

AGENDA

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

QUESTIONS

- Why are you trying to gain a Medusa's head?
- How did you learn of the City of Pillars?
- What reason do you have to hate or love the desert?
- What experience do you have as an explorer?
- Have you been to the lost city before?

IMPRESSIONS

- The sweep of vultures above
- The howl of the wind
- The crunch of sand beneath your feet
- The mirage of water in the distance
- The soul sucking heat of the desert
- The prospect of shattered pillars and stonework everywhere
- The beauty of the moon and the rivers of stars at night
- The ever present thirst



LOST CITY OF PILLARS v1.0H

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



CUSTOM MOVES

Medusa's Garden of Stone Entrance

When you find the hidden outline of a concealed door etched amid the city ruins, roll+Wis.

On a 10+, choose two. On a 7-9, choose one.

- You notice the pit trap (1d8 damage)
- The Medusa does not notice you

Ghul Crossbow Trap

When you step on a hidden trap trigger, Roll+Dex. On a 10+, gain both. On a 7-9, choose 1:

- You are able to avoid taking damage (1d6 damage)
- You avoid being affected by the quarrel's paralyzing poison



THINGS

Cloak of Invisibility 6 Uses, 1 Weight

A worn magical item that when activated by a phrase acts as an invisibility spell on the wearer. After six uses it crumbles into dust.

Gladius of Medusa Slaying 1 Weight

When a player rolls 10+ when fighting a Medusa the beast is instantly killed by decapitation.

Lens of Medusa Petrification Avoidance

If worn these will negate the Medusa's petrification attack

Slaying a Medusa by Zeno of Alexandria (Value: 150 Coins)

Book that discusses the powers and nature of the Medusa along with successful attempts to slay the creature.

Jar of Medusa Head Preservation 1 Use, 2 Weight

This special prepared alchemist jar with fluids will keep a medusa head fresh and wiggling indefinitely. The head has no power in the jar.

Services

A native guide to take you to the lost city:
300 Coins (Guide will flee after the first combat)

Consult local scholar about the lost city:
200 coins (Will warn the party about ghuls)

Spells

Stone to Flesh (Wizard, Third Level)

This spell restores a petrified creature to its normal state, restoring life and goods.

Reveal Ghoul (Cleric, Rote)

Forces a ghul briefly into its true shape.

Monsters

Ghul *Horde, Intelligent, Organized*

Dagger (d8 damage)

Close 8 HP, 0 Armor

Special Qualities: Assume form of its victim

A ghul is a desert-dwelling demon that has inhabited and transformed a human corpse. It lures unwary people into the desert wastes or abandoned places to slay them. The creature then eats the dead and takes the form of the person that it has most recently consumed. Its true shape is hideous.

Instinct: Consume the living

Harryhausen Medusa

Solitary, Devious, Intelligent, Hoarder

Claws (d6 damage) 14 HP, 0 Armor

Close

Special Qualities: Look turns you to stone; head will retain ability to petrify after being severed for several weeks

The medusas are half serpent children of a serpent-haired mother, birthing them in ancient times to bear her name across the ages. They dwell near places of civilization—luring folks to their caves with promises of beauty or riches untold. Fine appreciators of art, the medusa curate strange collections of their victims, terror or ecstasy frozen forever in stone. It satisfies their vanity to know they were the last thing seen in so many lives. Arrogant, proud, and spiteful, in their way, they seek what so many do—endless company.

Instinct: To collect

Inspired by the book *The Road to Ubar* by Nicholas Clapp, the PS3 video game *Uncharted 3: Drake's Deception* and the Greek mythology adventure films of Ray Harryhausen

Nasnas

Horde

Hand (d4 damage)

Close 5 HP, 0 Armor

Special Qualities: Immune to the Medusa's gaze

A nasnas is a monstrous creature in Arab folklore. According to Edward Lane, the 19th century translator of *The Thousand and One Nights*, a nasnas is "half a human being; having half a head, half a body, one arm, one leg, with which it hops with much agility". These are the former inhabitants of the city transformed for their crimes.

Instinct: To harass intruders and to obey the Medusa



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No nasnas were harmed in the manufacture of this adventure.