

SHORES OF SORROW v1.0c

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

- Why did you come here?
- How did you learn of this forbidden place?
- What reason do you have to hate or love the sea?
- What sorrow lurks in your heart?
- Have you heard about Death wandering these shores?
- Do you believe a portal to the Underworld is near?

IMPRESSIONS

- The cry of sea gulls
- The constant salty wetness in the air
- The crunch of black sand beneath your feet
- The cruel ocean's crash against the shore
- The whisper of lost love in the wind
- Cold-eyed grins of shattered skulls in the sand
- The flash of green at sunset
- A tear upon your cheek



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 agree to play chess with Death, roll+INT.

- On a 10+ you win and your next Last Breath move will be successful. Or a comrade will be returned from his kingdom?
- On a 7-9 you play to a draw; gain a +1 on your next Last Breath roll.
- On a 6 or less you lose and Death has a small quest in mind to square the books...or your soul would also be valid payment. The "choice" is yours.

"I remember a terrible expanse of dirty water, brighter and perhaps cleaner way off in the distance, but smelling and slopping and chill close at hand, like Time when it wears away objects, delivers them, removes them...You name it, and it spits it up some time or other: a dead man, a shell that might be alabaster, rose and pumpkin bright, with a sinistral whorling, rising inevitably to the tip of a horn as innocent as the unicorn's, a bottle with or without a note which you may or may not be able to read, a human foetus, a piece of very smooth wood with a nail hole in it--maybe a piece of the True Cross, I don't know--and white pebbles and dark pebbles, fishes, empty dories, yards of cable, coral, seaweed, and those are pearls that were his eyes. Like that. You leave the thing alone, and after awhile it takes it away again. That's how it operates."

-Roger Zelazny

THINGS

Arcane Map 3 Uses 0 Weight

A blank map on withered parchment. After a player spends a few minutes concentrating on the item the map will show a route to his or her greatest desire. Note that the map does not usually show monsters, traps or hidden doors. After three uses it crumbles.

Survivor's Ring 0 Weight

When worn this ring of pale bone and silver will allow a character to survive without the need of food or water.

Gladiator Lizard Egg 2 Weight

2,000 Coins

Services

Ferryman to the Underworld: 2 Coins

Monsters

Crab, Giant *Group*

Pincers (d8 damage, 1 piercing)

Close, Messy 6 HP, 3 Armor

The storm had washed ashore the old fishing boat, broken. And his crew had been scattered all along the beach, unconscious. They were coming for fresh and tasty meat. Crabs were getting off the sand, swimming out of the sea, or bursting out of water holes. Most were quite large... Larger than a cart wheel, with pincers strong enough to cut an arm off, and mandibles chopping their way through leather and fabric.

Instinct: To feed on carrion

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(Inspired by the Fritz Leiber story *The Bleak Shore*)

Ghost *Solitary, Devious, Terrifying*

Phantom touch (d6 damage)

Close, Reach 16 HP

Special Qualities: Insubstantial

Every culture tells the story the same way. You live, you love or you hate, you win or you lose, you die somehow you're not too fond of and here you are, ghostly and full of disappointment and what have you. Some people take it upon themselves, brave and kindly folks, to seek out the dead and help them pass to their rightful rest. You can find them, most times, down at the tavern drinking away the terrors they've seen or babbling in the madhouse. Death takes a toll on the living, no matter how you come by it.

Instinct: To haunt

- Reveal the terrifying nature of death
- Haunt a place of importance
- Offer information from the other side, at a price

Gladiator Lizard *Solitary, Intelligent, Construct*

Claws (d10 damage, 2 piercing)

Close, HP: 16 Armor: 2

Special Qualities: Magical Creation

This extremely rare creature is only found naturally on the Shores of Grief. Eggs of the gladiator lizard may occasionally be taken from the Bleak Shore and the hatchlings uses as guards or in zoos. Gladiator lizards appear to be of magical or alien origin. They seem never to need food or other nourishment. They are large lizardoids with huge sharp claws instead of hands. Young lizards emerge from their eggs fully grown and the eggs can be enchanted to hatch when disturbed by intruders. Their lifespan seems to be considerable – two decades or more. This is especially useful when they are used as guardians, since they cannot be tamed or otherwise civilized. In such cases, there is always a fail-safe device that can cage or otherwise restrain the gladiator lizards if the owner wishes to visit his valuables.

Instinct: Hatch and Attack

Skeleton *Undead, Horde*

Rusty weapon (d4 damage)

7 HP, 3 Armor

Close

The pile of bones suddenly stirs, rising up to take on a human shape. Its long, bony fingers reach out to claw at the living.

Instinct: To increase their ranks



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The Chess Master's Riddle:

"Some try to hide, some try to cheat, but time will show we will always meet,

Try as you might to guess my name,

But I m sure you all know when it's you I claim"

"Who am I?"

("Death")

"Shall we play a game?"