamut-bogh's ossified corpse.

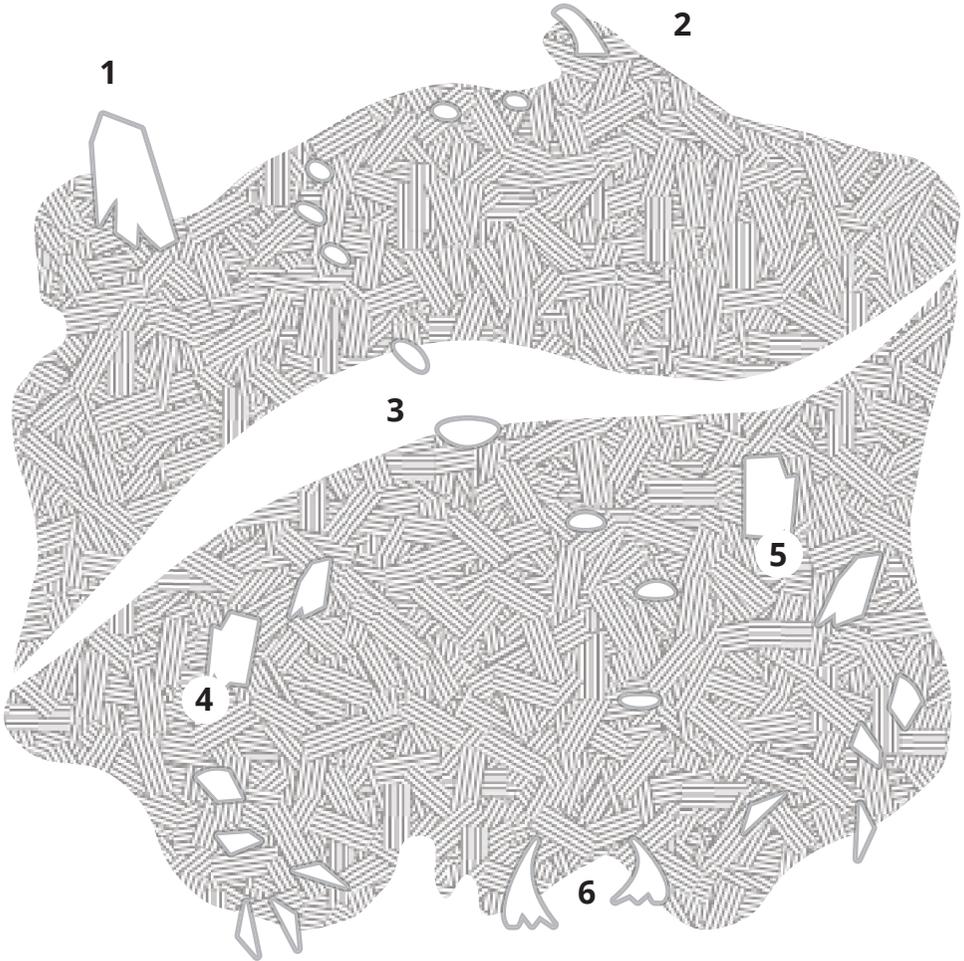
Questions

- ▶ Why haven't the templars been culling the satyr recently?
- ▶ What tips have you been told to navigate the forest?
- ▶ How long since you last saw open land?
- ▶ How was Mamut-bogh finally killed?
- ▶ Who needs you to bring back a sprig of blissleaf?

Impressions

- ▶ Mamut-bogh's house-sized skull, trees growing through and around a pair of enormous tusks
- ▶ A satyr monolith carved from a shattered armbone
- ▶ An abandoned witches' hut halfway up a tree
- ▶ A child's shoe, discarded on an overgrown path
- ▶ The Braken river, fast-flowing
- ▶ A herd of deer, their antlers gently glowing in the mist
- ▶ A stagnant bog hidden amongst the tall bushes
- ▶ A halfway house, stocked with supplies

Forest Map



1. Mount Femur

2. The Tail

3. Braken's Crossing

4. The Herdsbone

5. Blissleaf grove

6. The mouth of fear

The hunt

The sanguine satyr are typical for their kind: brutish, primitive and violent. Though the templars' purges normally keep their numbers in check, the satyr have grown strong in the templar's recent absence. Already, the towns closest to the forest have come under heavy attack. It is up to brave warriors such as yourselves to cull the herd once and for all.

Introduction

You're halfway through a 2-day sweep of the Sanguine forest. (Consume a ration.) Just as you struck camp, the satyr launched their ambush. The echoing roar of some beast - bigger than the satyr, for certain - just echoed through the forests.

Questions

- ▶ Who just got ripped to pieces by the satyr?
- ▶ How have the trees turned against you?
- ▶ What's most valuable in the satyr's treasure heap?
- ▶ And, as always, what do you do?

Dungeon moves

- ▶ More bloody satyr!
- ▶ The gorynych gets someone in it's clutches
- ▶ The chase leads you deeper into the forest
- ▶ Worse creatures are attracted by the scent of your blood
- ▶ The Bodigen get you out of trouble, but you're now in their debt

Felbeast Satyr Horde, Organized, Intelligent

✚ Horns and antlers (d6+1 damage 1 piercing Close)

♥ 7 HP 1 Armour

Instinct: To hunt, for food or sport

- ▶ Toy with their prey
- ▶ Gore their opponent
- ▶ Be summoned (by the monster's roar or shamans' drum)

Felbeast Shaman Horde, Organized, Intelligent

✚ Mystical rainstick (2d8 damage, reach)

♥ 18 HP 2 Armour

Instinct: To hunt, for food or sport

- ▶ Summon a torrent of stinging, black rain
- ▶ Sow confusion and discord
- ▶ Make a show of strength to the herd

The Gorynych Solitary, Huge

✚ Savage claws (2d10 damage, 3 piercing, Reach, Messy)

♥ 21 HP 2 Armour

*According to legend, wherever Mamut-bogh's blood was spilt, the soil gave birth to his children. Venerated by the satyr and dreaded by honest folk, these "babies" are 5 tonnes of chitin and raw muscle. Their bestial faces are surrounded by a mane of goat-horns. Killing one will earn you fame and fortune, assuming there's enough of you left afterwards to enjoy it. **Instinct:** To patrol*

- ▶ Announce it's presence with an echoing roar
- ▶ Destroy the landscape
- ▶ Tear someone limb from limb
- ▶ Sting with a vestigial tail of dark jet

Flora and fauna

1. **Blackbeard's Delight**

A pungent mushroom. It's formidable scent stings the nostrils and will linger for many days on whoever plucked it, no matter how hard they wash themselves.

2. **The Devil's Button**

A rose-like flower with jet-black leaves and red thorns that feeds on the black rain summoned by the satyr. Seeing this in bloom is a sure sign the satyr are nearby. The flower is a key reagent in a number of unholy rituals.

3. **Ossifia Curatrix**

A curious moss that only grows where runes of warding have been carved into Mamut-bogh's skeleton. **When you study the runes**, roll+INT. On a hit, what you discover emboldens your allies. On a 10+, your study doesn't take a long time or attract unwanted attention. On a miss, what you discover terrifies your allies instead.

4. **Diamond Posey**

It's said this glittering orchid only blossoms above gemstones - although there's no telling how far down they are. **When you dig below a sprout of diamond posey**, roll+hours spent digging. On a 10+ you discover a clutch of uncut stones worth d6x10 coin. On a 7-9, you only find one or two common malachite worth d6 coin for your trouble.



5. Ironbark

A variety of pine tree, greatly valued for its sturdy properties. As the name suggests, its bark is as tough as iron; each needle is sharp on every side, like a double-edged sword. It's just as flammable as any other wood, of course. If you can find a way to collect the needles or strip the bark from the tree without hurting yourself, the needles could be turned into knives or the bark could be fashioned into a fine armour.

6. Blissleaf

A pale white shrub with delicate leaves, found most abundantly where foul earth meets fresh water. A salve made from grinding the fresh leaves will help cure a range of illnesses, or heal most debilities, or recover 2d10 HP.

The beleaguered boatsman

By the time you come to the sluggish river, an old barge has run aground in the thick mud. Its owner is so busy trying to free her vessel, she hasn't spotted the satyr sneaking up until its almost too late! **What do you do?**

Questions

- ▶ What's the boatsman offered you for your aid?
- ▶ What shouldn't she have taken from the satyr?
- ▶ Who will die if the boat doesn't get back in time?
- ▶ How are the satyr adapted for river raiding?

Dungeon moves

- ▶ The boat's hull comes apart
- ▶ The thick mud drags someone down
- ▶ The boat is freed - but nobody's on it!
- ▶ The ripples in the shallows attract giant water striders

Monsters

Water strider (*group, organized, devious*)

- ♣ Sharp proboscis (d6 damage, close, piercing 1)
- ♥ 6 HP 0 armour

Instinct: to scavenge

- ▶ Collect scraps of food
- ▶ Prey on anything falling under the surface
- ▶ Appear suddenly and silently in water

Hirelings

The Boatsman (Cost: Safe passage along the river)

Loyalty 1

- 📌 **Barge-handler:** When you undertake a perilous journey on the barge, the worst result for the trailblazer is a 7-9.
- 📌 **Tradesman:** When you make camp on the barge, you may supply with the boatsman.

Loot

📖 **The little book of repelling (1 weight)**

A simple notebook, filled with scribbles, sketches and tracings of various runes of warding. Each rune is designed to repel *something*, but it's hard to work out what rune repels what (and the author's handwriting is *abysmal*). **When you brandish a rune from the little book**, state the thing you are trying to repel and roll+INT. (If you have tried to repel this thing before, take +1 forward.) On a 10+, the thing you wanted cannot get any closer than *reach* distance. On a 7-9, your target is unaffected but you can name something else that is affected instead. On a 6-, the GM names what is affected.

The myth & the court

You've been invited to the court of the Bodigen, with no explanation as to what that truly means. You have been told you should be honoured; the ancient scriptures say few are extended such a gift. So why you, you wonder? The journey is difficult and may cost you dear - and you, grizzled mercenary that you are, cannot help but consider the bottom line. And yet... you do not know the consequences of going, but surely the consequences of ignoring the offer would be worse. Right?

You may choose to either accept or decline the invitation. If you do not accept the invitation, nothing happens straight away. But in time, all will know you declined an invitation to the Bodigen's court. While you have not made an enemy of them, the Bodigen make it known to you that their aid is forever closed to you.



If you accept, declare the one thing you cannot afford to lose right now - and yet risk doing so - to reach the court in time. Money, honour, glory, your sword arm, the wrath of your god, the results of a critical ritual: these are all acceptable answers, but you might think of something more specific. (Your life is yours to put forward if you wish, but be aware this is no petty wager.)

When you accept the invitation of the Bodigen and travel to their forest court, you must complete a perilous journey of no less than five days. Along the way, each of you will find yourselves tested: a seemingly-coincidental event that strikes when you are most vulnerable. Roll+your worst ability (if there's a tie, your choice.) The GM will describe the details as befits the ability, your roll and the fiction.

On a 10+, what you risked is safe. On a 7-9, what you risked is damaged, but can be recovered in time with effort on your part. On a 6-, what you risked is irretrievably lost. Though you may reclaim it, or an echo of it, it is cursed to never be within your grasp for long.

When you arrive at the Bodigen's court (on time or otherwise) you are greeted as a friend and trusted ally. The Bodigen understand and value what you staked in accepting, and wish to repay you in kind. What has been lost cannot be reclaimed, but they will do their best to honour your sacrifice in their name and ensure your life persists.

You spend as much time as you like with the Bodigen, in a realm of dappled amber twilight, fine dining and great beauty. After you return to the realm of the living, **at the start of a session the GM may ask how your life was made more comfortable recently** by virtue of some minor coincidence, unrelated to what you risked or lost. If you answer, mark XP.

Credits

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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.

COMMENTS & QUESTIONS?

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