

AGENDA

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

QUESTIONS

- Why are you trying to gain a portion of the R'yleh disk?
- Who are you meeting at the Thirsty Scorpion Tavern?
- What reason do you have to hate or love the Ochre Waste?
- What experience do you have with the Cthulhu Mythos?

IMPRESSIONS

- The babble of harsh voices in the inn
- The bubble of the water pipes
- The smoke of incense
- The sweet taste of date liquor
- The cool of the tavern after the hot desert sun
- The exotic music of the ancient, corrupt city of Khaleed
- The harsh glare of the bartender
- The ever present feeling of being watched



CITY OF THIEVES v1.0b

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

"Ph'nglui mglw'nafh Cthulhu R'yleh wgah'nagl fhtagn." This text, as given, runs something like this: "In his house at R'yleh dead Cthulhu waits dreaming."

- The Scholar Hassan

CUSTOM MOVES

Dirty Dungeons (Developed by John Wick)

First and foremost I want to acknowledge John Wick's authorship of the Dirty Dungeon concept developed from his original spy *Wilderness of Mirrors* RPG. John probably explains "Dirty Dungeons" better than I ever could on YouTube; check it out if it's still up.

<https://www.youtube.com/watch?v=dsnvANYBRW0>

You can currently download *Wilderness of Mirrors* as a Pay What You Want PDF at DriveThruRpg.com. Click here: <http://rpg.drivethrustuff.com/product...> His *Playing Dirty* compendium of role playing advice is also worth checking out.

To recap, dirty dungeons has the *players create the scenario* (we assume their characters have researched it during their downtime).

House rules for this vary but I suggest the following for an experienced group:

For every minor threat they added +1 to a party pool of one-time bonuses. For every major threat they got +2. Players can draw up to +2 from the pool for any die roll.

For every ten minutes they spend discussing, however, the GM get to place one major twist - their information is out of date, dangerously inaccurate in some way, or an unknown threat lurks within.

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.

THINGS

The R'lyeh Disk Fragment (FROM SHADOWS OF YOG-SOTHOTH by Chaosium)

This artifact is possibly the most dangerous item in the world. The disk is currently broken into three pieces and scattered across the globe. Thankfully, the item is useless unless the three pieces are restored to their original positions. Each piece weighs about **100 pounds** and is **made out of solid gold**. When fitted together, the pieces form a disk about an inch thick and two feet in diameter. The R'lyeh Disk is an intricate latticework of a central figure (Great Cthulhu), with swirls and curves carved with runes and set with **tiny gems that glow even in daylight**.

While the R'lyeh Disk has no magical powers in and of itself, the information it bears is deadly to humanity. The runes that cover the disk are **R'lyeh Glyphs**, a language virtually unknown today. Translated, the disk indicates the position of **the lost city of R'lyeh**, and gives **instructions on how to raise the city (thereby releasing Cthulhu)**, even before the stars become right. Luckily, the disk alone cannot restore the city it requires many magical ceremonies and the disk hints at three other unnamed artifacts that must be used to accomplish the feat. However, **the disk is the key to freeing Cthulhu before his time**.

Thief's Diary

1 Weight

Describes in detail a failed expedition in the Ochre Wastes to obtain a portion of the R'lyeh disk.

Lens of Mythos Detection

If worn these will negate any Mythos shape shifter creatures disguise

Shoggoth's Old Peculiar Amber Ale

Temporarily gives characters a +1 against all Mythos Creatures

Services

A Bedouin guide (1hp) to the Ochre Waste: 300 Coins (Extremely helpful to an employer but avoids combat)

Consult local scholar about the R'yleh Disk:
200 coins (Will warn the party about the Mythos)

Spells

Reveal Mythos (Cleric and Wizard; Cantrip & Rote)
Reveals Mythos presence like Detect Magic.

Elder Sign (Cleric, 1st Level)
Allows cleric to repel Mythos creatures as if they were undead. (GM's discretion)

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

Mythos Cultist (Group, Intelligent, Organized)

Instinct: To give praise to the Old Ones

Club, staff, etc. (d8, close)

HP 6, 0 armor

- o Beat senseless over the head
- o Overbear with numbers
- o Call or dismiss Mythos Monster

Haunter in the Dark (*Solitary, Large, Stealthy, Intelligent, Planar, Terrifying*)

Gaze of the Abyss (d12 damage, Ignores Armor, near)
HP 16, 1 Armor

Special Qualities: Banished by light

Summoned from the black gulfs of chaos, The Haunter of the Dark can reveal other worlds, other realities, and the secrets of arcane and paradoxical knowledge...for a price. "I see it-- coming here-- hell-wind-- titan-blur-- black wings-- Yog-Sothoth save me-- the three-lobed burning eye..."

Instinct: To drive insane

- o Impart unspeakable knowledge
- o Demand Sacrifice
- o Serve the Great Old Ones

(Created by: Tim Deschene, Dungeon Codex)

Inspired by the works of H.P. Lovecraft and Robert E. Howard.



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Why choose the lesser of two evils? Cthulhu in 2016!
The candidate who really favors "old time religion".

"Ph'nglui mglw'nafh Cthulhu R'lyeh wgah'nagl fhtagn."