

THE FROZEN PERILS OF SHIPWRECK BAY v1.1E

A Dungeon Starter by Mark Tygart
For Sage LaTorra and Adam Koebel's
Dungeon World
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AGENDA

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

QUESTIONS

- How did you become shipwrecked?
- Where were you going?
- How did you manage to salvage your gear?
- What experience do you have surviving in the Frozen Wastes?
- Have you heard about the Monster of Shipwreck Bay?
- Have you ever seen the shy Giant Polar Octopus?

IMPRESSIONS

- The howl of the wind
- The beauty of the Northern Lights at night
- The crunch of snow and ice under your feet
- A fallen stone monument bridging a yawning ice chasm
- Cold-eyed grins of the Saltwater Zombies
- A rickety rope bridge linking the hut to the snowy mesa above the beach
- A severed hand washed up on the Frozen Beach being consumed by small blue crabs
- An oak door with strange foreign runes carved into it on a snug driftwood hut
- 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 interact with the Flesh Golem and Friend**, roll+CHA.

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

When you **attempt to search for Black Dagon Seaweed on the Frozen Beach** roll+INT.

On a 10+ you find whatever you were looking for... On a 7-9 you think you found it, but there might be trouble.

If you fall asleep in Shipwreck Bay roll+WIS:

On a 10+ you can communicate with a Brain in the Jar who pleads for the return of its body... On a 9 or less the Brain spouts insane gibberish at you in a nightmare.

When you **attempt to reunite the Flesh Golem and his brain** roll+INT.

On a 10+ your now have a new super powerful friend! On a 7-9 the Flesh Golem goes briefly insane and attacks you and flees before returning the next day. On a 6 or less the Flesh Golem will not stop until destroyed or the party is killed...



THINGS

Airship Captain's Rod 1 Weight

This magical item will direct the bearer to the associated airship with only a moment of concentration. The bearer is the undisputed master of this airship.

Black Dagon Seaweed 1 Use, 1 Weight

When brewed into a tea this foul seaweed allows the characters to gain the tag Aquatic by transforming into Mermen when in seawater for a day. It also protects them from the deadly chill of arctic waters. This seaweed washes up constantly on the Frozen Beach.

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.

Sundry Seaweeds by Zenopus 1 Weight

Black Dagon Seaweed is covered in great detail in this tome. Written in Braille and owned by the Blind Hermit Sword Master.

Monsters

Flesh Golem *Large. Construct*

Slam (d10+2 damage)

Forceful 24 HP, 0 Armor

A hideous monstrosity crafted from body parts stitched together with thick string, wire, and metal staples lurches to horrific life.

- Protect the Friend and his Hut
- Be consumed by violent rage
- Try to learn chess

...and Friend (Blind Hermit) *Intelligent*

Martial Weapons (b [2d8] damage, 1 piercing)

Close 6 HP, 3 Armor

- Calm the Flesh Golem
- Former Ronin
- Attack with precision despite blindness

Saltwater Zombie *Horde, Terrifying*

Barnacled swords and axes (d4 damage)

Close 7 HP, 0 Armor

Special Qualities: Regenerates slowly in saltwater
Half-consumed by the sea and its fauna, their decay has reached a kind of stasis and continued exposure to water actually heals any further damage they suffer. They must obey the mad commands of the Brain in a Jar until freed by their master's destruction.

Brain in a Jar *Magical, Construct*

3 HP, 2 Armor

Special Qualities: Commands Minions
This insane brain has no ability to directly harm adventures but it has learned to command the bay's Saltwater Zombies and Giant Polar Octopus from its lair in a pirate ship wreck iced over and partially submerged in Shipwreck Bay. It can communicate over a great distance using ESP. It seeks to be reunited with its former host (the Flesh Golem) by being implanted in that beings empty skull at all costs.

Giant Polar Octopus *Solitary, Huge*

Tentacles (b [2d6] +3 damage) 24 HP, 2 Armor

This poor creature must obey its insane master until freed from the brain's mental control.

Instinct:

- Grapple
- Ink Cloud
- Obey Master

Frozen Crashed Airship *Solitary, Huge, Devious, Construct, Amorphous*

Ramming speed! (d6+3 damage)

Reach, Ignores Armor 27 HP (now 7), 2 Armor

Special Qualities: Good maneuverability, Sits 6 people comfortably.

- Flies. No weapons.
- Commanded by the Airship Captain's Rod
- Requires Magical Items (or beings) to be burned for Fuel
- Can regenerate damage if refueled
- Former property of a powerful sorcerer who will seek its return



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Inspired by Mary Shelly's Frankenstein and the fate of the lost Franklin expedition to find the Northwest Passage.