

AGENDA

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

QUESTIONS

- How did you first hear about the new ooze monster infesting the mines?
- Why did the Dwarves hire your party to end the menace?
- How much (or what) have they promised to pay you?
- Who has had a strange dream?

IMPRESSIONS

- The endless, winding mining tunnels
- Abandoned and rusty mining tools
- Smashed egg shaped nodules everywhere
- The sudden burst of pulsating, glowing yellow mushrooms on a tunnel floor
- Unexpected small earthquake (1d4d)
- Pit that suddenly opens beneath you (1d6d)
- Falling rocks! (1d4)
- Glowing eyes peering from the dark
- A subterranean waterwheel powering some sort of clashing machinery
- Perfectly round walls?
- An unexpected scrawl on the walls: *Kili was here!*
- Dull red glow of lichen on cavern walls
- An unexpected pool filled with albino and eyeless fish



THE DEMON IN THE DARK

v1.0f

A Dungeon Starter by Mark Tygart
For Sage LaTorra and Adam Koebel's

Dungeon World
www.Dungeon-World.com

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

"Blessed *are* the peacemakers: for they shall be called the children of God."

Matthew 5:9

Live Long and Prosper

—Vulcan Farewell

CUSTOM MOVES

Horta Mother Dreams

When you fall asleep in the mines you receive telepathic message from the Horta Mother, roll +Wisdom.

On a 10+, The player has a vision of his or her own mother pleading to end the slaughter of innocents by evil rampaging monsters.

On a 7-9: "Murderers of children! Destroyers of tomorrow! You must all perish so the children may live!" You feel great anger from the senseless slaughter of innocents.

Less than 6: AHH! PAIN! PAIN! PAIN! You are overwhelmed with feelings of loss, grief and sadness.

LORE

"*The Devil in the Dark*" is a first season episode of the original science fiction television series, *Star Trek*, first airing on March 9, 1967, and repeating on June 15, 1967. It was written by Gene L. Coon and directed by Joseph Pevney. William Shatner wrote in his memoirs that "The Devil in the Dark" was his favorite original *Star Trek* episode. He thought it was "exciting, thought-provoking and intelligent, it contained all of the ingredients that made up our very best *Star Treks*."

In this episode, Captain Kirk and Spock face off with a deadly subterranean creature menacing a mining colony. The creature turns out to be a mother alien protecting her eggs. Spock is able to mind meld with the alien mother and that allows for a happy ending. The miners and the newly hatched alien children team up to mine and share the planet in peace.

(Leonard Nimoy 1931-2015 R.I.P. — Spock Prime will be missed!)

THINGS

E. Holmes' Guide to Oozes, Slimes and Jellies 300 Coins
Contains no useful information about the Horta.

Goggles of Dark Sight 1 Weight
Allows the character darksight when worn.

Robigus Amber Mushroom
Acts like a Heal spell, but user must **Defy Danger** or fall asleep (Roll for **Horta Mother Dream**).

Silicon Nodules (Horta Eggs) 4 Weight
Strange, natural rocks that fill this mine. The miners have crushed many on the upper levels.

SPELL (3RD LEVEL)

Speak With Any Creature
Allows for communication with any intelligent creature; however alien.

Monsters

Blood Bats *Group, Small, Terrifying*
Claws (d6 damage)
Close 6 HP
A giant carnivorous bat.
Instinct: Swoop!

Beetle, Fire *Horde, Small*
Flames (d6 damage ignores armor) HP: 3, Armor: 3
Scarabaeus pyractomena! What a delightful creature—see how its carapace glitters in the light of our torches? Not too close now, they're temperamental, you see. The fire in their belly isn't just metaphorical, no. Watch as I goad the beast. Aha! A spout of flame! Unexpected, isn't it? One of these creatures alone, if it comes up from below, can be a hellish nuisance to a farmstead or village. A whole swarm of beetles has arrived? There's a reason they call it a conflagration of fire beetles!
Instinct: To enflame
•Spray forth flames

Horta, Mom (Star Trek Alien) *Solitary, Large, Amorphous*
Itself (d10+2 damage 2 piercing) 19 HP, 2 Armor
The Horta is a silicon-based life form from Janus VI. It is composed of a material similar to fibrous asbestos. Horta physiology was very different from the carbon-based norm more commonly found in the galaxy. Horta are difficult to detect with sensors, and were invulnerable to type 1 phasers, though they could be injured with an adjusted type 2 phaser. They feed on rock, and thus they are nourished just by tunneling. Horta tunnel through rock like most humanoids walk through air, moving with the aid of an extremely corrosive acid. They left perfectly round tunnels in their wake.
Instinct: Protect the Children!

Slime Crawler *Group, Stealthy*
Bite (d8) or Paralyzing Tentacle HP: 6, Armor: 1
Armor
Most of the time, slime crawlers are solitary, but they may come in a pack. It's particularly true when closer to the nest; proximity is indicated by resin-like encrustations used by slime crawlers to protect their eggs. The most dangerous features of slime crawlers are their paralyzing tentacles and their tendency to attack from unexpected directions.
Instinct: Consume
•Paralyze (Defy Danger if hit by Tentacle or be immobile)
•Climb out of reach
•Grab and bite



LORE: The Horta species possess (as compared to carbon-based life forms) an unusually long life span. Every fifty thousand years, all of the Horta died out except for one, the so-called mother Horta, who then watched the eggs until they hatched, and mothered and protected them. Horta eggs were spherical in shape, and they seemed to mostly consist of silicon, aside from a few trace elements. They were stored in the Vault of Tomorrow in the Chamber of the Ages.



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Mr. Spock: We are dealing with a silicon creature of the deep rocks, capable of moving through solid rock as easily as we move through the air.

—Star Trek TOS