

SERPENT TOWER v1.0H

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 trying to gain the Eye of the Serpent Jewel?
- Do you like the Thirsty Scorpion Tavern?
- What dark rumors have you heard about this new snake cult?
- What experience do you have with these snake cultists?
- Do you have nightmares of serpents?

IMPRESSIONS

- The babble of harsh voices on the street
- The bubble of the hookah in the inn
- The smell of incense and dung
- The sweet taste of palm wine
- The cool of the tavern after the hot desert sun
- The exotic music of the ancient, corrupt city of Khaleed
- The newly built Serpent Tower rising from the slums
- The frantic sermon of a cultist street preacher



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

"Two or three years ago it was just another snake cult, now... they're everywhere. It is said that they are deceivers... they murder people in the night... I know nothing."

- Street Merchant of Khaleed

CUSTOM MOVES

Pickpocket (Move by Jeremy Strandberg)

When you stand idly about in the bustling streets of Khaleed, roll +Wis. On a 10+, you catch the pickpocket in the act or see him coming. On a 7-9, they only got away with trifles: 1d6 rations, uses of adventuring gear, or coin. On a miss, you'll miss whatever's gone.

If you try to enter the Serpent Tower from the ground floor

ROLL+CHA. On a 10+, you are simply turned away. On a 7-9, choose 1.

- You are arrested by corrupt city guards
 - You are beaten by enraged cultist (1d4 each player)
- On a 6-, you suffer both

If you buy a drink at the Thirsty Scorpion Tavern

ROLL+CHA. On a 10+, gain both. On a 7-9, choose 1.

- A Rogue offers to sell you the Thief's Diary
- A Rogue offers to outfit your party with snake cult cloaks and masks

If you climb the Climb the Serpent Tower at Night

ROLL+DEX. On a 10+, gain both. On a 7-9, choose 1.

- You are not noticed by the guards
- The Character with the lowest dexterity does not fall for 1d6d damage.

On a 6-, you suffer both the fall and the alarm is sounded

When you gaze into the Serpent's Eye Jewel

ROLL+DEX. On a 10+, gain both. On a 7-9, choose 1.

- You can define its powers (with GM's help)
 - A powerful group of assassins has not been hired to acquire it and slay the current owner
- On a 6-, The assassins are coming!

THINGS

Thief's Diary 200 Coins

Describes in detail the only way to enter the Serpent Tower safely: From the roof at night.

Cloak and Mask of the Snake Cult 20 Coins each

If worn these will disguise the player as a low ranking member of the cult once in the tower

Eye of the Serpent Jewel 10,000 Coins

A fabulous ruby the Demon Naga uses as a pillow. Does it have unknown mystical powers?

Services

Bribe a City Guard: 10-25 Coins with haggling

Consult Local Scholar: 200 coins

(Will warn the party about the Naga's gaze)

Monsters

Corrupt City Guard (Group, Intelligent, Organized)

Spear (d8, close, reach)

HP 6, 1 Armor

Instinct: To lord over others

o Shake down for a bribe

o Turn the other way

o Express contempt for outsiders

City Rogue (Group, Intelligent, Stealthy)

Daggers, cudgels, short swords (d8, hand, and close)

Instinct: To take advantage of weakness

HP 6, 0 armor

o Lead into an ambush

o Retreat from a fair fight

O Steal

Inspired by the works of Robert E. Howard and John Milius' classic film Conan the Barbarian.

Cultist Archer (Group, Intelligent, Organized)

Instinct: To give praise to the Naga!

Serpent Arrow (d6, far)

HP 6, 0 armor

Custom Move: When you are hit with a Serpent Arrow, ROLL+DEX. On a 10+, the arrow dissolves into a harmless green goo. On a 7-9, choose 1.

O 1d6 damage

O Your arrow turns into a serpent (1 HP, bite 1d4, hand) and attacks.

On a 6-, you suffer both

Snake Cultist (Group, Intelligent, Organized)

Instinct: To give praise to the Naga!

Club, staff, etc. (d8, close)

HP 6, 0 armor

o Beat senseless over the head

o Overbear with numbers

O Call for reinforcements

Naga Demon (Solitary, Intelligent, Organized, Hoarder, Magical)

Poison Bite (d10 damage, close, reach)

HP 12, 2 Armor

Special Qualities: Charm

This is an enemy not to be underestimated. In the great epic the Mahabharata Naga Demons are named

"persecutors of all creatures", and tells us "the snakes were of virulent poison, great prowess and excess of strength, and ever bent on biting..."

Instinct: Devour weak and tasty sacrifices

Custom Move: When you resist the gaze of a Demon Naga, ROLL+WIS. On a 10+, just a queer look... On a 7-9, choose 1.

O You're not dazed and confused (-1 on all rolls)

O You can't think straight (no Action with INT).

On a 6-, only a proper magic will free you from its charm.

You can't stop staring at those eyes.



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[Upon opening the Well of the Souls and peering down]

Sallah: Indy, why does the floor move?

Indiana: Give me your torch.

[Indy takes the torch and drops it in]

Indiana: Snakes. Why'd it have to be snakes?

Sallah: Asps... very dangerous. You go first.

-Raiders of the Lost Ark