



The Walls of N'gogh

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A Dungeon World adventure by Joe Banner

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Introduction

If you've never played a game like Dungeon World before, you're in for a lot of fun. Before you start, read the Dungeon World rulebook - especially the chapter called "The GM". That's you!

Using this book

As a Dungeon World GM, you should be aiming to **portray a fantastic world, fill your character's lives with adventure** and **play to find out what happens**. My hope is the content in this PDF will make it easier for you to do that.

 *Don't be precious with your prep!*

I aim to provide enough to get you started, so you can focus on playing more games. But if your players go in a different direction to the prep, **the player's actions always take precedence**. Describe the situation their new choices have created, ask what they do, and build off the answers.

 *Need more help? Like what you've read?*

If you're looking for feedback and advice, you can check out my website, **joebanner.co.uk** or the Dungeon World tavern on Google+. If you want to help me write more adventures, please sign up to my patreon campaign (and get some sweet rewards in the process!) at **patreon.com/jbinc**.

Symbols used in this book:

-  The **eye** highlights relevant knowledge your players may discover when they *spout lore*, *discern realities* or otherwise investigate the environment.
-  **Custom moves** should be familiar to you if you've read the Dungeon World rulebook. When the move is triggered in the fiction, read the move aloud to the players and ask what they do.
-  **Questions** may go differently from one gaming group to the next. The answers will depend on you and your group's decisions. *Play to find out what happens*, right?
-  Most creatures have both an **attack** and **HP value**.
-  As always, feel free to tweak these stats to suit your group's playstyle and preferred difficulty.
-  I try and provide a few examples of **treasure** in each adventure. It may be magical or mundane, or simply a re-skin of a standard item with a bit more flavour.

The Walls of N'gogh

READ THE FOLLOWING TO THE PLAYERS:

You're on your way through this land on your way to save - or murder - the duke. [Which? Who is paying you to do this? Why?]

At the end of a long day's travel, you find the hills covered with a mysterious, dense fog. Fearing you'll lose your path, you have decided to stop in some nearby ruins for the night - only to find the ruins have been rebuilt since the last time you came here. [When was that, exactly?]

With night fast approaching, there seems to be no other option but to head inside. No-one stops your entrance at the open gates, nor do you find anyone on the paved marble streets. How odd. What do you do?

What the players don't know

This city was once known as **N'gogh**, home of the dread wizard N'gogh'va. For centuries his ageless corpse lay buried, transfixed by a blade of meteoric iron - the only material that could penetrate his ensorcelled hide. It was by chance a foolish farmer stumbled on the wizard's tomb and, seeking fortune, removed the blade from N'gogh'va's corpse.

Now free, the wizard is gathering his strength before completing the task he began aeons ago - conquering the earth. A last twinge of humanity drove him to bring his old city and its people back from the dead, which is what the players have unwittingly stumbled upon. However, the city's folk are only a pale reflection of their past selves; once N'gogh'va has recovered his strength, the city's presence will become permanent.

There are three ways the wizard could be defeated. Firstly, the sword that once impaled him could strike him down again, if recovered. Removing the connection between the wizard and the ancient spirits that power him would render him mortal once more. Or if the city itself could be wrenched back into the past where it belongs, it would take N'gogh'va (and possibly the party) with it.

The boulevard of souls

READ THE FOLLOWING TO THE PLAYERS:

The last rays of sunlight turn the marble buildings lining the city's boulevard into shades of pink and orange. Directly ahead, the long road ends with a squat, round temple. The streets look clean and deserted, as though everyone left in a hurry. Night fast approaches. What do you do?

- ❓ The buildings are houses, shops and the like; most are unlocked. The upper windows have no glass or bars.
- ⚠️ **When you leap up into a 1st-floor window**, roll+DEX. On a 7+, you get in no problem. On a 10+, you avoid making a mess or drawing attention to yourself.

DEPARTED CITY GUARDS

(Group, Organised)

- ⚔️ Cold Spear (w[d6]damage, reach)
- ♥️ 3 HP (1 armour)

Special qualities: incorporeal

For the most part, the city guard lie long dead in the ground, dreaming. But if N'gogh'va wills it, or the city is threatened, the guards will rise from their slumber. **Instinct:** to defend the city

- ▶️ Take a criminal alive
- ▶️ Form a defensive perimeter
- ▶️ Return to their slumber at dawn

What's in the houses?

- 👁 The hide of an Umbertoan tiger-bat - a creature not seen in centuries.
- 👁 An acolyte in the middle of prayers. He may mumble something of use regarding the riddle of the temple.
- 👁 A vase made of silver with a bronze snake coiling around it. The snake's eye is a ruby worth around 30 coins.
- 👁 The Mystic (see below).

The Mystic of N'gogh

The mystic is the only one willing or able to directly help the party. She will explain the city has been dragged out of the past, and is aware the party are from her future. She'll help if they agree to save her distant descendant, alive in this time period.

She doesn't know her descendent's name, only that she wears the same jewelled tiara as her and is "in a position of great power and danger." If they refuse, the fortune teller disappears in a cloud of mist and does not return.

If they agree to help she will answer three questions to the best of her ability. After that, the guards arrive; by the time the party has dealt with them, she will have vanished into the mists.

His mighty temple

READ THE FOLLOWING TO THE PLAYERS:

The temple squats at the far end of the boulevard, carved from marble and green stone. The steps lead up to a heavy stone door, fixed shut. Embossed into the door are three bronze images depicting sunrise, noon and sunset. The top step of the temple is engraved with the words: "I stand in front of you, but you cannot see me."

The answer to the riddle is "the future". If the players guess this and correctly press the symbol for sunset, the door will open without resistance. (If the players need a not-so-subtle hint, you could draw their attention to the *setting sun*.) Alternatively, "Bend bars, lift gates", "Tricks of the trade" or similar class moves may be used - that's fine too, but in these cases N'gogh'va (see later) will definitely be aware of their entrance.

-  If the players take too long outside the temple gates, night will fall and the city folk will waken to a mockery of their old life - including the guards, who will see them as trespassers.

Locations

1. *The temple atrium*

The atrium has a tall, domed ceiling. The centre is filled with a stone globe, gently spinning in the air by magical means. Two dozen prayer mats are meticulously arranged around the globe.

- 👁 The globe doesn't look like any representation of the world you've seen before. Is it a version of the world from long ago, or perhaps a different world altogether?
- 👁 Images of the snake and the sun fill the area. Clearly, these symbols must have some religious significance. You once heard a tale of a scion of the sun god, "the serpent who encircled the world". He was felled by a magic blade.

2. *The confessionals*

Two box-rooms split into two, one side for the priest and the other for the person giving a confession.

- 👁 In one of the confessional boxes a man's corpse has been discarded. He doesn't look like he comes from the city. (He is in fact the simple farmer who awakened N'gogh'va. He's probably got quite a lot to confess if a cleric was to "wake him up"!)

3. *The living quarters*

The stairs up end at a heavy locked door, leading to an opulent living area: study, washroom, kitchen and master bedroom. You can hear screaming coming from the other side of the room.

- 👁️ The door is be easy to unlock with the right tools, but difficult to force open or smash down. The door is also designed to lock automatically. There is no lock mechanism on the inside, making it effectively a prison.
- 👁️ Trapped in the quarters is Victoria, daughter of the Captain Aurius of the Chalcedon expeditionary army. The wizard captured her and intends to make her his bride.
- ❓ What's the girl doing in a place like this?

4. *The room of ancient spirits*

Behind the atrium is another room, this one taken up by four marble statues of scaled, humanoid figures - the ancient spirits. N'gogh'va himself is silently praying to these figures, but will welcome the party if disturbed.

- 👁️ These four figures might correspond to the pantheon of ancient spirits from ancient mythology. They were said to grant immense power, transforming decaying mortal forms into ever-living titans of meteoric iron. But in return they demanded a constant tribute and connection to their

- A** **If you shatter the marble statues of all four ancient spirits**, N'gogh'va's spiritual connection to his gods will be severed and he will become mortal again. (You'll also incur the wrath of the four ancient spirits.)
- A** **If you try and appeal to the ancient spirits**, roll+WIS and state what you would have them do. On a 7+, you get it at a time that suits the ancient spirits (but not necessarily you), but must provide them with a regular tribute, either flesh, knowledge or victory (pick one; the GM will give more details.) On a 10+ you get it immediately.
- ?** What connection, if any, is there between the religion of the sun and serpent and the ancient spirits?

5. *The caverns*

This old tomb, accessible from either confessional or the marble stairs at the far end of the atrium, is where N'gogh'va's body was kept for aeons, impaled by the blade of meteoric iron. Unlike the rest of the city, this space was not restored to how it looked in the past; the painted frescoes have faded with time and are covered with centuries of dust and rubble. The floor is split and cracked and a colony of bats roost in the vaulted ceiling.

Circling N'gogh'va's empty sarcophagus is an effigy of a giant snake. Driven into the tomb, almost to the hilt is a sword of meteoric iron.

THE WALLS OF N'GOGH

- 👁 Careful observation of the 'effigy' will spot the snake is very slowly breathing. It's alive! It will awaken if too much noise is made or the sword is threatened.
- 👁 You're reminded of the tale of the scion of the sun god, who was buried under the world. Some know the story ends with the scion transfixed by the only blade that could kill him. There's a blade - but where's the scion?
- 👁 Going by the guano stains on these stalactites, there's probably a roost of bats above here. A loud noise or thrown rock would probably be enough to distract them.

THE GIANT SNAKE

Solitary, Devious, Huge

⚔ Crushing coils (2d8 damage, reach)

♥ 18 HP (2 Armour)

An ancient guardian summoned from the depths of the wizard's memory to guard the one thing that can deal him harm.

Instinct: to guard the sword for it's master

- ▶ Crush a lesser creature with it's great bulk
- ▶ Flick acid from it's fangs

⚠ When you face the ancient gaze of the giant snake, roll+WIS. On a 10+ your actions are slowed, take -1 forward. On a 7-9, you find yourself unable to move forward, though you can retreat if you wish. On a 6-, you become rooted to the spot until the snake is killed.

N'GOGH'VA THE WIZARD, SCION OF THE SUN & SERPENT

Solitary, Large, Divine, Arcane, Hoarder

✦ Contemptuous swipe (2d6+1 damage, reach, forceful)

♥ 12 HP (0 Armour)

Special Quality: Meteoric iron skin

When the dusky tigerbats of Umberto swooped high above the skies, and the great saurus roamed the plains that would one day be Chalcedon, the wizard king N'gogh'va ruled with an iron fist. His magics, a gift from his patrons from a plane of reality much older than ours, granted immortality and rendered his skin unbreakable.

In time, one man came to forge a weapon that could break the demon's shell, and used it to bind him - leaving his sleeping corpse as a warning to others. But in time, warnings became hearsay became myth, and so it was a foolish mortal unleashed this terrible evil upon the world again.

Though the lands have changed, N'gogh'va's plans have not. His iron will sustains this echo of the past, a reminder to him of former glories, in time, he will see the world crushed beneath his sandalled foot once more.

- ▶ Ignore an attack and continue planning
- ▶ Chase a pesky interloper who has interrupted his plans
- ▶ Take a pretty bride to rule in hell



