

AGENDA

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

QUESTIONS

- Why are you trapped in the Sleepy Yeti Tavern in this blizzard?
- Who are you meeting at the Tavern?
- What reason do you have to hate the cold?
- What experience do you have tracking down fugitives?
- Who is the Bartender?

IMPRESSIONS

- The howl of the wind
- The biting cold
- Crunch of the snow under your boots
- Soaring mountains
- Rope bridge over a ice chasm
- Always feeling tired and cold
- Intense blue of the glacier



THE HATEFUL WHATEVER

v1.0E

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

Dungeon World
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

John 'The Hangman' Ruth: "You only need to hang mean bastards, but mean bastards you need to hang."

— *The Hateful Eight*

SETUP

The party is trapped for a few days by a blizzard in the Sleepy Yeti Tavern. Unfortunately, a hungry doppelganger has joined the group. As has a number of bounty hunters, bandits, barflies and a pickpocket.

CUSTOM MOVES

Sleepy Yeti Tavern

Pickpocket (Move by Jeremy Strandberg)

When you stand idly about in the Sleepy Yeti Tavern, roll +Wisdom to see if you can foil a theft. On a 10+, you catch the pickpocket in the act or see her coming. On a 7-9, she only got away with trifles: 1d6 rations, uses of adventuring gear, or coin. On a miss, you'll miss whatever's gone.

Ice Chasm Bridge

When you struggle to stay on a bucking Ice Chasm Bridge during a blizzard; roll+DEX. On a 10+, you're fine and may proceed, if slowly. **On a 7-9,** your progress along the bridge is halted for the time being. On a miss, you're left hanging by your fingertips.

When you try to raise yourself back up onto the bridge, roll+STR. On a 10+, you're back aboard the buckling express. **On a 7-9,** you're up part of the way, bracing your lower half with your upper half. On a miss, you tumble into the volcanic crater that contains the **Ice Chasm** (See below).

When you try to avoid falling into the Ice Chasm; roll+DEX. On a 10+, you're fine and manage to cling to the side of the crater **On a 7-9,** you're clinging to the side but took some damage (1d6). On a miss, you **tumble into the Ice Chasm to instant death** (Last Breath roll).

THINGS

Arcane Confusion Gem

Blocks all forms of magical items, rites, cantrips, and spells of detection in a room where it is present.

Deerstalker Hat of Detection

If worn this hat will provide a +1 bonus on all of a character's Discern Realities and Sprout Lore rolls

Spells

Reveal True Self (Cantrip & Rote)

Forces any disguised creature into their true form for a few minutes.

Arcane Conceal (Third Level) Blocks all forms of magical items, rites, cantrips, and spells of detection in a room where it is cast.



Monsters

Bandit (Group, Intelligent, Organized)

Spear (d8, close, reach)

HP 6, 1 Armor

Instinct: Bully

- o Be Tough
- o Free the prisoner
- o Express contempt for the law

Barfly (Group)

Daggers, cudgels, short swords (d4, hand, and close)

Instinct: Become drunk

HP 2

- o Beg
- o Drink
- o Snore

Bounty Hunter (Group, Intelligent, Organized)

Sword (d8, close, hand)

HP 8, 1 Armor

Instinct: Secure your prisoner

- o Be Wary
- o Be Watchful
- o Be Professional

Pickpocket (Intelligent, Stealthy)

Daggers, cudgels, short swords (d8, hand, and close)

Instinct: To take advantage of weakness. She has the arcane confusion gem in her pocket.

HP 6

- o Lie
- o Hide
- o Steal
- o Seduce

Inspired by the films "*The Hateful Eight*" and John Carpenter's "*The Thing*".

The Prisoner: Bandit Chief "Bloody" Bob Watkins AKA The Doppelganger "Dave" (Solitary, Devious, Intelligent)

Dagger (d6 damage)

HP: 12

Their natural form, if you ever see it, is hideous. Like a creature that stopped growing part-way, before it decided it was goblin or man or clay. Then again, maybe that's how you get to be the way a doppelganger is—without form, without shape to call their own, maybe all they really seek is a place to fit in. Or a murdered victim to consume and replace. This one is amusing itself by pretending to be the notorious Bandit Chief "Bloody" Bob ("He was delicious") Watkins.

Instinct: To infiltrate

- o Murder Victim
- o Consume Victim
- o Replace Victim

Yeti (Large)

Claws (d8+2 damage)

10 HP, 1 Armor

Special Qualities: Immunity to Cold

Large vaguely ape-like men covered in white fur, these creatures descend from northern climes to wreak havoc and eat the flesh of men.

Visit the Cats of Tindalos

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

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John 'The Hangman' Ruth: "No one said this job was supposed to be easy."

Major Marquis Warren: "Nobody said it's supposed to be that hard, either!"

—*The Hateful Eight*