

TEMPLE OF THE SHARK GOD v1.0b

A Dungeon Starter by Mark Tygart
For Sage LaTorra and Adam Koebel's
Dungeon World
www.Dungeon-World.com

AGENDA

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

QUESTIONS

- How did you learn the Temple had surfaced from the depths?
- What do you hope to gain there?
- What reason do you have to hate or love the sea?
- What experience do you have as an explorer?

IMPRESSIONS

- The relentless crash and roar and rush of waves upon the shore
- The crunch of black sand beneath your boots
- Strange broken basalt rocks of the alien Temple
- The stench of rotting seaweed and marine life
- Waterfalls and pools of brackish water
- A statue of a toothy shark on basalt boulder near
- A flash of green at sunset



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

"This is a small dungeon, a dozen or so rooms, and I'm thinking it's on an island that rises from the bottom of an inland sea when the stars are right."

-Josh Burnett (Bernie the Flumph! RPG Blog)

CUSTOM MOVES

Temple pit trap

When you **fall into an ancient hidden pit**, you suffer 1d4 damage from the fall into the Shark God's Grotto.

Shark God's Grotto

A maze of underwater caves that weave through the bedrock of the Temple Island, teeming with fish and...other life.

When you **swim the twists and turns of Shark God's Grotto in search of a way out**, lose 1d6 Constitution and roll +INT: on a 10+, All 3 from the list below apply; on a 7-9, choose 2; on a 6-, the aquatic labyrinth confuses you—lose 1 Progress (to a minimum of 0) and choose 1.

- You glimpse brighter water ahead—mark 1 Progress
- You find an air pocket and catch your breath—regain 2d6 Constitution
- You do not draw unwanted attention from beasts of the deep
- When you **have 0 Constitution or less, you drown.**

When you **have marked 3 Progress**, you escape the grotto, and restore your Constitution to its full value.

Wereshark

If a wereshark bites you, ROLL+WIS. On a 10+, you repel the curse. On a 7-9, you repel the curse but go into a bloodthirsty berserker rage in your next combat (+1 on all rolls but no retreat). On a 6-, the next full moon will see you join the lycanthrope family.)

Check out the free Dungeon World Supplement *Number Appearing* on the Dungeon World website (www.dungeon-world.com) for additional rules on adding lycanthrope players to your Dungeon World.

THINGS

Black Coral Trident of R'lyeh

1 Weight

This trident will inflict double damage to Deep Ones, the Wereshark and other Cthulhu followers.

Golden Cthulhu Idol

Touch, 1 Weight

The Deep Ones worship Cthulhu; they will do much to prevent this golden relic's destruction; they will do much to those who destroy it. When you take up this golden idol, hold 3. Holds can be spent, one for one, to give orders to the Deep Ones. (2,000 coins Value)

Ring of Water Walking

This ring is made of coral or bluish metal decorated with motifs depicting rolling waves of water. The wearer can tread on any liquid as if it were firm ground. Mud, oil, snow, quicksand, running water, ice, and even lava can be traversed easily, since the subjects' feet hover an inch or two above the surface; protected by a magical shield. The ring's owner can walk, run, charge, or otherwise move across the surface as if it were normal ground.

Monsters

Deep Ones

Group, Intelligent

Coral Blades (b [2d8+2] damage)

Close

6 HP, 2 Armor

Special Qualities: Aquatic

The Deep Ones are a species of aquatic humanoids with fish and Anurid characteristics (simply put, frog-fish men), dwelling in cities at the oceans bottom.

Instinct: To kidnap and enslave or sacrifice

“Ph'nglui mglw'nafh Cthulhu R'lyeh wgah'nagl fhtagn” (In his house at R'lyeh, dead Cthulhu waits dreaming.) –Deep One religious chant (H.P. Lovecraft Translation)

Shark

Bite (d8 damage 1 piercing)

Close, Near

Special Qualities: Aquatic

A dangerous sea creature!

Instinct: Hunt Prey

Solitary

5 HP

Viking Raider

Horde, Intelligent, Cautious

Axe (d6+2 damage)

3 HP, 2 Armor

Close, Forceful

Vikings are tall, burly, hairy, and often drunk pirates who set out to explore and conquer this alien temple!

Viking Captain

Intelligent, Cautious

Sword (1d8 damage)

6 HP, 3 Armor

Close

The Captain of the Viking Raiders, Ingrid Blood-Axe will stop at nothing to acquire the gold to make her a queen.

Wereshark

Solitary

Bite (b [2d10+2] damage)

16 HP

Close, Messy

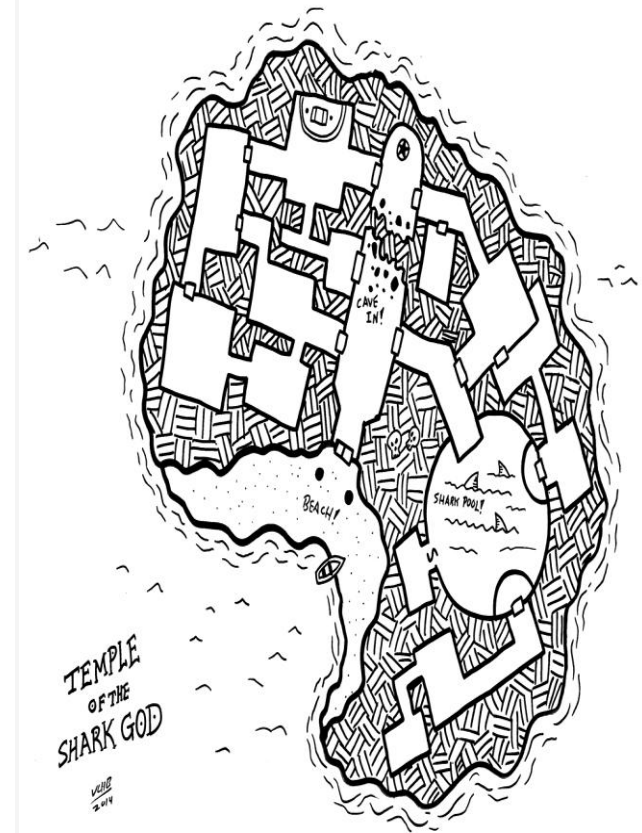
Special Qualities: Killed only by silver, magic or fire; Aquatic (Shark form)

The wereshark is an avaricious hybrid of man and shark.

These huge predators destroy large caches of fish (and fishermen) and have been known to attack nearly any form of aquatic life, including the intelligent races such as tritons, sea elves, and mermen. The wereshark is a huge, muscular brute when in human form, and it takes the form of a great white shark when transformed. Cruel and arrogant in its human form, a wereshark is even more vicious in its shark form.

Instinct: Consume

- Command Deep Ones
- Serve Shark God (Cthulhu Avatar)
- Devour



(Map source: <http://berniethelumph.blogspot.com/>)

Inspired by novel *Maze of Peril* by J.E. Holmes and the Fahrd and Gray Mouser stories of Fritz Leiber

Visit the Cats of Tindalos

[\(http://catsoftindalos.blogspot.com/\)](http://catsoftindalos.blogspot.com/)

For more free Dungeon World material



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