

# GOBLIN COMBAT PITS v1.0b

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

- How were you captured by the goblins?
- What do you plan to do if you survive?
- Why do you loathe Greebak?
- Have you made prepaid arrangements for a funeral service if fortune proves fickle?

## IMPRESSIONS

- The roar of the Underdark crowd
- The crunch of sand beneath your feet
- Sound of goblin horns
- The feeling you are being watched by the gods
- Distressing sight of a crushed corpse being taken away
- The squelch of your boots in a puddle of blood
- Blazing torches above
- Scrawl on a wall: "Die Surface Weaklings!"
- Greebak gazes at you with indifference
- Crowd cries out "Rock, Rock, and Rock!"



## 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

***"Are you not entertained?"***

-film *Gladiator*

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

-film *Mad Max Beyond Thunderdome*

## CUSTOM MOVES

### Combat Pit

**When you first step into the combat pit, 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 Greebak the Greedy, owner of the Combat Pit

Less than 6: The horns 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 pit staff (Avoid Last Breath roll)
- You avoid being enslaved as a loser by Greebak

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



## THINGS

### **Greebak's Amulet**

Allows wielder control of the Magma Golem.

### **Pit Fighter Diary**

Notes of a fallen warrior that allows reader a +1 bonus on all rolls in the Combat Pits.

## Monsters

### **Angry Underdark 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 combat pit fans who will have blood.

Mostly Goblins, a few kobolds, maybe a dark elf or morlock among the horde. Armed only with daggers and other concealed weapons. They seem to wearing a few pieces of armor.

*Instinct:* To kill the cheaters and cowards!

### **Hobgoblin Guard**

*Group, Intelligent, Hoarder*

Mace (d8+1 damage) 6 HP 1 Armor  
*Close*

These guards ensure the efficient management of victims and staff.

*Instinct:* Enforce the rules!

### **Greebak, Bugbear Overlord**

*Large, Stealthy, Cautious*

Morningstar (d8+4 damage) 10 HP, 2 Armor  
*Close, Forceful*

Bugbears take whatever they want and bully others into doing their work. They hunt for food, eating any creature they can kill, including other goblins. Bugbears stand between 7 and 8 feet tall and weigh in as the largest and burliest of the goblins at 500 pounds. Bugbears are surprisingly sneaky for their size. They sometimes send out their smaller kin to lead overeager adventurers into a trap.

If they can't achieve surprise, bugbears look for chances to flank their foes.

**Instinct:** To bully or eat the weak

- Dominates lesser goblins
- Ambush or flank
- Destroy pit slaves with the Magma Golem

### **Magma Golem**

*Solitary, Construct*

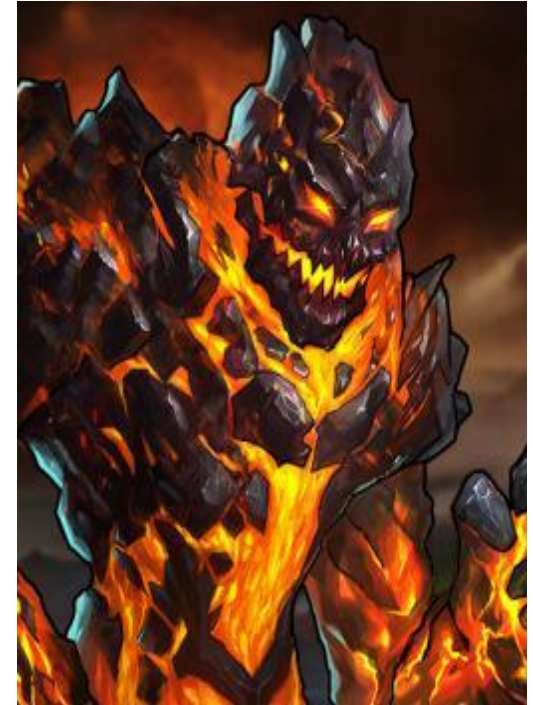
Smash (d10+2 damage 2 piercing) 12 HP 3 Armor  
*Close, Forceful*

**Special Qualities:** Relentless, Immune to fire  
Magma golems are powerful magical automatons created from the raw material of magma. Hard rock on the outside with a core of lava inside; they may breathe fire.

**Custom Move:** When a magma golem breathes his mystic fire at you, ROLL+WIS. On a 10+, you find suitable cover. On a 7-9, you dodged but choose 1 anyway:  
Your weapon melts on your hand.  
Your armor burns and leaves you breathless for a while (-1 on all rolls until you next make camp)

Say goodbye to your backpack.

On a 6-, take 2d6 in fire damage.



**Inspired by the arena scene in the film *Galaxy Quest***



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**Mongol General:** *What is best in life?*

**Conan:** *To crush your enemies, to see them driven before you, and to hear the lamentations of their women.*

-Film *Conan the Barbarian* 1982

*"There are as many different types of pit fight as there are venues, from small fistfights in an old barn or a back alley, to huge conflicts with many heavily armed combatants. There are vast amounts of money to be made by the illegal gambling cartels and on the sly by the merchant guilds from the pit fights."*

-Zenop the Wanderer