

# ARENA v1.0G

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 are you fighting in the arena?
- What do you plan to do with a fortune in gold coins?
- What do you hope to gain besides gold?
- Have you made prepaid arrangements for a funeral service if fortune proves fickle?

## IMPRESSIONS

- The roar of the crowd
- The crunch of sand beneath your feet
- Sound of trumpets
- The feeling you are being watched by the gods
- Distressing sight of a headless corpse being taken away
- The squelch of your boots in a puddle of blood
- Blazing sun overhead
- Scrawl on a wall: "Die well or die long!"
- A lovely aristocrat catches your eye and smiles
- The perfumed Tyrant gazes at you with indifference
- Brightly colored banners



## 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

*"We who are about to die salute you."*

-Traditional Roman Gladiator Saying

*"Two men enter-one man leaves!"*

-film *Mad Max Beyond Thunderdome*

## CUSTOM MOVES

### Arena

**When you first step into the arena, Roll+Dex.** On a 10+, gain both. On a 7–9, choose 1:

- You are able to notice an adversary's weakness (+1 on all combat rolls)
- You catch the eye of the ruling Tyrant

Less than 6: The trumpets sound and you are unprepared!

**If you lose your contest and are reduced to zero hit points, Roll+CHA:**

On a 10+, gain all. On a 7–9, choose 1:

- You are healed by the arena staff (Avoid Last Breath roll)
- You avoid being enslaved as a loser by the arena as a gladiator

Less than 6: Thumbs down! (Roll Last Breath; if succeed you are enslaved)



## THINGS

**Amulet of Hecate** Female Only  
Allows player to roll Last Breath roll twice and take the higher roll.

**Gladiator Diary** Fighter Only  
Notes of a fallen gladiator that allows reader a +1 bonus on all rolls in the Arena.

**Gladius of Hydra Slaying** 1 Weight  
When a player rolls 10+ when fighting a hydra the beast is instantly killed by a blow to its heart.

**Net of Entrapment** 1 Weight, 1 Use  
Acts like the wizard spell web on arena victims.

**Trident of Striking** 1 Weight  
Magical trident that allows a player to roll twice on to hit rolls in combats and takes the higher roll.

**Tyrant Dossier**  
A document proving in great detail the Tyrant's covert former investment in a variety of highly illegal operations and his campaign of murder and blackmail to cover it up.

## Monsters

**Angry Arena Mob** Solitary  
A flurry of blows (2d8 damage) 16 HP  
*Close, Reach, Far*  
**Special Qualities:** 3x normal health. Every health lost kills a civilian. -1 dmg for every civilian lost.

An angry group of arena fans who will have blood. Armed only with daggers and other concealed weapons. They seem to wearing a few pieces of armor.

*Instinct:* To kill the cheaters and cowards!

- Attack furiously while surrounding the opposition

**Arena Guard, Minotaur** Large  
Axe (d8+1 damage) 10 HP 1 Armor  
*Close, Reach*

These guards ensure the efficient management of Arena victims and staff.

*Instinct:* Enforce the rules!

**Arena Hydra** Solitary, Large  
Bite (d10+3 damage) 16 HP 2 Armor  
*Close, Reach*

**Special Qualities:** Many heads, only killed by a blow to the heart

A bit like a dragon, wingless though it may be. Heads, one in number at birth, spring from a muscled trunk and weave a sinuous pattern in the air. A hydra is to be feared—a scaled terror of the marsh. The older ones, though, they have more heads, for every failed attempt to murder it just makes it stronger. Cut off a head and two more grow in its place. Only a strike, true and strong, to the heart can end a hydra's life. Not time or tide or any other thing but this.

- Attack many enemies at once
- Regenerate a body part (especially a head)

*Instinct:* To grow new heads!



## Historical Background (from Wikipedia)

A **gladiator** (Latin: *gladiator*, "swordman", from *gladius*, "sword") was an armed combatant who entertained audiences in the Roman Republic and Roman Empire in violent confrontations with other gladiators, wild animals, and condemned criminals. Some gladiators were volunteers who risked their lives and their legal and social standing by appearing in the arena. Most were despised as slaves, schooled under harsh conditions, socially marginalized, and segregated even in death.

Irrespective of their origin, gladiators offered spectators an example of Rome's martial ethics and, in fighting or dying well; they could inspire admiration and popular acclaim. They were celebrated in high and low art, and their value as entertainers was commemorated in precious and commonplace objects throughout the Roman world.



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*“For death, when it stands near us, gives even to inexperienced men the courage not to seek to avoid the inevitable. So the gladiator, no matter how faint-hearted he has been throughout the fight, offers his throat to his opponent and directs the wavering blade to the vital spot.”*

Seneca, *Epistles*, 30.8

**Inspired by the various filmed versions of Spartacus, Ben-Hur, the HBO series Rome and Ridley Scott's movie Gladiator**

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