

LIVING DUNGEON WORLD

version 0.1

Welcome to LIVING DUNGEON WORLD! This is a modification and add-on to the DUNGEON WORLD roleplaying game, specifically tailored for playing persistent characters in ongoing convention session.

A Note on Intent

This document is solely about getting DUNGEON WORLD to sing as a persistent convention game. The changes you'll see here are about focusing on action when you don't know how you'll fight alongside from one session to the next, and about leveling faster so you can explore more character options if you play multiple sessions at a convention.

Overview of Changes

This document assumes you're playing the pre-release version of DUNGEON WORLD. These changes in brief involve:

- ♦ Gaining Experience
- ♦ Bonds
- ♦ Aid & Interfere

Gaining Experience is where you'll find the greatest amount of change, as LIVING DUNGEON WORLD has a different flow from a house game. Bonds are less prominent and not used for experience.

An Alpha Document

This is very much an alpha document, quickly put together for Gen Con 2012. There will likely be updates to this in the future, with any corrections as well as material on between-adventure stuff and setting up LDW events.

LDW CREDITS

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THANK YOU

LIVING DUNGEON WORLD came into its own at the first Big Bad Con, held in Oakland California. A huge thanks to Sean Nittner for putting that on. And thank you to everyone who has played in a LIVING DUNGEON WORLD session over the last year.

And, of course, thanks to Adam & Sage for DUNGEON WORLD.

GAINING XP

Characters in LIVING DUNGEON WORLD mark XP from the actions they do and the rewards they gain at the end of a session.

Action Idioms

LIVING DUNGEON WORLD rewards you for acting in the moment, whether it's by attacking a foe, doing an awesome maneuver, guarding yourself or another from certain doom, discovering things about the world, conversing with other characters, or supporting your allies.

Act Within Your Idiom

When you act within one of your idioms, mark XP. You may only mark one XP per idiom per scene or fight.

There are six idioms: Attack, Maneuver, Guard, Discover, Converse, and Support. Each class has one idiom permanently selected at character creation, as listed below. A second one is selected by the GM at the beginning of each session.

Attack: when you make a move whose purpose is to inflict harm. (Selected for Fighter, Paladin, & Ranger)

Maneuver: when you make a move whose purpose is to position yourself. (Selected for Thief, & Druid)

Guard: when you make a move whose purpose is to defend yourself or another from harm, including healing spells. (Selected for Cleric)

Discover: when you make a move whose purpose is to uncover things about the world and people in it. (Selected for Wizard)

Converse: when you make a move whose purpose is to gain information from or manipulate a person. (Selected for no one)

Support: when you make a move whose purpose is to aid another character. (Selected for Bard)

Idioms and Moves

Each move is tied to a specific idiom. These aren't generally discussed or interpreted by the GM or the players. If a move isn't listed below, there is no idiom attached.

On rare occasion, a move will cover two idioms, depending on narrative situation (to be judged by the GM). You mark only one XP per move, even if it covers both of your selected idioms and you haven't marked XP for either in this fight or scene.

Moves that enhance or replace another move are not listed here. Refer to the move it enhances or replaces for the purposes of action idiom.

BASIC MOVES

Hack and Slash: Attack

Volley: Attack

Defy Danger: Maneuver when taking action, Guard when reacting to a threat

Defend: Guard

Spout Lore: Discover

Discern Realities: Discover

Parley: Converse

Aid: Support (see page 6)

Interfere: None (listed for clarity)

Carouse: Converse

Recruit: Converse

BARD

Arcane Art: Guard when healing another character, otherwise Support

Bardic Lore: Discover

Charming and Open: Converse

It Goes to Eleven: Attack

Metal Hurlant: Attack

Reputation: Discover

CLERIC

Divine Guidance: Discover

Turn Undead: Maneuver

Cast a Spell: see list below

Penitent: Maneuver

Orison for Guidance: counts as one of the two XP you can mark in a fight or scene

Cleric Spells

Rotes

Light: Maneuver

Sanctify: Maneuver

Guidance: Discover

Cleric 1st Level

Bless: Support

Cure Light Wounds: Guard

Detect Alignment: Discover

Cause Fear: Maneuver

Magic Weapon: Support

Sanctuary: Maneuver

Speak With Dead: Converse

3rd Level

Animate Dead: Maneuver

Cure Moderate Wounds: Guard

Darkness: Maneuver

Resurrection: Maneuver

Hold Person: Maneuver

5th Level

Revelation: Discover

Cure Critical Wounds: Guard

Divination: Discover

Contagion: Maneuver

Words of the Unspeaking: Discover

True Seeing: Discover

Trap Soul: Converse

7th Level

Word of Recall: Maneuver

Heal: Guard

Harm: Attack

Sever: Maneuver

Mark of Death: Maneuver

Control Weather: Maneuver

9th Level

Storm of Vengeance: Maneuver

Repair: Guard if applied to a character, Maneuver otherwise

Divine Presence: Maneuver

Consumer Unlife: Attack or Guard

Plague: Maneuver

DRUID

Spirit Tongue: none (but opens up Converse moves)

Shapeshifter: Maneuver

Communion of Whispers: Discover

Thing-talker: none (but opens up Converse moves)

Elemental Mastery: Maneuver

Balance: Guard

World-Talker: none (but opens up Converse moves)

FIGHTER

Most of the Fighter's moves involve enhancing Hack and Slash and the tools involved.

Bend Bars, Lift Gates: Maneuver

Heirloom: Discover

Evil Eye: Converse

PALADIN

Lay On Hands: Guard

I Am The Law: Converse

Bloody Aegis: Guard

Exterminatus: Maneuver

RANGER

Hunt and Track: Discover

Called Shot: Attack

Wild Empathy: none (but opens up Converse moves)

Follow Me: Support

A Safe Place: Support

Wild Speech: none (but opens up Converse moves)

THIEF

Trap Expert: Discover

Tricks of the Trade: Maneuver

Backstab: Attack

Wealth and Taste: Converse

Connections: Converse

Escape Route: Maneuver

Heist: Discover

WIZARD

Cast a Spell: see list below

Ritual: Maneuver

Know-It-All: counts as one of the two XP you can mark in a fight or scene

Enchanter: Discover

Counterspell: Guard

Quick Study: Discover

Wizard Spells

Cantrips

Light: Maneuver

Unseen Servant: Maneuver

Prestidigitation: Maneuver

1st Level

Contact Spirits: Converse

Detect Magic: Discover

Telepathy: Converse

Charm Person: Converse

Invisibility: Support

Magic Missile: Attack

Alarm: Maneuver

3rd Level

Dispel Magic: Maneuver

Visions Through Time: Discover

Fireball: Attack

Mimic: Maneuver

Mirror Image: Maneuver

Sleep: Maneuver

Wizard 5th Level

Cage: Maneuver
Contact Other Plane: Converse
Polymorph: Maneuver
Summon Monster: Converse

7th Level

Dominate: Converse
True Seeing: Discover
Shadow Walk: Maneuver
Contingency: based on the spell you choose
Cloudkill: Attack

Wizard 9th Level

Antipathy: Maneuver
Alert: Discover
Soul Gem: Maneuver
Shelter: Maneuver
Perfect Summons: Converse

Hirelings

Order Hirelings never marks XP.

End of Session

The End of Session move changes as so: everything involving bonds is stricken. You still mark XP for fulfilling your alignment and answering the end of session questions.

LEVELING

The main alteration for leveling is that on every third level (3, 6, 9), you must also select a new action idiom to be your permanent idiom, in place of the one you previously had.

Note that because idioms generate more XP than the core rules, characters will level a bit faster. Accordingly, you should relax the requirement that the characters level during downtime.

BONDS

At Character Creation

Bonds are not specifically taken at character creation, as you'll travel with many different characters over the course of your character's hopefully long life. (This means you can roll up a character before coming to a Living Dungeon World session, if you like.)

At the Beginning of a Session

At the beginning of every session, you may take one bond with a character you haven't yet adventured with. Use this as an opportunity to create a little back story with this character.

Use the bonds in your playbook, or come up with your own.

Antagonistic Bonds

Some classes have bonds that are antagonistic toward other characters. That's fine for a home game, but when you're playing with a group of strangers, that can go sideways very quickly.

If someone takes a bond with you that you know wouldn't be fun for you to play, speak up! You have veto power over the bonds that involve you.

At the End of a Session

At the end of a session, you may write or rewrite up to two bonds. No XP is marked for this.

AID & INTERFERE

Aid

The Aid move works as normal, but has a special action idiom:

If you Aid and have Support selected, mark experience. If you Aid and the move you're aiding fits in an action idiom you have selected, mark XP. In any case, you'll only mark one XP from this move, and only if you have not marked XP for this idiom in this fight or scene.

Example: Ben Demonslayer has Attack selected. Rathnait is firing a Volley at the orc prince. Ben wants to Aid by distracting the orc with a quick attack, drawing his attention away from the elf aiming at its face. Because Rathnait is making an Attack action, Ben marks Attack XP for this fight.

If he has already marked his Attack experience in this fight and also has Support selected, he marks Support XP.

Interfere

This is some debate on eliminating the Interfere move among the Living Dungeon World crew. We've settled on telling the GM to discourage that situation, but if you come to a point where you really need to use it, it's still there.

Interfere has no action idiom.

GMING LIVING DUNGEON WORLD

For the most part, the GM rules in Dungeon World are sufficient. Read over the first session rule in chapter 14. Make fronts in the usual way, keeping in mind that you should tell a coherent story in the time provided for your game and that it should link to the overall structure of your Living Dungeon World Event (Chapter 15). Note also the advice on teaching Dungeon World in Appendix 2.

As a Living Dungeon World GM, you cannot plan sessions around specific characters or even specific classes. You may end up with a Thief, Bard, and Wizard in one session, and four Fighters in the next. Because Dungeon World isn't a tightly balanced tactical game, this isn't much of a problem, but it is important to bear in mind. Don't design a puzzle that requires a certain class or class combination, for example. If you include a monster designed to highlight the Wizard's powers, have a backup plan in case there is no Wizard!

At the Beginning of a Session

Before you begin playing a session (and after any characters that need to be made are), choose the second idiom for each character and give people a chance to make a bond.

If you prefer, have the players select the second idiom for each other by having the player to the right or left select.

The start of the session is when the highest concentration of world-building will happen. While you ask questions that expand, explore, and elaborate on the characters' backgrounds and the world they inhabit, have the players write down relevant parts of their answers and post them on the display. Try to ask questions that link the characters in your game to the world that has already been established.

During the Session

Timing is always important in convention games, but when you are running a game in the middle of a continuing story like Living Dungeon World, it's even more important. There may be specific information or items the characters need to receive or people they need to meet during your games. Be aware of the timing of your game and allow some leeway to condense or omit parts of your plan as necessary to ensure your section of Living Dungeon World is a cohesive narrative for the players.

As you establish facts about the world during the course of the session, update the display board accordingly.

As you become more comfortable with running Living Dungeon World events, you can try plots that involve interaction between the games being played.

In the first Living Dungeon World, the finale had one group fighting a sorcerer who had siphoned off some of Orcus' power while the other group infiltrated Orcus' home plane. When the first group defeated the Avatar, Orcus himself became stronger.

At the End of a Session

Once the session is over, handle the End of Session (as modified in this document) and remind people that they can write or rewrite up to two bonds.

Remember to modify the display board to reflect the outcome of the session.

Finally, find the rest of the Living Dungeon World GMs and tell them what happened in your game. They'll probably have questions for you about specific parts of your session that will influence events in their game.