

## Agenda

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

## Questions

- ◆ What brought you to the Western Bay and what impressed you most about the harbor town?
- ◆ What do you remember about the woman who bought that last round?
- ◆ Based on the dim light filtering into the brig, how long do you think you've been unconscious?
- ◆ How long were you seasick when you were last at sea?
- ◆ What with the motion of the deck below you and the sound of the wind, when will the storm hit?
- ◆ What's so weird about the old man crouched in the opposite corner of your cell?

## Impressions

- ◆ Nods, winks, and odd hand gestures among the crew
- ◆ A fire in the kitchen, spreading to the upper deck
- ◆ The captain's quarters, exotic and resplendent
- ◆ Casks of pale ale and fine brandy
- ◆ A small skiff lashed to the stern
- ◆ An aft cabin, locked and warded
- ◆ A sick sailor quarantined to the crow's nest
- ◆ A ship, silhouetted on the horizon
- ◆ Unfriendly islanders ahead and a petty officer behind
- ◆ Heavy breathing emanating from a shrouded cage
- ◆ A barrier reef and the shallows beyond
- ◆ Flotsam and jetsam of a type most unusual
- ◆ All hands on deck!
- ◆ A buoy with a thin chain descending into the depths
- ◆ A distant lighthouse and a signal in the dark
- ◆ Rats, fleeing from below deck
- ◆ A hysterical cabin boy spouting gibberish
- ◆ Constructs, packed in barrels, filling the hold
- ◆ Spires of stone emerging from the sea all around
- ◆ A port town, swarming with the king's men
- ◆ Rain and mighty waves crashing across the deck
- ◆ A shallow sandbar and a lifeless ship run aground
- ◆ Slack sails and an unnatural calm
- ◆ Mislabeled cargo that is most likely not on the manifest
- ◆ A pillar of smoke in the distance
- ◆ An arms locker filled with weapons, some of them yours
- ◆ More damned leaks...

# The Fine Girl

A Dungeon Starter by Marshall Miller  
with art by Tony Dowler and Emily DeLisle  
for Sage LaTorra and Adam Koebel's

## Dungeon • World

[www.dungeon-world.com](http://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 NPCs
- 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

## Custom Moves

When you **make a move while holding your breath**, take an additional -1 ongoing each time you roll until you have a chance to catch your breath.

When you **speak of mutiny**, you give other player characters considerable leverage over you. They may parley with you as though you were a GM character.

When you **eat with the crew**, roll+Con. On a 10+, **Make Camp** as usual, Jamaal is cooking so don't bother consuming a ration. On a 7-9, Gopi's cooking – **Make Camp** only if you have your own ration to consume while no one's looking.

When you **try to blend in with the crew**, roll+Cha. On a 10+, needless to say, you stick out. On a 7-9, you blend in as long as you stand idly by and don't make a move. On a 6-, you fit right in – that should tell you something.

When you **endure the punishment meted out to you**, roll+Wis. On a 10+, you set your jaw and silently stair them down - take -2 forward to strength but +1 ongoing to Parley with those who witnessed your grit and mark XP. On a 7-9, mercifully you're unconscious for the worst of it - take -2 forward to strength and mark XP.

When a **ship becomes a safe haven**, the ship may be treated as a steading.



## Making a ship

By default, a ship is *Poor, Steady, Militia, Capable*, and has a *Personage* (Captain). If a ship is a haven, choose one:

- The ship is laden with goods: Trade, Resource (your choice)
- The ship is returning home, flush with coin: Trade, +Wealth
- The ship sails under the flag of a nation, company, or armada: +Oath (that power)
- The crew are known pirates: Lawless, Reviled
- The ship is garrisoned and ready for war: +Defenses
- The ship is beached or in drydock: At the end of the session, modify an existing tag +1 or -1 or add a new tag.

Choose one problem:

- The ship is afflicted with a curse: Cursed
- The ship is storm-ravaged and in need of repair: -Speed or -Defenses
- Some of the crew are sick and it appears to be spreading: -Population
- The ship has been long at sea and rations are running out: Need
- The ship is pursued: Blight
- Soldiers, settlers or slaves, there are simply too many souls aboard: +2 population, -Wealth

## Ship Tags

### Speed

*Adrift:* The ship is at the whim of the tides

*Plodding:* The ship is considerably slower than others of its class.

*Capable:* The ship's speed is typical of its class.

*Swift:* The ship is considerably faster and more maneuverable than others of its class.

*Reviled:* The ship is known for its piracy and barbarism and will only be tolerated by steadings with the lawless tag.

*Conveyance:* The ship does not rely on the wind, instead, it conveys itself via oars, springs, a large beast, or sorcery.

*Cursed:* There is a thing the ship must or cannot do.

## Things

### Silver Locket

0 Weight

Strung on a length of braided chain, this locket is engraved with a name. When the locket is donned and the name spoken, the wearer can see through the eyes of the named individual.

### Anchor of the Deep

12 Weight

Worn and battered, this cast iron anchor weighs a ton! Though the chain attached is only a few arms long, when the anchor is dropped, the chain will extend, ad infinitum, until the anchor comes to rest on a solid surface.

### Planar Bottle

1 Weight

You've seen ships in bottles before but never one this detailed – it almost looks like it's sailing. When the bottle is opened, all present are sucked through the bottleneck and into that plane.



## Spells

### Buoyant Assent

Level 1

Ongoing

The water churns beneath you, lifting you and all that surrounds you up toward the surface. This spell is ongoing until you direct your attention elsewhere or it is dismissed.

### Dead Man's Hand

Level 1

When you cast this spell upon a being, living or dead, it will write 2x caster lvl words of your choice in their own hand.

## Monsters

### Ship's Crew

*Group, Intelligent*

Bludgeons and Blades (d8 Damage) 8 HP 0 Armor  
*Close, Near*

Only the most successful raiders and traders can maintain more than the basic necessities aboard a ship. Most have little to call their own and even less to return to. *Instinct:* To follow the chain of command

- Use everything as a weapon
- Surround and corner
- Climb every part of a ship
- Taunt with malice

### Corrosive Mist

*Solitary, Stealthy, Magical, Huge*  
Corrosive whisps (d10+3 Damage) 20 HP - Armor  
*Close*

Foul and acidic, corrosive mists occasionally roll across the ocean's waters absorbing the power that give matter its form and increasing in density themselves. *Instinct:* To break down solid objects

- Be all around
- Defeat barriers
- Roll in unnoticed

### Silent Host

*Horde, Stealthy, Organized, Construct*  
Powerful Arms (d6+1 Damage) 10 HP 2 Armor  
*Close, Reach*

Occasionally a wizard will look at a mercenary band and think, "I could do better." Unthinking and unfeeling, this force of machinations could be yours, for a price. *Instinct:* To literally follow orders

- Continue without rest
- Ignore distractions and threats
- Compact for efficient transport