

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 copy of the Necromicon?
- Whom do you trust?
- What reason do you have to hate or love the Ochre Waste?
- What experience do you have with the Cthulhu Mythos?
- What do you fear the most?

IMPRESSIONS

- The harsh glare of the sun
- The endless yellow sands
- The constant thirst
- Circling vultures above
- The mirage of water in the distance
- The brilliance of the stars and moon at night
- The ever present feeling of being watched



SORCERER'S TOMB v1.0F

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

"Happy is the tomb where no wizard hath lain and happy the town at night whose wizards are all ashes. For it is of old rumour that the soul of the devil-bought hastes not from his charnel clay, but farts and instructs the very worm that gnaws, till out of corruption, horrid life springs, and the dull scavengers of earth wax crafty to vex it and swell monstrous to plague it. Great holes secretly are dugged where earth's pores ought to suffice, and things have learnt to walk that ought to crawl. "

- H.P. Lovecraft

CUSTOM MOVES

If you fall asleep near the Sorcerer's Tomb roll+WIS:

On a 10+ you can communicate with the **Worm that Walks** who pleads for freedom from his tomb ...On a 9 or less you merely have a nightmare about being consumed by corpse worms. Less than 6 and you become slightly paranoid until the adventure is concluded (-1 on roll against the fear gas).

Prying open the Sorcerer's Tomb

If you try to pry open the tomb ROLL+DEX:

10+ You bypass the trap

7-9: The tomb vents fear gas throughout the chamber; but it affects your party, not you.

Less than 6: Everyone must ROLL+CON or be affected by a massive cloud of potent invisible fear gas (which acts somewhat like the cleric's spell). The affected party members will hallucinate that that whatever each party member fears most has come to life and is attacking and they **must flee for their lives**. The effect will end at the GM's personal discretion.

LORE

Abd-al-Hazred or Abdul Hazred a mad poet of the Roba El Khaliyeh or "Empty Space" of the ancients—and "Ochre" desert of the modern times, which is held to be inhabited by protective evil spirits and monsters of death. Of this desert many strange and unbelievable marvels are told by those who pretend to have penetrated it. In his last years Alhazred dwelt in Khaleed. Alhazred supposedly wrote a book of ultimate evil, *al-Azif*, which would later become known as the *Necronomicon*. **Of his final death or disappearance many terrible and conflicting things are told.** Those who have dealings with this book usually come to an unpleasant end and Abdul Hazred as no exception.

-Hassan the Scholar

ADDITIONAL LORE

The Necromicon: Original title *Al Azif* — *azif* being the word used by Arabs to designate that nocturnal sound (made by insects) supposed to be the howling of demons... The book is rigidly suppressed by the authorities of most countries, and by all branches of organized ecclesiasticism. Reading leads to terrible consequences.

-Zenopus of Portown

As foulness shall ye know them! Their hand is at your throats, yet ye see them not; and their habitation is even one with your guarded threshold.

-The Necromicon (John Dee version)

THINGS

The Al 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.

Explorer's Map 1 Weight
Map to the Sorcerer's Tomb

Shoggoth's Old Peculiar Mead
Temporarily gives characters a +1 against all Mythos Creatures. Popular with Arabs as fermented with honey and not grapes.

Services

A Bedouin guide (1hp) to the Ochre Waste: 300 Coins (Will flee once the tomb is discovered)

Consult local scholar about the Necromicon:
200 coins (Will warn the party about the Mythos and relate the material in Lore.)

Spells

Reveal Mythos (Cleric and Wizard; Cantrip & Rote)
Reveals Mythos presence like Detect Magic.

Elder Sign (Cleric, 1st Level)
Allows cleric to repel Mythos creatures as if they were undead. (GM's discretion)

Monsters

Sand Elemental (Solitary, Large, Magical, Planar, Amorphous)
Sand Strike (d10 damage)
Ignores Armor, Far
16 HP, 2 Armor
Instinct: Guard the Sorcerer's Tomb

Scorpion Man (Group, Intelligent)
Pincers (d6+2 damage 1 piercing)
6 HP, 1 Armor
Close
Special Qualities: Stinger, Mythos creature.
An unholy mix of man and scorpion that serves its eldritch creators and their servants. If stung by the stinger, roll+CON On a 10+: No sweat for you, tough guy! On a 7-9: Choose 1 on a 6 or less: Choose 2 -You don't take a 2d8 poison damage -You don't collapse in a coma -You're armor isn't ruined
Instinct: Pillage

Worm that Walks (Solitary, Intelligent, Terrifying, Amorphous)
Slam (d10 damage)
HP 19, 3 Armor
Close, Near
Special Qualities: Undead lich composed of vermin that may dissolve into its component parts to escape. Mythos and undead creature.
Instinct: To Corrupt

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Inspired by the works of H.P. Lovecraft, Clarke Ashton Smith, the Arabian Nights and the film *Batman Begins*.

