

CRASHED STARSHIP^{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 to this strange metal egg?
- What have you dreamed about it?
- What reason do you have to hate or love technology?
- What experience do you have finding lost ruins?
- Have you heard about the egg falling to earth?
- Do you believe the dark rumors about what the egg will hatch?

IMPRESSIONS

- The strange inhuman labyrinth of metal
- The beeping and flashing of bizarre spirit eyes
- The alien taste of the air
- Demon Doors that open themselves
- The echoing footsteps of boots
- Metal men that speak!



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

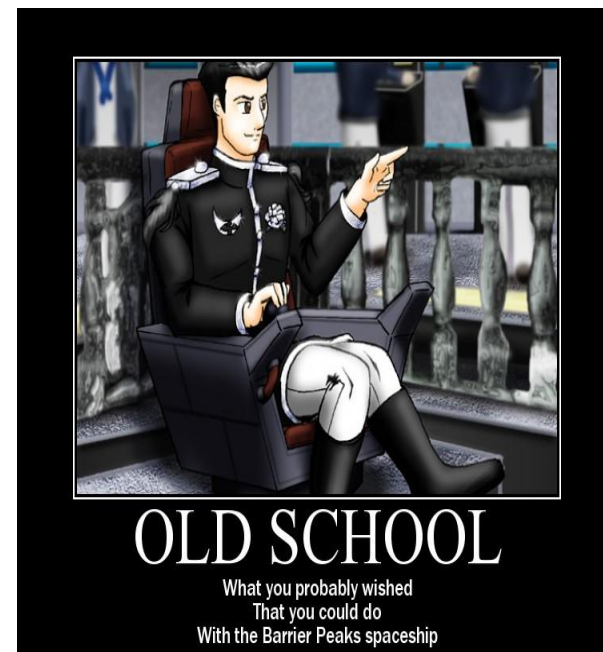
"This is Free Trader Beowulf, calling anyone...Mayday, Mayday...we are under attack...main drive is gone... turret number one not responding...Mayday...losing cabin pressure fast...calling anyone...please help...This is Free Trader Beowulf...Mayday...."

— 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



THINGS

Laser Sword 0 Weight
Strange **Vorpal Sword** (See DW 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

Services

A Guide: 200 Coins to the crash site.

Spells

Reveal Technology (Level 1)

Allows you understand and operate (if not repair) strange technology.

Monsters

Android *Solitary, Intelligent, Construct*
Metal fists (1d8) 12 HP 2 Armor
Appearing like an idealized human, androids can use any of the vessel's technology or weapons. They cannot utilize magic of any kind. They wear uniforms varying with their function.

Special Qualities: Immune to stun, Immune to charm, Immune to gas, Immune to paralysis, Immune to illusions, half damage from heat and acid, Electrical heal 1d4.

Instinct: To Obey the Central Computer and Repair the Ship

- Appear human except at hand/intimate range
- Will try to force the party to help with repairs

No Rathtars were harmed in the making of this adventure. However, a Salt Vampire was eaten.

Star Trek Salt Vampire *Solitary, Stealthy, Intelligent, Planar, Terrifying*

Suckers (d12 damage) 12 HP
Close, Ignores Armor

Salt Vampire, or M-113 creature, is the unofficial nickname given to a now believed extinct sapient species which once inhabited planet M-113. This creature is notable for requiring extremely large quantities of salt, specifically sodium chloride, to live. It can remove salt directly through the skin of other beings using the sucker-like structures on its fingers, a process which usually results in the death of the victim. Also noteworthy are the creature's illusory shape shifting abilities. Although it cannot physically change its appearance, it can use telepathy to project an illusion into the minds of those around it, making it appear like any person it wants

Special Qualities: Shape shifting Illusions

Instinct: Drain Salt

- Imitates PCs
- Murder and replace victims with perfect imitation



Star Wars Rathtar *Group, Large, Planar, Terrifying*
Bite (d8+2 damage) 10 HP 1 Armor

Forceful, Near

"You're not hauling rathtars?"

"I'm hauling rathtars."

—Finn and Han Solo

Rathtars are large, octopus-like creatures that slither on land. They are very dangerous creatures known for hunting in packs.

Special Qualities: Ravenous and relentless

Instinct: Grapple and Consume!



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Inspired by Star Wars, Star Trek, Firefly (and Serenity) the X Files, Gary Gygax's classic D&D module Expedition to the Barrier Peaks and Marc Miller's Traveller RPG