

Agenda

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

Questions

- ◆ Who is the last person you expected to find here in the frozen South?
- ◆ Thus far you've managed to stay warm by using this one weird old trick, what is it?
- ◆ How will you know when you have found the ruins of Endria and what do you hope to find there?
- ◆ Who has the cold claimed thus far and why were they so important to you?
- ◆ Is it almost always day or almost always night?

Impressions

- ◆ A great wall in the distance reveals itself as the edge of a massive taiga
- ◆ A hunter's massive trap, baited and set
- ◆ A single flower, emerging from the permafrost
- ◆ A long, slippery ice sluice
- ◆ An ice cave with a narrow mouth
- ◆ Wind sleds, moored to a spike in the ice
- ◆ A blood trail leading off into the snowy expanse
- ◆ The frozen remains of a previous expedition, completely preserved
- ◆ Total whiteout
- ◆ Wind sleds racing along the frozen river
- ◆ An ice beaver den, warm and safe, if you can get in
- ◆ A ice giantess traveling with a papoose
- ◆ A deep crevice in the ice blocking the path
- ◆ An ancient sailing ship, trapped in the ice and creaking from the pressure
- ◆ A glacier, slowly crushing the great city's ruins
- ◆ A giant trapped in the ice, something clutched in his hand
- ◆ A warm spring whose water partially fills the ice cavern
- ◆ Tumbling ruins under a dome of ice
- ◆ A treacherous slope and a long drop-off
- ◆ The sound of drums echoing off the glaciers
- ◆ A portal in the ice, a portal to the beyond
- ◆ More damned snow...

The Frozen South

A Dungeon Starter by Marshall Miller
for Sage LaTorra and Adam Koebel's

Dungeon • World

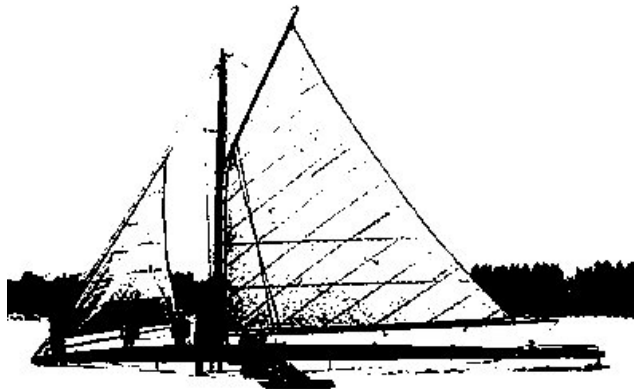
www.dungeon-world.com

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 NPCs
- 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

When you **make camp with your dog team**, roll+Wis. On a 10+, the dogs dine on the local fauna. On a 7-9, the dogs consume one feed or see below. On a miss, convert one dog into one or zero feed, your choice.

When you **try to execute an arrest after you have already started to slide**, roll+Dex. On a 10+, you dig in hard and come to a stop, that was close! On a 7-9, pick 1:

- You haven't let go of you pack
- You're not stranded
- You're not injured

When a **sudden light shines on the ice** roll+Dex. On a 10+, you cover eyes and the light glows fiery red through your hands. On a 7-9, you are blinded until the dice hit the table three times.

When you **crash a wind sled at full speed**, roll+Dex. On a 10+, the damage to the sled is pretty bad but you can fix it with the right tools. On a 7-9, the sled will make great fire wood, even the bits that are sticking out of you, take 2 damage.

When you **fall a great distance into the snow below**, your life flashes before your eyes. Describe two important memories for each level you possess. Take +1 forward as you take your **Last Breath**.

When you **find yourself in the icy water**, roll+Con. On a 10+, you almost fly out of the water, its amazing how fast you can move when you really want to. On a 7-9, you eventually emerge from the water - take 1 damage each time you roll the dice until you **Make Camp** and get warm.

When you **spend time among with the snow elves**, they impart knowledge of the frozen South - hold 3. Holds may be spent, 1 for 1, to take +1 on a roll involving snow, ice, or the frozen South.

When you **emerge from the portal**, ask the GM what you see, then tell the GM what changed about you on the way through. Gain 1 XP.



Things

Dog Sled and Team 10 Gold, 10 Load, 3 Feed
In the frozen foothills, a sled and a team of dogs is the only means of transport. A team is made up of 8 dogs and 6 are required to pull the sled, otherwise 5 weight to pull it yourself.

Wind Sled 20 Gold, 5 Load
In the icy flat lands that once were rivers and lakes, the wind sled is the fastest way to travel, period.

Snow Shoes Worn, Clumsy, 2 Gold, 1 Load
While at times unwieldy, these woven footwear are all but essential for a trek of any great distance. When worn, take +1 ongoing to **undertake a perilous journey** in the frozen South.

Ice Rod Close, 1 Weight
As tall as a man and cold to the touch, the snow elves use these rods to make precise, if slow, cuts in the ice. On command, an ice rod will generate enough heat to slice through ice and snow like butter.

Tundra Cloak Worn, 1 Weight
Made by the snow elves, these flowing white cloaks allow them to all but disappear in the snow. When you stand very still while wearing a tundra cloak, you may remain unseen amongst the ice and snow.

Snow Goggles Worn, 1 Gold, 0 Weight
These slitted eyepieces prevent the glare from snow. Take +1 ongoing to **Volley** and -1 ongoing to **Hack and Slash**.

Mammoth Horn Clumsy, 2 Weight
This enormous horn is carved from the tusk of a mammoth and produces a deep, resonant tone. When blown, the horn is capable of causing avalanches, cracking ice, and even nudging glaciers.

Vial of Seasons 4 Uses, Dangerous, 0 Weight
It is said that whosoever spills a drop from the vial of seasons may summon a season out of turn. Nations have been bought, won, and destroyed with less.

Giant's Tears Applied, 1 Weight
Ice giant's tears contain the potent hormones that allow their bodies to grow to such fantastic sizes. When you rub yourself down with giant's tears, hold 3. Holds may be spent, 1 for 1, to take +1 forward when you roll+Str.

Spells

Harness the Wind Level 1
A gust of wind propels loads up to three times your level. This spell is ongoing as long as you take no damage and make no further moves.

Freeze Level 3
A layer of ice spreads across your target's body, freezing them. Deal 2d6+level damage. If this reduces the target to 0 HP, it is frozen solid but will eventually become Stable unless shattered.

Monsters

Mammoths Group, Huge
Trample (d10 damage) 10 HP 2 Armor
Reach, Messy

Large and shaggy, these megafauna migrate the southern wastes. *Instinct: Protect the herd*

- Stampede
- Slash with tusks
- Seize with trunk

Cephllidae Solitary, Huge, Planar
Rend (3d6 damage) 25 HP 3 Armor
Messy

With the webbed tentacles ringing its beak and its massive shaggy body, the cephlidae should not be.

Instinct: Seek the warmth

- See through their deceptions
- Envelope and gore
- Grasp with sharp talons

Snow Elves Group, Intelligent, Organized
Harpoons (d6 Damage) 8 HP 1 Armor
Reach

Special Qualities: Friendly

Isolated by leagues of snowy tundra, the snow elves are very curious about any outsiders. If anyone can help you in the frozen South, it is the snow elves. *Instinct: Disappear in the snow*

- Slide with uncanny grace
- Disappear in the snow
- Tread on thin ice
- Ice magic

Ice Giant Group, Intelligent, Huge
Kick (4d4 damage) 20 HP 4 Armor
Reach, Messy

With ice and snow clinging to their beards, these reclusive southern giants migrate with the mammoth herds in small family groups. *Instinct: Follow the herd*

- Ignore the excited pests
- Reach through the opening
- Kick with brutal force
- Snowballs

