

DOMINARS MOUNTAIN

A DUNGEON WORLD adventure by Joe Banner

DOMINARS MOUNTAIN

August 2014



WRITING, DESIGN & LAYOUT

Joe Banner

online@jbinc.co.uk | joebanner.co.uk

CREDITS & LEGAL

Artwork: the British Library, public domain

flickr.com/photos/britishlibrary/

Fonts: Lato, Oswald & FontAwesome, SIL OFL 1.1

latofonts.com | code.newtypography.co.uk | fontawesome.github.io

Dungeon World by Sage LaTorra & Adam Koebel, CC-BY 3.0

dungeon-world.com

WANT TO FIND MORE?

Download more and support my work:

joebanner.co.uk | patreon.com/jbinc

THANK YOU, MY PATREON SUPPORTERS!

Acritarche, Alex Davis, Alex Norris, Alexander Gräfe, Amy Stringer, Bay, Bruce Curd, Chris Sakkas, Christopher Giles, Christopher Stone-Bush, Christopher Weeks, Dane Ralston-Bryce, David Dorward, Felix, FeITK, Gordon Spencer, Iain Chantler, James Stuart, Jeremy Riley, John Bogart, Katie Phillimore, Kenji Ikiryo, Kevin Tompos, Kyle, Marco, Martin Deppe, Matt Balara, Matthew Klein, Michael Prescott, Mike Burnett, Rafael Rocha, Robert Rees, Roland Volz, Ryven Cedrylle, Spenser, Stephanie Bryant, Steve Kunec, Tim Dennett, Tim Jensen, Tim Reed, Tom Miller, Tom Sambles

CALL THE BANNERS!

The Dominar Estate, ever under siege by the savage mountain clans, has been all but destroyed. In desperation, its lord has called his banners to launch one final assault. He intends to either wipe the clansmen from his family's land, or die trying.

The clan's leader - a dangerous escapee from the Chalcedon stockades - is known to Lord Dominar. You and a dozen others are part of his retinue, striking over steep hills towards the leader's camp at the peak.

You've been on the path for three days. Yesterday, Lord Dominar took an arrow in the sternum; he won't stop moving long enough for it to heal properly.

You hear bestial howls echoing across the craggy rocks. Do the clansmen have hounds? Or something worse? You aren't sure.

What do you do?

FACTS ABOUT DOMINAR MOUNTAIN...

- * **Stately Dominar mansion** has been in disrepair for some time. The clans started their pillaging shortly after the current Lord Dominar inherited the land from his father.
- * **Mount Dominar** - or Mount Shaggy, to it's inhabitants - is mostly home to dour farmhands and grizzled trappers. Technically they are vassals to the estate, but most have either thrown their lot in with the tribes or are keeping clear of the conflict.
- * **The main path** is a snaking dirt trail through rocky ravines and open lands - travellers must always be mindful of an ambush. At the peak lie the tribes' main base: six smaller camps surrounding the leader's oversized tent.
- * **Common sights on the moors include** the remains of would-be inventors (usually with their failed experiments) and the spoor of large beasts, often with tracks suggesting a much larger hunter in turn.
- * **Wildefowl naturally nest in the mountains** and are raised by the farmers. Herds of the large, avian-esque creatures are a common sight.
- * **Lord Dominar's retinue** includes half a dozen hungry, scared peasants armed with pitchforks; the lord's aged housekeeper, Yosei; Taagen, a reformed tribesman; and the PCs themselves.

QUESTIONS

- * **(For the strong PC)** How'd you convince the local farmers to point you in the right direction?
- * **(For the smart PC)** Yosei is from Xi, the under-realm. What dealings have you had with Xi, for good or ill?
- * **(For the sneaky PC)** You've heard of this new tribes' leader... he escaped the Chalcedon stockades over a year ago. What was he in for?
- * **(For the spiritual PC)** Do these mountains have a spirit? How might you appease it, to make your journey easier?

FRONT: BATTLE FOR THE MOUNTAINS

CAST

Lord Dominar is an aged gentleman with regal bearing. His ‘savage friends’ on the mountains have ruined his home and honour to the point where he doesn’t care.

Yosei is housekeeper of the Dominar estate and once Lord Dominar’s nanny. Though aged, she has agreed to unleash her potent wind witch powers against the enemy.

Taagen is a muscle bound brute with weary eyes and cautious to a fault. He has defected from the mountain tribes in exchange for glory, but his loyalty remains in question.

Aarven is a dwarven convict with a scarred face and connections everywhere. Having escaped prison, he is the one who united the mountain tribes and leads them against Dominar.

Lamoth a mage of the shadows, subtle in manner and missing a leg. He arrived at the mountains six months ago under unusual circumstances; he was the one who convinced Aarven to unite the mountain tribes. Having seen the dwarfs’ foul manners first hand, he may be amenable to switching sides.

STAKES:

- * Does Lord Dominar command respect from his followers?
- * How will Yosei’s powers save or doom her beloved lord?
- * Will Taagen stay loyal to the lord, or double-cross him?

FRONT: DANGERS

AARVENS ASSAULT

Though Lord Dominar's force is significant, it still pales in comparison to the strength of the mountain tribes.

Without further help, the lord's assault is doomed to fail, leaving the Dominar estate at the mercy of the tribes.

Grim Portents:

- * Lord Dominar's expedition is outnumbered
- * The Lord and his allies fall in battle
- * The tribes overrun the Dominar estate
- * The Estate is used as a staging base for further raids

Doom: The Dominar estate becomes a byword for raids and misery in the surrounding lands.

DANGER: YOSEIS PROPHESY

Yosei believes Dominar will accomplish great deeds in Chalcedon. Her presence nearby allows her to maintain an ancient aegis that protects Dominar from harm. None but her know of this, if another catches her in the act they may get the wrong idea.

PORTEANTS

- * Yosei is acting suspiciously
- * Taagen starts trailibg her
- * Taagen catches her in the act.
- * Yosei is killed

Doom: the aegis is lifted making Dominar vulnerable



WILDEFOWL

The wildefowl (*gallus ferus*) is a partially-domesticated herd animal about the size of a large dog. Common to mountainous environments and reared primarily as a source of food, wildefowl meat and eggs are highly nutritious and will keep fresh for weeks.

A distant relation of the basilisk, wildefowl are best known for their dense pebbled skin caused from their consumption of small rocks in their natural mountain habitat. Although generally harmless, herds will stampede if spooked and farmers must take care when high on a mountainside to avoid startling their flock.

The soothsayers of ancient Chalcedon observed wildefowl feeding habits as part of their alectryomancy, or divinations. Today the practice is rare, though it's not unknown to find the odd mad wizard observing a farmer's flock from afar.

WILDEFOWL FLOCK

Horde, organised

Frenzied peck (d6 damage) close
3 HP 0 Armour

Instinct: to follow the herd

- * Drive something off the mountain
- * Slow down with a petrifying glance

THE TRIBES

PACK' O'TRAPPERS

Horde, Intelligent, Organised

Ragged bow (d6 damage) Near, Far
3 HP 1 Armor

Instinct: to trap something nice for supper

- * Prepare a cunning trap
- * Release the hounds!

LAMOTH

Solitary, Intelligent, Organised, Cautious

Shadow magic (d10 damage) close, near
12 HP 1 Armor

Instinct: to fight for the winning side

Special qualities: incorporeal

- * Change sides unexpectedly
- * Misdirect with shadows and light
- * Engorge the shadows in the soul

AARVEN

Solitary, Intelligent, Organised, Cautious

Mace'o'leading (b[2d10] damage) close
12 HP 2 Armor

Instinct: to rule

- * Gloat over others
- * Answer a challenge

DUNGEON MOVES

- * The mountains are full of traps
- * Someone falls down a crevasse
- * Dominar is captured
- * Yosei's weather spell spirals out of control
- * Someone (Taagen or Lamo) switches sides
- * You hear the start of a rockslide
- * One of the retainers startles the wildefowl herd
- * A group of farmers are fleeing downhill, making a lot of noise
- * The trappers reveal their big pet (a warg, troll, or basilisk)

EPILOGUE

When you kill Aarven in view of the clans, roll. If more than one chieftain saw the fight, roll+1. If no chieftains saw your fight, roll-1.

On a 10+, the clans present will swear fealty on the spot (and vouch for you for any who didn't see.) On a 7-9, the chieftains are unsure of your worthiness. (After all, look what just happened to the last outsider who tried to claim leadership!) They may not obey you until you establish dominance. On a miss, one chieftain - the GM may say who - covets your position. He or she will not make a move tonight... but they will make a move.

If Lord Dominar dies, roll. Roll+1 if Aarven is dead or the clans are no longer a threat (GM's call.) On a 10+ a rival baron nearby will claim for the estate. As the closest witnesses, one or more of the PCs may dispute the claim in the Chalcedon courts. On a 7-9, over the following weeks the surviving clansmen strip the estate of all wealth, leaving the estate broken. On a 6-, the clans, galvanised by their first victory, strike out to nearby territories.

THE SIX CLANS OF THE MOUNTAIN

The **Splintered Fist** were, until recently, ruled by Taagen Wiseeyes. After Taagen was the first to speak out against the dwarves' leadership, he was beaten within an inch of his life and cast off the mountain.

The **Chickenjaw** clan's druids still practice what civilised folk call "alectryomancy". It's said their leader, Alaric the Stone, has a streak of basilisk blood in his veins.

The **Rising Sun** were, until recently, the weakest of the clans. Aarven killed their leader while they slept, claiming leadership of the clan through rite of combat. Stolen weapons and supplies from Dominar's estate has improved their strength considerably.

The **Bonetorc** suffered greatly at the hands of Lord Dominar's father. Their leader, Boudiga, has offered six herds of wildefowl for the current Lord Dominar's head, and another two for his groin.

The **Runefists** have a high number of dwarves among them, and were the first clan to swear fealty to Aarven after his 'ascension.' Thanna Modgred has earned Aarven's trust, but is secretly preparing to take leadership from him should he fail to take the Dominar estate.

The **Emberlock** clan were almost wiped out when an rogue artificer's experiment with bronzework went very, very wrong. The survivors are slowly rebuilding their strength. Chieftain Middleklix is said to be fascinated with the outsider's technology, and has even ordered her best shaman to get it working again...