

BEOWULF 2.0 v1.0B

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

- Why have you come slay the monster of Herot?
- What have you been promised as a reward?
- What reason do you have to hate or love technology?
- What experience do you have monster slaying?
- Have you heard about the creature Grendel?
- Do you believe the dark rumors about the King of Herot?

IMPRESSIONS

- The smoky wooden interior of the Mead hall of Herot
- The taste of honey wine
- The glint of drawn swords by torchlight
- Fear in the Norsemen's eyes
- The echoing footsteps of boots
- Strange lights in the sky at night



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

"This is Free Trader Beowulf, calling anyone...Mayday, Mayday...we are under attack...main drive is gone... turret number one not responding...Mayday...losing cabin pressure fast...calling anyone...please help...This is Free Trader Beowulf...Mayday...."

— From the tabletop RPG Traveller

Custom Moves

When you examine an alien artifact, roll +INT. On a 7-9, choose 2. On a 10+, choose 3.

- * You learn the artifact's purpose and how to use it
- * The artifact is still usable
- * No one is harmed
- * You may take +1 to your next roll to understand a similar artifact
- * You may ask the GM one question about the artifact's last owner

Russet Mold

When you are exposed to Russet Mold spores; ROLL+CON. On a 10+, the spores don't take roots.

On a 7-9, choose one:

You don't throw up your last meal.

You aren't foul-smelling for days.

You don't grow fungus tendrils on your body for a month.

On a 6-, you are infected! You lose one CON every day until cured or dead (CON=0). 1d6 Vegepygmies emerge from your body.

THINGS

Laser Sword 0 Weight
Strange **Vorpal Sword** (See Dungeon World Rulebook)
made of pure light.

Power Crystals 0 Weight, 500 Coins
Superb but alien and glowing gems

Ray gun 21 Uses, 1 Weight
A strangely shaped **Wand of Magic Missiles**.

Translation Earring 0 Weight
A possessed earring with a spirit that translates all languages

Spells

Reveal Technology (Level 1)
Allows you understand and operate (if not repair) strange technology.

Monsters

Grendel (Infected Gorn Starship Captain) *Planar*
Pummel (1d12+2) 12 HP, Armor: 2
The Gorn are an extraterrestrial humanoid reptilian species in the American science fiction franchise *Star Trek*. They first appear in the original series episode, "Arena" and are hostile to humans; this may be due to in-universe territorial disputes as to which planets can be colonized by which species. Gorn were a cold-blooded, reptilian species with green, rubbery skin, red blood and an average height of approximately two meters. They tended to be many times stronger than most humanoids, albeit slower and less agile but with greater stamina and, like most cold-blooded species, preferred warmer temperatures. This Gorn has been driven mad by russet mold spores which have also infected his starship causing it to crash in a nearby lake. If cured he will attempt to regain and repair his starship and seek the party's help in his quest.

Special Qualities: Infested with **Russet Mold**

Vegepygmy *Horde, Small, Stealthy*
Crude weapons (d6 damage)
Close 5 HP
Vegepygmies are vegetable creatures of low intelligence. They organize into regional bands, living by scavenging and hunting. Meat forms their diet and they will eat it no matter what its condition. The green variety is 2 feet tall, with thorn like claws and fingers like tendrils. They occasionally wield crude stone and wood weapons.
Instinct: To guard the **Russet Mold Patch**

Violet Fungus *Group, Devious*
Slashing violet whips (d6 damage, 1 piercing)
Close HP: 6 Armor: 2
The hunters were pursuing escaping vegepygmies. They had forced them into retreating to their lair. Then at the turn of the cave, there were these huge violet mushrooms. Quick tentacles burst out of their cap and lashed out at the hunters. Soon, many of them were screaming in terror as their flesh was turning to rot where they had been touched. That's when the pygmies came back in force with a volley of spears. The hunters turned back and never got to the mold.

Instinct: To spread decay

- Poison by slashing prey
- Slash many nearby prey simultaneously
- Entangle prey in roots
- **Protect Vegepygmy** allies

Custom Move: When touched by a violet fungus whip, ROLL+CON. On a 10+, the poison didn't work. On a 7-9, choose 1.

- Take -1 ongoing until you rest.
- You cannot use a limb (pick one) until magically healed.

On a 6-, you lose 1d4 points of STR (if a limb was struck) or CON (if your head or torso was hit.)until healed.



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This Dungeon Starter was Inspired by TOS Star Trek episode "Arena" and the films *Beowulf*, *Outlander*, and *The 13th Warrior*. Gary Gygax's classic D&D module *Expedition to the Barrier Peaks* was also an inspiration.

