

INTRODUCTION TO DUNGEON WORLD

"Dungeon World is a game of adventure fantasy. You'll play an adventurer in a dangerous world. Maybe you fight for glory, or for profit, or for good or evil, or out of loyalty to your friends. You'll decide that here at the table, and the adventure will emerge around your decisions."

"We're not going to play the origin story of this group. We're going to play through one of their adventures, so we start with everyone knowing each other and traveling together to the same destination. We'll figure out the dynamics of their relationship and the specific details of our journey after we create our characters."

"Today my goal is for us to use Dungeon World to make something that is cooler than any of us could make on our own."

SCENE 1 TOOLBOX

"Dungeon World is a conversation between all of us. Occasionally something will happen in that conversation that'll trigger the rules and some dice rolling. At first, I'll call out those triggered moves, but as you become more familiar with the rules, feel free to call them out yourselves."

TBD (6-10): [1d6]dmg, 4 hp, 0 armor, *tags*

- Some move in an interesting way
- Some can snare their prey

SCENE 2 TOOLBOX

Ideas for encounters include:

- Battle rewarding tactical positioning (e.g. gorgon, basilisk)
- Location move (e.g. get lost, weather)
- *Show an opportunity* (e.g. allies, info)

SCENE 3 TOOLBOX

Encounter something **big** that the players must fight on **multiple fronts**, that is also complicated by **hazardous terrain** (e.g. hydra with several different head types). Be brutal enough to trigger an encounter with Death.

Afterwards, let the PCs resolve their premises, allowing for PvP if necessary.

TIMELINE (4 hours)

0:00 Intro. Begin making characters. Q&A

0:30 Characters, setting, and premises have been set. First encounter begins.

2:15 1st and 2nd scenes done; take 15 minutes to level up and for bio break.

2:30 Final scene begins.

3:45 Final scene done, debrief with the players, thank them for playing.

Q&A (~30 min)

- Players pick/complete playbooks (w/o bonds)
- Explain bonds; players read their options.
- Create scenario using Q&A (use classes)
 - Setting
 - Premise (w/ Final Location)
 - Opposition
 - Bonds (if necessary)
- One player per question
- If a bond idea occurs, interrupt me!

SCENE 1: KICK OFF THE ACTION (~1 hr)

- 1-2 locations away from Final Location
- Encounter w/ something **interesting**
- Encourage shortcuts; demonstrate PC power
- Location > Opposition > What do you do?

SCENE 2: THE BRANCH (~1 hr)

- How will the party reach the Final Location?
- Give them choice of 3+ routes
- Trigger an encounter

INTERLUDE (~15 min)

- Characters level up (no XP required)

SCENE 3: THE FINALE (~1hr 15min)

- The Final Location
- PCs face off against Q&A inspired boss
- PCs resolve tangles in their premises

EPILOGUE (~15min)

- Each player narrates short epilogue
- GM describes same for key NPCs/locations