

AGENDA

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

QUESTIONS

- Why are you trying to rescue the lizardfolk's sacrificial victim?
- Do you know this victim?
- How did you learn of Sacrifice Beach?
- What past history do you have with the lizardfolk?
- What experience do you have as a jungle explorer?

IMPRESSIONS

- The sweep of pterosaurs above
- The roar of the surf
- The smell of salty air
- The yellow unblinking eyes of the Lizardfolk
- The whine of insects
- The howl of a distant Raptor
- The intense green of the primeval jungle vegetation
- A smoking volcano in the distance



A SACRIFICE FOR A MOSASAURUS v1.0f

A Dungeon Starter by Mark Tygart
(Concept by Ray Otus)
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

Lizardman Sacrifice Challenge of Single Combat

If you challenge a Lizardfolk hero to a blood duel on Sacrifice Beach roll +Charisma.

If accepted a blood duel is always fought to the death.

On a 10+ the Champion accepts

On a 7-9 the Champion accepts but fights with a poisoned weapon

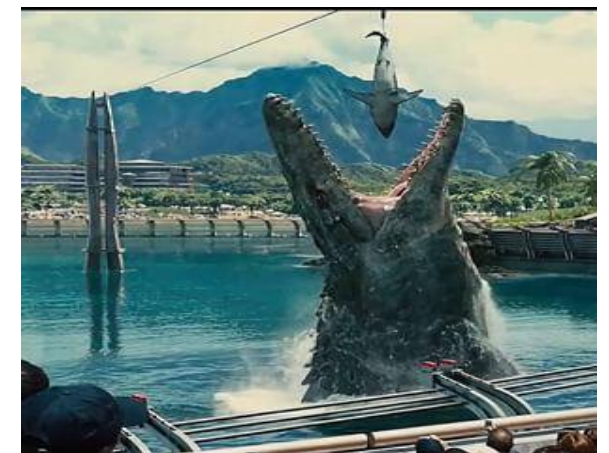
Less than 6: the tribe attacks

If you win a Blood Duel with the Lizardfolk Hero on Sacrifice Beach Roll +Charisma

On 10+ Yourself, the sacrificial victim and the rest of your party may go free (Sacrifice is cancelled).

On a 7-9 You and your party are invited to be honored guests at the sacrifice.

Less than 6: You will be an honored guest at the sacrifice. All other intruders will be tied up with the sacrificial victim on the beach to await the arrival of a hungry Spielberg Mosasaurus.



Services

Consult Local Scholar: 100 Coins

The scholar will brief the party on the local Lizardfolk blood sacrifice challenge customs and rituals

Monsters

Jungle Lizardfolk Group, Stealthy, Intelligent, Organized
Spear (d8 damage) 6 HP, 2 Armor
Close

Special Qualities: Amphibious

A traveling sorcerer once told me that lizardfolk came before we did. That before elves and dwarves and men built even the first of their wattle huts, a race of proud lizard kings strode the land. Maybe that's true and maybe it isn't—now they dwell in places men long forgot or abandoned, crafting tools from volcano-glass and lashing against the works of the civilized world. Maybe they just want back what they lost.

Instinct: To destroy civilization

- Ambush the unsuspecting
- Launch an amphibious assault
- Kill and crush “squishy” humanoids

Spielberg Mosasaurus Solitary, Huge
Teeth (b [2d12+3] damage 2 piercing) 20 HP
Reach

Special Qualities: Amphibious

The ‘Meuse River Lizard’ was discovered by Johan Leonard Hoffman and formally given a full scientific name by William Mantell in 1829. Mosasaurus lived during the late Cretaceous period from 70-66 million years ago. Mosasaurus preyed on fish, birds and other marine reptiles. The Mosasaur also possessed a second set of teeth in its upper palate to prevent its prey from escaping. The Jurassic World theme Park on Isla Nublar housed an adult Mosasaurus. This animal was exhibited in a large lagoon in the center of Jurassic World’s boardwalk. The animal was central to an attraction known as the Mosasaurus Feeding show. The Mosasaurus was fed every

two hours, before a semi-circular stadium overlooking the lagoon. The Mosasaurus is given a threat level of ‘high’ on the in-universe Jurassic World website. In addition, that Mosasaurus is also described as being 15 tons, heavier than any previously described species of Mosasaur known. This Mosasaur is also large enough to eat a Great White shark in one bite, as well as drench an entire stadium due to the wave caused by its great mass.

Instinct: Devour

- Erupt from the sea
- Swallow whole
- Escape with prey

Fighting Big Ass Monsters (BAMs) by Delos

Seek a Weak Point

When you try to find some way of hurting an unstoppable behemoth roll +WIS or +INT. On a hit you find one. On a 10+ choose 1. On a 7-9 choose 2.

- The weak point is armored (1-3 armor)
- The weak point can only be exploited once
- The weak point is hard to get to

On a miss you still find a weak point but something horrible will happen when you try to exploit it. The GM will hint at what.

Use Siege Weapons

When using catapults, ballista, or some other large siege weapon to stop a giant monster roll with no modifiers. (Since siege weapons do all the work and are meant to be manned by multiple people, ideally the best way to use them is to use teamwork and Aid another.) On a hit roll 1d8 damage. On a 10+ choose 2. On a 7-9 choose 1.

- The attack bolsters the morale of your party. Everyone gets +1 forward.
- The attack hits like a lightning bolt, fast and hard. Roll extra +1d 4 damage.

- The monster is severely hampered by the attack and loses one of its monster moves
- The monster is injured and unable to use one of its forms of movement (flight, teleportation, walking, etc)

On a miss, something goes wrong with the siege weapon. Ammo runs out, mechanisms are damaged; the creature retaliates and breaks it. The GM will tell you what terrible fate has befallen the siege weapon and made it temporarily unusable. It's up to the GM if you can fix it during the remainder of the fight.

Ritual

I'm not going to copy the move from the Wizard playbook, but this would be a very appropriate one to use against some sort of demi-god level monster coming to squish a town.

Climbing on a Monster

When you try to climb up a moving monster say where you are trying to get to and roll +STR or +DEX. On a hit you make it to where you wanted. On a 10+ pick 1. On a 7-9 you pick 1 and the GM picks 1. On a miss you get all 3.

- You only make it part of the way there
- You lose something on the way (GM will tell you what)
- You draw unwanted attention

This Dungeon Starter was inspired by the film Jurassic World, Star Trek TOS episode *Arena*, Ray Otus and my many friends at the Dungeon World Tavern.

Visit the Cats of Tindalos (<http://catsoftindalos.blogspot.com/>) For more free Dungeon World material



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(No Mosasaurus was harmed in producing this dungeon starter, but a female staff member who insisted on wearing high heels was eaten.)