

## Agenda

(from Dungeon World Handbook)

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

## Impressions

- A star falling from the sky over your village – landing with a thunderous thud in the mountains
- An eerie glow in the sky over the valley
- A cluster of mountains as white as bone
- A trap: fishing wire taut across your path...
- Falling rocks from high above
- A sheer cliff...
- An ambush by gnomes wielding strange metal tubes that shoot green fire...
- A huge, mechanical castle sticking out of a crater
- A steel door ripped slightly open – big enough for a goblin to crawl through
- A metal cave
- Black mirrors covered in cryptic, foreign symbols
- An injured man with bumpy green skin speaking in an unknown tongue and waving a device at you wildly
- Hollow knights shooting green flame
- A cavalcade of bizarre alien beasts locked behind flickering force fields...

## Questions

- What do you believe the light that fell from the sky really was?
- Are you venturing into the mountains to find the fallen star for yourself or have you been hired? If the latter, what were you promised in return?
- Have you ever attempted to venture into these mountains before? If so, why did that expedition fail?
- What are some dangers you've heard of that lie in these mountains?
- What rumour have you heard about these mountains that you *don't* believe is true?

# The Pierced Firmament

A Dungeon Starter by Josh Labelle  
for Sage LaTorra and Adam Koebel's

Dungeon • World

## Goals

(from Dungeon World Handbook)

- “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 NPCs”
- “Fill out your worksheet”

## Dungeon Moves

(from Dungeon World handbook)

- “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

When you **use the alien weapon**, roll + Int. On a 10+, you are able to fathom the weapon's alien mechanisms and can fire the weapon freely. On a 7-9, it accidentally discharges in the process. Which of your companions was it pointed at? They must **Defy Danger**, and take 1d6 damage from a glancing blow on a fail.

When you **try to dodge the spaceship's laser grid**, roll + Dex. On a 10+, you weave nimbly through the lasers. On a 7-9, you stumble through the lasers and make a commotion in the process, drawing attention – a Hollow Knight comes to see.

When you **try to operate the ship's medical equipment**, roll + Int. On a 10+, the equipment restores you to full health. On a 7-9, the machine turns on but is not calibrated for non-alien biology. You are healed to full health, but you mutate: your skin turns green and scaly. Powerful transmutation magic will be required to turn you back.

When the **babel worm wriggles its way into your brain**, roll + Con. On a 10+, your brain can take it – you now understand all spoken and written languages, even if you can't speak or write them, and face no negative repercussions. On a 7-9, you can understand all languages... but you can no longer speak anything but gibberish until you remove the babel worm.

When you **work the spaceship's main computer**, roll + Int. On a 10+, pick two from the below list. On a 7-9, pick one.

- You gain access to the AI
- You gain access to the security systems
- You do not accidentally set off a beacon of unknown nature

## Items

**Alien Weapon** 4 Uses, 2 Weight  
Trying to fire it triggers **Use The Alien Weapon** move every time. On a success or partial success, roll 1d12 damage on target, disregarding armor. If aimed at a limb, on a 6+ hit the limb has been severed.

**Alien AI Core** 1 Weight  
The ship's alien AI core has become self-aware in the crash – and is going through a sullen teenage phase.

The AI core already contains encyclopedic knowledge of alien flora and fauna, which isn't much use to you now but might be of academic interest to someone if you wanted to sell it.

It is voracious for information. Each time you encounter a new type of monster in the world, mark 1 Bond with the AI Core.

When you **ask the AI core to analyze a situation**, roll + Bond. On a 10+, the AI core tells you something useful. On a 7-9, the AI core tells you something useful as well as something misleading... but won't tell you which is which.

**Alien Medicine (Amber)**  
A watery, scentless liquid. When consumed, heals 2 damage but fogs your mind, giving you -1 ongoing to Int., Wis., and Char. for one hour.

**Alien Medicine (Teal)**  
A viscous, foul-smelling liquid. When consumed, deals 1 damage but sharpens your mind, giving you +1 ongoing to Int., Wis., and Char. for one hour. You gain sudden and revelatory insight into your relationship with one companion. At end of session, resolve your Bond with them.

## Monsters

**Goblin** Horde, Small, Crazy  
Alien Weapon (1d12 damage)  
Swords (1d6 damage) 3 HP 1 Armor  
Far

These goblins have somehow gotten hold of a dangerous alien weapon. They're excited to try it out on you.

*Instinct:* to try out their new toy  
-Destroy nearby surroundings with alien weapon to attain combat advantages  
-Fire weapon wildly in all directions

**Anarchs** Horde, Large, Organized  
Dagger (1d4 damage) 8HP 2 Armor  
Close

The Anarchs are a cult of nihilists who wish to sow chaos through the realm. They will look for any opportunity to ambush you as you journey through the mountains, including laying traps.

*Instinct:* to ambush and defeat through subterfuge  
-Drop from above, crawl out from crevices  
-Swarm enemy and overwhelm through numbers  
-rapid flurry of strikes

**Hollow Knights** Solitary, Large, Slow  
Alien Weapon (1d12 damage) 10 HP 5 Armor  
Far

The Hollow Knights are security androids that patrol the crashed starship. They move in predictable patterns and they're easy to hear coming: every move they make produces a loud clank clank clank.

*Instinct:* to detect and drive out threats  
-patrol designated area  
-identify intruders

**Stampeding Alien Beast** Large, Enraged  
Bite (1d6 damage)  
Trample (1d8 damage) 15 HP 0 Armor  
Near

A large furry beast with four mouths.

*Instinct:* to trample, to escape  
-Barrel through the ship, smashing instrument panels and freeing other alien beasts

**Alien Insectoid Swarm** Horde, Organized  
Sting (1d4 damage) No HP

A swarm of tiny bugs. Though their stingers do surprising damage relative to their size, their main

*Instinct:* to swarm, to immobilize, to absorb

When the swarm overtakes you, roll + Con. On a 10+, you are able to escape the swarm and take no damage. On a 7-9, you escape but they Sting you. On a 6-, you are unable to move until someone else causes the swarm to disperse by making a **Hack and Slash** roll against you.