

Within the Devil's Reach





Within the Devil's Reach

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Playing the Adventures

This book, and each adventure in it, assumes that its reader -- you -- is the GM, and is laid out for you to provide information to the characters as they make their way through them. In *The Silent Tomb Speaks*, the characters learn there is a looming threat rising up to destroy the world as they know it. In *The Mad Scientist's Experiments*, they will come face to face with the mechanical worms, one of the most insidious weapons of Kryos, The Dark and Rising Triune God. In the final adventure, *The Madness in Hamish Mine*, they will encounter the Triumvirate, three cults of Kryos whose fickle god turns on his servants and makes them turn on themselves.

If you run only one adventure from this book, and intend on eventually running others from this or future books in the series, *The Madness in Hamish Mine* is your best choice to begin with as it provides the most insight into what will come later. The Impending Doom in any adventures not played will still occur, and the town they left behind will likely not be the same when they return.

At the end of each adventure, you will find a section on how to transition the adventure into the events of *the next adventure*, whenever the party believes they have enough information to continue onward.

The Setup: News and Rumors

Recently, some very disturbing things have happened around town and the Great Wizard Alastor has decided to look into them -- or, more accurately, as Alastor is far too old for that kind of thing, he has sent a party of up-and-coming adventurers to investigate them in his stead. The Silent Tomb has started to speak again, there is evidence of grave robberies, and rumors of strangers engaged in vile deeds deep within the Hamish mine -- any of these hooks should draw the characters into a particular adventure, or better yet, to explore all of them. Each hook leads to a different adventure (*The Silent Tomb Speaks*, *The Mad Scientist's Experiments*, and *The Madness in Hamish Mine*), and each adventure is modular so that it can lead into any of the other adventures, or into the adventures of *The Skies Over Danbury*, the next book in the Gears of the Worm God series.

Using the Maps

One of the great guiding principles in *Dungeon World* is to "Draw maps and leave spaces." Within this book are several maps you can use in your game. You can print them out from the PDF, use them as inspiration for drawing your own maps, or some combination of both. Don't feel limited by the maps: if there is something you or your players want that isn't covered in the maps or in the adventure, by all means, throw it in!

The Town of Devil's Reach

"A blight at the edge of the map..." is what most know about the town of Devil's Reach. Built atop one of the deepest (and dangerous) silver mines ever delved, Devil's Reach is an inhospitable place to live, and even more difficult to make a living there. Most of the town's population works in the mines for what amount to slave wages, with nearly all of the businesses and services controlled by the various mine owners.

There are two notable exceptions to this. The first is the Sick Dog, a bar and inn located in the middle of town, owned by a half-orc named Dog-Face. Dog-Face owes his livelihood to the town's mayor, Torvin Land. Mayor Land tolerates the existence of the ill-reputed bar for one reason: it keeps the miners happy -- well, as happy as they can be in as miserable a place as Devil's Reach -- with a place for them to drink and fight after a hard day in the mines, keeping their disorderly behavior neatly contained within.

The other exception is Alastor's Emporium, owned by Alastor Land, Torvin's brother. Torvin allows his brother to run his little shop mostly to keep him out of his affairs. Alastor does a brisk business in potions that he displays on the wall behind his counter, while most of the other wares in his shop are rarely sold. Alastor sees a good amount of foot traffic as the town's inhabitants are drawn in by all of the wild magical items on display in his large glass front window, and most who come in end up walking away with some kind of trinket or potion.

Opening Questions

Before you start any of the adventures, there are six questions the players need to answer that will help tie their characters together, as well as customize the adventure for your group. The players should answer the following three questions before their characters start their first adventure in *Within the Devil's Reach*:

The town of Devil's Reach is a pit at the far end of nowhere and Alastor Land is a great wizard who chooses his servants (including you) carefully. With that in mind:

1. What brought your character to Devil's Reach?
2. What did your character do that caught the attention of Alastor?
3. Your character has agreed to serve Alastor - why?

Bonds between their characters here, with the GM providing guidance as necessary. If one player mentions another player's character during these questions, you should ask if that applies to a Bond that already exists or if they should write a new Bond. Every player should, by the end of these questions, have some idea for their character to have a Bond with Alastor, and they should write that Bond in their playbook.

The remaining three questions are specific to each adventure, and will be covered in each adventure's introduction. Be sure to take notes of the answers that players give to each question, reintroducing those elements when they have dealings with the town and Alastor.

Who Are The Tivati?

The Tivati were a race of pure air and light, champions of Chaos and Good in the world. When Kryos finished his conquest of the lower planes and turned his eyes to the material plane, the Tivati were the first to stand against him. They were known as master craftsmen of their day, and though few relics of their work survive today, they are among the most sought-after artifacts. Kryos was defeated and broken into three lesser gods by Aaleric, the leader and chief artificer of the Tivati. Soon thereafter the Tivati departed the material plane, rather than allow themselves to be anointed and worshiped as god-kings by the mortals, which would lead to the corruption of their pure nature. However, Aaleric remained, both to guard against the return of Kryos and to protect a hidden cache of Kryos' most dangerous weapons from falling into the hands of any who might use them.

Starting With an Adventure

Any of the adventures in this book are a good place to start a campaign. Whichever adventure you choose to start with, make sure it starts *in media res*. In *The Silent Tomb Speaks*, for example, the characters should be confronted by the wolves as they emerge from the cave entrance. In *The Mad Scientist's Experiments*, maybe the characters discover Domerain's zombies digging up a body. Or in *The Mines of Madness*, the characters might begin in the mines as a group of miners turn a corner and discover them. In any event, whatever you decide you absolutely should **not** start with the characters in the Sick Dog ("you all meet in a tavern...") or with getting their orders from Alastor ("a great wizard has brought you together, and begins by telling you...") -- there may be no school like the old school, but there's no need to stick *too* close to the old tropes to start your adventuring.

If the players want their characters to return to town before the adventure is over, you should remind them that Alastor will surely be keeping tabs on their progress and will not be impressed with anything less than success. If they still insist on returning to town, you should make sure to have some Grim Portent remind them why they should have not shied away from their assigned task.

The Silent Tomb Speaks

Fronts

The Tivati, the Lords of Air and Light

Impending Doom

The looming darkness is rising again. If the mortals do not deal with this, the Tivati must return to set things right -- and the first place to suffer their wrath will be the stinking cesspit that is Devil's Reach.

Stakes

- How close are the Four Winds to reviving their master Aaleric?
- Will Aaleric trust the party to deal with the rising threat?
- What will he do if he decides not to trust them?

Cast

- The Four Winds
- Aaleric

Grim Portents

- Aaleric calls to another mind to draw them in.
- The Four Winds begin to cleanse the tomb.
- One of the Four Winds enters town looking for victims.

Dangers

- The blue lantern trap
- The wind tunnel trap
- The Throne of Aaleric trap
- Aaleric's phylactery

Questions

The GM should ask the players the following questions before beginning the adventure, asking each question to only one player, and not asking any player more than one question. If there are only two players, ignore the last question. Advice for the GM: direct the first question to the player who seems the most disinterested:

1. The Silent Tomb is said to be full of great treasures. What do you hope to find down there?
2. The Silent Tomb is said to be guarded by a terrible monster. What do you fear it might be?
3. The Silent Tomb has begun to speak. What dark truth about you are you afraid it might share?

You should use the players' answers, but twist them. If they mention a monster similar to one that already resides within the Tomb, that's great, you're golden. But if they describe something totally off the wall, you should take one of the monsters in the Tomb and turn it into something like what they described. Doing that is easy: keep the stats for the monster as listed, but "re-skin" them by changing their description, giving them moves that make sense for their new "skin." If they suggest a fantastic treasure, place it in the Throne Room and have the beetle trap triggered if they remove it, or locate it within the Builder's Quarters and have the Seeker's Ghost want it badly enough to bargain for it. Whatever dark truth the player describes for their character, you should push the player to have the character reveal it to or for them to somehow allow it to be discovered by the group.

Locations:

Entrance

Foes

Wolves - d8 Damage, 1 Armor, 10 HP (close, forceful)

Trip you to get you down to their level.

Drag you screaming into the cave.

Rend you with teeth and claws.

Instinct: to protect the den.

Environment

A cave entrance that turns into a twisting crypt with alcoves containing bas-reliefs along the outer wall that depict the Tivati, led by Aaleric, as they battle a great looming darkness. One of the alcoves has become the wolves' den. In the final alcove, there is a scene of Aaleric splitting Kryos into three parts with a mighty staff.

Loot

A shield, a red lantern, oddments worth 1 Load and 5 Gold, the body of a female fighter upon which is found a silver coin embossed with a seven-pointed star.

Magic

The red lantern is part of a set of three that work together to unlock the room beyond. It appears to be work just like a normal lantern giving off good light when lit, although red in color, and always has a full reserve of oil no matter how long it burns, staying lit until it is put out. A knob on the side of the lantern serves to focus or widen the beam. The lanterns cannot be removed from the Tomb unless carried by someone wearing the Bracelet of the Builder (see below).

The Throne Room

Foes

The beetle swarm - d6 Damage, 3 Armor, 10 HP (hand, tiny)

Pick up and drop you from a height.

Surround you and swarm over you (you take half the damage it is dealt).

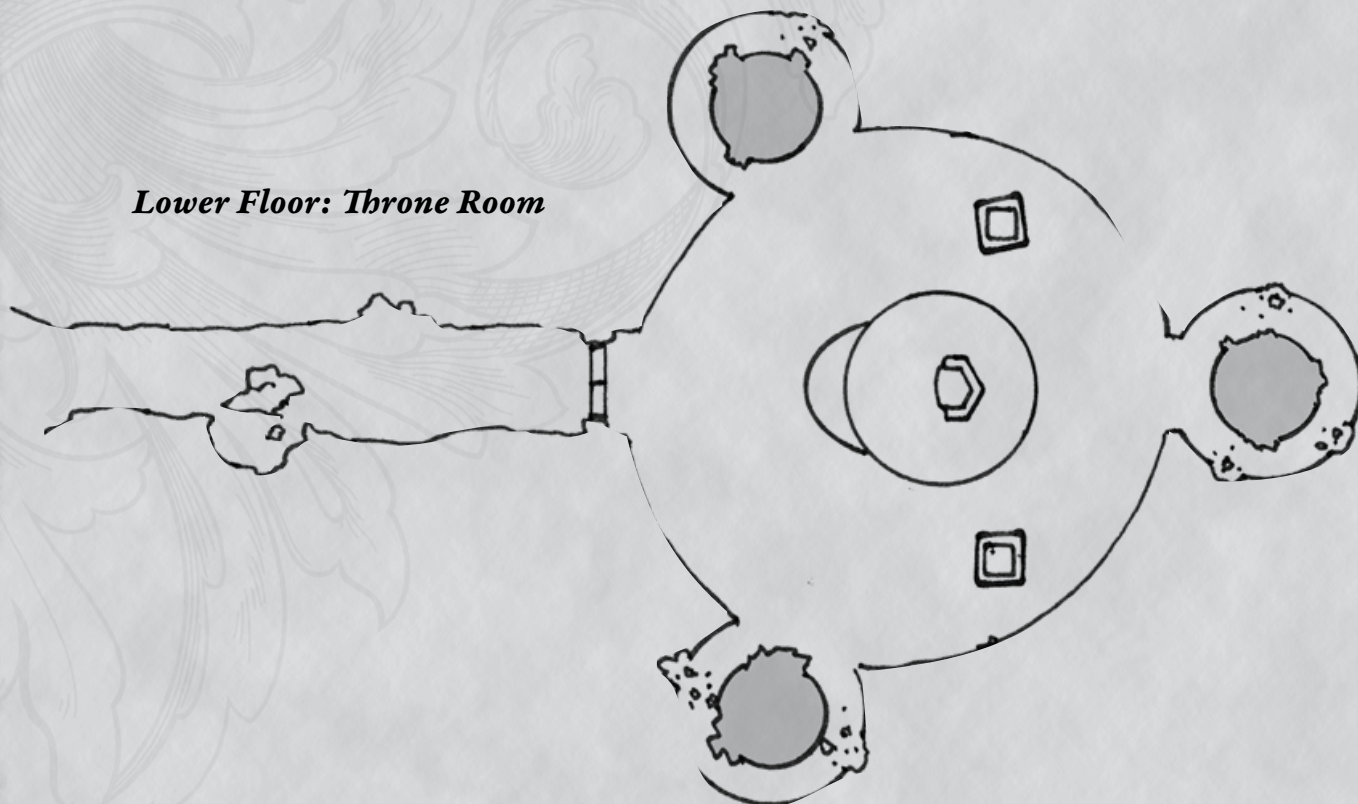
Bite you with a thousand tiny mouths (Ignores Armor).

Instinct: To consume whatever it finds.

Environment

A large chamber, and in its middle a large marble statue of a figure seated upon a throne, a bald man about nine feet tall wearing robes -- this is Aaleric. In his right hand, he clenches a staff with a large crystal at the top, the staff he wielded as he broke Kryos, as the characters will recognize from one of the bas-reliefs. His left hand is open with two fingers pointing outward, as the four others curl back -- he has six fingers on each hand. Upon his chest are several gems set into what looks like a pendant carved into the marble, the stones

Lower Floor: Throne Room





appearing to be part of the marble itself -- it is not obvious how they could have been placed there. On the ceiling over the throne is a large painted mural of a great, looming darkness.

The statue rests upon a circular dais. Judging by scratches and patterns in the deep dust around the Tomb, it appears that it can be rotated. There are two triangular crystals sitting on pillars around the dais and a third pillar stands empty.

Around the room are three recessed areas. Within two of these are differently colored lanterns hung on chains. Each chain goes up into the dark of the hill overhead. The lantern behind the throne is blue, the one to its right green. The recess to the left has an empty chain where a third lantern can hang, and the characters will also find the desiccated body of a long-dead elf who appears to have fallen to his death. If any of the lanterns are lit, the other two light up as well.

Loot

If the stones can somehow be removed they will certainly be of value. The lanterns, strangely alien and obviously magic, are definitely valuable, but if anyone attempts to remove them from the cave entry they disappear from hand, reappearing on the chain where they were found. The elf has a leather tunic, a silver pentacle upon which a seven-pointed star is embossed, and a magic wand that can store one spell (anyone can cast a spell into it and that spell replaces any stored spell. Any wielder can then cast the spell as normal, but it is lost on any result <10).

Magic

If anyone attempts to take the staff from the statue, or if the throne is left facing the blue lantern's recess, a swarm of beetles pours out from the mouth of the statue and attacks.

If the throne is rotated to face the recesses to the right or left of the entrance, with a lit lantern placed within the recess, a strong wind blows up that will raise or lower anyone to the upper levels above the alcoves.

If all of the lanterns are placed on their chains, and the two triangular crystals are in place, the wind trap in the upper level is disengaged as bright white light from the top of the statue's staff banishes the darkness painted above the throne.

Above the Green Lantern

Foes

Ghost of the Thief - d10 Damage, 5 Armor, 15 HP (close, stealthy, glibbous)

Hold you down under water.

Choke the life from you.

Flit away out of your reach.

Instinct: to keep anyone from removing the treasures he died trying to take.

Environment

Most of this floor is submerged in water. Anyone who wishes to explore the area underwater will be defying the danger of drowning before they make it back to the dry part of the hallway. If anyone takes a treasure from the submerged rooms, they will be attacked by the Ghost.

Loot

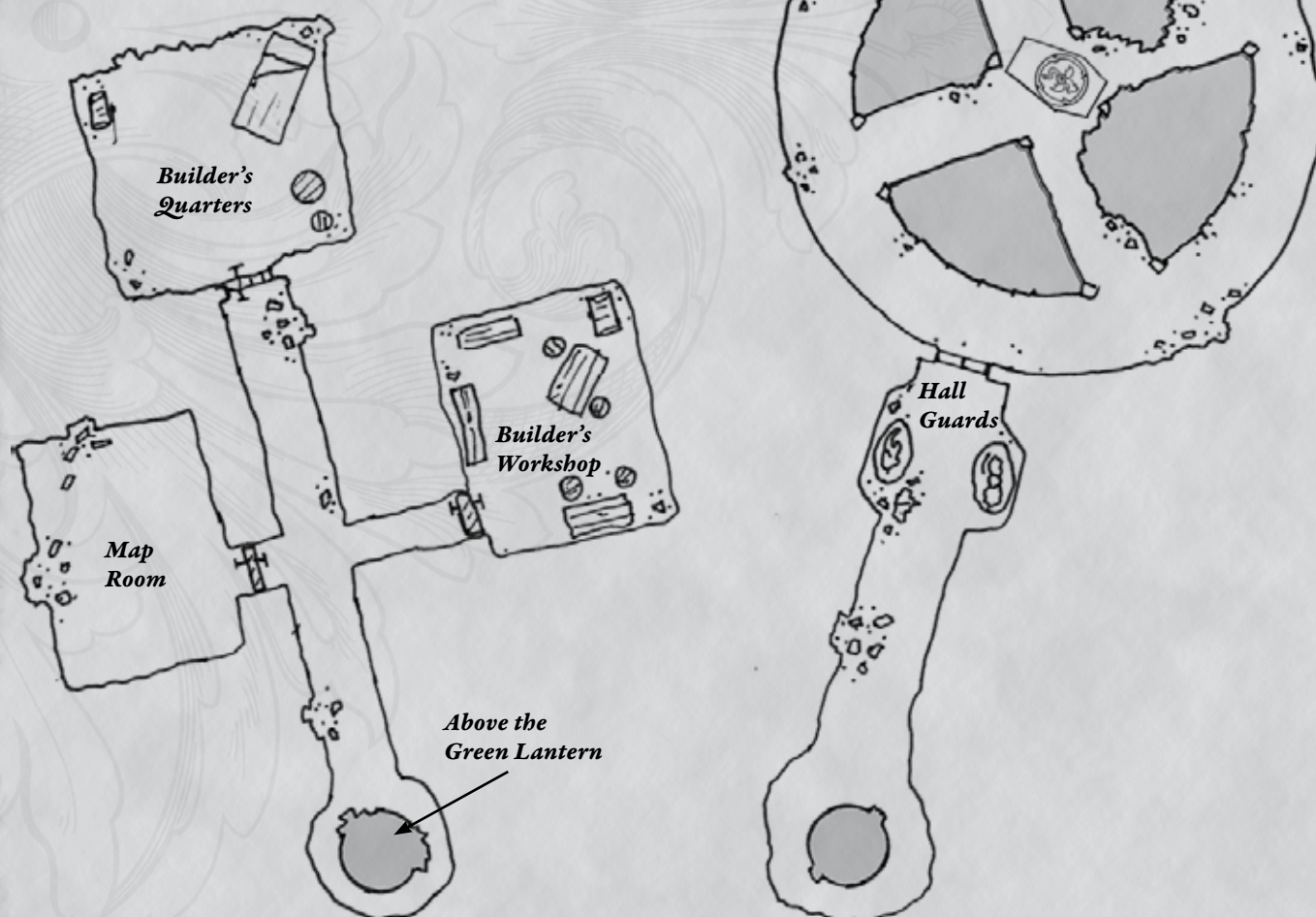
The body of a human thief floats at the top of the hallway where it descends into the water. On his body can be found a silver disk embossed with a seven-pointed star, a dagger of ghost touch (which allows the bearer to +1d4 damage to a ghost), the triangular crystal from the throne room, a ruined set of clothes, a ring of feather falling, and 15 gold.

The Builder's Workshop

Environment

Moldy parchments float in the water that has flooded the room, and a large stone workbench sits in the middle.

Upper Floor: the Burial Chamber



Loot

A Crafter's Chisel (which allows the user to craft and shape stone as if it were clay), +1 short sword, and a fist full of Gems.

The Builder's Quarters

Environment

A large bed with a trunk at its foot resides here. There is a large crack in the floor, likely where the water came from. This was where Aaleric lived while constructing his own tomb.

Loot

The Bracelet of the Builder, a health potion, & 20 Gold.

Magic

The Bracelet of the Builder allow the wearer to unlock any door in the Tomb, makes the air elevators work without moving the throne, and allows the character to remove the staff from the statue and the lanterns from the Tomb. The Bracelet is keyed to Aaleric's tomb but others exist, keyed to other locations.

The Map Room

Environment

Carved and chiseled into the far wall of this room is a map showing three submerged rooms, the Throne Room below, and a floor across the Builder's Quarters above the red lantern. On the map of the floor above the red lantern is a hallway filled with wind emanating from a figure, and a chamber beyond that with a symbol that looks very much like the carved amulet on the Tomb above.

The Hall Guards

Foes

The Ghost of the Elf appears, asking the party to return his body to lay to rest in the town cemetery. He promises to open the door from the other side and disarm the trap if the party will do so.

Ghost of the Elf - d10 Damage, 5 Armor, 15 HP (close, stealthy, glibbous)

Drop you from a height.

Choke the life from you.

Flit away out of your reach.

Instinct: to have his body properly buried.

Environment

There is a long hall with the Hall Guards, two statue figures holding staves in their hands, sculpted to appear as though they are charging down the hall, with a pit down to the Throne Room at the other end.

Magic

The Hall Guards are a trap that blows any who fail a save to the bottom floor (d10 Damage). If a party member has the Bracelet of the Builder, or if the lanterns are lit with the crystals in place, the trap does not go off. If the trap is disarmed, the door is open.

The Burial Chamber

Foes

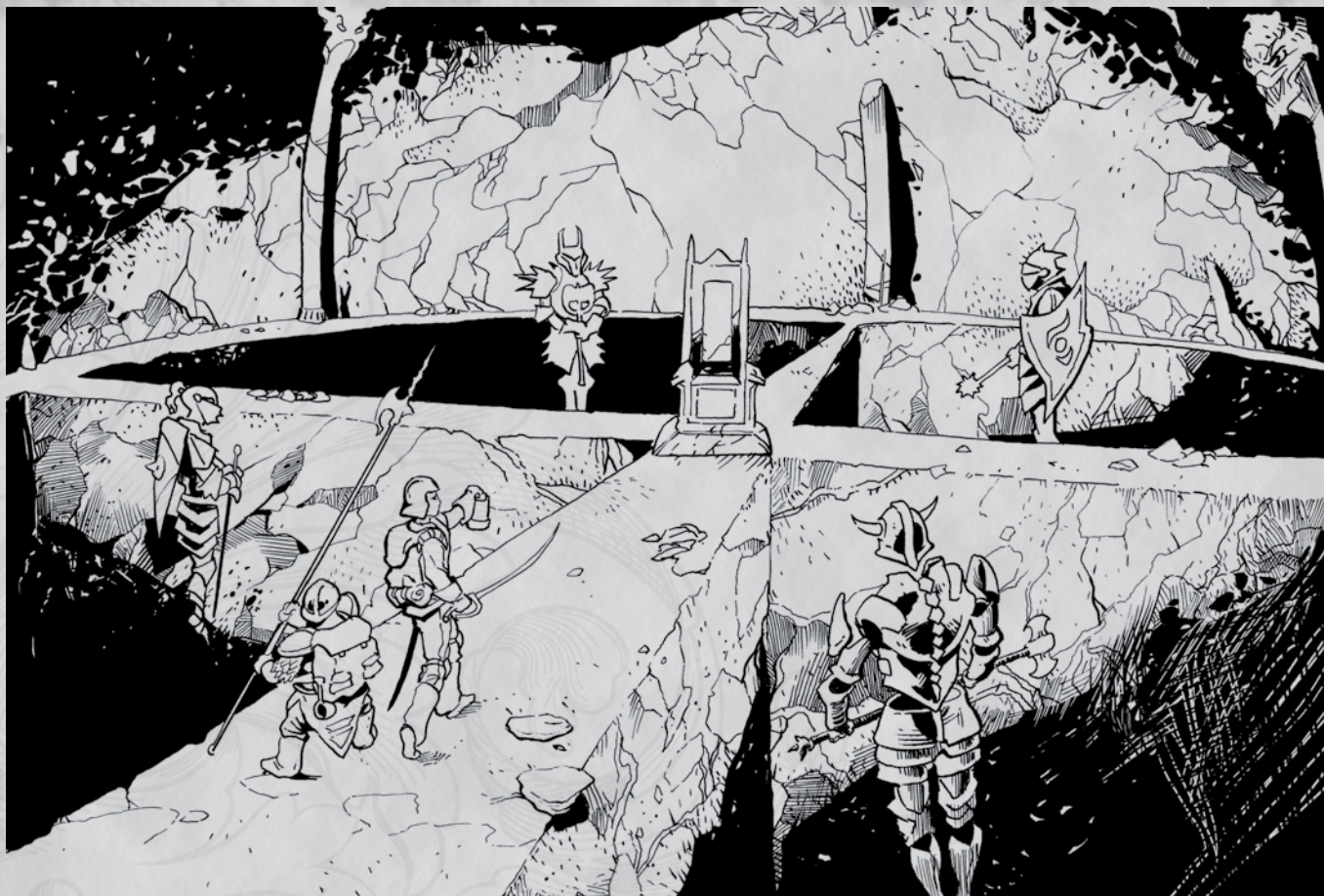
The Four Winds hover in the air between the four bridges, attacking anyone who is not wearing the Bracelet of the Builders if they attempt to cross any of them, or if commanded by Aaleric to attack.

The Four Winds - d8+2 Damage, 5 Armor, 11 HP

Knock you off a bridge into the pit below.

Strike at you with its longsword.

Move from one place to another instantly.



While the body of Aaleric is no longer alive, the phylactery that contains his soul allows him to speak to the characters, and he will ask any who are able to cross the bridges and reach him to vow to end the evil rising in the land: “Finish forever the Worm God.” If the players so vow, he will grant them his phylactery so that he can keep track of them. If not, he will call his guards to attack. If the players best his guards, he will continue to beg them to fight the evil even as they leave.

Environment

This room is large and circular. The dome’s ceiling to 50 feet at its the center, and the bottom drops away to a floor 50 feet below (d10 Damage if a character falls). A ledge, wide enough for two to walk abreast, follows along the wall. Four bridges leave the wall, meeting in the middle to form a dais where the body of Aaleric, looking just like his statue below, lies in state.

Loot

Aaleric’s phylactery carries his soul. If the proper ritual with sacrifices is made, it will allow him to rise; if it is taken and worn, it allows Aaleric to speak with and even through the wearer, providing the party with the ability to re-roll one roll per adventure. As Aaleric grows in strength, he will offer the phylactery’s wearer greater power, in exchange for greater control over the wearer.

Ending the Adventure

Throughout this adventure there are references to a seven-pointed star. This is the symbol of Queen Arullia, the ruler of a far-off foreign land. She is known to have agents everywhere, under her command to cause trouble wherever they may be. It cannot be good news that she knew the Silent Tomb had begun to speak again and thus sent her minions to investigate. This will tie in with later adventures, but feel free to allow players to fill in their own details if they are interested.

The Mad Scientist's Experiments

Fronts

Domerain

Impending Doom

If Domerain completes her work, the Horror will grow and spread as it adds its victims to itself.

Stakes

- What vile, unspeakable deed must Domerain perpetrate to complete her work?
- Will the party be able to stop Domerain before her work is complete?
- Will Domerain be able to tempt one of the party to help her?

Cast

- Domerain the Weird
- Dog-Face the Half-Orc
- Dog-Face's men

Grim Portents

- Bodies going missing from local graves.
- Zombies with mechanical worms inside of them attack.
- A Horror is perpetrated.

The Gnoll Temple

Impending Doom

The Gnolls will send enough bodies to the Cult of Kryos that they will be able to take over Devil's Reach.

Stakes

- Will Renveck see reason and stop desecrating bodies?
- Will the Gnoll fanatics allow the party to enter the temple?
- Will Drovas turn on his master and possess him with the spirit of Kryos?

Cast

- Renveck, the High Priest of Venith
- Drovas, a Secret Adept of Kryos

Grim Portents

- Bodies going missing from the graveyard.
- Zombies rising from the Hamish Mine.
- The Cult of Kryos taking over the town.

Dangers

Gnoll Fanatics

Questions

The GM should ask the players the following questions before beginning the adventure, asking each question to only one player, and not asking any player more than one question. If there are only two players, ignore the last question. Advice for the GM: direct the first question to the player who seems the most disinterested:

The Devil's Reach

- 1 - The Hamish Mines
- 2 - Alastor's Shop
- 3 - Mayor's estate
- 4 - The Dirty Dog



1. Mayor Land has invited a very strange woman to live in his private rooms above the Sick Dog. What makes her so strange?
2. There are all kinds of rumors flying around town about the Gnolls who have taken up residence in the old temple of Brol. What do you think they are up to?
3. There is evidence of a lot of nighttime activity in the town cemetery, and more than one grave seems to have been disturbed. What do you think is happening?

You should use the players' answers, but twist them. Make whatever the player says about Domerain true, but far more terrible than they described. If they think someone is creating zombies out in the graveyard, you are golden; if not, use what they told you and either change what the zombies are to fit that, or even misdirect the players so they think that the zombies are what they think they are. The Gnolls are probably up to more than simply desecrating bodies -- use what the players come up with to make their aims far more broad and sinister.

Locations

Devil's Reach Graveyard

Foes

Zombies (3) - d8+2 Damage, 0 Armor, 10 HP (close, forceful, intelligent, construct)

Biting and infecting you (-CON Debility).

Slamming into you with fists.

Tearing off a limb to replace one that is lost.

Gnoll Fanatics (5) - d8+3 Damage, 1 Armor, 6 HP (close, blessed, intelligent)

Biting and rending your flesh.

Stabbing you with wicked knives.

Throwing you over a gravestone.

Environment

The graveyard is always shrouded in mist, even on bright, sunny days, and on an overcast night, it is thicker than seems natural. The graveyard is a strange mix of burial plots and mausoleums spread about, filled with marked and unmarked graves alike. If the party investigates during the day, there is evidence of recent traffic throughout and tampering; if at night, they will meet the zombies and Gnolls already fighting each other.

Loot

There are bound to be things of value in the mausoleums if the party decides to rob a few of them.

The Sick Dog

Foes

Dog-Face - d12+2 Damage, 2 Armor, 10 HP (close)

Throw you into furniture and then make you pay for it.

Hit you with a club.

Stab you with a knife.

Dog-Face's Men(5) - d6 Damage, 1 Armor, 10 HP (close)

Throw you into furniture and then make you pay for it.

Hit you with a club.

Stab you with a knife.

Environment

A foul and disgusting place, but still the most popular bar with the town's miners. A useful place to hear (or spread) rumors. If the characters start talking about what happened at the graveyard here, Dog-Face and his men will attack them, telling them to keep their noses out of things that don't concern them. Everyone knows Dog-Face is what passes for law enforcement in Devil's Reach.

Domerain's Lab

Foes

Domerain - d10 Damage (Ignores Armor) 1 Armor, 10 HP

Throw a barbed syringe at you.

Plunge a syringe that is already in you (-CON Debility).

Hack at you with her bone knife.

Zombies (5 in the outer room, 1 in the inner room) - d8+2 Damage, 0 Armor, 10 HP (close, forceful, intelligent, construct)

Biting and infecting you (-CON Debility).

Slamming into you with fists.

Tearing off a limb to replace one that is lost.

Domerain's Horror - d10 Damage, 3 Armor, 18 HP (reach)

Throw you into a wall.

Throw you out a window.

Tear off your limbs and incorporate them into itself.



Environment

Domerain has 5 zombies stationed in the outer room of her apartment. The zombies appear to be going about mundane tasks but will attack if anyone enters.

The inner room of her apartment is both bedroom and laboratory. There is a bed in one corner, and in the other a long table where Domerain has been working on her Horror.

Loot

Domerain's syringes (5 of them, worth 15 Gold each), a mechanical worm in a vial, 9 Load and 30 Gold worth of laboratory equipment.

Magic

If someone gets injected with a syringe they take 1 Damage every time they make a move. If they die before being healed, the hard bargain is to come back as an Undead to fight for Domerain. If Domerain is killed they continue as normal, but remain Undead.

When the Horror is defeated, it spills out tiny gears, wires, and hydraulics everywhere. Alastor will be very interested in finding out all he can about the Horror, and will definitely want to examine the mechanical worm.

The Outer Temple

Foes

Gnoll Fanatics (10) - d8+3 Damage, 1 Armor, 6 HP (close, blessed, intelligent)

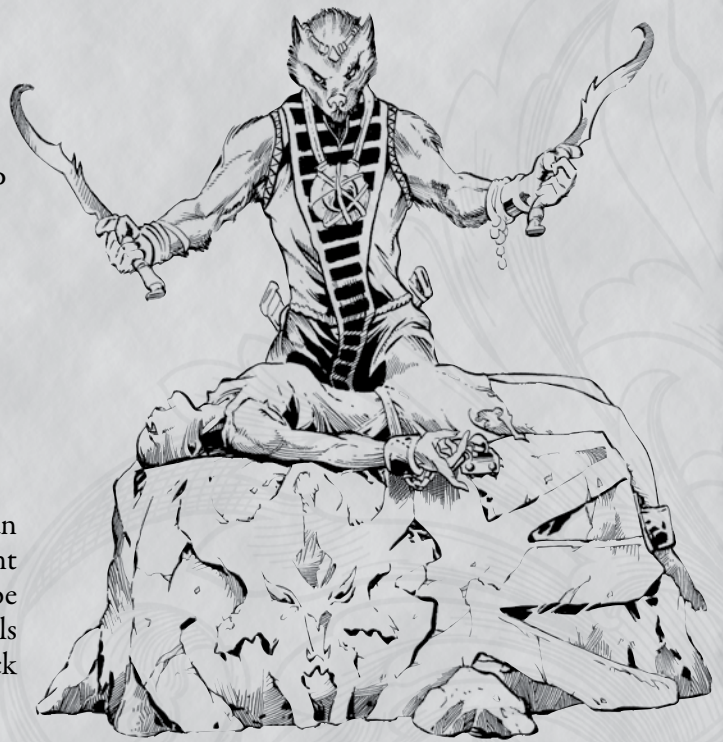
Biting and rending your flesh.

Stabbing you with wicked knives.

Throwing you over a pew.

Environment

The outer temple was once used to house human worshipers but is now an encampment for transient Gnolls. Most of the pews have been ripped up to be used as firewood. Filthy beds litter the floor. The Gnolls are not happy about having visitors and will likely attack if they are threatened or accused.



The Inner Temple

Foes

Renveck - d8+3 Damage, 1 Armor, 6 HP (close, blessed, intelligent, magical)

Casting spells to hurt or trick you.

Stabbing you with wicked knives.

Throwing you over the altar.

Environment

The Inner Temple was once home to an altar to Brol, but has now been corrupted into the worship of Venith. Renveck is not as hostile as his followers, and may even try and talk with the characters if there is some kind of break in the fighting.

Loot

The Templars of Brol left a cache of relics under the altar. Renveck never bothered to search the temple when he first moved in, and thus never discovered it.

The hidden Temple

Foes

Drovas - d8+3 Damage, 1 Armor, 6 HP (close, blessed, intelligent, magical)

Casting spells to hurt or trick you.

Stabbing you with wicked knives.

Raising dead bodies to fight you.

Environment

In the woods behind the temple, Drovas has constructed a crude altar to Kryos, and has been desecrating bodies for use by his brothers in Hamish Mine.

Ending the Adventure

If the players leave either of the Fronts unexplored, have whichever they don't choose blow up while they are off doing something else. Both Fronts can lead right into an investigation of Hamish Mine, the next adventure.

The Madness in Hamish Mine

Fronts

The Triumvirate

Impending Doom

The Aspect of Kryos will rise from its pool, spreading mechanical worm zombies all over Devil's Reach.

Stakes

- Will the party discover the Aspect of Kryos before it reaches full power?
- Will the cultists who created the Aspect turn against it when they realize it is a threat to all, including them?

Cast

- The Aspect of Kryos
- Mechanical Worm Zombies

Grim Portents

- Visions of Kryos, plaguing those in the mine and below.
- The zombies begin to show up in the other cults' territories.
- The Aspect of Kryos rises from its pool.

The Temple of Brol

Impending Doom

The Templars will destroy Hamish Mine, converting and enslave the miners and the town above.

Stakes

- Will the Templars ally themselves with the party?
- Will the Templars work to end the fighting before rising to take control of the mine?

Cast

- Lord Chaplain Durras
- The Templars of Brol

Grim Portents

- The Templars bar their temple and the sound of battle chants begin.
- The Templars take control of the elevator.
- The Templars march on Hamish Mine.

Note: if one of your players is playing a Cleric or Paladin, think about changing Brol into whatever god the character serves. If the Templars recognize their holy symbol, they are likely not to immediately react with violence.



The Temple of Venith

Impending Doom

The bloody sacrifice of every inhabitant of Devil's Reach to the Aspect of Kryos.

Stakes

- Will the Gnolls ally themselves with the party?
- Will the Gnolls sacrifice the high priests of the other orders?

Cast

- Grashnat, a High Priest of Venith
- Gnoll fanatics

Grim Portents

- The Gnolls openly attack the other cults.
- The Gnolls sacrifice the other cult leaders.
- The Gnolls take to raiding the mine above for victims.



The Temple of Shia

Impending Doom

The mechanical worms that Horbath has been altering will spread.

Stakes

- Will the priests ally with the party?
- Can the priests keep control of their zombie army as the Aspect of Kryos gaining strength?

Cast

- Horbath
- Boglin and Janna Veris

Grim Portents

- The zombies begin to show up in the other cults' territories.
- The other cults' members seem to have become infected.
- The zombies turn on their masters.



Questions

The GM should ask the players the following questions before beginning the adventure, asking each question to only one player, and not asking any player more than one question. If there are only two players, ignore the last question. Advice for the GM: direct the first question to the player who seems the most disinterested:

1. The Hamish mine is a terrible place to work to be sure but, recently more people have been simply going missing within it: What rumors have you heard from the miners about it?
2. There have been Gnolls wandering around town, bullying and menacing the townsfolk, but not causing any real damage: Why do you think they are here?
3. People have been disappearing from their homes in the night: Who or what do you think is behind this?

You should use the players' answers, but twist them. If the players think there is some kind of monster in the Hamish mine, then there is. It could be rogue mechanical worm zombies, or Gnolls, or something else entirely. Whatever it is, you should use it to lead the players to the elevator shaft to the Main Chamber. The Gnolls that come up to harass the townsfolk probably have more reasons for going topside than just buying supplies -- use your player's answer to inform how you play them. Whatever the player's answer as to the cause of the disappearances, if it isn't the same thing that is taking people in the Mine, then it is down in one of the temples. Use the base stats from one of the temple leaders, giving them moves that seem appropriate.

Locations

The Mine

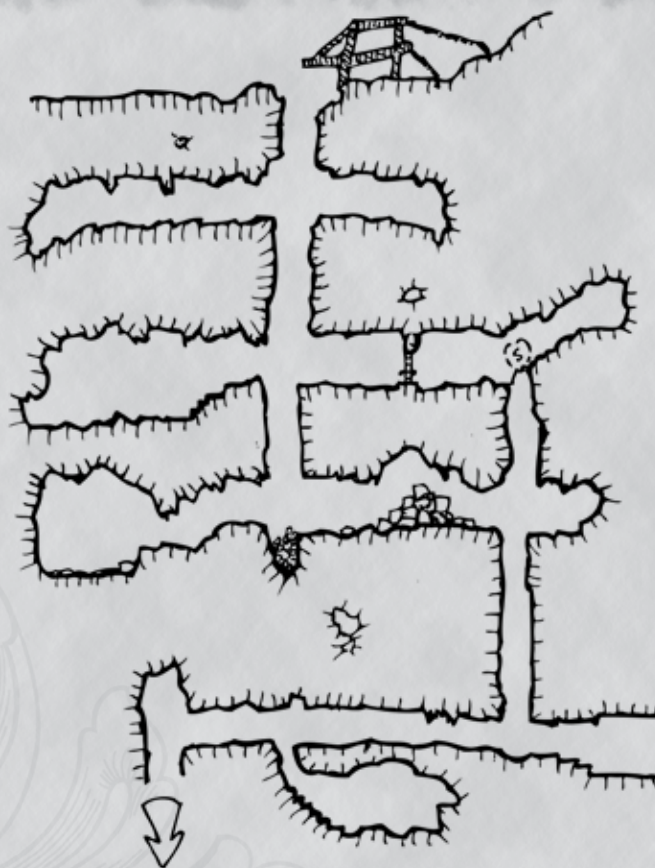
Foes

Miners - d6 Damage, 10 HP, 1 Armor (close)

Stab you with a pickaxe.

Mind their own business.

Sound the alarm.



Environment

At best, the Hamish mines are a horrific place to work. The air is fetid and barely breathable, the passages are low and tight, with many lengths making one wonder why they haven't yet collapsed. Getting into the mines is the real challenge (Defying Danger). Once the characters are inside, map out twisty corridors with many branches, with failures and results of 7-9 bringing in more miners, miners attacking, or sounding the alarm. On successes, make miners run away, hide, and allow the party to find a path down to a lower level. On the 4th level down, the party will find the elevator shaft that leads down to the Main Chamber of the Triumvirate. If the players take too long getting down to the Main Chamber, start checking off Grim Portents, describing to the players the consequences of all the Grim Portents coming to pass.

Loot

If the party search for it, they can find up to 25 Load of unrefined silver. How much effort it will take to refine the silver, and how much they can get for their ill-gotten goods is up to you.

The hall of the Triumvirate

Foes

The Aspect of Kryos waits within the pool, staying there until all of the non-player characters within the mine are turned into zombies, or its presence has been revealed to the characters. If any of the factions have begun to move against the others, this room will either be filled with their troops, or with the troops of two or more factions fighting.

The Aspect of Kryos - d12+1 Damage, 4 Armor, 48 HP (reach)

Invade your mind.

Control a zombie.

Smash you with its tentacles.

Environment

At one end of the chamber is the elevator up to the mine. At the other end, is the door to the Outer Temple of Shia. To the right is the door to the Outer Temple of Venith, and to the left is the door to the Outer Temple of Brol. To the right of the door to Brol's temple is a spiral staircase that follows along the wall, going over the other two doors up to a large platform above the door to Venith's temple. In the center of the room, under the far edge of the platform is a large murky green pool, surrounded with arcane symbols.

Magic

The pool draws in power from every death in the mine, slowly stirring and simmering with each extinguished life, and deep within it, the Aspect of Kryos reaches out to stir up trouble between the cults that make up the Triumvirate.

The Outer Temple of Brol

Foes

Templars of Brol - d10 Damage, 2 Armor, 8 HP

Sound the alarm.

Surround you and cut off your escape.

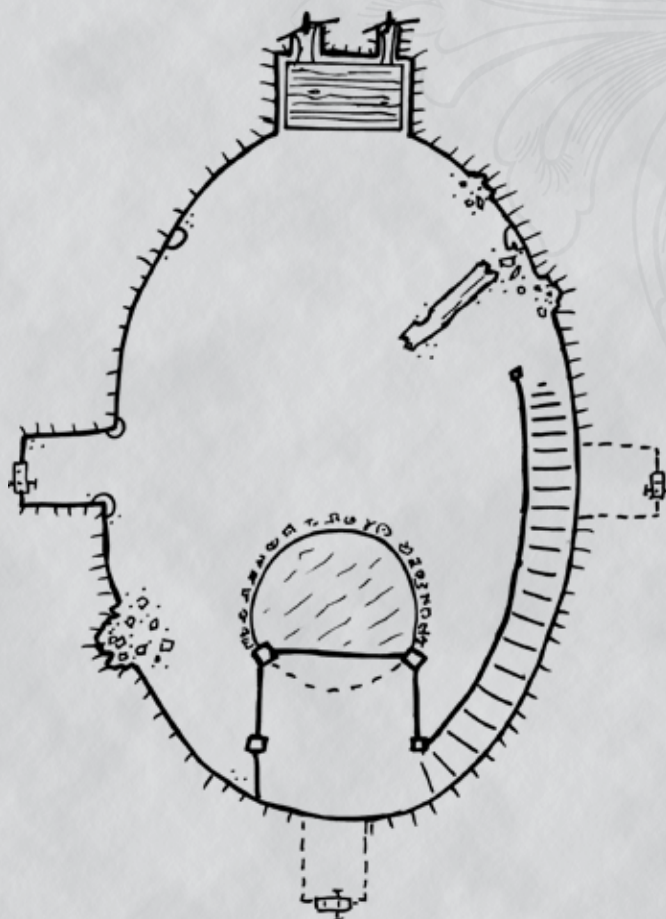
Hack at you with their swords.

Environment

One large barracks, a larger industrial forge, and an even larger practice arena takes up the entrance to this temple. If the Templars are still preparing, they will likely be evenly distributed among these three areas. If they have begun to raid the mine above for slaves, these chambers will be guarded by only two Templars per room.

Loot

There are fresh weapons of every variety within the Outer Temple of Brol. Most of them provide +1 to both Hack & Slash rolls and Damage rolls.



The Inner Temple of Brol

Foes

Lord Chaplain Durras - d12 Damage, 4 Armor, 16 HP
(close, magical)

Smash you with his mighty hammer.

Call forth reinforcements.

Cast healing upon his wounded Templars.

Templars of Brol - d10 Damage, 2 Armor, 8 HP

Knock you down with their shield.

Hack at you with their sword.

Control undead.

Environment

If the Templars are still preparing, Durras will be in his quarters, deep in prayer to his dark goddess. If the harvesting of slaves has begun, Durras will be in the main arena sitting upon his umber hulk skull throne, as he watches his two best Templars fight to the death, attempting to foresee what Brol desires of him next.

Loot

If the party defeats Durras, he has a hammer that gives +2 to Hack & Slash rolls, a shield that gives +2 to Defend rolls, and a helm that gives +2 Armor

Magic

Anyone who sits on the throne while combatants fight below can Discern Realities as though they are anywhere else so long as they can describe the place.



The Outer Temple of Venith

Foes

Gnoll Fanatics - d10 Damage, 2 Armor, 8 HP (close)

Sound the alarm.

Surround you and cut off your escape.

Spill your blood with sacrificial knives.

Environment

If the Gnolls have begun to look for sacrifices, these halls will be covered in blood and gore, but mostly deserted. If the sacrifices have not yet begun, these dozen or so rooms will have 1 to 5 Gnolls in them. The Gnolls are extremely agitated and will attack on sight.

Loot

Plenty of sacrificial knives, the occasional bag of coins (5-15 Gold), holy symbols of Venith.

The Inner Temple of Venith

Foes

Grashnat - d10 Damage, 2 Armor, 20 HP (close, magical)

Call in more Gnoll Fanatics.

Cast a spell upon you.

Stab you with his Knife of Venith.

Environment

The Inner Temple of Venith is a large chamber with a raised dais in the center. If the sacrifices have begun, most of the Gnolls will be found here, or in the other temples bringing sacrifices to their blood-hungry god. Grashnat's personal quarters are nearby and what loot there is will be found there.

Loot

Two Knives of Venith that allow the wielder to deal +2 extra Damage for each point of their own HP they sacrifice.

The Outer Temple of Shia

Foes

Boglin and Janna Veris - d10 Damage, 2 Armor, 18 HP (close, magical)

Cast a spell upon you.

Command zombies to attack you.

Attack you with their staff.

Environment

If the characters enter the temple before the zombies begin to turn on them, the pair of priests are likely to attack without question. If they enter after the Aspect of Kryos has begun to turn, then the couple are more likely to talk with the party. If the party can convince them that they are willing to help, the priests will take them to see Horbath. Most of the Outer Temple is made up of labs, with a small living area for the couple. After the zombies begin to turn, several of them can be found chained to the walls in the labs.

Loot

There is much that would be of use to a practitioner of magical arts, but most of it is in use and would need to be disassembled if the party wishes to take any of it with them.

The Inner Temple of Shia

Foes

Horbath - d10 Damage, 4 Armor, 20 HP (close, magical)

Cast a spell upon you.

Command zombies to attack.

Raise zombies from the floor.

Environment

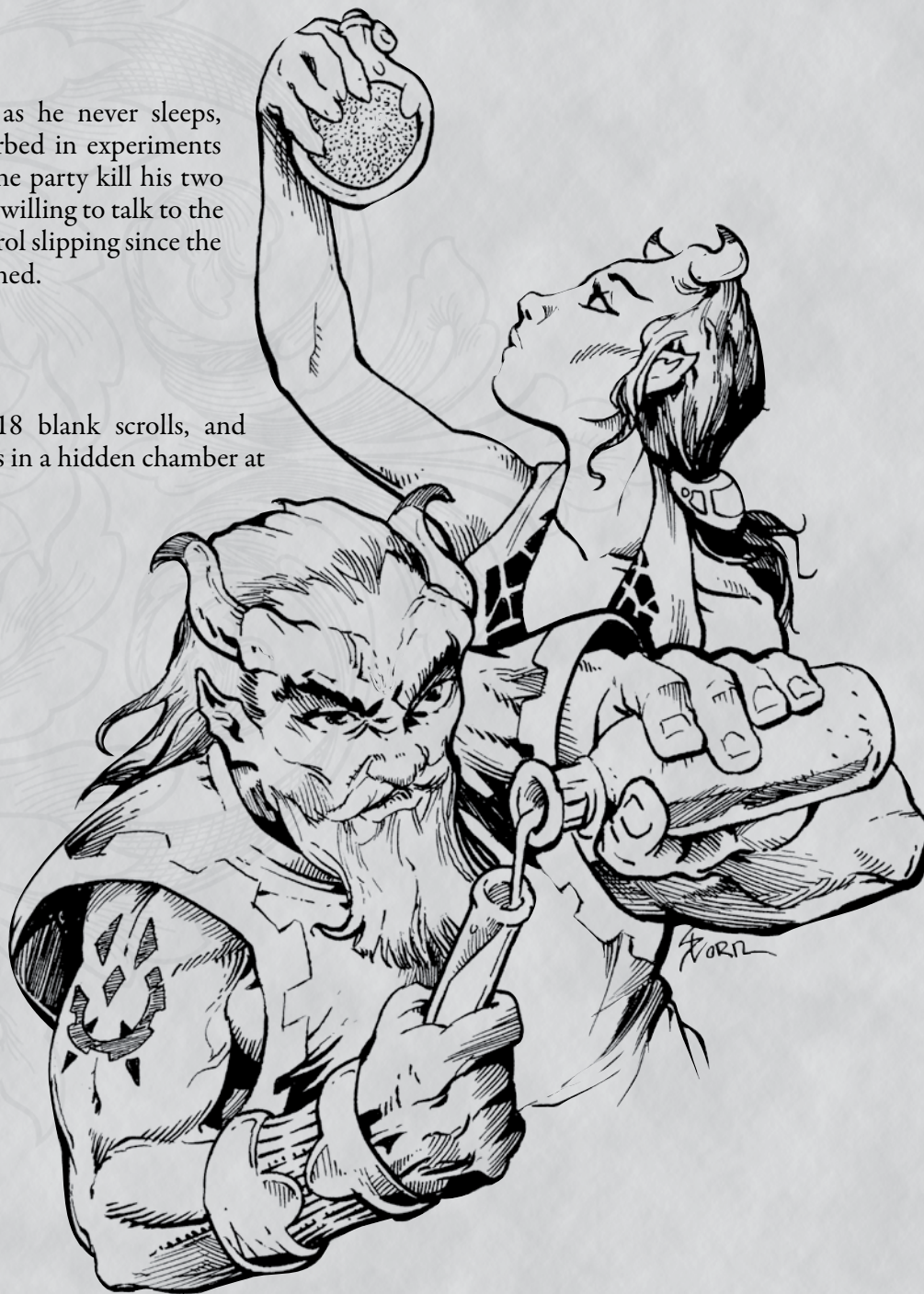
Horbath has no quarters as he never sleeps, spending all his time absorbed in experiments in his private lab. Even if the party kill his two lieutenants, Horbath is still willing to talk to the party, as he has felt his control slipping since the Aspect of Kryos was awakened.

Loot

Horbath has 400 Gold, 18 blank scrolls, and various potions and poisons in a hidden chamber at the back of the lab.

Ending the Adventure

If the party are able to get any information about what the cults were doing, either from surviving cult members, or from other evidence found (papers, ritual items, etc.), they will likely report this to Alastor. Alastor will recognize just how dangerous all of this is, and will dispatch the party send them to track down his own old adventuring party -- this quest to bring Alastor's old party together again will be covered in *The Skies Over Danbury*.



Appendix I: Compendium Classes

The hand of Kryos

If a character dies after being infected with mechanical worms, Death does not greet them. Rather it is Kryos himself, three faces superimposed upon each other -- a china mask, a handsome male face, and a gruesome face of writhing, mechanical worms -- tempting them to return as his servant. If they agree, Kryos will return them to life, and they now have this move:

Hand of Kryos:

The voice of Kryos speaks to you and commands you; if you obey his command, mark experience; if you disobey Kryos' will, mark experience and take -1 forward until you complete a task for Kryos.

If you have "Hand of Kryos" these moves count as class moves:

Voice of Kryos:

When you Spout Lore about anything to do with Kryos, take +1 to the roll.

Feet of Kryos:

When you calm yourself and attempt to sense the servants of Kryos, roll +WIS. On a hit you get a good sense of where the nearest servant of Kryos is. On a 10+, you take +1 forward when dealing with that creature. On a miss, you feel so strongly drawn to the servant of Kryos that you take - 1 forward until you encounter a servant of Kryos.

Will of Kryos:

When you announce yourself as a Hand of Kryos in the presence of the servants of Kryos, roll +CHA. On a hit, a number of Kryos' servants equal to your level that are present immediately fall under your control and the rest flee your presence. On a miss, all servants of Kryos present attack you.

Tivati Vessel

If a player dies while wearing Aaleric's phylactery, Death does not greet them. Rather, once the danger that felled them has passed, they gain this move:

Aaleric's Protection:

When you die while wearing Aaleric's phylactery, do not roll last breath. As soon as your body is no longer in danger, Aaleric revives you.

If you have "Aaleric's Protection" these moves count as class moves.

Speak to the Wind:

When you call upon the wind to answer you, you may Discern Realities about any place the wind blows.

Call Down the Wind:

When you roll a 10+ in Hack & Slash, you may push your opponent as far as you want in any one direction rather than doing damage.

The Four Winds:

When you spend time communing with the spirits of the Tivati, roll +WIS. On a 10+ take 4 hold forward, on a 7-9 take 2 hold forward. You may spend your hold any time you are threatened 1-for-1 to call forth one of the Four Winds to protect you. On a miss, you have angered the Tivati and lose access to all of the Tivati Vessel moves except Aaleric's Protection until you can commune again.

Appendix III: Bestiary

Beetle Swarm

d6 Damage, 3 Armor, 10 HP (hand, tiny)
Pick up and drop you from a height.
Surround you and swarm over you (you take half the damage it is dealt).
Bite you with a thousand tiny mouths (Ignores Armor).

Instinct: To consume whatever it finds.

Bouncers

d6 Damage, 1 Armor, 10 HP (close)
Throw you into furniture and then make you pay for it.
Hit you with a club.
Stab you with a knife.

Instinct: To do as the boss tells them to.

The Four Winds

d8+2 Damage, 5 Armor, 11 HP
Knock you off a bridge into the pit below.
Strike at you with its longsword.
Move from one place to another instantly.

Instinct: To protect the Tivati.

Ghost

d10 Damage, 5 Armor, 15 HP (close, stealthy, gibbous)
Hold you down under water.
Choke the life from you.
Flit away out of your reach.

Instinct: To revenge itself upon the living.

Gnoll Fanatics

d8+3 Damage, 1 Armor, 6 HP (close, blessed, intelligent)
Biting and rending your flesh.
Stabbing you with wicked knives.
Throwing you around.

Instinct: To kill outsiders.

Miners

d6 Damage, 10 HP, 1 Armor (close)
Stab you with a pickaxe.
Mind their own business.
Sound the alarm.
Instinct: To mind their own business.

Necromancer

d10 Damage, 2 Armor, 18 HP (close, magical)
Cast a spell upon you.
Command zombies to attack you.
Attack you with their staff.
Instinct: To gain power over death.

Templars of Brol

d10 Damage, 2 Armor, 8 HP
Sound the alarm.
Surround you and cut off your escape.
Hack at you with their swords.
Instinct: To serve their Lord Chaplain.

Undead horror

d10 Damage, 3 Armor, 18 HP (reach)
Throw you into a wall.
Throw you out a window.
Tear off your limbs & incorporate them into itself.
Instinct: To revenge itself upon the living.

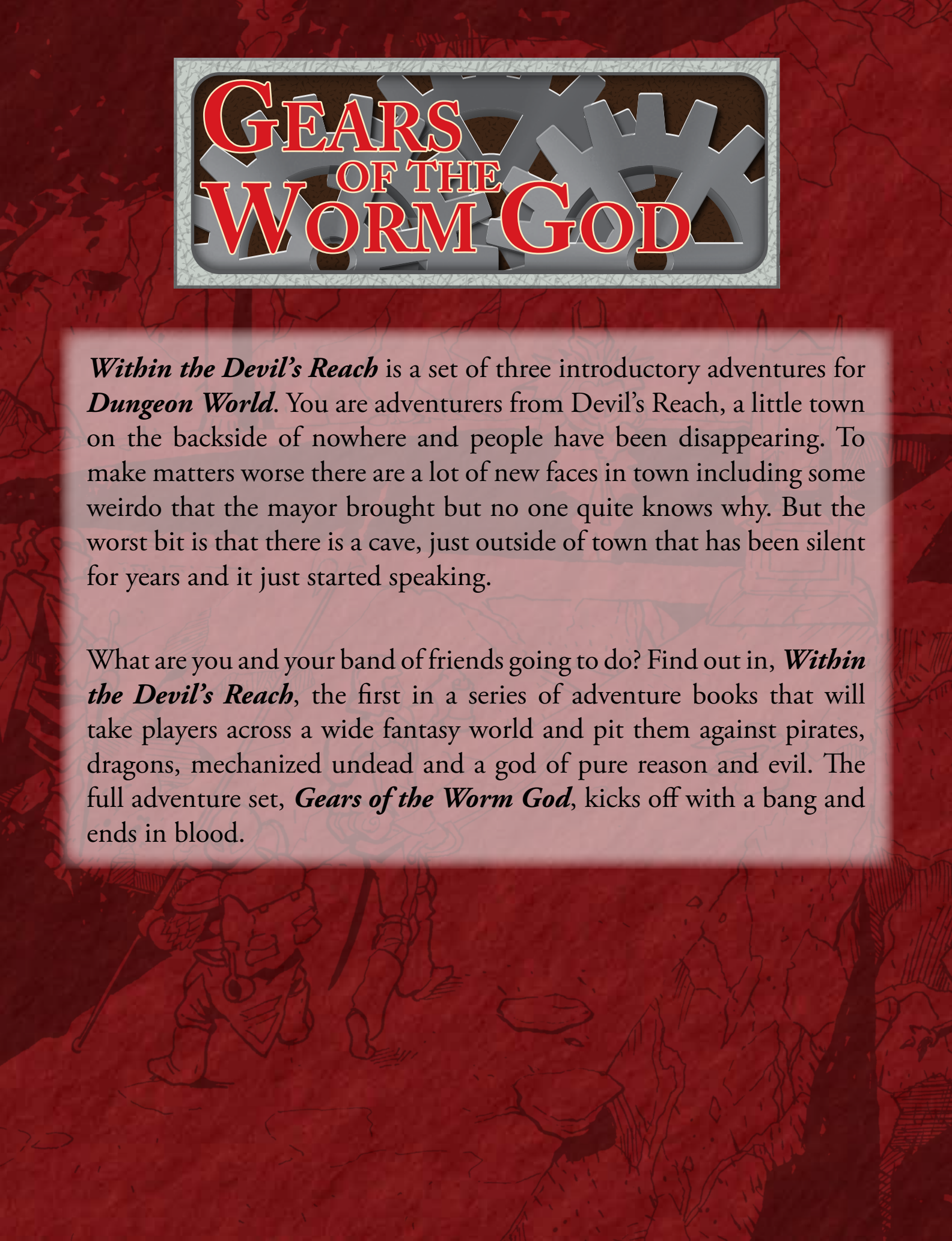
Wolves

d8 Damage, 1 Armor, 10 HP (close, forceful)
Trip you to get you down to their level.
Drag you screaming into the cave.
Rend you with teeth and claws.
Instinct: to protect the den.

Zombies

d8+2 Damage, 0 Armor, 10 HP (close, forceful, intelligent, construct)
Biting and infecting you (-CON Debility).
Slamming into you with fists.
Tearing off a limb to replace one that is lost.
Instinct: To return to Domerain with fresh corpses.





GEARS OF THE WORM GOD

Within the Devil's Reach is a set of three introductory adventures for *Dungeon World*. You are adventurers from Devil's Reach, a little town on the backside of nowhere and people have been disappearing. To make matters worse there are a lot of new faces in town including some weirdo that the mayor brought but no one quite knows why. But the worst bit is that there is a cave, just outside of town that has been silent for years and it just started speaking.

What are you and your band of friends going to do? Find out in, *Within the Devil's Reach*, the first in a series of adventure books that will take players across a wide fantasy world and pit them against pirates, dragons, mechanized undead and a god of pure reason and evil. The full adventure set, *Gears of the Worm God*, kicks off with a bang and ends in blood.