

Dark creatures from legend have been sighted in your village, and their wicked handiwork is everywhere. While many in town do not believe that the danger is great, you and your friends have witnessed the works of these monsters firsthand. But why are they attacking your village? Why are they seen again in the lands of men?

This Scenario Pack gives the GM several tables which will allow for the quick creation of an adventure while the players are making their characters. You will find example names, possible explanations for the presence of the goblins, sample monsters, and the tools to make your own short dungeon in the form of the goblins' lair.

If you need to come up with names of people and places on the fly, use the following tables. We have chosen to use primarily English names for this scenario pack.

1d6	Village Name
1	Abindgdon
2	Dumbarton
3	Kirkwall
4	Orford
5	Norwich
6	Tamworth

REMINDER!



= ADD A LOCATION TO THE MAP



= ADD AN NPC TO THE MAP

You will learn a lot about the characters' village from the events they roll while making their characters. This will include information on the people who live there.

Use this table to come up with names for some of those people or the characters themselves.

1d20	Female Names	1d20	Female Names	1d20	Male Names	1d20	Male Names
1	Agatha	11	Isabel	1	Arthur	11	Leland
2	Aimee	12	Jane	2	Auden	12	Malin
3	Belinda	13	Jocelyn	3	Braden	13	Mitchell
4	Cecilia	14	Kate	4	Cadby	14	Raymond
5	Edith	15	Marion	5	Darren	15	Richard
6	Elizabeth	16	Rachel	6	Edgar	16	Robert
7	Eve	17	Stella	7	Elton	17	Silas
8	Giselle	18	Susanna	8	Hayden	18	Spencer
9	Hester	19	Ursula	9	Jeremy	19	Wesley
10	Honey	20	Violet	10	Kelton	20	Wymar

WHAT MANNER OF BEAST IS THIS?

First, determine what sort of goblins are plaguing the characters' village. Roll on the following table to determine the special trait shared by the members and beasts of the tribe. See p.4 of the 'All about Goblins' booklet for more details on traits.

1d6 What is the heart of the goblins' evil nature?

- 1 **Darkness** - Everyone knows the monsters come out at night.
Penalty: -1 in daylight, *Bonus:* dark vision, +1 to-hit and saving throws in darkness
- 2 **Fear** - "The oldest and strongest emotion of mankind is fear." -- H.P. Lovecraft
Penalty: -1 to all actions unless they outnumber their foes, *Bonus:* foes must make a saving throw vs Spell or -3 to all actions against the fear goblins
- 3 **Underground** - Strange, ancient evils breed beneath your sleepy village.
Penalty: -5 to all actions in wide open spaces, *Bonus:* low-light vision, tunneling and trap setting
- 4 **Forest** - The deep forest is a dangerous place, with changing paths and hidden dangers.
Penalty: must return to their grove each dawn, or perish, *Bonus:* +1 on all rolls in woods or forest, camouflage
- 5 **Disease** - The creeping horror of death is worst of all when it makes its home in your own body.
Penalty: horrible odor, *Bonus:* after any battle with goblins, opponents must save vs poison or contract a plague
- 6 **Darkness and Fear** - Everyone knows the scariest monsters come out at night.
Penalty: -1 in daylight, -1 to all actions unless they outnumber the their foes, *Bonus:* dark vision, +1 to-hit and saving throws in darkness, foes must make a save vs spell or -3 to all actions until they've fled or defeated the goblins

Just before the game begins, the characters are away from home. While they are gone, a goblin raiding party attacks their village. Someone close to the characters is affected. As the characters roll on their first three tables for their childhood backgrounds, fill in the following table with some interesting people.

1d8 Who was affected by the goblin attack?

- 1
- 2
- 3
- 4
- 5
- 6
- 7
- 8



1d6 What happened to the above character during the attack?

- 1 They were kidnapped by the wicked goblins and are now held in the goblins' camp.
- 2 They betrayed the village to the goblins, perhaps opening the gates to let them in, or helping them sneak past the watch. The conspirator then left with the raiders.
- 3 They died a hero, bravely defending their family, friends, or home.
- 4 Their home was taken by the goblin invaders, a group of whom are still inside, barricaded against the frightened and angry villagers.
- 5 They fled from the raiders and were shot dead, goblin arrows protruding from their back.
- 6 They were taken by the goblins, but then sent back with a threatening message: the goblins will return and destroy the entire village.

Goblins are greedy opportunists. As above, fill in the blanks on this chart with people, places, and things that come up while the players are making their characters, but this time from their four class specific charts. When the goblins made their first attack, this person, place, or thing caught their eyes, and now they will do anything to possess it.

1d8 What do the goblins want desperately?

- 1
- 2
- 3
- 4
- 5
- 6
- 7
- 8



1d6 Who is the goblin king?

- 1 A great bugbear, the mightiest of goblins, rules this tribe with an iron fist.
- 2 One of the smallest goblins, a weak kobold, has managed to ascend to the heights of power within this community by clever trickery.
- 3 The ruler of these goblins is a dark and distant power, perhaps an ancient god, a powerful creature of undeath, or a demon. The tribes have been organized to serve this leader, who is highly unlikely to show up personally in this adventure.
- 4 Somehow, a human has gained the servitude of the goblin horde. Their leader is a mortal man, such as a great warrior, a powerful sorceress, or even just a wealthy merchant who has bribed them.
- 5 There is currently a power struggle within this community of goblins. Roughly equal numbers of the tribe follow each of the claimants to power. Creative characters may be able to use this internal strife to their advantage.
- 6 These goblins are too chaotic to have a ruler, instead existing as an unruly mob. You know, a democracy.

EVENTS DURING THE GAME

Near the beginning of the session, while the characters are starting their investigation, what kicks things into high gear? Bring this result in after 15-30 minutes of play. You might want to ignore this table if the game gets off to a fast start on its own, but you can still use the result to inform your thinking while you are figuring out what is really going on with the goblins.

1d6 What pushes the characters to action?

- 1 The goblins launch a sudden attack. They quickly establish a beachhead in the characters' homes, maybe in the inn or the local church. How does this get them closer to what they want?
- 2 A relative or friend of the characters is kidnapped by the nefarious goblins. What will they do to this poor soul?
- 3 A pack of foul beasts comes rampaging through town, a deadly precursor to the next wave of the goblin invasion. They seem to be targeting someone in particular. Who is it?
- 4 One of the locals is revealed to be in league with the goblins. Why would he betray his own people? (Is he the only conspirator?)
- 5 The goblins pull off an incredible heist, absconding with something precious to the characters or their friends. What do they need it for?
- 6 Several poor villagers are found murdered on the outskirts of town. What did the goblins learn from them before their deaths?

Battles with goblins are never as simple as they seem. What unforeseen twist changes the whole adventure? If you are short on time, you may want to ignore these subplots and have your characters just worry with the goblins themselves.

1d6 What might lead the characters off the track?

- 1 A quarrel between two families, or within a single family, threatens to undermine the stability of the village just when it should be pulling together. If the characters are unable to solve this strife, they will not be able to call on the villagers for aid when it is time to face the goblin threat head on.
- 2 A child in the village has not received the appropriate rites, such as a baptism or naming ceremony. The goblins now seek to use this special child. If the characters are unable to get the child's problem corrected, the goblins will grow in power.
- 3 Opportunistic bandits choose this as the perfect time to plunder the village. If the characters play their cards right, they can end up with the bandits and the goblins fighting each other, but if they do not act, the village could find itself with the goblins on one side and the pillagers on the other.
- 4 A sorcerer or scholar comes to the village as part of a traveling carnival. Rather than seeming concerned about the odd happenings in the village, the carnival sets up shop as normal so that their leader can study the goblins. If the characters do not help him succeed in his task or convince him to leave, the goblins will kill the poor fool and gain his magical power.
- 5 One of the characters' rivals in the village wants to turn the goblins to his own will. If the characters do not convince him of the error of his ways or stop him, the goblins could end up with a new leader.
- 6 The goblins have been stealing the blood of the villagers' cattle to feed their guardian beasts. Unfortunately, the farmers are all blaming each other for their sickened livestock. If the characters cannot convince the farmers to band together and protect their animals, the goblins will have an extra force of monstrous foes.

THE ROAD GOES ON

If you are playing this scenario as a one-shot, success in stopping the goblins will probably be satisfying enough for the players. However, if you plan to continue with these characters on further adventures, it might be nice to give them a reward. The following tables will give you some ideas for such rewards, as well as seeds to plant for further adventures.

1d6 What do the characters find in the goblins' cave system?

- 1 The characters manage to acquire a great deal of money being hoarded by the goblins. They may share 5d10 gold pieces.
- 2 The goblins have a stash of 2d6 foul smelling potions, kept in a wooden chest in their cave system. The potions may be of different types, or may all have the same effect. The characters will have to figure out what they do.
- 3 A ring of black iron sits on a pedestal somewhere in the goblins' caves. This ring gives +1 to all saving throws while the wearer has a weapon drawn.
- 4 Hidden among some of the detritus in the caves, the characters find dagger of goblin make. This magical knife gives a +1 to hit and damage and, when drawn, gives the character both the benefit and penalty of the trait of these goblins (darkness, fear, etc.).
- 5 The toughest warrior in the goblin tribe carries a shield of heavy wood, banded with iron, and covered in evil runes. The characters can claim this shield for their own; it provides a +3 bonus to AC.
- 6 The goblins have been busy. In or around the cave system, the characters find a corral of stolen horses.

You may want to leave the players hanging with a threat of more danger from the goblins. This allows you to continue your story with the same characters later. If you think you might want to do that, roll on this table and have the hint show up at the end of the session.

1d6 What hint do the characters find?

- 1 On the body of the goblin chieftain, the characters find a map detailing the movements of several goblin tribes in the area.
- 2 The child of a noble from the next county over is being held prisoner in the caves. The child has been badly frightened.
- 3 The goblins have been worshipping a dark and forgotten god. The characters find the altar of this deity, as well as inscriptions suggesting that the goblins were attempting to awaken it from its slumbers.
- 4 At the back of one of the caverns, the characters find a small tunnel that seems to go far and straight. Where does it lead?
- 5 The characters find a chest of fancy silverware and linens from a city to the south. The chest bears the mark of one of the wealthiest merchants in that city.
- 6 As the characters leave the goblin cave system, a fae messenger arrives, sent from the Faerie Lord to the goblins. He will likely be very surprised by what the characters have been doing.

THE DUNGEON

A good dungeon is a staple of fantasy gaming, and this Scenario Pack in particular focuses on the classic dungeon crawl, with the goblins' twisted cave system as the final challenge. The accompanying 'All about Goblins' booklet details how to design a random goblin cave system in just a few dice rolls. Read that section ahead of time, beginning on p.5. The tables on this page are abbreviated versions of the information in that book so that you can generate a complex quickly if you are already familiar with how to do so.

Roll either a d6, d8, or d10 every time you determine a new neighborhood. Roll a d6 for each neighborhood to determine its special features, and a d12 to determine how many exits it has, and what type of exits those are. Remember that each neighborhood will only appear once in the cave system unless you decide otherwise, so rolling the same neighborhood again means that your cavern system loops back on itself and reconnects with earlier regions.

1d6 Cave Entrance Table	
1	Stream
2	Animals
3	Guards
4	A Maze of Twisty Passages
5	Trap - Damage
6	Trap - Alarm

1d6/1d8/1d10	Neighborhood Table
1	Living Quarters
2	Cooking/Dining
3	Storage
4	Throne Room
5	Kennels
6	Mining
7	Crafting
8	Nursery
9	Sports
10	Religious

1d6 Neighborhood Special Features	
1	<i>Treasure.</i> This room has a particularly valuable item in it. It may be valuable to the plot, or it may only be valuable to the survivors.
2	<i>Trap.</i> This room, or a key part of it, is trapped.
3	<i>Barred Door or Passage.</i> One of the exits here is blocked. The characters will need to make a Strength check to get past, or pick the lock.
4	<i>Nothing Special.</i> There is nothing out of the ordinary about this particular neighborhood.
5	<i>Goblin Hero.</i> At least one goblin hero is here. Either an orc or bugbear is appropriate.
6	<i>Abandoned.</i> No one is here. Why? Ignore the usual number of occupants, but feel free to add an undead monster here. A ghoul or phantom will be a good pick for a group of first-level characters.

1d12	# of exits	type of exits
1	0	no exits
2	0	no exits
3	1	a natural passage
4	1	a worked or carven passage
5	1	a secured passage (a door or gate)
6	1	a ladder
7	2	one natural passage, one ladder
8	2	one narrow tunnel, one worked passage
9	2	one secured passage, one hidden door
10	2	one worked passage, one hidden door
11	3	one natural passage, one worked passage, one hidden door
12	3	one ladder, one worked passage, one secured passage

RECENT EVENTS

The previous tables all help the GM get some ideas about how to set up the adventure with the goblin infestation in their village. The Recent Events table on this page pushes things into high gear.

The recent events described in this Scenario Pack are different from those in the Hidden Cult Scenario Pack. Instead of each character in the group rolling an individual event and having someone beside them help, the entire group will experience one major event to jump start the adventure.

Just before the adventure begins, the player characters are all away from home together. Roll once for the entire group on the following table to determine what they were doing just before the session and how well it went for them. This is the reason they were away from home when the wicked goblins launched their attack.

Each of these events gives a necessary die roll. If it is a saving throw or attack roll, every character in the group must make the test. If it is an ability score check, then, while everyone is working on the problem together, only a single character may take the lead and make the roll. Discuss the scene and determine which character will make the test; others may help as normal. If there is any serious argument about who gets to test, use Initiative to solve the dispute.

When the characters return from this event they will find their home changed and the game is on!

1d8 What happened earlier today?

- 1 Someone in the village sent you on a mission in the forest. Perhaps the witch sent you to gather rare herbs, or the elders needed you to make a purchase at a nearby settlement. *Test Wisdom* (Herbalism and nature skills may help). Success: you managed to find some healing herbs which, when chewed, will restore 1d6 hit points. Failure: you found poisonous berries and kept them just in case; if ingested, they will cause 1d6 damage to anyone who fails a save versus poison.
- 2 There were reports of strange activities outside of the village. You and your closest friends went to check them out, finding only the remains of an earlier goblin attack, such as dead travelers on the road. *Test Intelligence* (Awareness and related skills may help). Success: you recognize that this was a goblin attack, and you find a map or clues leading to the goblin lair. Failure: you are baffled by these strange remains.
- 3 You and your friends fell into a deep sleep while out walking. When you awoke, it was already dark. Was this some strange magic? *Everyone makes a saving throw versus spell*. Success: you wake yourself from the sleep, shaking off the curse; gain a +1 bonus on all saving throws against goblin magic for the rest of this scenario. Failure: you sleep deeply and have horrific dreams of a goblin sorcerer; you are sure that you could recognize him if you saw him again.
- 4 Some of the farmers' livestock got loose from their pens, so you and your friends went to round them up. You did not find the animals, but you did find some disturbing signs, such as strange footprints or broken arrows. *Test Wisdom* (Tracking and Investigation skills may help). Success: you will recognize these signs in the future; gain a +1 bonus to any checks to track the goblins in this scenario. Failure: you disturb the remains, thus learning nothing, but do manage to gather 1d4 goblin arrows.
- 5 Another village was having a small festival, and you decided to go to the festivities. You return to a very different home. *Test Charisma* (various social skills may help). Success: you made friends with a similar group of young people in the other village; you can probably call on them for help if you need to. Failure: you return home a little poorer; everyone loses 1d4 silvers.
- 6 A holy man from the south came to town. He spoke of foreign gods and mystical rites. Intrigued, you followed him far away from the village to an ancient, religious site and one of you took part in his rituals. *Test Constitution*. Success: you endured for the entire ordeal and come away with new insight; your weapon is blessed until the next moon, gaining +1 to hit and damage. Failure: you passed out from the fatigue and gained no new insights.
- 7 A monster was seen in the woods, so you and your friends, hoping for your first adventure, tracked the beast into the forest to confront it. *Everyone in the group makes an attack roll against AC 12*. If your group manages to cause a total of 2 points of damage per player, you get an excellent trophy to brag about. Otherwise, the beast drives you back to town; each character loses 1 HP.
- 8 A large dam failed upstream, and you and your friends had to make the journey to fix it. *Test Strength*. Success: the spirits of these waters show you their favor; just what this means for you in the future is still unclear. Failure: the first you hear of the invasion is when a goblin scout attacks you. This begins the adventure right now!

SUGGESTED MONSTERS

The following monsters are particularly appropriate for this scenario pack, and so their summaries are provided here for your convenience. Feel free to use any other monsters from other sources as you see fit, of course, including our 'Bestiary' booklet. With each category of monster is a suggested number which will provide a challenge to four Level 1 PCs. Groups which are smaller or larger, or which contain characters of higher levels, will require the GM to adjust the numbers accordingly.

THE GOBLINS

Obviously, the focus of this Scenario Pack is the wicked goblins and the damage they cause the characters and their home. They are by far the most common adversary.

Remember that these goblin stats will be modified by the goblin trait which you rolled for your tribe at the beginning of the Scenario Pack

A group of four or five kobolds or goblins should be enough of a challenge for level 1 characters to become aware of the danger around them. Orcs are more difficult, and just two would be an acceptable challenge. The bugbear is a mighty foe, and one, perhaps with his guards or perhaps alone, is plenty for the characters to handle.

KOBOLD

Hit Dice: 1d4 (2 HP)

AC: 13

Attack: +0 to hit, 1d6 (short sword)

Alignment: Chaotic

XP: 5

GOBLIN

Hit Dice: 1d6 (4 HP)

AC: 14

Attack: +1 to hit, 1d6 (short sword)

Alignment: Chaotic

XP: 15

ORC

Hit Dice: 1d10 (6 HP)

AC: 14

Attack: +1 to hit, 1d8 (longsword)

Alignment: Chaotic

XP: 20

BUGBEAR

Hit Dice: 3d10 (15 HP)

AC: 15

Attack: +3 to hit, 1d10 (great axe)

Alignment: Chaotic

XP: 50

GOBLIN BEASTS

The goblins' beasts are also worthy adversaries. Six or so foul beastlings make a fine threat, as would one or more guardian beasts.

FOUL BEASTLING

Hit Dice: 1d4 (2 HP)

AC: 12

Attack: +1 to hit, 1d4 (bite)

Alignment: Chaotic

XP: 5

Notes: *Carriers* (there is a 1 in 20 chance that anyone bitten by the beastling will suffer the basic penalty from the goblins' trait; this lasts until the next full moon)

GUARDIAN BEAST

Hit Dice: 2d10 (11 HP)

AC: 14

Attack: +3 to hit, 1d4 (bite)

Alignment: Chaotic

XP: 50

Notes: *Steel Jaws* (if the beast successfully bites, it will stay locked on the target, automatically hitting in every subsequent round for 1d4 further damage)

XP: 80

Notes: *Swift* - if there are enough foes in its immediate range, the bear may claw twice and bite once per round. Stay away!

SUPERNATURAL FOES

It is entirely possible that the presence of the goblins and their magic has attracted other supernatural creatures to the characters' home.

An elemental could be bothered by the goblins' foul ways, while a phantom could represent a victim of the goblins who cannot rest easy. Either one of these threats would be enough by itself to give a group of first level characters plenty of problems.

THE BREEZE, AN ELEMENTAL OF THE AIR

These stats represent a typical, minor elemental. It is mostly mindless, but can be bound by mortal sorcerers or driven to anger. Every round, it makes one of the following attacks.

- Gust of Wind*: all in near range must make a Dexterity test or be at a -2 penalty to all actions next round
- Poisonous Air*: +3 to hit (it envelops the target), target must make a saving throw vs. Poison or take 2d4 damage every round for the next 3 rounds
- Leaves and Loose Daggers*: attack against 2 opponents: +3 to hit, 1d4+1 damage

Hit Dice: 3d8+3 (16 HP)

AC: 10

Attack: special, see notes

Alignment: Neutral

XP: 250

Notes: *Incorporeal* (the Breeze has no physical form, and is only affected by magic and iron weapons), *Magical Powers* (once per round, the spirit of the air uses one of the powers above), *True Name* (the Breeze has a true name which gives its foes power over it)

PHANTOM

Hit Dice: 2d6 (7 HP)

AC: 15

Attack: +2 to hit, 1d8 (chilling touch)

Alignment: any

XP: 80

Notes: *Incorporeal* (the phantom has no physical form, and is only affected by magic and silver weapons)

OTHER THREATS

The characters can easily run afoul of other threats while hunting for the goblins' caves or getting into trouble in the village.

Human bandits are about as threatening as goblins, so four or so would be a worthy threat to a band of first level adventures. Four dogs, three wolves, or a single bear make good challenges for a group of first level characters. A single insect swarm can pose a serious challenge to the group.

HUMAN BANDIT

Hit Dice: 1d6 (4 HP)

AC: 14

Attack: +0 to hit, 1d8 damage (long sword)

Alignment: Neutral

XP: 20

DOG

Hit Dice: 1d8 (5 HP)

AC: 12

Attack: +1 to hit, 1d4 damage (bite)

Alignment: Neutral

XP: 15

WOLF

Hit Dice: 2d8 (9 HP)

AC: 13

Attack: +1 to hit, 1d4+1 damage (bite)

Alignment: Neutral

XP: 35

BEAR

Hit Dice: 3d8 (14 HP)

AC: 13

Attack: +3 to hit, 1d6 damage (claw), 1d8 (bite)

Alignment: Neutral

XP: 80

Notes: *Swift* - if there are enough foes in its immediate range, the bear may claw twice and bite once per round. Stay away!

INSECT SWARM

Hit Dice: 2d8 (9 HP)

AC: 13

Attack: special, see notes

Alignment: Neutral

XP: 85

Notes: *Swarming Attack* (the swarm will automatically cause 1 hit point of damage to anyone it passes over, every round. It will cause 3 hit points of damage to those who do anything other than seek cover)