

THE PALACE OF THE EVIL TYRANT^{v1b}

A Dungeon Starter by Mark Tygart
For Sage LaTorra and Adam Koebel's
Dungeon World
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AGENDA

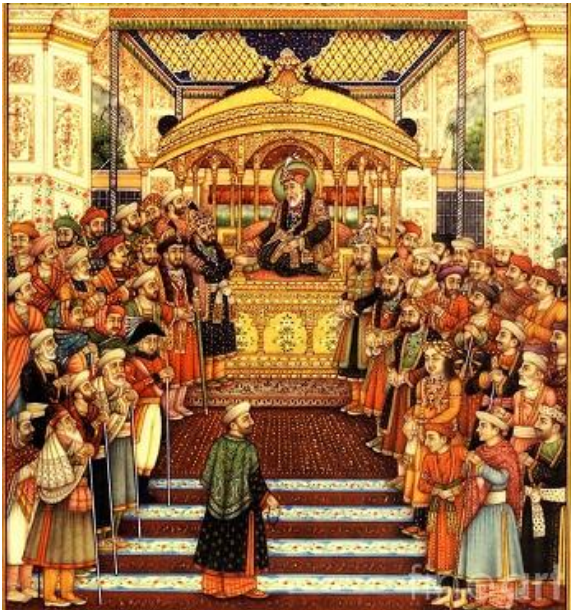
- Make the world fantastic
- Fill the characters' lives with adventure
- Play to find out what happens

QUESTIONS

- Who has sent you to murder the Tyrant?
- What will happen if you fail?
- What reason do you have to hate this Tyrant?
- What experience do you have combating demon cults?
- Have you heard about the mysterious "Toad Demon"?

IMPRESSIONS

- The marble spires of the Tyrant's Palace
- The spray of the fountains
- The chanting of evening prayers
- Hungry grins of the Rat-men guards
- A huge Idol of a Toad
- The giggling harem girls
- Exotic Incense
- Red and gold drapes everywhere



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

‘Secrecy is the freedom tyrants dream of.’

-Bill Moyers

CUSTOM MOVES

Secret Entrance

When you **traverse the debris-filled secret entrance shaft**, roll+encumbrance.

On a 10+, choose 3; on a 7-9 choose 2:

- the debris gives way and disappears down the shaft
- you plummet to a yet deeper part of the palace dungeon
- you take harm
- you make a terrible clatter

On a miss, hold 1. Holds can be spent 1 for 1 to:

- take +2 forward to **Aid** others in negotiating the debris
- find a clue to the whereabouts of the merchant's daughter
- collect enough debris to replenish one unit of adventuring gear

Flooding Room

The door to this room has a concealed latch on its top edge. If the door is opened and then closed again, the door locks tight, and the room beyond begins to flood. The door is designed to swing shut on its own if not propped open. In the middle of the room is a bronze statue of a water jinn, with jeweled eyes. Pressing both the eyes simultaneously will stop the mechanism and sluice the water out of hidden grates in the floor.

Countdown Clock: (Advance the clock as a hard move)

12-9: Water is pouring into the room.

9-10: It's getting difficult to move around the room, as it's full of water.

10-11: You're struggling to do anything, as the water swirls around you.

11-12: Snatching gulps of air from pockets near the ceiling is your major concern.

12+: There is no air, you're drowning.

THINGS

Thievery Tools (1 weight, 5 uses)

They contain lenses, wire cutters, lock picks and all of the tools of the trade of the thief. When you use them to open locks or disable traps take +1 forward and mark a use.

Services

Consult local Scholar: 100 Coins

This scholar can brief the party on the Toad Demon and the secret palace entrance.

Monsters

Harem Concubine

Group, Organized

Punch (d4 damage)

Close HP: 2

Fearful and desperate, they'll brutally attack anything or anyone that questions the Tyrant.

Instinct: Obey the Cult

Rat-man Guard

Group, Small, Intelligent, Hoarder

Dagger (d4+2 damage)

Close HP: 3

A trusted minion of the temple from a tribe that has an eerie resemblance to Donald Trump.

Instinct: Obey the Tyrant

Tyrant, Evil Illusionist *Magical, Intelligent, Hoarder*

Nightmare Bolt (d10 damage) HP: 8

Far, Ignores Armor

Illusionists are often dismissed as creating no real magic, just phantasms of smoke and echo. The evil illusionists know better. They say all is a lie, told by the universe, so hoodwinking fools to their death is to follow the gods' example.

Instinct: To trick the masses

- Cast Illusions that make party members seem like monsters
- Become Invisible and escape

Grand Vizier *Magical, Devious, Intelligent, Hoarder*

Flasks of alchemist's fire (d6 damage) HP: 8, 1 Armor

Far, Ignores Armor

This Cultist is only ever mentioned only in hushed tones, and many are fearful of his hidden influence.

Instinct: To perform forbidden rites

- Summon the Toad Demon
- Discover occult secrets
- Conduct twisted experiments

Homunculus Solitary, Tiny, Devious, Magical, Intelligent, Construct

Tiny fangs (w [2d8]-2, 1 piercing) 8 HP, 2 Armor

Homunculus serve as spies, messengers, and so on. Their small size, agile flight, and natural stealth help them skulk unnoticed. Homunculi are complex extensions of their creator. Serves the Tyrant.

- Inject sleep venom with a bite
- Evade would-be captors
- Back draft damage to creator
- Dissolve when creator dies

Custom Move: When a homunculus bites you, ROLL+CON. On a 10+, what a nasty pest! On a 7-9, choose 1:

- You take -1 until you next make camp
- You take an additional 1d4 damage (ignores armor) from the poison. On a 6-, you fall asleep.

Toad Demon

Solitary, Huge, Planar, Terrifying

Acid Tongue (d8+3 damage) HP: 18

Near, Far, Ignores Armor

Special Qualities: Can engulf with tongue

This demon has a giant toad like appearance with webbed hands, bright eyes, a wide mouth and an ensnaring tongue.

Instinct: Rampage

When you engulfed by the toad demon, roll+DEX. **On a 10+,** you avoid the demon's jaws. **On a 7-9,** you evade getting eaten and simply take damage. On a miss, you take no damage but the toad demon swallows you whole. When you're inside take -1 forward from the demon's digestive juices and don't get too comfortable. The Toad Demon will digest anything but stone and metal.

When you try to escape the demon, roll+CON. On a miss, the demon deals damage to you and some of your non-stone and non-metal stuff gets ruined.

On a 10+, pick two. **On a 7-9,** pick one:

*You get out

*Deal your damage to the mimic

*None of your stuff is ruined. **On a miss,** the demon deals damage to you.



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