



The Aberrant's Eye

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A Dungeon World adventure by Joe Banner

March 2014



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Introduction

If you've never played a game like Dungeon World before, you're in for a lot of fun. Before you start, read the Dungeon World rulebook - especially the chapter called "The GM". That's you!

Using this book

As a Dungeon World GM, you should be aiming to **portray a fantastic world, fill your character's lives with adventure** and **play to find out what happens**. My hope is the content in this PDF will make it easier for you to do that.

 *Don't be precious with your prep!*

I aim to provide enough to get you started, so you can focus on playing more games. But if your players go in a different direction to the prep, **the player's actions always take precedence**. Describe the situation their new choices have created, ask what they do, and build off the answers.

 *Need more help? Like what you've read?*

If you're looking for feedback and advice, you can check out my website, **joebanner.co.uk** or the Dungeon World tavern on Google+. If you want to help me write more adventures, please sign up to my patreon campaign (and get some sweet rewards in the process!) at **patreon.com/jbinc**.

Symbols used in this book:

-  The **eye** highlights relevant knowledge your players may discover when they *spout lore*, *discern realities* or otherwise investigate the environment.
-  **Custom moves** should be familiar to you if you've read the Dungeon World rulebook. When the move is triggered in the fiction, read the move aloud to the players and ask what they do.
-  **Questions** may go differently from one gaming group to the next. The answers will depend on you and your group's decisions. *Play to find out what happens*, right?
-  Most creatures have both an **attack** and **HP value**.
-  As always, feel free to tweak these stats to suit your group's playstyle and preferred difficulty.
-  I try and provide a few examples of **treasure** in each adventure. It may be magical or mundane, or simply a re-skin of a standard item with a bit more flavour.

The Mysterious Mountain

For 50 years, the gnomes of Altai and people of Mirkasa have lived together under a cloud of distrust. Only the gnomes know why they fled their mountain homes and they have not told this secret to others willingly, though they share their technology freely enough. Many a traveller has ventured north seeking hidden Gnomish cities, only to return home empty-handed - if they return at all.

The Aberrant's eye (named for the distinctive circular crater blasted out of it's side long ago) is the largest mountain in the Altai range. Rumours of a secret gnome expedition crash-landing in the eye crater have drawn the party to this very peak, but the rumour is common knowledge and they won't be the only ones making the difficult trip. What were the gnomes transporting? Where were they taking it? And will the party be the ones to successfully claim it?

Getting to the Eye

Aberrant's Eye is miles from civilisation, so you'll want to start this adventure with a *perilous journey*. Depending on the world you've created, there may be alternatives: a wizard could do a *ritual* or someone could *parley* safe passage on an airship. No matter the method, always *fill the characters' lives with adventure*.

Questions

- ❓ What *actually* caused the gnomes' exodus 50 years ago?
- ❓ The gnomes was delivering supplies to make more airships and submersibles; documents in the captain's quarters suggest it was only one shipment of many. Why are the gnomes building so many vehicles? Where are they planning on going? Where are they building them?
- ❓ Who shot down the airship?
- ❓ Who's beaten the party to the crash site - were-bears, troggs, templars or hobgoblin nomads? Are they open to diplomacy?

Locations

1. *The Eye and the crash site*

The main crater, accessible from the path winding up the mountains. The smoking remains of the airship still lie here. Unfortunately, as the party reach the lip they spot the other group already rooting around the crash site.

- 👁️ The party have the high ground - a tactical advantage. If they're looking to sneak up on the other group, they should take care not to dislodge any of the loose rocks.

The dirigible's balloon has burst and its nose is crumpled into the stones of the crater. Most of the cargo has already been moved by the gnomes via a secret entrance, alluded to in the Captain's notes. The name *Calamitous Defence* is still visible written on the hull.

- 👁 The party may find the following useful notes in the captains' quarters:
 - ▶ "...Service entrance latch in vent shaft"
 - ▶ A mostly-intact inventory, listing electrickery batteries, raw ores, dirigible canvas and other vehicle parts.
 - ▶ "...Security password: Gnomington."

2a. Service entrance

A latch just inside the trapdoor will reveal the hidden service entrance with a shower of rock and debris. This is the way the gnomes who survived the crash took the cargo, as indicated by the discarded pallets and gurneys everywhere.

The first two rooms are some kind of customs/security room, long abandoned. The place is lacking power, but if the party fiddles around with controls they could accidentally jump-start something (good or bad, depending on the roll!)

The twin double-doors securing each room are designed to lock back into place mechanically by use of springs, but the first set will give way under the strain and stay open.

- 👁 Most of the consoles are covered in a thick coating of dust and cobwebs - no-one's been here for years, it seems. (Except that one console in the corner - see, the dust has been disturbed. Probably recently!)
- 👁 There's no power in the room, nor does it look like there has been in a while. It's unlikely they used anything as fancy as a password to open the double doors.

2b. *Vent shaft*

A concealed trapdoor in the centre of the eye leads directly into the waystation under the mountain. The trip is in pitch darkness for most of the way, and *very* cramped - you won't be able to reach your weapons until safely out the other side.

3. *The waystation*

This area was once a major junction and meeting/office area, and should give the party an idea of what gnome civilisation was once like. Littered between bronze architecture laden with verdigris are discarded ticker-tape serials. (These should include veiled references to whatever danger or compulsion drove the gnomes from the mountains, 50 years ago).

If the raiding party from part 1 were only temporarily driven off, this would be a likely place for them to launch a counter-attack.

4. *The archaetorium*

The original use for this room is a mystery, although the tall test-tubes and discarded fragments of notes suggest it was a lab of some kind. Though faded by age, several images of the surface world and the nearby city of Nosjad can be found nearby. A spark of electricrickery remains in an emergency generator in the corner of the room.

⚠ **When you find and activate the emergency generator**, roll+INT. On a 10+, the lighting in this room and any below spurts back to life, at least for a few hours. On a 7-9, so do the old security systems.

5. *The vehicle workshop*

The surviving crew of the airship are using the tools in this abandoned workshop to salvage their cargo. While they may not have directly hostile intentions, they are on guard after the crash and the party are likely to be seen as unwelcome guests. The lighting and security has been restored to this area. Captain Wizzleclicks will not hesitate to activate the sentries if the party make any false moves.

6. *The railway*

The trail ends at this abandoned railway station. If the gnomes are still alive, their intention is to use the line to transport their cargo. What dangers lurking in old Gnomington may shuffle out of the darkness of the trainline? The answer may depend on what caused the Gnomes' exodus, but here's a couple of ideas...

Monsters

TERRONOK, THE UR-TROG

Solitary, Large, Organized

✚ Bony club (d12+4 damage) Forceful, Reach

♥ 20 HP (1 armor)

A savant among Neanderthals, it was the shame of being brought low by such a primitive creature that has kept the gnomes' so secretive about their exodus. It remains to be seen if all their new ironclads and the like will be enough to defeat the "new trogg empire". **Instinct:** to rule

- ▶ Club a foe senseless
- ▶ Brutally shout for more of it's kind

THE BEARSTRUCK OF WHITE

Group, Organized, Intelligent, Cautious

✚ Warbeaten mace (b[2d8] damage 1 piercing) Close

♥ 10 HP (2 armor)

Ferocious bear-men warriors from the polar seas who got sick of the "monster hunters" having all the fun. The bearstruck managed something no other race could - they discovered the Gnomes. **Instinct:** to crave glory

- ▶ Defeat an opponent in one-to-one battle
- ▶ Surround and disable an opponent
- ▶ Form a defensive perimeter

ARACHNODROIDS OF GNOMINGTON

Horde, Tiny, Organized, Hoarder, Construct, Amorphous

⚡ Electrified mandibles (d6 damage) Hand

♥ 6 HP (2 armor)

Special Qualities: Wall-crawling, Summoned by alarms

For all the potential threats to overtake the gnomes, none would have guessed their own security system would be their downfall. **Instinct:** to defend it's territory

- ▶ Swarm intruders
- ▶ Overwhelm a single opponent
- ▶ Repurpose technology

Other options from the Dungeon World rulebook:

- ▶ **Choker, Cloaker, Troglodyte**
- ▶ **Gray Render, Minotaur** (Lower Depths)
- ▶ **Derro, Iron Golem, Rust Monster** (Twisted Experiments)

Loot

🎁 **Frosted Bell-jar (2 weight)**

Whatever you put into this glowing, fist-sized bell-jar will grow without any nutrients. If it's supposed to grow, like a plant, it will reach maturity in a matter of days. If it's not supposed to grow, it will grow anyway but the process will take longer. I wonder what it will grow into?

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