

## AGENDA

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

## QUESTIONS

- Why are you searching for this treasure?
- How did you learn of its secret location?
- What reason do you have to hate or love the sea?
- What experience do you have finding pirate booty?
- Have you heard about the Mermaid Eye gem?
- Do you believe in the legend of the pit's curse?

## IMPRESSIONS

- The cry of sea gulls
- The constant salty wetness in the air
- The crunch of sand beneath your feet
- The ocean's crash against a rocky shore
- Tackle hanging from tree indicating the pit is near
- Cold-eyed grins of shattered skulls along the path
- The flash of green at sunset
- A cold feeling of doom in your guts



# THE TREASURE PIT v1.0F

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

## CUSTOM MOVES

### Treasure Pit Water Trap

In a raging torrent of water, ROLL +CON

10+ You are shaken but safe

7-9 Choose one:

You don't lose a valuable item

You don't take damage (1d8)

You don't take -1 ongoing until you warm up and rest

All three on a failure and you end up in the Cavern Devilfish's Lagoon.

### False Entrance Sliding Wall Trap (by Sersa Victory)

When this trap is triggered, a sliding block of stone grinds away from the wall, threatening to trap slow victims in the far end of the hallway. Each character in the hallway should roll+DEX, one at a time. \*On a 10+, they pick 3. \*On a 7-9, they pick 1.

You don't get wedged between the sliding stone for 2d10 damage.

You don't accidentally drop something useful in the sealed hallway.

You don't inadvertently hinder another character's escape.



## THINGS

**Arcane Map** 3 Uses 0 Weight  
A blank map on withered parchment. After a player spends a few minutes concentrating on the item the map will show a route to his or her greatest desire. Note that the map does not usually show monsters, traps or hidden doors. After three uses it crumbles.

**Ring of Triton** 0 Weight  
When worn allows the characters to gain the tag Aquatic by transforming into Merman or Mermaid when in immersed in water. Think *Harry Potter and the Goblet of Fire*.

**Mermaid's Eye** 1 Weight  
A large azure gem that allows the bearer to summon and control the Sea Serpent.

## Services

A local fisherman to take you to the rocky island: 200 Coins

## Monsters

**Cavern Devilfish** *Large, Stealthy*  
Tentacles, Beak (d8+1 damage, 2 piercing)  
Close, Reach, Messy HP: 10 Armor: 0  
It waits quietly on the cavern lake floor; camouflaged with so much skill it is indiscernible from the sea floor or reef. It bursts out so quickly you hardly have time to react. It grabs you from 15 feet away and brings you to its poisoned beak in seconds. Would you corner it, it would squeeze out anyway. Would you pursue it, it would blind you with an impenetrable cloud of black ink.  
**Instinct:** Hunt prey

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**Crab, Giant** *Group*  
Pincers (d8 damage, 1 piercing)  
*Close, Messy* 6 HP, 3 Armor  
The storm had washed ashore the old fishing boat, broken. And his crew had been scattered all along the beach, unconscious. They were coming for fresh and tasty meat. Crabs were getting off the sand, swimming out of the sea, or bursting out of water holes. Most were quite large... Larger than a cart wheel, with pincers strong enough to cut an arm off, and mandibles chopping their way through leather and fabric.  
**Instinct:** To eat on carrion

**Ghost** *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

**Pirate** *Horde, Intelligent, Organized*  
Cutlass (d6 damage)  
*Close* 5 HP, 0 Armor  
A rogue not to be trusted by anyone.  
**Instinct:** To rob

**Inspired by the legend of Oak Island and the Money Pit**

**Pirate Captain** *Solitary, Stealthy, Intelligent, Cautious*  
Cat-of-nine-tails (b [2d10+2] damage)  
*Close* 12 HP, 4 Armor  
This salty dog will stop at nothing to gain access to the treasure.  
**Instinct:** Challenge someone to single combat (and cheat!)

**Sea Serpent** *Solitary, Huge, Intelligent*  
Bite (d10+5 damage 2 piercing) 20 HP, 2 Armor  
*Reach, Forceful*  
**Instinct:** To sink ships

**Skeleton** *Undead, Horde*  
Rusty weapon (d4 damage) 7 HP, 3 Armor  
*Close*  
The pile of bones suddenly stirs, rising up to take on a human shape. Its long, bony fingers reach out to claw at the living.  
**Instinct:** To increase their ranks



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