Concept

Overall Concept

The original idea is to create a “megadungeon” of some sort for Dungeon World, to capitalize on it's current popularity. This has expanded into becoming an entirely new game that is essentially a hack of Dungeon World, so we could include entirely new mechanics and such to support the concept.

Qs

Will the game be completely stand alone, including it's own list of classes and monsters and such that might be redundant with DWs, or is it an “Expansion” to DW that simply adds rules, new monsters, new classes, etc. Making it an expansion has the advantage that it would get the support of the original DW designers. Otherwise we might steal some of their business. Would also make the game smaller, and probably more marketable, too.

Genre

The first genre proposed was some sort of crawl through an “underdark” type area, to support some sort of “surface” community in trouble. Charles has proposed that we reinforce this thematically by making there only be one city on the “surface,” but to have that city be in a tiny ball at the center of the world, with the sun (or something like it) at the absolute center, ala Pellucidar.

Qs

Do we want to do the Pellucidar thing?

Hooks and Central Concepts

Optimally the game will be created so that mechanically it can be inserted into another ongoing DW game. But it may work best to have chargen be specifically for the game, so that specialized rules can come into play that will create a centralizing concept and/or hooks that have to do with exploring the underworld area in question. Otherwise the challenge is to both leverage off what currently exists and make the new rules such that they can be incorporated into a normal game of DW.

Qs

Do we want to make the game solely stand alone in terms of chargen to focus on creating proper characters? Clever GMs and players will figure out how to convert in any case. Perhaps we can include conversion notes or methods?

Execution

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