

AGENDA

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

QUESTIONS

- How were you trapped in this unknown dungeon?
- What do you know about dungeon delving?
- Have you ever seen the Yellow Sign?
- What are your nightmares of being buried alive?

IMPRESSIONS

- The endless stone corridors leading in all directions
- Poisonous gas flowing from volcanic fissures in the wall and floor
- Unexpected small earthquake (1d4d)
- Pit that suddenly opens beneath you (1d6d)
- Falling rocks! (1d4)
- An unexpected vast empty hall with pillars carved with masked faces
- The metallic taste of the poisonous air
- A disturbing sigil carved on the wall: the Yellow Sign!
- A defaced statue of a female angel, looking down on you headless
- Deep carved pictographs in a chamber's walls showing the King in Yellow welcoming the fearful dead
- The overwhelming feeling of despair

"...SUGGESTS THAT ANYONE WHO POSSESSES, EVEN BY ACCIDENT, A COPY OF THE PLAY OR YELLOW SIGN IS SUSCEPTIBLE TO SOME FORM OF INSIDIOUS MIND CONTROL, OR POSSESSION, BY THE KING IN YELLOW... THE STORIES ALSO SUGGEST THAT THE ORIGINAL CREATOR OF THE SIGN WAS NOT HUMAN AND POSSIBLY CAME FROM A STRANGE ALTERNATE DIMENSION THAT CONTAINS AN OMINOUS AND ANCIENT CITY KNOWN AS CARCOSA..." —ZENOPUS OF PORTOWN

ENTOMBED^{1.3E}

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



SETUP

After tumbling you now sit on cold, damp stone. The coughing and wheezing of your companions can be heard nearby, hidden in the darkness. To your back are rough rocks and broken earth. As you sit, the rumble and clatter of rocks diminishes to the occasional rattle of pebbles and the shush-shush of sliding dirt.

{Unless a light is made, the room should be described by what the characters touch only. A light spell will work normally, but any fire will only glow redly, a pale ember of itself, as a result of the poisonous gas present in the air. Light generated by a flame will only illuminate dimly, as if the party is in a dense fog.}

One of your comrades sniffs the air carefully; after a moment, fears confirmed, the dark figure informs you: "The air in this place is bad, poisonous. I fear that if we are still entombed in this place for very long we shall never leave."

CUSTOM MOVES

Exit Chamber (Shrine to the King in Yellow)

When you enter the Exit chamber for the first time, roll+Wis.

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

- You notice the hidden exit
- The Gibbering Mouther is asleep
- You notice the alarm trigger

LORE: Hastur (*The Unspeakable One*, "Him Who Is Not to be Named", *Assatur*, *Xastur*, or *Kaiwan*) is a fictional character in the Cthulhu mythos of H. P. Lovecraft. Hastur first appeared in Ambrose Bierce's short story "Häiä the Shepherd" (1893) as a benign god of shepherds. Robert W. Chambers later used Hastur in his own stories to represent both a person and a place. -[Wikipedia](https://en.wikipedia.org/wiki/Hastur)

Things

Arcane Map

A blank map on withered parchment. After a player spends a few minutes concentrating on the item the map will show a route to his or her greatest desire. Note that the map does not usually show monsters, traps or hidden doors.

Gem Eye of Yellow King Idol

10,000 Coins

The King in Yellow (play)

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

Crypt Thing

Solitary, Stealthy, Construct

Teleports

16 HP

Close, Far

Special Qualities:

Undead

A crypt thing is a kind of undead guardian that is built to watch over a particular site or object and deal with intruders in a nonlethal manner. The creature appears as nothing more unusual than a skeletal figure in tattered robes. When active, its eyes glow with a fierce red light. A crypt thing exists only to guard, and it typically watches over a religious treasure, tomb, or holy site. It normally waits in an alcove or on a chair provided for it. It speaks Common and is willing to converse with those that do not threaten it while it tries to scare away creatures it thinks are easily cowed.

Instinct: Guards (*The King in Yellow* play is in its' hands)

- Teleports hostile party
- Loves to talk
- Liar

GM Note: The effects of the poisonous gas are for you to determine. It is meant to motivate, not punish.

'Have you seen the Yellow Sign?' –Crypt Thing

Ghoul, Yellow

Undead, Horde

Claws and Fangs (d6+2 damage)

Close

4 HP

The final result of a victim's fatal exposure to the poisonous gas.

Instinct: Consume the living

Custom Move: When you are first attacked and hit by a Yellow Ghoul, ROLL+CON. On a 10+, you keep going. On a 7-9, you choose 2:

You don't take -1 ongoing until you rest.

You take don't normal damage (d6+2)

A part of your body is not paralyzed.

On a 6-, you're paralyzed for the remainder of the combat.

Note: Elves are immune.

Gibbering Moulder, Classic

(Solitary, Large, Magic, Divine, Devious, Terrifying, Amorphous)

Countless jaws (d10+2 damage 3 piercing)

Close, Reach, Messy

21 HP, Armor: 5

Special Qualities:

The gibbering moulder is not regarded as an "evil" creature, but in order to sustain its mad self, it must feast upon the bodily fluids and sanity of mortal creatures, preferably intelligent ones. It attacks by spitting strings of protoplasmic flesh which end in a mouth and one or more eyes at opponents, which then bite them, causing both acid and blinding damage. When it has defeated an opponent, it swallows them whole, and then proceeds to suck away both their bodily fluids and sanity. It is possible for the victim to cut their way out. Having so many eyes, gibbering moulthers are difficult to sneak up on. Gibbering moulthers can speak any language, but most seldom speak anything other than mad babble and gibberish. Some have been reported that gibber useful information or riddles in strange or ancient tongues.

Instinct: To eat and drive insane

- Engulf!
- Melt ground under it into quicksand (Defy Danger or be trapped)
- Spit acid in the face (1d12 damage, Far)

Custom Move: When you meet a Gibbering Moulder, ROLL+WIS. On a 10+, it is simply a disturbing and disgusting thing. On a 7-9, you stay sane but choose 2:

- You flee from the unspeakable horror.
- You are unable to speak and can only gibber until you make camp.
- You are mildly delusional and take -1 on all rolls until you next make camp.

On 6- suffer all 3.

A gibbering moulder will swallow a victim instead of killing him or her if that damage roll would have normally killed the player. The player is allowed a ROLL+DEX to prevent being swallowed and no damage is suffered.

When you're swallowed by a moulder, take -1 forward from the moulder's digestive juices and don't get too comfortable. Moulthers digest anything but stone and metal.

When you escape from the inside of a moulder, roll+CON. On a 10+, you get out and pick one:

- deal your damage to the moulder;
- none of your stuff is ruined.

On a 7-9, you just barely struggle free.

On a miss, the moulder deals damage to you and some of your non-stone and non-metal stuff gets ruined.

(Chris Stone-Bush contributed to the Gibbering Moulder design.)

Inspired by the Hastur Mythos and C1: The Hidden Shrine of Tamoachan

Visit the Cats of Tindalos

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

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