

ON THE ISLA DE MINAS

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WE'RE GOING DEEPER UNDERGROUND...

How long have you been trapped here? Days, weeks?

You remember flashes - your attackers appearing through the storm, your ship splintering around you, being carried to this gods-damned place. Since then, it's been fishy gruel, iron cuffs and a pick in your hands.

(So, who captured you? Tritons, pirates, or orcish natives?)

But today's going to be different. You're lashed together and put to work as usual, but today's the day you break out of here. After all, you have a plan. Right?

What do you do?



LOCATIONS

THE MINES

A sprawling underground mine, well below sea-level. The torchlight flickers weirdly against the glowing rocks. Sea-wall breaches and drownings are all too common.

Impressions: Deep, dark, cold, wet, gleaming, sharp, echoing, discarded weapons, piles of malachite, moonstone and orichalcum

THE BARRACKS

A series of dorms (or similar) for the mine guards and workers. In one or more locked rooms, you're likely to find your missing equipment.

Impressions: Warm, stocked, secure, modern, guarded, cramped, well-lit, mostly locked, populated

THE FISSURE

A still pool, found in the deepest spot of the mines. A doorway to an ancient evil? Or a way to escape?

Impressions: Underwater, coral, feeling of being watched, fishies, sandy, gloomy, an expanse beyond, a dark below, freedom above

THE ISLAND

You don't remember much about the island from before you were captured. Your captors live here and use the jungle for food and sport. They might not be the only residents.

Impressions: Crude camps, dense jungle, Crates of fish, gunpowder or magical vore, open docks, shark-infested waters, a beached ship

THE SHIPWRECK

Where you finally ran aground. What's left of your old life may yet be here, left to rot by your captors.

Impressions: (un?) Dead friends, ignoble scavengers, discarded supplies, a clue or two, a chance to get home, riptides and sharp rocks



STARTING EQUIPMENT

Each of you currently has one adventuring gear, a mining pick (*awkward, 2 weight, close*) and a few rags for clothing and warmth (0 armour.)

Anything precious and unique to you (fighter's weapons, bard's instruments, wizard's spellbooks or ranger's pets, for example) is in the hands of your captors. Everything else was lost in the attack, or destroyed since.

However, the most quick-fingered amongst you has 'found' something useful. Decide amongst you who, then roll+DEX. On a 10+, pick 2; on a 7-9, pick one; on a 6- pick one but the guards are suspicious.

- * A bronze key from the barracks
- * An easily-concealed dagger (*touch*)
- * A pinch of black powder, requiring only a spark
- * The name of a guard sympathetic to your plight

If you would normally have a spellbook, roll+INT. On a 10+, you tore one page out before your captors took it - you have one spell of your choice and all your cantrips prepared. On a 7-9, you've scrawled your cantrips onto a hidden sheet of blank paper, kept hidden from the guards. On a 6- you have your cantrips, but had to use your blood as ink - you're currently feeling *shaky* (-1 DEX.)

OTHER QUESTIONS

- * You're currently bound together in pairs by iron chains. Who is bound to who? Anyone left over is bound to Captain Longshanks (see *Your Fellow Captives*.)

For The tough one:

- * Which of the natives' trials did you once pass, or fail? (Your choice: if you failed, mark XP and the GM will make a move when you next encounter them.)

For The sneaky one:

- * Which pirate king or queen's domain are you in, right now? (If you left them last on bad terms, mark experience.)
- * Why were you on a voyage? Where were you going?

For The spiritual one:

- * Which god is said to rule the tritons and the Tyrean sea?
- * What might you have done to anger this god?

For the learned one:

- * You once read in *Tales of the Tyrean* (volume 5, you think) that the tritons' hatred of ___ and greed for more ___ will always be their downfall. What was it, again?
- * How did the Shattered Islands come to be shattered?



YOUR CAPTORS

Prison guards: (*Group, intelligent, organised*)

Whether pirate, native or triton, the prison guards are brutish and cruel examples of their kind. They take pleasure in flaunting your lack of freedom. *Instinct: to contain*

Stolen arms (d8 damage) 6 HP 1 Armour

Close

- * Threaten something precious to a PC
- * Make an example of someone
- * Get tempted by wealth

PIRATES

Sundberg, Efraim, Landstrom, Krak or Spetsig

ORCS & GOBLINS

Azbag, Shaggash, Targle, Ukrog or Khub

TRITONS

Swiss'tiz, Long'zj, Ruuzel, Kharidys or Naj'entuz

TREASURE!

Well-crafted pick: (1 weight, precise) Well, it's still a pick. But it's lighter than the last one!

Coral-studded armour: (1 armour, worn, 1 weight) Leather or chainmail, whichever you prefer.

Flowerfish poultice: (3 uses, 1 weight) Each use heals 2D4 HP, but leaves your senses numb (-1 WIS) for about 10 minutes.

A broken compass: (1 weight) Always points towards the nearest, largest source of gold. Unless that gold lies north.

Maldito Idiota: (1 weight, close) A dagger with a spike and channel in the grip. **When you strike with the dagger**, lose D4 health and deal that much damage forward.

Tigerstooth powder: (1 use, 1 weight) Puts a spring in your step! (+1 ongoing to DEX rolls for about a day.) **If you spout lore before taking it**, you also recall it causes erectile dysfunction.



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YOUR FELLOW CAPTIVE

Privateer Falco Longshanks: (+1 loyalty) A halfling “merchant” from Chalcedon.

When you met him, he was a well-dressed, fine example of halfling-hood; now his red captain’s jacket hangs raggedly from his frame.

However his eyes are still bright and clear - when you give the signal to escape, he’ll do what he can to help and follow.

* **Falco punch:** (Skill+2) When Longshanks helps you attack, add his skill to the damage done. If the attack results in consequences (like a counter-attack) Falco takes the brunt of it.

* **Yarr harr, fiddle-de-dee:** (Skill+2) When you enter a nautical location (such as a boat or pirate town) as part of Longshanks’ crew you will be treated with the same friendship and respect as Falco himself. You also subtract his skill from anything you buy in that area.

