

TOWER OF ICE v1.0c

A Dungeon Starter by Mark Tygart
For Sage LaTorra and Adam Koebel's
Dungeon World
www.Dungeon-World.com

AGENDA

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

QUESTIONS

- When did you first hear about local people being found headless?
- What have you heard about the Tower of Ice?
- Who do you know who has become a victim?
- What experience do you have surviving in the Frozen Sea?
- What have you heard about the "Mi-Go"?
- What reward have you been promised for ending this terrible scourge?

IMPRESSIONS

- The howl of the wind
- The beauty of the Northern Lights at night
- The crunch of snow and ice under your feet
- A glimpse of wings on the horizon
- The hopeful pleas of local villagers
- The salty smell and sound of the sea
- A headless corpse being consumed by small red crabs
- The intense blue of the ice



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

CUSTOM MOVES

When you **first touch with the Mi-Go Globe**, roll+Charisma.

On a 10+ chose 2, on a 7-9 choose 1:

- They recognize you as a social superior
- They answer your questions truthfully
- They genuinely wish to help you

6 or less and they will refuse to communicate in any way.

If you fall asleep near the Tower of Ice roll+WIS:

On a 10+ you can communicate with a brain in the Mi-Go Globe who pleads for the return of its body and gives you the Ice Golem's password...On a 9 or less the Brain shouts the word at you in a nightmare. On a 6 or less you merely have a nightmare about being beheaded.

When you **attempt to unite an Ice Golem and a brain** roll+INT.

On a 10+ your now have a new super powerful icy friend!
On a 7-9 the Ice Golem union works but the brain is still unhappy and may attack. On a 6 or less the Ice Golem and brain are both destroyed by the failed operation.



THINGS

Flaming Sword

1 Weight

A magical short sword that can burst into flames when its owner desires. This flame doubles the sword's damage and will not hurt the sword wielder but will ignite flammable materials. The sword will not harm creatures immune to fire damage or operate underwater.

Ice Golem Construction by Zenopus

1 Weight

Gives a compelling overview on various methods of constructing ice golems by a wizard and mentions that a golem creator's name is often used as a deactivation failsafe.

About the Mi-Go by Hassan the Scholar

1 Weight

Provides the same information as in the Lore section on the Mi-Go below.

Services

A local fisherman to take you to the iceberg on which **The Tower of Ice** is located: 120 Coins

Consult a Local Scholar: 100 Coins (He will make up a compelling amount of **misleading nonsense** and pocket the fee.)

Spells

Reveal Mythos (Cleric and Wizard; Cantrip & Rote)

Reveals Mythos presence like Detect Magic.

Lore

The important thing to remember about the **Mi-Go** is that they are **alien**. There is little about them we can ever understand. The only emotion or drive they seem to share with us is a type of scientific curiosity. They enjoy dissecting things and using the various parts in their organic based technology.

The **Mi-Go** appears in terms of conventional biology to combine fungal and crustacean features in their anatomy. They have wings and can fly slowly on Earthlike worlds

although this violates all known laws of physics. Their bodies also appear to be composed of a type of matter currently unknown to any conventional science. This has led to speculation that they are not from this dimension and are native to a universe where different laws of physics apply. Surprisingly they are relatively easy to kill on earth type worlds. A clear sign of the presence of a **Mi-Go** base on these worlds is the mysterious appearance of **Mi-Go** corpses.

Their social structure seems to strongly resemble that of terrestrial insects such as ants or bees. They appear to possess a hive mind with no individual sense of identity whatsoever.

Some who have conversed with them claim they experience time in a nonlinear fashion and understand geometry in non-Euclidean terms.

Because worlds sharing Earth's biology are hostile to both Mi-Go and their technology they prefer to operate through agents that they either recruit or manufacture.

They actively spread disinformation about their race, goals and creed.

In short like almost all creatures of the Cthulhu Mythos they resemble the poet Lord Byron in human terms: mad, bad and dangerous to know.



Monsters

Ice Gargoyle

Construct

Claws (d6 damage)

Close

5 HP

A hideous monstrosity crafted with ice and mythos sorcery.

Special Qualities: Wings, Fire does double damage

- Protect the Mi-go Globe
- Provide new heads as needed

Tower Ice Golem

Large. Construct

Slam (d10+2 damage)

Forceful

20 HP

A hideous monstrosity crafted from ice and wizardry brought to horrific life.

Special Qualities: Fire does double damage

- Protect the Ice Tower
- Deactivation word: Zenopus

Mi-Go Globe

Magical, Construct

3 HP, 2 Armor

Special Qualities: Command Minions

These three brains has no ability to directly harm the adventures, but can command their guardian gargoyles to defend their globe and can communicate over a great distance using ESP in dreams.

Inspired by: H.P. Lovecraft, the TOS Star Trek episode *The Gamesters of Triskelion* and John Arendt's *Black City Campaign* (<http://dreamsinthelichhouse.blogspot.com/>)



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