

AGENDA

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

QUESTIONS

- What are you being paid to retrieve Mallory's journal?
- What happens if you fail to find it?
- What experience do you have with mountain climbing?
- Have you ever lost a friend or loved one to the mountain?
- What do you believe is happening on the mountain?
- Do you believe in the legend of the "Cold Woman"?

IMPRESSIONS

- The howl of the wind
- The biting cold
- Crunch of the snow under your boots
- Soaring mountains
- Rope bridge over a ice chasm
- Always feeling tired and cold
- Intense blue of the glacier



MOUNTAIN OF ICE v1.0b

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

"Oh, by Glaggerk and by Kos!" he roared. "By the Behemoth! Oh, by the Cold Waste and the guts of the Red God! Oh! Oh! Oh!" Again the insane bellowing burst out. "Oh, by the Killer Whale and the Cold Woman and her spawn!" -Fahfrd

CUSTOM MOVES

Ice Chasm Bridge

When you struggle to stay on a bucking Ice Chasm Bridge during a snowstorm; roll+DEX. On a 10+, you're fine and may proceed, if slowly. On a 7-9, your progress along the bridge is halted for the time being. On a miss, you're left hanging by your fingertips.

When you try to raise yourself back up onto the bridge, roll+STR. On a 10+, you're back aboard the buckling express. On a 7-9, you're up part of the way, bracing your lower half with your upper half. On a miss, you tumble into the volcanic crater that contains the **Ice Chasm** (See below).

When you try to avoid falling into the Ice Chasm; roll+DEX. On a 10+, you're fine and manage to cling to the side of the crater. On a 7-9, you're clinging to the side but took some damage (1d6). On a miss, you **tumble into the Ice Chasm to instant death** (Last Breath roll).



THINGS

Mallory's Journal Priceless

A wealth of information on lost treasures, vanished civilizations and arcane mysteries along with keen commentary by the female elven rogue Mallory.

Potion of Arctic Spider Climbing 600 Coins

Allows the adventurer to climb walls, rock or ice as if he or she were a giant ice spider until the character next makes camp.

Ring of Feather Falling

Wearer avoids all damage from falls by floating gently to the ground.

White Dragon Amulet

Bearer of this amulet may not be harmed by any type of normal cold or ice. Cold attacks by monsters and magic do half damage.

SERVICES

Consult local scholar: 100 Coins

The scholar will brief the party on the Ice gnome kingship challenge customs and rituals

Monsters

Cold Woman (formerly Mallory)

Solitary, Magical, Devious, Intelligent

Chilling Touch (d8 damage)

Close, Ignores Armor, Far 16 HP

Special Qualities: Immune to cold, Undead.

This beautiful but sad-looking woman wears an ornate robe and is surrounded by a swirling mass of snow.

Instinct: To make the living suffer like her

Inspired by the film *Everest*, the documentary *The Wildest Dream* and the classic Fahrd and Gray Mouser novels of Fritz Leiber.

Giant Furry Snow Serpent *Solitary, Large, Stealthy*

Bite (d10+2 damage, 1 piercing) 12 HP, 1 Armor

Close, Forceful

Special Qualities: Immunity to Cold

The snow serpent is actually a legless mammal which lives in the cold northern latitudes. Solitary and carnivorous, snow serpents are a danger to travelers, but are also hunted by brave adventurers since the creatures' skins are quite valuable (600 coins minimum).

Ice Gnome *Group, Small, Stealthy, Organized, Hoarder*

Claws, Bite (d4 damage)

Close 3 HP

Special Qualities: Will melt in warm temperatures;

Immunity to Cold

Ice Gnomes are ravenous creatures that attack remote arctic villages. The size of ice gnome tribes grow quickly.

They also can eat almost anything, and will even eat their own kind. The only thing that could stop them from eating is being in immediate danger.

Instinct: To eat!



Ice Gnome Chief *Group, Small, Stealthy, Organized, Hoarder*

Ice dagger (d6 damage)

Close 6 HP, 1 Armor

Special Qualities: Will melt in warm temperatures;

Immunity to Cold

Ice Gnome tribal leader. The tribes are ruled by hereditary chieftains, but these chieftains may be displaced through trial-by-combat.

Instinct: Defend the tribe!

Ice Gnome Challenge

If a party member challenges the Ice Gnome Chief to a duel roll +Charisma:

On a 10+ the Chief accepts

On a 7-9 the Chief accepts but will call for the tribe to attack if he is wounded.

Less than 6: the tribe attacks

If accepted battle is always to the death. If the party wins it will be allowed free passage by the clan on the mountain.

Yeti *Large*

Claws (d8+2 damage) 10 HP, 1 Armor

Forceful

Special Qualities: Immunity to Cold

Large vaguely ape-like men covered in white fur, these creatures descend from northern climes to wreak havoc and eat the flesh of men.



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No Ice Gnomes were harmed making this dungeon starter; but a documentary crew was devoured by them.