

THE GIBBELIN JOB v1.0e

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 are you traveling to the Gibbelin Tower?
- How did you learn of its secret location?
- What do you plan to do with a fortune in gems?
- Have you made arrangements for an empty casket memorial service if you don't return?

IMPRESSIONS

- The gloom of the huge trees looming above
- The smell of wet leaves and decay
- A ring of stones
- The feeling you are being watched
- The gurgle of the river
- The splash of a small waterfall
- A path of ancient stone
- Sudden appearance of a black stag
- Fog and more fog...
- Evil tower on the narrow island
- An unexpected small shrine to Thanatos
- More damned huge trees...



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

"To Serve Man---It's a cookbook!"

— The Twilight Zone

*"That's a fugazi." -About a jewel, from the film
"Donnie Brasco"*

CUSTOM MOVES

Gibbelin Net Trap

When you step on a hidden trap trigger, Roll+Dex. On a 10+, gain both. On a 7–9, choose 1:

- You are able to avoid setting off the alarm
- You avoid being ensnared in the net

Less than 6: The alarm is sounded and you are ensnared

Gibbelin Pit Trap with Locking Cover

When you step on a hidden trap trigger, Roll+Dex. On a 10+, gain all. On a 7–9, choose 2:

- You are able to avoid setting off the alarm
- You avoid being locked in the pit
- You suffer 1d4d from falling in the pit

Less than 6: The alarm is sounded, you take 1d4d and you are locked in the pit.

Sounding the alarm will summon a hungry Gibbelin Horde.

Locations

Gibbelin Gem Cellars

These contain a hoard of various cut and uncut stones of various sizes of a given type. Unfortunately for the adventurers a large percentage of these are actually counterfeit ("fugazi"). The GM should allow the players a nice score, but not so much as to unbalance the game.

Gibbelin Coin Hoard

A large percentage of these coins are also counterfeit.

"Cooking with the Gibbelins" will be coming soon to your local cable network. Bon appétit!

Lore

“The Gibbelins eat, as is well known, nothing less good than man. Their evil tower is joined to Terra Cognita, to the lands we know, by a bridge. Their hoard is beyond reason; avarice has no use for it; they have a separate cellar for emeralds and a separate cellar for sapphires; they have filled a hole with gold and dig it up when they need it. And the only use that is known for their ridiculous wealth is to attract to their larder a continual supply of food. In times of famine they have even been known to scatter rubies abroad, a little trail of them to some city of Man, and sure enough their larders would soon be full again.”

“Their tower stands on the other side of that river known to Homer—*ho rhoos okeanoio*, as he called it—which surrounds the world. And where the river is narrow and fordable the tower was built by the Gibbelins' gluttonous sires, for they liked to see burglars rowing easily to their steps. Some nourishment that common soil has not the huge trees drained there with their colossal roots from both banks of the river.”

“There the Gibbelins live and are discredibly fed.”
—Lord Dunsany

THINGS

Babylon Candle

Players must simply light the candle, hold hands with the other players and think of a destination. The candle's magic will attempt to teleport those in a flash of light. Each candle has two charges.

The player using the candle must roll:

On a 10+ a perfect teleport (uses one charge)

On a 7-10 teleports to a site near the desired location (use one charge)

Under -6 the candle fizzles and miss-teleports the party to a location of the GM's choosing (no charge).

Tower Map

Shows secret entrance to the Gibbelin Tower via a tunnel into Catacombs beneath the structure.

Ring of Twilight

Allows a character to gain the tag insubstantial as per a ghost. Player may not attack corporeal creatures in this form, but can attack incorporeal monsters. Ring will not function in daylight.

Vampire Remains with Stake

Remains of the structure's former lord. If the stake is removed the vampire will slowly regenerate and later try to retake the tower.

Monsters

Ghost (Gibbelin Victim) *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

Visit the Cats of Tindalos

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

for more free Dungeon World material

Gibbelin Horde

Solitary, Hoarder

A flurry of blows (d8x2 damage)

Close, Reach, Far

20 HP

A horde of unseelie fey cannibals on the prowl for a meal

Special Qualities: 3x normal health. Every health lost kills a zombie. -1 dmg for every gibbelin lost.

- Loves to ambush
- Lures with gems, jewels and semiprecious stones
- Inhabits the “Gibbelin Tower”

Special Rules: Fighting a Gibbelin Horde

When you fight the Horde, roll 2d6+STR:

10+ choose 2

7-9 choose 1

You avoid being caught by the horde

You land a meaningful hit, roll damage against the horde

You maintain your position in the face of the horde

You help another person escape the gibbelins

When you're caught by Gibbelins, roll 2d6+STR:

10+ You escape their grasp

7-9 You aren't mauled or eviscerated, but they worsen your position - pin you down, take a weapon away, etc.

6- The horde tears you to shreds and feasts upon your bits (roll Last Breath).

Inspired by Lord Dunsany's classic short story *The Hoard of the Gibbelins*.



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

Many gibbelins were eaten during the production of this Dungeon Starter. Ketchup recommended.