

# THE SOUL-CRUSHING DESPAIR PIT v1.0e

A Dungeon Starter by Mark Tygart  
For Sage LaTorra and Adam Koebel's  
Dungeon World  
[www.Dungeon-World.com](http://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

## AGENDA

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

## QUESTIONS

- Why were you thrown into this Pit?
- How is it far worse than you feared?
- What reason do you have to hate office work?
- What dark rumours have you learned about the natives?
- Did you believe in the legend of these lost souls?

## IMPRESSIONS

- The cry of the thralls chained to their desks as they are whipped
- The constant smell of brimstone in the air
- The babble of inane chatter
- The endless meetings that decide nothing
- Motivational poster: Work will set you Free!
- Cold-eyed stares of the repulsive customers
- Motivational poster: The torture will continue until morale improves!
- A cold feeling of doom in your guts



## Special Move

When you agree to engage in a witless office meeting, roll+INT;

On a 10+ you win and you are promoted to junior management and unchained from your desk.

On a 7-9 your ideas show promise on increasing worker misery (Get +2 bonus on next Office Meeting roll)

On a 6 or less and you are returned to your desk with shiny new shackles and given an extra whipping on the weekend.



## THINGS

### **Cool Sunglasses**

When worn will reveal the Devourer's Illusions

### **Red Stapler**

This talisman will double a player's damage to Managers and Pit monsters of all types.

### **Trumpet of TGIF**

1 Weight

When blown will cause all Managers to flee.

### **Accounting Ledger**

1 Weight

Allows control of "Bob from Accounting"

### **Amber Ale of Not Caring**

Temporarily gives characters a +1 against all Pit Creatures

## Services

Charon's ferry to take you out of the Underworld: **2 Coins**

*"The Devourers are the most accomplished merchants in all the many universes — so accomplished, indeed, that they sell only trash. There is a deep necessity in this, for the Devourers must occupy all their cunning in perfecting their methods of selling and so have not an instant to spare in considering the worth of what they sell."*

-Fritz Leiber

## Monsters

### **Devourer ("The Boss")**

*Solitary, Stealthy, Planar*

Sword (d10 damage 1 piercing)

12 HP, 5 armor

*Close, Near*

The Devourers are a race of rapacious alien merchants whose only purpose is to sell trash and reap huge profits. They set up shop in large urban areas and, using their potent powers of illusion, persuade the populace that they are selling fabulous treasures at bargain rates. The Devourers originate in a parallel universe, but they have spread to numerous other worlds, bankrupting them and ransacking their wealth. In their true form, Devourers resemble large iron statues, something like iron golems. Their illusionary powers allow them to appear as anything and anyone they desire (usually the most inoffensive and naive salesman imaginable, for example). Their illusions cannot be dispelled; they can only be penetrated by magical means.

*Instinct:* Bankrupt

Sell trash and reap huge profits

Cast Illusions

Makes trash appear valuable

### **Insane Mob of Freed Worker-Slaves**

*Solitary*

A flurry of blows (d8x2 damage)

16 HP

*Close, Reach, Far*

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

### **Manager Demons**

*Group, Intelligent*

Cruel Whips (b [2d8+2] damage)

*Close*

6 HP, 2 Armor

These foul beings are a species of demoniac humanoids with both pig and human characteristics (simply put; demon pig-men).

### **Bob from Accounting (Devil Dire Octopus)**

*Huge*

Tentacles (b [2d6] +3 damage)

24 HP, 2 Armor

This creature must obey its Manager "masters" until freed from the Managers' mental control.

- Grapple
- Fiery Ink Cloud
- Obeys Manager with Accounting Ledger



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(This Dungeon Starter was inspired by Chris "HyveMynd" Stone-Bush's workplace woes, the story *Bazaar of the Bizarre* by Fritz Leiber and the film *Office Space*.)

