

EPIC FANTASY^{v1.0B}

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

- Why do you want to defeat the Winter Witch?
- What do you hope to gain?
- How did you learn of the Flaming Sword? The entrance underground in the lost Dwarven Kingdom?
- What family relationship do you have with the Winter Witch? The fallen Emperor of Man?
- What experience do you have adventuring?

IMPRESSIONS

- The endless trees covered with snow
- The icy ruins of unknown architecture
- The endless gnawing cold
- Brutal war drums of the Snow Orcs
- Luminous eyes peering from dark woods
- The howl of a wolf
- Defaced statues of human emperors in the snow
- A cloud of white arctic bats soars above



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

"We have not even to risk the adventure alone, for the heroes of all time have gone before us — the labyrinth is thoroughly known. We have only to follow the thread of the hero path, and where we had thought to find an abomination, we shall find a god; where we had thought to slay another, we shall slay ourselves; where we had thought to travel outward, we shall come to the center of our own existence. And where we had thought to be alone, we shall be with all the world." —Joseph Campbell

CUSTOM MOVES

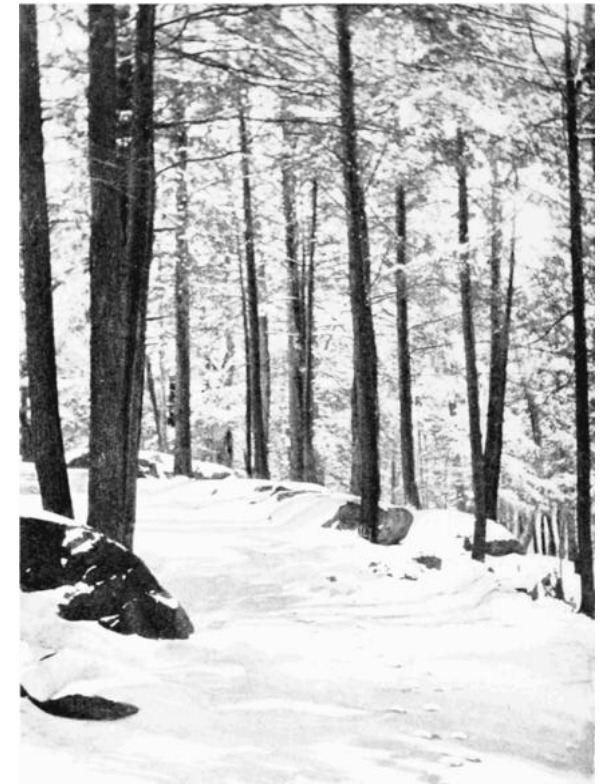
Riddle Games

When you meet dragon, sphinx, lonely lich, Andy Serkis or any other riddle game loving creature (GM's discretion) you may roll +CHA and offer to play a **game of riddles**:

On a **10+** the creature will play the game with and not attack your party unless attacked. It will offer your party a useful piece of information.

On a **7+** or less the creature will the play the game and not attack your party unless attacked.

On a **6 or less** the creature will attack once the game is concluded.



THINGS

Book of Lore (1 Weight)

Written by the wise Satyr Sage the Book of Lore reveals the following:

- Tragic true history of the Winter Witch, last Dwarf King and the dark fate of their kingdoms due to the lies and greedy conquest of the fallen human Emperor
- The terrible Curse of Eternal Winter on the Human Empire cast by the Elven Queen at the price of her soul
- How the Curse of Eternal Winter may be lifted by defeating the Winter Witch with the Flaming Sword
- Which player character is the rightful heir to the Human Empire of the Known World.

Flaming Sword (1 Weight)

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

Flying Sledge (3 Weight)

When you go for a flying sledge ride... describe how you try to ride on the unstable sledge and roll:

- On a 10+ whatever you did it worked...this time.
- On a 7-9 Flying was easy, landing not so much.
- On a 6 or less...SPLAT!

Monsters

Deep Kobold (*Horde, Small, Stealthy, Intelligent, Organized*)

Spear (1d6 damage)

Close, Reach 3 HP, 1 Armor

Special Qualities: Transformed dwarf soldiers

Some are wont to lump these little, rat-like dragon-men in with goblins and orcs, bugbears and hobgoblins. They are smarter and wiser than their kin, however. The kobolds are loyal slaves to dragons and were, in ancient times, their soldiers. Spotting a kobold means more are near—and if more are near then a mighty dragon cannot be far, either.

Instinct: To serve dragons

Fire Drake *Solitary, Huge, Intelligent, Hoarder, Terrifying*
Claws, Bite (d12+5 damage)

Ignores Armor 16 HP, 2 Armor

Special Qualities: Breathes fire; Transformed last Dwarf King

Instinct: Amass treasure

- Breathe Fire
- Command Kobolds
- Protect the Flaming Sword

Custom Move: When a Fire Drake breathes his consuming flames at you, ROLL+WIS. On a 10+, you find suitable cover. On a 7-9, you dodged but choose 2 anyway:

- Your weapon melts on your hand.
- Your armor burns and leaves you breathless for a while.
- Say goodbye to your backpack.

On a 6-, you turn to ashes.

Snow Orc *Horde, Organized*

Attack with rough-crafted weapons (d6+2 damage)

Close 6 HP, Armor 1

Special Qualities: Transformed elves cursed to serve the Winter Witch; immune to normal cold

Instinct: Pillage and take vengeance against the world of men

- Attack en masse
- Scream for help
- Torment the helpless

Visit the Cats of Tindalos

(<http://catsoftindalos.blogspot.com/>)



This work is licensed under a [Creative Commons Attribution 4.0 International License](https://creativecommons.org/licenses/by/4.0/).

(Inspired by the works of J.R. R. Tolkien, C.S. Lewis and Joseph Campbell)

Winter Witch *Solitary, Stealthy, Magical*

Frost Blast (d12 damage)

Close, Ignores Armor, Far 16 HP

Special Qualities: Regenerates; may only be killed by the Flaming Sword; immune to normal cold; Touch converts normal flesh to ice

Transformed last Queen of the Elven Kingdom, the Winter Witch has brought down eternal winter on her kingdom to punish the invading hordes of men.

Instinct: Snuff out daylight and warmth.

- Command the Snow Orcs
- Disappear with a flurry of snowflakes.
- Manipulate ice and snow.
- Rule the Known World by Ice Magic

