

AGENDA

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

QUESTIONS

- Why do you need an Altrusian Moth?
- What do you need to learn from the Library of Skulls?
- What reason do you have to hate or love the Underdark?
- What experience do you have finding ancient artifacts?
- What have you heard about the Sleestak Caverns?
- Do you believe in the legend of the Lizard Gods?

IMPRESSIONS

- The strange hissing of the Sleestak
- Savage odor of reptiles
- The heat of the far below...
- The endless dark...
- Crystals of all hues glisten from the cavern walls
- A rickety rope bridge linking the path over a vast cavern ravine; rushing water below...
- Water bubbling from a nearby underground spring
- The echo of your footsteps...
- The intense colors of the glowing fungi



BEWARE OF SLEESTAK! v1.0c

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

Dungeon World
www.Dungeon-World.com

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

CUSTOM MOVES

If you activate an Altrusian Pig Trap ROLL+DEX:

10+ You avoid the pit trap

7-9: You fall into the pit trap (1d4 damage) but there is a valuable Altrusian Pig (1 hp) also in trap. Sleestak love Altrusian Pigs and will parley for them.

Less than 6: You fall into the pit trap (1d4 damage)

PLACES

Library of the Skulls

The Library of Skulls is in fact, a library. The talking skulls here are from hold the forgotten history of the ancestors to the Sleestak. They are often used as databases revealing information through voices and a smoke of Ignorance. Once in this smoke, individuals become less intelligent.

The Skulls seem to be constantly updating and are constantly absorbing and processing information from the area, developing logical analysis of current events. The Sleestak always go to the Skulls for advice and never question them. Each Skull represents a different subject (social studies, math, etc.).

THINGS

The Altrusian Moth (200 Coins)

A moth that only comes out at night and is necessary in the Sleestak fertility process. They are Invaluable to alchemists for many expensive potion formulas.

Pylons

These are small truncated square pyramid-like buildings that litter the landscape of Sleestak ruins. Pylons are often golden, tall and narrow, spaced approximately every quarter mile in a regular pattern. The surface of a Pylon is polished to a mirror-like precision and extremely smooth to the touch. Each Pylon has a different function and abilities but some act as dimensional gates to other realities.

MORE THINGS

Ioun Stones

These crystalline stones always float in the air and must be within 3 feet of their owner to be of any use. When a character first acquires a stone, she must hold it and then release it, whereupon it takes up a circling orbit 1d3 feet from her head. Thereafter, a stone must be grasped or netted to separate it from its owner. The owner may voluntarily seize and stow a stone (to keep it safe while she is sleeping, for example), but she loses the benefits of the stone during that time. Ioun stones have 1 hit point, and an Armor of 5. The powers of each stone vary depending on its color and shape.

Example stones include:

Amber stone: adds 2 to armor class

Crimson spindle: grants user Infravision

Mirror pyramid: immune to petrification

Yellow sphere: sheds light (as per the rote)

Green star: immunity to poison

Green disc: you require no food, water or air

Red cube: immune to normal fire damage

Blue triangle: immune to charm and sleep spells

Dark blue rhomboid: you can never be surprised

Pale orange ellipsoid: feather fall (no damage from falling)

Monsters

Ochre Jelly or "Sleestak God" (*Large, Solitary, Amorphous*)

Acidic Touch (d10 damage) 19 HP, 1 Armor
Near

Special Qualities: Immune to electricity

Ochre Jelly is the archetypical ooze predator. Their acid is specifically designed to dissolve flesh, not metal, a tidbit that comes in handy when trying to prevent them from devouring you. Every time they split, they divide their health and reduce their damage die by one step.

Instinct: Dissolve tasty biological matter thrown in your comfy pit lair

Sleestak (Group)

Crossbow or Nets (d10 damage) 1 6 HP, 3 Armor
Close, Far

Special Qualities: Slow, Fear Fire

The Sleestak are a reptilian bipedal humanoid species. They have a thin but wide-set mouths and large, round black eyes that are averse to light. Covered mostly in green scales, their bellies are yellow. Sleestak also have claws on their feet and on their hands, with a horn protruding from the top of their heads. They breathe with a pronounced breath sound as if breathing through congestion. This is probably due to their wide set mouth and flat nostrils. At one time, in the distant past, the Sleestak were known as Altrusians. They were a very peaceful and intelligent race. They eventually grew into an advanced civilization, and had seemingly mastered many secrets. They created cities and temples. Unfortunately, the Altrusians lost control over their emotions, and destroyed their civilization becoming known as the Sleestak. The Sleestak now are a degenerate race that has lost much of their knowledge and culture. The Sleestak are accomplished in the arts of building, foraging, and hunting, and make and use crossbows and nets to hunt. The crossbows are no larger than the size of a Sleestak forearm.

Instinct: Devour intruders!

Sleestak Chieftain

Crystal Sword (d12 damage) 12 HP, 3 Armor
Close

Special Qualities: Slow, Fear Fire

The Sleestak leader is larger and slightly more intelligent than the average Sleestak.

Instinct: Capture intruders for sacrifice in the pit!

- Slow
- Seek to capture men for alien rituals.
- Fearful of fire

(Inspired by the Land of the Lost television show 1974-1977)



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