

Agenda

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

Questions

- ◆ The Shallow Sea stretches for hundreds of leagues, when did you lose sight of land?
- ◆ What do you hate most about traversing the warm, thigh-deep water of the Shallow Sea?
- ◆ When did you realize the horses wouldn't survive?
- ◆ What kind of sea creatures are you surprised to see?
- ◆ What have you slept on or have you slept at all?
- ◆ Thus far, you've only seen their pirogues from afar, what do you hope to find among the water folk?

Impressions

- ◆ A group of houses, raised on poles above the water
- ◆ A large flat stone protruding from the water
- ◆ An unexpected depth, well over your head
- ◆ A small island whose inhabitants sell lumber and cane at exorbitant prices
- ◆ A darkness in the water that appears to be following
- ◆ A pirogue, adrift and without a pilot
- ◆ A cluster of lightning strikes in rapid succession
- ◆ Fisherman on stilts, spearing fish with pikes
- ◆ A stone lighthouse rising from the barrier reef
- ◆ Rajakaba the Gullmaster, directing his flock
- ◆ A bloated corpse, fish-torn but all too informative
- ◆ Eggs of the frogmen blanketing the water
- ◆ Shrouded pilgrims wading to the continental shelf
- ◆ Sucking rip tides when the moon is on the horizon
- ◆ A burning pyre, elevated above the waters and surrounded by a crowd of mourners
- ◆ Ghost nets, loose from their moorings, adrift
- ◆ The Court of the Everdry, who pride themselves on never having touched the water
- ◆ The dark entrance to a submerged cavern
- ◆ A group of frogmen, circling a pleading shore-man
- ◆ A tethered garden, each plant floating in its own pot
- ◆ A flight of shorebirds, perhaps headed to dry land
- ◆ A team of frogmen towing the carcass of a whale
- ◆ A rickety watchtower, reaching high into the sky
- ◆ Markasha the Sigilist, tracing magics in the sand
- ◆ The stone foundations of a long forgotten city
- ◆ More damned water...

The Shallow Sea

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

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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 a move in the waters of the Shallow Sea**, take -2 load.

When you **subject yourself to the jellyfish to loose your spirit**, roll+Con. On a 10+, choose 1. On a 7-9, take 2 damage and choose 2:

- Your spirit is free to roam until the dice hit the table for the 10th time.
- Your spirit cannot return to your body until the dice hit the table for the 10th time.
- One of the waiting spirits inhabits your body
- You have attracted the attention of the village's ancestors

When you **make a move, in the open, during a storm**, roll+Str. On a 10+, the waves are manageable for now. On a 7-9, you are buffeted by waves, salt stings your eyes, and water fills your mouth and nose - choose 1:

- You make progress through the waves but that is all
- You do what you intended but are then washed far leeward
- You hold your ground but all possessions are washed from your grasp

When you **try to ride a Batoidea**, roll+Dex. On a 10+, you gently settle onto its back and find that you can coax it left and right as it swims. On a 7-9, you spook it and slide off its back as it swims away.

When you **make "camp" on the Shallow Sea**, roll+Wis. On a 10+, consume a ration and heal damage equal to half your max HP. On a 7-9, you need sleep and you must find somewhere dry to rest. If you don't have a ration to consume or a dry place to rest, take -2 forward.

When you **learn the fighting style of the water folk**, take +1 ongoing when you fight, unarmored, in the water.

When you **both start and end a session in the Shallow Sea**, you may shift your alignment one step in either direction. Harsh environs make heroes and villains of us all.



Things

Pirogue 35 Gold, Forceful, 10 Load
Pirogues are long, shallow boats that may be rowed with paddles, punted with a pole, or optionally fitted with an outrigger and small sail.

Lumber 20 Gold, 5 Weight
Enough cane and lumber to build a stilted platform, a raft, or a small boat - building materials are hard to come by on the Shallow Sea.

Frogman Idol Touch, 1 Weight
The frogmen worship idols, returned from the barrier reefs of the continental shelf. They will do much to prevent one's destruction; they will do much to those who destroy them. When you take up a frogman idol, hold 3. Hold can be spent, one for one, to give orders to the frogmen.

Spyglass 0 Weight
Two pieces of glass and a collapsing tube, it's like magic only more expensive. When you discern realities using a spyglass, add "What secrets does the horizon hold," to your available options.

Shell Chime 1 Weight
When hung out in the breeze, this string of shells produces a pleasant tinkling which begins to draw sea life from leagues around.

Magic Pebbles 0 Weight
Found in the places where the frogmen lay their eggs and offer praises to their gods, the turquoise pebbles exude magic. When you consume a magic pebble you will find that you can breathe underwater until the stone passes.

Services

A shallow water boat and a pilot for a day, some rowing required
Barter worth 10 Gold

A dry place to sleep for the night
Barter worth 5 Gold

Spells

Part Waters Level 1 Ongoing
Choose an ally; the waters part around them. All water is cleared for 10+level feet in all directions. The spell is ongoing until you next prepare spells or until dismissed.

Monsters

Water Folk Group, Intelligent, Organized
Grapple (6 Stun Damage) 11 HP 0 Armor
Close

The water folk are men like you or I. They are at home in the shallow sea; between their stilted houses and pirogues, they take full advantage of all the shallow sea has to offer. *Instinct:* to part ways with outsiders

- Splash and misdirect
- Grapple and drown
- Use a boat
- Trade only for what they need

Batoidea Solitary, Swim, Huge
Barb and Teeth (2d6+2 Damage) 18 HP 3 Armor
Close, Reach

Often obscured in the sandy bottom of the shallow sea, the fins of batoidea often span 25 feet or more. It is not uncommon to be unaware you are standing on one until it's barbed tail lashes from beneath the water and it swims out from under you. *Instinct:* To lay in wait

- Strike with barbed tail
- Swim away unexpectedly, toppling those above
- Bite those below the surface

Giant Lampreys Group, Swim
Sucker Mouth (d6 Damage) 8 HP 0 Armor
Close

Lampreys are jawless, eel-like fish. They use their round, toothy mouths to attach to their prey, draining their blood. *Instinct:* To drink blood

- Swarm
- Latch on
- Distract
- Blood in the water

Frogman Group, Intelligent, Swim
Spear (d6 Damage) 7 HP 2 Armor
Close

Despite appearing seemingly from nowhere, the frogmen have, with great numbers, taken over large parts of swamps and coastal areas for unknown reasons. *Instinct:* To intrude on the natural order

- Drive natural creatures from an area
- Drag someone with a tongue
- Hop onto someone, tackling them to the ground

Froglings Horde, Swim, Small
Ram (2 Damage) 4 HP 0 Armor
Close

Froglings are the adolescent form of frogmen. They have tails of varying lengths and the more developed ones have limbs. *Instinct:* To swarm

- Ram with surprising force
- Consume shiny objects

