

AGENDA

- Make the world fantastic
- Fill the characters' lives with adventure
- Play to find out what happens

QUESTIONS

- What brought you to the graveyard?
- What have you heard of the Templars?
- What experience do you have with tomb raiding?
- Have you heard about Richard Upton Pickman?
- Do you believe in the legend of Baphomet?

IMPRESSIONS

- The stench of death
- The cold night air
- The eerie, distant sound of dirges
- A bright full moon
- A wolf's howl in the distance
- The ancient stonework of gravestones from another era
- The sudden sprouting of yellow, foul and poisonous corpse mushrooms



PAST MIDNIGHT IN THE GARDEN OF EVIL_{v1.0H}

A Dungeon Starter by Mark Tygart
For Sage LaTorra and Adam Koebel's
Dungeon World
www.Dungeon-World.com

GOALS

- Establish details, describe
- Use what they give you
- Ask questions
- Leave blanks
- Look for interesting facts
- Help the players understand the moves
- Give each character a chance to shine
- Introduce NPC's
- Fill out your worksheet

DUNGEON MOVES

- Change the environment
- Point to a looming threat
- Introduce a new faction or type of creature
- Use a threat from an existing faction or type of creature
- Make them backtrack
- Present riches at a price
- Present a challenge to one of the characters

CUSTOM MOVES

Templar Treasure Posioned Lock

When you attempt to pick a Poisoned Lock, roll+DEX. On a 7+, it unlocks. On a 9-, you feel a tiny pain in your finger, like a scrape or a pinprick at the edge of your nail. When next you miss a roll, it goes numb. When next you miss, the numbness spreads and the finger won't move. When next you miss, both conditions spread and the finger is stone. The process will continue. What do you do?

False Chapel of Bapohmet Secret Entrance Sliding Wall Trap (by Sersa Victory)

When the party only thinks it has found the entrance to the secret Chapel of Baphomet...

When this trap is triggered, a sliding block of stone grinds away from the wall, threatening to trap slow victims in the far end of the hallway. Each character in the hallway should roll+DEX, one at a time. *On a 10+, they pick 3. *On a 7-9, they pick 1.

You don't get wedged between the sliding stone for 2d10 damage.

You don't accidentally drop something useful in the sealed hallway.

You don't inadvertently hinder another character's escape.

LORE

Baphomet (*/ˈbæfəmət/*; from Medieval

Latin *Baphometh*, *Baffometi*, Occitan *Bafometz*) is a term originally used to describe an idol or other deity that the Knights Templar were accused of worshiping. Most modern historians consider the charges false and that the Templars were destroyed so that the French monarchy could seize their wealth.

THINGS

Gem Eyes of Baphomet Idol 1 Weight 2,000 Coins each

Pickman Painting 2 Weight 8,000 Coins

A genuine Pickman masterpiece: *Awakening of the Dead by Moonlight*. It will raise a **Zombie Horde** in the graveyard that will attack the party trying to destroy the painting.

Pipes of the Necromancer Bard Only 1 Weight

These masterwork pipes will prevent attack from low level undead (Example: skeletons and zombies) when played by a Bard of any level. It will calm a **Zombie Horde**.

Templar Amulet

Bearer of this amulet may neither harm or be harmed by the undead.

Templar Map 500 Coins

Counterfeit, leads to the False Entrance Trap.

Services

A **City Guard** to smuggle you to the graveyard at night: 20-50 Coins with haggling

Spells

Restore to Life (Wizard, Third Level/Cleric, First)

This spell restores an adventurer drained by an undead Wight to a normal state.

Monsters

Baphomet Chapel Gargoyle Construct

Claws (d6 damage)

Close 5 HP

A hideous monstrosity crafted with stone and sorcery.

Special Qualities: Wings

- Protect the Chapel

Inspired by legends about the Knights Templar and Ubisoft's video game Assassin's Creed: Unity

Baphomet Chapel Templar Wight

Stealthy, Undead, Intelligent

Claws (d6 Strength damage)

Close, Ignores Armor

16 HP, 1 Armor

When you take damage from a Wight, it does its damage as Strength damage instead of HP damage. When your Strength score falls to zero or below, set your Strength to 0, you are paralyzed until your Strength is at least 1. Take your Last Breath [move]. If you have been Strength damaged and you receive the benefits of something that would restore HP, you may choose to restore the same amount of Strength instead.

Instinct: Corrupt life

- Drain the strength of the living
- Burst forth from its burying place
- Raise a slain foe as a Wight
- Reread Lord of Rings

Tomb Robbers

Horde, Stealthy, Organized

Sword (b [2d4] damage)

3 HP 1 Armor

Close, Far

- Rob and pillage
- Betray
- Ambush - Summon 2 more bandits once per encounter per group

Instinct: Rob



Zombie Horde

Solitary

A flurry of blows (d8x2 damage)

20 HP

Close, Reach, Far

Special Qualities: 3x normal health. Every health lost kills a zombie. -1 dmg for every zombie lost. The horde is **very slow**.

- Summoned by the Pickman Painting
- Horde is destroyed if painting is destroyed
- Painting by Mythos artist Richard Upton Pickman

Special Rules: Fighting a Zombie Horde (Joseph Madigan)

When you fight the zombie horde, roll 2d6+STR:

10+ choose 2

7-9 choose 1

You avoid being caught by the zombies

You land a meaningful hit, roll damage against a zombie.

You maintain your position in the face of the zombie horde

You help another person escape the zombies

When you're caught by zombies, roll 2d6+STR:

10+ You escape their grasp

7-9 You aren't mauled or eviscerated, but they worsen your position - pin you down, take a weapon away, etc.

6- The undead horde tears you to shreds and feasts upon your bits



This work is licensed under a [Creative Commons Attribution 4.0 International License](https://creativecommons.org/licenses/by/4.0/).

Visit the Cats of Tindalos

(<http://catsoftindalos.blogspot.com/>)

For more free Dungeon World material