

Agenda

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

Questions

- ◆ Whose idea was it to come here?
- ◆ How long will the ponies be OK without you?
- ◆ This far from civilization, what was the last thing you saw as you entered the cavern?
- ◆ You weren't sure before but what is the smell that keeps getting stronger as the cavern's entrance disappears from view?
- ◆ What have you sworn to do here?
- ◆ What scares you the most as you darkness looms closer?

Impressions

- ◆ A hole in the dirt just big enough for a man to squeeze through
- ◆ A goblin's corpse, his hand stretched toward the well
- ◆ A goblin with his hand tied to ring in the ceiling
- ◆ A thick, sweet-smelling, smoke filling the air.
- ◆ A vertical shaft filled with debris
- ◆ A series of shallow algae-filled pools
- ◆ A talking bird skull on a string
- ◆ A pack of slumbering feral dogs
- ◆ A chattering of starlings, desperate to reach the surface
- ◆ Hairless, blind rabbits in hutches
- ◆ A weeping willow whose tendrils extend into the depths below
- ◆ A tunnel to somewhere else entirely
- ◆ The throne-ridden patriarch of the goblins, slumped and staring
- ◆ Two hollow-eyed children in a cage
- ◆ A heavy antler-covered log swinging in from above
- ◆ A well-covered pit where you might not expect
- ◆ Five fish on a spit over coals
- ◆ Black land-nettles that sting like crazy
- ◆ A narrow ledge along a roughly carved canal
- ◆ A flight of arrows in mid arc

The Goblin Hole

A Dungeon Starter by Marshall Miller
for Sage LaTorra and Adam Koebel's

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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 NPCs
- 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 are **hit by a swinging log**, roll+Dex. On a 10+, choose 1. On a 7-9, choose 2:

- You are gored by an antler and take 4 damage
- You are knocked back a good ways and land on your back
- You knock over the nearest ally but keep your footing

When you are **in the midst of a chattering of starlings**, all torches are extinguished as the starlings flood the area in their hasty flight towards the surface. Take -1 Forward until the chattering passes.

When you **sneak past the slumbering pack**, roll+Party (# of PCs + NPCs). On a 10+ the pack attacks, take -1 Forward as they spring to attack. On a 7-9, choose 1:

- Your approaching footsteps awake the pack and they bark and snarl, blocking your path, take +1 Forward
- As you congratulate yourselves on bypassing the pack, they awake and give chase

On a 6-, you suppose its best to let sleeping dogs lie and leave the slumbering pack in your wake.

When you **traverse the debris-filled shaft**, roll+Weight. On a 10+, choose 3, on a 7-9 choose 2:

- The debris gives way and disappears down the shaft
- You plummet to a yet deeper part of the cavern
- You take harm
- You make a terrible clatter

On a 6-, choose 1:

- Take +2 Forward to Aid others in negotiating the debris
- Collect enough debris to replenish one use worth of adventuring gear

When you **brush up against the black land nettles**, roll+Weight. On a 10+, your gear shields you from their stinging toxin. On a 7-9, take 3 stun damage.

When you **consume a cavern rabbit**, you know what they know. See the spell Revelation.

Things

Talking Bird Skull

Small, 0 Weight

Strange things happen when a familiar dies. When not covered or contained, the skull mercilessly heckles those nearby. When you are heckled by the bird skull, others take +1 Forward to parley with you. Whenever you roll a miss in the presence of the skull, it marks a bond with you. When that bond exceeds +4 or -4, the skull no longer heckles that character.

Rabbit Totem

Touch, Requires Good, 0 Weight

A small rabbit figurine carved from the white limestone. When you hold the totem in the presence of cavern rabbits, a telepathic bond is created. See the wizard spell Telepathy (Level 1, Divination).

Goblin Incense

3 Uses, Slow, 0 Weight

When you smell the surprisingly sweet smoke of goblin incense, considering it's made from dung – take +2 Forward to parley but also -1 Forward to Wis and Int.

Goblin Grotesquery

Clumsy, 4 Weight

When you return to civilization with this monstrosity it's bound to cause a stir. When you Carouse, add “You draw quite the crowd” to your list of options as you display your grotesque trophy.

Sling

Near, Stun, 1 Weight

Cave Fish

Ration, 2 Uses, 1 Weight



Monsters

Cave Rat

Horde, Small

Bite (1 Damage)

6 HP 0 Armor

Close

Rats living in the same tunnels as goblins and other such creatures have become decidedly more dangerous. Having bred to the size of house cats, these rats can chew through just about anything given enough time. *Instinct:* To devour and spawn

- Pierce armor with sharp front teeth
- Overrun someone or someplace
- Retreat into sewers and tunnels

Feral Dog

Group, Small

Bite (2 Damage)

6 HP 0 Armor

Close

Feral dogs assemble on the outskirts of civilization and in the places the civilized world has forgotten; that is, assuming they aren't pushed out by wolves or worgs. *Instinct:* To protect the pack

- If it runs, chase it
- Bring down the prey
- Bark loudly

Assassin Root

Group, Stealthy, Large

Constrict (d6 Damage)

7 Hp 1 Armor

Reach

Despite its shrub-like appearance, the roots of the Assassin Root extend deep underground and are not so unlike their viney predecessor. Assassin Roots have become an unfortunate part of the subterranean ecology. *Instinct:* To fertilize with flesh

- Entangle someone in strangling roots
- Attack from any crack or loose soil
- Encapsulate unconscious creatures in root balls

Infected Children

Group, Small

Flailing (1 Damage)

6 HP 0 Armor

Close

Special Quality: Infected

Infected or no, children just want to be held when they are scared and not feeling well. *Instinct:* To be carried to safety

- Hug with desperate arms
- Cry big wet tears
- Whimper and babble distractingly
- Inflict Disease, giving someone Goblin Pox

Goblin

Horde, Small, Intelligent, Organized

Sword (d6 Damage)

3 HP 1 Armor

Close

Some believe goblins to be the twisted reflections of halflings, slimy green creatures filled with hatred.

Instinct: To overwhelm greater creatures and civilizations

- Sound the alarm
- Attack with poisoned weapons
- Learn from past encounters and prepare for the next one

Goblin Orkaster

Solitary, Small, Magical

Acid Orb (13 Damage)

12 HP 0 Armor

Near, Far

Even the goblins have developed their own primitive magics. *Instinct:* To prove superiority

- Cast Whispers of Evil on someone, filling their head with evil suggestions
- Cast Hold on someone, paralyzing them so long as the goblin maintains it
- Contact a powerful being
- Cast Inflict Disease, giving someone Goblin Pox

Goblin Pox: When you go to sleep while suffering from Goblin Pox, roll+Con. On a 10+, no new sores breakout. On a 7-9, a few more painful sores appear. Take -1 Ongoing to Cha rolls until cured, but +1 Forward to your next Goblin Pox roll. On a 6-, just the sores, -1 Ongoing to Cha rolls until cured. Goblin Pox is a 3rd level disease.

