

AGENDA

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

QUESTIONS

- Why have you come to Mr. Kurtz's?
- What reason do you have to hate or love the jungle?
- What experience do you have finding lost ruins?
- Have you heard about the Cave of Portals?
- Do you believe the dark rumors about Mr. Kurtz?
- Have you ever eaten human flesh?
- What reason do you have to distrust these cannibals?

IMPRESSIONS

- The chattering of monkeys and parrots
- The growl of a jungle cat
- The intense green of the jungle vegetation
- The constant drip of the rain forest from above
- The crunch of the jungle underbrush and its insects under your feet
- Severed heads leer at you from poles
- A scrawl in blood on stone: *Mistah Kurtz he has values!*
- The horror! The horror!
- Fiery glow of cannibal cook fires



MISTAH KURTZ'S JUNGLE EMPORIUM AND INN v1.0E

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

THINGS

Time Bandit's Map 0 Weight
Map of the various teleportation locations and their destinations in the Cave of Portals.

Magical Shrunken Head 1 Use, 1 Weight
When you try to resurrect a player's corpse who has been dead for less than a year with the Shrunken Head, roll+INT. On a 10+ the head is successful. On a 7-9 the head is successful but the party loses its most valuable item (GM rules) On a 6 or less the player corpse is transformed into an undead monster of the GMs choice and immediately attacks you until destroyed.

Jungle Gems 0 Weight, 100 Coins
Superb small gems.



Services

A Cannibal Guide: 200 Coins to Serpent Falls

Witch Doctor: 100 Coins cures all of player's ailments, curses and/or wounds

Local Scholar: 100 Coins and he will tell both riddles about the Cave of Portal's location.

Riddles about the location of the Cave of Portals:

Run, though I have no legs to be seen. I possess no heat, yet I do have steam. I have no voice to let words out, but from far away you can still hear me shout. What am I?

This old one runs forever, but never moves at all. He has not lungs nor throat, but still a mighty roaring call. What is it?

Answers: A Waterfall (The Cave of Portals is located behind Serpent Falls)

Monsters

Mistah Kurtz *Solitary, Stealthy, Hoarder*

Wicked Sharp Cleaver (d6 damage) 8 HP

Without a doubt when the Mistah Kurt arrives in a jungle village it's a celebration. He drinks with the Hetman, has candy for the children. He drives hard but fair deals for luxury goods. Sure people disappear when he visits, but it's never anyone important and so no one ever really thinks about it.

Special Qualities: Cannibals worship as a god

Instinct: *To grow in power though coin or flesh.*

- Bargain away a player advantage.
- By manipulation, bribery, or favors summon a detachment of local justice.
- Disguise one of his crimes.

No Giant Snakes were harmed in the making of this adventure. However, a cannibal was eaten.

Degenerate Cannibal Group *Stealthy, Devious, Organized, Intelligent, Hoarder, Terrifying*

Crude Weapons (d6 damage) 6 HP

Close

These are twisted cannibals with wiry frames and crazed eyes, and reeking mouths full of rotten teeth, stained with the dried blood and flesh of their victims.

Special Qualities: Blood-stained, rotting maw

Instinct: *Worship and obey Mistah Kurtz*

- Stage a distraction or lay a trap
- Transmit cannibal fever
- Shriek for reinforcements

Giant Snake *Solitary, Large, Stealthy*

Crude Weapons (d6 damage) 12 HP, 1 Armor

Close, Forceful

Monstrous snakes are stealthy, patient hunters that regard humanoids as prey. Most are simply dangerous animals, but the dark god Set blesses some serpents with evil intelligence. The constrictor that scores a bite immediately wraps its coils around the victim and tries to squeeze them to death.

Special Qualities: Amphibious

Instinct: *To hunt*

- Strike from a hidden location
- Devour prey
- Protect the Cave of Portals



Emerald Ooze *Solitary, Amorphous, Stealthy*

Acid Tentacle (d10 damage)

Close, Reach 15 HP, 1 Armor

These man-sized mounds of sparkling green ooze slither through the jungles. They move quickly for something without legs, quick enough to pounce like a lion on its prey. The emerald ooze is both a scavenger and a predator. Its powerful acids dissolve flesh and bone into sludge which is then absorbed into the ooze's body.

Special Qualities: Amorphous, Ignores Armor

Instinct: *To dissolve*

- Dissolve flesh and bone
- Lunge suddenly
- Split into smaller oozes



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Inspired by the classic films *Apocalypse Now* and *Time Bandits*