

DRAGON ISLAND 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 the Island?
- What have you heard about the Dragon?
- What experience do you have with Dragons?
- What rumors have you heard about the wealth of this mysterious ruined island city?
- Do you believe in the prophecy of the return of a rightful Island Lord?

IMPRESSIONS

- The stench of dragon and kobold
- Crash of the waves
- Small eyes peering from the rubble
- The ruins of a wealthy island town around you
- The remains of furnishings of another time
- The ancient stonework from another era
- Distant, deep sound of draconic laughter



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.

MORE CUSTOM MOVES

Dragon's Lair

When you enter the Dragon's Lair for the first time, roll+DEX

On a 10+, choose two. On a 7-9, choose one.

- You notice the location of the Dragon's Eggs
- The Dragon is asleep

THINGS

Salamander Amulet

Bearer of this amulet may not be harmed by any type of heat or fire.

Legal Dossier

This document reveals the identity of the true rightful heir to the Island of the Dragon: a member of the adventuring party!

Old Island Map

500 Coins

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

Dragon Egg

5,000 Coins

The Dragon will do anything to protect her eggs.

Services

Bribing Kobolds Slaves to ignore you: 2-25 Coins with haggling

Smugglers to ferry you to the Ruined Island: 50 Coins

Scavenger Bob (Warrior NPC) will become an excellent guide for the adventurers if he is freed from a kobold snare (1d4d) and given a share of the treasure.

(Visit the Cats of Tindalos (<http://catsoftindalos.blogspot.com/>) For more free Dungeon World material)

Monsters

Dragon *Solitary, Huge, Magical, Intelligent, Terrifying*

2d6 damage (tail) 20 HP, 3 Armor

Reach, Forceful, Messy

Instinct: To rule

- Burn everything before her
- Demand tribute
- Protect her eggs
- Reveal a PC's Dragon heritage

Custom Move: When a dragon breathes his mystic fire at you, ROLL+WIS. On a 10+, you find suitable cover.

On a 7-9, you dodged but choose 2 anyway:

Your weapon melts on your hand.

Your armor burns and leaves you breathless for a while.

Say goodbye to your backpack.

On a 6-, all three apply plus 2d6 fire damage.

Kobold Slave

Group, Small, Intelligent, Organized

Dagger (d4+2 damage) 3 HP 1 Armor

Close, Reach

Instinct: Obey the Dragon

Dragon Hybrid Compendium Class

You bear the taint of your emerging draconic heritage. You will take a -1 to Cha rolls with the superstitious that notice your changing form. You have some small dragon features (dragon eyes, a forked tongue, a small tale, small useless wings) as determined by you and the GM.

You speak the languages the dragons. Any dragon will understand what you say, and you can understand them. Dragons will not attack you or your party unless you attack them. At the GM's discretion dragons and related beings will seek you out, giving you what aid and advice they can.

If you are a **Dragon Hybrid**, these counts as class moves for you; you can choose from them when you level up:

Dragon Eyes (Infravision)

You are completely at home in complete darkness and can see underground even at a distance. You take a +1 on your volley rolls while firing at enemies from complete darkness.

Dragon Regeneration

When you make a move in combat you may choose once to also heal 5 HP as your flesh knits itself closed. You can heal up to 5 hp per 2 levels, recharging this ability when you make camp. If you're dying, you automatically make this move if able.

Dragon Scholarship

When you display your superior knowledge of a dragon related subject when spouting lore, you may adjust the detail the GM gives you in some way. You may not contradict it.

Fiery Breath

You may breathe fire as per the wizard spell Fireball.



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Yevaud the Dragon of Pendor: You can ask me two questions, wizard, and I will give you the answers.

Ged: Isn't it usually three?

Yevaud: Yes, but with that you're back to two.

-*"A Wizard of Earthsea"* by Ursula K. Le Guin

(This Dungeon Starter was inspired by Peter Jackson's Hobbit film trilogy and Ursula K. Le Guin's Earthsea novels)