

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 cursed play *The King in Yellow*?
- How did you learn of its location in the Ziggurat of Madness?
- What reason do you have to hate or love the desert?
- What experience do you have as an explorer?

IMPRESSIONS

- The sweep of carrion birds above
- The howl of the wind
- The crunch of ochre sand beneath your feet
- The mirage of an oasis in the distance
- The soul sucking heat of the desert
- The dusty, endless corridors of the Ziggurat
- The beauty of the moon and the rivers of stars at night
- The ever present thirst



ZIGGURAT OF MADNESS

v1.0E

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

"It is unclear if Hastur is a person, a place, an object (such as the Yellow Sign), or a demon deity... It is perhaps better not to know."

- The Scholar Hassan

CUSTOM MOVES

Ghul Crossbow Trap

When you step on a hidden trap trigger, Roll+Dex. On a 10+, gain both. On a 7-9, choose 1:

- You are able to avoid taking damage (1d6 damage)
- You avoid being affected by the quarrel's paralyzing poison

When you meet a Shoggoth,

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 lose one WIS.

You cry until someone helps you come to your senses.

On 6- suffer all 3.

"...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



THINGS

Cloak of Ghul Disguise

1 Weight

A magical item that when worn will convince ghuls that the wearer is secretly a member of their race.

Scimitar of Ghul Slaying

1 Weight

Does double damage to ghuls.

Lens of Ghul Detection

If worn these will negate a ghul's disguise

Shoggoth's Old Peculiar Elixir

Temporarily renders user immune to damage from a shoggoth and slightly tipsy

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.

Services

A native guide to take you to the Ziggurat:

300 Coins (Actually a ghul and he will lead the party into an ambush)

Consult local scholar about the Ziggurat:

200 coins (Will warn the party about ghuls)

Spells

Reveal Ghul (Cleric, Rote)

Forces a ghul briefly into its true shape.

Visit the Cats of Tindalos

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

For more free Dungeon World material

Inspired by the Cthulhu Mythos, Arabian Nights, Neil Gaiman and HBO's True Detective (Season One)



Monsters

Ghul

Horde, Intelligent, Organized

Dagger (d8 damage)

Close

8 HP, 0 Armor

Special Qualities: Assume form of its victim

A ghul is a desert-dwelling demon that has inhabited and transformed a human corpse. It lures unwary people into the desert wastes or abandoned places to slay them. The creature then eats the dead and takes the form of the person that it has most recently consumed. Its true shape is hideous.

Instinct: Consume the living

Mythos Sorcerer *Magical, Stealthy, Intelligent, Hoarder*
Speaking Elder names (d8 damage)

Close

12 HP, 4 Armor

Special Qualities: Ritual Mask, Robe

A sorcerer who has been driven mad by his knowledge of the mythos and is the current leader of the ghuls.

Instinct: "Throw all captives into the Shoggoth's Pit!"

(No Shoggoths were harmed during the production of this dungeon starter but seven interns were eaten by one)

Shoggoth, Unbound

Solitary, Large, Devious, Construct, Terrifying

Mouths (b[2d10]+1 damage, 1 piercing)

Close

23 HP, 1 Armor

Special Qualities: Amorphous

There were the realms of a species so old even the dragons don't remember when they fled our world to fight an unheard of war among the stars. They left their servants behind. Incomprehensible things made of jelly with ever appearing and disappearing eyes and mouths.

- Move out of idleness
- Relentlessly flow towards its prey
- Surround foes with protoplasm
- Create mouths to eat surrounded prey
- Drive foe mad with its insane whispers

Instinct: To attack at first sight



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