

TEMPLE IN THE DARK v1.0A

A Dungeon Starter by Mark Tygart
For Sage LaTorra and Adam Koebel's
Dungeon World
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AGENDA

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

QUESTIONS

- Why are you searching for the Time Crystal?
- How did you learn of the hidden Eloi halfling village?
- What reason do you have to hate or love the Dark?
- What experience do you have finding ancient artifacts?
- Have you heard about the Lost Temple of Kronos?
- Do you believe in the legend of the temple's curse?

IMPRESSIONS

- The chattering of playful Eloi halflings
- Exotic Fruit trees everywhere
- Classical ruins everywhere
- A fallen black stone Sphinx covered in vines
- Cold-eyed grins of shattered halfling skulls along the garden path
- A rickety rope bridge linking the path over a vast river ravine
- Water bubbling from a fountain
- The howl of the monkeys above
- The intense colors of the flowering vegetation

“So, in the end, above ground you must have the Haves, pursuing pleasure and comfort and beauty, and below ground the Have-nots, the Workers getting continually adapted to the conditions of their labor. Once they were there, they would no doubt have to pay rent, and not a little of it, for the ventilation of their caverns; and if they refused, they would starve or be suffocated for arrears. Such of them as were so constituted as to be miserable and rebellious would die; and, in the end, the balance being permanent, the survivors would become as well adapted to the conditions of underground life, and as happy in their way, as the Upper-world people were to theirs.”

— H.G. Wells, *The Time Machine*

GOALS

- 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 NPC's
- Fill out your worksheet

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

Q: PRESIDENT TEDDY ROOSEVELT'S SOLUTION TO MORLOCKS?

A: THE SHOTGUN.

CUSTOM MOVES

Prying the Time Crystal from the Idol

If you try to pry the Time Crystal from the Idol ROLL+DEX:

10+: The Idol fails to animate

7-9: The Idol will animate and track down the Crystal once the party leaves the temple ruins

Less than 6: The Idol animates to slay all intruders

THINGS

Eye of Kronos (Time Crystal) 1 Weight
This finely cut and polished stone is indistinguishable from an ordinary jewel in appearance. This gem confers on the subject the ability reroll any given roll in the game, but that second roll must be taken. Every time it is used there is a 1 in 6 chance it will teleport the party to a location of the GM's choice in the multiverse.

Underdark Mask 1 Weight
Confers infravision (not Blindsight) when worn. The mask will protect the wearer from the Naga's illusions. Also protects against poison gas and spores. Bright light will stun user.

Oil of Revealing Night (1 use)
When this magical oil when rubbed on the eyes confers the ability of Blindsight, but at the cost of normal vision (blindness).

Phial of the Sun (6 uses)
Acts like a brighter, burst of sunlight version of the wizard catnip or clerical rote Light when activated by the bearer. It will repel morlocks for a time.

***The Time Machine* by H.G. Wells**
Full of useful advice

Monsters

Cyclops Kronos Idol (*Large, Divine, Hoarder, Construct*)

Bash (b [d10+2])

Close, Forceful

16 HP, 4 Armor

Special Qualities: Arcane Construct

An animated Idol of Titan Kronos as a Cyclops that will attack whoever gains its Time Crystal eye. Powered by its Time Crystal Eye the magic animating it will fail in within a day if the crystal is not regained.

Instinct: Smash!

Deep Naga (*Solitary, Intelligent, Organized, Hoarder, Magical*)

Acid Spit (d10 damage)

Close, Reach, Near

12 HP, 3 Armor

Special Qualities: Infravision, Stunned by Bright Light

The Deep Naga will warn you and even allow you a chance to turn back, unharmed. If you don't, it will slide into its trapped lair and chances are you'll see many comrades fall before you find the snake again. Then you'll have to fight this cunning bastard and its powerful spells. Whichever evil treasure or master it guards will then be your doom.

Instinct: To lure invaders into a trap

- Cast powerful illusions
- Taunt intruders
- Command Morlocks by telepathy



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Inspired by H.G. Wells Time Machine in its various incarnations, Prince of Persia film, Dr. Who

Eloi, Halflings (*Horde, Small*)

None (Pacifist)

NA

15 HP, 3 Armor

Special Qualities: Pacifist, Low intelligence, Lack empathy

The Eloi are a happy people, who speak a simple language and are mainly interested in playfulness. They often play with flowers and other amusing items. Physically, they are shorter than humans, have blond hair, smooth skin, and are weaker than modern humans. They only eat fruit which they are frugiverous. Additionally, they seem to have some form of low grade telepathy. The Eloi live a banal life of ease on the surface of the earth, while the Morlocks live underground, tending machinery and providing food, clothing, and inventory for the Eloi. The narration suggests that the separation of species may have been the result of a widening split between different social classes. Having solved all problems that required strength, intelligence, or virtue, the Eloi have slowly become dissolute and naive: they are described as smaller than modern humans (halflings), with shoulder-length curly hair, pointed chins, large eyes, small ears, small mouths with bright red thin lips, and sub-human intelligence. They do not perform much work, except to feed, play, and mate; and when Eloi girl Weena falls into a river, none of the other Eloi helps her (she is rescued instead by the Time Traveler). Periodically, the Morlocks capture individual Eloi for food; and because this typically happens on moonless nights, the Eloi are terrified of darkness.

Instinct: Ignore Trouble

- Eat, Sleep, Play
- Fear the Dark
- Annoy Adventurers

“I saw huge buildings rise up faint and fair,
and pass like dreams.”

– H.G. Wells, The Time Machine

Morlock, Deep (*Horde, Intelligent, Organized, Hoarder*)

Obsidian Dagger (1d4 damage)

3 HP, 1 Armor

Close

Special Qualities: Infravision

Descendants of humans who fled underground long ago, these Morlocks have lost much of their past. Adapted to the Underdark, they skulk around, fighting to survive an environment filled with danger. They are skillful with traps that captures prey for future meals and ambushing prey.

Instinct: Flee from the Light!

- Capture with Nets
- Retreat from any illumination
- Obey the Deep Naga!

