

AGENDA

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

QUESTIONS

- When did you first begin dreaming of the volcano?
- What happens in your dreams with the octopus headed sorcerer?
- What experience do you have with black magic?
- Have you ever lost a friend or loved one to the local Red Orcs?
- What do you believe is happening at the volcano?
- Why do you feel that the evil there must be stopped?

IMPRESSIONS

- The rotten egg stench of the volcano
- The fiery crater
- Treacherous black volcanic stone
- The glitter of eyes in the dark
- Rope bridge over a lava chasm
- Distant sounds of arcane chanting
- Sound of twittering, malicious laughter



MOUNTAIN OF FIRE v1.0c

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

"A Balrog — a demon of the ancient world."
-Gandalf the Grey

CUSTOM MOVES

Lava Chasm Bridge

When you struggle to stay on a bucking Lava Chasm Bridge during a Red Orc arrow attack; roll+DEX. On a 10+, you're fine and may proceed, if slowly. On a 7-9, your progress along the bridge is halted for the time being. On a miss, you're left hanging by your fingertips.

When you try to raise yourself back up onto the bridge, roll+STR. On a 10+, you're back aboard the buckling express. On a 7-9, you're up part of the way, bracing your lower half with your upper half. On a miss, you tumble into the volcanic crater that contains the **Lava Lake** (See below).

When you try to avoid falling into the Lava Lake; roll+DEX. On a 10+, you're fine and manage to cling to the side of the crater. On a 7-9, you're clinging to the side but took some damage (1d6). On a miss, you **tumble into the Lava Lake to instant death** (Last Breath roll).



THINGS

Potion of Spider Climbing

500 Coins

Allows the adventurer to climb walls as if he or she were a giant spider until the character next makes camp.

Red Dragon Amulet

Bearer of this amulet may not be harmed by any type of normal heat or fire. Fire attacks by monsters and magic do half damage.

Ring of Feather Falling

Wearer avoids all damage from falls by floating gently to the ground.

“Summoning Middle Earth Demons via Volcano for Fun and Profit” by Dr. E. Holmes

This text contains the ritual to summon the Balrog that the Mind Flayer will use. Unfortunately the ritual is flawed and will summon an angry unbound Balrog, create an unstable wormhole and cause the volcano to erupt. Good Times.

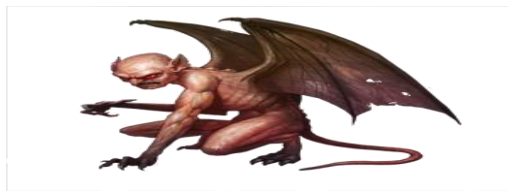
Unstable Wormhole

A temporary teleportation portal to another location of the GM's choosing. Useful when a volcano is erupting around you...

Wax Wings

1 Weight

Crafted to resemble great eagle wings, this contraption is worn via a complex harness. When you take to the air with wax wings, roll+Dex. **On a 10+** your flight is controlled and you may stay aloft as long as you like. **On a 7-9**, you make it aloft but your flight is short or erratic and unpredictable, your choice. **On a 6-** you make it aloft, but the rest is up to the GM.



Monsters

Balrog

Large, Planar, Terrifying

Fire whip (d10 damage);

Flaming Sword (d10+2 damage)

Forceful

16 HP, 2 Armor

A demon of the ancient world summoned to this reality.

Special Qualities: *Fiery Aura:* close, 1d6 damage, ignores armor

Instinct: Burn the world!

Mythos Quasit

Horde, Planar

Hellish weaponry (d6 damage)

7 HP 2 Armor

Close

Special Qualities: Adaptable form

An imp with some ambition. A quasit is a kind of foot soldier in the demon realm. A commoner, armed with fangs or claws or wings or some other thing to give it just a little edge over its hellish peers. Commonly bound by warlocks to carry heavy loads or build bridges or guard their twisted towers, a quasit can take on many forms, none of them pleasant.

Instinct: To serve

- Make sure the Balrog is Summoned
- Serve the Rogue Mind Flayer until...
- Revel in the Chaos

Red Orc Archer

Horde, Cautious

Arrows (d6 damage)

3 HP, 1 Armor

Far

Instinct: Protect the Rogue Mind Flayer Master!

Rogue Mind Flayer (Illithid)

Stealthy, Intelligent

Mind blast (d6 damage)

6 HP, 1 Armor

Close, Ignores Armor, Far

Special Qualities: Telepathy, Darkvision, Squid head with grasping mouth-tentacles

The illithid, or mind flayer, is an evil and feared creature of the Underdark; its powers are formidable and it feeds on the brains of any creature it encounters. Using arcane

powers, it enslaves or destroys its foes, which include such powerful creatures as drow and kuo-toa. Mind Flayers stand about 6 feet tall and have hideous mauve skin that glistens with slime. The head resembles an octopus, with white eyes (no pupils are evident) and four tentacles around its mouth, a round, many-toothed orifice like that of a lamprey. The creature has three reddish fingers and a thumb on each hand.

Instinct: Enslave the surface dwellers and devour their brains



Visit the Cats of Tindalos

[\(http://catsoftindalos.blogspot.com/\)](http://catsoftindalos.blogspot.com/)

For more free Dungeon World material



This work is licensed under a [Creative Commons Attribution 4.0 International License](https://creativecommons.org/licenses/by/4.0/).

