

I'M ON A BOAT!

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A **DUNGEON WORLD** ADVENTURE
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A big, blue, watery adventure!

I've designed this adventure with the Dungeon World rules in mind (it should work great with World of Dungeons, too). The characters, locations and dangers might be used as an introduction to a brand new campaign, a one-off game, or as a way of moving your players to a new setting across the sea.

*One of my favourite things about Dungeon World is that great, new content is being published all the time - and shiver my timbers, pirates aren't half popular! For players wanting a more piratical character, try the **Swashbuckler** compendium class by Timothy Schroeder or **The Dashing Hero** playbook by Jacob Randolph. **Billy Bones** by Street Rat games should help with your loot & plunder needs. And if you're not quite ready to make land after this adventure, keep your eyes out for **Pirate World** by James Hawthorne.*

Getting Started

This book is designed to give you, the GM, more tools to make your games of Dungeon World easier to manage, memorable, and more fun.

If you've never played a game like this before, read the guide in the Dungeon World rule book, drop me a line, and check out the Dungeon World tavern on Google+. The group's friendly, knowledgeable and happy to get people started.

You might find you need more content than this to play your game. It's worth remembering that in Dungeon World, you *play to find out what happens and ask questions and build off the answers*. This supplement is designed to help you do that. I'd love to hear what your group's answers were - and how those answers made your adventure totally awesome and unique!

Like what you've read?

If you enjoy this book, visit **joebanner.co.uk** for more of my RPG supplements, gaming articles and useful links. You can also help me make more by supporting me on patreon: visit **patreon.com/jbinc** to find out more.

Have fun, and may your torches burn bright in the darkness ahead!

DO THIS...

- » *Read this book*
- » *Use what inspires you*
- » *Ignore what doesn't*
- » *Add your own cool stuff*
- » *Have fun!*

Introduction

Dear adventurers, pirates and ne'er-do-wells...

Following a string of exciting adventures the watch insist on calling "crimes", you have decided it might be a good idea to leave the country. To that end, you've secured passage across the sea.

- ▶ Who booked passage on the *Salty Mare*?
- ▶ What are you wanted for in Port Landington?
- ▶ What did it cost to book safe passage?
- ▶ Where are you headed? Why there?
- ▶ Who else is travelling on the *Salty Mare*?

If you booked passage on the *Salty Mare* roll +CHA. On a 10+, pick three. On a 7-9, pick two. On a 6-, pick one.

- You got a fair deal
- You didn't have to leave in a hurry
- None of the crew saw your "wanted" posters
- You stayed on the captain's good side

You're expected to lend a hand with the ship's duties, but are welcome to join in the crew's meals as well - mostly hard tack, jerky, fresh water and sour wine from the larders. The trip should take a fortnight, luck and winds permitting.

This isn't the first time the ship's taken on passengers and the crew are generally neutral towards you. They'll not slit your throat while you sleep, but won't help if you fall overboard either.



Port Landington

- ▶ **Prosperity** moderate
- ▶ **Population** growing
- ▶ **Defences** the port watch
- ▶ **Trade** Umberto, Nosjad, Tel'Derath, Khur Kibil, Espinet
- ▶ **Other** lawless, market,
- ▶ **Resource** kilibite ore (*exotic*), boats, slaves, alcohol
- ▶ **Guild** The Boatmakers' club

Port Watchman (*Group, Intelligent, Organised*)

⚔ Anchor-halberd (d8, close, reach)

♥ 8 HP 1 Armor

Instinct: To protect the port

- ▶ Ring out the alarm bell
- ▶ Hook an interloper and drag them to the cells
- ▶ Keep a sharp eye out for troublemakers

The Salty Mare

A battered but tough merchant vessel crewed by a "legitimate" trader. Some of her crew are reformed criminals; most are just trying to make an honest living.

Cast

- 👤 Cassandra Cassius, naval officer-turned "antiques dealer"
- 👤 Tim, the faithful half-orc cabin boy
- 👤 Chuckles, the grumpy ship's cook

Stakes

- ▶ Where will the Salty Mare end up?
- ▶ What kind of cargo is she carrying?
- ▶ How did a half-orc (called *Tim*) become the cabin boy?

Captain Cassius (*Solitary, Intelligent, Organised*)

- ⚔️ Salt-stained cutlass (d10, close)
- ♥️ 16 HP 2 Armor

Instinct: To make good time and good money

- ▶ Lead from the front
- ▶ Go down with the ship

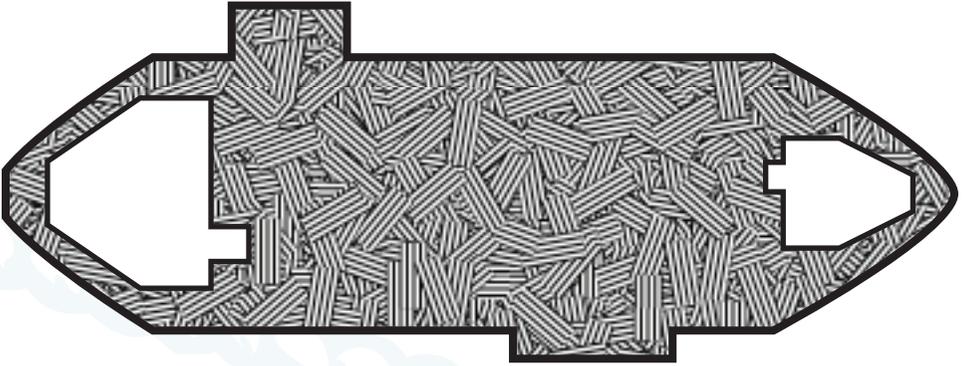
Tim the cabin boy (*Solitary, Intelligent*)

- ⚔️ Copper staff (w[d10], close)
- ♥️ 21 HP 0 Armor

Instinct: To make the captain's life easier

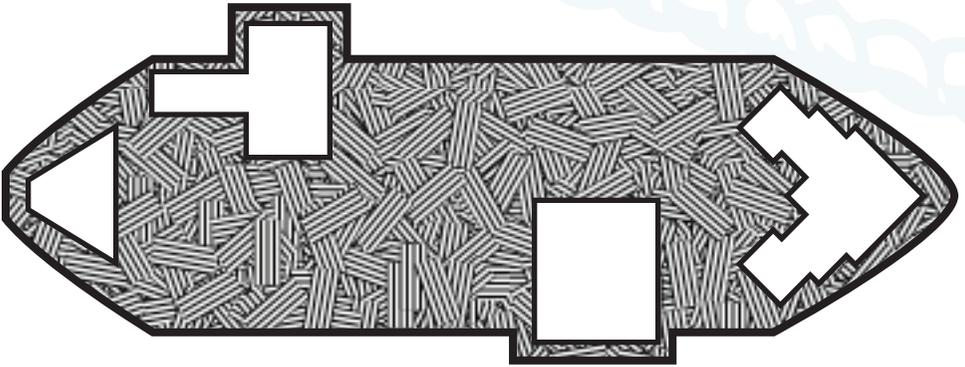
Special qualities: Blessings of the deep blue sea

- ▶ Deliver an important message
- ▶ Ensure the journey goes as swiftly as possible



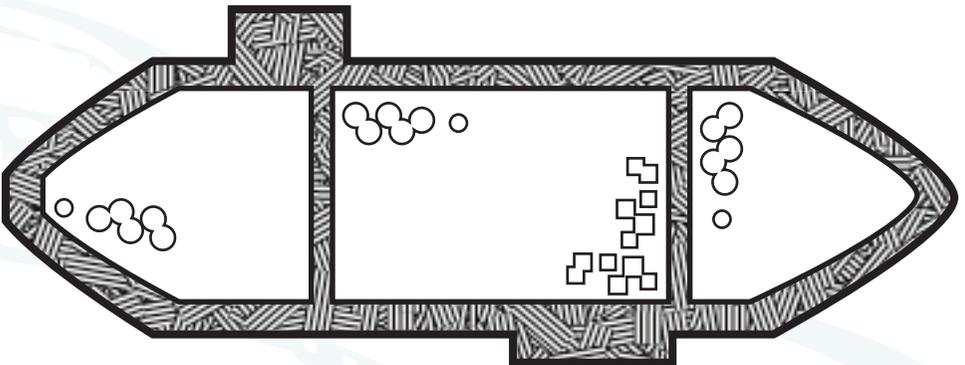
UPPER DECK, FROM LEFT TO RIGHT:

Quarterdeck; Fo'c'sle



LOWER DECK, FROM LEFT TO RIGHT:

Captain's quarters; Guest quarters; Mess hall; Cargo hold 1



MAIN HOLD, FROM LEFT TO RIGHT:

Cargo hold 2, Cargo hold 3, Cargo hold 4

Cargo Manifest

When you prise open the lid of a cargo box, you find...

1. An alarm bell that won't stop ringing
2. Glass vials containing a rainbow-coloured liquid
3. A skeleton and it's personal effects
4. A children's stuffed animal toy
5. A live snake, as big as an ogre's arm
6. A tiny replica of a wizard's manse in a snowglobe
7. Several bottles of fine and very powerful liquor
8. A bloody aurochs' horn
9. An old pair of boots, muddy and well-worn
10. Captain Cassius' favourite dress
11. A bronze statue with beautiful ruby eyes
12. A bound manuscript signed by Ibn Al-Nadim himself

When you set the sails, roll +STR. On a 10+, you set the sails true and they catch the wind. On a 7-9, the sails are fixed well enough, but might not hold up to heavy weather or close scrutiny.

When you take the helm, roll +DEX. On a 10+, it's clear sky and blue seas. On a 7-9, there's trouble ahead, but you can give the crew enough time to react.

When you take part in a drinking contest, roll +CON. On a 10+, you drink everyone under the table. On a 7-9, you either win, but pass out for the next few hours; or come second to a particularly obnoxious opponent (your choice). On a miss, you fail spectacularly and let slip a fact you really shouldn't have.

When you chart a course, roll +INT. On a 10+, you avoid a catastrophe and earn the captain's respect. On a 7-9, your route is safe enough but narrowly avoids an obvious danger (rocks, whirlpools, sirens or rivals for example.)

When you take watch in the crow's nest, roll +WIS. On a 10+ ask the GM 3 questions from the list below. On a 7-9, ask 1. Take +1 forward when acting on the answers.

- ▶ Who or what is on the horizon?
- ▶ What looks strange about the sky or ocean?
- ▶ Where's the nearest body of land?

When you boost the crew's morale (spice up a meal, sing a nautical song, organise a card game) roll +CHA. On a 10+, the crew have your back. On a 7-9, most of the crew like you - but tell the GM which person you managed to annoy (the first mate or the captain's pet monkey for example).

Outbreak!

It's dinnertime on the Salty Mare, but the mood is tense. The slop on offer smells even worse than usual and the last guy who complained got a bowl dumped on his head! Something's got Chuckles the chef more riled up than usual...

- ▶ Are you infected? (If yes, mark XP. If no, how have you avoided infection?)
- ▶ When do the infected first start showing symptoms?
- ▶ What infected Chuckles in the first place?
- ▶ What's the (alleged) cure for rotwhisker? Where on the ship might some still be found?

Front

HORDE / HUMANOID VERMIN

Impulse: to breed, multiply and consume

GRIM PORTENTS

- A very unpleasant dinner
- Infected sailors spread the disease
- Almost all the supplies are tainted
- The vermin's nest covers more than half the ship
- All the ship's officers are infected or eaten

Doom: Chaos The rats are out for your flesh – abandon ship!

Creatures

Infected sailor (*Horde, Terrifying*)

✦ Virulent claws (d6, close)

♥ 3 HP 1 Armor

"Jones, you've been acting devilishly strange tonight. What the deuce do you mean, 'feed-feed man-flesh?'" **Instinct:** To spoil

- ▶ Infect with a bite or scratch
- ▶ Stop to feed

Chuckles, the infected cook (*Solitary, Terrifying*)

✦ Bile-soaked cleaver (d8, close)

♥ 18 HP 1 Armor

Instinct: To spread the infection

- ▶ Infect with a bite or scratch, or by vomiting yellow bile
- ▶ Lash out with a whip-like tail
- ▶ Summon more rats

When you feel a scratching in your gut, roll +CON. On a hit, you spend the next few minutes helpless, retching on the ground. On a 7-9, you also feel *sick* (-1 CON). On a 6-, in addition to the above one of the following symptoms manifests right now:

- ▶ Your teeth and nails grow sharper
- ▶ Your eyes glow blood red
- ▶ Fur is sprouting in new and scary places
- ▶ It's getting hard to think... (you're *confused*, -1 WIS)
- ▶ You lash out at the closest meat

If you show no symptoms after a day or so, the infection has not taken hold - this time. The more symptoms you acquire, the harder the infection will be to cure.

The Black Flag Rises

"For the attention of your captain: hand over your treasure now, or we will take your lives. (And your treasure.) Sincerely, Captain Ballista Flagg."

GRIM PORTENTS

- A ship flying black colours is spotted on the horizon
- Ominous rumours about piracy spread across the ship
- A seagull delivers an ultimatum
- The Black Flag attacks in the night

Doom: Destruction The ship is sunk, it's treasures plundered!

Creatures

Scurvy Pirate (*Horde, Organised*)

⚔ Chipped cutlass (d6+1, close)

♥ 3HP, 1 Armour

Instinct: To loot and plunder

- ▶ Make a daring advance or escape
- ▶ Get drunk and misbehave

Master of Gulls (*Solitary, Intelligent, Arcane*)

⚔ Magic missile (b[d10], near, far)

♥ 12HP, 2 Armour

It's said this old one sold out his village in return for a place on the Black Flag. His sorcery and the captain's leadership have proven a fearsome combination. Instinct: to see terror on the open seas

- ▶ See through the eyes of a bird
- ▶ Distract and overwhelm with a sudden flock
- ▶ Create a curse of storms and terror

Captain Ballista Flagg (*Solitary, Intelligent, Organised*)

⚔ Halberd (D6+2 damage, 1 Piercing)

♥ 16 HP 2 Armour

Captain of the Black Flag, scourge of the Shrouded Sea. Polite to a fault. **Instinct:** To rule the open seas

- ▶ Order her crew with an iron fist
- ▶ Make arrogant threats
- ▶ Disarm and unbalance opponent
- ▶ Disappear in a flock of seagulls

📖 **The map of gulls (1 weight)**

This old parchment outlines the migratory habits of seafaring birds, that being a route safest from storms - take +1 ongoing to navigate the seas when using this map. However, if you ever fail a roll when using this map, the routes are proven to be outdated and the bonus no longer applies.

📖 **The Reefmonger's Keystone (1 weight)**

An oddly-shaped piece of coral, said to have originated from the islands of the Calderan sea. As long as the keystone is in your possession, you dream of tentacled titans beneath the waves and the secrets of their deep cities. **When you spout lore**, you may choose to use half-remembered knowledge from your dreams instead of your INT. If you do, you automatically pass (as if you rolled a 10+) and the GM holds 1. The GM may spend their hold at any time to describe an involuntary action your character makes (perhaps speaking in tongues or making an alien gesture). This action will draw the attention of - and inspire fear, anger or nausea from - any other intelligent beings nearby.

Credits

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DUNGEON WORLD

Dungeon World created by Sage LaTorra and Adam Koebel.

THANK YOU TO...

My playtesters, who all take +1 ongoing to being awesome. Everyone at the G+ Dungeon World Tavern.

COMMENTS & QUESTIONS?

Send me an email! online@jbinc.co.uk

