TEMPLE OF UNGU

A two-hour Dungeon World Demo by Jason Morningstar

THE SETUP

Ancient temple dedicated to the hated serpent-God Ungu, dedicated by the legendary Queen Ya 500 years ago.

Now occupied by the **Spider-Witch Florimel**. The adventurers are standing before the stout oak doors of the entrance, ready to go in and kill her. They have a map of the interior and the main door is to the long hall opposite the circular room.

Notes: For a one shot, level up every time they hit 5XP. Scatter treasure liberally, give them each a card draw after every fight or discovery. Keep things moving and improvise, this is all a list of suggestions.

QUESTION
Ask these as they make their characters

**FIGHTER**: What promise did you make the Spider-Witch Florimel when you were her bodyguard and friend - a promise you have sworn never to break?

**THIEF**: What will happen to your family if you don’t return from this adventure with 100 pieces of gold?

**WIZARD**: Why have you returned to slay your former teacher and lover?

**CLERIC**: What fate awaits you should you fail to cleanse this ancient temple of its current occupant?

THE SITUATION

Florimel went too far with her dark polymorphic arts. She’s transformed into a school bus sized spider monster and her minions are smaller versions of herself.

Goblins have occupied the long hall and inner chambers of the temple, barricading Florimel and her distorted minions deeper inside. They feed them and keep them captive.

Notes: If anyone conjures up a ghost (they probably will), make it the sneering, dismissive Queen Ya.
OUTER TEMPLE

The outer temple consists of the long hall (the entrance is here) and three inner rooms.

The long hall contains several dozen goblin women, children, and elderly. Cooking pots, bedrolls, Florimel’s formerly grand furniture repurposed, etc. These will sound the alarm and run deeper in or, if possible, outside.

One of the connecting rooms is a garrison for the chief and his warriors. The other is the worg kennel, where the goblin mage sleeps. All can be parleyed with; they are glad to lock the adventurers in the chamber of butchery and let them have a go at Florimel.

Note: These guys are badass so announce future badness.

The chamber of butchery is the central small room. it contains half a pony stolen from a nearby human village that they are shoving bit by bit through a hole in the wall to feed the carnivorous spiders. A heavy barricade (bend bars lift gates y’all) seals off the rest of the temple from the chamber of butchery.

Goblin Warrior
Instinct: To overwhelm greater creatures and civilizations
Sound the alarm
Attack with poisoned weapons
Learn from past encounters and prepare for the next one
Level 2, 5 HP, 1 Armor, 4 damage (swords, spears)

Goblin Leader
Instinct: To be lifted up by their followers
Order an attack
Offer a deal
Rally the goblin masses
Level 4, 10 HP, 3 Armor, 9 damage (ornate sword)

Goblin Mage
Instinct: To prove superiority
Cast Whispers of Evil on someone, filling their head with evil suggestions
Cast Hold on someone, paralyzing them so long as the goblin maintains it
Contact the Spider Witch
Cast Inflict Disease, giving someone Goblin Pox
Level 3, 6 HP, 1 Armor, 7 damage (acid orb)

Goblin Pox: When you go to sleep while suffering from Goblin Pox, roll+Con.
On a 10+, no new sores breakout.
On a 7-9, a few more painful sores appear. Take -1 Ongoing to Cha rolls until cured, but +1 forward to your next Goblin Pox roll.
On a 6-, just the sores, -1 Ongoing to Cha rolls until cured. Goblin Pox is a 3rd level disease.

Worg
Instinct: To remain free
Encircle them with the pack
Drag someone to the ground and pounce on them
Hunt them down
Level 4, 11 HP, 2 Armor, 9 damage (pounce, fangs)

TRAP
Tripwire goblin bomb coated in goblin pox
INNER TEMPLE

Adjacent to the chamber of butchery, past the barricade, is a web filled room with “baby” spiders, shrieking horrors with human faces. Aberrations. Deeper in, responding to their call, are bear-sized monsters (one or two).

Baby Giant Spider
Instinct: To overwhelm
Make the floor slick with spider grease
Spew web fluid at someone, temporarily blinding them
Climb under armor and Bite exposed flesh
Level 1, 1 HP, 2 damage ap (fangs)

Giant Spider
Instinct: To entomb in webs
Spew web fluid at someone, sticking them to the floor
Trap an area with nearly invisible webs
Level 3, 10 HP, 1 Armor, 6 damage (fangs, legs)

The long hallway is coated with animal greasiness, a huge thing has scraped up against those walls countless times making it slick with her nasty oils. Halfway down that hall is a web-concealed hole in the floor, which leads to a 45 degree angle slide right into the deep pit.

The circular room on the map is a cylindrical pit fifty feet deep. The lip of the pit is a ceremonial offering point where treasure was dropped to Ungu. Florimel hangs out here and can pop up in the hidden tunnel behind the party, on the roof, whatever seems cool. She cannot be parleyed with; she’s pretty much gone but will recognize and target the wizard and fighter, who she knows.

The Spider Witch Florimel, transformed sorceress

Instinct: To punish humanoids for imprisoning her
Spew web fluid at a weapon or item, sticking it where it is
Cast a spell
Summon a giant spider and babies

Mirror Image
Level 3, Illusion
You create 1d4 illusory images of yourself. Each one absorbs one attack against you – that attack resolves with no effect – before disappearing.

Cause Mutation (Use once or twice only as a hard move, maybe pre-encounter. Make it horrible)
Level 5, Enchantment, Ongoing
spend your hold, 1 for 1, on these effects:
••Chop: Decrease one of the target’s stats by 1
••Attachment: Give the target one of your moves or one of your allies’ moves
••Dismemberment: Remove one of the target’s moves
••Empower/Enfeeble: Change the target’s HP by an amount up to your level
Level 5, 20 HP, 2 Armor, 8 damage (fangs, legs)
### Wings of the Pilgrim

A pair of magnificent wings, individual feathers carved from cedar and covered in delicate wax. Joined by an elaborate harness that can be adjusted to fit any human-sized being. They radiate magic.

**When you try to fly**, roll +DEX

- **On 10+** you fly like a bird.
- **On 7-9** GM chooses one:
  - You scratch the magical wax
  - Wings take you where they will
  - You get tangled up and fall

**Fail**, and it'll be worse than just falling out of the sky, for sure.

### Necklace of Flies

When you **crush an amber bead on the Necklace of Flies**, roll +INT

- **On 10+** Hold 3 on the fly you release
- **On 7-9** Hold 3 on the fly you release, but GM chooses two:
  - It leaves evidence
  - It is distracted and slow
  - It is noticed
  - It does a half-ass job of it

**Fail**, and it's dead on arrival, or worse.

### Broken Sword of Gannd

A busted magical greatsword.

**Close**, +2 damage,

- 2 piercing
- 2 weight

When you **wield the Broken Sword of Gannd**, roll +STR

- **On 10+** Wham! Solid.
- **On 7-9**, Good hit but GM chooses one:
  - You also take damage
  - The sword is shattered, useless
  - Gannd comes for his sword

**Fail**, and all three occur, or worse.

### Stoppered Jug

A heavy crockery jug with an old cork and a thick coating of red sealing wax.

- What could be inside?
  - Maybe it is a magic potion!
- Maybe you should chug it down like cheap wine!

### Ungu’s Venom

A glass vial of black, sticky poison taken ages ago from the dead fangs of Ungu.

- The very best thing would be to throw it in some chasm, for it will bring only pain and trouble.
- Seriously, what are you doing with this?
- Get rid of it, it can only profit evil.
- Why are you putting it in your pocket?

### Ungu’s Scales

Mottled crimson armor made from the remains of the serpent Ungu. Legends say it must only be worn by a virgin.

- What do legends know, anyway?
  - 2 armor
  - +flameproof
  - +impressive

### Queen Ya’s Dress Pin

A beautiful silver dress pin that, through a clever mechanism, locks the pin and becomes a serviceable hand weapon. Worth **10 gold**.

- Hand, 0 weight

Queen Ya used it to murder her many husbands.

### Queen Ya’s Mantle

An ancient women’s mantle made from spun silver, bearing the family crest of the woman who would become Queen Ya.

- Worth **100 gold** to her surviving blood relatives, although those who carry her blood are treacherous murdering snakes.

### Moldy Bag of Coins

A musty-smelling brocade pouch containing a handful of triangular coins minted in your great-grandfather’s day. Each bears the frowning countenance of Queen Ya on one side and one of her various dead husbands on the other.

- They are worth, in total, perhaps **10 gold pieces**.
**Wrathblood**

This horrible draught imbues the drinker with great strength, but at some cost. **When you drink the Wrathblood Draught**, you can hack and slash at +1 to the roll and gain +1 armor, however you may only take actions that are covered by the hack and slash move or else collapse exhausted for 1d4 hours.

**On a missed roll**, the GM decides what you hack and slash, and how.

**Ring of Beckoning Shadows**

This beautiful ring is affixed with a multi-faceted gem made from crystallized shadow-stuff. The shadows you target with this ring become a portal for you and your allies. Name a location, describing it with a number of words up to your level. **When you use the ring**, Roll +INT.

**On 10+** You arrive safely.
**On 7-9**, Choose three:
- Your own shadows are not severed
- You don't attract planar attention
- You arrive at the destination
- The gem is not fractured, ruined

Fail, and God help you.

**Rod of Selka the Arbiter**

This strongly built and beautiful mithril rod once belonged to the legendary Elven shield maiden Selka, who brokered the Treaty of Nau Tuthima between her people and the dwarves. It does 1d8 damage, can be wielded by anyone, and **when held while making a peaceful Parley move**, the wielder gains one additional hold.

**The Black Ring**

A beautiful ring affixed with a multi-faceted gem of the darkest black worth 50 gold.

The band is fitted for a delicate hand.

**Statue of Ungu**

A terrible writhing serpent carved in green soapstone.

Could you get 15 gold pieces for it?

Probably. It's heavy, though.

**Wayfarer**

That's the name carved on the pommel.

An excellent short sword worth 10 gold

**Elven mirror**

A strongly built and beautiful mithril mirror worth 65 gold.

**Wooden Box**

The box contains somebody's assorted treasure:

- 30 pieces of gold
- A lovely blue gem worth 25 gold pieces, bearing marks of having been pried loose from a fitting
- Scraps of parchment and vellum that were once love notes, now brittle and anonymous.

**Elven Quiver**

What must have been a beautiful beaded quiver, filled with old arrows bearing the faded green fletching of the Elven rangers.

- 3 uses
- +1 piercing
- +frickin' sweet