

FALLEN STAR v1.0C

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

AGENDA

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

QUESTIONS

- What brought you to this recently ruined city?
- What have you heard about the meteor strike that recently destroyed this community?
- What experience do you have with tomb raiding?
- What rumors have you heard about the wealth of this former city?
- Do you believe in the legend of the Fallen Star Demon?

IMPRESSIONS

- The stench of death
- Broken skeletons adorning the rubble
- The eerie, complete silence
- A queasy feeling in the pit of your stomach
- A choking dust
- The ancient stonework from another era
- The sudden sprouting of strange, glowing fungus



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

DELVE INTO THE RUINS

(Move by Dylan Knight)

When you move through the monster inhabited ruins of the city, choose one member for each of the roles below:

The Pathfinder clears rubble and helps the others crawl past hazards. Roll +STR; On a 10+, you uncover a hidden item, or location.

The Orienteer tracks landmarks and keeps the group from getting lost. Roll +Int; On a 10+, you reduce the amount of Daylight burned to get to your destination.

The Lookout watches for traps and ambushes from the surroundings. Roll +Wis; On a 10+, you can choose to either avoid or surprise a potential hostile encounter.

On a 7–9, each role performs their job as expected: none of the group is injured by a hazard, the journey takes about as long as expected, and no one gets the drop on you but you don't get the drop on them either.

You can't assign more than one job to a character. If you don't have enough party members, or choose not to assign a job, treat that job as if it had been assigned and the responsible player had rolled a 6.

Distances in the ruined city are measured in Daylight. If you exit through the city gate as soon as it opens, hold 10 Daylight. At 0 Daylight, the city gates close, and you cannot enter the city that way.

THINGS

Black Dossier

This document reveals the identity of the evil group that destroyed the town by calling down the Meteor Elemental.

Black Metal Amulet

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

Old City Map 500 Coins

Gives the party +1 on all delve into the ruins rolls.

Bandit City Map

Gives the party +2 on all delve into the ruins rolls.

Pipes of the Fungal Mastery Bard Only 1 Weight

These masterwork pipes will prevent attack from fungal creatures when played by a Bard of any level. It will calm a **Spore Zombie Horde**.

Services

A **Corrupt Guard** to smuggle you to the city ruins: 20-50 Coins with haggling

Monsters

Dire Rat Small, Horde Devious

Bite (d4 damage)

Hand 3 HP

Dire rats prefer to live underground, only venturing to the surface at night. They skulk in the sewers of large cities, and inhabit dark caves, ruins, and occasionally dark thickets in the wilderness. Dire rats are stealthy, and like to hunt in small packs, sneaking up on prey and ganging up on one creature at a time.

Instinct: To nest and breed near an abundant food source

Meteor Elemental Solitary, Large, Planar, Construct
Slam (d10+4 damage) 16 HP 4 Armor
Forceful

Special Qualities: Can summon a **Spore Zombie Horde**

- Summoned to destroy the city by an evil arcane ritual
- Infested with spore zombie fungus
- Resembles an Earth Elemental
- Mildly radioactive

Instinct: Crush!

Scavenger Bandits 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

Spore 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 Meteor Elemental
- Horde is destroyed if Meteor Elemental is destroyed
- Spore zombie hordes are fungal, not undead.

Special Rules: Fighting a Spore Zombie Horde (Joseph Madigan)

When you fight the Spore Zombie Horde, roll 2d6+STR:

10+ choose 2

7-9 choose 1

You avoid being caught by the spore zombies

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

You maintain your position in the face of the spore zombie horde

You help another person escape the spore zombies

When you're caught by Spore 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 spore zombie horde tears you to shreds and feasts upon your bits

This Dungeon Starter was inspired by the classic video games Diablo 3 and the Last of Us.

Visit the Cats of Tindalos

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

For more free Dungeon World material

(This starter could also be used to introduce a new living star character into your campaign. See Awful Good Games Living Star playbook at DriveThruRPG.com)



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