

AGENDA

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

QUESTIONS

- Why are you searching for this lost shrine?
- How did you learn of its secret location?
- What reason do you have to hate or love the jungle?
- What experience do you have finding ancient artifacts?
- Have you heard about the Eye of Truth jewel?
- Do you believe in the legend of the temple's curse?

IMPRESSIONS

- The chattering of colorful birds
- The constant drip of the rain forest from above
- The crunch of the jungle underbrush and its insects under your feet
- A fallen stone monument covered in vines
- Cold-eyed grins of shattered skulls along the path
- A rickety rope bridge linking the road over a vast green ravine
- A beat of distant drums
- The howl of a faraway beast
- The intense green of the vegetation



RAIDERS OF THE FORSAKEN TEMPLE 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

CUSTOM MOVES

Water Trap

In a raging torrent of water, ROLL +CON

10+ You are shaken but safe

7-9 Choose one:

You don't lose a valuable item

You don't take damage (1d8)

You don't take -1 ongoing until you warm up and rest

All three on a failure and you end up in the Naga's pool.

Prying Gems from the Idol

If you try to pry either of the Eye gems from the Animated Idol ROLL+DEX

10+ The Idol fails to animate

7-9: The Idol will animate and track down the gems several weeks after the party leaves the temple ruins

Less than 6: The Idol animates to slay all intruders



THINGS

Eye of the Idol 1 Weight 20,000 Coins
A massive gem.

Eye of Truth 1 Weight
This finely cut and polished stone is indistinguishable from an ordinary jewel in appearance. When it is gazed through, this gem confers on the subject the ability to see all things as they actually are. The subject sees through normal and magical darkness, notices secret doors hidden by magic, sees the exact locations of creatures or objects normally, sees through illusions, and sees the true form of polymorphed, changed, or transmuted things.

Myconid Facemask 0 Weight, 100 Coins
Prevents Russet Mold Spore Infection.

Russet Mold Antidote 1 Use, 0 Weight, 500 Coins
This potion cures Russet Mold Spore Infection.

Services

A native guide to take you to the temple ruins 200 Coins

Monsters

Animated Idol *Large, Divine, Cautious, Hoarder, Construct*
Array of stone swords (b[2d10+6] damage 1 piercing)
Close, Forceful 22 HP, 6 Armor
A great multi-armed statue of a god, it has been brought to life to protect its temple. While not a direct avatar of its god, it is still very powerful.

Instinct: To guard the Temple's gems

Mimic *Solitary, Small, Stealthy, Hoarder, Amorphous*
Teeth (d10+2 damage)
Close 15 HP, 3 Armor
It looks just like a treasure chest. But if you listen closely, you can hear its heartbeat.
Instinct: To devour

- Eat unwary adventurers
- Be indistinguishable from a typical chest or piece of furniture

When you interact with a mimic unawares of its true nature, roll+DEX.

On a 10+, you avoid the mimic's jaws. On a 7-9, you evade getting eaten and simply take damage. On a miss, you take no damage but the mimic stretches its elastic body and swallows you whole. When you're inside a mimic, take -1 forward from the mimic's digestive juices and don't get too comfortable. Mimics digest anything but stone and metal.

When you try to escape a mimic, roll+CON. On a miss, the mimic deals damage to you and some of your non-stone and non-metal stuff gets ruined.

On a 10+, pick two. On a 7-9, pick one:

*You get out

*Deal your damage to the mimic

*None of your stuff is ruined.

Naga. Guardian *Solitary, Intelligent, Organized, Hoarder, Magical*
Acid Spit (d10 damage)
Close, Reach, Near 16 HP, 3 Armor
Fairest of all the nagas, the Guardian is also the most ruthless when it comes to defend what it was entrusted with. But it is a cautious bastard, trust me, sonny. He will warn you and even allow you a chance to turn back, unharmed. If you don't, it will slide into its trapped lair and chances are you'll see many comrades fall before you find the bastard again. Then you'll have to fight this cunning bastard and its powerful spells. Whichever evil treasure or master it guards will then be your doom. Better avoid the sucker, sonny!

Instinct: To lure invaders into a trap

Vegepygmy *Horde, Small, Stealthy*
Crude weapons (d6 damage)

Close 5 HP, 0 Armor
Vegepygmies are vegetable creatures of low intelligence. They organize into regional bands, living by scavenging and hunting. Meat forms their diet and they will eat it no matter what its condition. The green variety is 2 feet tall, with thorn like claws and fingers like tendrils. They occasionally wield crude stone and wood weapons.

Instinct: To guard the russet mold patch

When you are exposed to russet mold spores, ROLL+CON. On a 10+, the spores don't take roots.

On a 7-9, choose one:

You don't throw up your last meal.

You aren't foul-smelling for days.

You don't grow fungus tendrils on your body for a month.

On a 6-, you are infected! You lose one CON every day until cured or dead (CON=0). 1d6 Vegepygmies emerge from your body.



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Inspired by the movie and theme park adventures of Indiana Jones