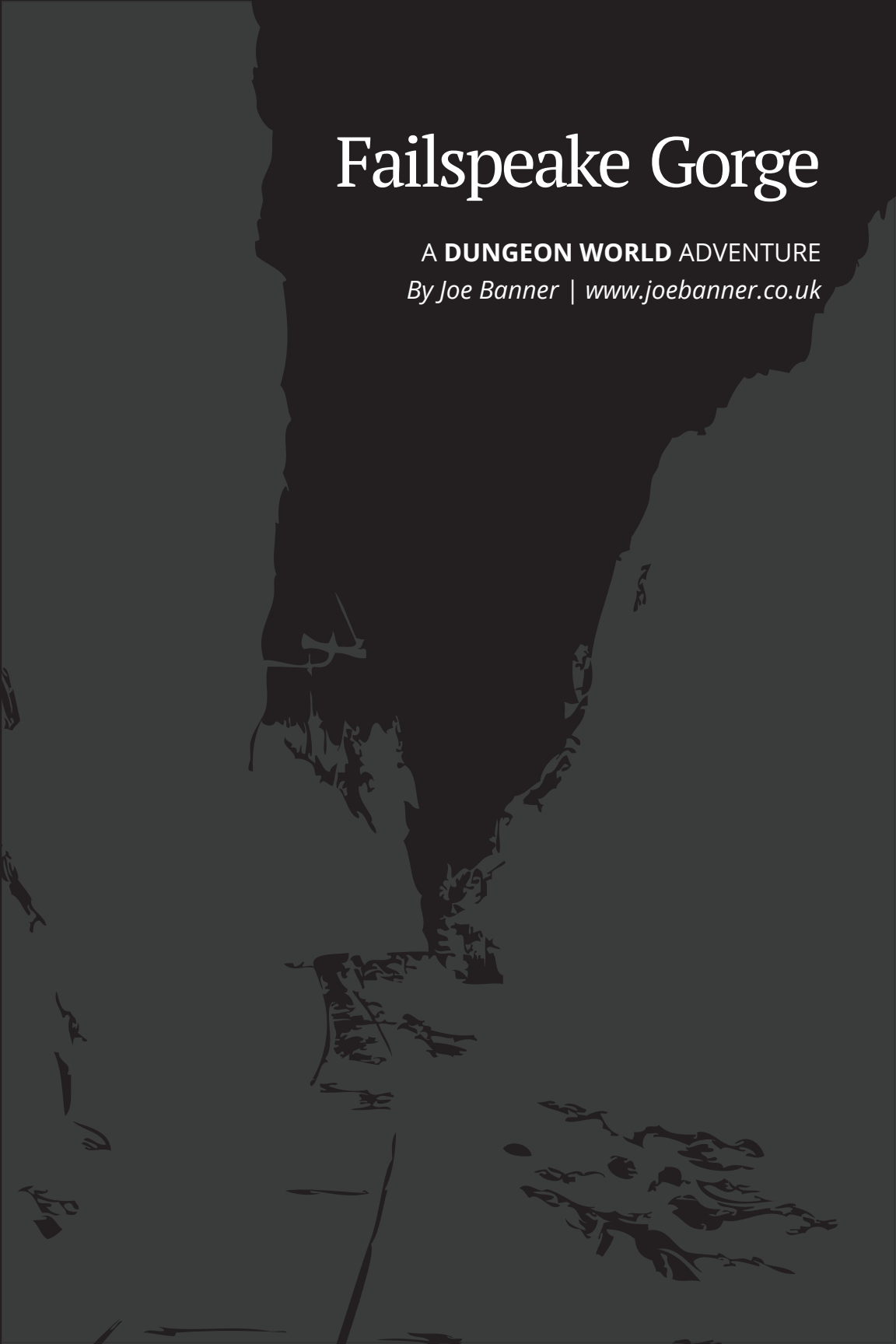


# Failspeake Gorge

A **DUNGEON WORLD** ADVENTURE

By *Joe Banner* | [www.joebanner.co.uk](http://www.joebanner.co.uk)





*“By decree of MIRKA, she who protects us from those who would steal our body and spirit; Let any who would entrap or enslave an honest soul face no less than wrathful judgement. Let the templars stand as the executioners of this will for time immemorial.”*

**COMMANDMENTS OF THE MIRKASAN FAITH, 1.10**

# Getting Started

This book is designed to give you, the GM, more tools to make your games of Dungeon World easier to manage, memorable, and more fun.

If you've never played a game like this before, read the guide in the Dungeon World rule book, drop me a line, and check out the Dungeon World tavern on Google+. The group's friendly, knowledgeable and happy to get people started.

You might find you need more content than this to play your game. It's worth remembering that in Dungeon World, you *play to find out what happens and ask questions and build off the answers*. This supplement is designed to help you do that. I'd love to hear what your group's answers were - and how those answers made your adventure totally awesome and unique!

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If you enjoy this book, visit **joebanner.co.uk** for more of my RPG supplements, gaming articles and useful links. You can also help me make more by supporting me on patreon: visit **patreon.com/jbinc** to find out more.

Have fun, and may your torches burn bright in the darkness ahead!

DO THIS...

- » *Read this book*
- » *Use what inspires you*
- » *Ignore what doesn't*
- » *Add your own cool stuff*
- » *Have fun!*

# Introduction

Since the emergence of the gnomes, the caverns below Failspeake gorge have been a hotly contested territory. For years, no side was able to claim the upper hand, but the recent arrival of a doomed human in search of power and a titanic ogre in search of dinner may finally settle the conflict once and for all.

## *Starting the adventure*

You and your gnome companions stand in the centre of a ogre midden heap, three levels underground. (No-one ever said this job was glamorous.) You've just found the remains of the Ogre's dinner... Ludekai Chaeron, the very person you were sent here to rescue. A faint blue glow shines from several holes in the floor, dimly illuminating the hulking shape now blocking your way out. Slung over his back is an unconscious horse. He's not seen you yet, but if you do nothing he'll be close enough to spot you in seconds. *What do you do?*

## *Impressions*

- ▶ A abandoned minecart, gently creaking and full of ore
- ▶ The smell of damp straw and horses
- ▶ A backdraft of intense heat from deeper within
- ▶ The ground shakes and you hear the echo of a distant roar
- ▶ Faint sun/moonlight filtering down from far above you
- ▶ A 'trophy room' containing a diverse range of bones
- ▶ A cavern, excavated recently and professionally
- ▶ A house-size passage, crudely hewn from the rock
- ▶ A flickering elektrikery generator and it's gnome owner

- ▶ The wind... right?
- ▶ Discarded gnomish gizmos, some with a charge or two
- ▶ The floor is covered with sticky blood and yellow feathers
- ▶ A very distinct laugh, from a passage to your left
- ▶ The air grows thin and difficult to breathe
- ▶ Elektrikery bulbs, flickering but active

# Questions

## *Vh'orr the Voracious*

- ▶ What tales have you heard of the ogre's appetites?
- ▶ Why has this ogre settled here and not elsewhere?

## *The Gnomes & Kobolds*

- ▶ How did the gnomes' ingenuity save the party earlier?
- ▶ Why do the kobolds hold candlelight as sacred?
- ▶ Can the kobolds be bargained with? If so, what leverage can they be offered?
- ▶ What happened to the last mining party?

## *The Ghost of Ludekai Chaeron*

- ▶ What acts of charity or corruption is Chaeron known for?
- ▶ Who asked you to rescue Chaeron, and what will happen now he is dead?
- ▶ What ritual did Chaeron's wife ask you to conduct in the case of his demise?
- ▶ What signs of foul magic have you spotted already?

# Dungeon Moves

When a player fails a roll, when the rules call for it, or when the players look to you to see what happens next...

## **A PASSAGE COLLAPSES**

There's a deep rumble from below. Dust sprinkles onto your head. The gnomes, on instinct, start running back up the passage. "COLLAAAAPSE!" they shout in unison.

## **THE MARKINGS OF THE MOUNTAIN-LORD**

Though partially mined out by careless hands, carved into the wall are the remains of some kind of mural. The image seems to depict some kind of exodus, overseen by a titanic, stout guardian.

## **A KOBOLD HUNTING PARTY STRIKES FROM THE SHADOWS!**

A thick dust fills the air here, obscuring your senses at a critical moment. You feel cold metal at your neck and smell the sour stench of your opponent's sweat a moment too late. A guttural voice whispers in your ear "You're mine, trespasser!"

## **A PRETTY, GLOWING FLOWER IN THE DARKNESS**

There's a tiny flower sticking out of a rock here. It's glowing a faint shade of blue, brighter than the dim light of your torch. Something about its solitary glow in these dim depths seems poignant and beautiful.



## **YOU NEED SOMETHING FROM THE CARTS**

Another dead end! It looks like the tunnel continues beyond, but you'll need some of the explosives from the upper levels to clear it. Hopefully those kobolds aren't back for round 2...

## **EVIDENCE OF A FAILED MINING EXPEDITION**

The room is deserted, save a few dusty corpses. Picks and other tools lie scattered on the ground - it seems whatever fate befell them happened halfway through their work.

...what do you do?

# Custom Moves

**When you try and get your bearings after a cave-in**, roll+WIS.

On a 10+, you find a clue to get you back in the right direction: a gust of fresh air or the sound of dripping water. On a 7-9, you find the way out, but not before someone finds you first.

**When you hang on for dear life and ride the mincart**, name

where you'd like the destination to be and roll+CON. On a 10+, you stub a finger but get there otherwise unharmed. On a 7-9, something came loose and went flying in the trip - the GM will tell you what. On a 6-, you only got halfway! The GM will describe where you find yourself.

**if a kobold catches you using a glowing flower for illumination**, they will brand you as a heretic of the worst degree. None must disturb the beauty of the light!

# Vh'orr the Voracious

A huge ogre even by that race's standards, Vh'orr was caught eating his chieftain's personal supplies, then tried to hide his deceit by eating the chieftain. When not even an iron face-shackle was enough to curb his appetite, he was kicked out of the tribe and eventually settled in within the Kingsmine. So far, he's found plenty of passers-by whenever he fancies a bite...

*Solitary, Huge, Intelligent, Organised, Terrifying*

♥ 9 HP 4 Armour

⚔ d10 damage **Great Butcher's Knife** (reach, messy)

**Instinct:** To smash, and eat, and smash, and eat...

- ▶ Take a bite out of something
- ▶ Tenderise his opponent/lunch
- ▶ Tunnel through solid rock
- ▶ Reveal a hideous face beneath his mask
- ▶ Come back after being "killed"

**When Vh'orr has been "killed" and you're busy doing something else (planning, fighting, negotiating, sleeping) roll+WIS.** On a 10+, Vh'orr will attack soon (seconds or minutes) and you know precisely where from. On a 7-9, Vh'orr will attack soon but he could come from one of two directions, the echoing of the caverns makes it hard to tell. On a 6-, Vh'orr bursts through a wall right in front of you!



# Chaeron

Though Chaeron's body was shattered and broken, his spirit still roams through the mines. Freed of its corporeal chains, Chaeron intends to use the gnomes and kobolds' conflict as a cover to bring his dark master - a much older, more malign intelligence - back to this plane.

*Solitary, Intelligent, Arcane*

♥ 18 HP

✚ D8 damage **The cold of the grave** (far, ignores armour)

**Instinct:** to summon more demons from the depths of the rock

**Special Qualities:** incorporeal

- ▶ Deceive or mock travellers
- ▶ Tempt mortals with dark whisperings
- ▶ Open a rift to the void below

**When you hear Chaeron whispering in your ear,** roll+WIS. On a 10+, ask the GM any one question about the source of the whispering, they will answer truthfully. On a 7-9, you are unnerved but otherwise unscathed. On a 6-, the GM will ask you any one question about your greatest fear, and you will answer truthfully.

## 🎁 **Key of the demon (1 weight)**

An intricate puzzle box of Umberto design. With a little work, it can be configured into either a perfect cube (unlocked) or a perfect triangle (locked). When solved into a triangle, it will 'lock' any demon currently nearby, trapping them in the nearest sanctified space (a holy circle, a church, a cleric's body) until the puzzle box is unlocked again.

# Other Creatures

## *Denizens touched by the darkness*

When the darkness came these were the first in the line of fire, but proved to be unworthy. Now their souls are touched with shadow. (It's not their day, basically.)

### *Horde, Small, Organised*

♥ 3 HP

⊕ w[d6] damage **Terrified strike** (close)

- ▶ Babble incoherently
- ▶ Flee any attempts at aid or communication
- ▶ Stumble blindly into greater peril

## *A clutch of "canaries"*

Blind and warped beyond their original design, who knows for what purpose. One of them still has the remains of a cage trapped around it's head. Their flesh is a sickly alabaster, their eyes a pale red. Be very, very quiet...

### *Group, Large, Terrifying, Hoarder*

♥ 9 HP

⊕ b[D8] damage CAWWW! (reach)

**Instinct:** to gather food and guard the nest

- ▶ Sing sweetly
- ▶ Divebomb from above
- ▶ Fly away with a morsel for the nest
- ▶ Collect food and treasures in the nest
- ▶ Thrive where the air is particularly poor

 **Albino hatchling (2 weight)**

The baby is the size and shape of a pug, with a plume of dirty yellow feathers and a stunted beak. But it's soul is free of corruption and, if shown tenderness, will take one of the characters to be it's mother. It can't travel by itself, at least at first. The "mother" should write a new bond with the baby. The baby will stay with the party until it's old enough to fly away and start a brood of it's own.



 **Elixir of invention! (4 uses, 1 weight)**

A bitter, dark brown drink, popular with the gnomes, that tastes best drunk hot. An exclamation mark has been stamped onto the bottle. A single cup will improve the user's mental agility and reflexes for about an hour - any roll+INT can use d6+d8, instead of 2d6. An entire bottle (4 cups) drunk over the course of 12 hours will stop the drinker from sleeping for at least a week, after which they will fall into a uninterrupted coma for 1+INT days.

# Front: The War Below

The Waxlight kobolds and Finkleswitch gnomes have been fighting for longer than either side can remember. Both have the same legend: the god who made the mountain made one race to rule the caverns; and another to serve the first. Unfortunately, the records are unclear as to which race came first.

## **FRONT: HORDE / UNDERGROUND DWELLERS**

Impulse: to defend the complex from outsiders

## **GRIM PORTENTS**

- The gnomes and kobolds wage a bloody war for territory
- Vh'orr decimates a gnome steading, by accident or design
- The kobolds besiege Finkleswitch enclave
- Ipmeek defeats clan patriarch Denny Finkleswitch
- The gnomes face a shameful exile from the mountain

*Doom: Impoverishment*

## **STAKES**

- ▶ What deal did the gnomes make with Chaeron?
- ▶ Do the gnomes have anything to do with the mutated creatures of the gorge? Does Chaeron?
- ▶ What losses will both sides suffer before the war is over?

# The Waxlight Kobolds

## *Ipmeek Biter-fighter*

When a kobold kills a gnome, they take a cog or gizmo to embellish their armour as a trophy. With two dozen kills, the tiny Ipmeek is barely visible beneath his armour of shattered bulbs, bloodstained cogs and twisted sprockets.

### *Small, Solitary, Organized, Devious*

♥ 12 HP 3 Armor

⚔ b[d8] damage **Beardbiter** (close, messy)

**Instinct:** To claim trophies from the fallen

- ▶ Lie in wait, hidden as a pile of old junk
- ▶ Use the darkness to his advantage
- ▶ Strike with an unusual ferocity for his size

## *Kobold Glimmer-keepers*

As cave-dwellers, the Kobolds hold light as sacred - none more so than candlelight, it seems. Given the rarity of candles in a cave, those chosen to hold one are considered favoured indeed.

### *Small, Horde, Organized*

♥ 6 HP 1 Armor

⚔ d4 damage **Candle on a pole** (reach, 1 piercing)

**Instinct:** To protect the light

- ▶ Illuminate a location
- ▶ Burn an object or person
- ▶ Flee if the sacred light is threatened

# The Gnomish People

Gnomes are studious, inventive and intelligent. They made contact with the rest of the world relatively recently, when explorers stumbled on their capital deep beneath the greatest mountain of Mirkasa.

Despite their generally friendly nature and good intentions, the gnomes are poorly trusted. Masters of bureaucracy, they have found their way into positions of administrative power in many towns. Their “elektrickery” is pushing the nation towards a new industrial age, but is poorly understood by the average villager. Their holdings connect to many places below the earth - how long have they been stealing from our mines, people ask? To the average citizen, they have all the appearance of a scrawny, pale halfling; where ‘the wee folk’ are known for their love of nature and fine food, the gnomes gain pleasure from the riches of the earth, and the technical delights they can create from it.

## *Playing as a gnome*

If you choose to play as a gnome, you start with the following racial move:

- ⚙️ You always seem to have the right gizmo to get you out of trouble. **When you’re in a tight spot and rummage through your pockets**, you find or cobble together 1 use of adventuring gear.

In addition to any other gear afforded by your class, you also start with a bottle (4 uses) of *Elixir of invention!*

# Gnomish Companions

## *Ozzy, Felix & Sassi Finkleswitch*

A trio of brave gnomes tasked with paving the way for their family to take control of the gorge once and for all. **When you make camp or begin a session accompanied by the gnomes,** roll+CHA. If you have at least 1 bond with the trio, take +1 forward to the roll. On a 10+, hold 3. On a 7-9, hold 2. Spend hold 1-for-1 to do the following, whenever you like:

- ⚙️ Create D6+1 uses of adventuring gear or bandages
- ⚙️ Add 1d4 to your damage
- ⚙️ +2 armour against your next attack
- ⚙️ Create a distraction or advantage

On a 6- you hold 2 and the GM holds 2. The GM can spend their hold to make one of the following moves whenever they like:

- ⚙️ A gnome gets distracted by- ooh, shiny!
- ⚙️ Someone doesn't take kindly to these dirty gnomes
- ⚙️ A gizmo in a gnome's pocket goes haywire

## *Bonds*

You may take one or more bonds with any of the Finkleswitches, normal limits apply (for example, if you are a wizard and already have three bonds, you cannot take any more.)

### **EXAMPLES:**

- ⚙️ I agreed to help test \_\_\_\_\_'s latest gadget.
- ⚙️ \_\_\_\_\_ wouldn't be where they are today if it weren't for me.

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## DUNGEON WORLD

*Dungeon World* created by Sage LaTorra and Adam Koebel.

## THANK YOU TO...

My playtesters, who all take +1 ongoing to being awesome.  
Everyone at the G+ Dungeon World Tavern.

## COMMENTS & QUESTIONS?

Send me an email! [online@jbinc.co.uk](mailto:online@jbinc.co.uk)

