

Agenda

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

Questions

- ◆ How far back do stories of the Sky Chain go?
- ◆ Who was it that disappeared up the Sky Chain when you were a young and what were they looking for?
- ◆ As you climb the massive chain that extends into the sky, what measures are you taking to prevent a fall?
- ◆ What prevented you from completing the ascent last time?
- ◆ Will you have to bivouac before you reach the first of the skystones?
- ◆ Can you see your village from here?

Impressions

- ◆ A small city built around the base of the chain
- ◆ Klätterro's Gear & Guides Shoppe
- ◆ A hermit's dwelling, dangling from the chain
- ◆ A flock of birds nesting all along the chain
- ◆ The skeleton of a climber, still tethered to the chain
- ◆ A cluster of skystones anchored to the chain by vines
- ◆ The wreckage of a glider, tangled in the chain
- ◆ A menagerie of terrestrial animals, mysteriously out of place on a skystone
- ◆ Dark smoke wafting up from the city below
- ◆ A skystone with its own ecosystem, foreign and wild
- ◆ A damaged link that may not hold much longer
- ◆ Another expedition making an emergency descent
- ◆ Thick, white clouds that obscure the view
- ◆ Ice coating the links, now all the more treacherous
- ◆ The setting of the sun and the coming of night
- ◆ A group of monkeys, hooting and screaming from above
- ◆ Giant air plants, rainwater trapped in their folded leaves
- ◆ The nest of a world owl and a pair of speckled eggs
- ◆ Two skystones settlements, connected only by a zip-line
- ◆ The web of a skyspider, spanning a cluster of skystone
- ◆ Stormheads on the horizon and the sound of thunder
- ◆ Bits of rock raining from above as two skystones collide
- ◆ An unexpected fork in the chain, far above the clouds
- ◆ A hole in the sky
- ◆ More damned chain...

The Sky Chain

A Dungeon Starter by Marshall Miller
for Sage LaTorra and Adam Koebel's

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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 **climb the Sky Chain**, each player rolls+Dex in climbing order. On a 10+, you climb confidently. On a 7-9, describe what disrupts your climbing. Wait for the next player to make their roll - if they roll a hit, they save you at the last moment.

When you **try to fly a glider**, roll+Wis. On a 10+, you nail the landing. On a 7-9, choose 1:

- You miss your mark by a long shot
- You land in the midst of danger
- Take your Weight in Damage as you land, hard

When you **have to make a great leap**, roll+Str when you **Defy Danger** but then subtract your Weight.

When you **bivouac**, consume a ration and heal damage equal to half your max HP and roll+Wis. If you don't have a ration to consume then you don't heal and take -1 forward. On a hit, you may choose one for the bivouac:

- Everyone is firmly secured to the chain
- Your gear is packed and ready to go at a moment's notice
- You are positioned to defend the bivouac.

When you **climb significantly higher than you ever have before**, take -1 ongoing until you **Make Camp or Bivouac** and adjust to the thinning air.

When you **attempt to follow where the mothmen go**, roll+HP. On a 10+, it's just no use. On a 7-9, you push through but you are weak and will need help to return. On a miss, you make the transition easily and may return as you please.

When you **sever the chain**, choose which end of the chain you'll never see again:

- Upper – You are most likely falling now
- Lower – It's hard to tell if the world is falling or if you're rising farther into the air
- Neither – You'll have to find another way up or down from where you stand

When you **sneak onto a skyship**, roll+Int. On a 10+, choose 3. On a 7-9, choose 2:

- You go unheard
- You go unseen
- You don't have to leave anything behind



Things

Glider

5 Load, 3 Weight

Gliders look like wooden birds but are many times the size of a man. They're surprisingly easy to fly once you're already falling but it takes finesse to land one safely.

Yang Sap

Applied, 3 Uses, 1 Weight

Yang trees grow on the underside of skystones, their tacky sap allowing them to cling where other plants do not compete for soil. When you apply yang sap to your hands and feet, you too may cling to any surface.

SkyLily Nectar

Ration, 5 Gold, 1 Weight

Fermenting in a slurry of rainwater, the nectar of the skylily is sweet and potent. When consumed it heals 5 damage. When sold in the markets below, it fetches quadruple its value above.

Universal Call

1 Weight

This wooden pipe may at first appear broken, as it produces no sound when blown. However, those who live to tell of its power describe an unimaginable flock of all kinds of birds descending upon them.

Sky Lantern

5 Gold, 1 Weight

Unlike a normal lantern that projects its light far ahead, a sky lantern projects its light above and below using a clever combination of mirrors and ellipsoidals.

Bag of Rotes

1 Weight

This unassuming pouch has been the cause of more problems than young halflings with flint and steel. When you cast a rote into the bag, it remains there for any who later wish to retrieve it.

High Link Flag

0 Weight

You know you've climbed higher than those before you when you can replace their flag with your own. When you return with another's high link flag, take +1 forward to **Carouse** and food and drink are on them.

Spells

Gentle Descent

Level 1

Ongoing

As if by a giant's hand, magical forces envelop you and slow your descent. This spell is ongoing until you make a move or it is dismissed.

Sky Bridge

Level 2

Ongoing

The air ripples with magical energy and a narrow translucent bridge extends before you. This spell is ongoing until you make a move or it is dismissed.

Little Bird

Rote

Your words, no matter how quietly whispered, can be heard clearly by any within your view that you wish to hear them.

Monsters

Mothmen

Solitary, Intelligent, Magical, Flying

Anguish (d10 Damage)

12 HP

0 Armor

Reach, Near

Beyond the red eyes and the dark, winged form, little and less is known about the mothmen. Many an expedition has returned early claiming interference by the mothmen during the night. *Instinct:* To terrify and bewilder

- Appear out of the darkness
- Communicate an incomprehensible message
- Freeze them with fear
- Vanish into the darkness

Cryptic Message: When you are receptive to the mothmen's message, roll+Wis. On a 10+, the GM will describe your visions, write a new bond with the mothmen based on them. On a 7-9, ask each other player to tell you what the mothmen are trying to communicate, the GM will remember which is true.

'Sky Rats'

Group, Flying, Small

Check and Bite (d4-1 Damage)

6 HP

0 Armor

Close

Though many refer to them as 'sky rats' once they've fallen to the ground, anyone who's been skyward knows that they are a dog-sized breed of flying squirrel that make expert use of the skystones' altitude cycle. *Instinct:* to retrieve bedding material

- Swoop in from above
- Knock them into the open sky
- Navigate among the skystones

Skyborn Instincts: When a character spends time watching the 'sky rats', they may intuit which skystones will rise and which will fall based on their observations.

World Owls

Solitary, Intelligent, Flying, Huge

Beak and talons (1d20 Damage)

25 HP

2 Armor

Reach

As big as a tower and as old as the sky, world owls are literally at the top of the food chain. Aged world owls have been known to snatch farmer's carts, mistaking them for the cattle on which they feed.

Instinct: To feed within their territory

- destroy their armor with beak
- snatch them without landing
- blow them back with wing gusts
- envelope them with wings

Eyes in the Sky: When you successfully **Parley** with a world owl, it will **Discern Realities** for you, telling you of that which it can see from its lofty perch.

