

ELDRITCH ISLAND v1.0g

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

- Why were you traveling on the doomed ship?
- How did you manage to swim to the island?
- How did you obtain what equipment you have? (GM's discretion)
- How do you plan to escape?

IMPRESSIONS

- The island is a horrible slimy and black mountain recently thrust from the sea floor
- Bloated sea creatures gasping and foul amid seaweed
- The slurp of the black seafloor muck as you step on it
- Cyclopean buildings and towers of black and green stone
- The knowledge you are being watched by alien eyes
- The inexplicable pathetic voice of a child whispering for help
- A sudden wave of nausea
- The appearance of a small waterfall of seawater amid the gigantic ruins
- The stench of the muck of the deep depths of the sea
- A disturbing, minor earthquake
- Something floating and splashing in a pool of seawater that should not be
- The scattered remains of a giant squid
- An unexpected statue of a giant toad
- Stairway that only leads down to a saltwater lake
- Deep carved pictographs on the walls depicting humans being torn apart by tentacles

**"That is not dead which can eternal lie,
and with strange aeons even death may die."
-The Necronomicon**

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

Cthulhu: "You know what killed off the dinosaurs,
Whateley? We did. In one barbecue."
— Neil Gaiman

"Ph'nglui mglw'nafh Cthulhu R'lyeh wgah'nagl
fhtagn" (In his house at R'lyeh, dead Cthulhu waits
dreaming.) —H.P. Lovecraft Translation

CUSTOM MOVES

Unspeakable Ritual

A large number of cultists and their leader gathering on this island performing a ritual to wake Cthulhu from his tomb on the island's summit. If the players disturb the ritual roll +Charisma.

On a 10+, the ritual fails and the Cult Leader and his followers will attack. The island will sink in 6 hours.

On a 7-9: The ritual succeeds and an Avatar of Cthulhu appears from his tomb on his summit. He will make his way from his tomb and proceed to devour his worshippers.

He will ignore the party unless disturbed by it, in which case he will devour them. Once all the cultists have been devoured the island will sink below the waves.

Less than 6: Cthulhu will attempt to devour the adventurers as well! The island will sink once all the intruders are killed or have left the island.

The cultists' hired ship is anchored a short distance from the island and staffed with a mercenary pirate crew.



THINGS

Black Coral Sword of R'lyeh

1 Weight

This sword will inflict double damage to Deep Ones and Cthulhu Cultists of all types.

The Fountain of Dagon

When the players consume the fountains waters they will gain the quality "**Amphibious**" for one week.

Primeval Portal

This intelligent artifact strongly resembles the time travel portal from Star Trek's TOS episode *The City on the Edge of Forever*. It is the source of the **Pterosaurs**.

When you find the **Primeval Portal**, roll +Charisma.

On a 10+, The Portal will agree to teleport the party to the ritual and then teleport them to safety once the cult leader has been eliminated.

On a 7-9: The Portal agrees not to attack in exchange for eliminating the cultists. It will agree to teleport the adventures to the cultists' location.

Less than 6: The Portal teleports a dinosaur or other primeval monster to drive the players away.

Pterosaur Egg

1 Weight

Adventures can use threats to the egg to gain immunity from Pterosaur attacks. Such eggs are worth at least 500 coins each.



Monsters

Crab, Giant

Group

Pincers (d8 damage, 1 piercing)

Close, Messy

6 HP, 3 Armor

The storm had washed ashore the old fishing boat, broken. And his crew had been scattered all along the beach, unconscious. They were coming for fresh and tasty meat. Crabs were getting off the sand, swimming out of the sea, or bursting out of water holes. Most were quite large...

Larger than a cart wheel, with pincers strong enough to cut an arm off, and mandibles chopping their way through leather and fabric.

Instinct: To feast on carrion

Cthulhu *Solitary, Huge, Magical, Stealthy, Divine, Intelligent, Hoarder, Planar, Terrifying, Amorphous*
Claws and tentacle maw (d12+9 damage) 33 HP 9 Armor
Reach, Forceful, Ignores Armor

Special Qualities: Amphibious, winged, will regenerate after being destroyed

An ancient and terrible cosmic god, great Cthulhu cares little for humanoid life except as a means to facilitate his return on earth. Mountainous in size, there is no hope of defeating him (unless, perhaps, you can drive a boat through his head. Even then, he'll be back.)

Cthulhu Cultists

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.

Deep Ones

Group, Intelligent

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

Close

6 HP, 2 Armor

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

Instinct: To kidnap and enslave

When you find the hidden enclave of Deep Ones, roll +Charisma.

On a 10+, The Deep Ones don't attack and useful items and/or information are given in exchange for a promise to attack the cultists

On a 7-9: The Deep Ones don't attack in exchange for eliminating the cultists

Less than 6: The Deep Ones attack and seek to consume the party

Mythos Sorcerer *Magical, Stealthy, Intelligent, Hoarder*
Speaking Elder names (d8 damage)

Close

12 HP, 4 Armor

Special Qualities: Ritual Mask, Robe

A sorcerer who has been driven mad by his knowledge of the mythos and is the current leader of the cultists.

Pterosaur

Group, Large

Bite (b [2d10+2] damage)

10 HP, 0 Armor

Close

Special Qualities: Flying

Raptor, Spielberg

Group, Stealthy, Organized

Teeth & claws (b [2d8+2] damage)

Close

5 HP, 0 Armor

Chris Pratt's best friend.



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Inspirations: H.P. Lovecraft's story and the RPG *Call of Cthulhu*, *Jurassic World*, and the Star Trek's TOS episode "The City on the Edge of Forever"

