

The Necrogardener

Names: Hasil, Patricia, Hank, Kimberly, Iggy, Jimbo, Chuck, Bettie, Peg, Sarah, Darlene, Ethel, Walter, Earl, Leonard, Oswald

Level



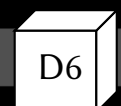
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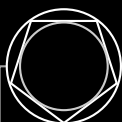
Armor

Hit Points

Max (6+Constitution)



Damage



STR

Strength

-1 ☐



DEX

Dexterity

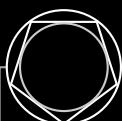
-1 ☐



CON

Constitution

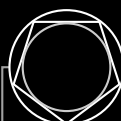
-1 ☐



INT

Intelligence

-1 ☐



WIS

Wisdom

-1 ☐



CHA

Charisma

-1 ☐

Looks

Choose one from each, or write your own:

EYES: Blood red, Vivid green, or Yellow pus

HAIR: Waxy, Stuffed under a wide-brimmed hat, or Falling out

BREATH: Bitter cold, Hot and humid, or Like fresh compost

BODY: Smooth and pallid, Plump, or Mossy and possibly disintegrating

Race

☐ Human

When you **return to a civilized settlement where you used to garden**, tell the GM about the garden as you left it: what plants were inside? Were they for produce, beauty, or a more twisted growth? The GM will tell you what has escaped from the garden since that time.

☐ Orc

When you spend a day **growing vines into the skeleton of a beast**, you raise a shambling, mindless thrall capable of hauling heavy loads. The thing is lifeless: it needs no water, food, nor rest, and will plod along when prodded or whipped.

☐ Elf

When you **loose your beetles and maggots into a recently dead creature** they consume the body and leave pure blacksoil in their wake. Larger creatures take longer for your bugs to break down, but create more soil as a result.

☒ Grow Golem

While you have a bit of downtime (Make Camp, Recover, Bolster, or other sort of idle time), and you **plant a tooth, beak, claw, or bone in some soil** to see what grows, in six hours your seed will produce a grotesque plant bearing a single engorged fruit. Peeling back the fruit's flesh will birth a tiny golem made from bone, roots, clay, and fungus. The golem follows you around like a faithful pet.

Grown golems are about a foot tall, can carry 3 load, deal D4 damage, and have 6 maximum HP. They are sentient and will obey any command you give them.

☒ Harvest

When you **touch your golem and drain the life from its body**, you gain HP equal to its remaining HP. This kills the golem.

☒ Rot Gourmand

Eating spoiled, rotting, or pestilent food is the same as any other meal to you: just as filling and no less healthy. In places where you can scavenge food waste you never need to consume rations.

When you **touch food or drink with your bare skin** you cause it to spoil, sour, foul, or bitter. If the soiled meal would normally slake, satisfy, refresh, or heal, it loses those benefits for anyone but yourself.

☒ Psychotropics

When you take a deep breath and **exhale the spores growing in your moldy lungs** into someone's face, whomever breathes your exhalation finds themselves under strange effects: name an emotional state you want the inhaler to experience and roll+CON. On a 7-9 the GM picks one of the following side-effects. On a miss the inhaler goes into a state, but not the one you anticipated.

- Side effects may include: Inability to feel pleasure, Drowsiness, Impaired Coordination, Difficulty Breathing, Excitability, Restlessness, and Insatiable Appetite

☒ Blacksoil

When you **sow a seed in pure blacksoil** to grow a plant or creature, tell the GM what abomination you're trying to produce. Ritual growth is always possible, but the GM will give you one to four of the following conditions:

- It's going to take days/weeks/months.
- The best you can do is a lesser version, unreliable and weak.
- You and your allies will risk danger from _____.
- First you must enrich the soil by fertilizing it with _____.
- The growth will drain away all _____ nearby.
- It requires a lot of resources.

Bonds

Fill in at least one with the name of a companion, or write your own:

_____ would enjoy the flavor of the fruits I grow.

_____ thinks I grow perversions, but they couldn't grow a weed if someone planted it for them.

I want a particularly rare plant, and _____ is the perfect guide to help me find it.

_____ may revile me now, but they'll see how useful a gardener can be.

Alignment

☐ Lawful

Weed out any unexpected additions to a plan, regardless of their benefit.

☐ Neutral

Permit an unsavory creature to live as long as it doesn't intentionally harm you.

☐ Chaotic

Plant a seed somewhere it doesn't belong.



Load

Max (6+STR)



Gear

Adventuring Gear (5 uses, 1 weight)

Bag of Pure Blacksoil (1 use, 1 weight)

An iron **Ritual Trowel** (*hand*, 1 weight)

Maggot-ridden Hardtack (*ration, spoiled*, 5 uses, 1 weight)

Choose your *Armament*:

☐ **Sickle** (*close*, 1 weight)

☐ **Sharpened Shovel** (*close, two-handed*, 1 weight)

Choose your *Clothing*:

☐ **Decaying Leather** (0 armor, *worn*, 1 weight)

☐ **Sturdy Cottons** (0 armor, *worn*, 1 weight)

Advanced Moves

When you gain a level from 2-10, you may choose from these moves:

☐ Bloodmeal

When you **work blood, entrails, and bone into the soil** around the roots of a mature plant, it explodes in growths of rich and fleshy fruits positively bursting with raw meat. Within an hour the plant will produce enough to heartily fill six peoples' stomachs, then over the course of the next day the entire plant will rot and die.

☐ Blight

When you **seed a malignant rumor**, planting nasty ideas or rotting peoples beliefs, roll+CHA. On a 10+, choose 2. On a 7-9, choose 1. On a miss, the idea is introduced, but the results are far from what you wanted.

- The rumor is infectious, quickly spreading to all who might hear it.
- The rumor is obstinate. Those who hear it are consumed with the knowledge, unable to remove it from their thoughts.
- The rumor is subtle. No one takes extreme measures to prune off the affliction, nor go looking for its source.

☐ Edibles

When you **inoculate a fresh corpse with spores**, they spread into the warm meat and, in a matter of seconds, produce a gooey, orange, fungal ball that you can safely pluck and eat. Whoever consumes the fungus heals for 1d4+CON (their CON).

☐ Reaper

When you **or your golem deal a killing blow**, you both gain health equal to 1d4+CON.

☐ Corpse Bomb

When you **command your golem to self-destruct** it explodes in a blast of wooden, bony shrapnel. Everyone within *reach* of the golem takes damage equal to its remaining HP.

☐ Mycotoxins

When a **creature besides yourself consumes a meal you've spoiled**, deal 2d6 damage to them. Anyone who survives this meal becomes severely ill and finds it painful and exhausting to move.

☐ Work Smarter, Not Harder

In a garden, every living thing dies a different way. You need to know what you're killing to understand how to kill it. When you **Hack and Slash** with a gardening tool, roll+INT instead of +STR.

☐ Fly, My Pretties!

Your golems have a set of tattered wings which they can use to fly. Their capacity for flight is more bumbling than agile, but it takes them where they need to go.

☐ Multiclass Dabbler

Get one move from another class. Treat your level as one lower for choosing the move.

When you gain a level from 6-10, you may choose from these moves:

☐ Pinch Back The Growth

With a little daily care and attention you can grow much larger golems. Every day that you **tend to the same plant** it gets larger. The plant reaches its full potential in about a week. It will grow about the size of an apple tree and bear a golem as big as a small bear.

The larger the golem, the higher its stats. Up to: 10 load, D10 damage, and 16 maximum HP. If you **Corpse Bomb** a large golem, the explosion is *forceful*.

☐ Pesticide

When you would **Hack and Slash** a creature that is more of a pest or nuisance than a formidable foe, skip the roll and just kill the thing.

☐ Side Effects May Vary

When you **exhale psychotropic spores**, instead of triggering an emotion you can pick one of the listed side effects. On a hit, the onset of that side effect is sudden and severe. On a 7-9 the GM adds another side effect or an emotion.

☐ Multiclass Initiate

Get one move from another class. Treat your level as one lower for choosing the move.

☐ Multiclass Master

Get one move from another class. Treat your level as one lower for choosing the move.

Notes

Advanced Moves (cont.)

☐ Forbidden Fruit

You can grow a delicious fruit, plump and juicy with knowledge in Blacksoil. Eating the fruit to gives forbidden knowledge.

But remember, some knowledge is better avoided.

If a **PC eats the fruit and asks the GM a single question** about any topic- knowable or unknowable- and the GM will answer truthfully. Then the GM reveals a second truth to the player, something damning and unrecoverable.

When an **NPC to eat the fruit**, reveal a truth to them as they bite into the flesh. They are unable to deny this new knowledge, unable to rationalize it away, and unable to forget it, regardless of how shameful or upsetting the truth may be.

☐ NOT THE BEES!

You cannot take Thorny.

Your body hosts a hive of flying, stinging, biting insects. When you **expose the entrance to your hive**, the swarm empties into the air. The insects implicitly understand your wants, and will go and do whatever you think they should. Only the mature, militant members leave the hive, while the breeders and young remain inside. If the swarm is decimated, the warrior caste will repopulate in a short amount of time.

When you **send your swarm of insects to attack**, roll+CON. On a 10+ the critters do their work: deal your damage. On a 7-9, deal your damage and choose one:

- The target does a decent job keeping your insects at bay: -1d4 damage.
- Much of the swarm is killed in the process, you may not attack with this move until it repopulates.
- The swarm takes time to exit the hive, leaving you open to danger.

☐ Thorny

You cannot take NOT THE BEES!

Your skin permanently grows thorny extrusions. Describe the plant these thorns most closely resemble: brambles, cactus, locust trees, or something else. Give your thorns one of the following tags: *dangerous*, *messy*, or *painful*. You have +2 ongoing to resist being grappled or physically moved against your will.

☐ Nature Is Metal

Requires: Thorny or NOT THE BEES!

Choose a poison. Disregard its original tags. You are now immune to that poison and its effects.

- **Thorny:** Your thorns are always coated in the stuff. The poison is not applied to anyone who merely brushes up against you. They have to get *stabbed* by your thorns. It takes a strong prick that breaks the skin to apply the effects.
- **NOT THE BEES!:** Your swarm's pincers and stingers are always coated in the stuff. The bugs aren't big enough to apply the poison with a single sting. The swarm has to attack in mass and deal at least 1 damage to apply the effects.

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<https://innumerable-engines.net/dwplaybooks>

Dungeon World is designed by Sage LaTorra and Adam Koebel and can be found at:
<https://dungeon-world.com>

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