

PYRAMID OF THE CAT v1.0c

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

- What question do you wish to ask the talking Oracle Cat of Bast?
- Why do you believe it haunts the Pyramid of Ramses the Cursed?
- What reason do you have to hate or love the Desert?
- When was your last drink of water?
- Why did your guide desert you?
- When did you realize you were lost?

IMPRESSIONS

- The harsh glare of the sun
- The endless yellow sands
- The constant thirst
- Circling vultures above
- The mirage of water in the distance
- The brilliance of the stars and moon at night
- The sound of a cat's meow?



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

"AS MY EYES GREW ACCUSTOMED TO THE LIGHT, DETAILS OF THE ROOM WITHIN EMERGED SLOWLY FROM THE MIST, STRANGE ANIMALS, STATUES, AND GOLD – EVERYWHERE THE GLINT OF GOLD. FOR THE MOMENT – AN ETERNITY IT MUST HAVE SEEMED TO THE OTHERS STANDING BY – I WAS STRUCK DUMB WITH AMAZEMENT, AND WHEN LORD CARNARVON, UNABLE TO STAND THE SUSPENSE ANY LONGER, INQUIRED ANXIOUSLY, 'CAN YOU SEE ANYTHING?', IT WAS ALL I COULD DO TO GET OUT THE WORDS, 'YES, WONDERFUL THINGS.'"

-HOWARD CARTER

CUSTOM MOVES

If you fall asleep in the desert near the Pyramid of the Cat roll+WIS:

On a 10+ you can communicate with the **Oracle Cat of Bast** who pleads for freedom trapped in Ramses' real hidden tomb ...**On a 7-9** you merely have a nightmare about being buried alive in the pyramid. In either case you can now locate the pyramid in the desert. **On a 6 or less** your sleep is dreamless.

Prying open the hidden entrance to the False Tomb

If you try to pry open the False Tomb's hidden door
ROLL+DEX:

10+ You bypass the trap

7-9: Falling rocks throughout the chamber (1d6); but it affects your party, not you.

Less than 6: Everyone must ROLL+CON or be affected by falling rocks (1d6). Also a Pyramid monster is alerted to the party's presence

LORE

Cats in ancient Egypt were revered highly, partly due to their ability to combat vermin such as mice, rats (which threatened key food supplies), and snakes—especially cobras. Cats of royalty were, in some instances, known to be dressed in golden jewelry and were allowed to eat from their owners' plates. Turner and Bateson estimate that during the 22nd Dynasty (c. 945–715 BC), Bastet worship changed from being a lioness deity into being predominantly a major cat deity. Because domestic cats tend to be tender and protective of their offspring, Bastet was also regarded as a good mother, and she was sometimes depicted with numerous kittens. Consequently, a woman who wanted children sometimes wore an amulet showing the goddess with kittens, the number of which indicated her own desired number of children.

-Wikipedia

THINGS

Explorer's Map

1 Weight

Map to the False Tomb entrance.

Services

Consult local scholar about the Pyramid:

200 coins (Will warn the party about the Lamia)

Monsters

Jackalwere (*Group, Small, Stealthy, Intelligent*)

Weapon or bite (d8 damage)

Close, Reach

6 HP

These demonic jackals have three physical forms (jackal, jackal hybrid, human) they shift between and they often work for Lamia masters to capture slaves or caravans.

Other than its size, its statistics are the same in each form.

Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Sleep Gaze

The jackalwere gazes at one creature it can see. The target must roll +Wisdom.

On a 10+ the player is now immune to a jackalwere's gaze.

On a 7-9 the player sees, briefly the jackalwere's true hybrid form.

On a 6 or less the player falls into a light sleep.

Instinct: Enslave and/or rob

Shape changer

Sleep Gaze

Ambush

"It is said that in Ulthar, which lies beyond the river Skai, no man may kill a cat; and this I can verily believe as I gaze upon him who sitteth purring before the fire."

-H.P. Lovecraft

Lamia (Solitary, Large, Magical, Intelligent, Hoarder)

Drains Blood (d12 damage) 16 HP, 2 armor

Reach

A vampiric half-serpent woman that often manages a band of lesser jackalwere thralls. A human drained of blood by a lamia will arise three days after death as a jackalwere thrall of a lamia unless the victim's body is burnt or given a proper burial.

It's fairly clear that the Lamia was a precursor figure to the well-recognized vampires and succubae of modern fantasy and horror literature.

In 1819, the English Romantic poet John Keats composed a poem simply titled "Lamia" that then influenced one of Edgar Allan Poe's sonnets ("To Science"), which is all to say that there is something about this creature's origin and character that has continued to capture popular attention over the course of several thousand years. It's unfortunate that the Lamia's role in blood-sucking and seducing men has been more or less usurped in popular culture and fantasy by the vampire and the succubus, but at the very least, her essence has survived in recognizable ways in those creatures to this day.

Instinct: Drain Blood

Uses illusion

Seduce and Drain

Summon Jackalwere thralls



Weaver in the Darkness (Solitary, Small, Magical, Stealthy, Planar, Amorphous)

Consume life (d12 damage) 15 HP

Close, Near

Special Qualities: Amorphous, Undead, Harmed only by magic or magic weapons

"A coldly shining, hueless globe, round as a puffball and large as a human head, had risen from the fissure and was hovering above it like a mimic moon. The thing oscillated with a slight but ceaseless vibratory motion. From it, as if caused by this vibration, the heavy humming poured, and the light fell in ever-trembling waves. It seemed that the light and sound were woven upon the senses... like some Lethan spell." -Clark Ashton Smith

Custom Move: When you first gaze upon the Weaver, ROLL+INT.

- On a 10+, you ignore its enthralling enchantment!
- On a 7-9: You take -1 ongoing while distracted by its siren lights and song.
- On a 6-, you're transformed into a living immobile statue as long as the Weaver is present.

Instinct: Drain Life

Enthrall Victims

Charm bystanders

Weaves illusions



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Ancient Egyptians referred to cats as "meows".