

## AGENDA

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

## QUESTIONS

- Why have you come to the fishing village of Dagon's Bay?
- How did you learn of its annual squid festival?
- What reason do you have to hate or love the sea?
- What dark rumours have you learned about the natives?
- Do you believe in the legend of lost, submerged city beneath the nearby coast?

## IMPRESSIONS

- The cry of sea gulls
- The constant salty wetness in the air
- The crunch of sand beneath your feet
- The ocean's crash against a rocky shore
- Tackle hanging from the pathetic fishing shacks
- Cold-eyed stares of the repulsive villagers
- The flash of green at sunset
- A cold feeling of doom in your guts



# FESTIVAL v1.0e

A Dungeon Starter by Mark Tygart  
For Sage LaTorra and Adam Koebel's  
Dungeon World  
[www.Dungeon-World.com](http://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

## TRANSCRIPT:

BILAR: You be strangers. Come for the Festival, are ya?

KIRK: Yes.

BILAR: Got a place to sleep it off yet? Go round to Reger's house. He's got rooms. But you'll have to hurry. It's almost the Red Hour.

(The town hall clock shows a few minutes to six o'clock.)

KIRK: This Festival, it starts at six o'clock?

BILAR: Tula, these folks come for the Festival. Your daddy can put them up, can't he?

TULA: You're from the Valley?

LINDSTROM: We've just arrived.

TULA: My father will be glad to put you up, though. It's right over there.

(The clock strikes the hour, and everybody shouts and goes wild. Clothing gets loosened, women are carried away by men, there are shouts and screams everywhere.)

BILAR: Tula, come!

(Windows are broken, fights break out, a woman jumps on Kirk and kisses him.)

KIRK: Let's get out of here.

-Star Trek TOS episode *The Return of the Archons*



## THINGS

### **Black Coral Sword of R'lyeh**

1 Weight

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

### **Conch of Cthulhu**

1 Weight

When blown at the height of the festival ("the Red Hour") will cause all of the Deep One hybrids present to transform to their mature Deep One form and the Cthulhu Cultists (Dagon's Bay villagers) present to become temporarily insane.

### **Ring of Triton**

When worn allows the characters to gain the tag Aquatic by transforming into Merman or Mermaid when in immersed in water. Think *Harry Potter and the Goblet of Fire*.

### **Shoggoth's Old Peculiar Amber Ale**

Temporarily gives characters a +1 against all Mythos Creatures

## LORE:

As part of their pact with the Deep Ones the residents of Dagon's Bay are forced to interbreed with them. Although the **Deep One hybrid** offspring are born with the appearance of a normal human being, they **gradually assume the appearance of their Deep One ancestors**.

These traits include:

- Shrunk/nonexistent ears
- Glassy, bulging, unblinking eyes
- Narrow, hairless head
- Rubbery, blue-gray skin
- Folds on the neck which eventually become functional gills
- Webbing between fingers

When the hybrid becomes too obviously non-human, they go into seclusion in ostensibly abandoned buildings until fully capable of living solely underwater. The rate of

progression varies with each individual; however it normally does not reach completion until the human middle age. Once this transformation is complete they are also functionally immortal. Apart from the physical change they also feel a scorn for humanity, an affinity for the Non-euclidean artwork of the Deep One race, and an increasingly powerful desire to abandon the human world.

**Cthulhu** is a demon deity in the Cthulhu Mythos. He is described as an ancient entity of immense power that manipulates the minds of human beings from his prison/grave on the sunken island of R'lyeh. He is the Mythos patron of Deep Ones.

*Ph'nglui mglw'nafh Cthulhu R'lyeh wgah'nagl fhtagn.*"  
("In his house at R'lyeh dead Cthulhu waits dreaming.")

**Dagon** was originally an Mesopotamian fertility god who evolved into a major Northwest Semitic god, reportedly of grain (as symbol of fertility) and fish and/or fishing (as symbol of multiplying). Often used as a front by Cthulhu Cultists.

## Services

A local ferry to take you to the rocky island on which **Dagon's Bay** is located: 20 Coins

## Spells

*Reveal Mythos* (Cleric and Wizard; Cantrip & Rote)  
Reveals Mythos presence like Detect Magic.

*Elder Sign* (Cleric, 1<sup>st</sup> Level)  
Allows cleric to repel Mythos creatures as if they were undead. (GM's discretion)

**Inspired by the H.P. Lovecraft's *Shadow over Innsmouth* and Star Trek TOS episode *Return of the Archons***

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## Monsters

### **Crazy Horde of Village 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

### **Giant Octopus**

*Solitary, Huge*

Tentacles (b [2d6] +3 damage)

24 HP, 2 Armor

This creature must obey its Deep One masters until freed from the Deep Ones' their mental control.

- Grapple
- Ink Cloud
- Obey Deep Ones



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