

PORT FLOTSAM v1.0

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

- Why have you come to Port Flotsam?
- How did you learn of the Island?
- What have you heard about the Smuggler's Cartel?
- What rumors have you discovered about ancient treasure?

IMPRESSIONS

- The sweep of the sea
- Dim noise of old sailor shanties never to be forgotten
- The acid taste of bad grog
- The song of the surf
- The sight of driftwood shacks and smell of cooking smoke
- The cry of a gull
- Glint of avarice in a smuggler's eye



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

HARBORMASTER: HOLD UP THERE, YOU. IT'S A SHILLING TO TIE UP YOUR BOAT AT THE DOCK... AND I SHALL NEED TO KNOW YOUR NAME.

JACK SPARROW: WHAT DO YOU SAY TO THREE SHILLINGS AND WE FORGET THE NAME.

HARBORMASTER: WELCOME TO PORT ROYAL, MR. SMITH.

CUSTOM MOVES

If a player can "talk like a pirate" successfully (GM's discretion) allow a +1 on all Parley moves at Port Flotsam

When you make landfall on at Port Flotsam, choose a member of the party to roll +Wis.

On a 10+, choose all three. On a 7-9, choose one.

* You've heard of a famous legend about jungle ruins on the unexplored interior of this island. Tell your party about it and the GM will add it somehow to the adventure.

* An ally from your past is living here now.

* The bartender at the local tavern is a friend and knows many a rumor.

Pickpocket (Move by Jeremy Strandberg)

When you stand idly about in a tavern, roll +Wisdom to see if you can foil a theft. *On a 10+, you catch the pickpocket in the act or see her coming. *On a 7-9, she only got away with trifles: 1d6 rations, uses of adventuring gear, or coin. *On a miss, you'll miss whatever's gone

When you swing on the rigging toward some scurvy bastard with a cutlass in your teeth, roll +Dex. *On a 10+, one of you is knocked over when you land *On a 7-9, both of you are knocked over when you land *On a Miss, you didn't land

Lore

Port Flotsam

Prosperity *Moderate*; **Population** *Steady*; **Defenses** *Watch*; **Other Blights** (jungle monsters), **Guild** (Smugglers), **History** (Conflict with Dagonites), **Oath** (Amazons), **Resources** (fish, fruit)

A smuggler's village formed from shipwrecks and peopled by lost sailors, Port Flotsam is run by the Smuggler's Cartel, a group of intelligent criminals who specialize in smuggling shipments of illegal alchemist potions into the Empire. The Cartel is loosely allied with Amazons, who protect the port from the Dagonites in exchange for useful potions.

THINGS

"Ancient" Treasure Map

Leads to a group of smugglers waiting to rob you, the Thief can spot it as a simple forgery.

Spells

Reveal True Self (Cantrip & Rote)

Forces any disguised creature into their true form for a few minutes.

Services

A native boat owner and guide will take you to the forbidden island interior for 30 Coins. (The Guide will be killed in the first combat.)

Monsters

Amazon *Group, Cautious*
Arrows (b[2d8] damage) 6 HP 3 armor
Close, Near

In Greek mythology, the Amazons were a tribe of women warriors. Classicist Peter Walcott wrote, "Wherever the Amazons are located by the Greeks, whether it is somewhere along the Black Sea in the distant north-east, or in Libya in the furthest south, it is always beyond the confines of the civilized world. The Amazons exist outside the range of normal human experience." These Amazons are based on J.E. Holmes "Maze of Peril" version, noble female warrior enemies of the evil Cult of Dagon (Cthulhu) and able mariners.

Instinct: Destroy the Cult of Dagon (Cthulhu)

A friend can betray you, but an enemy will always stay the same.

-Pirate Proverb

Alchemical Ooze *Solitary, Stealthy, Amorphous*
Acidic Grab (d8 damage) 12 HP
Close

Special Qualities: Steals voices, Shape shifts
Formed from accumulations of runoff from arcane laboratories and regions of magical calamity, alchemical oozes are a sort of weak cousin to the true doppelganger. Briefly able to assume a human shape and mimic the voice of previous victims the ooze will seek to lure a meal to a dark, secluded spot and dine on the poor fool. Children or lost maidens are a favorite lure. Alchemical Oozes gain the voices of previous victims but are cunning as opposed to intelligent.

Instinct: Dissolve flesh!

Dagonite *Group, Small, Construct*
Trident (d6 damage) 3 HP
Close

Special Qualities: Human transformed by Dagonite Priest, Slave Capturing Nets, Aquatic
A worshipper of Dagon (Cthulhu) transformed by a Dagonite Priest in a foul ritual into a sterile servitor slave race of frog-fish men. Dagonites will go insane if their controlling creator Dagonite Priest is killed. Some (50%) will then attack everything in sight in a berserker rage (+1 to all attacks) including each other while others (50%) mindlessly flee. If any survive long enough they will return to human form now loathing the Cult and its entire works. Recovered humans can never be transformed again but retain their gills and ability to breathe water. A distant, lesser cousin to true Deep Ones or the Underdark's Kuo-Toas; Dagonites are used as cannon fodder in the Cult of Dagon's War against the Amazons and the Cult's pirate raids and slavery operations.

Instinct: Devour Infidels

- Worship Dagon
- Obey your Priest Master
- Capture Slaves

Dagonite Priest *Solitary, Magical, Intelligent*
Warps reality (d8 damage) 12 HP
Close

A human priest of the forbidden Cult of Dagon (Cthulhu)

Instinct: Corrupt

- Transform Human Cultists into Dagonites
- Serve the Cult of Dagon (Cthulhu)
- Command Dagonites

Jungle Alligator *Group*
Bite (d8 damage) 5 HP
Close

Not normally aggressive towards humanoids, but might attack if hungry.

Instinct: Devour prey

Smuggler *Horde, Intelligent, Organized*
Dirk (d6 damage) 5 HP
Close

A rogue not to be trusted.

Instinct: To cheat

Inspired by the *Maze of Peril* by Dr. E. Holmes and Pirate of the Caribbean Films

"Give me freedom or give me the rope. For I shall not take the shackles that subjugate the poor to uphold the rich."

– John Goldenwolf (historical pirate)

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