

AGENDA

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

QUESTIONS

- Who has sent you to this strange time?
- How will you return home?
- Why do you have to recapture the Dungeon Master's soul?
- What reason do you have to hate or love costume parties?
- What dark rumours have you learned about the natives of this bizarre place?
- Do you believe in the legends of Tindalos?

IMPRESSIONS

- The blur of multicolored costumes
- The jarring noises of electronics
- The babble of voices
- Are those zombies real?
- Books of lore spread on tables for sale
- Blank stares of wenches
- The flash of light from small boxes
- A strong desire to leave



STRANGERS IN A STRANGE LAND 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



CUSTOM MOVES

Tindalsonian Detection

Any time a magic spell or item is used the player must roll +Intelligence.

On a 10+ The use of magic is not detected.

On a 7-9 The use of magic is barely noticed. If this happens twice more a single Agent will be tasked to investigate.

On a 6 or less: A pair of Tindalsonian Agent are tasked to investigate.

THINGS

Soul Gem for Ultimate Evil Containment

This strange amber gem will engulf and imprison the Dungeon Master's soul once he is slain. ("Think Ghostbusters")

Cloak of the Doppelganger

1 Weight

Allows the owner to assume any humanoid form desired as if the player were a doppelganger. Will not fool shape shifting creatures or grant special powers.

Dismiss Tindalosian Wand

If touched to any Tindalosian creature it will return that being to its home plane.

Shoggoth's Old Peculiar Cola

Temporarily gives characters a +1 against all Mythos Creatures. Has a strange goatish flavor.

LORE:

The **Immortals of Tindalos** dwell in the distant past of the planet, when normal life had not yet advanced past one-celled organisms. They are said to inhabit the **angles of time**, while other beings (such as humankind and all common life) descend from *curves*. These creatures are thought to be immortal and are believed to lust after something in humankind and other normal life, and will follow victims through time and space to get it. Their appearance is unknown because no characters who meet them survive long enough to give a description. It is said that they have long, hollow tongues or proboscis to drain victims' body-fluids, and that they excrete a strange blue pus or ichor. Though the monsters are sometimes pictured as canine, probably because of the evocative name, but it is not likely that they appear as such, the academics states that the name "veils their foulness". Various Mythos scholars suggest that the Hounds are more bat-like in appearance or may appear even worse. The name "*Hounds of Tindalos*" refers more to the creatures' habits than their appearance.

Because of their relationship with the angles of time, they can materialize through any corner if it is fairly sharp—120° or less. When a Hound is about to appear, it materializes first as smoke pouring from the corner, and finally the head emerges followed by the body. It is said that once a human becomes known to one of these creatures, an **Immortal of Tindalos** will pursue the victim through all time and space to reach its quarry. A player generally risks attracting their attention by any form of lengthy time travel.

Service

Almost anything you want at the convention: 1 Coin

Consult Scholar: 200 coins (Will warn the use of magic will attract Tindalosians when time travelling.)

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

Agents from Tindalos

Group, Stealthy, Planar

Crystal dagger (d10 damage)

10 HP

Close, Near

Special Qualities: Adaptable form, Victims killed may not be resurrected by normal means.

This humanoid version of the Hounds of Tindalos hunts down time travellers to consume their souls.

Instinct: Consume Souls

- Pretend to be human law enforcement
- Change appearance at will
- Preys on Time Travellers
- Attracted by use of any magic

Convention Attendees Riot

Solitary

A flurry of blows (d8x2 damage)

16 HP

Close, Reach, Far

Special Qualities: 3x normal health. Every health lost kills a civilian. -1 dmg for every civilian lost.

Dungeon Master

Solitary, Stealthy, Magical,

Devious, Intelligent Hoarder, Terrifying

Pulsing aura of corrupting darkness (d8 damage)

12 HP

Close, Near, Far

Special Qualities: Resembles Tom Hanks

A Dungeon Master appears to be a quiet human, but he is actually a servant of the King in Yellow. He promises heroism and great deeds, but his only aim is to see the hearts of the good corrupted and their lives cut short. In exchange for completing quests and challenges, or "games" and "sessions" as the Dungeon Master calls them, he grants greater power. What his victims do not know is that this power, while seemingly innocuous, is actually spawned from the darkest depths of Carcosa. Over time, victims of a Dungeon Master become lost in a dream world of monsters and mazes.

Instinct: Corrupt youth

- Tempt the weak with dreams of power
- Teach a dark spell to someone
- Enchant someone with a useless obsession
- Slowly removes its victims capacity to do good

Visit the Cats of Tindalos

(<http://catsoftindalos.blogspot.com/>)

For more free Dungeon World material

Inspired by Comicon, the Cthulhu Mythos and the films

Inception and *The Matrix*



This work is licensed under a [Creative Commons Attribution 4.0 International License](https://creativecommons.org/licenses/by/4.0/).