



Trouble in Nekesti

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



"I love sinners. They save me a fortune on lamp oil."

HIGH TEMPLAR LOGAN

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!*

A good, old-fashioned lynching

You stand before the magistrate, his lips quivering with fury. The bloodied gnome by his side silently thanks you; but all around the mob are baying for blood. It was going to be the gnome's, but yours will do. They press in, hemming you closer to the bonfire. **What do you do?**

Questions

- ▶ How did you know the gnome was innocent?
- ▶ Why don't you trust the magistrate?

Impressions

- ▶ Windows hastily shuttered as you approach
- ▶ An iron stake thrusting out of a bonfire
- ▶ A cold jail cell, smelling of mildew and worse
- ▶ Gnome 'citizens' begging and scavenging
- ▶ A gnome tax collector, his eyes hard and red-rimmed

When you overhear your name muttered aloud and ask what their problem is, roll+CHA. On a 10+, you may ask one question of the speaker and they will answer to the best of their ability. On a 7-9 you can ask a question, but not without attracting unwanted attention from other nearby villagers.

When you take damage while trapped by the frenzied mob, choose one: take +1 damage now, take -1 forward, or put yourself at the mob's mercy. Watch out for the pitchforks!

Dungeon Moves

- ▶ A wagon is overturned, it's horses bolt towards you
- ▶ Flames reach ever higher, obscuring your vision
- ▶ The people scream for blood and point at you!
- ▶ The magistrate begins his trial against the gnomes
- ▶ The mob hinders your approach or exit

Monsters

Templar Guard (*Horde*)

✦ Cast-iron cudgels (d6, close)

♥ 3 HP 1 Armor

Instinct: To cast out their sinners

- ▶ Follow the orders of the just and righteous
- ▶ Judge and/or burn a witch

Magistrate Kalareth (*Solitary, Intelligent, Devious*)

✦ The beating of your life! (w[d4], close)

♥ 15 HP 2 Armor

Instinct: To solidify his power

- ▶ Turn the people against his enemies
- ▶ Disappear into the crowd
- ▶ Summon the army of teeth, if cornered

The Army of Teeth (*Group, Arcane*)

✦ Biting blades (d6, close, 1-piercing)

♥ 6 HP 0 Armor

Special qualities: summoned from a bag of teeth

Instinct: To serve whoever holds the bag

- ▶ Follow simple commands (attack, lead, guard)
- ▶ Take the shape of whatever teeth they were formed from

The magistrates' demesne

The templars sent you in first, you don't know why. But there's something wrong with this old house as soon as you step foot in it. There's a faint rancour of sweet, sickly old vomit; the rugs, so recently cleaned; and this old butler before you, steadfastly not moving in spite of the warrant the gnomish bank gave you. A door - to the parlour? - swings open by itself and the butler glances at it, sweat beading his old temple. **What do you do?**



Impressions

- ▶ A parlour, places laid for a party that no-one came to
- ▶ A gallery, containing generations of stern family effigies
- ▶ The stables, home to an ornate velocipede
- ▶ A library with many secrets - and a gilded telescope
- ▶ Rats in the attic
- ▶ A room-sized closet, hiding a secret passage
- ▶ No-one's home...

Stakes

- ▶ Why do the noble's family want the gnomes dead?
- ▶ Why is the home full of bad spirits?
- ▶ Where does the secret passage lead?
- ▶ How was the noble going to kill all the gnomes?
- ▶ Why won't the templars come here?

Monsters

Spectral Ancestor (*Group, Large*)

✦ Withering touch (d8, close)

♥ 9 HP 0 Armor

Special Qualities: Insubstantial

Instinct: To ensure the sanctity of his people

- ▶ Turn the environment against the party
- ▶ Make a vision of the past a reality

Ornamental Observatory Trap (*Solitary, Trap*)

✦ Focused sunbeams (d10, ignores armour, near, far)

♥ 6 HP 2 Armor

Instinct: To destroy witnesses and evidence

- ▶ Turn the room into ash
- ▶ Make a vision of the past a reality

Skumm, the Rat King (*Small, Solitary, Hoarder, Cautious*)

✦ Fangs as big as yer'arm! (w[d10], close)

♥ 3 HP 4 Armor

Instinct: To rule over vermin as their king

- ▶ Summon his loyal retinue of rat-followers
- ▶ Skitter away to a place of safety
- ▶ Accept an offering (wealth, food, loyalty)



About the town

Nekesti

- ▶ **Prosperity** Poor
- ▶ **Population** Steady
- ▶ **Defences** Watch (The Templar citadel)
- ▶ **Resources** Wood, grain
- ▶ **Oath:** Kostromo, Nosjad, Sanguine Wood
- ▶ **Other** Blight (adventurers)
- ▶ **Personage:** Magistrate Kalareth



Questions

- ▶ What were the gnomes smuggling for the magistrate?
- ▶ Whose head do you recognise on a pike outside?
- ▶ So how are the cells here? What did you do to get chucked in there (this time?)
- ▶ Who do you know here and why are they in your debt?

Loot

A bag of teeth! (3 uses, 1 weight)

It's a bag of teeth! A detailed examination of the contents reveals teeth from several species, plus a larger smooth pebble engraved with a magic word. When you speak the magic word aloud and cast a handful of teeth into the air, a warrior will spring forth wherever a tooth lands. Each warrior will follow basic commands from whomever spoke the word for a few minutes before disappearing.

The magistrate's saber (5 weight, precise)

A saber, oddly heavy given it's flimsy construction, which could be deadly in the right hands. **When you spend days training with the saber**, roll+DEX. On a 10+, choose one of the following. On a 7-9, either take +1 forward the next time you train or choose 1 option now and deal your damage to yourself.

- ▶ The saber is now weight 0
- ▶ The saber's maximum range is now *reach*
- ▶ You *ignore armour* when using the saber
- ▶ You deal +1 damage when using the saber

When you have chosen all these options, you cannot increase the effectiveness of the weapon any further. Other weapon experts will recognise you as a *saber master*.

Word on the street...

At the start of a session, or when the party hits the streets in search of answers...

D6 RESULT

- 1. An influential nobleman mistakes you for an assassin!** He's away and screaming before you can mutter an apology, leaving D6x10 coin at your feet. *He will inform the relevant authorities of his 'assault', though the sheriff knows the man, in spite of his influence, is prone to jumping to conclusions.*
- 2. A scruffy pie vendor* offers you a "free sample".** If you partake, you suffer D3-CON health. (a negative result means you *recover* that much instead). *If you decline, no matter how politely, you are hounded through the streets to the amusement of several onlookers.*
- 3. The templars are recruiting citizens for their latest witch hunt.** If you agree to join them, you are expected to report to the templar enclave at dawn tomorrow. *(See those awaiting judgement, later.)*
- 4. A gnome engineer is set upon by a band of brigands.** His murderers, if successful, take only an intricate gold egg and his reading glasses, leaving his coin purse untouched. *If you did nothing, you don't think you were spotted.*

5. Wherever you go, it's the same rumour - the rain of shadows signals death. By the time you get back to your allies, dark storm clouds have gathered. Over the next few hours, a bitter black rain drenches the village; poisoning the well, making animals howl and go mad, and seemingly signalling the satyr's attack...

6. Exploring the brightly-lit streets of new Gnomington,** you are collared by an eager-eyed administrator from the Gnomish Trade Association. He's been looking for someone just like you! (*See **wacky gnomish schemes**, later.*)

* *Playing a more mature game? Replace "pie vendor" with "prostitute".*

** *Every town has a New Gnomington, they're like Chinatown. How is this one different from others you've seen?*

Escalation

Later, when things are *really* heating up, roll on the table above but also roll (or choose) an interloper, below. The interloper will interfere with the result as intended, adding extra complications.

1 Templars

2 Gnomes

3 The mob

4 Noble-folk

5 Satyrs

6 Someone's god

Those awaiting judgement

- 1. MALPHONSE DAMSONTREE**, seventh scion of that house. Guilty of trespassing on infernal ground and conspiring with the wretched. Still at large in the Kostromo slums.
- 2. THE NIGHTINGALE** A witch and practitioner of heretical magics, linked to the recent corruption of Bodigen's glade.
- 3. KRILL KETTLEPIPE** excommunicated from the engineer's guild but understood to be continuing his experiments into devilish arcana and electrickery from an abandoned wizard's tower south of Nosjad.
- 4. THULAGON COLDROAR** accused of slavery and vicious bloodsport at the quarry pits north of Failspeake Gorge.
- 5. JALIRA ROSEBANE** attempting to coerce the elves of Battlesbrook into their previous hedonistic lifestyle.
- 6. VLASTA SLAVIK** convicted of betraying her templar brothers and escaping execution. Current location unknown.
- 7. DOBRI MYASKOVSKY** wanted by the Gnomish Trade Association for petty larceny and tax evasion.
- 8. BROTHER ISSAC OF THE ORDER OF MARETH** guilty of necromancy. Destroy on sight.

Wacky gnomish schemes

1. I need a new samoflange!* Bilby Buzzerbright owes me, go pick one up from his lab in the Franken Stead. I wonder how his experiments with etheric farming golems have been going?
2. Here, take this massive bag of money! You can even spend a bit of it as payment, if you like. If a tax officer asks, this gold is just “resting in your account”, yes?
3. Dobbs? Is that you, Dobbs? I can’t see so clear, nowadays. If only those foolish pilgrims hadn’t stolen my spectacles...
4. I call it the “transistor”! It will redefine industry, but it must be placed on the highest hill (where the Shackleteeth goblins make their den) during the lightning storm tomorrow!
5. The templars call me a heretic, but really I’m just misunderstood! Now, would you be the person to speak to about procuring a variety of corpse dusts?
6. My velocipede is complete and ready for it’s first lap around town! But these uneducated yokels (for reasons I cannot fathom) seem to have it in for me. What’s the charge for you strapping folk to defend my latest invention?

* *What the heck is a “samoflange”?*

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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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