



BRAVE NEW WORLD

*Cultures for
Dungeon World*

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CHALCEDON

The Bronze Empire

Come, sir. You seem a reasonable sort. Can't we take tea and resolve our differences amicably?

Oh, this? This is just my etheric resonator. Remarkable device. This one is purely for ceremony, you understand. Were you aware our soldiers field larger versions? No? I'd be happy to arrange a demonstration. Why, we could do one right here next week, if you were so inclined. Or if we were.

Before we became an empire, my people suffered centuries of bloodshed and poverty. Surely you do not wish to suffer the same?

MAKING A CHARACTER

Choose any class and race you like and create it as normal. After you do, complete the following:

Surname: Choose a surname describing your grandfather's profession: *Wheelwright, Fathomer, Sawyer, something English, Irish or German, or create your own.*

Look: Pick one in addition to your other options: *brass pauldrons, knee-high spats or spectacles.*

Equipment: In addition to anything else you carry, you begin with a *steam-powered gizmo* (1 use, 0wt.) When you're in a tight spot, tell the GM what it does and use it!

MOVES

In addition to your starting moves, choose two of these:

High society

You belong to one of the noble families of Chalcedon, and your name may be known even on the other side of the world. **When you parley with someone of noble bearing**, your families' reputation may be used as leverage. Be aware any actions you take may have an impact on your families' reputation.

Phlogiston Fallout

You grew up near one of the new-fangled etheric mills of Chalcedon, and all that raw energy did something to your body. **Choose an element: earth or wind, fire or water**. You are resistant to the harmful effects of that element, but more susceptible to that element's opposite.

Etheromancer

You are a practitioner of etheromancy, a school of magic that drains the land of energy to power new technologies. **Given time, manpower and materials, you can capture the energy of a place of power**. Unless the GM says otherwise, you'll need a dozen labourers, several complex technical devices, and at least a week to effectively and safely drain a place of power into a suitable phylactery (awkward, 3 weight). The energy can be released to safely conduct a ritual without finding a place of power first; or sold to the highest bidder; or simply kept, in order to deny others access to the energy.

FOLK

Etheric Prospectors

VAMPIRIC, ARCANE, COMPETITIVE

Luddist Mob

AGGRIEVED, SWARMING, RUSTIC

Shattered Quartz-kin

CORRUPTED, FERAL, DEFENSIVE

PLACES

Lord Farrier's Tower

RUN-DOWN, HAUNTED, AVANT-GARDE

Quartzhenge

PREHISTORIC, UNTAMED, OPPRESSED

The Undermotte

CAVERNOUS, DRAINED, CORROSIVE



MIRKASA

The Bleak Taiga

Our forests are dark and the winters harsh, but we face them without fear. For ours is the will of Mirka, the fire that burns through the long, cold nights. She saved this land from those who would corrupt it and we keep it safe til Her return.

Do not believe the whispers of fools. The gnomes have embraced our faith, and their secrets of 'elektrickery' have brought prosperity to our lands. Our allies help us purge heresy and damnation from the lands! Who shall feel our fury next?

MAKING A CHARACTER

Choose any class you like. After you do, complete the following:

Patronym/matronym: Create a surname derived from one of your parents' forenames (*Svetlanasson, Valentinsdottir, Piotrisson or Jakobsdottir*); something Scandinavian or Russian; or create your own.

Look: Pick one in addition to your other options: Stern jaw, serious eyes or thick furs.

Equipment: In addition to anything else you carry, you begin with a holy symbol of Mirka (1 use, 0wt.) **When you need a light against the oncoming darkness**, use it and tell the GM what happens!

Race: Pick one of the options provided by your class, or gnome (below):

Race: Gnome

You always seem to find the right gizmo to get you out of trouble. **When you rummage through your pockets in search of something useful**, roll+INT. On a 10+, you cobble together something that directly benefits your predicament. On a 7-9, you find something equivalent to 1 adventuring gear - it's up to you to make it useful. On a miss, you waste time (minutes, at least) turning your pockets inside out.

MOVES

Choose two of these in addition to your starting moves:

A Templar's Training

When you deal damage with a weapon built for battle (including swords, warhammers or muskets) you cannot roll less than a d8.

Winter is coming

When you undertake a perilous journey in snow-covered terrain, you never need to consume rations.

Elektrikery

When you are struck by lightning or suffer damage from magic, hold 1. Spend hold, one-for-one, to deal +hold damage.

Bureaucracy, yay!

Requires: Gnome (Race)

When you successfully solve a problem in a needlessly complicated manner, take +1 forward.

FOLK

Gnomish Warband

NIEVE, INTELLIGENT, UNFOCUSED

Templar Dennithorn

CAPABLE, JUDGEMENTAL, SOUR

Untempered Witch

RELEASED, DEMONIC, POWERFUL

PLACES

Witchaven (Pop. 663)

PROFANE, RAMPANT, VULNERABLE

Solemnance Hall

ANCIENT, ENTROPIC, SUBVERTED

Nosjad, Capital of Mirkasa

SPRAWLING, URBAN, WOUNDED



UMBERTO

The Iron Desert

Our people have a saying: when the gods breathed life into the world, they held it aloft by Umberto to do so.

The deserts are unforgiving, mysterious and beautiful. But such a land breeds untold treasures; many are the souls who wish to claim them.

Other nations say we have the eyes of devils and carry the whispers of demons in our hearts. We say: if Umberto missed the breath of the gods, then surely it alone has felt their touch.

MAKING A CHARACTER

Choose any class and race you like and create it as normal. After you do, complete the following:

Look: Pick one in addition to your other options: *Wry smile, silken headscarf, or a scent of aromatic spices.*

Equipment: In addition to anything else you carry, you begin with a ball of Umberto hashish (1 use, 0wt.) **When you consume the ball whole,** you fall into a deep sleep for no less than 7 hours.

Provided you are not disturbed during your slumber, when you wake tell the GM what happens next.

(A note on honorifics: they go before your character's chosen name, which might be condensed for simplicity when spoken to strangers. For example, Muaz Elrosine may become Muaz'El.)

MOVES

Take one of these honorifics and the corresponding move in addition to your starting moves:

Muaz

One who has protected a member of the Umberto royal family. **When you defend**, on a 6- you still hold 1.

Umba

One who was born in Umberto's holy capital, also known as 'the Fortunate city.' **When you face Umberto and pray at sunrise**, lose any unspent hold and set your hold to 1. Spend your hold to turn a roll of 6- into a 7-9.

Zaar

A very old name, meaning either 'wise one' or 'demon' - records are unclear. **You count as a place of power for the purposes of the move Ritual.** You or another friendly spellcaster can take advantage of this, though doing so may risk your physical or spiritual well-being, or your sanity.

*[How **Zaar** may interact with the Chalcedon move **Etheromancer** I leave to the GM's imagination, though no doubt it will be messy... -ed.]*

FOLK

Newmarket Militia

DISRUPTIVE, CUNNING, CRUDE

Disgraced Magi

DESPERATE, INFLUENTIAL, ARCANE

Hashshashin, the Scion of Baphomet

BURNING, WEAKENED, DEVIOUS

PLACES

The Malachite Mines

RICH, CONTESTED, REINFORCED

Zarrakech

CONNECTED, MERCANTILE, COVETED

The Well of Dust

ABANDONED, INFERNAL, IN FLUX



THE TYRRHENIAN

The Open Sea

We do not make homes beyond the smell of the ocean.

We take what we will, because only a fool sleeps without his sword.

If we can't solve a problem, we deny it to others.

We pray to whichever gods will answer.

Live and die by your beliefs, and let none disrespect them.

MAKING A CHARACTER

Choose any class and race you like. With the additions and exceptions below, create your class as normal:

Title: Choose a title befitting your lifestyle: Black Dog, Tigershark, Dagersdance, Krakenschild, Grogfiend, or create your own.

Equipment: In addition to anything else you carry, you begin with a parrot, a miniature pig or a similar small exotic creature of your choice. It is neither magical nor particularly clever, does not provide any kind of bonus to you, and will not even consider a commands unless you provide a treat (1 ration or equivalent) first. Still, it's pretty eye-catching.

MOVES

You get this move:

“..Starlord, man? The Legendary Outlaw?”

When you dramatically announce your title to a crowd, roll+CHA. On a 10+, all who hear it are impressed or cowed. On a 7-9, only one or two are. On a miss, someone says “who?”

And pick one of the two moves below:

Wealth and Taste

Replaces: Supply (basic move)

When you go to buy something with gold on hand, if it’s readily available in the settlement you’re in, roll+CHA. On a 10+, you can buy it at market price. On a 7-9, you haggle 10% off the asking price, but make such a song and dance about it you earn the ire of the shopkeeper. On a miss, you get it for nothing... because you’ve stolen it! The authorities will find out it was you, eventually.

Nemesis

Name and describe your nemesis (using the name and look options from this book, or your own ideas.) You have a bond with your nemesis, describe it. **When you have the option to make a new bond**, you can make it with your nemesis instead of a PC.

When you roll a 6-, the GM may make the following move against you in addition to their usual options:

- Your nemesis appears, foiling your plans!

Your nemesis cannot die, but **if you seriously wound them, leave them for dead, or fulfil a bond with them**, at the end of the session mark XP.

FOLK

A Chalcedon Expeditionary Force

EXPANSIONIST, ARMED, SERIOUS

The Tyranean Port Authority

NUMEROUS, INEFFECTUAL, AUTHORITATIVE

The Kraken

HUGE, UNAVOIDABLE, FREQUENT

PLACES

Port medley

DISJOINTED, HAPHAZARD, AUSPICIOUS

The Silken Hare

WELL-TRAVELLED, MYTHICAL, HYPED-UP

Manami's Hope

WHIRLPOOL, AVOIDED, A WAY ELSEWHERE



THE GREEN SCAR

The Ruined Jungle

There used to be so many that called this place home. Now we are few. Too few to keep it safe. You came with iron ships and paper scrolls. You took our trees for firewood, drained our magics for your dark designs. We thought the jungle's power would keep us safe. We were wrong.

Now our lands are ash, our people scattered. Many have travelled into your world and taken what is left of our gods with them. We pray there is salvation enough to undo what has been wrought.

You have unleashed a storm into your so-called perfect world. Who can say what happens next?

MAKING A CHARACTER

Choose any class and race you like and create it as normal. After you do, complete the following:

Look: Pick one in addition to your other options: Savage-looking tattoos, a totem of your pantheon or innocent eyes.

Equipment: Ignore what is written under your classes' equipment - the invaders took everything from you. Instead, you start with the following:

- Any objects unique to your class: Signature weapons or animal companions, for example. (GM has final word on what is "unique.")
- **Choose one:** a sharpened bone dirk (close, 1 weight) or a broken bow (near, 1 weight) and 1 ammo.
- A charred token of a loved one who perished, describe it (and them.)
- The tattered remains of your former clothes (0wt, 0 armour).
- A festering hatred of those who took all this from you. (0wt.)

MOVES

You get both of these:

Paradise Lost

Your people's ancestral homelands lie desecrated, name the faction or homeland responsible. Your attacks against them are always messy and forceful. If your attacks would already be messy and forceful, they also gain 2-piercing.

No Gods Watch Over You

Your people revere an ancient pantheon others have forgotten, but when the jungles burned, the gods burned with them. You took their remnants into the world with you. Whether for salvation or vengeance, none know but you.

When you create your character, name three gods and their domains. You start the game holding faith equal to your wisdom (usually at least 8.) You may spend 1 faith at any time to do one of the following:

- Dedicate a 10+ result to a god, resulting in an additional effect related to their domain. For example, if you were hacking and slashing, rolled a 10+ and devoted it to your god of fire, your blades would become trailing arcs of pure flame for a moment, burning all in their path.
- Pray for salvation, turning a 6- result into a 7 instead.

When your faith reaches 0, your gods die. This may not kill you, but one way or another, it's going to hurt. It will also have a clear and significant impact on the world as a whole.

You don't know of any way to restore faith in your dying gods. Perhaps you will find an answer in your travels, if you seek it out.

Names for gods: Metzli, Patecatl, Xolotl, Oxomo, Mayahuel, Tlaloc, Quetzacoatl, or something of your own choosing.

Domains: Life, death, nature, time, earth, fire, magic, knowledge, war, dream, or something of your own choosing.

FOLK

Brink's Last

BITTER, SKILLFUL

Eztli, the Bloody Prince

UNDERESTIMATED, VIOLENT, REDEEMABLE

The Could-have-been-a-God

OBESE, SLITHERING, FOUL

PLACES

The Ruins of Brink

ABANDONED, DANGEROUS, UNAVOIDABLE

The Once-Meeting Place

GRANDIOSE, TRAGIC, BURNED

The Verdant Portal

UNTOUCHED, OVERGROWING, VIRULENT



MY PATRONS

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Join them at patreon.com/jbinc.

AFTERWORD

For someone who likes to write, I'm never good at these notes - so I'll be brief. To everyone above, or anyone who's been there previously: THANK YOU. Writing these adventures has given me new purpose, and I wouldn't have got here if it weren't for each of you.

So, here's to 2015 and more adventures - both on the page and off. New Year's resolution - get something printed! Preferably something big and awesome.

I suppose there's always Kickstarter...