

## AGENDA

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

## QUESTIONS

- What are you heard about the legendary Jeweled City of the North?
- 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 mountains?
- Why will this be your final quest?
- What do you hope to find in the Jeweled City?

## IMPRESSIONS

- A snowstorm approaching fast
- A frail, shaky rope bridge over an abyss
- Crunch of the snow under your boots
- Soaring mountains
- Suddenly an ice chasm is opening under your feet!
- Always feeling tired and cold
- Intense blue of the glacier



# A FINAL QUEST v1.0E

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

Dungeon World

[www.Dungeon-World.com](http://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

MERCHANT: "ONE SEARCHES FOR GODS, YET CLAIMS HUMILITY? THE STORIES I COULD TELL OF PRESUMPTION."

-“Dream-Quest for Unknown Kadath” by  
H.P. Lovecraft

## CUSTOM MOVES

### Crypt Thing (Jeweled City Gatekeeper) Riddle:

#### How do you keep the one you love?

**Answer:** You don't. Love is selfless, not possessive. If you truly love somebody, you have no desire to possess them. You don't keep them.

### When you pass the Gates of the Jeweled City:

You are surrounded by a mist and you feel you have awoken from a long sleep...

Suddenly you can see the buildings and places of which you are most fond. You look at your hands and realize that you are no longer a wizard, barbarian or whatever but yourself.

The mist fades and you realize that you have come home. You are surrounded by friends, playing a game...

JOEL: THE SHIMMERING EMERALD TOWERS.  
WHY DON'T YOU COME WITH ME? WHAT DO YOU SAY?

MAGGIE: GOD, FLEISCHMAN, YOU KNOW, IF YOU WANT TO SEARCH FOR THE ARK OF THE COVENANT, THAT'S ONE THING, BUT, DOES IT HAVE TO BE ON THE DARK SIDE OF THE MOON?

JOEL: HEY, YOU'RE NOT GOING TO FIND A LOST CITY IN A MICHELIN GUIDE, NOW ARE YOU?

-Northern Exposure  
“The Quest” Episode

## THINGS

### **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.

### **Snowflake Ring (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.

## Spells

### **Ice to Flesh** (Wizard, Third Level)

This spell restores an ice petrified creature to its normal state, restoring life and goods.

## SERVICES

### **Consult Local Scholar:** 100 Coins

The scholar will tell the party that the Jeweled City is inhabited by the “true creators” of their world.



## Monsters

### **Blizzard Bat** (*Group, Small, Terrifying*)

Claws (1d6 damage)

Close (6 H.P.)

**Special Qualities:** Immune to Cold

A furry albino giant carnivorous bat that enjoys the company of other blizzard bats, warm blood and attacking foolish intruders on rope bridges during blizzards.

**Instinct:** Swoop!

### Fun Facts about Blizzard Bats:

O Blizzard Bats aren't very bright

O Blizzard Bats are attracted by the sound of voices screaming or in pain

O Blizzard Bats are prone to fall into a feeding frenzy

O Blizzard bats hate fire

O Blizzard Bats can be confused by “strange” noises

### **Crypt Thing** (*Solitary, Stealthy, Construct*)

Teleports

Close, Far (16 H.P)

**Special Qualities:** Undead

**Instinct:** Guard the Gates of the Jeweled City

A crypt thing is a kind of undead guardian that is built to watch over a particular site or object and deal with intruders in a nonlethal manner. The creature appears as nothing more unusual than a skeletal figure in tattered robes. When active, its eyes glow with a fierce red light. A crypt thing exists only to guard, and it typically watches over a religious treasure, tomb, or holy site. It normally waits in an alcove or on a chair provided for it. It speaks Common and is willing to converse with those that do not threaten it while it tries to scare away creatures it thinks are easily cowed.

O Teleports hostile party

O Loves to talk

O Liar

### **Winter Basilisk** (*Solitary, Hoarder*)

Bite (d10 damage)

Close (12 H.P.)

**Special Qualities:** Gaze transforms character into ice sculpture.

**Instinct:** To create new ice sculptures

A Winter or Ice Basilisk is an arctic reptilian monster that transforms living creatures into ice with a mere gaze. A Winter Basilisk usually has a snowy white body with a bluish underbelly. Some specimens sport a short, curved horn atop the nose.

### Fun Facts about the Winter Basilisk:

Partial ice transformation is a fun thing to do to a player character; Why not start with eyes, nose, or hair? Winter Basilisks can be killed by gazing at itself in a mirror (they are transformed into ice). Tales are told that Alexander the Great ordered a mirror be placed between his army and a regular basilisk that was defending a city. Upon seeing its reflection the monster was transformed to stone. Similarly, Saint George held his shield so that a mundane basilisk saw its own image, causing its reinvention as a statute.

Inspired by the television series Northern Exposure and H.P. Lovecraft's *The Dream Quest for Unknown Kadath*.



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**“I wonder who carved all these ice sculptures.”**

**-Adventurer “Icy” Bob**

(Many Thanks to Andrea Parducci for additions and feedback!-MT)