

TERROR AND ICE^{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

- How did you become shipwrecked in the polar ice?
- 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 Inuit?
- Have you been seen the mysterious demons of the Frozen North?

IMPRESSIONS

- The howl of the wind
- The beauty of the Northern Lights at night
- The crunch of snow and ice under your feet
- A yawning ice chasm
- Kindly faces of the Inuit
- A severed head washed up on the Inuit Beach being consumed by small red crabs
- A snug village of igloos
- The intense blue of the icebergs



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 **attempt to search for Black Dagon Seaweed on the Inuit 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 the Igloo Village roll+WIS:

On a 10+ you can communicate the goddess Sedna who asks you to slay the demon... On a 7-9 then you have a vision of the demon in your nightmare.

LORE

Sedna is the Inuit Goddess of the Underworld and the Ocean. The Inuit believe the afterlife to be located at the bottom of the sea; which Sedna rules. Sedna started existence as a simple Inuit girl. Sedna was killed by her father. Varying legends each give different rationales for Sedna's murder. Yet, in each version, her father takes her to sea in his kayak, chopping off her fingers and throwing her into the sea. In each version she sinks to the bottom of the sea; to be worshiped by hunters who depend on her goodwill to supply marine sea creatures to hunt. She is generally considered a vengeful goddess, and hunters must placate and pray to her to release the sea animals from the ocean depths for their hunt. She is often depicted with a fish tail, like a mermaid. Inuit souls are sent to her for a year after death before they are reincarnated back into their tribe.

Inuit are a group of culturally similar indigenous peoples inhabiting the Arctic regions. The Inuit have traditionally been fishers and hunters. For the Inuit there was a set way of doing things: Maligait refers to what has to be followed, Piqujait refers to what has to be done, and the Tirigususiit refers to what has to be avoided. If an individual's actions went against the Tirigususiit, Maligait or Piqujait, the shaman might have to intervene, lest the consequences be dire to the individual or the community.

THINGS

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 until they next make camp. It also protects them from the deadly chill of arctic waters. This seaweed washes up constantly on the Inuit Beach.

Monsters

QALUPALIK Group, Stealthy
Claws (d8 damage) 6 HP, 0 Armor
Forceful

A Qalupalik is an Inuit mythological creature. It is a human-sized marine goblin-demon that lives at the bottom of the sea, with long hair, green skin, and long fingernails. The myth is that qalupaliks wear an amautiit (a form of pouch that Inuit parents wear to carry their children) so they can take babies and children away who disobey their parents to become qalupaliks. The story was used to prevent children from wandering off alone, lest the qalupalik take those children in her amautik underwater and keep them forever. Qalupaliks are said to make a distinctive humming sound; therefore, they can be heard before they appear.

Instinct: Steal Children

- Lives in the Inuit marine Underworld
- Charms children
- Make a distinctive humming sound



SIXAM IEUA Solitary, Divine
Arctic curse (w [2d10+2] damage) 12 HP, 0 armor
Close, Far

Special Qualities: Bless Weapons, Mute

A rare type of Inuit guardian shaman found in Dan Simmons' novel "The Terror". The shaman of a community of Inuit was not the leader, but rather a sort of healer and psychotherapist, who tended wounds and offered advice, as well as invoking the spirits to assist people in their lives. His or her role was to see, interpret and exhort the subtle and unseen. The Tuunbaq can be pacified by the throat singing of an otherwise mute Sixam ieuia (special Inuit shaman), rendering it as close to docile as it can be made. This entire shaman group has had their tongues removed to gain their special powers and usually refrain from all forms of physical violence against human beings.

Instinct: Protect and Guide

- Heal
- Bless
- Inspired by Dan Simmons' novel "The Terror"

TUUNBAQ

Solitary, Large, Planar
Bite (b[2d12] damage) 20 HP 1 armor
Near

Special Qualities: Impervious to non-magical weapons, Demon, Immune to cold

The Tuunbaq is an Inuit Demon, a devourer of souls and eater of flesh. The Tuunbaq is encountered as a large polar bear with an extended if not elongated neck, and is impervious to non-magical weapons. The Tuunbaq can be pacified by the throat singing of a Sixam Ieuia (special Inuit shamans), rendering it as close to docile as it can be made.

The Tuunbaq was created by the Inuit Goddess Sedna to murder the other Inuit pagan gods, when it failed she exiled it to the far north and Sedna taught special shamans how to confine it there. Instinct: Consumes souls

- Ancient Demon of Frozen Wastes
- Players killed by Tuunbaq may not be restored unless it is destroyed
- Inspired by Dan Simmons novel



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Inspired by Dan Simmons's "The Terror" and Larry Niven and Steve Barnes "Fimbulwinter" game in their Dream Park novel "The Barsoom Project".