

# THE LOST TEMPLE OF TERRIBLE NIGHT 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

- Why are you traveling to the Emerald Jungle?
- How did you learn of the location of the Temple ruins?
- What do you believe about the stories of local villagers found drained of blood in the moonlight?
- Have you made arrangements for an empty casket memorial service if you don't return?

## IMPRESSIONS

- Emerald rain forest everywhere...
- The endless drip of rain
- Swarms of stinging insects
- The feeling you are being watched
- The harsh, guttural song of toads
- The squelch of your boots in the mud
- A path of ancient stone leading nowhere
- Sudden appearance of a brightly colored frog
- Chatter of parrots
- A horizon full of a moon and stars
- An unexpected small shrine to the Night goddess
- A small emerald tree boa slithers up a tree

"Lord of Light! Come to us in our darkness. We offer you these false gods. Take them and cast your light upon us. For the night is dark and full of terrors."

-Prayer to R'hllor, from *Game of Thrones*

## 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

"Guard us from the she-wolf and the wolf,  
And guard us from the thief, O Night,  
And so be good for us to pass."  
-Hindu prayer

## CUSTOM MOVES

### Emerald Jungle Quicksand

**When you fall into the Quicksand, Roll+Dex.** On a 10+, gain both. On a 7–9, choose 1:

- You are able to avoid alerting a Carnivorous Tadpole Swarm
- You avoid being ensnared in the Quicksand

Less than 6: The Swarm is alerted and you are ensnared



## THINGS

### **Amulet of the Night Goddess**

Prevents attack by the transformed Ebon Moon Dancers (See below).

### **Ebon Moon Dancer Statutes**

Strange statutes of beautiful dancing vampires that become Vampire Thralls (as per the Dungeon World rulebook) when touched by moonlight. When touched by sunlight they return to statute form. Victims of these creatures do not become undead.

### **Moon globe (1 Weight)**

Large crystal globe that radiates Light as per the rote but this light is moonlight.

### **Moonlight Path**

An enchanted path, visible only in the moonlight, which will safely take a party to the ruined temple.

### **Opal of Night**

Allows a non clerical character to turn undead as if he or she were a cleric.

### **Ritual Temple Bathing Pool**

When its waters are bathed in the moonlight the player will become amorphous (as per the monster tag) until their flesh next touches sunlight.

### **Wamp Boots**

Allows a character to both move silently and leave no tracks.

## Services

### **Local Scholar (100 coins)**

Can tell the party about the legend of the Moonlight Path.

## Spells

### **Sunlight (First level Wizard & Cleric)**

Acts as the clerical spell rote but the light is sunlight and affects monsters as such.

## Monsters

### **Carnivorous Tadpole Swarm** (*Tiny, Solitary*)

Drains Blood (d10-2 damage 1 piercing) 6 HP  
*Hand*

#### **Special Qualities: Aquatic**

The immature aquatic form of Flying Vampire Frog these vampiric tadpoles can represent a real threat when the creatures blood lust causes them to form a swarm.

**Instinct:** Drain Blood!

### **Flying Vampire Frog** (*Group, Tiny*)

Fangs (d6-2 damage 1 piercing) 4 HP  
*Hand*

A terrifying union of giant tropical tree frog and vampire bat; the Flying Vampire Frog haunts jungles and rain forest eager for its next liquid meal.

**Custom Move:** When a vampire frog drains your vitality, ROLL+CON.

**On a 10+,** It's just a little blood.

**On a 7-9,** it's a lot of blood and you choose one:

You must Defy danger versus Constitution before you can go back fighting.

You take -1 ongoing until you Make camp.

You are overcome with a "blood rage" and must fight to you or your foe is dead.

**On a 6-,** You're too weak to fight until you next make camp.

**Instinct:** Drains blood

- Swoops down on prey
- Summons other Vampire Frogs
- Croaks eerie tunes



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### **Wamp** (*Solitary, Large*)

Bite (d10 damage) 16 HP

**Special Qualities:** Silent, Darkvision, Immune to disease, Drains Blood

A giant spider with webbed feet and the face of a bat; the eyeless Wamp is a terrible predator that haunts ruined cities and temples.

**Custom Move:** Survivors of Wamp bite must **roll+CON**; **10+** indicates the victim is immune to Wamp Fever; now and forever.

**7-9** means the player has a mild case of Wamp Fever and must take -1 on all rolls until the group next makes camp. Character is now immune to Wamp Fever.

**6** or less and the player falls into a coma until any form of magical healing is given. If untreated an immature Wamp will emerge from the character in a few days. (Last Breath roll required; if survived player now immune to Wamp Fever)

**Instinct:** Drain blood silently

- Pursues
- Feeds
- Always Silent



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