

THE LOST CITY OF CYNIDICEA 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

- Why did you come to the Lost City?
- How did you learn of this vast cavern realm?
- What reason do you have to hate or love the Underdark?
- Which of you is the secret heir who should rule here?
- Have you heard about Zargon?
- Do you believe a portal to the Underworld is near?

IMPRESSIONS

- The shrill shriek of bats
- The constant dark
- The crunch of cave insects beneath your feet
- Giant Mushroom Forests all around
- Glowing lichen of various colors
- The lap of the vast underground lake
- The strange building designs of the stone city
- Chants of "Zargon!" heard in the distance

(Dedicated to the memory of Tom Moldavay: Nov. 5, 1948 –
March 9, 2007)



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

When you fall into a deep pool of foul slime in the Zargon Temple, roll +DEX;

- On a 10+, you're covered in slime, but you managed to catch the edge and keep your head above the surface.

- On a 7-9, you sink below the surface, but you closed your eyes and mouth quickly enough to avoid getting the stinging stuff in your eyes or swallowing any of it ... for now.

- On a 6 or less, you're in trouble. The GM will define how.

(Inspired by Robert Rendell)

When enter into combat with Zargon, roll+DEX;

- On a 10+ you avoid his eye and slime

- On a 7-9 you are hit by Zargon's foul slime and must take a -1 on all rolls until you next make camp

- On a 6 or less you meet Zargon gaze and suffer the effects of Zargon's gaze.

When you fall under Zargon's gaze you must roll +WIS;

- On a 10+ you are filled with fury and may proceed as if you had rolled a 10+ on hack and slash move against the monster

- On 7-9 you are unaffected

- On a 6 or less Zargon overwhelms your mind causing you to collapse in a coma until you are healed magically or the party next makes camp.

(Adapted for Dungeon World from the TSR Classic Basic D&D Module B4: *The Lost City* by Tom Moldvay)



Monsters

Cynidicean (Horde, Devious, Intelligent)

Short Sword (d4 damage) 3 HP

Close

Cynidiceans are a special type of normal humans who live in the underground Lost City. They have pale skin, white hair, large eyes, and Infravision. They wear colorful masks, bright clothing, and carry short swords. They spend most of their time living in strange dream worlds.

Instinct: Act in a bizarre fashion

Examples of Cynidicean Encounters

One character in a wolf mask is encountered. This Cynidicean believes he is a werewolf. When he sees the party, he will drop to all fours, howl, sniff, circle, and generally behave like a wolf. He may try to bite if approached too closely. He thinks he cannot be harmed, and will only be afraid of magic or silver weapons.

Three characters approach the party, dressed in dark robes and devil masks. They carry incense burners. These Cynidiceans think they are powerful clerics. They see the party as demons and will try to drive them off with loud cries and foul-smelling smoke. The leader's name is Brother Theodeus.

One Cynidicean dressed in bright green robes and a bird mask approaches the party. She will walk slowly up to one party member, hand him or her a small pouch, smile, and walk on. She will not notice any attempt the party makes to talk to her. The pouch contains a strange powder that smells like cloves. The powder has no special properties at all.

This group of five Cynidiceans is dressed in brightly colored robes and masks with human faces. They will think the party is the same band of barbarian raiders who looted the city centuries ago. They will flee in panic as the party approaches.

Six Cynidiceans in striped robes and camel masks zigzag slowly down the hall in single file. They are trying to avoid the invisible snakes on the floor. They will try to show the party the invisible snakes and warn the party to walk around the snakes. There are, of course, no snakes.

This group of six in bright yellow robes and human masks will stop and stare at the party. They will "recognize" a party member as the King or Queen of Cynidicea. They will follow the character, sing songs of praise, and wait on the character hand and foot. In general, they will smother the character with attention. However, they will not fight for their King or Queen. They are more likely to grab the character and try to rush him or her to safety. Their spokesman is Policrates the Herald.

A group of four Cynidiceans in feathered robes and bird masks approach. On seeing the party, the Cynidiceans will "fly" (run) forward, flapping their arms and squawking. They will invite the party to fly along and will lead them on a merry chase. If the party refuses to join the Cynidiceans, the Cynidiceans will insult the party as poor creatures who cannot fly ("Thou land-bound slugs!"), circle three times, and "fly" away. If attacked, the Cynidiceans will "fly" away.

A group of six Cynidiceans with their bodies painted black and wearing vulture masks walk quietly toward the party. They carry long wooden boards, but seem friendly and normal. They will follow the party, waiting for something to be killed. When it is, they will rush over and start building a coffin to fit the body. When they are done, they will demand a 10 coin payment. They will attack if they are not paid.

Zargon (Solitary, Large, Planar)

Tentacles (d10 damage)

24 HP (1 Armor)

Near

Special Qualities: Regenerates, Horn must be destroyed to kill

Although Zargon is ancient, it is no god. It is a cunning creature that discovered its "godhood" makes it easier to get victims. Zargon was worshipped by primitive peoples in early times, but

retreated underground when the primitives were wiped out by the ancestors of the Cynidiceans. Zargon remained in a strange hibernation for many years. By chance, the Cynidiceans built a palace on the spot where Zargon's original shrine stood, and the later digging of the Cynidicean slaves awakened the creature. Zargon can regenerate its body as long as its great horn is not destroyed.

Regeneration from the bare horn may take a number of years, but otherwise Zargon is likely to be at full strength whenever the party encounters it. Zargon's horn can only be destroyed by being cast into a volcanic fire. Zargon will not regenerate during an encounter (it regrows too slowly for that).

Instinct: Devours sacrifices

Zargon Cultist (Solitary, Organized, Intelligent)

Dagger (d4 damage) 5 HP

Close

Cultist dedicated to the worship of Zargon in the underground city.

Instinct: Sacrifice Innocents to Zargon

Dose innocent city population with mind altering mushrooms

Summon goblin slaves and/or hobgoblin cult guards



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