

Questions

- ♣ What do the legends say exist, apart from the Wall?
- ♣ Who gave you a Tangle tale? What story is inside it?
- ♣ What is taboo, since it could invoke the One-that-takes?
- ♣ Which kind of ceremonial challenge are you all going to carry right now? Why?
- ♣ Why did you get high on Stone Water?

Impressions

- ♣ An exalting, infinite blue in front of you.
- ♣ A common room, carved in the rock and covered with sunfucker skins. A flame makes it as bright as the day.
- ♣ Gold, white, brown - the Wall is blessed with an infinity of different shades of color.
- ♣ Callous hands - gripping rocks makes them strong.
- ♣ No branches, no grass, just rock. There has to be a whitethree flock, in a cave nearby.
- ♣ Two of the People carve marriage scars on each other.
- ♣ An empty camp, as if they disappeared suddenly.
- ♣ A strong gale. The smell of pollen and pines.
- ♣ You can only see the silhouette of your companion. The moisture caresses you. Is The-One-That-Takes coming?
- ♣ Water pours out from the Wall, in a lavish cascade.
- ♣ A nest of honey-ants, hidden in a crevice. Yummy...
- ♣ A chill breeze pours out from the holes in the Wall. You hear a noise of dripping. Could it be Stone Water?
- ♣ Something is falling through the air, nearby.
- ♣ A rotund man squeezes silk from a tame whitethree.
- ♣ What does that bizarrely shaped cloud remind you of?
- ♣ A bald granny collects sap from a pine tree.
- ♣ Jade snow, softly rising. Why do the People fear it?
- ♣ A female sunfucker, slowly licking bugs from a crack.
- ♣ A myriad lights are dancing on the Wall: there is a flock of sunfuckers in the sky.
- ♣ The wall is slick. Icicles remind you of giant swords.
- ♣ Azure handprints at the entrance of a cave.
- ♣ Adrenaline rushes through your body while you climb.
- ♣ A yawning chasm. The end is lost in darkness.

ENDLESS SKIES

A Dungeon Starter by Andrea Serafini, editing by Kenny Lee
For Sage LaTorra and Adam Koebel's [Dungeon World](#)



Agenda

- ♣ Portray a fantastic world
- ♣ Fill the characters' lives with adventure
- ♣ Play to find out what happens

Principles

- ♣ Establish details, describe
- ♣ Use what they give you
- ♣ Ask questions
- ♣ Leave blanks
- ♣ Look for interesting facts
- ♣ Help the players understand the moves
- ♣ Give each character a chance to shine
- ♣ Introduce NPCs

Dungeon Moves

- ♣ Change the environment
- ♣ Point to a looming threat
- ♣ Introduce a new faction or type of creature
- ♣ Use a threat from an existing faction or type of creature
- ♣ Make them backtrack
- ♣ Present riches at a price
- ♣ Present a challenge to one of the characters

Up the Wall

Armor is impractical in a vertical world. If your character sheet has the option for an armor, choose one of the following, instead:

Hardened Leather (Armor 1, weight 1)

Zenith Mantle (Armor 1, weight 2, clumsy)

A warm fur coat made with sunfucker skins. When the sun shines, no one can aim ranged weapons against you.

Whitethree Vest (Armor 2, weight 1, clumsy)

Whitethree silk does not protect against bashing attacks, and it's highly flammable - not the best thing to have when sunfuckers are in heat!



When you climb a part of the Wall in difficult conditions, roll +DEX. On a 10+, choose 1. On a 7-9, choose 2.

- ♣ It will be dangerous.
- ♣ You must spend 1 use of Adventuring Gear.
- ♣ Those who climb can't carry more than half their Load (rounded up).

You may spend 1 extra use of Adventuring Gear to make others follow you with no roll.

THINGS OF THE PEOPLE

Sunfucker skin 1 Use of Adventuring Gear

It reflects light, like a pliable mirror.

Whitethree rope 1 Use of Adventuring Gear

A strong, stretchable and highly flammable rope. The tip is sticky and adheres to whatever it touches.

Tangletale 0 weight, 1 use

When an elder of the People makes a torch with their hair while telling you a true story about themselves, choose the part of the story your character liked most: the GM will use it as base for the move stored in Tangletale. Only you can use it.
When you burn the Tangletale, you make that move.

Stone Water 1 weight, 3 uses

It trickles down in darkness, drop by drop. It tastes like ashes and eternity. Is it distilled murder?
When stone water is exposed to light, it dissipates.
When you get high on stone water, the MC will tell you to choose 1,2 or 3 depending from how deep in the Wall the water comes from. The ones you choose will hold while you're high on stone water.

- When you Spout Lore about death, killing, or the ancient past a 7-9 counts as a 10+
- Take +2 to your Last Breath rolls.
- When you inflict damage, roll twice and choose the best result.

When you're in abstinence from stone water, take -1 ongoing, until you use some stone water from a depth at least equal to the one you drank from.

The Teethful Hag 3 weight

HEROES AND MONSTERS

The People horde, organized, intelligent
Instinct: follow the traditions of the people
Shivs, lances and bows: 1d6 HP: 3
intimate, reach, near.

You've just wood and bronze, and the sky, the caves and the Wall are full of danger and death.

Nonetheless, the People still survive. You survive.

- Reveal an old friend or rival.
- Show a taboo.
- Give help and comfort, with or without cost.
- Offer a motivation to care for something.

The Cerulean Kings

solitary, hoarder, intelligent, magical, undead, organized
Instinct: collect tribute.
Jinx: 1d12 HP:12 Armor: 3
near, far SQ: immobile

Bones hanging. Azure paint. Dried corpses, unmoving. Murmurs in your head. Are the Kings revered by the People? Hated and feared? Or approached only in times of danger? Who were they? What do they want?

- Reveal an ancient secret.
- Ask for a particular thing.
- Unleash a terrible curse.

Sunfucker in heat small, horde

Instinct: grab and burn moving things.
Terrible heat: 1d6+2 HP:3 Armor: 1
intimate SQ: immune to heat, mirrorlike patagia

During the mating season, the males of these pseudo ant-eaters detach from the rock and glide in the sky, revealing their mirrorlike patagia: it's a wonder to behold. Unfortunately, their courtship rituals involve using the stored heat to dramatically increase the temperature of their females. Plus, they're very myopic.

- Grab onto something, en masse.
- Dramatically increase your body temperature.

The-One-That-Takes solitary, terrifying, huge
Instinct: take someone away
Tentacles: 1d12+7 HP: 20 Armor: 1
reach, near, powerful SQ: floating

Stay away from the clouds. Don't scream. Don't kill one of the People. Follow the advice of the elders. Most of the taboos of the People are enforced with ...or the-one-that-takes will come. Sometimes, it does.

- Summon a dense fog.
- Bound someone with your thin tentacles.
- Destroy a structure with your thin tentacles.
- Take away someone you have in your grip.

Wild Whitethree group, stealthy
Instinct: protect and feed your cubs.
Vicious horns: 1d8+2 HP:6
close SQ: excellent climber, tameable

The Wall is a scarce place for food. These poisonous spider-goat adapted quite well: they can make milk out of branches, grass, birds, humans and other things. They're a dangerous game, but the People learned to use them as mounts, and as source of milk, silk and fur.

- Climb some quite impossible place.
- Squirt a web.
- Inject poison through your horns.



The rude clay statue of a fat woman. It has something wrong, you know. When you smear the toothful hag with blood and declare that an action is forbidden, from now on, when such action is done, terrible things will happen.