

# LOVECRAFT LIBRARY v1.0b

A Dungeon Starter by Mark Tygart  
For Sage LaTorra and Adam Koebel's  
Dungeon World  
[www.Dungeon-World.com](http://www.Dungeon-World.com)

## AGENDA

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

## QUESTIONS

- How did you learn of the Lovecraft Library?
- How did you gain entrance to the Lovecraft Library?
- What arcane volume or map do you seek?
- What rumors have you heard about this mysterious place?

## IMPRESSIONS

- The endless, winding stairs leading up and down to a series identical octagon rooms full of books and more books!
- The smell of an odd arcane incense
- A map of the entire Dungeon World spread out on a table before you
- Comfortable armchairs calls to you
- The fiery light of a brazier
- The rich furnishings and tapestries showing astrological symbols
- The ancient stonework from another era
- Distant sound of footsteps
- Books, scrolls, maps, tomes, volumes and more damned books!



## 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

### Arcane Sanctuary

When you take a short rest in the **Arcane Sanctuary** Roll+WIS:

On a 10+, choose 3. On 7-9, choose 1.

You *Recover* as if you have rested for three days  
You eat and drink to your fill and collect 3 rations  
You experience a vision  
You do not collapse into mystical sleep

### Random Tome

When you stop to read a random from the library, Roll+Int.

On a 10+, choose two. On a 7-9, choose 1:

Learn something useful  
Find a magical scroll of some sort (GM's choice)  
Volume worth 100 coins  
Map to a faraway treasure  
Recipe for a magical potion

If -6 or under you are attacked by a Library Guardian.



## THINGS

### The AI Azif (Necromicon) (Wizard Only) 1 Weight

This artifact is one the most dangerous items in the world. It can only be used after long uninterrupted study. With it the wizard may alter reality, as he or she wishes, but at a terrible cost. Roll +INT and the following occur: On a 10+ the wizard is successful and reality is changed at the GM's discretion. On a 9-7 the wizard is somewhat successful but is driven insane or transformed into a Mythos monster. On a 6 or less the wizard is utterly destroyed.

### Codex of Wonders (Wizard Only) 1 Weight

When you research the answer to a question about magical items or relics with the codex; Roll +Intelligence. On a 10+, you can ask the GM one question concerning the subject, the GM must answer truthfully. On a 7-9, the GM will tell you where you can find the information at a price.

### Dungeon World Rulebook

When you posses the rulebook and display your superior knowledge of a subject when spouting lore, you may adjust the detail the GM gives you in some way. You may not contradict it.

### 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.

### The King in Yellow (play) 1 Weight

A cursed evil artifact that drives a player insane if read. If the play is performed the players and audience will be transported to Hastur's hell dimension of Carcosa.

## Monsters

### Demon Book *Horde, Tiny, Construct*

Bite (d4 damage) 3 HP 1 Armor  
*Hand*

A book that bites!

**Instinct:** To harass

### Mythos Cultist *Group, Magical, Devious*

Dagger (d4 damage) 2 HP  
*Close*

**Special Qualities:** Can Summon Book Golem

Standard Mythos creepy cultist

**Instinct:** Sacrifice yourself to the Old Ones!

Inspired by H.P. Lovecraft Cthulhu Mythos, the Harry Potter films and The Name of the Rose (film and novel).

Visit the Cats of Tindalos

(<http://catsoftindalos.blogspot.com/>)

**Mythos Librarian** *Group, Magical, Intelligent, Terrifying*  
Sacrificial Dagger (d8 damage 1 piercing) 8 HP  
*Close*

**Special Qualities:** Grabs a book from the shelves and consumes the knowledge within, next attack gains +1 damage

A human-like form draped in a black robe a mask covered in strange symbols. Tentacles like appendages hang and hold where you would expect legs and arms.

**Instinct:** To Corrupt

**Book Golem** *Solitary, Intelligent, Construct, Amorphous*  
Fists of books (d8 damage) 18 HP  
*Close*

**Special Qualities:** Command word will deactivate (Azoth) Golem animated from books.

**Instinct:** To Protect the Books!

### Yog-Sothoth Book Guardian

*Solitary, Magical, Divine, Devious, Planar, Terrifying, Amorphous*

Globe of Pure Entropy (d6 damage 1 piercing) 15 HP  
*Reach, Ignores Armor, Far*

**Special Qualities:** Insane shapes; Summoned when book is touched

"Great globes of light massing toward the opening, and not alone these, but the breaking apart of the nearest globes, and the protoplasmic flesh that flowed blackly outward to join together and form that eldritch, hideous horror from outer space, that spawn of the blankness of primal time..."

**Instinct:** Guard a specific Mythos text or map



This work is licensed under a [Creative Commons Attribution 4.0 International License](https://creativecommons.org/licenses/by/4.0/).