

Twin Spirit Isle

A Dungeon World Campaign Starter



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Introduction

Twin Spirit Isle is an adventure and mini-setting for use with Dungeon World or any fantasy RPG. The locations and events can serve as a foundation for an entire campaign or a quick oneshot. Much of the surrounding area has been left vague and open for enterprising GMs to customize Twin Spirit Isle for their own needs.

Twin Spirit Isle is home to two powerful spirits - Creature Underneath The Waters and Dormant Flame. For now, both sleep undisturbed. However, two cults seek to wake the spirits and consume the island with their power. To complicate matters, the cults are at war with one another; to weaken one cult is to potentially strengthen the other. Anyone seeking to save the island must be careful not to upset a precarious balance.

Contents

Twin Spirit Isle contains information on two important locations: the ravine city of Azure Reed and the powder keg of Mera's Stead. Each location includes a Cultural Move; these are much like Racial Moves in Dungeon World, and any character who hails from that location may take the Cultural Move instead of a Racial Move from their class.

This book also includes a description of each cult, the danger they present and mechanics for the average cult member. The twin spirits receive a write up as well. The book ends with two new compendium classes, the Crashing Tide Adept and Burning Flame Adept. These compendium classes are perfect for players who seek elemental mastery or to bend the elements to their will.

Azure Reed

Moderate, Shrinking, Guard, Safe, Divine

Religion: Creature Under The Waters

Resource: Fish, Craft (boats)

The people of Azure Reed carve their homes into the ravine and work along the river. They worship Creature Under The Water and practice a number of rituals to ensure the spirit doesn't awake.

The village gets its name from the bright blue reeds along the river's edge. These reeds are instrumental in just about everything built in Azure Reed, especially their boats.

Azure Reed Architecture

The average Azure Reed home is large and comfortable,; there are usually four or five rooms in each home, carved into the cliffside. One room is always reserved for rest and relaxation as part of the village's daily rituals.

Wooden ledges and ladders allow the people of Azure Reed to build high up the cliffside. The village is twelve levels high with a number of caves on each floor. The wealthiest and most powerful live on the bottom, close to the river, and the second level is reserved for those who might have difficulty climbing higher. The ledges were originally walkways only but expand each year to allow for stalls and rest areas. These used to have caves of their own, but Azure Reed recently lost the tools necessary to quickly carve new homes into the ravine.

Azure Reed Life

The most important thing in Azure Reed is relaxation. Its people believe calm living will keep Creature Under The Water asleep, especially important now that the Cleansing Flood cult seeks to awaken the spirit.

Villagers spend one hour each day silent and unmoving. There is no set hour for this practice; it is observed whenever convenient. Loud arguments and fights are forbidden in Azure Reed, as well as raucous celebrations. Anyone who goes against the village's calm atmosphere is asked to leave or jailed for the night, depending on severity.

Azure Reed

Azure Reed Military

The people of Azure Reed are dedicated to taking it easy, but are absolutely terrifying if pressed into battle. They emulate their deity, Creature Under The Waters, in all ways - when they are awoken, they crash upon their enemies with the force of a tidal wave. Calmly and efficiently they crush their enemies.

The ravine makes Azure Reed easy to defend. If the village is ever in great danger the citizens will retreat into the higher caves and demolish the wooden walkways, relying on preserved food and underground tunnels to sustain themselves.

Azure Reed Cultural Move

Adventurers from Azure Reed may select this move instead of their standard racial move at character creation.

Azure Reed

When you **spend an hour in quiet rest and contemplation**, take +1 forward.

Mera's Stead

**Moderate, Steady, Guard,
Resource (weapons, lumber), Exotic (obsidian)**

Mera's Stead is a large, busy town located near the volcano. The workings of magic and spirits and gods have no real place in Mera's Stead; while the citizens respect Dormant Flame, they do not see the spirit as a deity and give it no special consideration. In Mera's Stead, strength and intelligence are the only things that matter.

Mera's Stead History And Government

The power of the individual is the foundation of Mera's Stead. Citizens look down on outside sources of strength - magic, divinity, calls to the spirits - as weakness. This kind of external power can be taken away or nullified or otherwise ruined, but hard work and training are true strength.

One person oversees everything in Mera's Stead, and that is Mera herself. She defeated all contenders in challenges of strength, intelligence and eloquence, and until someone in turn defeats her she rules over the town. Should this happen, the town's name will reflect the new leader.

Under Mera's command are The Ox, The Serpent and The Raven. These titles are assigned to the strongest, most charming and wisest individuals respectively. They advise Mera as necessary, with an eye for opportunities to depose her.

Mera's Stead Life

Life in Mera's Stead is orderly and exhausting. Mediocrity isn't acceptable - no matter what a citizen pursues, whether hobby or vocation, they must be the greatest. The people have a strong love for games. Leisure time is reserved for challenging and testing oneself in competitions. Organized debate and strategic exercises are common, as are races and duels.

Mera's Stead

Mera's Stead Military

There is no standing military in Mera's Stead. Every citizen is expected to handle themselves in a fight, and they certainly can. Mera forbids aggressive expansion and invasion.

While there are no official organizations, many people run invasion drills and defense exercises to prepare for any danger. Should an enemy strike Mera's Stead these groups will organize and work as one.

Mera's Stead Cultural Move

Adventurers from Mera's Stead may select this move instead of their standard racial move at character creation.

Mera's Stead

When you **take damage**, take +1 forward.

Cleansing Flood Cult

The Cleansing Flood cult has about 40 members. They travel along the island's coastline, always careful to remain near the ocean. They worship Creature Under The Waters in much the same way as the people of Azure Reed, with one significant difference: where the people of Azure Reed celebrate the spirit's sleep, Cleansing Flood never stops moving. Members walk for days without rest, pushing themselves further and further. They believe Creature Under The Waters will grow restless with exposure to their activity.

To maintain a frenzied level of activity, Cleansing Flood members rely on ritually treated herbs. Ingesting even a small amount of the drug will keep a person at full energy for days. The drugs take an awful toll on the body, however, and no one knows what might happen if someone stopped taking the drug after a long period of use.

Children of Ash Cult

The Children of Ash has close to a hundred members. They live in elaborate stone structures at the base of the volcano and spend most of their time forging weaponry. They believe Dormant Flame will become a warlike, vengeful spirit once they sacrifice enough weaponry to the volcano. At least once a month they climb to the summit and perform the ritual. To facilitate the ritual they've carved stairs and paths into the volcano.

A council rules over the Children of Ash. Five cultists form this council. They are the only ones allowed through the shrine at the base of the volcano, where Dormant Flame is supposed to reside. The shrine is full of traps and dangers (some claim it is home to awful monsters), so the council rarely visits the spirit.

Cult Moves

Ritual Herbs

When you **ingest the cult's ritually treated herbs**, roll +Con. On a 10+ you do not need to sleep for the next three days and are always at full alertness. Unless you take another dose, after the ritual herbs wear off you sleep for a number of days equal to the days you stayed awake. On a 7-9 you also take -1 ongoing to Ritual Herbs.

Cultists

Cleansing Flood Cultist (Group, Intelligent, Organized)

Pummel (d6+2 damage) 10 HP 0 Armor

Close, Forceful

You won't want to fight with the Cleansing Flood. You see 'em up and down the coastline, always walking, always moving. Get one of those nutters in a frenzy and they won't stop until you or them is dead. Try and escape, they'll catch up while you're sleeping. Nah, leave them alone. You see that cult and you do like they do - you just keep walking. Instinct: To keep moving

* Keep coming, no matter what

* Flail with fists and feet

Children of Ash Cultist (Group, Intelligent, Organized)

Stab and Slash (d8 damage) 8 HP 1 Armor

Close, Reach, Near

The Children of Ash don't sacrifice all their weapons to the volcano. No, they stay pretty well equipped. If you can even make it into that volcano of theirs, get past all those traps, you still have to deal with arrows and spears.

* Call for assistance

* Pull out the right weapon at the right time

* Stab, slash and bludgeon

Spirits

Creature Under The Waters (Magical, Huge, Terrifying, Solitary)

Crash (d10+4 damage) 22 HP 3 Armor

Close, Reach, Forceful, Messy

It's almost a shame it's gotta sleep. I hear that old whale knows a thing or two about just about everything. We could use some of that wisdom! Course, it's a shame you gotta find some way to walk underwater and get its attention. Ain't a convenient spirit, that's for sure.. Instinct: To return to sleep

- * Thrash about
- * Control the waters
- * Call the flood

Dormant Flame Solitary, Huge, Planar, Magical, Terrifying

Engulf (d10+3 damage 1 piercing) 20 HP 2 Armor

Close, Reach, Near

Special Qualities: On fire

Dormant Flame lives under the volcano. It is an old, old spirit and wants nothing more than to observe the island unbothered. The Children of Ash and their rituals, however, slowly awaken a fury in Dormant Flame. If this fury is properly stoked the old man will erupt from the volcano and stride through the island, burning everything in his path. Instinct: To cleanse with flames

- * Make it burn
- * Purify the unclean
- * Wax poetic about the state of the world

Waking The Spirits - A Front

Danger

Cleansing Flood (cult)

Impulse: to awaken Creature Under The Waters and flood the island

Grim Portents

- * The Cleansing Flood gains the upper hand against the Children of Ash
- * Dormant Flame grows weak
- * Cleansing Flood receives an influx of new recruits
- * Cleansing Flood discovers secret of Azure Reed
- * Creature Under The Waters awakens

Impending Doom: Destruction

Danger

Children of Ash (cult)

Impulse: to awaken Dormant Flame and set off the volcano

Grim Portents

- * The Children of Ash gains the upper hand against the Cleansing Flood
- * Creature Under The Waters grows weak or restless
- * Children of Ash sacrifices warriors to the volcano
- * Dormant Flame awakens
- *Volcano erupts

Impending Doom: Destruction

Description

Two cults share the same ultimate goal, but differ on method. The Cleansing Flood intends to flood Twin Spirit Isle by awakening an ancient water spirit. The Children of Ash call out to a flame spirit and implore it to set off the volcano. They are in a precarious balance; striking against one might provide the other with an opening. If either succeed, thousands will die in the disaster.

Waking The Spirits - A Front

Custom Moves

When you **first stand in the presence of Dormant Flame**, roll +Con.

On a 10+, the spirit's fire washes over you and you stand renewed. Take +1 ongoing to all dealings with Dormant Flame.

On a 7-9, the flames find you wanting but you are unharmed. Take +1 forward to dealings with Dormant Flame.

When you **first stand before the sleeping bulk of Creature Under The Waters**, roll +Wis.

On a 10+, your thoughts remain calm and relaxed. Gain the effects of a full night's rest.

On a 7-9, Creature Under The Waters detects some unrest in your thoughts. You heal 1d8 HP, but grow tired.

Crashing Tide Adept

When you **petition a powerful spirit and replace a portion of your soul with the elemental essence of water**, you may take this move when you level up.

Water Elemental

You breathe water as if it were air and swim as naturally as a dolphin.

Once you've taken **Water Elemental**, the following moves count as class moves for you. In addition to your normal list of moves, you may choose from this list when you level up.

Tidal Wave

When you **call upon the spirits of water to aid or interfere**, you may roll +Con instead of +Bond.

Monsoon

You can use nearby sources of water as a weapon.

Monsoon, close, reach, forceful, 0 weight

Burning Flame Adept

When you **petition a powerful spirit and replace a portion of your soul with the elemental essence of fire**, you may take this move when you level up.

Fire Elemental

You are invulnerable to fire. You may choose to emanate heat or glow enough to light a small room.

Once you've taken **Fire Elemental**, the following moves count as class moves for you. In addition to your normal list of moves, you may choose from this list when you level up.

Spark

You can shoot jets of fire to volley, rolling +Con instead of +Dex. You may never choose to reduce ammo on 7-9.

Bonfire

When you **gaze deeply into the flame**, roll +Con. The flames burn through your spirit. On a 10+ choose 1. On a 7-9, choose 1 anyway, but the purification is painful; take 1d4 damage.

* Heal one debility

* End the effects of one spell cast upon you

* Remove all poisons and toxins from your body