

SUNLESS DEPTHS 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

- When did you first begin dreaming of the Gates of Koth?
- What happens in your dreams?
- What experience do you have with Underdark?
- Have you ever lost a friend or loved one to the Morlocks?
- What do you believe is behind the Gates of Koth?
- Why do you feel they must be opened?

IMPRESSIONS

- The stench of Morlocks
- Screech of bats
- Endless stone corridors
- The glitter of eyes in the dark
- Rope bridges over chasms
- An ancient cavern with stalagmites and stalactites all around
- Solid Dwarven stonework from another era



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

"Far, far below the deepest delvings of the dwarves, the world is gnawed by nameless things."

-Gandalf the Grey

CUSTOM MOVES

Chasm Bridge

When you struggle to stay on a bucking Chasm Bridge during a Blood Bat 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 abyss down to the **Sunless Lake** (1d8 damage)

Morlocks' Domain

When you find the Lair of the Morlocks, roll +Charisma.

On a 10+, The Morlocks invite the characters to a feast of roasted goblin flesh and mushroom brandy; it would be a deadly insult to the tribe to refuse.

On a 7-9: The Morlocks invite the adventurers to a feast but put a sleeping potion in the players' mushroom brandy so that they can "be the next feast".

6 or lower: The Morlocks invite the party "to be the next feast" and the tribe attacks.

When you trigger a Morlock falling rocks trap, Roll+Dex.

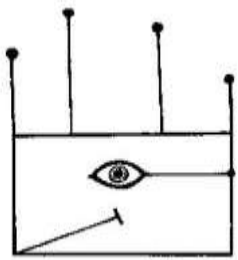
On a 10+, gain both. On a 7-9, choose 1:

- You are able to avoid taking damage (1d6)
- You find a useful item in the rubble

THINGS

Symbol of Koth Gates and Koth Silver Keys

The **Sign of Koth** is a symbol in H. P. Lovecraft's Cthulhu



Mythos. It is connected with doors and their sealing. Here I have used it as an improved version of the old D&D wizard locked doors.

Silver Keys aligned with the door or gate will allow passage otherwise

the stone must generally be physically destroyed, a very difficult task. **Cthulhu Mythos style monsters cannot pass a Symbol of Koth.** Both the keys and the linked portals have the symbol inscribed on them

Monsters

Blood Bats

Group, Small, Terrifying

Claws (d6 damage)

Close 6 HP

A giant carnivorous bat of the Sunless Depths.

Instinct: Swoop!

Gelatinous Cube

Solitary, Large, Stealthy, Amorphous

Engulf (d10+1 damage) 20 HP Armor: 1

Ignores Armor

Special Qualities: Transparent,

How many adventurers' last thoughts were "strange, this tunnel seems cleaner than most?" Too many, and all because of this transparent menace. A great acidic blob that expands to fill a small chamber or corridor and then slides, ever so slowly along, eating everything in its path. It cannot eat stone or metal and will often have them floating in its jelly mass.

Instinct: To clean

- Fill in an empty space
- Dissolve
- Has the **Silver Key of Koth**

Morlock

Group, Stealthy

Teeth and claws (d8 damage, 1 piercing)

Close 6 HP

Morlocks are wretched creatures, the forgotten ones of the Underdark, the slaves of the Troglodytic Realms of dwarves, deep elves and the likes. Nobody knows where or when they came from, but some say that were once men.

Instinct: To eat fresh meat

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

- Steal the **Silver Key of Koth**
- Mislead the party to their doom

Prisoner behind the Koth Gates (The Game Master)

Solitary, Magical, Stealthy, Intelligent, Planar, Amorphous

Bolt of Lightning (d12 damage) 19 HP 5 Armor

Close, Ignores Armor, Far

At first glance, the Games Master appears to be nothing more than a man wearing a dark hooded cloak and a mask. On closer observation, he seems to be made from smoke and shadows. He calls adventurers to him from across time and the void. He tasks them with a mission, willing them to succeed and further is shadowy plans. Then he patiently waits for the heroes to rise or to be vanquished by their enemies. He seems emotionless, passionless, but yet he cares. When the heroes are successful, they become his tools to carry out his will and his plan for Dungeon World.

Instinct: To send adventurers off on errands

- Teleports adventurers across space and time
- Resembles your GM; but better looking
- Command the tides of chance and fortune
- Could suddenly transform into evil Dungeon Master

Nameless Thing in the Sunless Lake

Solitary, Large,

Stealthy

Dark Tentacles (w [2d12] damage) 16 HP Armor:1

Deep below the surface of the world, in a freshwater lake untouched by the sun, dwells this ancient creature assigned to guard the Gates of Koth by its eldritch creators.

Instinct: Guard the Gates of Koth

- Erupt from the Sunless Lake
- Swallow whole
- Escape with prey



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