

CRYPTS OF OBLIVION v1.0E

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

- How did you first hear about the Magi of the Void?
- What or who gave the secret location of their crypts?
- What magical item do you hope to find entombed with the fallen magi?

IMPRESSIONS

- The endless tunnels of earth and stone
- The sudden sound of weeping
- A green candle held by a shadowed figure that melts into the darkness
- An inexplicable feeling of dread
- A haunting funeral song echoes throughout the catacombs
- An unexpected vast empty hall with pillars carved with laughing faces
- The stench of death
- The shaking of chains and moans
- A message scrawled in arcane runes "Yog-Sothoth is the Eater of Souls."
- A defaced statue of an ancient mage, looking down on you approvingly
- Deep carved pictographs in a chamber's walls showing planets and stars in arcane combinations
- A chamber of ancient, broken sepulchers
- Footprints in the dust

Imagination called up the shocking form of fabulous Yog-Sothoth—only a congeries of iridescent globes, yet stupendous in its malign suggestiveness.

—Hazel Heald and H. P. Lovecraft

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

YOG-SOTHOTH KNOWS THE GATE. YOG-SOTHOTH IS THE GATE. YOG-SOTHOTH IS THE KEY AND GUARDIAN OF THE GATE. PAST, PRESENT, FUTURE, ALL ARE ONE IN YOG-SOTHOTH. HE KNOWS WHERE THE OLD ONES BROKE THROUGH OF OLD, AND WHERE THEY SHALL BREAK THROUGH AGAIN. HE KNOWS WHERE THEY HAVE TROD EARTH'S FIELDS, AND WHERE THEY STILL TREAD THEM, AND WHY NO ONE CAN BEHOLD THEM AS THEY TREAD.

—H. P. LOVECRAFT

CUSTOM MOVES

Greek Fire Trap

When a trap spurts its ancient napalm fire at you, ROLL+DEX.

On a 10+, you find suitable cover.

On a 7-9, you dodged but choose 1 anyway:

Your weapon melts on your hand.

Your armor burns and leaves you breathless for a while. Say goodbye to your backpack.

On a 6-, you must choose one and take 2d6 damage from the flames.



LORE

Yog-Sothoth dwells in the interstices between the planes which compose the universe. There it manifests as a conglomeration of iridescent globes which are always shifting, flowing into one another and breaking. This conglomeration is large in size, but variable, so that at one time it may appear to be 100 yards across and at another time half a mile or more. Connections between Yog-Sothoth's appearance and sightings of so-called flying saucers are obvious.

Yog-Sothoth is preeminently the Mythos deity of sorcerers and wizards.

THINGS

Hand of Glory

1 Weight

The Hand of Glory is the dried and pickled hand of a man who has been hanged, often specified as being the left (Latin: sinister) hand, or, if the man were hanged for murder, the hand that "did the deed."

Old European beliefs attribute great powers to a Hand of Glory combined with a candle made from fat from the corpse of the same malefactor who died on the gallows.

When the fingers of the Hand close around the proper candle (see above) and the candle is lit, the Hand has the following powers:

- Any normally locked door, gate, portal, safe, etc. in the candle light unlocks itself.
- When the wielder utters an incantation (usually given as "Let all those who should be asleep be asleep, and let those who should be awake be awake.") the Hand will cast a Sleep spell as if it was a wizard of the wielder's level. If

the wielder's wizard level would be too low then the power may not be used.

- The candle flares up blue in the presence of secret doors, buried treasure, etc. and its light reveals any invisible creature or item.

Pale Book of the Void

1 Weight, 1 Use (Wizard only)

Any reader will automatically succeed in their next Last Breath roll.

Monsters

Magi of the Void

Magical, Devious, Intelligent

Grave bolt (b [2d8] damage) 12 HP
Close, Far

Special Qualities: Can summon and control a gug.

A Yog-Sothoth wizard assigned to guard the crypts.

Gug *Solitary, Stealthy, Intelligent, Planar, Terrifying*

Powerful jaw (b [2d10] +5 damage, 1 piercing) 16 HP
Close, Forceful

Special Qualities: Mute

Gugs are a species of creatures featured in Lovecraft's *The Dream-Quest of Unknown Kadath*. Gugs are a race of horrifying giants. They are large, black-furred beasts with vertically-opening fanged jaws. Their two eyes protrude from either side of their head, and their limbs terminate in two paws each. They are speechless, communicating only by facial expressions.

Skeleton Warrior

Group, Terrifying

Attack with held weapon or skeletal claws
(d6 damage) 8 HP 4 armor
Close

Special Qualities: Magic attacks bypass armor, Blunt weapons bypass armor, Undead.

A skeleton made out of bones of the dead and animated to protect the crypts.

Tomb Herd

Solitary, Intelligent, and Planar

Strike (b [2d12] damage) 19 HP 4 Armor
Close, Far

Special Qualities: Can warp a small amount of space time (Serves Yog-Sothoth)

A Tomb Herd is a collective of extra-dimensional beings that feast on spirits in crypts by possessing a large existing statue. Its mastery of warping space time means a party cannot flee an attacking Tomb Herd unless it allows that to happen. If the enhanced statute is somehow destroyed the collective will flee this plane of existence.

Instinct: Guards tombs and feeds on spirits

Monster inspired by the Mythos story *The Church on High Street* by Ramsay Campbell and the "Weeping Angels" of Doctor Who.



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